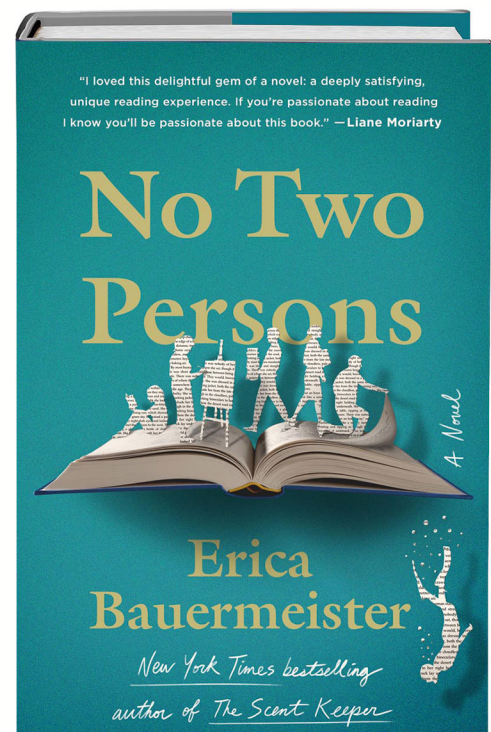


NO TWO PERSONS

DISCUSSION GUIDE

1. The title *No Two Persons* comes from the quote “no two persons ever read the same book, or saw the same picture.” What does that mean to you? Have you experienced this yourself?
2. The opening line of *Theo* is “Wandering is a gift given only to the lost” (page 49). What does the phrase mean to Alice? Lara? The *Cultus* book reviewer? Miranda? Have you ever felt like a wanderer?
3. In *The Writer*, Professor Roberts says: “If you think about it, every story—even the most fantastical—is grounded in things we already know” (page 12). How do you think Alice’s life informed the novel she ended up writing?
4. Why do you think Lara, the literary assistant, has such a strong response to *Theo*?
5. What do you think Tyler gets from free-diving?
6. Which characters in *No Two Persons* elicited the strongest reactions in you? Why do you think that was?
7. In *The Bookseller*, Kit says to Annalise: “I’m just saying that a character can be as real as a person. Or teach you as much, anyway” (page 206). Do you agree? If so, what fictional characters have been meaningful in your life?
8. In *The Caretaker*, Abigail’s margin comments in her copy of *Theo* draw a connection between Theo, William, and the mules in the mine. What do you think she was seeing?
9. In *The Coordinator*, Juliet’s experience of *Theo* is affected because she listens to an audio book. How do you think audio books affect our reading experiences?



NO TWO PERSONS

DISCUSSION GUIDE

10. There are no quoted passages from *Theo* other than the first line. We learn his story in bits, given to us through each succeeding character. How does that affect your understanding of *Theo*?
11. In *The Agent*, Nola and Madeline have a conversation about what kind of endings they like in books. Nola likes to be left thinking, while Madeline believes things should be more nailed down. What kind do you prefer?
12. What do you think about Madeline's choice for her own ending?
13. Initially, the characters in *No Two Persons* seem unrelated to one another, but as the book progresses, connections begin to surface. How many connections can you find? Which ones surprised you the most?
14. At the end of the book, Alice finds inspiration in an unlikely place. Where have you found inspiration?

