

# Dynamic Characters How To Create Personalities That Keep Readers Captivated Nancy Kress

Dynamic Characters Penguin

First published in 1938, 'Anthem' is a dystopian fiction novel by British writer Ayn Rand. It takes place at some unspecified future date when mankind has entered another dark age. Technological advancement is now carefully planned and the concept of individuality has been eliminated.

Based on Gabriela Pereira's popular website and course, DIY MFA advocates "knowledge without the college" by providing tools and techniques for serious writers. It combines the three main elements of a traditional Masters in Fine Arts--writing, reading, and community--in one easy-to-access, portable book.

Create characters that leap off the page--and into readers' hearts! Populating your fiction with authentic, vivid characters is a surefire way to captivate your readers from the first sentence to the last. Whether you're writing a series, novel, short story, or flash fiction, *Creating Characters* is an invaluable guide to bringing your fictional cast to life. This book is a comprehensive reference to every stage of character development. You'll find timely advice and helpful instruction from best-selling authors like Nancy Kress, Elizabeth Sims, Orson Scott Card, Chuck Wendig, Hallie Ephron, Donald Maass, and James Scott Bell. They'll show you how to:

- Effectively introduce your characters
- Build a believable protagonist
- Develop strong anti-heroes and compelling villains
- Juggle multiple points of view without missing a beat
- Craft authentic dialogue that propels the story forward
- Motivate your characters with powerful objectives and a believable conflict
- Show dynamic character development over the course of a story

No matter what your genre, *Creating Characters* gives you the tools necessary to create realistic, fascinating characters that your readers will root for and remember long after they've finished the story.

Elevate your manga drawings to the next level with help from a Japanese professional! Manga drawing expert and author Ebimo is an action film junkie who taught herself to draw by studying martial arts films. In this book, she brings those techniques, tips, and tricks to you! Learn how to draw every detail of exciting action characters--from the muscles used in fight scenes to the 3-D arc of a flying frontal kick. What sets Ebimo apart is her fusion of the basics of figure drawing and proper posing with cutting-edge digital-age illustration and coloration techniques. Artists working on paper or a screen will learn to bring greater depth and complexity to their characters with these expert tutorials. This all-in-one guide is unlike any other, offering:

- Dual-format step-by-step tutorials for those who draw on paper, on screen, or both
- Up-close studio visits where you can follow along as characters are drawn
- An essential reference guide to all the key poses in action scenes and sequences
- Dynamic full-color examples with single, dual and multiple characters
- Over 1,350 sample illustrations to study and learn from!

How to Draw Bold Manga Characters presents the best of both worlds--hand-drawn detail with digital dynamics--in one essential volume. \*Recommended for artists 14 and up\*

William Golding's unforgettable classic of boyhood adventure and the savagery of humanity comes to Penguin Classics in a stunning Graphic Deluxe Edition with a new foreword by Lois Lowry. As provocative today as when it was first published in 1954, *Lord of the Flies* continues to ignite passionate debate with its startling, brutal portrait of human nature. William Golding's compelling story about a group of very ordinary boys marooned on a coral island has been labeled a parable, an allegory, a myth, a morality tale, a parody, a political treatise, and even a vision of the apocalypse. But above all, it has earned its place as one of the indisputable classics of the twentieth century for readers of any age. This Penguin Classics Graphic Deluxe Edition features an array of special features to supplement the novel, including a foreword by Lois Lowry, an introduction by Stephen King, an essay by E. M. Forster, an essay on teaching and reading the novel and suggestions for further exploration by scholar Jennifer Buehler, and an extended note by E. L. Epstein, the publisher of the first American paperback edition of *Lord of the Flies*. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

**A Character Creation Workbook That Is Also a Journal for Writers** This 6x9 character creation workbook is for fiction writers that want a guided tool to help them create fully fleshed-out, dynamic characters. The journal focuses on building your character's biography and backstory, physical descriptions, and personality components. It will also help writers think outside of the box by considering the multiple perspectives and your character's overall development arc. There is also a notes and sketches section so that this workbook doubles as a journal. Create a 3-dimensional character so real it can cast its own shadow! Specific sections include: Character Profile Appearance Sheet Features Reference Personality Bank Morality Scales Life Event Timeline Development Chart Favorites Registry Dislikes Registry Description Collection What-if Scenarios as well as space for notes and sketches! Duplicate pages are provided of each section so you can have room to create and grow up to five characters! Create Memorable Characters Today!

