

# Wicked Intentions: Creating Real Villains

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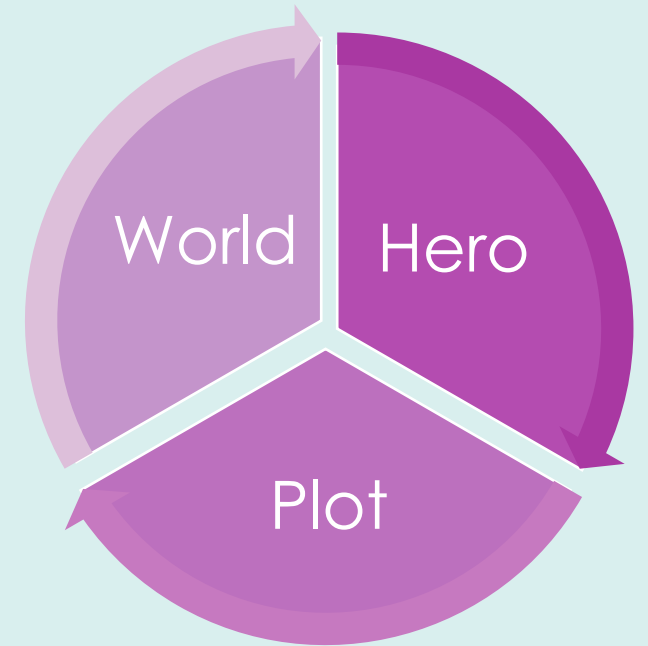


# Goals and Takeaways

- Basic function of Villains
- Relationship to story, world, & hero
- Creating Sympathy
- Villains Journey's

# Three parts of a Story

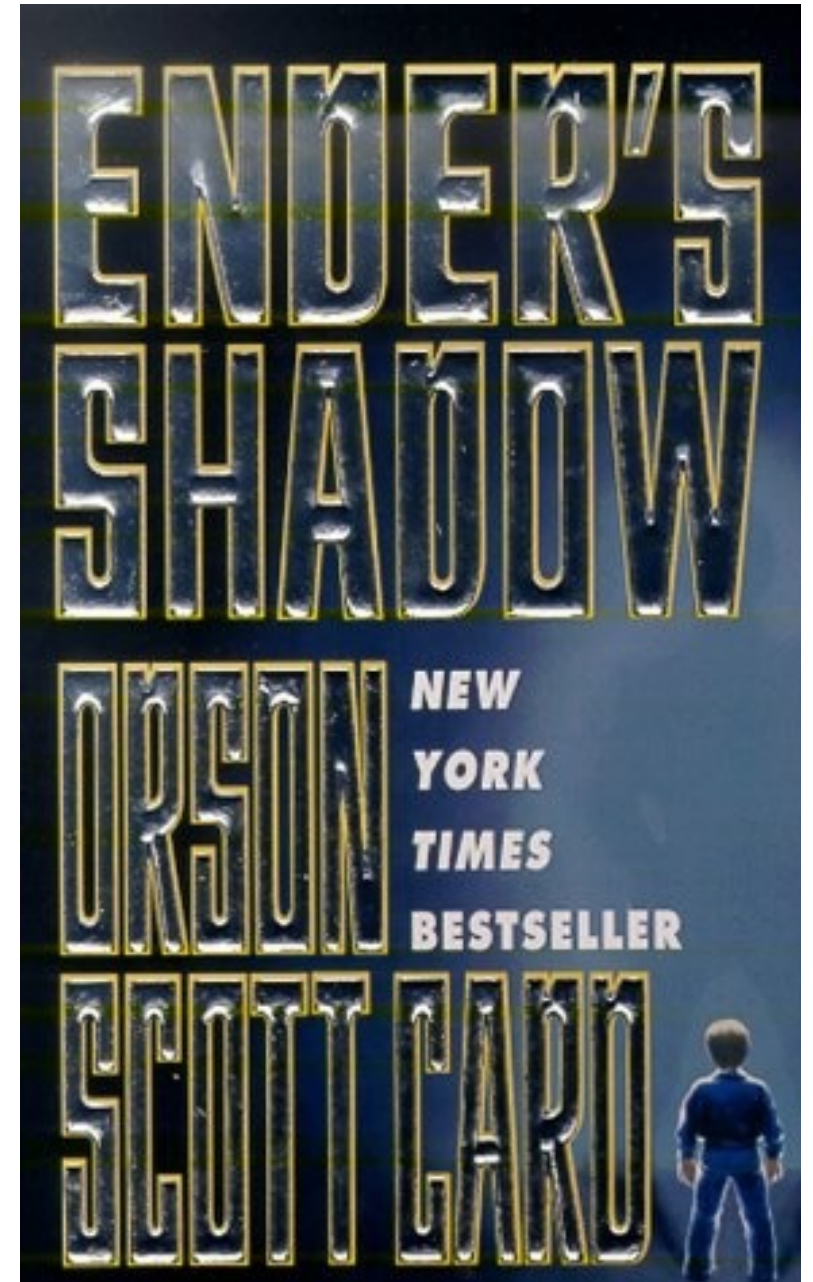
- For our brains to process a new experience, to understand this new struggle, we must have a focus, a person who we can identify with to guide us into the story
  - **HERO (Character)**
- For our brains to process this new experience, it must have a common pattern to make it meaningful
  - **HERO'S JOURNEY (Central Plot & Subplots)**
- For our brains to process this new knowledge, it must identify a place in the scheme to add this information - to help delineate what is broken or needs to be overcome
  - **SPECIAL WORLD (Setting & Antagonistic force)**





