

Character Profile

Haji

Project title: Legend of Sluggotha

Haji, ?, is a Guide from Sudan, single with no children. Wirey and on the verge of starvation. Patchy hair. Education: Unknown. Haji is the last in the line of the Slayers of Sluggotha! The dark Slime rises again! Haji must stop him!

Haji sees the world in terms of good and evil. He's perfectionist, judgmental and jealous. At this unhealthy level, he believes he is good and most everything else is evil. He alone knows the truth - everyone else is wrong. Haji has completely dissociated true feelings, becoming a "loner" with a plan, willing to go to extremes for what he believes is right. The problem is that the idea of what's right may be utterly wrong.

He has a very definite plan for ridding the world (and himself) of perceived evil and believes it's all up to him. Haji is unwilling to listen to anyone, becoming punitive, cruel and furiously angry, but doesn't understand what emotional destruction he leaves in his wake. This sub-type is less people oriented which makes him misanthropic, disliking all people as evil.

Haji's character flaw is based on the incorrect belief that he and whatever situation he's involved with can be perfect if everyone acts correctly. He obsesses with avoiding making mistakes or losing self-control. When he's under pressure, he gets angry, feeling misunderstood and alone. In those rare moments when he's relaxed and secure, he becomes less controlled by rules, living more in the moment.

Background

Haji is a product of an extremely unstable childhood, especially regarding the protective father figure. This figure was most likely cruel and abusive. Haji saw both parents as undependable and too incompetent to be his parents, making him react by having to choose what's right and wrong and learning that it's up to him to make everything all right. He aligned himself with the rules to contain his anxiety. Somehow, things got a little off track. The emotions he needs to contain are somehow unbearably painful, possibly because the father figure or another authority figure did him wrong. Somehow he learned humans aren't any good, but he can make it right.

Character Arc

He exercises too much control over his feelings and this causes problems for himself and others. Haji learns that releasing this control is the key to happiness and success in whatever mission he is involved with. Relaxing this control will allow him to start living life on its own terms.

He learns that perfection is not necessary for stability or happiness, that what he

has and who he is, is good enough after all.

Dialogue

He is still a perfectionist, particular about speech and uses perfect English. Haji also knows how to use speech to make people feel perfectly awful about themselves. He knows a lot of facts and information about seemingly unimportant things, having dropped down from once being, at least, an average revolutionary. He can also engage in compulsive worry about wrong decisions - his own or others'. When focusing on the errors of others, he can be judgmental while rationalizing his own actions.

He will say things like, "You have no idea what you're doing." "You're an idiot."

Internal dialogue: "I'm right, you're wrong."

Relationships

Haji can be intolerant and inflexible in a relationship.

Notes

Character Profile

Van Cleave Sebastian

Project title: Legend of Sluggotha

Van Cleave Sebastian, 47, is a Curator from London, UK, divorced with children. Slight and trembling, but filled with an unnatural strength. His gray hair shows the steel of his character! Education: Ph.D..

Van Cleave is an offbeat genius, having the potential for great thought. However, if any fact or piece of information is missing, he adds the missing information himself, through fantasy.

This subtype is very interactive with the environment, so will be more touchy-feely with others, interested in how things work, willing to take things apart to find out. Although he is involved in a very real way with the world, he is also not completely in touch with it - given to creating wacky theories about how things work and less likely to share these with other people. He has a lot of fear about the world, bordering on paranoia. He often challenges accepted ways of doing things and may take antagonistic stance against anything that interferes with his inner world.

Van Cleave's character flaw is based on the incorrect belief that being self-sufficient will free him from needing things from others. He avoids intrusions and demands by others. When he's under pressure, he gets involved in rampant thoughts without following through on anything. When he's relaxed and secure,

he's more straight forward and forthcoming without getting bogged down in thought.

