

HARD CHOICES

The Big Asteroid Interactive Drama Scenario 15-31 Players

by

Brian David Phillips, Ph.D.

Characters

01 F	Eliza Smith	17 F	Sandy Martin
02 F	Cyndi Smith	18 F	Mandy Martin
03 F	Assoc. Prof. June Thomas	19 F	Assoc. Prof. Rachel Wiggins
04 F	Prof. Carol Smith	20 F	Prof. Louise Martin
05 F	Private Samantha Jones	21 F	Private Sally Law
06 F	Lieutenant Maggie Katz	22 F	Lieutenant Regina Schuster
07 F	Colonel Beatrice Harris	23 F	Colonel Mary Carter
08 F	General Tammie Wilson	24 F	General Rose Patton
09 F	Jennifer Harris	25 F	Ruth Carter
10 M	Pat Jones	26 M	Billy Manson
11 M	Doctor Clyde Harris	27 M	Doctor Larry Carter
12 M	Mark Mathews	28 M	Fred MacDonald
13 F	Sergeant Wilma Rudolph	29 F	Sergeant Betty Donner
14 M	Jeff Samuels	30 M	Nathan Taylor
15 M	Captain William Fritz	31 M	Captain Tom Rivera
16 M	Gene Clean		

Freeform theatre-style roleplaying games (often simply called "freeforms" or "live-action roleplaying games" that aren't focused on combat scenarios) are a type of live-action roleplaying where players take on the roles of specific characters and interact in a pre-defined setting or scenario. Unlike the more structured murder mystery games, which focus on solving a specific crime, freeform games can span a wide variety of genres and themes, from historical settings to futuristic space operas.

Here are some general features and aspects of these games:

1. **Story and Characters:** Before the game starts, the organizer or writer provides players with character sheets that describe their character's background, objectives, and relationships to other characters. Some freeforms allow for a degree of improvisation, letting players flesh out parts of their character's history or personality.
2. **Objectives and Goals:** Each character has their own objectives which they try to achieve during the course of the game. This can create interesting conflicts, alliances, and drama as objectives can often be at odds with each other.

3. **Interaction and Roleplay:** Most of the gameplay revolves around players interacting with one another in character. There aren't usually game mechanics like dice or cards to determine outcomes. Instead, players negotiate, argue, form alliances, betray, love, and hate based on their characters' objectives and backgrounds.
4. **Duration:** These games can last anywhere from a couple of hours to an entire weekend. Some games have a set end-point while others are more open-ended.
5. **Props and Costumes:** Depending on the complexity and style of the game, players might use props or wear costumes appropriate for their character. This enhances the immersive experience.
6. **Moderators:** Some games have moderators or game masters who help steer the story, arbitrate disputes, and introduce new elements or twists to the narrative.
7. **Diverse Themes:** While murder mysteries focus on solving a crime, freeforms can touch on any theme or setting. Examples include political intrigue in a fantasy kingdom, survival in a post-apocalyptic wasteland, or tensions aboard a space station.
8. **Scalability:** Some freeforms are designed for small groups, while others can accommodate dozens or even hundreds of players.

If you're interested in trying out or creating a freeform roleplaying party game, there are many resources and communities online dedicated to this form of interactive storytelling. Whether you're looking for pre-written scenarios or advice on designing your own, the online roleplaying community can be a valuable resource.

Hard Choices: The Big Asteroid Interactive Drama Scenario

Introduction: Parlor LARP Games

Welcome to the world of Parlor Live Action Role Play (LARP). LARP is an interactive narrative experience where you, the participant, play a unique character in a pre-defined scenario. Think of it as immersive theater where you are both the actor and the audience. Parlor LARP, specifically, is a subgenre of LARP that takes place in a more contained environment, often indoors and within a shorter timeframe, as compared to largerLARPs that might span entire weekends or outdoor locations.

Procedures:

1. **Character Sheets:** Upon arrival, each participant will receive a character sheet. This sheet provides information about who you are, your motivations, connections to other characters, and any special abilities or knowledge you possess. Familiarize yourself with it and try to internalize your character's objectives and feelings.
2. **Props and Tokens:** In this game, tokens represent your ability to influence the final decision. Each player starts with a set number of tokens, but they can be exchanged, gifted, or perhaps even stolen. Think of them as bargaining chips, symbolic of power and decision-making.
3. **Engage with Others:** Interact with other players. Create alliances, negotiate, share information, or keep secrets. The choice is yours, but remember, only five of you can escape.
4. **Stay In-Character:** While it might be tempting to step out of your role, staying in character enhances the experience for everyone. If you need to step out for any reason, please find a discreet way to do so.
5. **Respect Boundaries:** While LARPs are immersive, always remember to respect the physical and emotional boundaries of other participants.
6. **Ending the Game:** The scenario culminates with a vote. Those with the most tokens will decide the fate of the group. Once the outcome is decided, take a moment to debrief and share experiences with fellow players.

Background:

The year is 2045. Advances in technology have allowed humanity to make incredible leaps, from colonizing Mars to unraveling the mysteries of our DNA. But with such progress comes risks. As nations battled for control over resources and power, tensions reached a boiling point, leading to a catastrophic nuclear war.

In the midst of this chaos, astronomers identified a massive asteroid on a collision course with Earth. This imminent threat, combined with the devastation of the war, left the planet on the brink of total destruction.

You are among a select group who have found refuge in an underground research facility, a place dedicated to cutting-edge scientific endeavors. One such endeavor is transdimensional travel, a risky and experimental venture that promises an escape to a new world: Eden.

As the last remnants of humanity, you face the most difficult choice: who gets to leave and who stays behind? With the weight of this decision, the underground facility has become a pressure cooker of tension, desperation, hope, and despair.

Prepare to make hard choices, for the fate of humanity rests in your hands.

Combat Guide: Rock-Paper-Scissors (RPS) Combat System

1. Basic Combat Mechanics:

Combat in the game is conducted through the Rock-Paper-Scissors (RPS) mechanism.

To defeat an opponent, you must win the RPS game against them equal to once plus their Combat Bonus (CB). For instance, if your opponent has a CB of 2, you need to win three RPS games against them.

2. Life Points (LP) & Combat Bonus (CB):

The number of times you win an RPS game against an opponent equals the CB in terms of LP they lose. For instance, if an opponent's CB is 2 and you defeat them in RPS, they lose 2 LP.

If a player's LP reaches zero or below, they are rendered unconscious.

3. Unconscious Players:

Players who fall unconscious must wait five minutes before they regain one LP, which keeps them in the game.

It is against the rules to attack an unconscious player.

4. Team or 'Gang' Combat:

Players can form teams or "gangs" to face an opponent or another gang.

A maximum of three players can be on one "side" or gang.

The Combat Bonuses of all the members of a gang are combined to determine the gang's total CB.

In addition to the sum of the CBs, the gang also gets one additional bonus for each player on their side. For example, if three players form a gang, and their combined CB is 5, the gang's total CB becomes 8 (5 from individual CBs + 3 for each member).

During a gang RPS match, one throw is made for each side. If one side's RPS throw wins, the Life Point penalties are deducted from every player on the losing side.

5. Reminders & Tips:

Always be strategic when choosing to confront another player. Keep their CB and LP in mind.

Forming a gang can give a significant advantage, especially against strong players. However, the risk is that everyone on the losing side suffers.

Stay vigilant! Keep track of your LP and avoid being rendered unconscious, as this leaves you vulnerable for five minutes.

Remember: The aim is to strategize, cooperate, and outplay your opponents. Good luck!

Eliza Smith

High School Student, Assistant to the Exodus Project

"Anywhere but here, is where I want to be."

Sex:	F
Age:	15
Blood Type:	B

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
----------------	---

Costume: A slightly oversized lab coat indicating she's borrowed it, casual high school attire like a T-shirt and jeans, sneakers, a student ID badge, and a backpack filled with schoolbooks and a diary.

Brief Background: Eliza, a curious and bright high school student, found herself in the underground research facility due to her ties with the Exodus Project. This initiative aimed to understand the transdimensional technology, which became humanity's last hope. Although young, her acute observational skills and adaptability made her a valuable asset to the team. Being at the heart of the apocalypse has only amplified her adventurous spirit with the quote: "Anywhere but here, is where I want to be."

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Eliza is known to most in the facility as the bright-eyed high school student assisting some of the world's greatest minds on the Exodus Project. She's been seen running errands, fetching coffee, and occasionally even contributing to brainstorming sessions. Having grown up hearing tales of scientific marvels from her mother, Prof. Carol Smith, Eliza always had a knack for understanding complex theories.

Many are aware that her sister, Cyndi Smith, is an engineer trying to alter the asteroid's path. There's been talk about her resilience, having been forced into adulthood way too soon due to the circumstances. Her connection to Assoc. Prof. June Thomas is not a complete secret as they've been spotted sharing familial moments. Her enthusiasm and will to survive are evident, making her approachable for alliances.

PRIVATE INFORMATION:

Eliza recently stumbled upon a confidential report that suggests the transdimensional travel might have some unintended side effects. It has made her a bit wary about the whole escape plan. Additionally, her mother's relationship with June Thomas has been a challenging adjustment for her. She sometimes resents June, seeing her as an intruder to her family unit. Deep down, she's scared of being left behind, especially since she's not a scientist or soldier, and fears her youth may make her expendable in the eyes of the others.

During her guard shifts, Samantha caught Eliza looking lost and distressed near one of the facility's labs. Their brief interaction was filled with a mix of curiosity and mutual understanding, hinting at the shared weight of their youth in such dire times. Eliza might have found out something unsettling about the project but you haven't yet locked down the answer.

WHAT YOU KNOW ABOUT OTHERS:

Cyndi Smith: Your sister has been under a lot of pressure lately. There are whispers that she might have made a breakthrough in her project to divert the asteroid's path, but it might be too late to implement.

June Thomas: Assoc. Prof. June Thomas, apart from her relationship with your mother, has been secretly working on an alternative escape plan. You overheard her talking about a potential "backdoor" in the transdimensional device.

Carol Smith: Your mother has been particularly close with General Tammie Wilson. They've had a few confidential meetings which you've found suspicious. You wonder if they're planning something that others aren't privy to.

Cyndi Smith

Graduate Student, Researcher on the Exodus Project

"If anyone calls, tell them I'm on another planet."

Sex:	F
Age:	25
Blood Type:	A

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Practical researcher attire: a neatly fitted lab coat with her name badge, a pair of protective glasses often hanging around her neck, cargo pants with multiple pockets containing various tools, and sturdy boots.

Brief Background: Cyndi Smith, a promising graduate student, has dedicated her recent years to the Exodus Project. As Earth's doom became imminent, she shifted her focus to understanding and possibly diverting the asteroid's path. Known for her wit and dry humor, her catchphrase often lightens the mood: "If anyone calls, tell them I'm on another planet."

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Cyndi has made a name for herself in the facility not just as Prof. Carol Smith's daughter but as a dedicated researcher in her own right. Her expertise has been crucial in several breakthroughs of the Exodus Project. Many have seen her tirelessly working long hours, making calculations, running simulations, and brainstorming solutions.

Her relationship with Mark Mathews, another researcher, is well-known. They're often seen grabbing a coffee together or discussing theories. Her protective nature towards her younger sister, Eliza, is evident. She's seen making sure Eliza has her safety gear on or checking on her during breaks. Cyndi's dedication to saving humanity, and especially her family, has gained her respect among peers.

