

Character Name

Lieutenant Ethan Moller

Describe this character's flaw (wound, fear, or misconception).

Ethan is afraid he'll get stuck in a place where he can't escape. His childhood was filled with poverty, and his family was stuck (his whole social class was!) in hard times. Life was rough and violent, and he saw his family members die off or get killed as a result. Ethan spent his later teens and his early adult life scrambling to get free of oppressive economic and social situations.

He's terrified he'll get pinned down and then die because of it (emotionally, physically).

He chose the military (the HSC) because it was one of the only ways out of the economic spiral of the lower classes.

Yes, it's ironic someone who's afraid of being restricted should chose the military. At least he won't die of malnutrition or die stealing food like some people that he loved.

Describe a major incident in this character's past when this flaw (wound, fear, or misconception) was severely exposed.

As a teenager watching a girlfriend sold into slavery (to one of the worst revolutionary factions), unable to help, unable to move, unable to buy her himself. Hot, dusty, violent slave auction.

At this point, Ethan had been already trying to get away from the slums, but he and his girlfriend get caught stealing. They're lower class status sends them straight into the slave trade.

What self-defeating walls has this character built to protect his/her flaw?

Ethan tries to avoid emotional pain by inventing options, opportunities, and adventures—or forcing them when the don't happen.

He stays in his head a lot, over-explaining or over-justifying feelings and behaviors in order to avoid them. Rationalizes feelings to avoid personal responsibility when things get uncomfortable or to maintain self-image that all is okay.

Tends to be overly optimistic.

By conjuring up adventures and opportunities, he can avoid the emotional pain in the present.

How do these walls generate conflict, inner or outer?

Ethan's flaw wall give him the potential for negative qualities of a bad leader: Over-extending his abilities,

Making excuses,
Thinking and explaining in scattered manner,
Appearing undisciplined,
And mostly, appearing indifferent to others' input.
Some of the seasoned soldiers pick up on Ethan's negative potential and are wary of it.

In truth, Ethan can under duress become self-absorbed, uncommitted, impatient and unrealistic.

Specifically with SFC Embla Agnarsson:
Embla tends to feel Ethan is too hedonistic, selfish, extravagant, and when the chips are down, she wonders if he can be relied on, especially as a commander.

How does this character describe him/herself to others?

Life's an adventure.
I am optimistic, active, and energetic.
I see multiple options, but, okay, I have difficulty with commitment.
I don't like limits, so I avoid boredom.

How does this character's occupation cause conflict, inner or outer?

Inner conflict:
Well, he longs for personal freedom...but he joined the *military*. Sheesh. Seemed a good idea at the time.
Outer conflict:
Lots of things will shoot at him and try to kill him. Big scary things.

Also, he'll need to find just the right middle ground to build relationships with his soldiers, and relationships (on a deep familial level) are very important. Being the officer also accentuates that distance from people, his soldiers, even the NCOs.

What two diverse/paradoxical feelings does this character experience?

He often feels optimistic and adventuresome...
...while also feeling unfocused and insecure.

What does this character yearn for that will cause him/her to act irrationally?

Money.

Somewhere he bought the line that money can fix the sadness of his youth. He won't ever admit it, but dangle some cash and watch him squirm.

Which of this character's traits will cause the reader to root *for or against* him/her?

Ethan is adventurous, playful, imaginative, energetic, optimistic, and quick-thinking. Most importantly, he does the right thing more often than not, esp in a grimdark galaxy.

Identify 3 (or more) specific times this character will be cut to core (physically, professional, psychologically):

1. Nazila defeats his tactics during his first battle.
2. NCOs reject his leadership after an ambush.
3. Private Svante is captured by Rykal.

Appearance Basics:

I'm thinking Flynn Rider in mechanized body armor. Still playing it out. Cover art is done, so the basic are locked in.