Hero must be resourceful, active, clever and relatable.

Overt fear of sickness (very clean) as he saw mother and wife die of illness (TB carrier?)

Subtle fear of becoming a monster

Philosophy: Prove that he is not a monster. Everyone carries a monster inside, some let it out.

Small goal. Thought it would be easy to save one person. Turned out to be an Azil, but he’d dug his grave. Lie in it.

Suppressed Violence, anger and hatred. Never resorts to violence.

Flaws

Unforgiving

Azil, hated caste

Surly exterior (Self image of a bitter old man)

Socially awkward

Strengths

Savvy hunter

Kind hearted

Musically talented

Intelligent

Human moment, sharing a blanket, being misunderstood.

Motivation. Prove that he is not a monster. Not what everyone thinks. Save one Azil in

The choice. Mercy kill the Azil,

Character’s Problem. General. The world hates him, he has to survive. He has to keep this Svelsa alive. Prove he’s not a monster.

Dresses like a monster, lets his beard be unkept and wild, stern expression.