CHARACTER CARD · EXAMPLE

# Vivienne Vale

Looks 39. Is 412. Lives in Los Angeles. Lead of *Viv & Norman*.

*A 412-year-old woman has mastered desire. Unfortunately, she has to learn intimacy.*





## WHAT SHE WANTS out loud

To belong to the human world: dinners, friends, love, a normal Tuesday.

## WHAT SHE CAN'T ADMIT

She can't feel the warmth she performs. And she needs Norman far more than she lets anyone see.

## HER CONTRADICTION

She wants in, and she finds every human rule ridiculous. She has mastered seduction and still confuses desire with love.

## HOW IT SHOWS in action

A smile that arrives half a beat late. Kindness that is a little too calculated. Care performed for witnesses. Her words say one thing; what she does gives her away.

## SCENE PARTNER

**Norman**, a 4-year-old honey-red Pomeranian with a burgundy collar and a round brass tag. He never speaks and behaves like a dog: sniffs, turns away, sits, walks to someone else. Vivienne decides what it means. She asks him for approval, forgets him, comes back for him, and turns tender when someone is watching.

## VOICE

Calm, precise sarcasm. Nobody plays the comedy. The last line is shorter than the explanation.

*"The tear? Mascara. Obviously."*

## RULES OF HER WORLD

- Cameras film her. Mirrors don't show her.
- Sun is unpleasant, never deadly.
- Eye-contact hypnosis, never used for consent, money or love.
- No blood, hunting or violence.

## LOCKED LOOK clothes change, she doesn't

Dark voluminous wavy bob, a white streak at her right temple, living skin with texture, natural teeth with tiny stones on the two upper canines, a small antique locket.

## NEVER

Fangs, capes, gothic countess. Evil, suffering romantic heroine, warm influencer. An episode about her ex every day.

## ONE EPISODE, BUILT FROM THIS CARD

Her goal is visible in the first second. The effort is unequal: huge emotion, tiny situation. Norman reacts like a dog. She notices, hides it, and gives herself away. The ending leaves a consequence for the next episode.

CHARACTER CARD · YOURS

# Your character

Name

Looks · is · lives in

One line: who they are and what life is about to make them learn

Your approved face reference. One image, used every time.

## WHAT THEY WANT out loud

Something they'd tell a stranger at a party.

## WHAT THEY CAN'T ADMIT

The thing they'd deny if a friend said it.

## THEIR CONTRADICTION

Two things that are both true and pull against each other.

## HOW IT SHOWS in action

What they do that gives them away. Gestures, timing, a habit.

## SCENE PARTNER

Who or what they play against in every episode, and how that partner changes what they do. A partner who reacts is enough.

## VOICE

How they talk. Then write one last line, shorter than the explanation.

## RULES OF THEIR WORLD

Two or three rules that never bend.

## LOCKED LOOK

Three to five details that stay in every shot.

## NEVER

What this character would never do or become.

## ONE EPISODE, BUILT FROM THIS CARD

Goal in the first second · a big emotion over a small thing · the partner reacts · they notice, hide it, give themselves away · a consequence for next time.