# Character Hierarchy

- Walk-ons and place holders-
  - Part of the background
  - Diners have wait staff, Parks have hobos, office buildings have office workers and a cranky secretary
- Minor Characters- ALLIES
  - May make a difference in the plot, but we aren't supposed to get emotionally involved with them.
  - Might laugh at eccentricities, remember exaggerations,
- Major Characters- *Good and Bad Guys*
  - Invested in their story, love or hate, fear them or hope they succeed.
  - They have the POV and they have the **Sympathy**



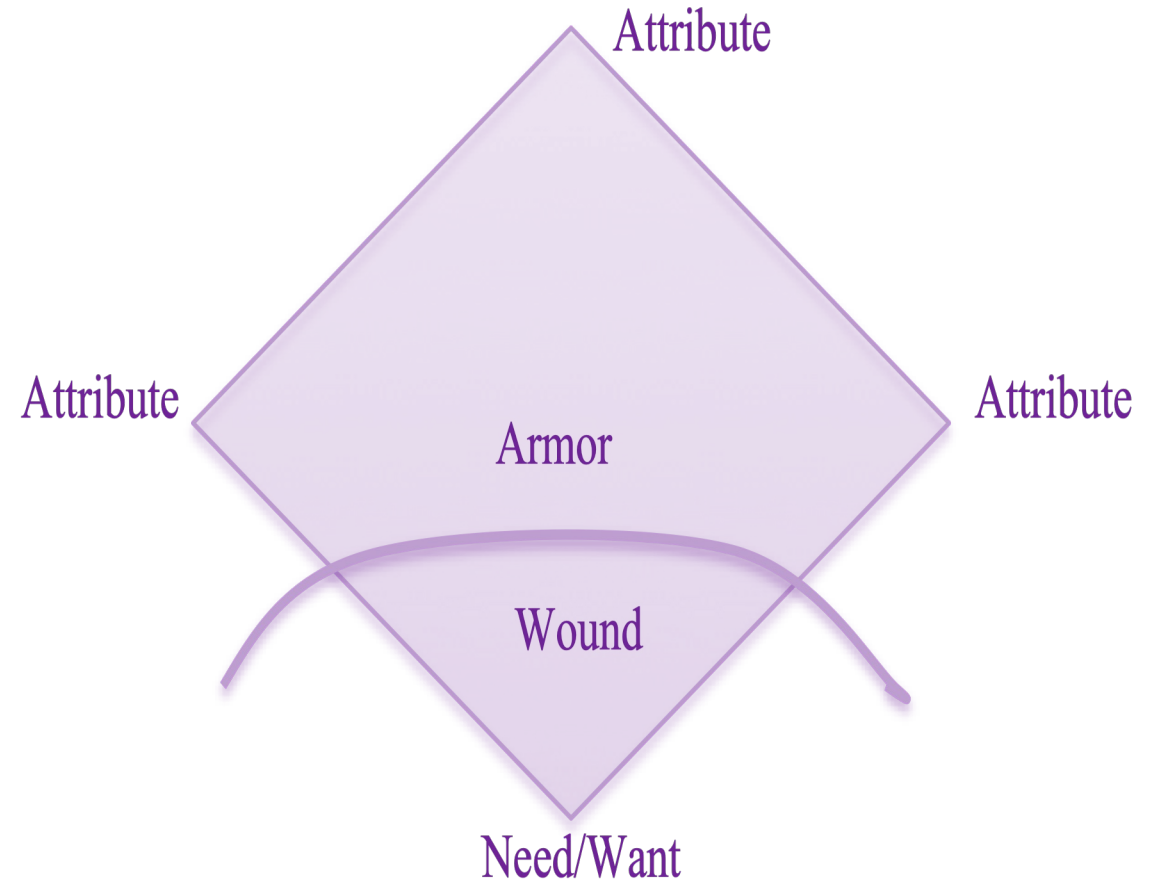
# Major/Minor Characters

Dimensions of character-

1. Surface affectations
2. Backstory
3. Character Arc
4. Inner Demons and Conflicts
5. Worldview
6. Goals and Motivation
7. Choices, Actions, Behaviors

