
I Am Number Four Characters

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INTRODUCTION: THE CORE OF THE LORIEN LEGACIES

The world of young adult science fiction was dramatically reshaped with the release of *I Am Number Four*, the first novel in the Lorien Legacies series by Pittacus Lore. While the plot is driven by a relentless alien hunt and explosive action sequences, the true heart of the story lies in its richly developed cast. The **I Am Number Four Characters** are not just heroes and villains; they are refugees, warriors, and friends struggling with identity, loss, and the burden of survival. Understanding this complex web of personalities is essential to appreciating the depth of the series. From the reluctant protagonist John Smith to the fierce and independent Number Six, each character brings a unique perspective to the battle for Earth and the future of the Lorien race. This article provides a comprehensive breakdown of the major players, exploring their motivations, relationships, and growth throughout the series.

THE MAIN PROTAGONISTS: THE GARDE OF LORIEN

The central figures of the narrative are the Garde, the surviving children of the planet Lorien sent to Earth for protection. They are the primary focus when discussing the most significant **I Am Number Four Characters**, as their

stories intertwine to form the backbone of the saga.

John Smith (Number Four)

John Smith is the titular character and the primary narrator of the first novel. As Number Four, he is the fourth of the nine Garde children sent to Earth. John is a complex hero; he is deeply empathetic, fiercely loyal, and burdened by the constant need to move and conceal his identity. His journey begins in Paradise, Ohio, where he longs for a normal life, a desire that places him and those he loves in constant danger. Throughout the series, John evolves from a hesitant teenager into a natural leader. His Legacy—the ability to manipulate light and energy known as Lumen—grows in power and sophistication, but his true strength lies in his compassion and his ability to unite the Garde. His relationships with Sarah Hart and Sam Goode ground him, reminding him of the humanity he fights to protect.

Number Six

Number Six, whose real name is eventually revealed as Maren Elizabeth, is one of the most formidable and fan-favorite **I Am Number Four Characters**. Unlike John, who is new to his powers, Six has been on the run and fighting for years. She is introduced as a hardened, independent, and ruthless survivor. Her primary Legacy is the

ability to control and become invisible, making her a perfect infiltrator and assassin. Six is defined by her fierce independence and her deep-seated rage against the Mogadorians who destroyed her home and her Cêpan. Her arc is one of learning to trust again. Her dynamic with John is complex, evolving from wary allies to a deep, romantic partnership. Six represents the warrior spirit of Lorien, and her character challenges the traditional damsel-in-distress trope, often serving as the rescuer rather than the rescued.

Number Nine

Number Nine, also known as Stanley, is the wild card of the group. Introduced in *The Power of Six*, he is aggressive, arrogant, and impulsive. Having been captured and experimented on by the Mogadorians, Nine emerged from his ordeal with a burning desire for revenge. His Legacy is telekinesis of immense power, which he uses with reckless abandon. Nine is a stark contrast to John's cautious nature. He is the brother who acts first and thinks later, often creating as many problems as he solves. However, beneath his abrasive exterior, Nine is deeply loyal and protective of his fellow Garde, especially Sam Goode and Number Seven. His character provides much of the series' humor and raw energy, and his growth involves learning restraint and the value of teamwork.

Marina (Number Seven)

Marina is a uniquely tragic figure among the **I Am Number Four Characters**. Hidden in a convent in Spain, she was

abandoned by her Cêpan, making her survival a lonely and desperate struggle. Her primary Legacy is the ability to heal and manipulate water, making her the medic and a powerful elemental force. Marina is characterized by her deep faith, her loneliness, and her longing for a family. She is gentle and kind, but her past has also made her capable of great ruthlessness when protecting those she loves. Her journey is about finding her place in the world and overcoming the fear of abandonment. Her bond with Ella is particularly touching, as she takes on a protective, sisterly role.

Ella (Number Ten)

Ella is a pivotal character who changes the rules of the Lorien Legacies. She is initially believed to be the last of the Garde, but it is later revealed that she is a genetically modified Lorien, essentially Number Ten. Her Legacy is the ability to manipulate particles, allowing her to create force fields and matter. Ella is both a child and an old soul, wise beyond her years due to the genetic programming of the Elders. She serves as the moral compass and the secret weapon of the Garde. Her innocence in the face of war is heartbreaking, and her relationship with the other Garde, particularly Six and John, is central to their unity. Ella represents hope for the future of Lorien.

HUMAN ALLIES AND THE LORIC SUPPORT SYSTEM

The series is unique in its focus on human characters who become integral to the fight. These are not just sidekicks; they are true heroes in their own right,

and they are essential to any discussion of the complete **I Am Number Four Characters** list.

Sam Goode

Sam Goode is John's first true friend on Earth. A conspiracy theorist and a lover of alien lore, Sam is obsessed with proving his father's disappearance is extraterrestrial in nature. Sam represents the everyman; he has no superhuman powers, only his intellect, bravery, and unwavering loyalty. He is the heart of the group, often providing the emotional support that the Garde need. Sam's character arc is inspiring, as he transforms from a bullied high school student into a key member of the team, even developing his own unique set of abilities later in the series through a Loric charm. His courage proves that heroism is not limited to those with Legacies.

