

# ARCHETYPES

In literature, an *archetype* is a typical character that represents universal patterns of human nature. Swiss psychiatrist Carl Jung first applied the term *archetype* to literature. He recognized that there were universal patterns in all stories and mythologies regardless of culture or historical period. Joseph Campbell took Jung's ideas and applied them to world mythologies. In *A Hero with a Thousand Faces*, among other works, he refined the concept of hero and the hero's journey.

## Common Character Archetypes

1. The Hero: A character who exhibits goodness and struggles against evil to restore harmony and justice.
2. The Mother Figure (good): She guides, directs, offers spiritual help, and gives emotional support.
3. The Mother Figure (bad): She may be a mother/stepmother who treats children badly.
4. The Mentor: His or her task is to provide wisdom, advice, and training to the main character.
5. Doppelganger: A duplicate or shadow of a character that represents the evil side of his personality.
6. The Scapegoat: A character that takes the blame for everything bad that happens.
7. The Rebel: They believe in revolution and are often wild. Sometimes tempted to cross over to the dark side.
8. The Traitor: This character betrays the hero. He may or may not be restored.
9. The Jester: The clown, the funny character, who always looks for humor in a situation.
10. The Villain: Main function is to oppose the hero, or the person the hero must annihilate to bring justice.
11. Loyal Companions: Like sidekicks, these loyal friends often endure hardship in order to stick together.
12. The Initiates – Young heroes who must endure some training and ritual before the quest.
13. Friendly Beast – These animals assist the hero and reflect that nature is on the hero's side.
14. The Evil Figure with the Ultimately Good Heart – This redeemable devil figure (or servant to the devil figure) is saved by the hero's nobility or good heart.
15. The Outcast – Someone banished for a crime (real or imagined), usually destined to become a wanderer.
16. The Damsel in Distress – This vulnerable woman must be rescued by the hero.
17. The Star-Crossed Lovers – Romantic relationship ends in tragedy due to disapproval of society, family, gods, etc.
18. The Creature of Nightmare – Monster is summoned from deep, dark places to threaten the life of the hero.

## Situational Archetypes – commonly used plot pattern

1. The Quest
  - To rescue someone
  - To complete a mission
  - To get revenge
  - To defeat an enemy or fight a battle
  - To know who you are
2. The Hero's Journey
  - Similar to the Quest, but more specific and patterned after the Monomyth
3. The Initiation
  - Protagonist or a group of protagonists grows into maturity with new awareness while facing challenges.
4. The Fall
  - The descent from a higher to a lower state usually as a punishment. Involves the loss of innocence.
5. Good vs. Evil