Background

Van Cleave is a product of two things: a brilliant mind and a lack of care giving or protection from the parental figures. He saw the world, somehow, as a place so full of intricacies it quickly became overwhelming. He found testing the environment as a great way to grasp its meaning. Van Cleave has a past of crazy experiments, blowing things up, taking things apart, and causing a lot of trouble for authority figures who don't understand him. He's always been an outsider.

Dialogue

Van Cleave's dialogue can be pretty interesting. This type is usually very analytical, annoyingly so, finding things around him interesting and worthy subjects for analysis. Yet, he is not completely in touch with reality. This means he may be given to conspiracy theories and the rationalizations for these theories are based on actually physical experiential evidence. He can feel the cold wind, so the government is causing the temperature to decrease to counter the green house effect. "Can you feel that? That's the government's doing."

Internal Dialogue: "I'm perceptive. I feel good when I'm wise."

Notes

Character Profile

Shoogy-Doo

Project title: Legend of Sluggotha

Shoogy-Doo, 352,327, is a Shuggoth from Yuggoth, single with children. Tentacles, eyes, mouths everywhere! Big too! Education: Ph.D..

Shoogy-Doo! fears being unloved and sees being attractive and very giving as the best way to make himself lovable. He wants to portray an image of being a wonderful, desirous shuggoth. Shoogy-Doo is more people-oriented and, as such, needs a personal connection. He is easily swayed by compliments, however insincere, which opens him to those people who will use and discard him.

Self-esteem is a real issue for him. Shoogy-Doo! is willing to compromise himself to get people to like him. He wants to be recognized as indispensable. .

Background

Character Arc

Dialogue

Shoogy-Doo! is quick with a compliment and terms of endearment, even proclamations of love, but there's a definite neediness that surfaces in almost every line.

Internal Dialogue: "I feel good when I'm helpful."

Relationships

Shoogy-Doo can be intrusively helpful and people pleasing in a relationship. Other characters are attracted to his giving nature, but eventually feel that he's becoming overly friendly and needy, expecting too much in return. He often looks for relationships with needy people.

Shoogy-Doo can find Seagrave overly self-serving, not paying enough attention to the relationship or reciprocating in give and take. Shoogy-Doo can then feel neglected and get demanding. Seagrave can find Shoogy-Doo overly focused on others and too needy. Feeling smothered and limited, Seagrave can respond with escapism and rationalization and Shoogy-Doo with angry outbursts.

Shoogy-Doo is attracted to Khan's strength and support. Khan is attracted to Shoogy-Doo's attentiveness and helpfulness. When Shoogy-Doo tries to soften Khan and assert control, Khan resists and moves against containment with more confrontation and sometimes shooting painful bursts of energy out of her fingertips into Shoogy-Doo.

Shoogy-Doo helps Elizabeth who seems to need support and reassurance. However, Elizabeth starts to question Shoogy-Doo's motives. While appreciating Shoogy-Doo's support, Elizabeth may back off from too much attention. Shoogy-Doo, while appreciating Elizabeth's loyalty, may feel rejected by Elizabeth. Elizabeth may become accusatory, while Shoogy-Doo gets emotional.

This relationship is an attraction of opposites. Darcy appreciates Shoogy-Doo's support. Shoogy-Doo appreciates Darcy's intellect and restraint.

Shoogy-Doo and Hans are inseparable. Either would gladly lay down his life for the other. This pairing can be interesting since both characters are emotionally needy. Shoogy-Doo can get caught up in the emotions and intensity of Hans and lose the sense of separateness. Then Shoogy-Doo may get impatient with the self-absorption of Hans who, in turn, can be put off by Shoogy-Doo's inability to stand alone.

Haji is weird.

Notes

Character Profile

William Seagrave

Project title: Legend of Sluggotha

William Seagrave, 27, is a Explorer from Boston, Massachusetts, single with no children. He is the perfect human physical specimen. Broad at the shoulders and narrow at the hips, William's shoulder length blond locks never drape or lie, they cascade off of his head onto his broad shoulders. His blue eyes are like beacons in a dark world. Education: High school drop out. William's goal is to destroy evil and make the world safe for people everywhere.

