

## Technical Name

GERABE

## Profile Descriptions

Short: I've seen some rough stuff - can you bring me peace?

Long: I'm looking for someone to bring me comfort in the difficult times.

## Pitch

A war correspondent deployed into a conflict uses the dating app to alleviate stress and distract himself from the horrors he's seeing.

## Basic Info

Gerard Abercrombie

War Correspondent

27 y/o

Male

Virgo

Bisexual

Calm

Detached

Steadfast

Very private

Stressed out

## Examples

[Foreign Correspondent - TV Tropes](#)

[War is Hell - TV Tropes](#)

## Counters

Affection

Irritation

Gonzo (Empathy)

Objectivity (Detachment)

Interference

## Background

Gerard was born in Canada and moved to the U.S. before he went to school. He grew up in a small Midwest town with a lot of free time on his hands which he spent mostly reading. He also dabbled in the school's football team (usually as a benchwarmer) and in the journalism club.

While growing up, Gerard was enamored with literature pertaining to international conflicts, prompted by reading *The Sorrow of War* by Bao Ninh, an emotional account of the war in Vietnam. In his teens, Gerard used to read every report from various hotspots in the Middle East and beyond, as well as watch every related news report he could find.

Gerard wanted to become a journalist, but unfortunately his grades weren't good enough to get into his dream university. Instead, Gerard decided to enlist and toured in Afghanistan for three years. During his service, he has managed to help two warring tribes find an understanding using his knowledge of the conflict. Fellow soldiers told him he had to become a diplomat, but his dream was still journalism. He also met a star reporter, a war correspondent for a big British news agency, John Harris, and tried to learn as much as he could from him.

When he got back, he managed to pass the entrance exams with flying colors and started his war correspondent career as soon as he graduated. Gerard went to work for a respected American online newspaper and was deployed to a number of conflicts the United States were involved in, mostly following the U.S. troops.

At some point, another war erupted. This time it wasn't a localized conflict. The United States didn't participate in it. But it was brutal to a point it could be considered a "total war". Gerard was used to accompanying small regiments performing their tasks with pin-point accuracy. This war wasn't something he wanted to witness. He wouldn't have gone there if not for his younger sister Jean who decided to spend her gap year volunteering. She looked up to Gerard and thought she knew enough about war to help people suffering in a warzone. Gerard took the assignment to the frontline to look after her, and now he's face to face with a war very similar to one he read about in his favorite childhood book.

Gerard's friends were aware of where he was and were always so worried about him, he got a little sick of it. They were no help to him at that point. The editors back home seemed too detached from the reality of conflict. The war was just events and numbers to them, not suffering and real casualties. Gerard needed an outlet, something linking him to a normal life, something reminding him of home and its comforts, to get through this assignment until Jean's gap year ends. That's why he decided to look for someone on the NotAlone app.

## Behavior & Quirks

Gerard is always on the move. He's out there taking interviews on the frontlines, getting footage of life during a raging war, collecting evidence of war crimes, etc. His interactions with the player happen either by the end of the day, or at night (for him), since that's when he usually has free time.

He starts not really open about where he is and what he's doing, but the player quickly recognizes him, and some information about the war starts slipping through the cracks.

When talking about his personal experiences during the conflict, Gerard is quite open discussing his feelings, but he censors some more gruesome facts. He never saw a bloody conflict like this one, and it's in the player's hands whether Gerard will become more emphatic or distant, whether he just reports or starts actively helping.

## Theme and Arcs

- *Empathy vs Detachment*

As previously mentioned, Gerard sees a warzone this brutal for the first time ever. He's used to modern warfare with pin-point accurate strikes and well thought-out military missions. What he isn't used to is WWI-style trench warfare with unlimited shelling and a lot of civilian casualties. Looking at all of that, he's on the brink of a huge change in his worldview: either he starts empathizing with the people that try to defend against the aggressor, or he becomes detached and reports without any emotion. It heavily affects his writing.

- *Impartiality vs Interference*

Gerard is a war correspondent with combat experience, but he's not supposed to use it to help any side of the conflict - that would violate a lot of international laws. He's only allowed to use his expertise when he needs to get out of an extremely tough, dangerous situation. At some point he'll be faced with dilemmas: should he violate those laws to interfere and prevent injustice, or stand by and watch, as his professional etiquette demands.

