

CharacterForge — Concept Poster

Print this and pin it up — an at-a-glance map of the CharacterForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Beacon	Want / engine — moth-tween who walks toward a small floating warm-light she can never quite reach (the want IS her motion)
Crouch	Fear / brake — hedgehog-tween who tucks away from one specific wooden-door icon visible in every scene she appears in
Eight	Contradiction / depth — octopus-tween with eight arms in eight different directions (three forward / three back / two crossed)
Click	Voice / signature — raven-tween in librarian-glasses with a portable typewriter (same idea, different mouth, different feel)
Patch	Backstory / the past — soft brown rabbit-tween with one mended patch on her ear from an old day; everything she does traces back to that healed-over moment
Snag	The flaw — round woolly sheep-tween who always takes the left path and snags his wool on the same branch (the repeated mistake that makes a character feel real)
Foil	The foil / contrast — thin silvery foil-tween who lies behind another character so their colors show brighter (you see someone best beside who they are not)
Molt	The change / arc — hermit-crab-tween who keeps a row of outgrown shells, smallest to largest (a character is not the same at the end as at the start)
Fidget	The tell / mannerism — quick grey mouse-tween who taps her paw twice before she speaks (the small repeated gesture that makes a character recognizable)
Worth	The stakes — sturdy badger-tween who carries one precious glowing bead in cupped paws (what a character has to lose is what makes us care)

Key ideas at a glance

The big concepts this cast helps you master:

- What Is a Character?
 - Character Traits
 - What a Character Wants
 - Character Flaws & Fears
 - Showing Character
 - Character Voice & Dialogue
 - Backstory
 - The Character Arc
 - Round vs Flat Characters
 - Relationships & Foils
 - Motivation & Believable Choices
 - Antagonists & Conflict
 - Character in Different Media
 - Believable & Consistent Characters
 - Revising a Character
 - Capstone: Building a Whole Character
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