

DM 8232

CHARACTER DESIGN & DEVELOPMENT

digital game art & design

AY2016/2017 SEM 1



CHARACTER PROFILE WORKSHEET

Basic Statistics

Name:

Aliases/Nicknames:

Age:

Sex:

Date of Birth & Horoscope:

Blood Type (if applicable):

Nationality:

Hometown & Current Residence:

Physiological (e.g., sex, age, height, weight, appearance, distinct, and physique)

Height: 153

Weight: 60

Build (e.g. Slender, athletic, frail, sturdy, stocky, muscular, or plump?): plump

Race:

Eye Colour: black

Hair Colour: black

Glasses or contact lenses?

Skin Colour:

Shape of Face: square

Distinguishing features: dead eyes

Significant physical traits (e.g. tattoo, scars, birthmark pigmentation): slight slouch

Clothes Style (What style of clothes does the character wear?): plain, covers as much as possible

Mannerisms:

Habits: (smoking, drinking etc.) massaging neck, pinching & scratching

Health Status: very reserved, fights with big swings

Disabilities: partial blindness

Style (Elegant, shabby etc.): plain, conservative baggy

Accessories/weapons: daggers

Sociological(e.g., occupation, education, family life, friends, enemies, and hobbies)

Occupation:

Hobbies: *daydreaming*

Favorite Sayings: *where is the end*

Talents/Skills: *skewed priorities*

Educational Background: *common*

Any Friends (who are they if yes):

Siblings if any (describe relationship):

Family (describe relationship): *neutral, indifferent*

Romantic if applicable (describe relationship):

Other significant relationship in the story (if any):

Psychological (e.g., moral standards goals temperament, obsessions, intelligence).

Greatest flaw: *indecisive, overthinking*

Strengths: *observing the situation, predicting events*

Weaknesses: *stubborn, self destructive*

Favourite food:

Favourite colour:

Intelligence Level:

Learning Experiences: *avoid conflict by keeping opinion to myself*

Character's short-term goals in life: *unobtrusive day*

Character's long-term goals in life: *early death*

How does Character see himself/herself? *hopeless & greedy*

How does Character believe he/she is perceived by others? *lazy, introverted*

What motivates this character? *fear*

What frightens this character (or Phobia)? *negative criticism*

What makes this character happy? *cute animals*

Is the character judgmental of others? *yes*

Is the character generous or stingy?

Is the character generally polite or rude? *indifferent*

What would most embarrass the character?

What is the character favourite moment?

Is the character Introvert or Extrovert?

How does the character deal with anger?

How does the character deal with sadness?

How does the character deal with conflict?

How does the character deal with change?

What would the character like to change in his/her life?