

**BORROWED EYES:  
SEEING THE WORLD THROUGH THE EYES  
OF YOUR CHARACTERS**

Mike Dellosso

**Why creating authentic characters is important . . .**

**Choosing your characters**

Protagonist should be someone the reader can identify with

Antagonist should be someone the reader loves to hate but also has a connection with

**Giving Your Characters Heart and Soul**

Draw much from your own experiences

Dig deep within yourself, your desires, your fears

Spend time talking to others about their desires and fears

Give your character something to fight for

**POV**

First person, second person, third person

Third person limited and omniscient

Third person vs. deep third person

Deep is like first person but written as third

Deep can also be written in the character's "voice"

POV "rules"

One POV character per scene/chapter—no head hopping!

Stick to the POV!

## **Description**

Learn to observe people, take mental or real notes

Describe enough of the character's physical features so the reader can get a mental image but don't overdo it

Show action. People move in real life.

## **Dialogue**

Learn to listen to people, take mental or real notes

Characters should sound different

Make their words count

*Mike Dellosso* is a husband, father of four, full-time employee, and author of six novels of suspense including *Scream*, *Frantic*, and *Fearless*. He also writes under the pen name Michael King (*A Thousand Sleepless Nights*). Mike lives with his wife and four daughters in southern Pennsylvania.

Mike also coaches writers at every stage of the journey. For more information, visit him at [www.MikeDellosso.com](http://www.MikeDellosso.com) and follow him on Facebook and Twitter.

Check out Mike's novels and short stories:

[Fearless](#)

[Frantic](#)

[Darkness Follows](#)

[Darlington Woods](#)

[Scream](#)

[The Hunted](#)

[Rearview](#) (7 Hours series)

[Mirror Image](#) (with Aaron Reed)

[The Last Hunt](#)

[A Thousand Sleepless Nights](#) (as Michael King)

Non-fiction:

Writing Time!

Writing unBlock!