



ARCHETYPES

Reoccurring Character Types
from Myth, Legend,
and Literature

Why do we need stories?

- To help us understand the world around us
 - To try to answer the toughest questions of life
 - To help us escape reality by entering a world where the good always wins, the forces of evil are defeated, and love conquers all
 - To help define the roles of good and evil, so that we might recognize them in others and ourselves
 - To make us better people
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What Is an “Archetype”?

- Recurring character types that show up in stories from around the world
- Carl Jung was a psychologist who was very interested in dreams
- Noted that some of the same images appeared in many people’s dreams
- Suggested that humans share a COLLECTIVE UNCONSCIOUS
- Our dreams have recurring symbols, and our stories do, too.



Carl G. Jung

CHARACTER ARCHETYPES



THE HERO

- Unusual birth
- Missing parent(s)
- Raised by foster parents
- Royal or special heritage
- Given a quest
- Require training



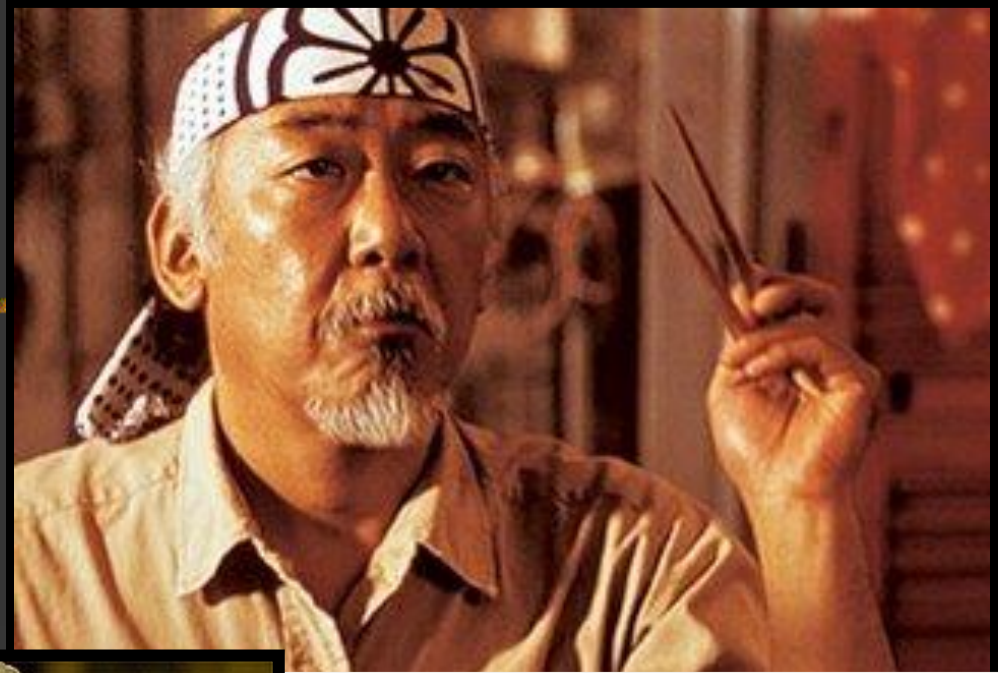
THE SHADOW

- Antagonist of the story
- Dark reflection of the hero that represents the dark path that the hero could take



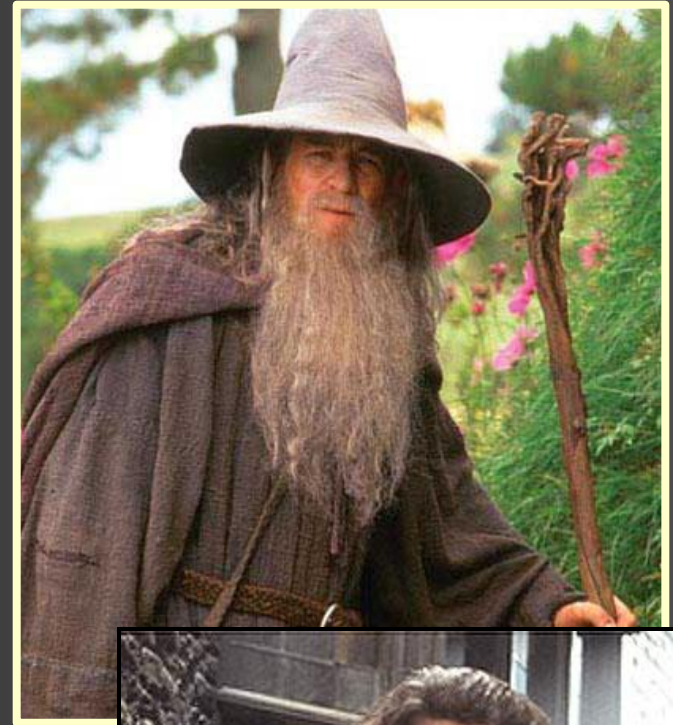
MENTOR

- Teacher or counselor to the hero
- Father or mother figure



THE HERALD

- Characters who signal that change is coming into the hero's world
- Invites the hero to answer the call to adventure
- Motivates the hero into action