*Daisy Miller* is the story of a young woman from New York's willful yet innocent flirtation with a young Italian, and its unfortunate consequences. The novella was the first big success for author Henry James who would repeat the theme of a venturesome American girl in the treacherous waters of European society in his later masterpiece, *The Portrait of a Lady*.

Develop compelling character arcs using the power of myth! In the best novels, characters undergo dramatic changes that keep readers turning pages. *A Writer's Guide to Characterization* shows you how to develop such meaningful character arcs in your own work--stories of transformation that will resonate with readers long after the story ends. In this comprehensive guide, author Victoria Lynn Schmidt examines cross-cultural archetypes to illustrate how they can make your work more powerful and compelling. Plus, you'll learn how to draw from Jungian psychology to add complexity and believability to your characters. Schmidt also provides: 40 lessons on character development (with examples from well-known films and novels) that you can apply to your

own work Questionnaires and exercises to help you select male and female archetypes and adapt them to your story 15 classic animal archetypes (including the coyote, snake, tiger, and butterfly) you can use to build convincing character profiles With A Writer's Guide to Characterization, you'll have the information you need to infuse the development of your characters with drama and authenticity.

A truly unforgettable story is defined by its characters. Their motivations, their changes, their actions compel us to read on, anxiously trying to discern what will happen next. In *Dynamic Characters*, award-winning author and *Writer's Digest* columnist Nancy Kress explores the fundamental relationship between characterization and plot, illustrating how vibrant, well-constructed characters act as the driving force behind an exceptional story. Kress balances her writing instruction with hands-on checklists to help you build strong characters from the outside in. Blending physical, emotional and mental characterization, you'll learn to create characters that initiate exciting action, react to tense situations, make physical and emotional transformations, and power the plot from beginning to end.

A Hollywood coach introduces a twelve-part acting method that has been utilized by some of today's top stars and draws on the traditions of performance masters, sharing behind-the-scenes anecdotes while explaining how to apply her techniques to create genuine characters, disseminate scripts, and audition effectively. Reprint. 20,000 first printing. This publication clears away the mysteries shrouding CG character creation ranging from initial preparation, material, inspiration, technique, colour, composition, then on to dynamic character design for a key moment or an action scene, and making the move from traditional technology to digital technology.

8 starred reviews · Goodreads Choice Awards Best of the Best · William C. Morris Award Winner · National Book Award Longlist · Printz Honor Book · Coretta Scott King Honor Book · #1 New York Times Bestseller! "Absolutely riveting!" —Jason Reynolds "Stunning." —John Green "This story is necessary. This story is important." —Kirkus (starred review) "Heartbreakingly topical." —Publishers Weekly (starred review) "A marvel of verisimilitude." —Booklist (starred review) "A powerful, in-your-face novel." —Horn Book (starred review) Sixteen-year-old Starr Carter moves between two worlds: the poor neighborhood where she lives and the fancy suburban prep school she attends. The uneasy balance between these worlds is shattered when Starr witnesses the fatal shooting of her childhood best friend Khalil at the hands of a police officer. Khalil was unarmed. Soon afterward, his death is a national headline. Some are calling him a thug, maybe even a drug dealer and a gangbanger. Protesters are taking to the streets in Khalil's name. Some cops and the local drug lord try to intimidate Starr and her family. What everyone wants to know is: what really went down that night? And the only person alive who can answer that is Starr. But what Starr does—or does not—say could upend her community. It could also endanger her life. Want more of Garden Heights? Catch Maverick and Seven's story in *Concrete Rose*, Angie

Thomas's powerful prequel to *The Hate U Give*.