PRIVATE INFORMATION:

While her efforts on the Exodus Project are commendable, Cyndi secretly harbors guilt over a miscalculation early in her research that might have delayed a potential solution to the asteroid problem. This error weighs heavily on her, especially with the current grim circumstances. Furthermore, Cyndi has found a series of encrypted messages on the facility's servers which suggest there might be a mole or saboteur among them. She's been trying to decode them without alerting anyone, fearing it could cause more panic. Carol is proud of Cyndi's dedication but is concerned about her involvement with Mark Mathews. She's noted them working together frequently, sometimes covertly, and fears what they might discover or attempt. Cyndi, ever the dedicated researcher, seems to have been digging deeper into the facility's mysteries. Cyndi might be onto a potential saboteur in their midst.

Mark has started to notice Cyndi's increasing distance. He's caught glimpses of secretive messages on her phone and has overheard her talking about "the mission." There are whispers that Cyndi might have made a breakthrough in her project to divert the asteroid's path, but it might be too late to implement.

WHAT YOU KNOW ABOUT OTHERS:

Eliza Smith: You've noticed Eliza's wary looks towards the transdimensional device. You suspect she might have stumbled upon some information that she shouldn't have, possibly about its potential risks.

June Thomas: June has been somewhat distant lately. You've spotted her in hushed conversations with some of the military personnel. Something tells you she knows more about the facility's security than she lets on.

Carol Smith: Your mother has been stressfully going through old project files. You think she's trying to find alternative solutions or perhaps previous research that might help now.

Mark Mathews: Lately, Mark has been secretive, often locking himself in a lab. You suspect he's working on a side project or perhaps an alternative plan.

June Thomas

Associate Professor, Exodus Project

"Her eyes could hold mine forever and I'd never mind."

Sex:	F
Age:	35
Blood Type:	O

Life Points:	20
Combat Bonus:	0

Voting Tokens:	3
-----------------------	---

Costume: Smart casual attire suitable for both teaching and lab work: a blouse, blazer, tailored trousers, and loafers. Glasses perched on her nose, and a pendant that's a keepsake from a special day with Carol.

Brief Background: June Thomas, a seasoned academic, has been pivotal in laying the groundwork for the Exodus Project. Gifted with an analytical mind, she's been working on the complexities of transdimensional physics. But it's not just the quest for an escape that keeps her going; it's the love she shares with Carol Smith, as hinted by her quote, "Her eyes could hold mine forever and I'd never mind."

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

June's reputation in the facility is impeccable. As an Associate Professor involved in the Exodus Project, her insights have been integral to the team's understanding of transdimensional dynamics. She's not only known for her expertise but also for her undeniable bond with the Smith family. Carol Smith and she share a deep connection, one that's apparent in their shared glances and whispered conversations. This connection extends to Carol's daughters, especially Eliza, with whom she tries to form a maternal bond.

Her collaboration with military personnel, especially General Tammie Wilson, is widely acknowledged. Their combined efforts represent the fusion of military might and scientific intellect, both crucial in these final hours.

PRIVATE INFORMATION:

June harbors doubts about the feasibility of the transdimensional travel. She's come across discrepancies in the data that suggest the travel might not be as safe as they've been telling everyone. In addition, the emotional weight of her relationship with Carol sometimes takes a toll on her, especially in light of the impending doom. She fears that the time might come when she'll have to choose between her own survival and that of the ones she loves. June, has been secretly working on an alternative escape plan. She may have found a potential "backdoor" in the transdimensional device.

WHAT YOU KNOW ABOUT OTHERS:

Eliza Smith: Eliza's innocent curiosity reminds June of her younger self. However, June is worried that Eliza might have found out something unsettling about the project. She wants to shield the young girl from any more pain.

Cyndi Smith: Cyndi, ever the dedicated researcher, seems to have been digging deeper into the facility's mysteries. June suspects Cyndi might be onto a potential saboteur in their midst.

Carol Smith: Their bond is deep, yet June feels Carol might be hiding something. There've been moments when Carol seems distant, lost in thought, or overly engrossed in old project files.

Tammie Wilson: General Wilson, while an ally, has been holding secret meetings with a select few. June fears that a contingency plan, unknown to most, is in the works.

Carol Smith

Professor, Exodus Project Director

"To touch another dimension, now that's worth dying for."

Sex:	F
Age:	45
Blood Type:	AB

Life Points:	15
Combat Bonus:	0

Voting Tokens:	5
-----------------------	---

Costume: Elegant, yet pragmatic attire befitting her leadership role: a deep blue or charcoal pencil skirt suit, heels, and a silk scarf. Wears a pin indicating her rank in the Exodus Project and a watch, a family heirloom.

Brief Background: Prof. Carol Smith leads the Exodus Project with an iron resolve. Balancing her family's safety and the responsibility of possibly saving humanity, she's always at the forefront, willing to take risks. As she often says, "To touch another dimension, now that's worth dying for."

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Under Prof. Smith's direction, the Exodus Project has taken leaps and bounds in its pursuit to find a safe haven for humanity. Known for her fierce determination and sharp intellect, Carol's reputation is that of a woman who would go to any length for the project's success. Her connection to June Thomas is an open secret in the facility, their bond evident to those around them. Being a mother to Cyndi and Eliza, she constantly worries about their safety while managing the mammoth task of spearheading the project.

Carol's interactions with the military, especially with General Tammie Wilson, are well-known. Together, they represent the alliance of scientific endeavor and tactical strategies.

PRIVATE INFORMATION:

Carol has uncovered evidence of another dimension, a realm which, if accessed correctly, could potentially save more than the five chosen individuals. Yet, the risks are tremendous and the ethical dilemma of choosing who to send haunts her. Further, Carol is painfully aware of some flawed components in the transdimensional device, a secret she carries heavily.

In a private conversation, Carol was discussing an anomaly within the transdimensional device. It sounds like a possible glitch or something that could jeopardize the entire Exodus Project.

Pat knows the Professor not just as a customer, but as a covert informant. He's aware that she's deeply entrenched in the Exodus Project. Through subtle hints and coded conversations, she has alluded to dimensions beyond comprehension.

Professor Smith has concerns about the project's "ethics."

Carol might have discovered an alternate method for survival, one that might not require the Exodus Project at all. Yet, the method remains untested and possibly dangerous.

The Professor and Beatrice shared a close bond during their academy days. Over the years, they've drifted apart.

Carol believes she has had a potential breakthrough that could save more than just five people.

Carol has been particularly close with General Tammie Wilson. They've had a few confidential meetings.

Carol has been stressfully going through old project files. She's frantically trying to find alternative solutions or perhaps previous research that might help now.

WHAT YOU KNOW ABOUT OTHERS:

Eliza Smith: Carol has noted Eliza's increasing anxiety and suspects her youngest might have discovered something unsettling about the project. This worries her deeply as she aims to shield both her daughters from harm.

Cyndi Smith: Carol is proud of Cyndi's dedication but is concerned about her involvement with Mark Mathews. She's noted them working together frequently, sometimes covertly, and fears what they might discover or attempt.

June Thomas: June, her rock, has been more distant lately. Carol suspects June might have uncovered some discrepancies in the project data and is uncertain about how to address it.

Tammie Wilson: While respecting the General's strategic acumen, Carol has caught wind of secret military meetings and contingency plans. She fears the military might override scientific decisions in the eleventh hour.

Samantha Jones

Private, Temporal Marine Corps

"What am I doing here?"

Sex:	F
Age:	18
Blood Type:	B

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	2
----------------	---

Costume: An olive-drab military jumpsuit tailored for combat readiness but reflecting Samantha's rookie status. The jumpsuit is adorned with a 'Temporal Marine Corps' patch and her private insignia. Paired with combat boots and a beret, her ensemble is finished with a utility belt containing pouches with hypothetical temporal tech gadgets.

Brief Background: Samantha Jones is one of the newest recruits in the Temporal Marine Corps, an elite group specially trained to handle the intricacies of time-based threats and anomalies. Her presence in such a pivotal mission is a testament to her raw potential.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Private Samantha Jones, barely out of her teens, found herself conscripted into a unit most people twice her age could only dream of. The Temporal Marine Corps, known for its stringent recruitment process, saw something exceptional in her. Despite her age, Samantha displays a maturity beyond her years. People often whisper about her quick reflexes and uncanny intuition, suggesting she might possess a latent talent in temporal perception.

Having been under General Tammie Wilson's wing has granted Samantha a rare perspective into the inner workings of the project. Their bond, a mix of mentorship and mutual respect, is evident to all in the facility.

PRIVATE INFORMATION:

Samantha's induction into the Temporal Marine Corps wasn't by choice. She was identified for her rare ability to sense temporal distortions – a skill neither she nor the Corps fully understands. Occasionally, she experiences fleeting visions, often of events just moments before they happen. These aren't always accurate and they terrify her. The weight of her potential, combined with the impending doom, often leaves her feeling overwhelmed. Maggie has seen the potential in Private Samantha. She recognizes the look of someone trying to bear an unseen weight, possibly a latent ability or secret.

WHAT YOU KNOW ABOUT OTHERS:

Tammie Wilson: The General confided in Samantha about potential "Plan B" strategies, though details remain vague. Samantha suspects that there might be an alternative to the Exodus Project which the General is considering.

Eliza Smith: During her guard shifts, Samantha caught Eliza looking lost and distressed near one of the facility's labs. Their brief interaction was filled with a mix of curiosity and mutual understanding, hinting at the shared weight of their youth in such dire times.

Carol Smith: Samantha overheard a conversation where Professor Smith mentioned concerns about the project's "ethics." The intensity in the professor's voice was palpable, making Samantha wonder what compromises are being made behind closed doors.

Maggie Katz

Lieutenant, Temporal Marine Corps

"Meow."

Sex:	F
Age:	28
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	2
-----------------------	---

Costume: Dark blue combat suit with silver temporal tech embedded in various spots, marking her higher rank within the Temporal Marine Corps. Several medals and commendations shine on her chest, and she carries a futuristic sidearm. Her look is completed with a pair of dark combat boots and mirrored aviator sunglasses.

Brief Background: A seasoned member of the Temporal Marine Corps, Lt. Maggie Katz is known for her unwavering dedication, fierce loyalty, and occasionally, her dry, almost feline sense of humor.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Lieutenant Maggie Katz is a name known to many within the facility, not just for her rank but also her reputation. Serving under General Tammie Wilson, Maggie has seen her fair share of temporal disturbances and has often been on the front line rectifying them. She's not one for long conversations, but when she speaks, people listen. Her call sign, "Feline," earned from her swift, cat-like reflexes and cunning tactics, is whispered with a mix of fear and admiration amongst the ranks. Her quip "Meow" has become her signature, often uttered after a successful mission or during an unexpected turn of events.

PRIVATE INFORMATION:

While Maggie's dedication to duty is unquestionable, she harbors a deep-rooted guilt. During a temporal operation, a miscalculation resulted in the loss of her team, leaving her the sole survivor. She often second-guesses herself, wondering if there was something she could've done differently. This secret haunts her, and she fears the judgment of her peers should they ever find out about the failed mission.

WHAT YOU KNOW ABOUT OTHERS:

Tammie Wilson: The General has always shown a particular interest in Maggie, often assigning her the most crucial missions. Maggie suspects it's more than just trust in her abilities – perhaps the General knows something about the failed mission that Maggie doesn't.

Samantha Jones: Maggie has seen the potential in Private Samantha. She recognizes the look of someone trying to bear an unseen weight, possibly a latent ability or secret. She often wonders if Samantha has faced a similar challenge in her past.

