

You first heard of Project Resonance when you were told that a top-secret project was pulling in military personnel to work security detail for it. It sounded legitimate enough, presented to you as having the dual purpose of attempting to find a cure for Braiden's Syndrome as well as possible military applications as a non-lethal means of riot control. As such, the project required a large number of children with severe Braiden's in order for them to test their cure. It would be your job to watch them, escort them from place to place, and, to your surprise, control them when it became necessary.

You'd never seen Braiden's kids before, never really knew much about what the syndrome was like. You figured they'd just be a little slow or something. What you saw in the kids you guarded shocked you. It was like they didn't understand how to be people. They couldn't connect with anyone. They barely responded to their names, and were upset over the slightest provocation. Some had it so bad they could barely understand what other people were saying. And the self-destructive behavior when they got upset - God, it was painful to watch sometimes. How many times did you have to seize hold of little boys who were throwing themselves into walls, or grab the hands of little girls who were pulling out their own hair?

You didn't know how much more you could stand to watch those poor kids suffer in the unfamiliar, uncompromising environment of the testing facility. But as the experiment went on, they actually seemed to be getting better! If you had been troubled by the notion of conducting experiments on kids, the results pushed all your doubts away. The difference was like night and day; instead of detached, tic-ridden children who flew into fits of violent rocking and head banging, they were speaking like normal kids, making eye contact and actually seeming to relate to the feelings of others. Some of them were actually really smart, and able to express it for the first time in their lives. You felt such a flood of happiness and relief on their behalves that you could only imagine the joy this would bring the parents, the families, the children themselves who were finally free of their affliction.

Perhaps most encouraging of all, the more the children improved, the more they started interacting with you. They would acknowledge you, engage you, actually make conversation with you that you never would have believed they were capable of before. So you started talking back. The scientists had never forbidden you from interacting with the children; up until now it had never really been possible. So when they asked you questions about yourself, the scientists running the experiment, the nature of the facility they were in, you answered them as best you could. They wanted to know everything, and it might be nice for them, you thought, to have someone actually treat them like they were normal for once. After all, what could be the harm? After everything they'd been through, why not?

Who You Know:

Commander Garrity - The commander has always looked out for you and treated you with respect. An excellent soldier and a good human being. You are proud to serve under Garrity's command.

General Rosen - You've always been a little intimidated by Rosen, who is a good leader but a hard, unforgiving personality. You get the feeling he would rather be out on the battlefield than home dealing with administrative issues.

Dr. Solan - The head of research for Project Resonance. An intense, driven scientist who sometimes treats the test subject children a little too much like lab animals for your liking.

Dr. Raines - One of the highest-ranking scientists on the project. Raines never pays much attention to you except to give you instructions, but your assignment often consists of supporting the doctor's work.

Dr. Hefetz - The air force contact on the project. You like Hefetz's decent, straightfoward attitude and background of military service.

Advisor Cahill - The National Security Advisor, who has a strong interest in the success of the project. You are often Cahill's escort on the regular site visits made to the facility.

Major Hughes - An older officer you used to serve with. That one's always been a little strange, but Hughes has gone off on a paranoid crusade against Project Resonance that includes haranguing you for working for them. You feel bad for the poor old major.

Assistant Carlisle is one of the few scientists you have really connected with. Carlisle is about your age, and just getting started. It's good to have a friend on the science side of the project.