William is extremely extroverted, always on the go, living outside his mind in the real world. He is full of life, living out loud. Imaginative and charming. Lives for new and exciting experiences. However, he is not interested in experiences he considers detrimental to himself or others. The reason William lives so much outside the mind is that there's something inside he would rather not deal with. His aunt Agatha was a cultist in the worship of Sluggotha.

William enjoys contact and interaction with other people. There's an underlying understanding of tragedy, so he will bond quickly to others who suffer, trying to lift them up and distract them the way he distracts himself.

William's character flaw is based on the incorrect belief that suffering can be avoided indefinitely. During the session, he learns that always focusing on the positive is limiting and, although he seems to be living life to the fullest, he's actually missing an important part of life - the dark side. When he's under pressure, he becomes rigid and self-limiting. When he's relaxed and secure, he takes time to think things through.

Background

William was disconnected from his mother, who either didn't know how to show real love or didn't have the opportunity because of the poverty, abuse or apathy. Combine that condition with observing his Aunt's dark secret and he was driven outside himself, finding intense experiences as a great distraction and a way to, at least, feel happy.

As an adult, William has always been extroverted and the life of the party, rarely showing anyone that he is not truly happy. He tells others he had a great childhood, which we know is not the truth.

Character Arc

William moves psychologically toward being genuinely happy. He faces the inner demon that haunts his inner being and learns it's something he can put aside and live without avoiding. He will find security with a care-giving type, who offers unconditional love that can be depended on, thereby truly curing what ails him. He becomes calm inside and out, but still ready for adventure as a celebration of what he has become.

Dialogue

William is loud and interactive, almost overly enthusiastic about life and especially the accomplishments of others. He piles praise on anyone who mildly deserves it, pushing everything to the extreme. Life is an amazing experience to him and he lets others know this. He's also very charming under pressure, able to talk his way out of just about any situation.

Dialogue examples: "I love that shirt!" "Great job!!" "I can't wait to get to the mountain!"

Internal Dialogue: "I see the bright side. I feel good when I'm happy."

Relationships

William can be enthusiastic, responsive and adventurous in a relationship. Others are initially drawn to his zest for life and adventure, but that wears thin when he won't acknowledge difficulties or pain. He likes partners who mirror his own self-image.

Babbs's negative outlook and William's positive outlook balance each other out. Babbs enjoys William's optimism and pleasure orientation; William enjoys Babbs's wit and restraint. Conflict occurs when Babbs begins to think real concerns are being dismissed and attempts to counteract William's excessive optimism. William gets impatient with what seems like Babbs's negativity.

Muldoon appreciates William's positive outgoing personality. And William enjoys the thoughtfulness and independence of Muldoon. But Muldoon can see William as wanting too much attention. William can see Muldoon as dampening enthusiasm and becoming unavailable. Although both types get angry in bursts, they tend to back off quickly to avoid negative or painful feelings.

Oberlin's emotional depth and interest in the inner world complements William's pleasure orientation and desire to keep life up. Conflict occurs when William's upbeat stance polarizes with Oberlin's focus on darker feelings and what is missing. This can result in Oberlin openly disdaining William's avoidance of painful feelings and deep connection and William disdaining Oberlin's excess of feelings and tendency to become stuck. Oberlin wants more attention and authenticity and expresses disappointment. William gets impatient and wants to escape.

William and Khan connect in the pursuit of pleasure and activities. She seems to share an anti-authority attitude. However, Khan can get upset when William avoids difficult situations by making excuses. William, feeling limited by Khan's imposition of authority, resists domination and control from Khan. Khan generally backs down at this point, but the looks she gives him -- ieeeeee! They give William nightmares!

William finds Shoogy-Doo overly focused on others and too needy. Feeling smothered and limited, William can respond with escapism and rationalization and Shoogy-Doo with angry outbursts.

