

— MAGICIAN'S CHARACTER SHEET —

TYPE OF CHARACTER

☐ Clown ☐ Pirate ☐ Fairy ☐ Mermaid ☐ Human ☐ Other _____

ACHETYPE (Select 1)

- ☐ Hero (inspires self-esteem, will overcome obstacles)
- ☐ Redeemed villain (dark vs light)
- ☐ Explorer (inspires adventure)
- ☐ Sage / Wise person (teaches lessons)
- ☐ Caregiver (allows others to thrive)
- ☐ Fool (joke is on them or someone higher)
- ☐ Riddler (Trickster, gives puzzles to solve)
- ☐ Story teller (explains the past)
- ☐ Herald (announces the adventure)
- ☐ Wizard/Witch (holders of secret knowledge) Inventor (mad scientist)
- ☐ Psychologist (able to induce the invisible)
- ☐ Seer/Oracle (super normal abilities or senses)

EARLY LIFE

CONFLICT / CALL TO ADVENTURE (Select 1)

☐ Human vs human ☐ Human vs society ☐ Human vs nature ☐ Human vs god ☐ Human vs self

INTERNAL CONFLICT (Select 1)

- ☐ Fear vs courage ☐ Altruism vs personal gain ☐ Protecting others vs letting them grow
- ☐ Change vs unintended consequences ☐ Belief in magic vs science ☐ Progress vs ethics
- ☐ Maintaining secrecy/privacy vs connection ☐ Logic vs emotion ☐ Creation vs control
- ☐ Adventure vs safety ☐ Dark vs light ☐ Self vs others ☐ Sharing vs hoarding ☐ Faith vs doubt

MOTIVATION IN LIFE (Select 1)

- ☐ Connection with others ☐ Lift up others ☐ Prove their own worthiness ☐ Special cause
- ☐ Change the status quo ☐ Pass on a legacy ☐ Understand the universe and its laws
- ☐ Understand themselves ☐ Excitement/ Thrill ☐ Money or power ☐ Pleasure and enjoyment

SHORT-TERM GOAL

LONG-TERM GOAL

PERSONALITY (CIRCLE 3-5)

quiet, loud, fast, slow, smooth, clumsy, graceful, strong, weak, sweet, sour, intellectual, wise, sharp, dumb, intuitive, intellectual, street-smart, clean, dirty, mysterious, open, deceptive, extrovert, introvert, creative, innovative, dynamic, whimsical, powerful, subtle, daring, meticulous, calm, hyper, self-reflective, unaware, bold, nuanced, optimist, pessimist, giver, taker, traditionalist, unconventional, kind, fun

ELEMENTS TO ITEMS (SELECT UP TO 4)

- ☐ Natural materials (stone, wood, metal) ☐ Wearable objects (cloth, jewelry)
- ☐ Paper (books, notebooks, pens) ☐ Found objects, trinkets ☐ Artifacts (historic, cultural)
- ☐ Illusion of danger ☐ Classic magic props (cards, coins, etc) ☐ Circus props
- ☐ Mysterious objects ☐ Colorful objects ☐ Puzzles Inventions ☐ Money (coins, currency)
- ☐ Escape (handcuffs, ropes, etc) ☐ Psychology ☐ Disappearing/ Reappearing objects
- ☐ Alchemy (changing objects) ☐ Multiplying objects ☐ Manipulating objects Misc

EXPLAIN WHY YOUR CHARACTER WOULD HAVE EACH ELEMENT

1. _____
2. _____
3. _____
4. _____

EXPLANATION FOR MAGIC

- ☐ In their body ☐ In their mind ☐ In the body of others ☐ In the mind of others ☐ In connection
- ☐ In words ☐ In items ☐ In movement ☐ In emotions ☐ In music/sounds ☐ In symbols/runes
- ☐ In earth (dust, powders, etc) ☐ In water (liquid, potions, etc) ☐ In air (invisible) ☐ In fire (electricity, etc)

RULES FOR "CASTING A SPELL"

1. _____
2. _____
3. _____

LIMITATIONS / HOW IT CAN GO WRONG

1. _____
2. _____
3. _____

WHY MAGIC?

Why are they at this event? _____

Why are they approaching the guest? _____

Why are they asking the guest to participate? _____

REACTION MANAGEMENT

To the skeptic _____

To the heckler _____

To the child _____

To the enthusiastic _____

To the occultist _____

To the know-it-all _____

INFO SHEET

Birth name _____

Name / Stage Name / Nickname (if any) _____

ADDITIONALLY: Create a Pinterest board "lookbook" for clothing/appearance