

# Character Terms

# Character

- either the fictional people who carry out the action of a story, or the traits, motivation, and moral qualities of a fictional person



# Characterization



- the way in which the writer portrays the characters in a book, play, or movie

# Direct Characterization

- when an author directly **tells** the reader about a character's appearance, personality, values, or thought processes in the narration



# Indirect Characterization

- when an author makes the reader figure out what a character is like by what the character says and does, rather than what the narrator tells the reader
- In indirect presentation, the author **shows** what the character is like.

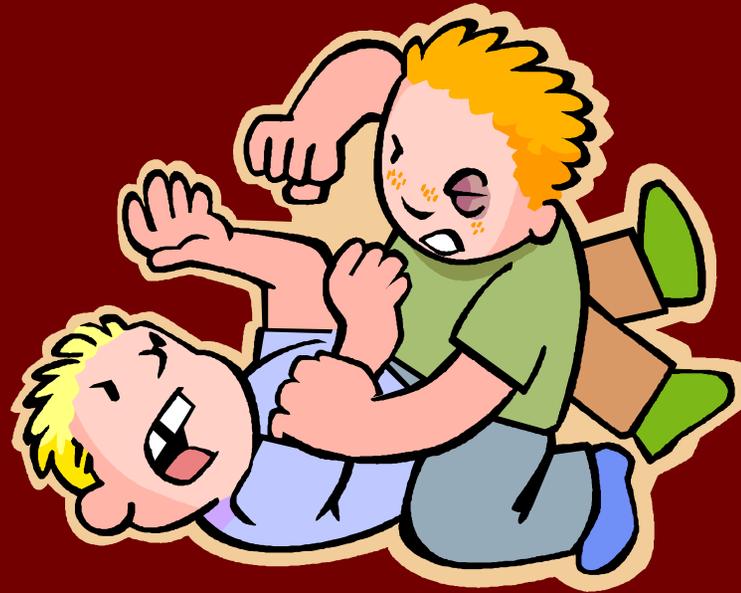
# Protagonist

- The “main character”. The reader identifies with the main character and “feels” for them.



# Antagonist

- a character that works against the “main character”, or protagonist and adds to the problem that the protagonist has to solve.



# Static

- A character that does not learn or grow over the course of the story. He or she is the same at the end as at the beginning.



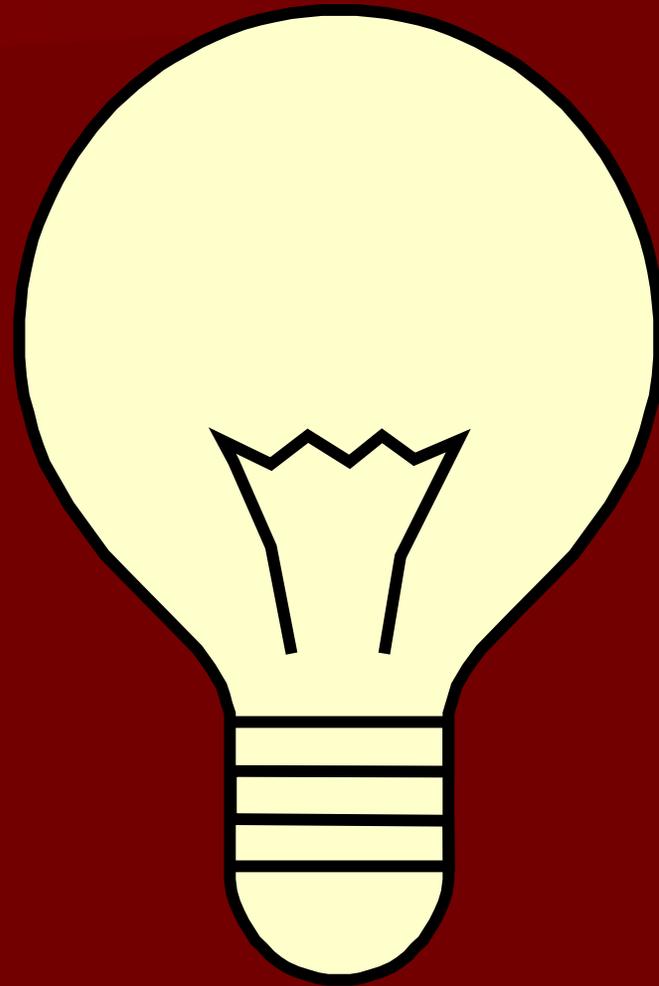
# Dynamic

- changes over the course of the story, either by learning something, or realizing something that makes him or her start to behave differently.