Sarah Hart

Sarah Hart is John's first love and his anchor to humanity. She is a popular student in Paradise, Ohio, who is drawn to John's mysterious nature. Sarah is intelligent, resourceful, and brave. When she discovers John's secret, she does not run; she chooses to help him. Sarah represents the world that John is fighting for: a normal life, love, and peace. Her relationship with John is a central emotional thread of the first book, and her subsequent involvement in the fight puts her in constant danger. She is a testament to the idea that love can be a powerful motivator in a war.

Henri (Cêpan of Number Four)

Henri is John's Cêpan, his guardian and mentor. He is a father figure who has sacrificed everything to keep John safe. Henri is a brilliant engineer and a strategist, but he is also a deeply worried and tired man. He is the one who forces John to move and to hide, often making him the bad guy in John's eyes. Henri's death in the first novel is a defining moment for John, forcing him to grow up and take responsibility. Henri's legacy lives on in the chest he leaves behind, which contains vital information and technology. He is the embodiment of the Cêpan's duty: love and sacrifice for the sake of the Garde.

Mark James

Mark James begins as the stereotypical high school bully, tormenting John and Sam. He is the jock, the popular kid who abuses his power. However, Mark is one of the most well-developed **I Am Number Four Characters** due to his redemption arc. After witnessing the Mogadorian attack on Paradise, he has a profound change of heart. He becomes a human ally, using his family's resources and his own newfound bravery to aid the Garde. His relationship with Sam evolves from bullying to a deep, brotherly bond. Mark proves that people can change and that redemption is possible, even for the most unlikely candidates.

THE ANTAGONISTS: THE MOGADORIAN EMPIRE

No analysis of the **I Am Number Four Characters** would be complete without

examining the formidable villains. The Mogadorians are a brutal, militaristic alien race intent on conquering Earth and destroying the Loric survivors.

Commander Setrákus Ra

Setrákus Ra is the undisputed final villain. He is the supreme commander of the Mogadorian Empire, a being of immense psychic power and cruelty. He is not just a brute; he is a strategist and a manipulator. His goal is to harvest Earth's resources and destroy all Loric life. Ra is a terrifying figure because he is patient and methodical. He sees the Garde as children playing at war, and his arrogance is both his greatest weapon and his ultimate flaw. He represents the opposite of everything the Garde stand for: cooperation, love, and freedom.

Number Five

Number Five is one of the most tragic and complex antagonists in the series. His real name is Ra's (he adopts a Mogadorian name). He was captured and turned to the Mogadorian cause, becoming a traitor to his own people. Five is bitter, jealous, and resentful of the other Garde, especially John and Six. His Legacy is the ability to create illusions and control emotions, making him a psychological threat. He is a cautionary tale about the corrupting influence of power and the scars of abandonment. His presence complicates the simple good-versus-evil narrative, showing that even the Garde can be broken.

Captain Aethel

Captain Aethel is a relentless Mogadorian warrior who takes a personal interest in hunting Number Four. He is a brutal field commander, responsible for the attack on Paradise and the death of Henri. Aethel is a classic hunter-killer, embodying the savage efficiency of the Mogadorian military. His rivalry with John is personal, and he serves as a formidable obstacle in the early books. He represents the immediate, physical threat that the Garde must overcome before facing the larger empire.

SUPPORTING AND MINOR CHARACTERS OF SIGNIFICANCE

The depth of the Lorien Legacies universe is enhanced by a variety of supporting characters who add layers to the story. These **I Am Number Four Characters** may have less screen time, but their impact is profound.

- **Bernie Kosar (Hadley):** John's pet beagle is actually a Chimæra, a shape-shifting Loric creature. He/She is a fierce protector and a symbol of John's connection to Lorien. Bernie Kosar's loyalty is absolute, and its ability to transform into a massive beast provides crucial backup in battles.
- **Malcolm Goode:** Sam's father is a key figure in the larger lore. Abducted by the Mogadorians years ago, his research into their arrival on Earth provides the Garde with crucial intelligence. His reunion with Sam is an emotional high point of the series.
- **The Elders:** Though deceased, the Elders of Lorien are a constant presence. They are the architects

of the charm that protects the Garde, and their wisdom (stored in chests and in the form of Ella) guides the young heroes. They represent the lost greatness of Lorien.

- **Number One, Two, and Three:**

These characters are seen only in death or in flashbacks, but they are crucial to the story's tension. Their fates are a grim reminder of what is at stake, and their Legacies are a mystery that the Mogadorians ruthlessly seek to extinguish.

- **Adamus Sutekh:** A young Mogadorian who questions his people's violent ways. He is a rare example of a Mogadorian who defects, providing an inside perspective on the empire. His character challenges the idea that an entire race can be purely evil.

CHARACTER DYNAMICS AND RELATIONSHIPS

The magic of the series comes from how these characters interact. The **I Am Number**