Professional editor and author Elizabeth Lyon offers aspiring novelists the guidance and instruction they need to write and edit well-crafted and compelling stories that will stand out from the competition and attract the attention of agents and publishers, including:

- Stand-out style techniques, from accessing an authentic voice to applying techniques of "wordsmithing" that transform prose
- How to rewrite characterization for dimensionality, a universal need, and theme
- Adjustment suggestions to match the prose style and structure of specific genres
- Correct grammar, punctuation, spelling, and style
- Strategies to strengthen story beginnings and endings
- Methods for increasing plot stakes, creating movement, and adjusting pace for maximum suspense

A journey through a land where Milo learns the importance of words and numbers provides a cure for his boredom.

All fiction is character-driven, according to William Bernhardt. How can you use characters to create dynamic fiction that will captivate readers? This book explains the relationship between character and plot, and how the perfect melding of the two produces a mesmerizing story.

Create interesting and expressive manga characters by learning the techniques of professional artists. This volume builds on the proven three-step technique presented in the companion volume, *Drawing Basic Characters*.

1. Trace a simple outline of the character
2. Add clothing, facial expressions and other details using the easy-to-follow tips
3. Use color and pen to create the finished character

Experienced manga artists Junka Morozumi and Tomomi Mizuna are your guides to the dazzling world of lifelike and expressive manga characters who literally leap off the page. Through expert tips and richly-illustrated, step-by-step tutorials, they help you to build your skills and confidence at the same time. Their focus is on creating a dynamic body pose and face for each character and illustration. First you are shown how to sketch a well-proportioned outline, then how to fill in supporting details—powerful dramatic expressions, clothing and actions. Bold examples portray an array of body types and faces, each capturing a different mood or action sequence. Whether your character has just won a major victory and is leaping into the air in triumph, or you want to draw the subtlety of a forlorn expression, this book will allow you to capture it. No matter what story you're telling, *Drawing Dynamic Manga Characters* shows you how the pros do it.

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believability to your characters. Schmidt also provides:

- 40 lessons on character development (with examples from well-known films and novels) that you can apply to your own work
- Questionnaires and exercises to help you select male and female archetypes and adapt them to your story
- 15 classic animal archetypes (including the coyote, snake, tiger, and butterfly) you can use to build convincing character profiles

With *A Writer's Guide to Characterization*, you'll have the information you need to infuse the development of your characters with drama and authenticity.

Tells a story about the strange relationship of two migrant workers who are able to realize their dreams of an easy life until one of them succumbs to his weakness for soft, helpless creatures and strangles a farmer's wife.

Celebrate the thirtieth anniversary of the Newbery Honor-winning survival novel *Hatchet* with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. *Hatchet* has also been nominated as one of America's best-loved novels by PBS's *The Great American Read*. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother's infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

Is Nick Allen a troublemaker? He really just likes to liven things up at school -- and he's always had plenty of great ideas. When Nick learns some interesting information about how words are created, suddenly he's got the inspiration for his best plan ever...the frindle. Who says a pen has to be called a pen? Why not call it a frindle? Things begin innocently enough as Nick gets his friends to use the new word. Then other people in town start saying frindle. Soon the school is in an uproar, and Nick has become a local hero. His teacher wants Nick to put an end to all this nonsense, but the funny thing is frindle doesn't belong to Nick anymore. The new word is spreading across the country, and there's nothing Nick can do to stop it.

Zero in on the most cutting-edge trend in creature design for film and games: ZBrush! ZBrush allows you to develop a creature for film and games in realistic, 3D format. With this book, you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems. Clear instructions guide you through using Photoshop in combination with ZBrush to finely render a creature so you can see how it will appear on screen. Experienced ZBrush

author and designer Scott Spencer shows you how to start with your concept in ZBrush as a preliminary digital model and then further refine it in Photoshop in order to fabricate a hyperrealistic image. Guides you through artistic concepts to visualize your creature Walks you through the process of conceptualizing a creature in ZBrush Details techniques for using Photoshop to refine your design Encourages you to use ZBrush as a sculpting and designing tool and then use Photoshop as a painting and finishing tool ZBrush Creature Design helps you bring your creature concepts to life.

