

# Chapter 4: Characters

## Interview

All characters start on this screen.



- Adds a new character.

Use the six tabs on this Interview screen, plus the next two screens (Freehand Interview, and Personality) to create a deep description of any characters.



- Imports a character from any other projects.

Since there are over 100 blank fields for a main character, you probably don't want to re-type them if you don't have to. If you're writing a series or a sequel, you can import any characters previously created in a different project. Once imported, the new character is a copy, separate and distinct from the original.



- Use the character arrows to click through to view all characters in the current project. The characters are sorted in the same order as on the All Characters layout: Protagonists, Antagonists, Major, Minor, First Name.



- Deleting a character in one project doesn't delete the same character in other projects. You will be given one warning before the character is permanently removed.

## Minor Characters

Only characters that are set as “Minor” on the Character Interview layout will appear on this layout. There is no way to create a character from this layout. Use these six fields to describe a minor character instead of the 100+ fields used to flesh out main characters.

Click on the name of a minor character to switch to the full Character Interview screen.

The screenshot shows a software interface titled "Outlining Your Novel Workbook" with a navigation bar containing "Premise", "General", "Characters", "Settings", "Outline", and "Extras". The "Characters" tab is active. Below the navigation bar, there is a section titled "Minor Characters" with the instruction "Add Characters on Character Interview screen". The interface displays three character cards, each with a grid of fields:

Name	Occupation	Unique Trait
Tom	Tailor	Big nose
Life Goal	To make a suit for the president of Togo	Stakes
Plot Goal		Character change by end of story

  

Name	Occupation	Unique Trait
Dave	Sailor	Laughs at everything
Life Goal	Sail around the world	Stakes
Plot Goal		Character change by end of story

  

Name	Occupation	Unique Trait
Mike	Bailer	
Life Goal		Stakes
Plot Goal	To win the bailing contest	Trying to win his biker wife back
		Character change by end of story
		Meets a woman who's not so superficial

At the bottom of the interface, it shows "Project: Test", "3. Minor Characters", and a help icon.

## Character List

	Name	Protag    Major Antag    Minor	Job	Overall Attitude	Real / Feigned	Opt / Pes
1	new guy	P Mj	Job?	Fresh	Real?	Optimistic?
2	Dave	P Mn	Sailor	Outlook?	Real?	Optimistic?
3	Jenny	P Mn	Job?	Outlook?	Real	Optimistic
4	John	P Mn	Job?	Outlook?	Real?	Optimistic?
5	Mike	P Mn	Bailer	Outlook?	Real?	Optimistic?
6	Steve	Mn	Job?	Outlook?	Feigned	Pessimistic
7	Tom	Mn	Tailor	Outlook?	Real?	Optimistic?

Project: Test [3. All Characters](#) ?

The Character List screen displays all characters created for the current project. Characters are sorted in this order:

- 1) Protagonists
- 2) Antagonists
- 3) Major
- 4) Minor
- 5) First Name

Click on the character name to switch to the Character Interview screen.