

## **Elements of Character**

**Character must observe three key principles to be convincing to a reader:**

- 1) Consistent behavior
- 2) Motivation behind all actions the character takes (particularly a change in behaviour)
- 3) Plausible (life-like to others)

**Types of Characters Include:**

### **ROUND**

- Complex and many sided
- A lot of detail is given to the reader to establish
- Often a major or even main character key to plot

### **FLAT**

- Can be summed up in one or two sentences
- Typically a minor character

### **STOCK/STEREOTYPE**

- Recurring character “types”  
le. Mad scientist, evil stepmother

### **REALISTIC**

- Seems real
- Often relatable

### **STATIC**

- Fails to undergo any sort of change in the story
- Same at the start as the end

### **DYNAMIC:**

- Undergoes significant change during the story
- Typically a change of ideas, moral, will, etc.
- Not as simple as a physical change

### **ARCHETYPES:**

- The category a character falls into to
- There are 12 main categories
- Caregiver, Creator, Explorer, Innocent, Hero, Jester, Lover, Magician, Orphan, Rebel, Ruler, and Sage
- Over the course of a story, characters can change archetypes
- Characters can also be more than one archetype. A typical protagonist possesses or comes to possess multiple archetypes throughout the story.