Who are you? – What is your style of performance?

Knowing who your performing character is can be a massive help when selecting effects, but how do you figure out what that character is?

Below I've listed some successful magicians who really understand who their character is and the titles they have given their character along with that character's traits.

The Inventor – *Kevin James - Mad Scientist*

The Trickster – *Jeff Hobson & David Willams – Comedy fun over the top*

The Anti Conjuror – *Dan Sperry – Does everything in the opposite way to the dinner suit style magician*

The Futurist – *Adam Trent – Tech and Visual electronic magic*

The Deductionist – *Colin Cloud – Forensic Sherlock Holmes style Mentalism*

The Mentalist – *Chris Cox – Minder reader but geeky style*

The Dare Devil – *Jonathan Goodwin – Stunt man extreme*

The Showman – *James Moore – Illusionist on grand scale*

The Nerd – *Tom Crosby – Nerdy looking, Rubix cubes and memory, maths skills*

The Oracle – *Luke Jermay – reader of futures*

The Wizard – *Kim Young Min – manipulates sand into shapes*

By knowing who they are these performers are able to select effects that "feel like them" and suit their performing style. While this restricts their choice of tricks, it does help them to focus on the correct ones while building on that character.

By adopting this process, it will also save you money, as you will find you don't buy as many effects that will inevitably end up in your bottom drawer never to see the light of day again.

To help demonstrate how this works, lets look at my own performing character…

My Style - The Observer (Psychological Perceptionist)

My characters back story is of someone who studies a person's mental process and behaviour by observing a person. The observer then uses their own perception of the subjects' reactions along with statistics previously gathered to correctly interpretate what the subject is possibly thinking.

Using the techniques and knowledge derived from the above, the "observer" is able to influence a desired outcome.

Trick selection – what does your character perform.

Now I know my performing character and his "back story" I am able to select tricks that he would demonstrate and avoid effects that he wouldn't do.

My Observer character would not be floating things around the room as he is not a magical wizard, he also wouldn't be producing things out of thin air as again it's not in his skill base.

If my character was to perform a card trick it would be to demonstrate the psychology of the effect. I actually perform a three-card monte routine as part of my set however the presentation is based around how the con men use little psychological subtleties to make someone lose the game.

Work out what feels good when you perform it and gets the best reactions, this is normally who your true character is. Once you know that expand on that character's effects.

I hope this helps you focus in on your character and helps you to spend your trick budget on effects that will suit you.