Voted America's Best-Loved Novel in PBS's The Great American Read Harper Lee's Pulitzer Prize-winning masterwork of honor and injustice in the deep South—and the heroism of one man in the face of blind and violent hatred One of the most cherished stories of all time, *To Kill a Mockingbird* has been translated into more than forty languages, sold more than forty million copies worldwide, served as the basis for an enormously popular motion picture, and was voted one of the best novels of the twentieth century by librarians across the country. A gripping, heart-wrenching, and wholly remarkable tale of coming-of-age in a South poisoned by virulent prejudice, it views a world of great beauty and savage inequities through the eyes of a young girl, as her father—a crusading local lawyer—risks everything to defend a black man unjustly accused of a terrible crime.

From legendary playwright August Wilson comes the powerful, stunning dramatic bestseller that won him critical acclaim, including the Tony Award for Best Play and the Pulitzer Prize. Troy Maxson is a strong man, a hard man. He has had to be to survive. Troy Maxson has gone through life in an America where to be proud and black is to face pressures that could crush a man, body and soul. But the 1950s are yielding to the new spirit of liberation in the 1960s, a spirit that is changing the world Troy Maxson has learned to deal with the only way he can, a spirit that is making him a stranger, angry and afraid, in a world he never knew and to a wife and son he understands less and less. This is a modern classic, a book that deals with the impossibly difficult themes of race in America, set during the Civil Rights Movement of the 1950s and 60s. Now an Academy Award-winning film directed by and starring Denzel Washington, along with Academy Award and Golden Globe winner Viola Davis.

“This majestic, moving novel is an instant classic, a book that will be read, discussed and taught beyond the rest of our lives.”—Chicago Tribune Winner of the National Book Critics Circle Award, *A Lesson Before Dying* is a deep and compassionate novel about a young man who returns to 1940s Cajun country to visit a black youth on death row for a crime he didn't commit. Together they come to understand the heroism of resisting. From the critically acclaimed author of *A Gathering of Old Men* and *The Autobiography of Miss Jane Pittman*.

A New York Times Notable Book A Miami Herald Best Book of the Year In this deeply personal book, the celebrated Haitian-American writer Edwidge Danticat reflects on art and exile. Inspired by Albert Camus and adapted from her own

lectures for Princeton University's Toni Morrison Lecture Series, here Danticat tells stories of artists who create despite (or because of) the horrors that drove them from their homelands. Combining memoir and essay, these moving and eloquent pieces examine what it means to be an artist from a country in crisis. **BONUS MATERIAL:** This edition includes an excerpt from Edwidge Danticat's *Claire of the Sea Light*.

Bring the power of realism to your fantasy drawings! Great fantasy art transports viewers to a realm where the impossible becomes less so, and all manner of strange beasts and beings dwell. It takes more than fierce imagination to create these worlds. Great reference photos make it easier to draw what you actually see, providing that all-important link to reality that allows fantasy art to take flight. *Mastering Fantasy Art* shows you how to use photo references of models and props to create more accurate, interesting and unique characters and drawings. Start by learning the dos and don'ts of working with a model, how to set up your lighting, and what makes a strong reference photos versus a bad one. Then follow along with 16 step-by-step demonstrations as master gaming artist John Stanko brings to life wizards, sorceresses, barbarians, elves, vampires, dragons and more. Starting with individual characters and working toward compositions with multiple figures and action poses, you'll learn how to go beyond the reference to create bold and original fantasy scenes of your own imagining! 16 action-packed demonstrations offer expert advice and strategies for:

- Creating an imaginative cast of characters and creatures
- Selecting the best poses, perspective and lighting
- Developing authentic costumes and one-of-a-kind weaponry
- Composing a battle scene
- Seamlessly combining photo references with digital editing
- Drawing fantastic landscapes

A professional comic book artist offers an insider's guide to the art of creating comic books, with detailed step-by-step instructions on how to draw figures in a variety of poses, as well as how to use close-ups, composition, textures, shadows and frames, perspective, typography, and other techniques to create stunning effects. Original.

Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade.

