
Character Types

Protagonist

- The **protagonist** is the central character of a story.
- It is the character we sympathize with.
- Some protagonists are heroes, but it is not always the case.
- To identify the protagonist, ask the question “Whose story is this?”
- Usually, there is only one protagonist, however, a novel can have several.

Antagonist

- The character that causes or leads the conflict against the protagonist.
- The antagonist is not always human, but can be a group or force.
- The antagonist is the mirror reflection of the protagonist. Whatever the protagonist does that is good, the antagonist will counteract.
- Some antagonists are villains.

Round

- Characters that are described in depth, with many details, well-rounded characters.
- These are characters that have multiple and various personality traits (they have both positive and negative sides).
- The main character in a story is almost always round, but there are exceptions.

Flat

- Characters that are not described well, that you're not given much information about, are **flat** characters.
- As a reader, you can only see one dimension, one side of a character with very few personality traits.

Stock Characters

- A special kind of flat character who is instantly recognizable to most readers.
- A stereotype.
- Possible examples include the “ruthless businessman”, “cheerleader” or “dumb jock.”
- They are not the focus nor developed in the story.

Static/Dynamic

- The key word when dealing with the difference between static and dynamic characters is "change."
- The type of change is very specific. Do not focus on changes that happen TO a character, but rather, changes that happen **INSIDE** a character.

Dynamic

- A **dynamic** character is a character that undergoes an *internal* change sometime between the beginning and the end of the story:
 - a major change in the character's personality,
 - a change in his/her outlook on life,
 - a change in values,
 - an overall change in the nature of the character.
- The change in the character is usually crucial to the story itself.

Static

- In order for a character to be considered a **static** character, the character must remain basically the same throughout the entire story.
- The character does not undergo any internal changes.
- Think of static characterization like plastic surgery. The character may change in looks, but unless his/her personality is affected, the character is static.

Dramatic Foils

- Dramatic foil is a character that provides a sharp contrast with another character causing the character's traits to stand out:
 - a hot-tempered character could be a foil for a calm, level-headed one,
 - a playful character could be a foil for a serious one.
- Usually, dramatic foils possess completely opposite to each other personality traits.

Antihero

- Central or supporting character that has some of the personality traits traditionally assigned to villains or un-heroic people, but nonetheless also has enough heroic qualities, intentions, or type of strength to gain the sympathy of readers.

Antihero a Central Character

- The work will frequently deal with the effect his/her flawed character has on the other people they meet.
- The work may depict how the character alters over time, either leading to just punishment, un-heroic success or redemption.

Types of Antiheroes

- One type of anti-hero feels helpless, distrusts conventional values and is often unable to commit to any ideals.
- At the same time the character accepts and often relishes the status of an outsider.

Types of Antiheroes 2

- A character that constantly moves from one disappointment in his life to the next, without end, with only occasional and fleeting successes.

Types of Antiheroes 3

- An individual with the same end goals as a traditional hero, but for whom "the ends justify the means".

Types of Antiheroes 4

- A character who starts the story with a few unlikable traits such as prejudices, egotism, immaturity, or a single-minded focus on things such as wealth, status, or revenge.
- Through the course of events, the character transforms and even becomes sympathetic.