

Noun (person, place or thing)

Actor
Actress
Ambassador
Animator
Athlete
Artist
Astronaut
Attorney
Babysitter
Banker
Ballerina
Barber
Blacksmith
Chef
Cab driver
Carpenter
Custodian
Dancer
Dentist
Detective
Disc Jockey
Diver
Doctor
Executive
Explorer
Farmer
Firefighter
Fisherman
Game Designer
Hairdresser
Hobo
Inventor
Judge
Model
Miner
Poet
Police
President
Prince
Referee
Reporter
Samurai
Saxophonist
Teacher
Trainer
Warrior
Zookeeper

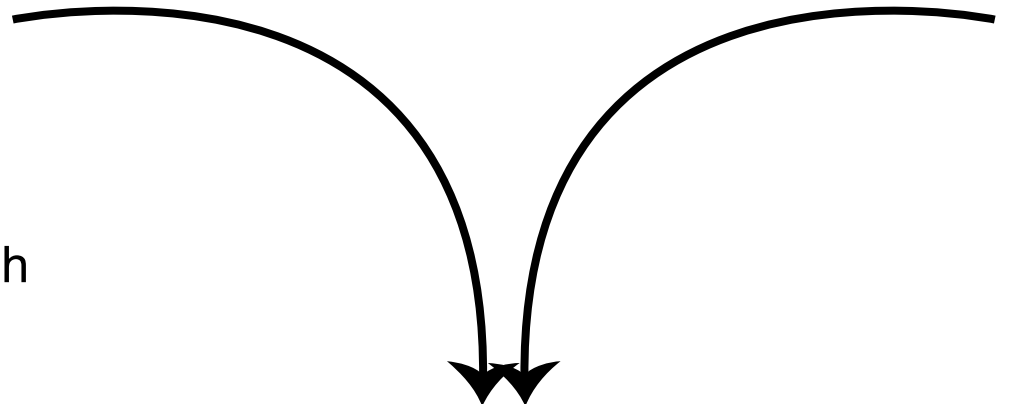
Character development ideas

Alien
Bear
Dog
Cat
Flower
Snail
Walrus
Goldfish
Etc.

Active
Adventurous
Affectionate
Afraid
Ambitious
Bewildered
Bossy
Brave
Brilliant
Calm
Clumsy
Caring
Charming
Clever
Cold-hearted
Competitive
Conceited
Courageous
Cowardly
Cruel
Curious
Daring
Determined
Dishonest
Easy-going
Energetic

Adjective (Describing word)

Faithful
Fidgety
Fierce
Foolish
Friendly
Funny
Generous
Gentle
Gloomy
Greedy
Grouchy
Lucky
Hopeful
Ignorant
Imaginative
Immature
Impatient
Impolite
Independent
Intelligent
Jealous
Lazy
Lonely
Loving
Moody
Mysterious
Nervous
Noisy
Persistent
Picky
Polite
Proud
Puzzled
Rowdy
Sarcastic
Selfish
Silly
Sly
Smart
Sneaky
Strict
Stubborn
Sweet
Talented
Talkative
Timid
Wise
Witty
Worried



Connect an noun (person, place or thing)
to a trait adjective (Describing word)
to help begin or develop a plot.

Example = **Inventor who is clever**
Snail who is energetic
Fireman who is lucky
Hobo who is magical