

COMMANDER GARRITY

GDF

The Protector

You'll always remember the first time you hurt another person. You were 12, and he was a high school kid, but he wouldn't leave your sister alone. She was 14, and you always looked up to her. The middle school and the high school were next-door to each other, and she used to walk home with you. One day, this boy started following the two of you. At first it was just silly, but no matter how many times she told him to go away, he kept following. As days passed, it got worse, and he started teasing her and grabbing her. Then one time, he held her against a wall and tried to kiss her. You hauled off and hit him as hard as you could, knocking him into the wall. You grabbed your sister and ran all the way home. You were terrified you would get in trouble, but he never followed your sister again.

Your parents never understood why you went into the military. Such a sweet child, they said. So gentle. How could you possibly go into the armed forces? What they didn't understand was that it was exactly that caring that drew you. You heard about the terrible things that the military did, and knew that it could be better. Your country needed protecting: there were great dangers out there. While you didn't like to hurt people, you also knew that was what meant you should go into the military. The alternative was a military run by people who did like to hurt people, and that was much, much worse. You were accepted into West Point, and focused hard, rising to the top of your class, and through the ranks.

You fought the terrorists with everything you had, and never hesitated to kill the enemy, but you still cry silently when you're alone for the innocents you have slaughtered. Then, you found an opportunity: the military was working on less-lethal weapons. Ways to control rioting crowds and disable terrorists without killing the civilians around them. It wasn't a glorious line of work, and many of the high-achieving officers avoided it, allowing you to rise through the ranks of testing and development. The projects aren't perfect, but they could be so much better than what the military has now. Project Resonance was one such project...

Who You Know:

Secretary Stevenson is a violent, drunken abuser. You have had your own struggles with drugs when the stress just got to be too much, but nothing excuses what Stevenson has done. You have heard what Stevenson has to say in AA. You are horrified that Stevenson is still in power after all that.

General Rosen is in charge of the military side of Project Resonance. Rosen really does not understand how valuable this could be. Some people only get into the military to boss other people around and kill bad guys. General Rosen is exactly the sort of person who made you want to go into the army. You don't want to leave your country in the hands of people like that.

Colonel Rothenberg - One of the strongest military proponents for the Resonance research. You were surprised at the level of desperation with which the colonel pushed for the project.

Corporal Breckinridge is one of the few military personnel in Resonance that you actually get along with. You can't be too close since Breckinridge is enlisted, but you do try to keep an eye out for the kid.

Dr. Yu is a scientist and concerned parent of an autistic child who did some of the early research on what would become Project Resonance. There was some kind of scandal involving illegal research, but you seem to recall that it was done to help Yu's child.