



Worksheets to  
expand minds  
and encourage writing

# Muse Food

## The Power of Actions

Actions speak louder than words, despite the fact that words are usually more vocal than physical movement. Your characters will have to move, react, think, plot, plan, and use intuition to make it to the last page of your novel.

Unless your character is secretly Chuck Norris in disguise, he or she will have to put a lot of time and effort into surviving whatever ordeals occur throughout your plot. This will require a lot of action and reaction from all of your characters, especially those in the spotlight.

Your main character doesn't have to be an expert in whatever situation is tossed at him or her. In fact, it makes for a better story when your main character has to learn and evolve throughout the story, while reacting to whatever you as the writer toss his or her way.

The higher the stakes, the more interesting your characters' reactions will be. Although, to be fair, very few characters are adequately equipped to battle sharks in space, or Chuck Norris.

Give them some means of accomplishing their necessary tasks, but by no means make it too easy on them.

*Write Now,  
Write Later,  
Write On!*



## Characters

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## Character Profiling

A story is only as good as its characters. The characters drive the plot, explore the scenery, and interact with the readers. A good writer creates multi-dimensional characters that are not weighed down by clichés or the “evil twin” beard.

Some writers swear by the profiling method of creating their characters, while others condemn it religiously. I'm more of an in-between writer on the issue. Profiles have their place, but more as a reference point for while you're writing, not necessarily as a starting point.

The following worksheets can be used by those in need of creating a new character, or those in need of keeping track of just who John Doe or Jane Doe is.

Give it a try, and see if it helps you with your writing, either in creating a new character, or keeping notes on ones already out in the field.

<b>Name:</b>	_____	<b>Family:</b>	_____
<b>Age:</b>	_____		_____
<b>Race:</b>	_____		_____
<b>Eye Color:</b>	_____	<b>Strengths:</b>	_____
<b>Hair Color:</b>	_____		_____
<b>Height:</b>	_____		_____
<b>Current Home:</b>	_____	<b>Weaknesses:</b>	_____
<b>Catch Phrase:</b>	_____		_____
<b>Best Kept Secret:</b>	_____		_____
<b>Phobias:</b>	_____	<b>Friends:</b>	_____
	_____		_____
<b>Obsessions:</b>	_____	<b>Enemies:</b>	_____
	_____		_____

## The Power of Speech

A lot of what can be learned from a character is in what they say. Your characters will need to speak to each other, have dialogues, arguments, and altercations to progress the plot.

That doesn't mean they will need to detail every single action they have or plan on taking in excruciating detail, only to repeat themselves four chapters later to refresh everyone's memory.

You can have them whisper in the dark, shout from the mountain-tops, or just chat at the water cooler. Your characters will find their unique voice eventually, given enough time and a sufficiently fleshed out part within your story.

But, just as your character can say anything you want or need them to, there is a surprising amount of power behind what you have them not say. With the exception of mimes, which no one should ever utilize as a main character, EVER.

Having characters and readers alike "read between the lines" in terms of dialogue can reveal a character that is lying about or evading a question.

Their tone, inflection, and emphasis can subtly alter almost any spoken sentence. "I don't *want* to play that game." reads considerably different from "I don't want to play *that* game."

I've found that trial and error can open up all sorts of unexpected opportunities to enhance my dialogue. Take a character's monologue, stress different parts of it, and see how it alters the message your character is trying to portray.

A lot of the alterations will make your character's monologue either contradictory, sarcastic, or just plain silly.

## Personality Predicaments

Creating a multi-dimensional character requires personality. Odd little quirks that force your character to react to various situations in semi-expectable ways.

Pull one personality trait from each column below and integrate it into your character. What has your character become? What is he or she not capable of? Does he or she now have new limitations?

[Character Name] \_\_\_\_\_ is \_\_\_\_\_,  
 \_\_\_\_\_,  
 and \_\_\_\_\_.

