

Even in your youth in the Air Force, you always felt a sense of responsibility to your brothers and sisters in arms. Sure, you weren't the commanding officer, but you ended up the de facto leader in your little group of aircraft mechanics anyhow. People came to you with problems. "Hefetz," they'd say, "the Sarge keeps giving me crap and I'm trying my best. Can you talk to him for me?" You'd agree, and sure enough, soon the Sergeant would back off.

Like many of your fellow mechanics, you took advantage of the college scholarship after your enlisted tour was up, and you ended up in a dual-track MBA/MS program. Both seemed like natural fits - you'd been a mechanic in the Air Force, knew your way around technology, and you also were good with people.

The plan worked out well, and you got your first job out of college managing a pharmaceutical research lab. The scientists there liked you and your division performed great, but that didn't save the company from folding after two years. You moved on to several more jobs, picking up a Ph.D. in organizational psychology along the way. Eventually, fate brought you back to the Air Force - the Research Laboratory at Wright-Patterson Base needed a new director, and someone there must have remembered you.

As soon as you found your bearings, you began doing what you do best - looking for opportunities for your people to succeed. The Resonance Project was all the talk of DARPA, so it was a real shock to you that the Air Force was not yet involved. Resonance was a project to develop a new genetically-engineered virus for crowd control and treatment of autism. You just had to get Wright-Patterson in on this - there was no excuse not to be helping with such a hot project.

You began looking for collaborators to bring in, and soon discovered a likely candidate - Roma, a former fellow mechanic, had become a celebrated biologist. You went to visit Roma at SUNY Albany, and were surprised at the speed with which you were able to make a successful recruitment. You hardly even had a chance to mention the Resonance project.

With Roma in place, and a few other choice recruits, you had a crack team ready to go. Project Resonance, look out - the Air Force is on the case.

Attache Byrne is the worst sort of army twit. Byrne thinks that just because Resonance is a joint project taking place at Wright-Patterson that the army, and particularly Byrne's lazy boss, General Markoff can run roughshod over your research labs. You're glad that they're pushing for your DARPA funding, but, they need to but out of your work.

Corporal Breckinridge is a guard at Wright-Patterson, which technically means under your command, but give the vagaries of military command structure, it's not quite true. Breckinridge is a good kid though, even if not quite mature enough for the responsibility yet.

Dr. White was brought into the project by Dr. Yu, and you have regretted allowing Yu to make that decision ever since. Dr. White is nothing but trouble.

Dr. Solan is in charge of the Resonance Project itself. Dr. Solan is a good scientist and has done great work, but does not give enough acknowledgement to the hierarchy that the project exists within.

General Markoff is a lazy, blustering, busy-body. Markoff is the sort who can't even be bothered to shove their own nose into things. That little toady, Byrne does all the work for Markoff.

Dr. Roma is on of your old Air Force buddies and the first scientist you personally brought onto the Resonance Project. Roma can be a little overly cautious about moving forward, but it's good to have those voices on a project like this as well. Without people like Roma, a project can get swept away in itself.