

Scriptwriting for Games

Character Arc Worksheet

Character Short Description (1 sentence):

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Character Begins: (one adjective - example: optimistic)

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Character Ends: (one adjective - example: disenchanting)

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Character Number:

<input type="checkbox"/> Individual	<input type="checkbox"/> Group
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Character role in story:	Character role in game:		
<input type="checkbox"/> Protagonist	<input type="checkbox"/> PC		
<input type="checkbox"/> Antagonist	<input type="checkbox"/> Mentor	<input type="checkbox"/> Sidekick	<input type="checkbox"/> Servant/Pet
<input type="checkbox"/> Support / Other	<input type="checkbox"/> Other	<input type="checkbox"/> Trainer	<input type="checkbox"/> Merchant

Establishing Event:

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Transition Event 1:

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Transition Event 2:

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Transition Event 3:

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Confirming Event:

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