That Haji is a dreadful bore, and he's got the eyes for your girl!!!

Notes

Character Profile

Hans Oberlin

Project title: Legend of Sluggotha

Hans Oberlin, 42, is a Landgraf from Tuebingen, Germany, divorced with children. Hans is a beefy, broad-shouldered man, but he is muscled rather than flabby. If you had to pick Hans over someone who was "wirey" or "athletic" to kick butt in a brawl, you would pick Hans. Education: A bachelor's degree. Herr Oberlin has hunted about everything that you can hunt in the world. He has heard that there will be very clever and very dangerous game on this trip, and Hans longs to become one with his rifle and help the game to become one with the afterlife.

Hans is one of the most interesting characters there is. He has a kind of soulessness, what is known as the "Sling Blade" type. He, unfortunately, was given the task as a child to look inside to define his own identity, trying to find himself (see Background). However, something happened to Hans. As a child, he witnessed his father being torn to bits by a Wildeschwein (wild boar) - something happened that made it too painful to look internally. As a result, he never created a soul. There's no there there. Hans is capable of murder without emotional attachment. Every target, every big game creature, every time Hans pulls the trigger or sets a trap, he is killing that wild boar - over, over, and over again.

Hans's character flaw is based on the incorrect belief that there's an ideal love or circumstance that, when found, will make him feel loved and complete. When he's under pressure, he loses touch with his feelings and feels ordinary and unspecial. When he's relaxed and secure, he becomes less moody and more responsible.

Background

Hans never identified with either parent, seeing himself as completely separate, nothing in common, a sense of not belonging there. As a result, he had to look inside to find his identity, as a healthy person of this type does. However, because he witnessed his father's death, he cannot look internally.

Internally, Hans is under unbelievable pressure to resolve this situation, making him kill and kill again. He could make a particularly cold-blooded killer.

Character Arc

Hans's motivation is to move away from this painful self-consciousness to a more stable place. Hans becomes "whole" by appreciating what is here and accepting himself as is, which makes self-expression more of a desire and less of a need.

Dialogue

Hans is introverted, which makes speech an effort, but Hans believes that his knowledge of animals, plants, life and the universe is unique and good. So, Hans feels compelled to share this with the other party members. Hans is very curious about the world and how it works. He's skillful, able to focus on smaller things for comfort, to keep his mind off the internal pain. When alone, he may become preoccupied with death and loss.

Dialogue examples: "Why don't you understand me?" "I have a lot of problems." "Who am I?" "Must not kill, must not kill, again, must kill!"

Internal Dialogue: "I'm unique. I feel good when I'm different."

Relationships

Hans can be alienating and self-absorbed in a relationship. Other characters may be drawn to his dark creativity, but later feel that he drives away anyone who truly wants to get close or help him. He becomes emotionally withdrawn, feeling emotionally overloaded and different from others.

Hans's emotional depth and relationship focus and Muldoon's thoughtful analysis tend to balance each other. However, in general, Hans wants more and Muldoon wants less from the relationship. Hans can experience Muldoon as emotionally unavailable and controlling of time and energy, while Muldoon sees Hans as too emotional and difficult to satisfy. Hans can become more demanding of attention as Muldoon detaches.

Hans's emotional depth and interest in the inner world complements Seagrave's pleasure orientation and desire to keep life up. Conflict occurs when Seagrave's upbeat stance polarizes with Hans's focus on darker feelings and what is missing. This can result in Hans openly disdaining Seagrave's avoidance of painful feelings and deep connection. "Oh, zats rrrright, zats rrrright! Life iz just zome playground for you!"

Hans and Khan share strengths of intensity, expressiveness, excessiveness and conviction. Hans has never met a woman that enjoys the kill as much as Khan! My, my! Hans saw Khan strangle a waterbuffalo to death to "feel its soul leave." What a woman!!!!Hans sees Khan as overpowering, insensitive to impact and tender feelings, dominating with all-or-nothing declaratives and crude. Hans resists what feels like Khan's domination.