"An intense snapshot of the chain reaction caused by pulling a trigger." —Booklist (starred review) "Astonishing." —Kirkus Reviews (starred review) "A tour de force." —Publishers Weekly (starred review) A Newbery Honor Book A Coretta Scott King Honor Book A Printz Honor Book A Time Best YA Book of All Time (2021) A Los Angeles Times Book Prize Winner for Young Adult Literature Longlisted for the National Book Award for Young People's Literature Winner of the Walter Dean Myers Award An Edgar Award Winner for Best Young Adult Fiction Parents' Choice Gold Award Winner An Entertainment Weekly Best YA Book of 2017 A Vulture Best YA Book of 2017 A BuzzFeed Best YA Book of 2017 An ode to Put the Damn Guns Down, this is New York Times bestselling author Jason Reynolds's electrifying novel that takes place in sixty potent seconds—the time it takes a kid to decide whether or not he's going to murder the guy who killed his brother. A cannon. A strap. A piece. A biscuit. A burner. A heater. A

chopper. A gat. A hammer A tool for RULE Or, you can call it a gun. That's what fifteen-year-old Will has shoved in the back waistband of his jeans. See, his brother Shawn was just murdered. And Will knows the rules. No crying. No snitching. Revenge. That's where Will's now heading, with that gun shoved in the back waistband of his jeans, the gun that was his brother's gun. He gets on the elevator, seventh floor, stoked. He knows who he's after. Or does he? As the elevator stops on the sixth floor, on comes Buck. Buck, Will finds out, is who gave Shawn the gun before Will took the gun. Buck tells Will to check that the gun is even loaded. And that's when Will sees that one bullet is missing. And the only one who could have fired Shawn's gun was Shawn. Huh. Will didn't know that Shawn had ever actually USED his gun. Bigger huh. BUCK IS DEAD. But Buck's in the elevator? Just as Will's trying to think this through, the door to the next floor opens. A teenage girl gets on, waves away the smoke from Dead Buck's cigarette. Will doesn't know her, but she knew him. Knew. When they were eight. And stray bullets had cut through the playground, and Will had tried to cover her, but she was hit anyway, and so what she wants to know, on that fifth floor elevator stop, is, what if Will, Will with the gun shoved in the back waistband of his jeans, MISSES. And so it goes, the whole long way down, as the elevator stops on each floor, and at each stop someone connected to his brother gets on to give Will a piece to a bigger story than the one he thinks he knows. A story that might never know an END...if Will gets off that elevator. Told in short, fierce staccato narrative verse, Long Way Down is a fast and furious, dazzlingly brilliant look at teenage gun violence, as could only be told by Jason Reynolds.

Describes the experiences of a newcomer to the Yukon when he attempts to hike through the snow to reach a mining claim. Write authentic dialogue that invigorates your story! Exceptional dialogue isn't just important when writing fiction--it's essential. In order to impress an agent or editor and keep readers turning pages, you need to deliver truly standout dialogue in every scene. Crafting Dynamic Dialogue will give you the techniques and examples you need to impress your readers. This book is a comprehensive guide to writing compelling dialogue that rings true. Each section is packed with advice and instruction from best-selling authors and instructors like Nancy Kress, Elizabeth Sims, Steven James, Deborah Halverson, James Scott Bell, Donald Maass, Cheryl St. John, and many others. They'll show you how to:

- Bend the rules to create a specific effect
- Understand the role of dialogue in reader engagement
- Use dialect and jargon effectively
- Give every character a believable, unique voice
- Set the pace and tone
- Reveal specific character background details
- Generate tension and suspense
- Utilize internal dialogue

Whether you're writing flash fiction, a short story, or a novel-length manuscript, Crafting Dynamic Dialogue will help you develop, write, and refine dialogue to keep your readers hooked.

Create Complex Characters How do you create a main character readers won't forget? How do you write a book in multiple-third-person point of view without confusing your readers (or yourself)? How do you plant essential information about a character's past into a story? Write Great Fiction: Characters, Emotion & Viewpoint by award-winning author Nancy Kress answers all of these questions and more! This accessible book is filled with interactive exercises and valuable advice that teaches you how to:

- Choose and execute the best point of view for your story
- Create three-dimensional and believable characters
- Develop your

characters' emotions • Create realistic love, fight, and death scenes • Use frustration to motivate your characters and drive your story With dozens of excerpts from some of today's most popular writers, *Write Great Fiction: Characters, Emotion & Viewpoint* provides you with the techniques you need to create characters and stories sure to linger in the hearts and minds of agents, editors, and readers long after they've finished your book.