Carol Smith: In a private conversation, Maggie overheard the Professor discussing an anomaly within the transdimensional device. Though she didn't catch all the details, it sounded like a possible glitch or something that could jeopardize the entire Exodus Project.

Beatrice Harris

Colonel, Temporal Marine Corps

"Touch my kid and I'll break you in half."

Sex:	F
Age:	38
Blood Type:	AB

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	4
-----------------------	---

Costume: A tailored combat suit with red and gold temporal tech insignia, signifying her elite status in the Temporal Marine Corps. Her suit showcases several service ribbons and awards. Sturdy combat boots and a custom sidearm holster round out her attire, coupled with a stern, commanding presence.

Brief Background: Colonel Beatrice Harris is a formidable force within the Corps, not just for her combat skills, but also as a mother and wife. Balancing duty and family has always been a challenge, but Beatrice has managed it with unyielding determination.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Colonel Beatrice Harris is renowned for her steadfastness in the face of danger and her unwavering dedication to the Temporal Marine Corps. With over two decades of service, she has seen and rectified countless temporal disturbances. Her colleagues know her as strict but fair, always leading her troops from the front. Many a time, she's risked her life for the Corps, but nothing trumps the protective instinct she has for her family, especially her daughter, Jennifer. Any mention of threat to Jennifer sends Beatrice into a protective overdrive, and it's well-known that crossing her on this is a grave mistake.

PRIVATE INFORMATION:

Beatrice and Clyde have been facing marital challenges for some time now. While she has tried to keep this private, the stress of impending doomsday and the Exodus Project has made things more challenging. Clyde's involvement in a top-secret section of the project has also driven a wedge between them, with Beatrice suspecting he's withholding crucial information. Beatrice and Tammie have shared many battlefields and bear mutual respect. However, Tammie worries about Beatrice's emotional involvement with her family, fearing it might compromise the mission. She also knows Beatrice has marital struggles and wonders if it might affect her judgment. Because of her work, Beatrice has to have late-night calls and hushed conversations. She tries not to disturb her family when this happens. Lately, Beatrice's marriage has been strained.

WHAT YOU KNOW ABOUT OTHERS:

Carol Smith: The Professor and Beatrice shared a close bond during their academy days. Over the years, they've drifted apart, but Beatrice recalls Carol mentioning something about a potential breakthrough that could save more than just five people.

Tammie Wilson: The General and Beatrice have had their disagreements, particularly when it comes to mission tactics. Lately, Beatrice has felt Tammie acting more distant, possibly due to the stress of impending doomsday or maybe she's hiding something.

Jennifer Harris: Jennifer has always been her pride and joy. Lately, Beatrice has noticed Jennifer acting secretive, especially around certain members of the facility.

Clyde Harris: Clyde has become more evasive, especially when questioned about his work. Beatrice has overheard him talking in hushed tones about "another way out" but hasn't confronted him yet. She's worried he might be involved in something risky or unauthorized.

Tammie Wilson

General, Temporal Marine Corps

"To serve, to protect, and to ensure survival."

Sex:	F
Age:	48
Blood Type:	O

Life Points:	15
Combat Bonus:	+1

Voting Tokens:	6
-----------------------	---

Costume: A polished, sleek black uniform with golden temporal tech insignia, signifying her highest rank in the Temporal Marine Corps. The uniform is adorned with numerous medals, awards, and the Corps emblem. A tactical belt, black combat boots, and an air of authority make her a prominent figure in any room.

Brief Background: General Tammie Wilson has overseen numerous missions within the Temporal Marine Corps, earning respect for her strategic prowess and leadership. Beneath the hardened exterior lies a compassionate heart dedicated to saving humanity from impending doom.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

General Tammie Wilson is the epitome of dedication and duty. Ascending the ranks through sheer determination and skill, she's known to prioritize the Corps and its objectives above all. Tammie has seen countless comrades fall in line of duty, instilling in her a sense of urgency to ensure the success of the Exodus Project. While her position often requires making difficult decisions, those under her command respect her deeply for always having the greater good in mind. Her collaboration with Professor Carol Smith is public knowledge, both striving for the survival of humanity.

PRIVATE INFORMATION:

Tammie has been struggling with a sense of guilt for some time now. The weight of deciding who gets to survive through the Exodus Project weighs heavily on her shoulders. Not all decisions have been purely strategic; some have been deeply personal. She knows not everyone will agree with her choices and that some, when they discover the truth, might see her in a different light.

General Wilson, has been holding secret meetings with a select few regarding a contingency plan, unknown to most, that is in the works. The General confided in Samantha about potential "Plan B" strategies, though details remain vague. Samantha suspects that there might be an alternative to the Exodus Project which the General is considering. The General has always shown a particular interest in Maggie, often assigning her the most crucial missions. Maggie suspects it's more than just trust in her abilities – perhaps the General knows something about the failed mission that Maggie doesn't.

While respecting the General's strategic acumen, Carol may have caught wind of secret military meetings and contingency plans. She may fear the military might override scientific decisions in the eleventh hour.

WHAT YOU KNOW ABOUT OTHERS:

Carol Smith: The collaboration with Carol has been both a blessing and a curse. Tammie knows that Carol might have discovered an alternate method for survival, one that might not require the Exodus Project at all. Yet, the method remains untested and possibly dangerous.

Beatrice Harris: Beatrice and Tammie have shared many battlefields and bear mutual respect. However, Tammie worries about Beatrice's emotional involvement with her family, fearing it might compromise the mission. She also knows about Beatrice's marital struggles and wonders if it might affect her judgment.

Jennifer Harris

High School Student, Cheerleader

"En garde, thrust, parry, attack!"

Sex:	F
Age:	16
Blood Type:	A

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	1
-----------------------	---

Costume: Jennifer usually sports the vibrant colors of her school's cheerleader uniform during school hours. The uniform is complete with sparkling pom-poms and school mascot symbols. Outside of school, she often dresses in fencing attire, hinting at her hidden talent and passion.

Brief Background: Jennifer is more than just a cheerleader; she's a competitive fencer. While she loves the spirit and camaraderie of cheerleading, the discipline and precision of fencing resonate with her deeply. This balance of athleticism and artistry defines Jennifer's dual nature.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Jennifer Harris is a popular figure in her high school, both as a top cheerleader and an academic achiever. The crowd loves her for her high-flying routines and infectious energy. Few, however, know about her penchant for fencing. Jennifer believes that fencing teaches her patience, precision, and strategy, things she finds missing in her chaotic teenage life. Having military parents has instilled discipline in her from a young age. However, it also means living in the shadow of their accomplishments and expectations.

PRIVATE INFORMATION:

Behind Jennifer's energetic demeanor lies a secret burden. She's been receiving mysterious letters from an unknown source. These letters hint at dangerous secrets regarding the Exodus Project and suggest that her family might be in grave danger. Jennifer is torn between dismissing them as pranks or delving deeper into this enigma.

WHAT YOU KNOW ABOUT OTHERS:

Beatrice Harris: Jennifer has always admired her mother's strength and dedication. But she has overheard hushed conversations between her parents that suggest not everything is as it seems with the Temporal Marine Corps and the Exodus Project.

Clyde Harris: Jennifer loves her father but has noticed him becoming distant lately. She suspects that he might be involved in something perilous, something related to the letters she's been receiving.

Pat Jones

Technician, Bob's Computer Repair

"This does nooooooot compute!"

Sex:	M
Age:	21
Blood Type:	B

Life Points:	20
Combat Bonus:	+2

Voting Tokens:	1
-----------------------	---

Costume: Pat typically wears a navy-blue jumpsuit covered in various patches that read "Bob's Computer Repair" and other tech-related jokes. Around his waist is a belt filled with tools of his trade – a mini flashlight, a multi-tool, and other necessary gadgets. Safety goggles usually hang around his neck, and a well-worn baseball cap, slightly askew, rests atop his head.

Brief Background: Pat was always the kid who would tinker with machines and gadgets. From the broken toaster to the school's computer lab, Pat was the go-to guy. His innate understanding of technology made him a natural fit at Bob's Computer Repair, where he's known as the best tech, always up for any challenge.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Pat Jones is not your ordinary technician. Since a young age, he showcased an uncanny knack for understanding machines, often fixing things that stumped other technicians. His workspace at Bob's Computer Repair is a mix of retro computers, modern gadgets, and even a few alien-looking contraptions. Friendly, albeit a bit quirky, Pat is always ready to crack a joke, even if it's at his expense. He's known Professor Carol Smith for years, often assisting her with computer-related issues. There are murmurs that Pat might be involved in more than just basic tech repair, but nobody has been able to pin anything concrete on him.

PRIVATE INFORMATION:

Beneath the surface of computer parts and tangled wires, Pat has been researching the boundaries of reality itself. His fascination began when he accidentally stumbled upon information about the Exodus Project while fixing a computer. Since then, he's been discreetly gathering more data, trying to piece together the true nature and potential of this secretive endeavor.

WHAT YOU KNOW ABOUT OTHERS:

Carol Smith: Pat knows the Professor not just as a customer, but as a covert informant. He's aware that she's deeply entrenched in the Exodus Project. Through subtle hints and coded conversations, she has alluded to dimensions beyond comprehension. Pat is curious to learn more, but he's also wary of getting too involved.

Clyde Harris

Doctor, Medical Services

"Take seven aspirins and don't call me in the morning."

Sex:	M
Age:	40
Blood Type:	O

Life Points:	18
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Clyde typically wears a white lab coat, which has a faint aroma of antiseptics. Beneath, he usually sports a collared shirt and tie, with sensible, polished shoes. On his coat's pocket, a name badge reads "Dr. Clyde Harris - Medical Services." A stethoscope is often wrapped around his neck, and he always carries a small leather bag containing essential medical tools.

Brief Background: As a doctor, Clyde is known for his exceptional diagnostic skills and dry sense of humor. Over the years, he has treated a myriad of cases, earning respect from his peers and trust from his patients.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Dr. Clyde Harris, known for his cynical yet humorous demeanor, is an expert in the medical field. Despite his jesting about overloading on aspirin, Clyde takes his job seriously, ensuring the health and well-being of all his patients. Married to Colonel Beatrice Harris, Clyde often finds himself at odds balancing his professional life with the unpredictable nature of being connected to the Temporal Marine Corps through his wife. While he may be a doctor first, Clyde's dedication to his family is unparalleled. His love for his wife and daughter, Jennifer, is evident in every decision he makes.

PRIVATE INFORMATION:

Though Clyde is renowned in the medical world, few know about his interest in experimental treatments and therapies. These aren't harmful or malicious but are on the cutting edge of medical science. He has a hidden lab where he experiments with unique treatments, driven by a secret hope to find cures for ailments deemed incurable. He sometimes tests these on himself, which might explain his occasional absent-mindedness or quirky behavior.

Clyde has become more evasive with his wife, especially when questioned about his work. She may have heard him talking in hushed tones about "another way out" but hasn't confronted him yet.

WHAT YOU KNOW ABOUT OTHERS:

Beatrice Harris: Clyde knows his wife has been acting suspiciously lately. Her late-night calls and hushed conversations have him concerned. While he trusts her, he wonders if there's more to her role than meets the eye.

Jennifer Harris: While he's always been proud of his daughter, Clyde has recently discovered Jennifer's fascination with fencing and combat. He suspects it might be an influence from Beatrice, but he's unsure how deep Jennifer's involvement might be in the world of combat.

Mark Mathews

Engineer, Datadata Computers

"So, do I cut the red wire or the green one?"