<input type="checkbox"/> Uncomplaining	<input type="checkbox"/> Humble	<input type="checkbox"/> Temperamental	<input type="checkbox"/> Hates Children
<input type="checkbox"/> Whiny	<input type="checkbox"/> Dependent on others	<input type="checkbox"/> Patient	<input type="checkbox"/> Rational
<input type="checkbox"/> Critical	<input type="checkbox"/> Undependable	<input type="checkbox"/> Impatient	<input type="checkbox"/> Intuitive
<input type="checkbox"/> Questions Authority	<input type="checkbox"/> Trustworthy	<input type="checkbox"/> Loves Pressure	<input type="checkbox"/> Irrational
<input type="checkbox"/> Resents Authority	<input type="checkbox"/> Devious	<input type="checkbox"/> Hates Pressure	<input type="checkbox"/> Superstitious
<input type="checkbox"/> Wants Control	<input type="checkbox"/> Flaky	<input type="checkbox"/> Reckless	<input type="checkbox"/> Spiritual
<input type="checkbox"/> Seeks Fame	<input type="checkbox"/> Liar	<input type="checkbox"/> Cautious	<input type="checkbox"/> Scientific
<input type="checkbox"/> Seeks Normality	<input type="checkbox"/> Discreet	<input type="checkbox"/> Methodical	<input type="checkbox"/> Logical
<input type="checkbox"/> Afraid of Change	<input type="checkbox"/> Honest	<input type="checkbox"/> Cheerful	<input type="checkbox"/> Backstabbing
<input type="checkbox"/> Violent	<input type="checkbox"/> Trusting	<input type="checkbox"/> Depressed	<input type="checkbox"/> Cosmopolitan
<input type="checkbox"/> Pacifist	<input type="checkbox"/> Distrustful	<input type="checkbox"/> Neat	<input type="checkbox"/> Eccentric
<input type="checkbox"/> Erratic	<input type="checkbox"/> Loyal	<input type="checkbox"/> Messy	<input type="checkbox"/> Lethal
<input type="checkbox"/> Masochistic	<input type="checkbox"/> Disloyal	<input type="checkbox"/> Minimalist	<input type="checkbox"/> Mentally Ill
<input type="checkbox"/> Sadistic	<input type="checkbox"/> Promiscuous	<input type="checkbox"/> Packrat	<input type="checkbox"/> Merciful
<input type="checkbox"/> Driven to be Tough	<input type="checkbox"/> Monogamous	<input type="checkbox"/> Loves Luxury	<input type="checkbox"/> One-Eyed
<input type="checkbox"/> Workaholic	<input type="checkbox"/> Celibate	<input type="checkbox"/> Loves Gadgets	<input type="checkbox"/> Provincial
<input type="checkbox"/> Does what's Needed	<input type="checkbox"/> Gay	<input type="checkbox"/> Needs Space	<input type="checkbox"/> Terminally Ill
<input type="checkbox"/> Pragmatist	<input type="checkbox"/> Straight	<input type="checkbox"/> Withdrawn	<input type="checkbox"/> Widowed
<input type="checkbox"/> Idealist	<input type="checkbox"/> Bisexual	<input type="checkbox"/> Athletic	<input type="checkbox"/> Disillusioned
<input type="checkbox"/> Realist	<input type="checkbox"/> Asexual	<input type="checkbox"/> Lazy	<input type="checkbox"/> Mysterious
<input type="checkbox"/> Optimist	<input type="checkbox"/> Common Sense	<input type="checkbox"/> Likes Games	<input type="checkbox"/> Lost
<input type="checkbox"/> Pessimist	<input type="checkbox"/> No Common Sense	<input type="checkbox"/> Skilled With Words	<input type="checkbox"/> Demonic
<input type="checkbox"/> Quick on Feet	<input type="checkbox"/> Talkative	<input type="checkbox"/> Can Read People	<input type="checkbox"/> Angelic
<input type="checkbox"/> Diplomatic	<input type="checkbox"/> Friendly	<input type="checkbox"/> Lacks Empathy	<input type="checkbox"/> Disgruntled
<input type="checkbox"/> Tactless	<input type="checkbox"/> Traumatized	<input type="checkbox"/> Uncoordinated	<input type="checkbox"/> Elderly
<input type="checkbox"/> Awkward	<input type="checkbox"/> Energetic	<input type="checkbox"/> Mechanically Skilled	<input type="checkbox"/> Exotic
<input type="checkbox"/> Rude	<input type="checkbox"/> Restrained	<input type="checkbox"/> Street Smart	<input type="checkbox"/> Adolescent
<input type="checkbox"/> Sure of Self	<input type="checkbox"/> Lethargic	<input type="checkbox"/> Slow Learner	<input type="checkbox"/> Obedient
<input type="checkbox"/> Insecure	<input type="checkbox"/> Tense	<input type="checkbox"/> Likes Children	<input type="checkbox"/> Xenophobic
<input type="checkbox"/> Arrogant	<input type="checkbox"/> Relaxed	<input type="checkbox"/> Nervous of Children	<input type="checkbox"/> Blind

# Occupational Hazards

A lot can be learned about a character by knowing what their profession is. What work do they enjoy doing? What work are they actually doing? What work would they like to be doing?

Below are 75 potential occupations for your character. Check three of them. Your selections will be your characters chosen profession, desired profession, and guilty pleasure. Which job fits witch profession is entirely up to you. But a well-rounded character, is more than just one job. More than just one passion.

To be fair, a Ninja desiring to be a Clerk, who secretly enjoys being a Sailor is a tad unusual, but the potential for a story there is undeniable. I prefer Secret Agents pretending to be Ninjas while desiring to be Librarians, but to each their own.

