

BOOKS COMPLETED _____ BURROW DATE _____

Bookwormburrows
by Saul Nassau

seminarschools.com
/bookwormcard/



THE BOOKWORMCARD

A character punch card · input. output. cycle.

READ ME FIRST. Your character. Carry it to seminars, keep adding. Scan back into seminarschools.com/bookwormcard/ or seminarschools.com/bookwormcard/, or reprint to share. **You don't need to answer every question.** Only what feels relevant to your character. Some questions have three difficulties. **BEGINNER** is concrete, **INTERMEDIATE** deeper, **ADVANCED** asks what your answer leaves out. Pick what fits today.

WRITE CLEARLY!

Block letters, dark ink.

CHARACTER DOSSIER

REAL NAME

.....

CHARACTER NAME - AI

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APPEARANCE

*The form of the smashed-up character.
Proportions, surfaces, what stands out. What
someone meeting them sees first.*

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Portrait

CARD 001

What does their face look like?

WILDCARD

*The thing that does not fit any other category. The
detail that makes the smash specific.*

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ITEMS CARRIED

*What they keep on their person regardless of
where they are. RAINBOW (carries across books)
or Consumable (one book only).*

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WHAT THEY WANT, AND ARE BAD AT GETTING

A real want. The kind that follows them around even when they try to put it down.

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BIRTH DATA

YEAR MONTH DAY HOUR PLACE OF BIRTH

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TOKEN

One small object the character carries. You (the bookworm-author) know its precise weight, feel, or contents. Nobody else at the table does. Anchors the character against being puppeted, against getting lost in nested dimensions, against having their interior spoken-over. Mrs Jones's pocketbook is a token. Roger could not hold it the same way.

THE OBJECT WHAT ONLY YOU KNOW ABOUT IT

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Optional. Fold under or write on the back. DM may know the token exists, not its content.

HOROSCOPE AI

Ten cosmological grids over the birth event. Ask the AI to compute each from your birth data. Each tradition retains its irreducibility. The character is the concrescence of all readings.

CHINESE ZODIAC	TIBETAN ELEMENT-ANIMAL
WESTERN TROPICAL	CELTIC TREE
HELLENISTIC DECANIC	EGYPTIAN DECANIC
MESOPOTAMIAN	BURMESE MAHABOTE
MAYAN TZOLKIN	AZTEC TONALPOHUALLI

TEMPERAMENT

CALM	○○○○○	INTENSE
CAREFUL	○○○○○	RECKLESS
QUIET	○○○○○	LOUD
ANCHORED	○○○○○	RESTLESS

JOURNEYS THE PLAYER BRINGS

Real trips from your life. The ones that left a mark. Read each as a question: have you taken one of these? The character starts with what you bring.

- To a city they did not know
- To mourn
- Across a border
- Other: _____
- To the sea
- To find someone
- Into the wilderness
- To a mountain
- To leave someone
- Home, after long away

CHARACTER VOICE

Three things this smashed-up character might actually say. Out loud, to another person. Not their inner monologue, not their theme song. Lines you could quote.

- 01
- 02
- 03

ONE GESTURE

A distinct physical thing this character does. The way they sit when they are listening. What their hands do when they lie. The walk. The pause before they answer. One specific gesture. Other bookworms should be able to picture it.

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PRIVATE WORLD

Where the character is when no one is watching. Their room. Their pocket. The five minutes of their day they tell nobody about. A smashed-up character is recognizable as much by what they do alone as by what they do in public. Sketch it short.

THE ROOM	THE RITUAL
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MOMENT OF DECISION

A choice the character has already made that they cannot take back. Not the smash that made them. A specific decision inside their character-history they would defend if pressed, even though pressing reveals what it cost. Three difficulties.

BEGINNER	One sentence: what did they choose, and what did they leave behind to choose it?
INTERMEDIATE	Two sentences: the choice, and the moment when they realized the choice was permanent.
ADVANCED	<i>The choice as a question: if the same situation happened again, would they make the same call? Why is the answer not "yes" automatically?</i>

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THE UNSAID

One thing this character will never say out loud. They might think it. They will not speak it. Write the line anyway. Other bookworms read this and know what the character is carrying around silence-wrapped.

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THE DEBT

Something they owe and cannot repay. The debt does not have to be money. Could be a kindness someone showed them, a sentence they did not speak when they should have, a death they did not stop, a promise. Write what is owed and what it would take to be even.