Sex:	M
Age:	30
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Mark typically sports geek-chic attire, with rectangular glasses and a penchant for wearing tech-themed T-shirts. He always carries a backpack filled with computer tools, cables, and various gadgets. On his wrist, he wears a smartwatch that he tinkered with himself. Mark's shoes are practical and sturdy, perfect for both the lab and outdoor terrains.

Brief Background: A tech prodigy, Mark graduated top of his class from MIT. He is known for his innate ability to understand and troubleshoot even the most complex of computer systems. His job at Datadata Computers involves working on advanced computing projects that have significant societal implications.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Mark Mathews is a renowned engineer at Datadata Computers, recognized for his ability to think critically and creatively. With his lighthearted quips about cutting wires, he alleviates tense situations, a trait admired by his colleagues. Despite his seemingly always-connected world, Mark values genuine human connections, especially with his girlfriend, Cyndi. His association with General Tammie Wilson is well-known; they collaborated on a top-secret tech project, and their partnership has led to significant advancements in temporal tech.

PRIVATE INFORMATION:

Mark, being at the forefront of tech innovation, stumbled upon a blueprint for a device that could potentially manipulate time. He's been secretly working on this device in his private lab, understanding its vast implications. Mark fears that if this device falls into the wrong hands, it could disrupt the very fabric of space-time.

Lately, Mark has been secretive, often locking himself in a lab. He's working on a side project or perhaps an alternative plan.

WHAT YOU KNOW ABOUT OTHERS:

Tammie Wilson: Mark knows that the General has been under immense pressure, dealing with issues beyond the typical scope of the Marine Corps. He's also aware of a secret faction within the Corps that opposes some of Tammie's decisions.

Cyndi Smith: While deeply in love, Mark has started to notice Cyndi's increasing distance. He's caught glimpses of secretive messages on her phone and has overheard her talking about "the mission." This has left him concerned about her well-being and the nature of her involvement in whatever this "mission" might be.

Wilma Rudolph

Sergeant, Temporal Marine Corps

"Nice to meet you, now go away."

Sex:	F
Age:	20
Blood Type:	O

Life Points:	20
Combat Bonus:	3

Voting Tokens:	2
-----------------------	---

Costume: Wilma wears the standard-issue uniform of the Temporal Marine Corps, meticulously maintained and polished. A hardened expression is usually present on her face, accentuated by a scar running down her left cheek. She keeps her hair pulled back in a tight bun and wears combat boots that have seen many a mission. Around her neck, she has a silver pendant, its design hidden beneath her uniform.

Brief Background: Hailing from a lineage of soldiers, Wilma enlisted in the Temporal Marine Corps at a young age. She quickly rose through the ranks, owing to her prowess in combat and her strategic mind. Despite her achievements, she maintains a lone-wolf persona.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Wilma Rudolph is a force to be reckoned with in the Temporal Marine Corps. Known for her cold demeanor and exceptional combat skills, she's an enigma to most. Many speculate about her past, but few facts are known. The scar on her face is a testament to battles fought, but she never speaks of it. The Corps is her life, and she dedicates herself entirely to its cause. Her motto, "Nice to meet you, now go away," reflects her distaste for idle chatter and her focus on duty.

PRIVATE INFORMATION:

Underneath her tough exterior, Wilma grapples with deep-seated loneliness. The pendant she wears is a memento from her twin sister, who was lost in a temporal mission gone awry. While Wilma projects strength, she's haunted by this loss and is on a personal quest to find answers about her sister's disappearance, even if it means bending the rules of time.

WHAT YOU KNOW ABOUT OTHERS:

Temporal Marine Corps: Whispers around the base suggest that certain missions are off the record, known only to the higher-ups. Some even speak of a secret chamber where temporal experiments are conducted, though Wilma hasn't seen it herself.

Unnamed Marine: During one of her solo recon missions, Wilma overheard a fellow marine talking about an "anomaly" they witnessed during a temporal jump. This marine seemed deeply disturbed and was transferred off-base soon after. Wilma has been trying to track them down for more details, believing it may be linked to her sister's disappearance.

Jeff Samuels

Unemployed Transient

"I used to have a life but I've misplaced it."

Sex:	M
Age:	24
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	1
-----------------------	---

Costume: Jeff's clothes are a hodgepodge of worn-out jackets, tattered jeans, and mismatched shoes, signifying his life on the streets. He sports an unkempt beard and a wild mane of hair that hasn't seen a comb in months. There's a rugged backpack that he carries everywhere, filled with the little he owns. Tied around his wrist, a seemingly out-of-place, sleek, silver bracelet.

Brief Background: Once a promising student with a bright future, Jeff's life took a downturn after a series of personal tragedies. He's since been wandering, taking things day by day and trying to find his place in the world.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Not much is known about Jeff Samuels, and he likes it that way. His presence on the base is odd, to say the least. He used to be a rising star in quantum physics before a tragedy struck, taking away his family and shattering his world. Overnight, he became a man of the streets, traveling from place to place, city to city, searching for a purpose. He's quiet, introspective, and seems to carry the weight of the world on his shoulders. Many see him as just a lost soul, but his sharp eyes and keen mind suggest there's more to him than meets the eye.

PRIVATE INFORMATION:

The silver bracelet on Jeff's wrist is more than just a piece of jewelry. It's a remnant from his past, a highly advanced piece of tech that he's been safeguarding. This device has the power to interact with temporal anomalies, something Jeff discovered during his studies. He believes that with the right tools and knowledge, he can rectify the tragedy that befell his family, even if it means altering the very fabric of time.

WHAT YOU KNOW ABOUT OTHERS:

Temporal Marine Corps: Jeff has overheard murmurs about the Corps meddling with the natural order of time, potentially putting the entire universe at risk. He's trying to gather more information, hoping their tech combined with his bracelet might provide the answers he seeks.

Unnamed Marine: In his travels, Jeff once shared a campfire with a distressed marine who confided in him about witnessing unnatural occurrences during a mission. The marine disappeared before dawn, leaving behind a cryptic note that read, "Trust no one at the base."

William Fritz

Captain, Temporal Marine Corps

"All I want is a really good time."

Sex:	M
Age:	36
Blood Type:	AB

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	3
-----------------------	---

Costume: Captain Fritz is almost always seen in his pristine Temporal Marine uniform, signifying his rank and dedication to the corps. The uniform is well-tailored, with various badges and commendations hinting at his illustrious career. He also wears a timepiece around his neck, not for telling time but for another, mysterious purpose.

Brief Background: William Fritz hails from a lineage of decorated officers in the Temporal Marine Corps. As a captain, he's seen his fair share of temporal anomalies and threats. He's known for his impeccable leadership skills, but also for his penchant to let loose when off-duty.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

William Fritz is the epitome of a seasoned captain: stern, disciplined, and fiercely loyal to the Corps. Having graduated top of his class from the Temporal Marine Academy, he quickly rose through the ranks, leading numerous successful missions across various timelines. However, beneath this disciplined exterior lies a man who craves excitement. When not on duty, Fritz is known to indulge in the pleasures of various timelines, from the roaring parties of the 1920s to the futuristic raves of the 31st century. His motto, "All I want is a really good time," isn't just a saying—it's a lifestyle.

PRIVATE INFORMATION:

While Captain Fritz's party-hopping across timelines seems harmless, there's a deeper reason for his actions. He's been searching for his younger sister, who went missing in a temporal anomaly years ago. Every timeline he visits, every party he's at, he's secretly hoping to catch a glimpse of her or find a clue that might lead to her whereabouts. This personal mission is something he's kept hidden, even from his closest allies in the Corps.

WHAT YOU KNOW ABOUT OTHERS:

Temporal Marine Corps: Fritz is aware that there are factions within the Corps that do not agree with its current direction. Some believe the Corps should have more control over time, while others argue for less interference.

Unknown Officer: During one of his escapades, Fritz overheard an officer discussing a secret operation that aimed to harness the power of temporal anomalies for personal gain. Though he didn't see the officer's face, he recognized the voice but has yet to put a name to it.

Gene Clean

Complex Janitor

“Rub a dub dub, scrub it and rub it and make it all shiny.”

Sex:	M
Age:	22
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	1
-----------------------	---

Costume: Gene dons a white jumpsuit with blue patches signifying his role in the complex. He has various pockets containing cleaning tools and supplies. A big mop is his go-to weapon and tool, and he often has headphones on, playing music as he cleans.

Brief Background: Gene's upbringing is a mystery to most. He found his way to the Temporal Marine Corps base seeking employment and quickly made himself indispensable. His uncanny ability to remove any stain or mess has earned him respect, if not the company of others.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Gene Clean, despite being the youngest janitor the complex has ever seen, has made a mark with his impeccable cleaning skills. There isn't a stain too stubborn or a mess too grand that Gene can't tackle. He has a peculiar attachment to his mop, which he fondly calls "Moppy". Gene is seen bobbing his head to music as he goes about his work, making even the most mundane tasks look lively. While his role might seem insignificant to some, those in the know understand that a clean base is a functional base, and Gene ensures everything is in tip-top shape.

PRIVATE INFORMATION:

The truth about Gene is far more intriguing than his surface persona suggests. He's actually from the future and came back in time for reasons he's yet to fully comprehend. His knowledge about advanced cleaning technologies and techniques comes from his future timeline. Gene has fleeting memories of a mission or purpose he needs to fulfill, but they remain elusive, like fragments of a forgotten dream.

WHAT YOU KNOW ABOUT OTHERS:

Temporal Anomalies: Gene once overheard a conversation about the base being a hotspot for temporal anomalies, which he suspects might be the reason he's here.

Unknown Officer's Shoe Size: Gene has cleaned a specific pair of shoes in the officers' locker room that do not belong to any known personnel on the base. The shoes always carry a unique, unidentifiable stain, which returns no matter how many times he cleans it.

Sandy Martin

High School Student, Assistant to the Exodus Project

"Anywhere but here, is where I want to be."

Sex:	F
Age:	17
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
-----------------------	---

Costume: Sandy often dresses in casual jeans, a t-shirt with science or space-themed graphics, and a lab coat that's slightly too big, indicating it might belong to an adult. She also carries a tablet computer filled with project notes and sketches.

Brief Background: The youngest assistant ever appointed to the Exodus Project, Sandy is both a high school genius and a teenager looking to escape the confines of her chaotic home life.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Sandy Martin is a prodigy, and her involvement with the Exodus Project is evidence of her unmatched intellect. However, her professional life overshadows the chaos of her personal one. While she's constantly surrounded by the wonders of science and the excitement of the project, Sandy's home is fractured by secrets, tension, and emotions. This dichotomy gives her a unique perspective, balancing between her youthful yearnings for normalcy and her advanced, mature understanding of temporal science. Though she puts on a brave face, the weight of her family dynamics, combined with the pressures of the project, makes her wish she could be "anywhere but here."

PRIVATE INFORMATION:

Though Sandy respects her mother, Louise, the revelation of her affair with Rachel Wiggins has made her home situation incredibly uncomfortable. Sandy secretly resents Rachel, not because of her relationship with her mother, but because it feels like Rachel is replacing Mandy, her sister, in Louise's affections. While trying to navigate these troubled waters, she's also recently started to feel out of place in time, experiencing episodes where she feels detached from the present, like a traveler lost between moments. Sandy is aware that her mom, Louise, is particularly vulnerable right now and that she might be susceptible to manipulation or pressure. Louise has hinted at regrets and a desire to correct past mistakes, potentially with the Exodus Project's technology.

Sandy knows that Mandy, her sister, has been feeling left out and struggles with feelings of inferiority due to Sandy's success in the Exodus Project. This has strained their once-close bond. Rachel has caught Mandy's watchful and occasionally suspicious glances, making her wonder if Mandy has any doubts about her intentions with both the Exodus Project and her relationship with Louise.

