# Character Analysis

### Main Characters

- Protagonist The main character around whom most of the work revolves.
- Antagonist The person who the protagonist is against. This is often the villain, but could be a force of nature, set of circumstances, an animal, etc.





### Protagonists patterns or types:

- the anti-hero -This is the guy parents would not want their daughters to date. They are often graceless, inept, and actually dishonest.
- the tragic hero -This is the guy whose bad end is a result of flaws within himself.
- the romantic hero This is the guy the girls all swoon over. He gets the girls, even when he doesn't want to keep them.
- the modern hero -This is the average guy who is put in extraordinary circumstances and rises to the challenge.
- the Hemingway hero, This is the guy who has been in a war, drinks too much, and makes poor choices.

## **Types**

- Static (unchanging)
- Dynamic (changing)
- Stereotypical This is the absent minded professor, the jolly fat person, the clueless blonde.



- Round (3 dimensional), This means the character has more than one facet to his/her personality. He is not just a hardcore gamer, but he also plays basketball on the weekends.
- Flat (1 dimensional), This is the character who is only viewed through one side. This is the hardcore gamer. That's all there is to the character.





# Round character changes during the course of the story

- Was the change gradual or rapid?
- Was it subtle or obvious?
- Are the changes significant to the story or are they a minor counterpoint?
- Are the changes believable or fantastic?
- What was his/her motivation to change?
- What situations or characters encouraged the change?
- Mow does the character learn from or deal with the change?



- Major These are the main characters. They dominate the story. Often there are only one or two major characters.
- Minor These are the characters who help tell the major character's tale by letting major characters interact and reveal their personalities, situations, stories. They are usually static (unchanging).





### **Foils**

- These are the people whose job is to contrast with the major character.
  - This can happen in two ways.
    - One: The foil can be the opposite of the major character, so the major's virtues and strengths are that much "brighter" in reflection.
    - <u>Two:</u> The foil can be someone like the major character, with lite versions of the major's virtues and strengths so that the major comes off as even stronger.





# Look for these things within the creation of the character:

- Psychological/Personality traits:
- Do these characteristics aid in the character being consistent (in character), believable, adequately motivated, and interesting?
- Do the characteristics of the character emphasize and focus on the character's role in the story's plot?
- Motivation:
- Is the character ethical? Is he/she trying to do the right thing, but going about it in the wrong way?
- Is the motivation because of emotion (love, hate) or a decision (revenge, promotion)?





#### Behavior / Actions:

- Does the character act in a certain way consistently?
- Or is the character erratic?
- Could one pluck the character from the story, put him/her in another story, and know how he/she would react?

### Relationships:

- With other characters in the story
- How others see/react to him/her



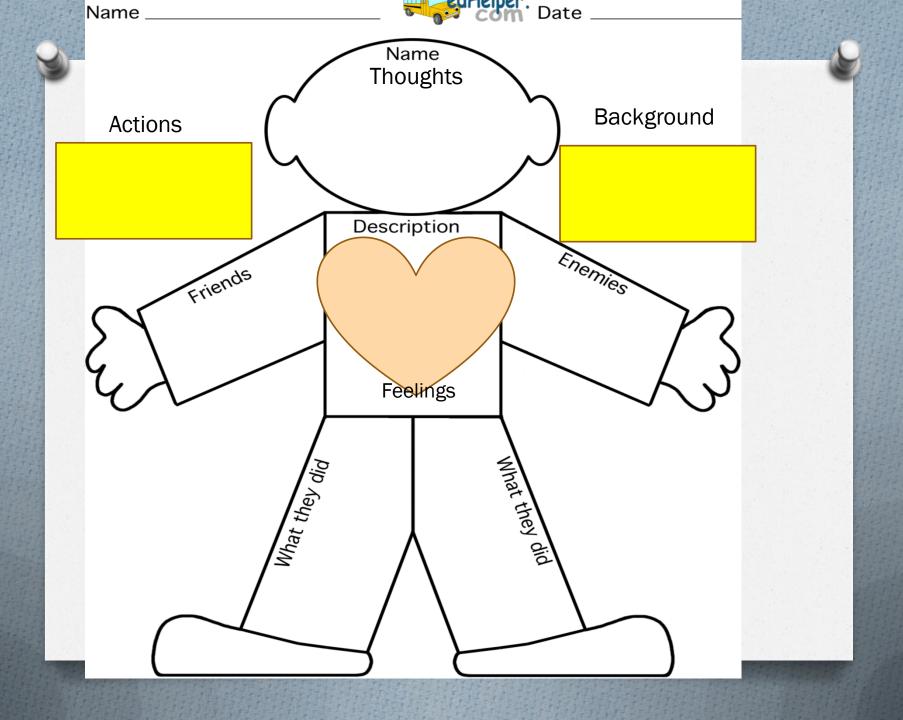


#### Weaknesses/Faults:

- Typical tragic weakness is pride. Oedipus is proud.
- Weakness could be anything. In "Little Red Riding Hood," the girl talks to a stranger. That's a weakness.

#### Strengths/Virtues:

- There are many different strengths and virtues.
- One strength/virtue is being good in trying times, like Cinderella.
- Another strength/virtue is caring for family, like Little Red Riding Hood.
- Another strength/virtue is being smart, like Oedipus.
- Most protagonists have more than one strength/virtue.







- Using the character analysis terms. How would you describe Montmorency? Cite evidence from the book using quotes with page numbers.
  - Protagonist Pattern Type
  - Static or Dynamic
  - Round or Flat
  - Stereotypical
  - Behavior / Actions
  - Relationships
  - Weaknesses/Faults
  - Strengths/Virtues