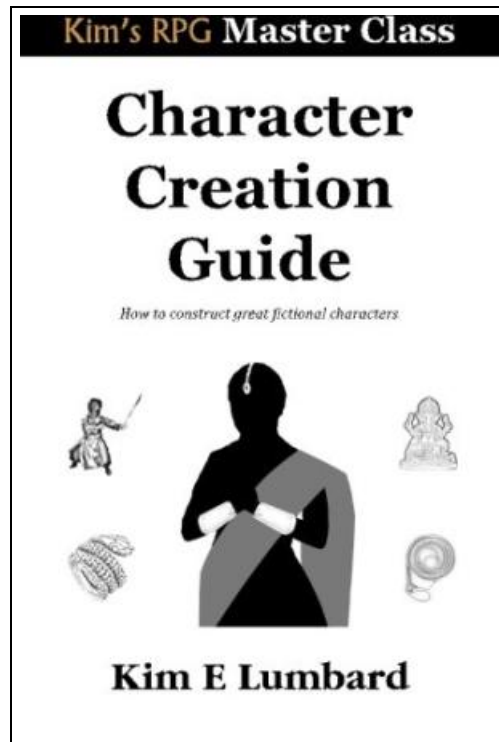


Character Creation Guide: How to Construct Great Fictional Characters



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Reviews

*This is an amazing book that I actually have actually read through. I am quite late in start reading this one, but better then never. You will not truly feel monotony at anytime of the time (that's what catalogs are for concerning should you ask me).
(Scottie Schroeder DDS)*

CHARACTER CREATION GUIDE: HOW TO CONSTRUCT GREAT FICTIONAL CHARACTERS



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Createspace, United States, 2014. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.The Character Creation Guide shows you step by step how to create an iconic character essential to an engaging story. It is intended for players in Role-Playing Games (RPGs) who want to develop an awesome character, or for authors with a story they yearn to tell. The guide can be used with any RPG and by any profession to raise your game to an artform. We ll gain a keen understanding of what really matters in role-playing and story-telling, so you can focus your design and play efforts more effectively. You ll spend less time and effort, and have more engrossing fun! Specifically, we ll learn about: How To Make a Character - in four phases: Inspiration, Concept, Mechanics, and Performance Fractal Blueprints for Great Role-Playing - the ideals, objects, and policies that really matter Four Cardinal Ideals - Direction, Structure, Emotion, and Synergy Five Objects Of Development - Plot, Premise, Character, Environment, and Theme First Design and Play Policies - Only create stuff that matters and Only do stuff that matters Finding Inspiration - drawing from sources like Setting, Proposition, Exemplars, Archetypes, and Tropes Four Qualities of Good Inspiration - Resonant, Specific, Original, and Promising Imagining Concept - gives us methods to design our concept and measures to test its quality Four Qualities of Good Concept - Clear, Distinct, Engaging, and Interactive Designing the Character - With the concept designs that naturally develop action story structure Thematic - Theme, Goal, Motive, Conflict, Destiny Mutual - Appearance, Links, Connections, Hook, Backstory Dramatic - Alias, Stakes, Persona, Instinct, Limit Cooperative - Aspects, Mystery, Belief, Lure Setup - Name, Gender, Occupation, Catalyst Planning Performance - learning enough to execute a...



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