

CHARACTER SHEET

Turnaround, identity and silhouette — the reference every other drawing is checked against.

comicink.ai
Free template

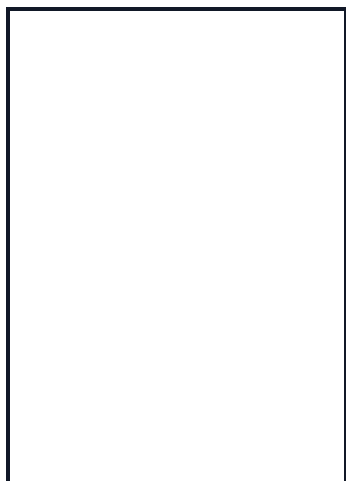
NAME

ROLE IN STORY

AGE / BUILD

TURNAROUND

Keep the head, shoulder and hip lines level across all four views.



FRONT



3/4

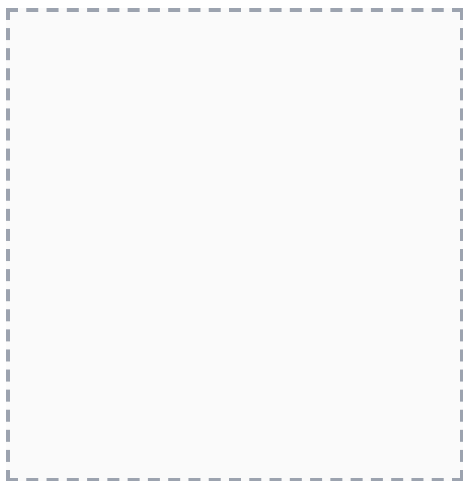


SIDE



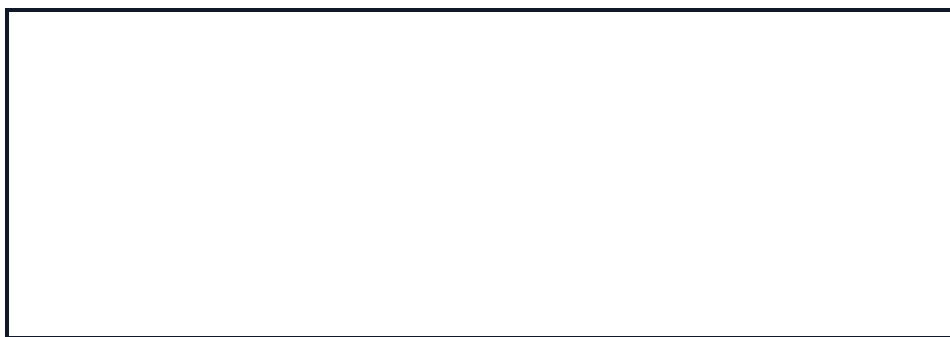
BACK

SILHOUETTE TEST



Fill solid black. If you can't tell who it is, redesign the shape.

HEIGHT COMPARISON



Draw this character beside one other cast member. Relative height is what readers actually remember.

THREE THINGS THAT NEVER CHANGE

The details an artist (or an AI) must reproduce in every single panel. Be specific — "scar" is useless, "2cm scar through the left eyebrow" is usable.

EXPRESSIONS & PALETTE

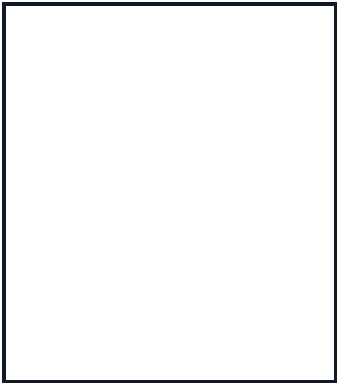
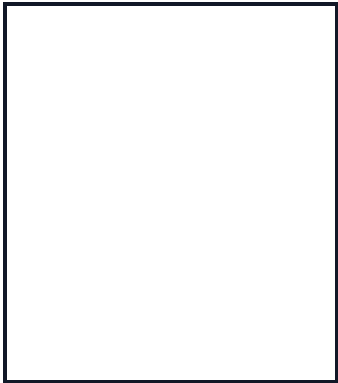
How the character acts, and the colours that identify them at a glance.

comicink.ai/quick
Try the AI generator

EXPRESSION SHEET

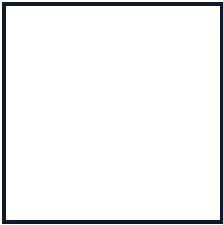
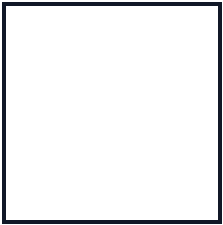
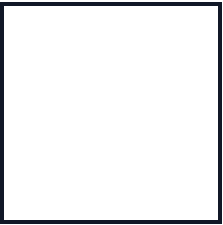
			
NEUTRAL	JOY	ANGER	FEAR
			
SORROW	SURPRISE	SMUG	EXHAUSTED

SIGNATURE POSES

	
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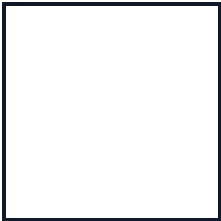
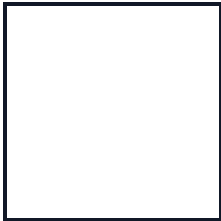
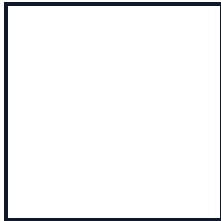
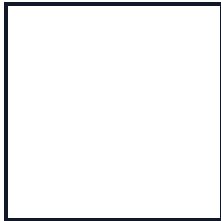
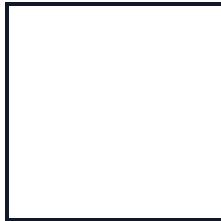
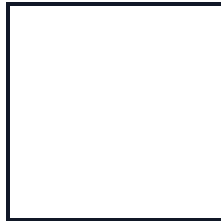
Resting stance and the pose they take under pressure.

PROPS & COSTUME DETAILS

		
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Draw close-ups of anything you'll have to redraw often.

COLOUR PALETTE

					
SKIN	HAIR	EYES	MAIN	ACCENT	METAL/OTHER

Write the hex or pencil number under each swatch. A palette you can't reproduce exactly is a palette that drifts by chapter three.

BLANK SHEET

Print one per cast member.

comicink.ai
Free template

NAME

ROLE IN STORY

AGE / BUILD

FILLING THIS IN WELL

1. **Start with the silhouette, not the face.** Readers identify characters by shape first. If two of your cast have the same outline, no amount of facial detail will separate them at panel size.
2. **Draw the turnaround at one height.** Rule horizontal guides for the top of the head, chin, shoulders, waist and knees, and keep all four views on them. This is the single most common thing beginners skip, and it is what makes a character look like a different person from the side.
3. **Expressions before poses.** Most panels are people talking. You will draw the neutral and the reaction shot a hundred times more often than the action pose.
4. **Write the constants down.** Anything you cannot describe in words will drift. "Left-handed, wears the watch on the right wrist" survives; a vague memory of the design does not.
5. **Keep it beside you while you draw.** A character sheet filed away is decoration. Its whole job is to be the thing you check against.

Working digitally? ComicInk keeps the same reference automatically — define a character once and it stays consistent across every page. comicink.ai/quick