**WHAT CAN YOU ADMIRE ABOUT THAT PERSON?**

**What can you learn?**





## Qualities of Antagonists

- Creates/enhances the basic situation of dilemma of the **story**
- Forces Hero into new physical territory within the **plot**
- More formidable the foe, the stronger the hero has to become along their **journey**

“If your antagonist is not fully realized, lacks depth, or is a caricature of evil, your story will suffer”- Laura Disilverio

# Relation to Hero

**Antagonist-** One thing between Hero and goal

**Enemy/Rival-** Wants the same thing as the Hero

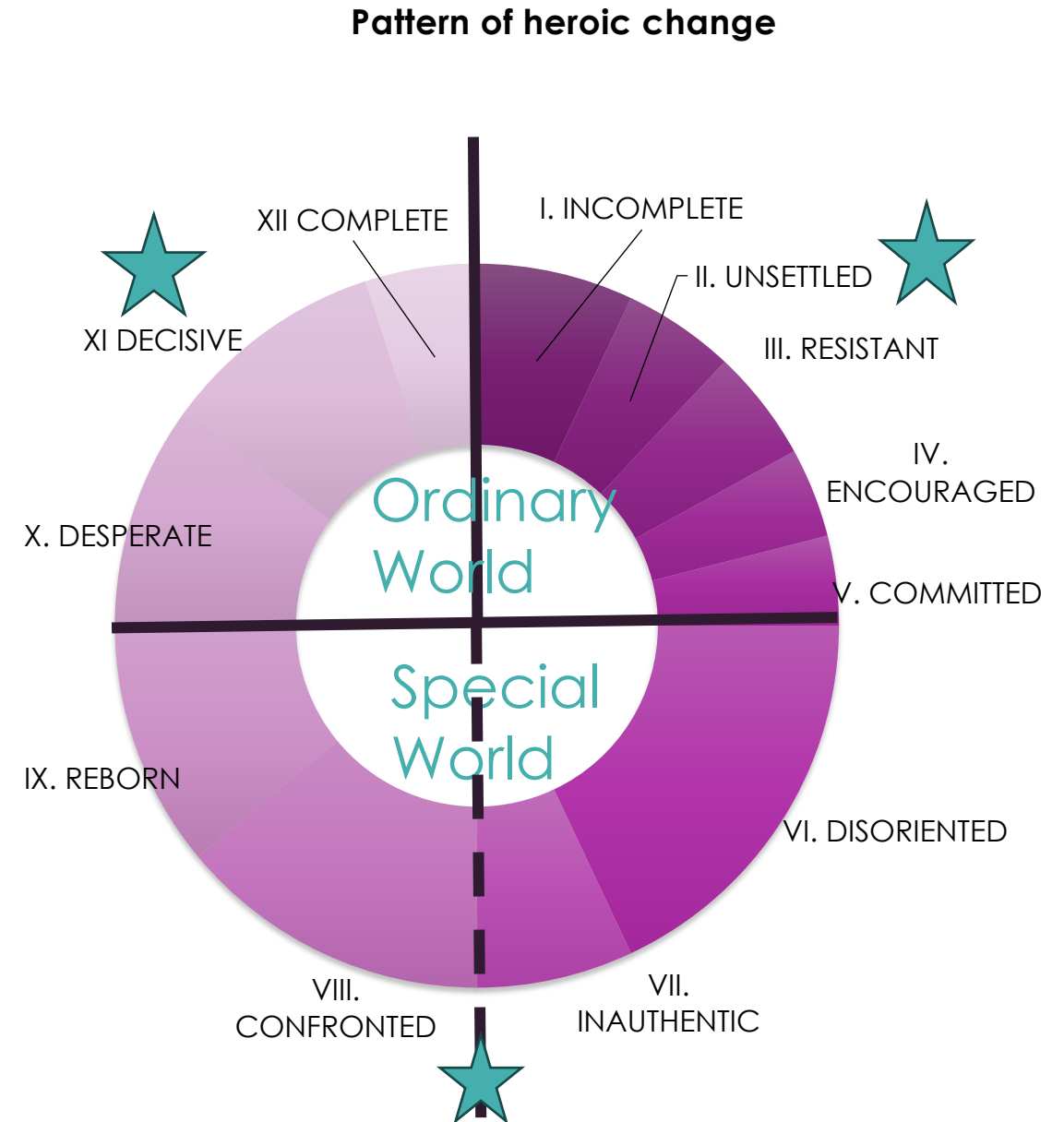
Bad Guy

**Villain-** Hero is between them and their goal

**Nemesis** -are only nemesis until they are defeated, then friend.

# Relation to Plot

- Antagonist is what triggers the story.
- Antagonist creates the obstacles
  - THEY ARE A DO-ER!
- Antagonist is what hero overcomes at the end
- They are plotting against you and the Hero!