Shoogy-Doo and Hans are inseparable. Either would gladly lay down his life for the other. This pairing can be interesting since both characters are emotionally needy. Shoogy-Doo can get caught up in the emotions and intensity of Hans and lose the sense of separateness. Then Shoogy-Doo may get impatient with the self-absorption of Hans who, in turn, can be put off by Shoogy-Doo's inability to stand alone.

Haji is weird.

Notes

Hans wife was the perfect complement to him; unfortunately, while on a big game hunt in Africa, Hans took a pot shot at what he thought was a animal in the rough, and it turned out to be his wife.

Hans feels self torture at having killed his wife. He disposed of the body and told no one what happened, insisting that she just ran off.

Worse yet, upon returning home, Hans found out that she had had a long-term affair with a local baron, Baron Munchausen who also disappeared. So, everyone was willing to buy Hans' story.

Hans actually inherited a fair amount of money from her death.

Character Profile

Darcy Muldoon

Project title: Legend of Sluggotha

Darcy Muldoon, 32, is a Parapsychologist from Baltimore, MD, single with no children. Education: In college.

Darcy has an intelligent, reserved analytic mind. A possible genius, but she has slipped a little toward the madman end of that scale. She likes to analyze the world, but from the safety of her own mind. Having spent too much time in her head, she sometimes gets reality confused with fantasy. Everything she knows is in the front consciousness of the mind, it starts to get fuzzy where the information is coming from, reality or another part of her mind.

Darcy is an eccentric, a possible ex-genius who was once a leading scientist until she lost contact with reality and was banished. This sub-type is less interactive with the environment, preferring to stay in the mind as much as possible. She often challenges accepted ways of doing things and may take antagonistic stance against anything that interferes with her inner world.

Darcy's character flaw is based on the incorrect belief that being self-sufficient will free her from needing things from others. She avoids intrusions and demands by others. When she's under pressure, she gets involved in rampant thoughts without following through on anything. When she's relaxed and secure, she's more straight forward and forthcoming without getting bogged down in thought.

Background

Darcy is partially a product of a family environment where every member had a talent and, in order to fit in, she had to find and focus on a talent of her own. Mixed with a naturally brilliant mind, you get someone who had the potential to be an astoundingly perceptive and innovative mind.

As an adult, perhaps because of drugs, misguidance or immaturity, she lost touch with reality and doesn't realize it. She may see herself as having lived up to her potential - but the rest of the world thinks she missed the boat.

Character Arc

Darcy is a helper/other character and, as such, won't change too much. But, if she does change to help the hero, she becomes more healthy, finding a better grasp of reality. She may suddenly realize she's been mistaken and has just enough time to fix any wrongs that have been done.

If Darcy becomes a hindrance to the hero, she will lose contact with reality completely, becoming unpredictable and lost in her own fantasies. At this point, she can be a wild card, capable of doing terrific damage to the hero's cause.

Dialogue

Darcy knows a lot of facts about many subjects and is willing to state those facts. She is accurate about those things that have tangible proof and tends to add fantasies to anything that's a little more abstract. She is likely to have conspiracy theories or think things are not as they seem. Yet, she is profoundly intelligent and can manufacture very viable rationalizations for these theories. "Conform? Never."

Internal Dialogue: "I'm perceptive. I feel good when I'm wise."

Relationships

Darcy can be non-intrusive and thoughtful in a relationship. Eventually others feel rejected by her need for privacy and alone time. She sometimes chooses self-imposed isolation to do her deep thinking.

Darcy's restraint and respect for boundaries and Khan's expressiveness and engagement complement each other. Both characters value independence. But, for Darcy, Khan's big energy can get invasive and intimidating, causing Darcy to detach in order to resist Khan's domination.