WHAT YOU KNOW ABOUT OTHERS:

Mandy's Struggles: Sandy knows that Mandy, her sister, has been feeling left out and struggles with feelings of inferiority due to Sandy's success in the Exodus Project. This has strained their once-close bond.

Rachel's Motivations: Rachel Wiggins often sneaks confidential conversations at home with unknown individuals. Sandy has caught snippets of these, hinting that Rachel might have ulterior motives related to the Exodus Project.

Louise's Vulnerability: Sandy is aware that her mom, Louise, is particularly vulnerable right now and that she might be susceptible to manipulation or pressure. Louise has hinted at regrets and a desire to correct past mistakes, potentially with the Exodus Project's technology.

Mandy Martin

Graduate Student, Researcher on the Exodus Project

"If anyone calls, tell them I'm on another planet."

Sex:	F
Age:	27
Blood Type:	B

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Mandy is dressed in practical clothing suitable for lab work: slacks, a button-up shirt, and a lab coat adorned with a nametag. Around her neck, she wears a pendant—a gift from Fred.

Brief Background: Mandy is a bright researcher, passionate about her work on the Exodus Project. However, personal life complexities have recently taken a toll on her focus and enthusiasm for the project.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Mandy has always been the reliable one in the family—organized, ambitious, and driven. When she was appointed as a researcher for the Exodus Project, it felt like all her hard work had finally paid off. However, the familial dynamics have been overshadowed by her mother's romantic choices and her younger sister's precocious involvement in the same project. Mandy often feels like she's competing for recognition in both her professional and personal life. Despite this, she remains determined and passionate about her research, often jokingly saying she'd be happier on another planet away from the drama.

PRIVATE INFORMATION:

Mandy feels overshadowed by her sister Sandy's prodigious accomplishments and struggles with feelings of inadequacy. She's also privately conflicted about her mother's relationship with Rachel, feeling betrayed and hurt by the secrecy around it. Moreover, she's been having issues with her boyfriend, Fred MacDonald. While he's supportive on the surface, she suspects he's using her for access to the Exodus Project's technology and insights.

Sandy is aware that her mom, Louise, is particularly vulnerable right now and that she might be susceptible to manipulation or pressure. Louise has hinted at regrets and a desire to correct past mistakes, potentially with the Exodus Project's technology.

WHAT YOU KNOW ABOUT OTHERS:

Sandy's Discomfort: Mandy knows that Sandy feels out of place at home due to Louise's relationship with Rachel. She senses Sandy's occasional distance and detachment, suspecting her younger sister may be dealing with more than she lets on.

Rachel's Secrecy: While she has no concrete proof, Mandy has observed that Rachel often hides her phone when she's around and frequently takes secretive calls, hinting at potential ulterior motives related to the project.

Fred's Intentions: Mandy has overheard hushed conversations between Fred and some unknown individuals discussing some technical aspects of the Exodus Project. It's made her suspicious about whether he's genuinely interested in her or primarily the work she's involved in.

Louise's Hopes: Mandy knows that her mother sees the Exodus Project as a potential way to correct some past mistakes. Louise has subtly hinted at wanting to use the project for personal reasons.

Rachel Wiggins

Assistant Professor, Exodus Project

"Her eyes could hold mine forever and I'd never mind."

Sex:	F
Age:	37
Blood Type:	AB

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Rachel is clad in a formal pantsuit with a blouse. Her attire mirrors her academic standing, and she wears glasses that she often fidgets with when she's deep in thought. A small pin on her lapel symbolizes her dedication to the Exodus Project.

Brief Background: A brilliant academic mind, Rachel has dedicated her life to her work. Her passion for the Exodus Project is only rivaled by her love for Louise. She navigates the challenges of her personal life, all the while committed to groundbreaking research.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Rachel has been a trailblazer in her field, consistently challenging norms and breaking barriers. Her involvement in the Exodus Project is seen as the culmination of a stellar academic career. She's respected by her peers, both for her intellect and her teaching methods. The presence of the Martin family in her life, however, adds a layer of complexity. With Louise as her secret lover and her daughters as colleagues, Rachel often feels the strain of balancing personal and professional boundaries. Despite it all, she remains fiercely committed to her work and dreams of creating a lasting legacy through the Exodus Project.

PRIVATE INFORMATION:

Rachel harbors deep-seated fears about her relationship with Louise becoming public knowledge. Not just because of the potential professional implications, but more so because of the threat it could pose to the bond she's trying to forge with Mandy and Sandy. Rachel also has a contentious history with Lt. General Rose Patton from their college days, which adds an extra layer of tension to their current professional relationship.

Rachel Wiggins often sneaks confidential conversations at home with unknown individuals. Family members may have caught snippets of these, hinting that Rachel might have ulterior motives related to the Exodus Project. Rachel often hides her phone when others are around and frequently takes secretive calls, hinting at potential ulterior motives related to the project.

WHAT YOU KNOW ABOUT OTHERS:

Louise's Struggles: Rachel is well aware of the challenges Louise faces in balancing her love for Rachel with her responsibilities as a mother. She knows Louise is worried about the impact of their relationship on Sandy and Mandy.

Mandy's Suspicions: Rachel has caught Mandy's watchful and occasionally suspicious glances, making her wonder if Mandy has any doubts about her intentions with both the Exodus Project and her relationship with Louise.

Sandy's Feelings: Rachel has sensed that Sandy feels alienated and out of place at home, especially after accidentally overhearing a heartfelt conversation between the sisters.

Rose Patton's Disdain: Rachel knows that Rose hasn't forgotten their college days and still holds some sort of grudge against her. She's cautious when dealing with Rose and tries to avoid being alone with her, sensing a latent animosity that could compromise the Exodus Project.

Louise Martin

Assoc. Professor, Exodus Project Director

“To touch another dimension, now that’s worth dying for.”

Sex:	F
Age:	47
Blood Type:	O

Life Points:	15
Combat Bonus:	0

Voting Tokens:	3
-----------------------	---

Costume: Draped in a sophisticated blazer and skirt ensemble, Louise exudes authority and charisma. The emblem of the Exodus Project is pinned to her lapel, and she wears her hair up in a professional bun. Her glasses rest on a chain around her neck, often pulled up for reading or emphasizing a point.

Brief Background: Louise is a beacon in her field, guiding the Exodus Project with a clear vision. As a mother and a lover, she constantly balances her professional and personal lives, sometimes walking a tightrope between the two.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Louise's name is synonymous with the Exodus Project. Her relentless ambition has propelled the initiative forward, making significant breakthroughs in the quest to touch other dimensions. Her passion isn't merely academic—it's personal. The project's potential to redefine existence fascinates her. As a mother, Louise has tried to nurture Mandy and Sandy, providing them with opportunities to shine. While she's shared many of her professional triumphs with Mandy, she's been equally concerned about Sandy's feelings of detachment.

PRIVATE INFORMATION:

Beyond the corridors of academia, Louise secretly harbors a deep love for Rachel Wiggins. Their relationship, though fulfilling, brings with it the weight of secrecy. Louise worries about the impact on her daughters if the relationship were to be discovered, especially given Mandy's direct involvement with the Exodus Project. There's also a past incident involving Lt. General Rose Patton—a professional disagreement that escalated into a personal rift, the details of which Louise prefers to bury. Louise has lately been having occasional bouts of ill health and has concerns about the potential implications for the project. In her capacity as a nurse, Mary once treated Louise Martin for a minor injury and noticed signs of a more serious, undisclosed health condition. She respects patient confidentiality but is genuinely concerned about Louise's well-being. Having worked on Louise's computers, Billy has come across some intriguing files, hinting at projects much more complex than ordinary academic work. He's found diagrams that resemble advanced machinery and coded software. Rachel is well aware of the challenges Louise faces in balancing her love for Rachel with her responsibilities as a mother. She knows Louise is worried about the impact of their relationship on In his profession, Larry occasionally comes across medical records and notes. He's aware of an injury Louise Martin had several years ago, something that doesn't match any regular accident. It's more consistent with a high-energy physics incident, but it's none of his business, so he hasn't probed.

WHAT YOU KNOW ABOUT OTHERS:

Rachel's Concerns: Louise is acutely aware of Rachel's apprehensions about their relationship. She knows Rachel's caught between their love and the potential ramifications if their secret becomes public.

Mandy's Involvement: She's proud of Mandy's contributions to the Exodus Project but also senses her elder daughter's curiosity and perhaps suspicions about her relationship with Rachel.

Sandy's Alienation: Louise is painfully aware of Sandy's feelings of being out of place. The gap between them has been widening, and she's desperate to bridge it.

Rose Patton's Animosity: Louise recalls the incident from years ago with Rose. She's always on edge around the Lt. General, knowing their past is far from water under the bridge.

Sally Law

Private, Temporal Marine Corps

"What am I doing here?"

Sex:	F
Age:	20
Blood Type:	AB

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	2
-----------------------	---

Costume: Wearing the standardized Temporal Marine Corps uniform, Sally's appearance is crisp and immaculate. Her attire is accented by her numerous medals of accomplishment, each one telling a story of her extraordinary combat skills. A fresh-faced recruit, her eyes reveal a mixture of determination, confusion, and innocence.

Brief Background: Sally is the poster child for Temporal Marine excellence, demonstrating combat capabilities well beyond her years. However, her ascent in the ranks has been sudden, and not without its fair share of questions.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

A prodigious new recruit in the Temporal Marine Corps, Sally's prowess in combat has quickly made her a name among her peers. Many find her skills hard to believe for someone so young. Friendly, open-hearted, and sometimes naive, Sally is often caught off guard by the politics and hidden agendas of military life. Her simple question, "What am I doing here?" reflects her internal struggle to find her place and purpose within the Corps. Lt. General Rose Patton has taken a special interest in her, guiding and mentoring Sally, which has further fueled whispers among the ranks.

PRIVATE INFORMATION:

Before joining the Temporal Marines, Sally experienced a life-altering incident—a mysterious event that she can't fully remember, but which she believes might have led to her exceptional combat abilities. Haunted by fragmented memories, she's hesitant to seek answers, fearing what truths may emerge. All she recalls is a strange symbol and whispers in a language she can't understand. This uncharted part of her past makes her question her true identity and purpose in the Corps.

Within the Marine Corps, rumors circulate about a new recruit with uncanny abilities. Sally Law's swift rise has not gone unnoticed, some may believe there's more to Sally's story than meets the eye.

WHAT YOU KNOW ABOUT OTHERS:

Rose Patton's Investment: Sally senses a deeper reason behind the Lt. General's mentorship. While grateful for the guidance, she can't shake the feeling that Rose knows more about her past than she lets on. There are moments, fleeting glances, and half-spoken sentences, which make Sally think Rose is privy to the secret of her forgotten event.

Temporal Marine Corps Whispers: Sally overhears fellow marines discussing the Exodus Project, Louise Martin, and possible military applications of their research. While not entirely sure of the implications, she's aware that the project is of significant interest to the higher-ups, including Rose Patton.

Regina Schuster

Lieutenant, Temporal Marine Corps

"Meow."

Sex:	F
Age:	30
Blood Type:	AB

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	2
-----------------------	---

Costume: Regina's uniform bears the marks of a well-decorated lieutenant, with the occasional unexpected twist, such as a cat-shaped pin attached discreetly to her lapel. Her dark hair is often tied up in a tight bun, but a few stray hairs always manage to break free, symbolizing her controlled yet unpredictable nature.