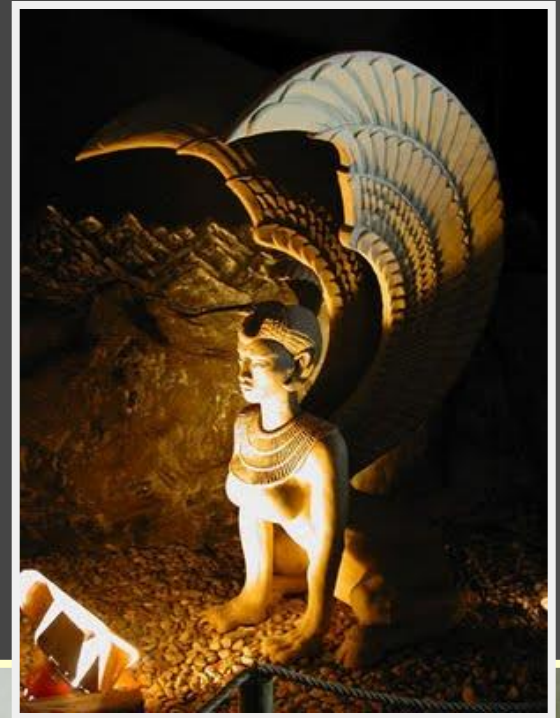
ALLY OR ALLIES

- Loyal companion(s) willing to face any adventure or danger with the hero



THRESHOLD GUARDIANS

- Test the hero to determine if he or she is worthy of passing the threshold



SHAPESHIFTERS

- Shifty character with unknown alliances
- Creates suspense
- Can be a love interest



TRICKSTER

- Uses tricks to test the hero
- Provides comic relief
- Cuts the hero's ego down to size



LOYAL RETAINERS

- Servants to the hero who are heroic themselves
- Protect the hero and reflect the honor and nobility of the hero



FRIENDLY BEASTS

- Creatures who aid or serve the hero
- Symbolize how nature is on the side of the hero



DEVIL FIGURE

- The incarnation of evil
- Offers worldly goods, fame, or knowledge to the hero in exchange for possession of the soul



CREATURE OF NIGHTMARE

- Disfigured or mutated creatures
- Monsters who are the antagonists in the story
- Reflect the beast-like side of human nature



EVIL FIGURE WITH GOOD HEART

- Redeemable evil figure saved by the nobility or love of the hero



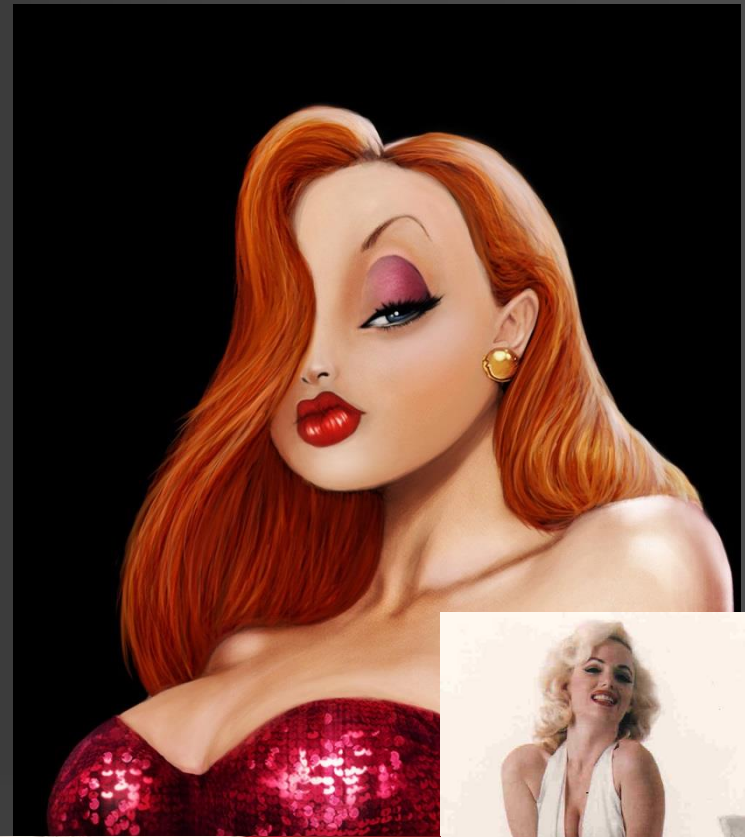
OUTCAST

- Character with a questionable past
- Banished from the social group
- Sometimes falsely accused of a crime



TEMPTRESS

- Sensuous beauty
- Tries to bring about the hero's downfall through physical attraction



THE PLATONIC IDEAL



- Female figure who provides inspiration (but not attraction) for the hero
- The ideal woman

DAMSEL IN DISTRESS

- Vulnerable woman who must be rescued by the hero. (This *can* be a trap.)



STAR-CROSSED LOVERS

- Two lovers forbidden to be together because of the rules of society or their families
- Their stories often end tragically.