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WHAT BOOK STARTED THIS

One book that, when read, made this character possible. Not their favorite book. The book without which the smash would not have held.

BEGINNER	Title and author.
INTERMEDIATE	Title, author, and one sentence on what the book did to the character.
ADVANCED	<i>The book the character is afraid to re-read. Why.</i>

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WHAT MAKES THEM LAUGH

Not what they pretend to laugh at. What actually makes them laugh out loud when no one is watching. The shape of their humor is a fingerprint.

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INNER LIFE

What a character believes about themselves. What they will and won't do. What they keep coming back to.

What rule will your character never break?

BEGINNER	A rule they keep, even when nobody is watching.
INTERMEDIATE	A line they will not cross, even when crossing it would help them.
ADVANCED	<i>The principle they organize themselves around. If your character has no such rule, why? What does the absence of rules mean to them?</i>

Your character's flaw.

BEGINNER	A bad habit they have. The one their family or friends would name first.
INTERMEDIATE	The fault that gets in their way. They know about it, or they don't.
ADVANCED	<i>The flaw that is also their strength. The same trait that hurts them is the trait they could not survive without. Name it.</i>

Your character's oath or motto.

BEGINNER	A saying they live by. Something they would put on a sign over their bed.
INTERMEDIATE	A positive principle. Different from the rule they won't break. This is the rule they will follow.
ADVANCED	<i>If your character refuses oaths, why? What does refusing tell us about them?</i>

What is your character working on right now?

A current project, study, or practice. Where their attention is going this season. What they are trying to get better at.

A signature line your character says.

A line of dialogue. The way they talk. A catchphrase. The phrase they always end with. We will recognize it as theirs at the table.

Panel II · The Catchphrase

CATCHPHRASE

What do they always say?

When your character realizes they were wrong about something important, what do they do?

Check any that fit.

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|--|---|--|
| <input type="checkbox"/> Defend the old position | <input type="checkbox"/> Change quietly | <input type="checkbox"/> Change loudly |
| <input type="checkbox"/> Ignore new information | <input type="checkbox"/> Get curious | <input type="checkbox"/> Get angry |
| <input type="checkbox"/> Leave the room | <input type="checkbox"/> Apologize to whoever was right | <input type="checkbox"/> Other: _____ |

PERSONALITY TRAITS

Pick your character's traits.

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|------------------------------------|--|-------------------------------------|
| <input type="checkbox"/> bold | <input type="checkbox"/> careful | <input type="checkbox"/> kind |
| <input type="checkbox"/> sharp | <input type="checkbox"/> restless | <input type="checkbox"/> stubborn |
| <input type="checkbox"/> gentle | <input type="checkbox"/> sneaky | <input type="checkbox"/> loud |
| <input type="checkbox"/> quiet | <input type="checkbox"/> generous | <input type="checkbox"/> suspicious |
| <input type="checkbox"/> hopeful | <input type="checkbox"/> tired | <input type="checkbox"/> funny |
| <input type="checkbox"/> serious | <input type="checkbox"/> fierce | <input type="checkbox"/> dreamy |
| <input type="checkbox"/> practical | <input type="checkbox"/> strange | <input type="checkbox"/> brave |
| <input type="checkbox"/> anxious | <input type="checkbox"/> warm | <input type="checkbox"/> cold |
| <input type="checkbox"/> patient | <input type="checkbox"/> impulsive | <input type="checkbox"/> loyal |
| <input type="checkbox"/> free | <input type="checkbox"/> your own: _____ | |

Pick two of your four adjectives that seem to contradict each other. How does your character hold both at once?

Real characters have contradictions. So do real people. The contradiction is where the character lives.