# Epiphany

- A moment of sudden realization, that changes one's viewpoint or philosophy.



# Flat Character

- A character that we see in only one situation, or that we see only one side of. Most characters in a story are flat characters.



# Round

- A character that we get to know well enough to understand the workings of the mind. We see the personality and can anticipate his or her actions.



# Stereotype

- a character that is (or is assumed to be) the same as all others of its type, as in "all short people have big egos"



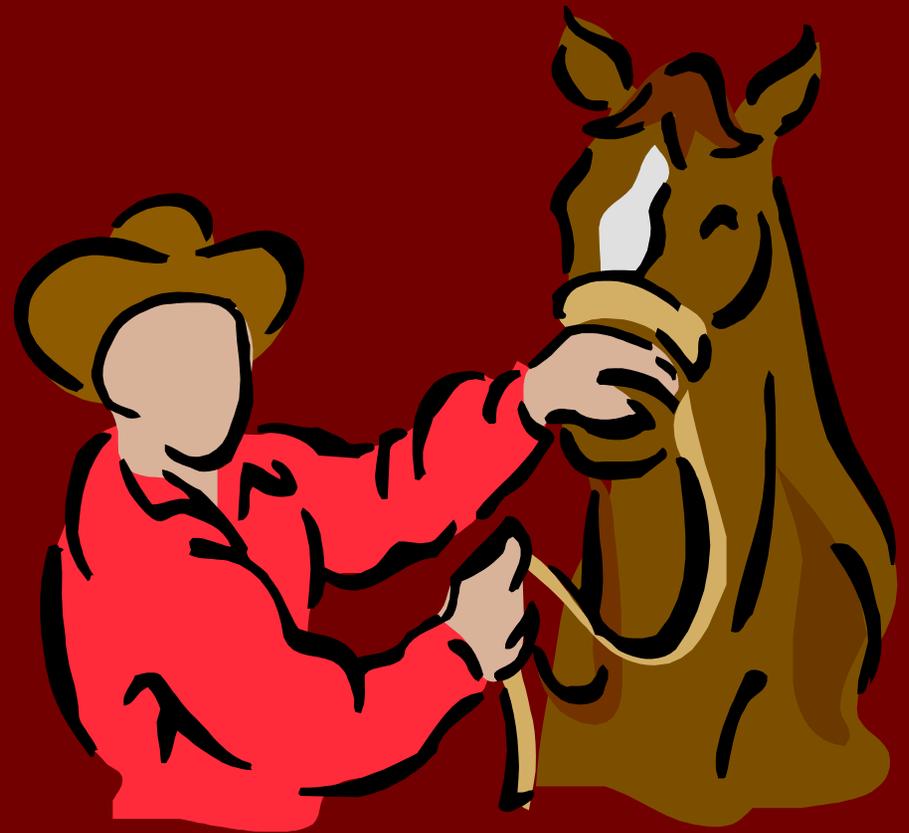
# Realistic

–A character that is believable and is not a type.



# Stock Character

- a character that tends to recur in many different stories, such as the absent-minded professor, the nagging wife, and the kind-hearted grandmother



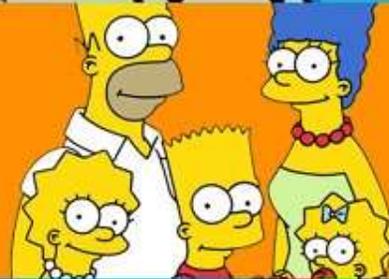
# Caricature

- an over-exaggerated character, most often used for comic effect





THE SIMPSONS



# Sympathetic

- A character that we are attracted to emotionally. We like the character, and sympathize with his or her struggles.



# Character Foil

- Two characters who are somewhat similar, but who contrast with one another in some way, emphasizing the differences between them.



# Motivation

- What a character wants and how far he or she is willing to go to get it
- What is most important to the character
- What “drives” the character



# Traits

- One word descriptions of personality and character
- Not to be confused with emotions.
- Examples: arrogant, bombastic, charismatic, domineering, garrulous, ignorant, jocular, manipulative, open, pessimistic, querulous, reactive, shy, timid, understanding, vain, witty.