**Tasks**

1. Short Character Bio

Name: Sergeant Arie “Bulletproof” Windsor

Age: 20

Gender: Female

Sexual Orientation: Protagonist

Short Character Description:

A tough as steel woman who joined the military after the rest of her family perished in the crossfire of war. Using her loss as the biggest driving force, her grit and tenacity, combined with her resolute and no-nonsense attitude, allowed her to rise up through the ranks quicker than anyone expected. At a young age, she is already proving to be a capable leader in the field and soon became your trusted lieutenant, whom you’ll rely on in tight spots, knowing that she’ll pull through without failure.

However, her position in the military is merely a ruse, as she has already been recruited by the rebel faction after her family’s death to play the role of a double agent, feeding the rebels important intelligence, but at the same time playing her cards right not to give away her true role by making some sacrifices here and there. She feels that the war is the fault of the government faction, and hates the government military with a fierce passion.

1. Dialogue/Scenario

You slowly open your eyes, letting them adjust to the dim light that covered the small room you find yourself in. The last thing you recall was a hard object smacking into the back of your skull, and you feel your consciousness slipping away from you as you fell onto a floor with a thud. You try to raise your hand to your throbbing head, but quickly realised that your limbs are bound tightly to the wooden chair you find yourself in.

“Finally up, sir? Good, I was thinking that you’d never wake. But then again, I made sure to hold back slightly, so I’m damn sure that wouldn’t have killed you.”

You turned to your left, the voice sounding extremely familiar, but you still can’t fully recall to whom it belongs to due to the grogginess in your head. The silhouetted figure on the floor stands up slowly and makes their way towards you. As they step into the light, a flood of shock and confusion rushes over you as you recognise one of your closest lieutenants, Sergeant Arie.

“What is the meaning of this?” You manage to spit the words out of your parched throat as you attempted to struggle out of your restraints to no avail. “Let me go right now, this is gross insubordination, you bitch!”

Maintaining a perfect poker face, Arie pulled out a dagger from a holster attached to her belt. “Stop squirming, or I’ll really give you something to scream about. I need some answers, and we can do this in preferably the easy way. I’m not afraid to resort to some… unorthodox means to get them though.” Arie muttered coldly with a trace of menace in her voice that you have never heard before. “I know that there are some supply vehicles delivering emergency backup rations and ammunition to the front lines, and you happen to know when and where. Spill, and I’ll consider letting you off with your life, though your rifle and supplies would have to stay with us, I’m afraid.”

Wait, what? How would she know about the troops at the front lines needing backup support? That information was only discussed at a higher-level commanders’ meeting, and even so, the topic of the meeting was confidential. Why would she even require such information at all? It doesn’t have anything to do with your current mission at hand. Unless…

“Why do you need to know that? Are you… are you working for the rebel faction?” Although you dread to hear the answer, deep down you already know that the current situation and the way that Arie is acting already confirms your suspicions.

Arie scoffed. “Took you long enough. I’m just surprised that no one has been able to weed me out just yet. Not surprising, given that everyone in the government military are incompetent as fucks. You though, you would have made a great leader in our ranks.”

No, this borders on the impossible. The sergeant has been a diligent and efficient member of your team, suppressing minor rebel camps that has popped up sporadically across the lands. Out of your entire team, she would be the least likely candidate to betray the military.

“I don’t understand… Why are you doing this? I thought you were always fiercely loyal to the government.” You try and keep calm, supressing the rage and despair at the betrayal of whom you thought was not merely a co-worker, a sibling in arms, but often times a close friend.

“Shut the hell up! Everyone in the government faction are scum! Anyway, why do I even have to explain everything to you?”

Damn. You’ve probably watched too many movies to expect the enemy to reveal their entire backstory and plans to you while you sit there all tied up. Also, its not like you’re some femme fatale in a superhero movie where you can find a means to escape after your captor drones on and on. You’re stuck in this chair for good.

“Time is running out, (protagonist). I need that info now, and trust me, I have ways of getting it out of you.” Arie growled.