Brief Background: With a reputation for being both playful and fierce, Regina's quirky "Meow" catchphrase is both a nod to her affinity for cats and a metaphorical statement on her ability to pounce at the right moment.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Regina Schuster is a figure of juxtaposition within the Temporal Marine Corps; she's known for her disciplined approach to her duties but also for her unpredictable and playful side. Her catchphrase, "Meow," frequently lightens the mood but also serves as a reminder that she can be as stealthy and lethal as a cat. Regina's rapport with her subordinates is excellent, often taking under her wing those who show promise. The Lt. General, Rose Patton, has a particular trust in Regina, assigning her to delicate missions, relying on her unique mix of seriousness and whimsy to achieve objectives.

PRIVATE INFORMATION:

Regina harbors a deep-rooted skepticism about the true intentions of the Exodus Project. Through undisclosed means, she's come across classified documents suggesting that the project's ambitions might extend beyond simple exploration. Torn between duty and morality, she wrestles with the choice of whether to disclose her suspicions or investigate further on her own. Her affinity for cats isn't just a quirk; it's a connection to a cherished pet that disappeared mysteriously in a temporal experiment gone awry.

WHAT YOU KNOW ABOUT OTHERS:

Rose Patton's Secrets: Regina's close working relationship with Rose means she's been privy to some confidential missions and concerns. While Rose hasn't explicitly shared everything, Regina suspects that the Lt. General might be personally invested in the Exodus Project's success for reasons beyond military advantage.

Temporal Gossip: Within the Marine Corps, rumors circulate about a new recruit with uncanny abilities. Sally Law's swift rise has not gone unnoticed, and Regina is among those who believe there's more to Sally's story than meets the eye.

Mary Carter

Nurse, Medical Services

"Touch my kid and I'll break you in half."

Sex:	F
Age:	35
Blood Type:	O

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	2
-----------------------	---

Costume: Mary wears a white medical uniform, impeccably clean but showing signs of wear. Around her neck hangs a locket containing pictures of her husband and daughter. Her hair is usually pulled back tightly, revealing a determined face with crow's feet indicating many sleepless nights.

Brief Background: Mary is a fiercely protective mother and a dedicated nurse, unafraid to stand up to anyone threatening the wellbeing of her patients or family.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Having spent over a decade in the medical field, Mary Carter's reputation is that of a competent and caring nurse. Her colleagues know her to be passionate about her work and fiercely protective of her patients, especially the young ones. To her, the hospital is a second home. She often speaks of her daughter, Ruth, and their shared dreams for the future. Mary's reputation for being unyielding when it comes to threats is well-known; her motto, "Touch my kid and I'll break you in half," isn't taken lightly by those who've seen her in action, especially during medical emergencies.

PRIVATE INFORMATION:

Underneath her strong exterior, Mary grapples with the trauma of a near-death experience involving her daughter, Ruth, where she had to use her medical skills to save her life. The event left emotional scars, deepening her protective instincts. Moreover, her marriage to Larry Carter is strained. Despite the love they shared, the pressure of their respective jobs, combined with past traumas, has created an emotional chasm between them, one they're desperately trying to bridge.

WHAT YOU KNOW ABOUT OTHERS:

Louise Martin's Health: In her capacity as a nurse, Mary once treated Louise Martin for a minor injury and noticed signs of a more serious, undisclosed health condition. She respects patient confidentiality but is genuinely concerned about Louise's well-being.

Rose Patton's Leadership: Mary respects Lt. General Rose Patton but is aware that Patton's leadership decisions haven't always been popular within the ranks. Whispers of dissent sometimes reach her ears in the medical bay, but she remains neutral, focused on her duties.

Larry's Secrets: Though Mary knows her husband, Larry, is hiding something, she's yet to discover the truth. She's overheard snippets of his mysterious conversations, enough to make her curious, but not enough to understand the context.

Rose Patton

Lieutenant General, Temporal Marine Corps

"To serve, to protect, and to ensure survival."

Sex:	F
Age:	50
Blood Type:	A

Life Points:	15
Combat Bonus:	+1

Voting Tokens:	4
-----------------------	---

Costume: Rose dons a sharp, meticulously maintained military uniform adorned with numerous commendations and ribbons. Her silver hair is cropped short, giving her a stern appearance. Around her neck, she wears a pendant, a family heirloom signifying the Patton legacy within the military.

Brief Background: A dedicated and veteran soldier, Rose Patton has ascended the ranks through grit, strategy, and an unwavering sense of duty. Her life revolves around serving the Corps, and she expects nothing less than absolute commitment from her subordinates.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Lieutenant General Rose Patton is a legend within the Temporal Marine Corps. Known for her strategic brilliance and leadership qualities, she has led numerous successful operations throughout her career. Her commitment to the Corps and its overarching mission is unwavering, often to the detriment of personal relationships. Many view her as the embodiment of duty, though some accuse her of being cold or distant. Her connection with Louise Martin and Mary Carter is an exception, demonstrating her capacity for close, personal bonds. The Patton legacy, with several generations serving in the military, weighs heavily on her, driving her to uphold the family's esteemed reputation at any cost.

PRIVATE INFORMATION:

Behind the steel facade, Rose battles a deeply personal trauma: she lost her son in a failed temporal operation. The mission, which she personally oversaw, has haunted her since, intensifying her commitment to the Corps. This loss is something she rarely speaks of, suppressing the pain to maintain her authoritative presence. Her friendship with Mary Carter blossomed during this dark time, as Mary, a nurse, was among the few who witnessed her vulnerability and provided emotional support.

Nathan once saw the Lieutenant General in a restricted area. It was only a fleeting moment. Why was he there?

Rachel knows that Rose hasn't forgotten their college days and still holds some sort of grudge against her. She's cautious when dealing with Rose and tries to avoid being alone with her, sensing a latent animosity that could compromise the Exodus Project.

Sally senses a deeper reason behind the Lt. General's mentorship. There are moments, fleeting glances, and half-spoken sentences, which may make Sally think Rose is privy to the secret of her forgotten event.

Patton's leadership decisions haven't always been popular within the ranks. Whispers of dissent sometimes reach her ears.

Regina's close working relationship with Rose means she's been privy to some confidential missions and concerns. While Rose hasn't explicitly shared everything, Regina might suspect that the Lt. General might be personally invested in the Exodus Project's success for reasons beyond military advantage.

WHAT YOU KNOW ABOUT OTHERS:

Louise Martin's Determination: Rose deeply respects Louise Martin, aware that the Associate Professor

possesses knowledge vital to the success of the Exodus Project. However, she's also noted Louise's occasional bouts of ill health and has concerns about the potential implications for the project.

Mary Carter's Strength: Having seen Mary Carter's fierce dedication to her medical duties and having leaned on her for emotional support, Rose knows of the nurse's protective nature, especially concerning her daughter. Yet, Rose has also caught wind of a rift between Mary and her husband, Larry.

Unrest in the Corps: Being the top officer, Rose is privy to whispers of dissent among the ranks. There are those who question her decisions, especially those surrounding temporal operations. She keeps tabs on these murmurs, wary of potential mutiny or subversive elements within the Corps.

Ruth Carter

High School Student, Gymnast

"En garde, thrust, parry, attack!"

Sex:	F
Age:	14
Blood Type:	B

Life Points:	15
Combat Bonus:	+4

Voting Tokens:	1
-----------------------	---

Costume: Ruth typically wears athletic gear that allows for easy movement. This includes fitted leggings, a tank top, and sneakers. Her hair is usually pulled back into a tight ponytail, and she carries a small gym bag containing her fencing equipment and gymnastics essentials.

Brief Background: Ruth is an energetic teenager with a passion for gymnastics. Her agile nature and discipline from her gymnastics training have also made her a formidable fencer. Her parents, Mary and Larry, always encouraged her in these pursuits, although their relationship has become strained recently.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Ruth Carter is not just any high school student; she's a prodigious gymnast with dreams of competing at a national level. Her agility and discipline have translated seamlessly to fencing, where she's earned accolades and admiration from her peers. With her mother as a nurse and her father in an undisclosed profession, Ruth grew up surrounded by strong, dedicated role models. They've always supported her endeavors, attending every competition and cheering her on. However, lately, there has been a palpable tension at home. Ruth channels her frustrations and confusions into her sports, using the gym as an escape from the brewing storm at home.

PRIVATE INFORMATION:

While she might seem upbeat and focused on the outside, Ruth is grappling with her parents' increasingly evident marital struggles. The late-night arguments, the distant dinners, and the cold silence have not gone unnoticed. She's overheard snippets of their disputes, many centered around "choices" and "priorities." But she's yet to confront them, fearing the reality she might have to face. Additionally, Ruth has begun questioning her father Larry's occupation, having discovered some peculiar gadgets in his room.

WHAT YOU KNOW ABOUT OTHERS:

Mary Carter's Dedication: Ruth deeply admires her mother's commitment to her nursing profession. However, she's also noticed her mother's growing friendship with Lt. General Rose Patton, which sometimes seems to take precedence over family.

Larry Carter's Secrets: While she knows her father works in a significant role, she's found some odd devices hidden in his study. Ruth has also caught him having hushed phone conversations at odd hours, further piquing her curiosity about his true line of work.

Hints of Family Discord: Ruth has observed her mother and father's growing detachment. While the exact reasons remain elusive, she's picked up on mentions of "responsibilities" and "choices," indicating that there's more at play than just typical marital woes.

Billy Manson

Technician, Bob's Computer Repair

"This does nooooooot compute!"

Sex:	M
Age:	21
Blood Type:	AB

Life Points:	20
Combat Bonus:	+1

Voting Tokens:	1
-----------------------	---

Costume: Billy is most comfortable in his usual work attire: a blue mechanic-style jumpsuit with the name "Billy" embroidered on the chest, paired with worn-in sneakers. His pockets are always stuffed with various small tech tools, cables, and occasionally a candy wrapper or two. He wears rectangular glasses which he often pushes up his nose with a smudged finger, and a baseball cap that says "Bob's Repair."

Brief Background: Billy Manson, a genius when it comes to tech, started his career early by dismantling household electronics and reassembling them. His talent was recognized by Bob, the owner of a local computer repair shop, and he was promptly hired. He is now the go-to guy for all computer-related problems in the area.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Billy Manson is something of a local legend. From the age of 12, he's been the wizard that people come to when their tech goes awry. While others of his age went out to parties and dates, Billy was soldering circuit boards, coding software, and solving complex tech problems. Bob's Computer Repair, a once-struggling shop, saw its fortunes turn around dramatically after hiring Billy. He's a quirky individual with a peculiar sense of humor, often referencing tech jargon in everyday conversations. A regular customer of his is Louise Martin, an associate professor with whom he shares intriguing conversations about technology's potential.

PRIVATE INFORMATION:

Beneath his tech-savvy exterior, Billy harbors a fascination for time travel theories and temporal mechanics. He's even tried building his own time machine prototype in his basement, though with no success (yet). This obsession stems from a deep-seated regret: a desire to go back and prevent a childhood accident that claimed the life of his younger sister.

WHAT YOU KNOW ABOUT OTHERS:

Louise Martin's Projects: Having worked on Louise's computers, Billy has come across some intriguing files, hinting at projects much more complex than ordinary academic work. He's found diagrams that resemble advanced machinery and coded software that he hasn't been able to decipher. While he's never pried, his curiosity about her work is definitely piqued.

Local Rumors: Billy often overhears conversations from customers at the repair shop. Lately, there have been whispers about some secret project involving the military and a select group of academics. The specifics elude him, but the chatter has been persistent.