*A Christmas Carol in Prose, Being a Ghost Story of Christmas*, usually known just as *A Christmas Carol* is a fairy-tale novel by a British classic Charles Dickens, that was published in 1843. It consists of five chapters, or staves as the author named them. Among all the stories from *Christmas Books* by Dickens this one became the most popular story about Christmas in Great Britain and outside the country. The main character is an old gloomy miser Ebenezer Scrooge, who doesn't love anyone or anything except his money. He doesn't understand why everybody is so happy about Christmas and with disgust, refuses the invitation from his kind nephew to celebrate this holiday together with his family. On Christmas Eve, the ghost of his former business partner Jacob Marley appeared in front of Scrooge, and it changed him drastically...

Explores the techniques of effective character development in the processing of writing novels to take the author's stories from good to great, including how to determine which arc is right for your character, why you should never pit plot against character, and how to avoid the pitfalls of writing novels without character arcs.

Presents advice on writing fiction for young adult and middle school readers, including how to develop themes, avoiding common mistakes and cliches, and plot structure, along with information on how to recognize the differences between young adult and middle grade readers.

Winner of the Newbery Medal, Coretta Scott King Author Award, and Kirkus Prize for Young Readers' Literature! Perfect for fans of Raina Telgemeier and Gene Luen Yang, *New Kid* is a timely, honest graphic novel about starting over at a new school where diversity is low and the struggle to fit in is real, from award-winning author-illustrator Jerry Craft. Seventh grader Jordan Banks loves nothing more than drawing cartoons about his life. But instead of sending him to the art school of his dreams, his parents enroll him in a prestigious private school known for its academics, where Jordan is one of the few kids of color in his entire grade. As he makes the daily trip from his Washington Heights apartment to the upscale Riverdale Academy Day School, Jordan soon finds himself torn between two worlds—and not really fitting into either one. Can Jordan learn to navigate his new school culture while keeping his neighborhood friends and staying true to himself? This middle grade graphic novel is an excellent choice for tween readers, including for summer reading. *New Kid* is a selection of the Schomburg Center's Black Liberation Reading List. Plus don't miss Jerry Craft's *Class Act*!

Presents the text of Alice Walker's story "Everyday Use"; contains background essays that provide insight into the story; and features a selection of critical response. Includes a chronology and an interview with the author.

*The Death of Ivan Ilyich* was first published in 1886. It is a novella by Leo Tolstoy. It is one of Tolstoy's most celebrated pieces of late fiction. This work stems in part from Tolstoy's anguished intellectual and spiritual struggles which led to his conversion to Christianity. Central to the story is an examination on the nature of both life and death, and how man can come to terms with death's very inevitability. The novella was acclaimed by Vladimir Nabokov and Mahatma Gandhi as the greatest in the whol

Japanese anime is the trend these days. Everybody loves them because of their unique shape and awesome stories. It is only fitting that the theme be used in this drawing activity book to add some seeds of interest. It's okay if you can't copy your favorite anime characters perfectly. What matters is you tried and you learned. Secure a copy now!

This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you'll make in everything from creating a fun, dynamic character using the allotted number of points, to playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in the asteroids, this guide will help you: Determine your character's basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your character's secondary characteristics Choose advantages (including powers and perks) and disadvantages (including quirks and disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters, tech levels, and campaign types Create and manage a character sheet, write a character background, keep a character log, and more—all with samples Choose good combat techniques and play with your character If you want to become a GM, this guide gets you going with advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There's even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to: Create your very own GURPS universe for your campaign, whether it's dungeon-crawl, high-adventure, combat-focused, puzzle-focused, or masquerade-type Provide a basic write-up of the world for your players, including technology level, supernatural and supernormal abilities and powers, races, setting, character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad guys GURPS For Dummies helps you create more detailed, exciting, and interesting characters and take your game to the next level. That's important whether you're saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease... fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination.

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