

Character Dilemma Worksheet 2

The feeling a character has agency is an important part of making them feel real. Can you think of at least three things your character could do in the following situations (that would not “break” the personality you have established for them)? Can you think of a circumstance that would make them voluntarily choose to do something they thought they never would?

Your character receives an invitation to a party at a mysterious house/castle/space station.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character’s mother’s best friend sets them up on a blind date/with an arranged marriage/whatever the equivalent is on your character’s planet.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character’s plane/hovercraft/temporal vortex goes down, leaving them stranded in the woods.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

You character is approached by someone claiming to be his or her favorite fictional character.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character is approached by someone claiming to be a time traveler, who tells your character that he or she is in danger.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

A doctor/whatever equivalent exists in your world tells your character that he or she has approximately three days to live. Maybe a week, tops.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character is unexpectedly asked to sing in public. (They might get needed funds from winning a karaoke contest/tame the savage turtle-lion/open the temporal vortex hidden in Times Square/impress their date).

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character's team is losing at a friendly game of softball/knife throwing/zero-gravity soccer. Your character identifies an opportunity to cheat.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Someone offers your character a new job, but your character is 80% sure that whatever they will be doing is illegal.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character loses their phone/planner/squire/mind uplink.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Someone empties your character's bank account/vault/mattress stash/hoard of gold.

They immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

A stranger offers to buy your character a drink.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character is the butt of a practical joke.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character is stuck in an elevator/time bubble/ exploding volcano with the story's antagonist.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

A friend asks your character to babysit/petsit. Without even thinking, they say yes.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character has the opportunity to bring a plus one to some kind of social event.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Someone just gave your character a gift that he or she hated.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character has just found out that a distant relative – who may or may not have dementia – has just named him or her beneficiary of their will/superpower legacy/heir to the throne.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

A building is on fire and someone who your character cares about it still trapped inside.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Someone spills hot coffee on your character.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.

Your character finds themselves in an escape room attraction/maze-like dungeon/Tokyo train station.

Your character immediately _____.

Considering more carefully, they might

A. _____.

B. _____.

C. _____.

They would never _____.

Unless _____.