Larry Carter

Doctor, Medical Services

"Take seven aspirins and don't call me in the morning."

Sex:	M
Age:	50
Blood Type:	AB

Life Points:	18
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

Costume: Larry dresses professionally yet practically. He typically dons a well-fitted white lab coat over a crisp shirt and tie, coupled with dark trousers. A stethoscope can often be found draped around his neck, and he carries a black medical bag with him containing essential tools and medications. His silver hair is neatly combed, and a pair of reading glasses rests on the bridge of his nose.

Brief Background: Dr. Larry Carter has dedicated three decades to the medical field. Known for his dry wit and no-nonsense attitude, he is, however, profoundly compassionate and has saved countless lives over the years. He deeply values family and has been the anchor for his wife and daughter through thick and thin.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

With a reputation for being one of the best doctors in the region, Larry Carter has always been driven by a commitment to heal and help. He's seen all sorts of medical cases and has witnessed the human spirit's resilience firsthand. A firm believer in tough love, he often dispenses his medical advice with a side of humor, which sometimes earns him the label of being "sarcastic" or "wry." Outside the hospital, Larry is known to be a doting father and a loving husband. He often shares tales of his daughter's gymnastic accomplishments and how proud he is of her.

PRIVATE INFORMATION:

Larry has always felt the pressure of being the family's rock. But what many don't know is that he's been dealing with a growing sense of fatigue and occasional memory lapses. He has run a series of tests on himself in secret, fearing early-onset Alzheimer's or another neurological issue. It's a burden he carries silently, not wanting to worry Mary or Ruth.

WHAT YOU KNOW ABOUT OTHERS:

Medical Files: In his profession, Larry occasionally comes across medical records and notes. He's aware of an injury Louise Martin had several years ago, something that doesn't match any regular accident. It's more consistent with a high-energy physics incident, but it's none of his business, so he hasn't probed.

Local Gossip: While not one for gossip, Larry has overheard nurses and other staff members whisper about certain individuals from the Exodus Project coming in for peculiar tests and evaluations. The specifics are unclear, but it's evident that the project isn't just academic in nature.

Fred MacDonald

Investigative Journalist

"I'd like to ask you a bunch of questions."

Sex:	M
Age:	24
Blood Type:	B

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
----------------	---

Costume: Fred dresses in casual attire that's versatile for various situations - a plaid shirt paired with jeans, a lightweight jacket filled with pockets for his notebooks, pens, and a small camera. He sports a pair of worn-in sneakers, ideal for running after leads or stories. A messenger bag slung over his shoulder contains his laptop and other essential reporting tools. His brown hair is slightly tousled, and he always seems to have an alert look, scanning his surroundings for the next big scoop.

Brief Background: Fred MacDonald, an ambitious young journalist, has arrived on base to report on the innovative work of the Exodus Project. While he may not know anyone personally, he's a professional at making connections and sniffing out stories.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Fred is a recent journalism graduate who landed his dream job with a renowned news outlet. Known for his insatiable curiosity and tenacity, he's made a name for himself by covering some breakthrough science stories. While some see his age as a sign of inexperience, Fred views it as an asset, allowing him to bring fresh perspectives to old narratives. Although he doesn't know anyone at the base, he's excellent at networking, and it won't be long before he's got a few insiders feeding him information.

PRIVATE INFORMATION:

Fred's true intentions at the base aren't just to report on the Exodus Project. He's also investigating a lead about possible time manipulation experiments being conducted without proper oversight. He believes this could be his ticket to a significant journalism award, so he's extremely cautious about who he trusts with this information. His determination, though admirable, has sometimes led him into precarious situations in the past.

Mandy has overheard hushed conversations between Fred and some unknown individuals discussing some technical aspects of the Exodus Project. While going through public records, Fred stumbled upon a brief mention of the Temporal Marine Corps, an elite unit that deals with high-risk, unconventional missions. The specifics are vague, but it's a lead he's eager to follow.

WHAT YOU KNOW ABOUT OTHERS:

Unfamiliar Faces: Being new to the base, Fred is at a unique vantage point. He's observed several individuals, like Louise Martin, in close conversations with military personnel, hinting at collaborations deeper than just academic.

Research Notes: While going through public records, Fred stumbled upon a brief mention of the Temporal Marine Corps, an elite unit that deals with high-risk, unconventional missions. The specifics are vague, but it's a lead he's eager to follow.

Whispers: Despite not knowing anyone, Fred has a knack for overhearing snippets of conversations. He's picked up murmurs about the Lt. General, Rose Patton, holding secret meetings late into the night, a thread he's keen to pull at.

Betty Donner

Sergeant, Military Intelligence Analyst

"That doesn't make sense."

Sex:	F
Age:	28
Blood Type:	B

Life Points:	20
Combat Bonus:	5

Costume: Betty wears a crisp military uniform, indicating her rank with the appropriate insignias. The uniform is dark green, adorned with a few medals she earned during her service. She has a serious demeanor, her brown hair pulled back into a tight bun. Her boots are always polished, and she has a small pair of reading glasses she uses when analyzing data or reports.

Brief Background: Betty Donner's reputation as one of the top intelligence analysts precedes her. Recently transferred to the base, she is tasked with ensuring the security of sensitive data and assessing threats.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Sergeant Betty Donner has served in the military for nearly a decade, specializing in data analysis and intelligence. Throughout her career, she has successfully predicted and prevented numerous potential security breaches, making her an invaluable asset to any unit. Though she might not be familiar with the personal lives of those on the base, her analytical skills make her exceptionally adept at piecing together even the most obscure information. Betty is known for her meticulous nature, often working late into the night to ensure nothing is overlooked. Many respect her, while some are wary of her scrutinizing gaze.

PRIVATE INFORMATION:

Behind her stoic facade, Betty grapples with the pressure of her role. She's seen the cost of overlooked information firsthand, resulting in the loss of comrades during a mission gone wrong early in her career. This event haunts her, fueling her determination to prevent any future incidents. She's sought therapy for this trauma but has kept it a secret, fearing it might be seen as a sign of weakness in the military world.

WHAT YOU KNOW ABOUT OTHERS:

Transfers and Arrivals: Betty's recent transfer means she has access to some personnel files. She's noted an unusual number of transfers and new arrivals, like journalist Fred MacDonald, which strikes her as atypical for such a base.

Rumored Projects: Though not directly involved, Betty's heard whispers of the Exodus Project and its potential implications. The secrecy surrounding it has piqued her analytical interest.

Observations: Betty has observed Rose Patton, the Lt. General, holding seemingly clandestine meetings with various personnel. It's unclear what they discuss, but Betty's instincts tell her it's of significance.

Nathan Taylor

Electrical Engineer

"Never cut the red wire."

Sex:	M
Age:	20
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
-----------------------	---

Costume: Nathan dons a utility belt, a blue hard hat, and safety goggles. He wears a high-vis vest over a plain white tee and cargo pants, giving off the aura of someone who's always ready for hands-on work.

Brief Background: Born into a family of engineers, Nathan has a natural knack for understanding complex systems. He recently got a short-term contract to work on the base's electrical units. Although he's young, his skills are undeniably top-notch.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Nathan Taylor is a tech-savvy individual from a neighboring town. Growing up, he'd always been fascinated by the intricate dance of circuits and wires. By age 15, he was fixing electrical systems in his neighborhood. After pursuing a degree in Electrical Engineering, Nathan was over the moon when he got a chance to work at the base, even if just for a short while. He considers it an excellent opportunity to get hands-on experience on bigger, more complicated systems. Many are aware of his presence on the base as the "young prodigy" handling some of the critical electrical issues.

PRIVATE INFORMATION:

Beneath the facade of a simple engineer, Nathan has a personal motive. His older brother once worked at the base and disappeared under mysterious circumstances. Nathan has always believed that something went wrong, and his brother's disappearance is connected to the base's secrets. While working, he's discreetly trying to gather any information that could shed light on what happened to his brother.

WHAT YOU KNOW ABOUT OTHERS:

Unknown Signals: Nathan has noticed some electrical anomalies that shouldn't exist in the circuits he's been working on. He suspects someone with high-level technical expertise, possibly like Fred MacDonald, might be behind it.

Military Movements: Working late one night, Nathan overheard Sergeant Betty Donner discussing some security protocols. He wasn't close enough to get the full context, but he's sure that the base's security measures are more than just routine.

General Rose Patton: Nathan once saw the Lieutenant General in a restricted area. It was only a fleeting moment, but he's convinced she knows more about the base's mysteries than she lets on.

Tom Rivera

Captain, Strategic Analyst

"Make mistakes early so you have time to correct for them."

Sex:	M
Age:	30
Blood Type:	B

Life Points:	20
Combat Bonus:	3

Voting Tokens:	2
----------------	---

Costume: Captain Rivera wears the standard military uniform with the captain's insignia prominently displayed on his shoulder. His boots are always polished, and he has a firm, commanding presence, complete with a military cap that shades his eyes slightly.

Brief Background: Hailing from a military family, Tom was destined to wear the uniform. He climbed the ranks quickly due to his strategic mind and ability to analyze situations rapidly. His latest posting at this unfamiliar base, however, is a unique challenge he didn't anticipate.

PERSONAL BACKGROUND AND PUBLIC INFORMATION:

Captain Tom Rivera, fresh from a high-profile assignment in international waters, has been recently transferred to this base, making him unfamiliar with its personnel and routines. His reputation as a brilliant strategist precedes him, known for handling delicate situations with precision. This assignment puzzles many; why would such a high-performing officer be moved to a seemingly less significant location? Nonetheless, Tom's focus remains unwavering: to understand the base, its operations, and to serve with the utmost dedication. His commendable record speaks volumes about his dedication to duty.

PRIVATE INFORMATION:

Tom's transfer wasn't a routine shuffle. He's here on a confidential mission ordered by the highest echelons of military command. Rumors of irregularities and possible security breaches at the base reached headquarters, and Tom's assignment is to discreetly investigate these issues without raising alarm. He must tread carefully, gather information, and report directly to his superiors without being detected.

WHAT YOU KNOW ABOUT OTHERS:

High Tech Intricacies: Tom has come across schematics and plans that point to advanced technology being used on the base. He's unsure of its purpose but suspects a technician, perhaps someone like Billy Manson, might be involved.

Medical Concerns: Captain Rivera overheard a conversation between Doctor Larry Carter and Nurse Mary Carter about some unusual medical occurrences on the base. This has further ignited his suspicions.

Young Engineer: Nathan Taylor's presence on the base as a contractor doesn't escape Tom's notice. The young engineer's frequent access to various parts of the base, especially sensitive zones, has piqued Rivera's interest. He wonders if Nathan's presence is just a coincidence or if there's more to the story.