This relationship is an attraction of opposites. Darcy appreciates Shoogy-Doo's support. Shoogy-Doo appreciates Darcy's intellect and restraint. Yet Shoogy-Doo's helpful energy can feel intrusive and demanding to Darcy, who then withdraws. This results in an escalating cycle of intrusion by Shoogy-Doo and withdrawal by Darcy. Shoogy-Doo eventually feels rejected and withdraws all support.

Haji is weird.

Notes

Character Profile

Karla Khan

Project title: Legend of Sluggotha

Karla Khan, 23 (appears to be anyway), is a "Between jobs" (independently wealthy) from Laza, Sumeria, single with no children. When you see Karla only one thought comes to mind - dark. She has raven hair and black pools for eyes. Education: Unknown. Karla is using the other characters to get the items she needs to summon Sluggotha to Earth and reclaim her royal lineage.

Karla is obsessed with the need for world domination.

In her own way she is people oriented and is likely to use people to accomplish her evil plots. She respects their power to help her get control of the world and is willing to use personal means to get them to act. She is evil incarnate.

Background

Karla was born as the ruling princess in ancient Sumeria. Her people routinely summoned demons to do their bidding, but the Old One, Sluggotha, was always the personal deity of her family. Karla was only 13 when she cast the spell granting her eternal youth. Unfortunately, the Assyrians had other plans, and they razed Karla's home city. After a century of effort, Karla nearly single-handedly brought about the fall of the Assyrian empire.

When you go for revenge, dig ten thousand graves!

Muh-ha-ha! Muh-ha-ha!

Character Arc

Karla becomes a very formidable leader of a cult with the goal of destroying the world as we know it. She uses relational powers to get others to join her in what basically amounts to a personal vendetta against humanity.

Karla takes a certain amount of personal pleasure in getting others to like and trust her and then destroy them.

Dialogue

Karla is a Charles Manson-like leader able to draw people into her world with speech. Underlying it all is a personal vendetta that surfaces at unusual times. She may go off on strange tangents that don't seem to make sense, at times using threats to get what he wants.

Followers are generally weak in some way and she is a charismatic people person, able to use whatever she learns to draw this person in closer. "You're father would've wanted you to." "Is that really what you want?" When others show her sympathy, she can lash out in anger, perceiving this as patronizing.

Internal Dialogue: "I can do it. I feel good when I'm powerful."

Relationships

Karla has no relationships in a traditional sense. All humans are sheep to be manipulated in an effort to bring cleansing destruction to the globe.

Muloch'na, gol'ch'na, Sluggotha!

Notes

Character Profile

Elizabeth Babbs

Project title: Legend of Sluggotha

Elizabeth Babbs, 23, is a Dillatente from Framingham, MA, single with no children. In the dictionary under the word "perky," it has a line and pen picture of Elizabeth Babbs. She has brown hair and green eyes. While the rest of her appearance is "very," her eyes are "quite." Education: No education.

Elizabeth is one of those people you can never quite put your finger on. One minute secure, the next insecure; one minute angry, the next content. The reason for this is the key to this complex character: she doesn't trust herself. More specifically, she doesn't trust the way she thinks or her ability to make good

decisions. As a result, she looks for an authority figure or belief system to give her the answers or guidance to make decisions. The strange thing about Elizabeth is that she desperately wants to be independent. She is loyal, compassionate, trustworthy and positive.

Elizabeth looks to protect the little guy while remaining loyal to an authoritarian system. She is not concerned with being liked.

Elizabeth's character flaw is based on the lack of faith in herself, others and the world. She's driven by the fear that she won't be able to handle all the dangers present in the universe. During the story, she learns that perfect security is impossible - she may even learn that trying to find certainty in an uncertain world can cause more uncertainty and anxiety. When she's under pressure, she tends to act without thinking. When she's relaxed and secure, she becomes less suspicious, relaxed and trusting.