What are you going to do? You could just keep your mouth shut, but you’re pretty sure she wasn’t joking about torturing the information out of you, and you’re not sure whether you would be able to hold out for more than a day or two, as you can already feel your body slowly breaking down after being taken captive, but that means that the troops at the front line would receive their back up, allowing them to push back the enemy forces.

Telling her everything would set back the progress your faction has made a significant amount, maybe even enough to lose the war. Nonetheless, you still get to live to fight another day.

Or, you can choose to lie to her. That way, your supply lines would not risk being intercepted by the enemy, and you can be released from your binds – it’s a best of both worlds’ solution! However, you’re not sure whether you can fool a person that knows you quite a bit, and it’ll be a risky manoeuvre, as you don’t know what she’ll do to you if she detects that you’re lying.

# Viva la governmentia! Stay loyal and refuse to say a word.  
# Loyalty be damned! Spill the beans to her.  
# Come up with something on the spot and feed her lies! (Stat check here maybe)  
# Convince her that you know nothing, and should let you go.

1. Moral Dilemma

“Sir! The interrogation of the prisoners revealed that enemy forces are right about to rain fire upon the entire Pellet City at 2000 hours tonight!” Corporal Michar yelled breathlessly after bursting into the briefing room.

“What?! How could the enemy attack a civilian city? That’s low, even for them.” However, you don’t doubt the validity of the claims, as the war has drawn out the resources of both factions. Even your own commanders have toyed with the idea of utilizing more extreme measures to bring the war to a close, and you have no doubt that the enemy is in a similar position. Granted, Pellet City might be civilian grounds, but it remains one of the major cities backing up the government’s position in the civil war, providing whatever support they can, be it financial or logistical.

“Moreover, sir, three other soldiers from the rebel camp that we interrogated separately gave the same testimony, so it is unlikely that they are lying about it. The planes that are loading off the bombs will be leaving from Hangar Epsilon” Corporal Michar pointed to a nearby location on the map pinned to the board.

“Dammit!! What the flying fuck are they even thinking?” You slammed your fist on the table. Turning to your fellow officer Chemyo, you ask if it’s possible to call for reinforcements to take down the enemy hangar.

“Unlikely, given that our forces are stretched thin enough as it is, we cannot rely on any backup. Moreover, it is also difficult to evacuate the entire city by tonight, so we’re definitely looking at a casualty rate in the hundreds.”

You grit your teeth as you glance at the location as pointed out on the map. As of now, the only forces stationed near the enemy’s hangar is your platoon, and given the levity and immediacy of the situation, only your men would be able to launch a counterstrike against the enemy in such a short period of time. If you strike now, you would still be able to buy time by engaging the enemy in forced combat, possibly delaying the lift-off of the bomber planes enough time for reinforcements to arrive.

“(Protagonist), I know it might not be in my place to say this, but if we stop the enemy’s forces, we are just going to prolong an already endless conflict. If… If the loss of Pellet City devastates the government forces enough to stop the war, wouldn’t it be better for both sides? If this drags on, we could be looking at even more casualties. Plus, headquarters have not been briefed about the plan to bomb the town, we can always keep things under wrap amongst ourselves…” Officer Chemyo mumbled as he places a hand on your shoulder.

You wanted to punch him for even considering something like that, but you know that within those words lay a spark of truth. The current situation is akin to a perfect stalemate, with both sides refusing to back down, and the gunfire grows fiercer each day. You have already lost count of the times you almost lost your life on the battlefield, and the number of people that did not survive to see tomorrow.

Would it be worth sacrificing lives of innocent civilians, if it could potentially lead to fewer casualties in the grand scheme of things? If you choose to do nothing about it, you know that there is a high chance the war might grind to a halt, and the country can focus on recovery instead of this ceaseless infighting.

However, you know that in warfare attacking civilians are never justified, and lives are ultimately still lives. It doesn’t feel right leaving the citizens of the city to die knowing that you could have done something about it, and as a soldier, isn’t your duty to protect the citizens?

# Storm the enemy’s hangar! Attacking innocent civilians is wrong no matter what!  
# Do nothing and let the war end. I’m tired of all the fighting.   
# Call HQ and let them make the call, I’m not having this responsibility thrown onto me.  
# Devastate the enemy’s resources to reduce casualties, but not enough for them to abandon the plan.