

Oral Presentation Archetype List

1. **Chosen One** — They have been chosen by someone or some force and are the only ones capable of resolving the plot
2. **Corrupter** — Their primary role in the story is to bring out the worst in everyone
3. **Damsel in Distress** — A noble and innocent woman in need of rescue
4. **Dumb Muscle** — This character lacks intelligence, or fails to showcase it, and are tasked with doing the heavy lifting of the villain or any antagonist
5. **Elderly Master** — A wise, powerful man or woman teaching their powerful craft to a young student
6. **Femme Fatale** — A beautiful but mischievous and traitorous woman
7. **Gentleman Thief** — A very charming, sophisticated, and well-mannered thief
8. **Herald** — This character sets the Hero/Protagonist on the path of adventure
9. **Hotshot** — This character is often skilled, but reckless, known for taking risks
10. **Jester** — They are always lighthearted and joking but always pure of heart and truly caring for others
11. **Knight-errant** — A noble Knight on a Quest
12. **Loner** — The Loner isolates him or herself and often struggles to connect with others. They feel alien to others around them
13. **Lovers** — Star-crossed lovers who fall romantically in love, despite the constant conflict of other characters. They're often from different sides of the tracks

14. **Ingenue** — A young woman who is endearingly innocent and wholesome
15. **Imposter/Pretender** — They are intelligent and take advantage of situations and characters
16. **Loser** — They don't catch any breaks and always seem to get the short end of the stick. They are also either usually unmotivated and don't care about how they are perceived, or they do and try to make the change, only to fail time and time again
17. **Lovable Rogue** — They break the law and don't always seem to care about anyone else, but they often show enough heart in the end for audiences to like them
18. **Mad Scientist** — Usually insane or highly eccentric. They often play the role of the villain or antagonist and always feel that the science they are exploring is above and beyond any human rights issues or ethics
19. **Maiden** — Usually the innocent and pure female that is often in need of rescue. She can be naive, sometimes overly self-confident, and can be attractive but also child-like
20. **Mentor** — The mentor is the adviser, the expert, and is usually intelligent and wise in whatever field of expertise or philosophy that they are known for. They care for the hero and want to be in the hero's life, which usually starts with conflict at first
21. **Monster** — They are either half human or not human at all and usually provoke fear and panic.
22. **Mother Figure** — The mother figure is always the source of nurturing and comfort, offering guidance while also sometimes coming off as over-controlling and worrisome, but always acts from the heart

23. **Nemesis/Challenger** — They usually exist to hate the hero, for any number of reasons. The nemesis or challenger is often similar to the hero in many ways and thus is always trying to overshadow due to jealousy or outright hate
24. **Noble Savage** — A wild outsider with noble characteristics that has little to no experience with society's ways
25. **Observer** — They often witness all that goes on, but remain quiet and calm throughout. They are usually philosophical and every time they speak or act, it's important
26. **Peacemaker** — They try to force the peace between characters and situations. Usually the voice of reason between all.
27. **Pessimist** — For them, the glass is always half empty. They won't take risks and often complain about everything every chance they get.
28. **Redshirt** — The expendable character that is never given much backstory and usually dies soon after being introduced.
29. **Reluctant Monster** — The Reluctant Monster usually has no idea that they're a monster at all. They are often a member of a species that traditionally does nasty things to people, but that is not in their own personal nature.
30. **Rightful King** — A lost or forgotten just ruler whose return or triumph restores peace.
31. **Seeker** — They are always on a quest for the truth, uncovering mysteries, lies, and deception despite all dangers both big and small that they face on a personal and professional level.
32. **Shrew** — A bad-tempered or aggressively assertive woman.

- 33.**Side Kick** — The friends and helpers of the main hero. They are much like the loyalist but play a more active part in the Hero's adventures.
- 34.**Spock** —The Spock is an archetype that focuses on logic, rules, and reason while fighting for the greater good.
- 35.**Straight Man** — Exists alongside a funny character. Their serious and no-nonsense attitude makes his partner look all the crazier and funnier.
- 36.**Storyteller** — A character that is noted for his or her ability to tell tales, or those that choose to do so, even to the dismay of the other characters.
- 37.**Super Soldier** — A soldier who operates beyond human limits or abilities.
- 38.**Tomboy** — A girl usually interested in sports, activities, and displaying attributes that often fall under the umbrella of boys and men in society.
- 39.**Tragic Hero** — A hero with a major flaw that leads to his or her eventual death and downfall.
- 40.**Turncoat** — The character who switches sides at some point to help the other side.
- 41.**Village Idiot** — A character usually known locally for ignorance or stupidity but are often shown to have a good heart and can contribute to either the downfall or the uprising of the hero.
- 42.**Wise Fool** — A “fool” or somewhat socially hindered character with an attribute of wisdom.
- 43.**Wise Old Man** — An elderly character who provides wisdom to the protagonist.

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