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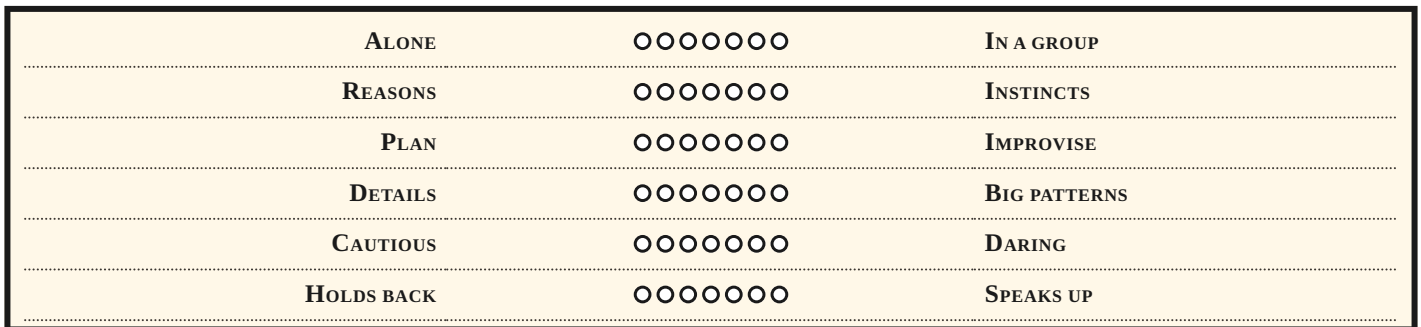
Panel III

OUTFIT

What do they wear?

COGNITIVE DIAGRAM

Mark a dot on each axis. The shape is your character.



Optional · a typology that has stuck to you. MBTI, Enneagram, Hogwarts house, zodiac, anything.

WEATHER & SEASON

What weather are they? What season?

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|-------------------------------------|-----------------------------------|-------------------------------------|-------------------------------------|--|-----------------------------------|
| <input type="checkbox"/> Bright sun | <input type="checkbox"/> Overcast | <input type="checkbox"/> Light rain | <input type="checkbox"/> Heavy rain | <input type="checkbox"/> Snow | <input type="checkbox"/> Fog |
| <input type="checkbox"/> Wind | <input type="checkbox"/> Storm | <input type="checkbox"/> Dawn | <input type="checkbox"/> Dusk | <input type="checkbox"/> Midnight | <input type="checkbox"/> Heatwave |
| <input type="checkbox"/> Spring | <input type="checkbox"/> Summer | <input type="checkbox"/> Autumn | <input type="checkbox"/> Winter | <input type="checkbox"/> The threshold between two seasons | |

WHAT THEY BELIEVE

What is sacred. What is repeated. What loses respect. The shape of a character's ethics under pressure.

What does your character keep safe from anyone else touching?

BEGINNER	A person, a place, an object, a memory.
INTERMEDIATE	What they treat as off-limits, untouchable, worth protecting at any cost.
ADVANCED	<i>What does your character hold sacred, and what does sacredness mean to them? If your character believes nothing should be off-limits to anyone, why is that their answer?</i>

Panel I.a

TREASURE

What would they never let anyone else hold?

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Panel I

HANDS

What are their hands always doing?

A practice your character keeps.

BEGINNER	Something they do every day, every week, or every year. The kind of activity they would miss if they couldn't do it.
INTERMEDIATE	A repeated act that anchors them. A walk, a prayer, a meal, a writing practice, a ritual.
ADVANCED	<i>If your character keeps no practices, why? Is the refusal of repetition itself the practice?</i>

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What makes your character lose respect for someone?

BEGINNER	The kind of behaviour that, once they see it, they cannot unsee.
INTERMEDIATE	What they consider the worst kind of failure in a person.
ADVANCED	<i>In their eyes, the worst sin a person can commit. Not what the law says. What they say.</i>

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A SUPERSTITION OR SMALL RITUAL THEY KEEP

Knock on wood. Salt over shoulder. Step over a crack.

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THREE DILEMMAS

Your character faces these. Write what they do. We return to them in seminar.

DILEMMA I · THE FRIEND

Your character's close friend is doing something that is harming themselves but not anyone else. The friend has not asked for advice. Does your character speak up, or trust the friend to figure it out?

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DILEMMA II · THE STRANGER

A stranger asks your character for shelter for the night. Your character has no reason to trust them, but no reason to suspect them either. Do they let the stranger in?

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DILEMMA III · THE WITNESS

Your character sees something wrong happening, and could stop it, but stopping it would expose something secret about themselves. What do they do?

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WHAT THEY ORDER, WHAT THEY PACK

Small choices that say a lot.

What they order at a diner at 2am:

What they pack first for any trip:

The song they hum without realizing:

What is on their bedside table:

WHAT SCARES THEM

Your character will be tested. Books test characters. Knowing the fear, knowing the move, gives the test shape.

Panel VI.a **FEAR**

What do they fear?