[illegible]

[illegible]

VOTING TALLY

GENERAL TAMMIE WILSON, VOTE COUNTS
PROF. CAROL SMITH TO OPERATE TRANSDIMENSIONAL PORTAL DEVICE

#	NAME	VOTES
01	Eliza Smith	
02	Cyndi Smith	
03	Assoc. Prof. June Thomas	
04	Prof. Carol Smith	
05	Private Samantha Jones	
06	Lieutenant Maggie Katz	
07	Colonel Beatrice Harris	
08	General Tammie Wilson	
09	Jennifer Harris	
10	Pat Jones	
11	Doctor Clyde Harris	
12	Mark Mathews	
13	Sergeant Wilma Rudolph	
14	Jeff Samuels	
15	Captain William Fritz	
16	Gene Clean	
17	Sandy Martin	
18	Mandy Martin	
19	Assoc. Prof. Rachel Wiggins	
20	Prof. Louise Martin	
21	Private Sally Law	
22	Lieutenant Regina Schuster	
23	Colonel Mary Carter	
24	General Rose Patton	
25	Ruth Carter	
26	Billy Manson	
27	Doctor Larry Carter	
28	Fred MacDonald	
29	Sergeant Betty Donner	
30	Nathan Taylor	
31	Captain Tom Rivera	

CASTLIST

#	M/F	CHARACTER	PLAYER
01	F	Eliza Smith	
02	F	Cyndi Smith	
03	F	Assoc. Prof. June Thomas	
04	F	Prof. Carol Smith	
05	F	Private Samantha Jones	
06	F	Lieutenant Maggie Katz	
07	F	Colonel Beatrice Harris	
08	F	General Tammie Wilson	
09	F	Jennifer Harris	
10	M	Pat Jones	
11	M	Doctor Clyde Harris	
12	M	Mark Mathews	
13	F	Sergeant Wilma Rudolph	
14	M	Jeff Samuels	
15	M	Captain William Fritz	
16	M	Gene Clean	
17	F	Sandy Martin	
18	F	Mandy Martin	
19	F	Assoc. Prof. Rachel Wiggins	
20	F	Prof. Louise Martin	
21	F	Private Sally Law	
22	F	Lieutenant Regina Schuster	
23	F	Colonel Mary Carter	
24	F	General Rose Patton	
25	F	Ruth Carter	
26	M	Billy Manson	
27	M	Doctor Larry Carter	
28	M	Fred MacDonald	
29	F	Sergeant Betty Donner	
30	M	Nathan Taylor	
31	M	Captain Tom Rivera	

HARD CHOICES³

ELIZA SMITH

HIGH SCHOOL STUDENT, EXODUS

AGE 15

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

CYNDI SMITH

GRADUATE STUDENT, EXODUS

AGE 25

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

JUNE THOMAS

ASSOC. PROF., EXODUS

AGE 35

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

CAROL SMITH

PROF., EXODUS DIRECTOR

AGE 45

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

SAMANTHA JONES

PRIVATE, TEMPORAL MARINE CORPS

AGE 18

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

MAGGIE KATZ

LIEUTENANT, TEMPORAL MARINE CORPS

AGE 28

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

BEATRICE HARRIS

COLONEL, TEMPORAL MARINE CORPS

AGE 38

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

TAMMIE WILSON

GENERAL, TEMPORAL MARINE CORPS

AGE 48

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

JENNIFER HARRIS

HIGH SCHOOL STUDENT,
CHEERLEADER

AGE 16

TAIWAN INTERACTIVE THEATRE SOCIETY

HARD CHOICES¹

PAT JONES

TECHNICIAN, BOB'S COMPUTER
REPAIR

AGE 21

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

CLYDE HARRIS

DOCTOR, MEDICAL SERVICES
AGE 40

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

MARK MATHEWS

ENGINEER, DATADATA
COMPUTERS

AGE 30

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

WILMA RUDOLPH

SERGEANT, TEMPORAL MARINE CORPS
AGE 20

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

JEFF SAMUELS

UNEMPLOYED TRANSIENT
AGE 24

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

WILLIAM FRITZ

CAPTAIN, Temporal Corps
AGE 36

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

GENE CLEAN

COMPLEX JANITOR
AGE 22

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

SANDY MARTIN

HIGH SCHOOL STUDENT
AGE 17

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

MANDY MARTIN

GRADUATE STUDENT
AGE 27

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

RACHEL WIGGINS

ASSISTANT PROFESSOR

AGE 37

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

LOUISE MARTIN

ASSOCIATE PROFESSOR

AGE 47

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

SALLY LAW

PRIVATE, TEMPORAL CORPS

AGE 20

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

REGINA SCHUSTER

LIEUTENANT, TEMPORAL CORPS

AGE 30

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

MARY CARTER

NURSE MEDICAL, SERVICES

AGE 35

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

ROSE PATTON

LIEUTENANT GENERAL

AGE 50

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

RUTH CARTER

HIGH SCHOOL STUDENT

AGE 14

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

BILLY MANSON

TECHNICIAN, BOB'S COMPUTERS

AGE 21

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES³

LARRY CARTER

DOCTOR, MEDICAL SERVICES

AGE 50

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

FRED MACDONALD

INVESTIGATIVE JOURNALIST

AGE 24

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

BETTY DONNER

MILITARY INTELLIGENCE

AGE 28

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

NATHAN TAYLOR

ELECTRICAL ENGINEER

AGE 20

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

TOM RIVERA

CAPTAIN STRATEGIC, ANALYST

AGE 30

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

HARD CHOICES¹

DIRECTOR

INTERACTIVE DRAMATIST

TAIWAN INTERACTIVE THEATRE SOCIETY
NCCU INTERACTIVE DRAMA

01

Eliza Smith

High School Student, Assistant to the Exodus Project

“Anywhere but here, is where I want to be.”

Sex:	F
Age:	15
Blood Type:	B

Life Points:	15
Combat Bonus:	0

Voting Credits:	1
-----------------	---

02

Cyndi Smith

Graduate Student, Researcher on the Exodus Project

“If anyone calls, tell them I’m on another planet.”

Sex:	F
Age:	25
Blood Type:	A

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
----------------	---

03

June Thomas

Associate Professor, Exodus Project

“Her eyes could hold mine forever and I’d never mind.”

Sex:	F
Age:	35
Blood Type:	O

Life Points:	20
Combat Bonus:	0

Voting Tokens:	3
----------------	---

04

Carol Smith

Professor, Exodus Project Director

“To touch another dimension, now that’s worth dying for.”

Sex:	F
Age:	45
Blood Type:	AB

Life Points:	15
Combat Bonus:	0

Voting Tokens:	5
----------------	---

05

Samantha Jones

Private, Temporal Marine Corps

“What am I doing here?”

Sex:	F
Age:	18
Blood Type:	B

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	2
----------------	---

06

Maggie Katz

Lieutenant, Temporal Marine Corps

“Meow.”

Sex:	F
Age:	28
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	2
----------------	---

07

Beatrice Harris

Colonel, Temporal Marine Corps

“Touch my kid and I’ll break you in half.”

Sex:	F
Age:	38
Blood Type:	AB

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	4
----------------	---

08

Tammie Wilson

General, Temporal Marine Corps

“To serve, to protect, and to ensure survival.”

Sex:	F
Age:	48
Blood Type:	O

Life Points:	15
Combat Bonus:	+1

Voting Tokens:	6
----------------	---

09

Jennifer Harris

High School Student, Cheerleader

“En garde, thrust, parry, attack!”

Sex:	F
Age:	16
Blood Type:	A

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	1
----------------	---

10

Pat Jones

Technician, Bob’s Computer Repair

“This does nooooooot compute!”

Sex:	M
Age:	21
Blood Type:	B

Life Points:	20
Combat Bonus:	+2

Voting Tokens:	1
----------------	---

11

Clyde Harris

Doctor, Medical Services

“Take seven aspirins and don’t call me in the morning.”

Sex:	M
Age:	40
Blood Type:	O

Life Points:	18
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

12

Mark Mathews

Engineer, Datadata Computers

“So, do I cut the red wire or the green one?”

Sex:	M
Age:	30
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

13

Wilma Rudolph

Sergeant, Temporal Marine Corps

“Nice to meet you, now go away.”

Sex:	F
Age:	20
Blood Type:	O

Life Points:	20
Combat Bonus:	3

Voting Tokens:	2
-----------------------	---

14

Jeff Samuels

Unemployed Transient

“I used to have a life but I’ve misplaced it.”

Sex:	M
Age:	24
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	1
-----------------------	---

15

William Fritz

Captain, Temporal Marine Corps

“All I want is a really good time.”

Sex:	M
Age:	36
Blood Type:	AB

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	3
-----------------------	---

16

Gene Clean

Complex Janitor

“Rub a dub dub, scrub it and rub it and make it all shiny.”

Sex:	M
Age:	22
Blood Type:	B

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	1
-----------------------	---

17

Sandy Martin

High School Student, Assistant to the Exodus Project

“Anywhere but here, is where I want to be.”

Sex:	F
Age:	17
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
----------------	---

18

Mandy Martin

Graduate Student, Researcher on the Exodus Project

“If anyone calls, tell them I’m on another planet.”

Sex:	F
Age:	27
Blood Type:	B

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
----------------	---

19

Rachel Wiggins

Assistant Professor, Exodus Project

“Her eyes could hold mine forever and I’d never mind.”

Sex:	F
Age:	37
Blood Type:	AB

Life Points:	20
Combat Bonus:	0

Voting Tokens:	2
----------------	---

20

Louise Martin

Assoc. Professor, Exodus Project Director

“To touch another dimension, now that’s worth dying for.”

Sex:	F
Age:	47
Blood Type:	O

Life Points:	15
Combat Bonus:	0

Voting Tokens:	3
-----------------------	---

21

Sally Law

Private, Temporal Marine Corps

“What am I doing here?”

Sex:	F
Age:	20
Blood Type:	AB

Life Points:	15
Combat Bonus:	+5

Voting Tokens:	2
-----------------------	---

22

Regina Schuster

Lieutenant, Temporal Marine Corps

“Meow.”

Sex:	F
Age:	30
Blood Type:	AB

Life Points:	20
Combat Bonus:	+3

Voting Tokens:	2
-----------------------	---

23

Mary Carter

Nurse, Medical Services

“Touch my kid and I’ll break you in half.”

Sex:	F
Age:	35
Blood Type:	O

Life Points:	15
Combat Bonus:	+2

Voting Tokens:	2
-----------------------	---

24

Rose Patton

Lieutenant General, Temporal Marine Corps

“To serve, to protect, and to ensure survival.”

Sex:	F
Age:	50
Blood Type:	A

Life Points:	15
Combat Bonus:	+1

Voting Tokens:	4
-----------------------	---

25

Ruth Carter

High School Student, Gymnast

“En garde, thrust, parry, attack!”

Sex:	F
Age:	14
Blood Type:	B

Life Points:	15
Combat Bonus:	+4

Voting Tokens:	1
-----------------------	---

26

Billy Manson

Technician, Bob's Computer Repair

"This does nooooooot compute!"

Sex:	M
Age:	21
Blood Type:	AB

Life Points:	20
Combat Bonus:	+1

Voting Tokens:	1
-----------------------	---

27

Larry Carter

Doctor, Medical Services

"Take seven aspirins and don't call me in the morning."

Sex:	M
Age:	50
Blood Type:	AB

Life Points:	18
Combat Bonus:	0

Voting Tokens:	2
-----------------------	---

28

Fred MacDonald

Investigative Journalist

"I'd like to ask you a bunch of questions."

Sex:	M
Age:	24
Blood Type:	B

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
-----------------------	---

29

Betty Donner

Sergeant, Military Intelligence Analyst

“That doesn’t make sense.”

Sex:	F
Age:	28
Blood Type:	B

Life Points:	20
Combat Bonus:	5

Voting Tokens:	1
----------------	---

30

Nathan Taylor

Electrical Engineer

“Never cut the red wire.”

Sex:	M
Age:	20
Blood Type:	A

Life Points:	15
Combat Bonus:	0

Voting Tokens:	1
----------------	---

31

Tom Rivera

Captain, Strategic Analyst

“Make mistakes early so you have time to correct for them.”

Sex:	M
Age:	30
Blood Type:	B

Life Points:	20
Combat Bonus:	3

Voting Tokens:	2
----------------	---



www.interactivedramas.info