**Current Profession:** \_\_\_\_\_

**Desired Profession:** \_\_\_\_\_

**Guilty Pleasure:** \_\_\_\_\_

<input type="checkbox"/> Actor	<input type="checkbox"/> Businessman	<input type="checkbox"/> Musician
<input type="checkbox"/> Journalist	<input type="checkbox"/> Rock Star	<input type="checkbox"/> Bookseller
<input type="checkbox"/> Baby Sitter	<input type="checkbox"/> Construction Worker	<input type="checkbox"/> Patient
<input type="checkbox"/> Ninja	<input type="checkbox"/> Sailor	<input type="checkbox"/> Con-Man
<input type="checkbox"/> Clerk	<input type="checkbox"/> Doctor	<input type="checkbox"/> Secret Agent
<input type="checkbox"/> Priest	<input type="checkbox"/> Taxi Driver	<input type="checkbox"/> Football Player
<input type="checkbox"/> Dungeon Master	<input type="checkbox"/> Geek	<input type="checkbox"/> Tour Guide
<input type="checkbox"/> Shaman	<input type="checkbox"/> Thief	<input type="checkbox"/> IRS Agent
<input type="checkbox"/> Engineer	<input type="checkbox"/> Housecleaner	<input type="checkbox"/> Writer
<input type="checkbox"/> Shop Keeper	<input type="checkbox"/> Waiter	<input type="checkbox"/> Athlete
<input type="checkbox"/> FBI Agent	<input type="checkbox"/> Hunter	<input type="checkbox"/> Photographer
<input type="checkbox"/> Spy	<input type="checkbox"/> Advisor	<input type="checkbox"/> Self-Help Guru
<input type="checkbox"/> Gambler	<input type="checkbox"/> Librarian	<input type="checkbox"/> Tourist
<input type="checkbox"/> Teacher	<input type="checkbox"/> Bodyguard	<input type="checkbox"/> Police Officer
<input type="checkbox"/> Homeless Person	<input type="checkbox"/> Nurse	<input type="checkbox"/> Serial Killer
<input type="checkbox"/> Truck Driver	<input type="checkbox"/> Computer Technician	<input type="checkbox"/> Fireman
<input type="checkbox"/> Illegal Immigrant	<input type="checkbox"/> Professor	<input type="checkbox"/> Politician
<input type="checkbox"/> Wizard	<input type="checkbox"/> Ex-Con	<input type="checkbox"/> Traveling Salesman
<input type="checkbox"/> Lawyer	<input type="checkbox"/> Software Designer	<input type="checkbox"/> Soldier
<input type="checkbox"/> Alcoholic	<input type="checkbox"/> Fisherman	<input type="checkbox"/> Psychiatrist
<input type="checkbox"/> Mail Carrier	<input type="checkbox"/> Starving Artist	<input type="checkbox"/> Receptionist
<input type="checkbox"/> Architect	<input type="checkbox"/> Imaginary Friend	<input type="checkbox"/> Oil Tycoon
<input type="checkbox"/> Nun	<input type="checkbox"/> Wood Carver	<input type="checkbox"/> Navy Seal
<input type="checkbox"/> Bartender	<input type="checkbox"/> Monk	<input type="checkbox"/> Emperor
<input type="checkbox"/> Pastor	<input type="checkbox"/> Assassin	<input type="checkbox"/> Hero

## The Power of Clothing

A lot of things can be hidden beneath a cape. One of the hardest superheroes to kill, not for lack of trying, is the dark knight himself, Batman.

How does he manage to survive every encounter with villains from small wooden dummies, to galactic tyrants with death ray eye beams?

His martial arts skills, diverse array of gadgets, and just plain luck play a part in his never-ending survival. Another, is his costume.

The cape has been used for all sorts of defensive capabilities over the years, from being fire-proof, to being a portable hang glider. It can also hide the path of a bullet or other projectile weapon, to give the illusion that the un-killable bat has finally met his match.

The concept of using clothing to enhance a character is far from being a new concept in the literary world. Sometimes, the classics are the best for a reason though.

Give a character a coat with deep pockets and they could accomplish all sorts of plot worthy situations.

Be careful what sort of clothing you give to which character. Giving a man a little black dress might not be the best option, unless it's a rather unique type of story.

The same can be said for giving a teenager a 50 lbs. pack of climbing gear to get up a mountain. Some combinations are better than others. Another trial and error situation.



## About FC Writers

The FCWG is managed, maintained, and run by [Charles Muir](#) of New Canaan, CT. As Literary Director, he oversees the day to day operations of the writing group, produces a monthly literary magazine, and schedules events throughout the year.

The back-end, behind the scenes work, is done by Technical Director, [Calvin Williams](#) of Brooklyn, NY. Calvin single-handedly ensures that the website and all its components run as smoothly as possible. He also handles all the graphical design, layouts, formats, and other such creative bits and pieces for the group.

Staff Writer **Lauren Welch** is currently a college student in Indiana. When she isn't slaving over class work, Lauren enjoys tormenting her muse on a steady basis, to try and get something written.

Staff Writer **KD Croftwell** has held some twenty jobs so far, most having nothing to do with writing. This has given her great motivation to complete some nine novels in draft. In the Great Game of Publishing, she has achieved the status of "Agent Passed for Market Reasons." She is actively working towards "Agent Fainted With Joy."

# Curious Character Questions

If you ever committed a crime, what would it be and why?

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What do you find attractive? How would you approach a potential love interest?

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What sort of offensive joke are you most likely to find funny?

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What is your favorite word or catch phrase?

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How are you most likely to annoy someone in conversation?

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How much attention do you pay to your appearance?

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Do you think your moral code should be law?

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Do you enjoy formality or would you rather lounge around casually?

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**Website:**

<http://www.FCWriters.com>

**Events Calendar:**

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