Background

Elizabeth connected with her father. He not only provided protection but also provided guidance and information that was seen as very accurate and helpful. Elizabeth carried the quality of that relationship into whatever new system she has found herself in.

As an adult, she has built a relationship with William and stuck with it. Through it all, she's always questioned her own abilities.

Character Arc

Elizabeth psychologically changes toward self-trust, possibly creating a new system of beliefs for herself and others. During the adventure, she will stand up to represent a new way of thinking. She will then start to get others to join, eventually eliminating the need for the old system altogether.

Dialogue

Elizabeth starts off being a cog in the system, spouting whatever ideals William may believe. She will stand up for anyone who's being abused by an authority. Being introspective, she can be a powerful public speaker, but quiet and reserved in private.

Dialogue examples: "I don't think I can do it alone." "You can count on me."
"What am I supposed to do?" "Who can I trust?"

Internal Dialogue: "I feel good when I'm loyal. I'm cautious."

Relationships

Elizabeth can be reliable and trustworthy in a relationship, usually forming and maintaining long-term relationships. Others are drawn to her loyalty, but can be hurt when her anticipation of problems extends to the relationship. She may

question others' intentions, but usually corrects herself before it becomes a problem.

William and Elizabeth often connect in their pursuit of making a better world. But William can feel criticized and react with a "one right way" stance when Elizabeth questions William's loyalty. A circle of blame can result when William feels nothing can make Elizabeth secure and Elizabeth feels nothing can satisfy William.

Oberlin is attracted to Elizabeth's loyalty. They connect with their shared doubts about fulfillment. Elizabeth appreciates the creative flair and emotional depth of Oberlin, but conflict arises when Oberlin seems insatiable in wanting what is lacking. Elizabeth may feel unsupported and doubt Oberlin's intentions. Attempting to help Oberlin out of suffering, Elizabeth tries to fix Oberlin and if that fails Elizabeth gets controlling and accusatory. This leads to further disappointment by Oberlin.

Muldoon and Elizabeth appreciate their shared characteristics of thoughtful analysis and respect for boundaries. Still, when Muldoon becomes reclusive, Elizabeth may project doubts and concerns about care and trust. If this happens, Elizabeth may become intrusive and accusatory out of a need for more reassurance and involvement. Muldoon may then see Elizabeth as making too many demands. In response, Muldoon will most likely detach.

Elizabeth and Khan often connect in supporting each other's causes with Khan encouraging Elizabeth to take more effective action. Elizabeth feels intimidated and threatened by Khan's aggression.

Shoogy-Doo helps Elizabeth who seems to need support and reassurance. However, Elizabeth starts to question Shoogy-Doo's motives. While appreciating Shoogy-Doo's support, Elizabeth may back off from too much attention. Shoogy-Doo, while appreciating Elizabeth's loyalty, may feel rejected by Elizabeth. Elizabeth may become accusatory, while Shoogy-Doo gets emotional.

You like Haji; he likes you. Mmmmmm...

Notes

Character Profile

Bob Eggleston

Project title: Legend of Sluggotha

Bob Eggleston, 20, is a Frat Boy from Mudflats, AR, single with children. Flabby with a beer gut already; Bob is well on his way to killing his liver. Guinness, not just for breakfast! Education: In college.

Yo! This touchy, feely stuff is getting in the way of my partying! Yo!

Background

Boring! Party on dude!

Character Arc

Must discover new forms of beer! Must drink them! Must get drunk! Must vomit!
Ah! That's better! Must drink ...

Dialogue

"Hey, are you going to finish that beer?"

Relationships

Completely and utterly self-absorbed hedonist!

Seagrave's restraint and respect for boundaries and Bob's expressiveness and engagement complement each other. Both characters value independence. But, for Seagrave, Bob's big energy can get invasive and intimidating, causing Seagrave to detach in order to resist Bob's domination. A cycle of withdrawal and challenge can occur with Seagrave disappearing into unavailability and refusing to be dominated, while Bob gets confrontational and angry.

Notes