What is your character afraid of, that they would be embarrassed to admit?

BEGINNER	Small or big. A spider, a question, the dark, the silence after a question, being seen.
INTERMEDIATE	The fear they hide because admitting it feels childish or shameful.
ADVANCED	<i>If your character is afraid of nothing, what fear are they covering with that claim?</i>

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When the going gets hard, what is the move your character makes almost every time?

Check any that fit.

- Get quiet
- Disappear
- Help someone else
- Hide
- Other: _____
- Get loud
- Take charge
- Freeze
- Try to fix it
- Make a joke
- Argue
- Run
- Pretend it didn't happen

WHAT THEY COULD TEACH

What does your character know how to do, that they could teach someone else?

Even something small. A skill, a craft, a way of seeing, a way of waiting.

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Panel VI **TOOLBOX**

What's in their bag?

WHAT THEY WIELD

What do they use when the world pushes them?

- A blade
- A bow
- A fist
- Money
- A map
- Time
- Words
- Silence
- A song
- Beauty
- A lie
- Patience
- A book
- A name
- A reputation
- Charm
- The truth
- Speed

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Their own: _____

THE FIGURES THEY CARRY

Your character carries pieces of other people they admire. The collision IS the operation. It produces a character that is none of them but inherits from each. Real people, family, fictional characters, historical figures. The why-column is load-bearing. Skip the words your culture hands you (inspirational, strong, resilient). Pick the actual operation you watched the figure perform.

NO.	FIGURE	WHY YOU ADMIRE THEM · THE SPECIFIC OPERATION, THE LIVED MOMENT, THE ACTUAL REASON
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

NEED MORE FIGURES? Print another copy of page 8 and continue numbering from 11. The bookworm carries everything you bring. Page 8 is the only page that scales; the rest of the card stays one of each.

THE SMASH

The figures listed on page 8 are substrate. The smash is the operation that turns substrate into a character. Six questions answered ACROSS all the figures you carry. Each has three difficulties; pick the one that fits today. The character forms at the friction-points where the figures collide, not where they agree.

The character who is none of them. Who carries the pieces taken. Who is yours.

Two or three sentences. The synthesis. None of the figures, all of the takings.

What do you admire about one of them that you do *not* want for yourself?

BEGINNER Pick one trait you admire from a distance.	INTERMEDIATE Pick two figures, name the trait you reject in each.	ADVANCED Name a trait you admire that you suspect would damage you if you carried it.
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If two of them disagreed about something that mattered, whose side, and why?

BEGINNER Pick two figures who would clash.	INTERMEDIATE Name the disagreement.	ADVANCED Pick the side that would cost you something.
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Where do their qualities contradict each other?

BEGINNER Name one tension between two figures.	INTERMEDIATE Name a tension you yourself hold.	ADVANCED Which tension is the engine of your character?
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Who would you call in a crisis. Who would you not call.

BEGINNER Name one would-call, one would-not.	INTERMEDIATE Explain the would-not.	ADVANCED What does the refusal say about your character?
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What would make you break from all of them?

BEGINNER Name one breaking-point.	INTERMEDIATE Name a betrayal that would cost you the inheritance.	ADVANCED What would they all do that you would refuse?
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The residue. After the collision, what survives that is yours alone?

BEGINNER A quality that is yours, not theirs.	INTERMEDIATE A quality that came from the collision itself, that none of them had alone.	ADVANCED The one sentence that names your character.
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THE BOND

Bookwormburrows is read together. Across seminars, your character meets other characters at other tables. Each meeting leaves a connection. A rivalry, an old friendship, a debt, a shared secret, a disagreement that never closed. The bond is what carries forward when the book closes. List your character’s bonds as they accumulate. The list grows as you read with new people. Old bonds do not disappear when new ones form.

NO.	THEIR CHARACTER	THEIR PLAYER	THE BOOK OR SEMINAR	THE CONNECTION
1				
2				
3				
4				
5				
6				

THE FACE AFTER

Page 1 asked what their face looks like at the start. After the seminars, the smashes, the bonds, draw them again. The face changes when the character changes.

Portrait, after the work

THIS CARD IS YOURS. Carry it. Update it. Punch it back into the matrix at seminarschools.com/bookwormcard/ or seminarschools.com/bb/ when full. The character grows as you read. Use any notebook for your seminar journal. Date each entry.