From The Ultimate Guide to Video Game Writing & Design. By Flint Dille and John Zuur Platten, Lone Eagle Publishing Company, 2007.

[Taken from Chapter 5: Building Characters]

The Character Biography Template [Blank]

# Character Biography Template:

This is supposed to be an engaging and fluid way of discovering character. Some information you may end up using. Most you won’t. You may choose to do this linearly, or skip boxes and come back. Even you have no answer, be sure to say *unknown* or *not sure* in the box. Don’t answer the final few questions until the very end, however, despite how tempting it may be to do otherwise. Move quickly!

In a short paragraph, give me an idea of who you think your character is, what they do, how they behave, where they come from, etc. Then head on over to the template!

Character & Their World Summary:

Character Template:

|  |  |
| --- | --- |
|  |  |
| **Name:** |  |
| Story Purpose |  |
| Gameplay Purpose | Player Character |
| Alignment |  |
| Persona |  |
| General Disposition |  |
| Special Abilities |  |
| Education/Intelligence |  |
| Family |  |
| Aspirations |  |
| Addictions |  |
| Occupation and attitude toward it (good or bad) |  |
| Objective(s) |  |
| What does this character want? |  |
| Who or what does he love? |  |
| What is he afraid of? |  |
| Why does he involve himself in this situation? |  |
| Other roles and identities? |  |
| Single adjective to describe his character |  |
| Skills |  |
| Reports/Answers to? |  |
| Who reports to this character? |  |
| Trademark Object |  |
| Common emotions (pick three): Exhausted, confused, ecstatic, guilty, suspicious, angry, hysterical, frustrated, sad, confident, embarrassed, happy, mischievous, disgusted, frightened, enraged, ashamed, cautious, smug, depressed, overwhelmed, hopeful, lonely, love-struck, jealous, bored, surprised, anxious, shocked, shy |  |
| Signature Move or Tic |  |
| Nationality |  |
| Ethnicity |  |
| Religion |  |
| Favorite Food |  |
| How does this character dress? (Note: Characters might wear a variety of clothes, but there is a “standard” way you see them. Bond wears a tuxedo. Indiana Jones wears a leather jacket and fedora.) |  |
| Accent |  |
| Dialogue Tics and Slang? |  |
| Locations where this character is mostly likely to “blend in.” |  |
| Where was the character born? |  |
| Where has the character been? |  |
| Where does the character live? |  |
| Where will (did) they die? And how? |  |
| Objects the character wears on his or her body (jewelry, tattoos, etc): |  |
| Dichotomy of Character (inner conflict in the character) |  |
| Relation to other significant characters |  |
| What we’d think if we saw this character on the street |  |
| How did this character lose their virginity? |  |
| Morality: Moral choices the character makes in the game. Does this affect how the player should play them? |  |
| Emotional Stability |  |
| What do they do to comfort themselves? |  |
| Phobias |  |
| Vanity |  |
| Tagline |  |
| Epitaph: What will go on the character’s tombstone? |  |
| Actor Suggestions |  |
| Age and Health |  |
| Height |  |
| Weight |  |
| Body Type |  |
| Hairline/Color |  |
| Eye Color |  |
| Facial Hair |  |

Great! Did you have fun? Did you learn something about your character? Try answering the main questions below, as short and simply as possible.

1. Who is this character?
2. What is their fundamental weakness?
3. What is their goal/want?
4. What stands in the way of accomplishing that goal/want?