# *Relationship to the World*

- Special World is DOMINATED by the Antagonist
  - All the power, knowledge, skills, and know-how
- They were like the Hero once, but got stuck in the Special World and learned
- They have the power until the HERO is ready to take it



# Antagonist Archetypes

<b>Adulterer</b>	<b>Betrayer</b>	<b>Narcissist</b>	<b>Control Freak</b>
<b>Love Interest</b>	<b>Gossip</b>	<b>Liar</b>	<b>Mentally Ill</b>
<b>Cad/ Heartbreaker</b>	<b>Snoop</b>	<b>Scorned Lover</b>	<b>Power Hungry</b>
<b>User</b>	<b>Weakling</b>	<b>Pseudo-Friend</b>	<b>Femme Fatale</b>
<b>Flirt</b>	<b>Bully</b>	<b>Purser/ Predator</b>	<b>Sociopath</b>

# Creating the Perfect Match

- Match your Hero and Villain
- Should **mirror** wants/weaknesses or know other's wounds and press those buttons.
- Perhaps the same core value or same wound pattern
  - Same Stimulus that wounded the hero could produce a different reaction in Villain
- Grown from same soil



# What to ask when creating

- What is their Goal?
  - Motivation makes it REAL
- What is the problem between the two?
- Can you make it worse?
- What exactly does the Antagonist need to create the obstacles?
- Position in Special World?
- On the badness scale, is he a 1 or a 10?
- Weapon of choice:
  - Brain/ Brawn
  - Emotion/Magic
  - Direct/Indirect
- Achilles Heel?





# Revisit the weapon

**Where did the hero's initial wound come from, and can you find a way to bring it back to the Villain?**

- Connection- If a hero wants a family, the villain killed their family OR is part of a false family/false friend
- Stability- if a hero wants a stable home, the villain takes their home away OR is part of a horrible home
- Status- If a hero wants recognition for their work, you put them in a world where no one values them because of the Villain OR gives all fake praise

**Echoing this weapon in a villain will enhance the impact of this wound on the hero and their need go overcome it**

Wounding Blow- all of these attacks will change how the hero interacts with the world.

- One Fell Swoop
- Grains of sand
- Pressure cooker



# *Give the Force a Face*

- Need a face with human characteristics
- Mouthpieces that spews all the tenants of the evil
- Your antagonistic force could be war or greed, but you need a face to make it represent the abstraction
  - Abstractions can't talk
- Hero can only take action toward a definable problem





## Ways to create sympathy

- Logical actions to villainous actions
- Redeeming Quality
- Mirror the Hero
- Avoid coincidences
- Beware most TRAGIC BACKSTORY EVER
- Give villains the opportunities to do the right thing
- STOP THINKING OF YOUR VILLAIN AS A CHARACTER AND THINK OF THEM AS A PERSON!



## Qualities to enhance your Villain

- No fear of inflicting pain
- Hypocritical
- Traitor
- Complete Relatability- the closer to the readers identity, the better
- Domineering Family Member
- A secret they would die for
- Douchebags
- Masks- what you don't know will kill you
- Wicked calm all the time
- Equal in every way to the hero- all first Marvel movies



# *Villain Arcs*

- Disillusionment arc- Discovers the truth is tragic. Positive outlook on life to a negative outlook on life
- Fall Arc- Rejects every chance to discover the truth and believe the lie. End in immorality
- Corruption Arc- Knows the Truth, but is not strong enough to embrace it, so believes the lie





# Journey of a Villain

1. Villain Ordinary World
2. Villain Aware of Meddling Hero
3. Villain Ignores Meddling Hero
4. Villain Has No Choice But to Deal with Hero
5. Sets Sights on Getting Rid of Pesky Hero
6. Throws Minions, Allies, Enemies at Hero
7. Smacks Down Hero = Villain's Brightest Moment
8. Hero Rises = Villain's Darkest Moment
9. Villain Pulls Out All Stops To Destroy Hero – Clever Villain is Really Clever
10. Final Confrontation = Villain Loses, or Escapes to Evil Another Day





# Resources

- The Anatomy of Story by John Truby
- Characters and Viewpoints by Orson Scott Card
- Writer's Guide to Character Traits by Linda Edelsteing, PhD
- Story Engineering by Larry Brooks
- Creating Characters, compiled by Steven Jacobs
- Bullies, Bastards, and Bitches by Jessica Page Morrell

# thank you!

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