## Plot

Three seasons of Gerard's story will be divided by localities and intensiveness of war. Every one of them will also have a military sub theme inspired by many war-related mediums and narrative tropes.

Gerard matches with the player while looking for someone generic to talk to, with hidden hopes of connecting with someone from his audience. He doesn't really want to discuss the war, but secretly hopes that the player would bring up the subject because it's getting harder and harder for him to write something. He needs a fresh perspective.

Gerard won't tolerate total indifference, but he'll gladly listen to advice from a curious person.

- **Season 1** - Conflict. Gerard is already on the frontline, reporting for a month. He lives close to his sister and can take charge of her evacuation at any point. The fighting is about 10 kilometers away, and he goes to visit different places daily, assembling accounts from people who refused to evacuate early or at all. After the player quickly earns his trust, he discusses what he saw with them - both good things and bad things. During these visits, he hears more and more about one particular enemy battalion and its infamous exploits. He decides to investigate it, but it's up to the player what kind of a conclusion he arrives at. He can also influence morale of the said battalion, influencing its fate in the process. By the end of the season the enemy army retreats from this part of the frontline, revealing what they were doing on the occupied territories. Gerard moves to another part of the country together with his sister and the relief force she's working for.
- **Season 2** - Desperation. Gerard and his sister end up in a big city that has been shelled for the entirety of the war. Now the enemy troops are flooding into the town. Gerard survives under the occupation with a resistance movement that's getting smaller by the minute. He's describing how people live under an occupation, cooped up in basements and underground structures, he describes how the enemy force controls the situation in the city, etc. At the end of the season he and Jean are exchanged for a number of captured enemy troops. The player helps him convince his sister to leave the warzone and get back home.
- **Season 3** - Tipping point. After Jean leaves back home, Gerard decides to stay and finish what he started. Depending on how involved he is due to the player's influence, he'll either start outright helping in the fight, or he'll start writing way more emotionally. He attaches himself to a number of small regiments that start acting behind enemy lines, helps/describes evacuations and keeps working until a ceasefire is negotiated. He's ready to write a book on this conflict, and he wants it to be better than *The Sorrow of War*, but the tone of the book is determined by how the player influenced Gerard during their conversations.

## Speech Characteristic

While talking about generic stuff, Gerard uses good American English, without unnecessary abbreviations or reductions.

As soon as the conversation turns to the current events he's participating in, he enters a "storyteller mode" depending on how the player influences him. If the player's reactions lean him more towards detachment, he uses dry language, sometimes sounding a little too bureaucratic. If the player prompts him to be more emotional and gonzo.

When talking about romantic matters, Gerard might get a little shy: most of his life was about frontlines, and that hindered his dating mojo.

## Appearance

Gerard is a well-built tall and blonde American man with blue-ish eyes. His vision isn't perfect and he doesn't have time to go through the correction procedure, thus he wears glasses. Optical semi-transparent sunglasses, to be precise.

He prefers to wear camouflage or military-style clothing, but can resort to jeans+shirt or shorts+t-shirt if he needs.

### Profile photo

Gerard in an American military uniform with a professional camera hanging on his neck.

<https://www.shutterstock.com/ru/image-photo/portrait-military-soldier-crouching-grass-boot-644931601>

<https://www.shutterstock.com/ru/image-photo/press-photographer-wearing-protective-helmet-vest-92472538>

<https://www.shutterstock.com/ru/image-photo/portrait-soldier-hand-on-head-sitting-630979070>

### Voice

Gerard's voice isn't too low or too high, usually classified as baritone. Speaks not too fast, articulating, given he's used to doing stand-up interviews. American midwest accent with a hint of French "r".



## Moodboard



## Season Map

### Episode 1

The player gets matched with Gerard. The conversation starts as usual: getting to know each other, the general details of life, and then the photo. The player recognizes Gerard, but he asks the player to keep talking about normal stuff before he tells the player why they recognized him. By the end of the chapter it turns out that Gerard's in the frontline of a big military conflict, he's a war journalist and the player might've seen him in the news.

**Photo:** [Gerard in civilian clothes \(jeans and a casual long sleeve shirt\), making a selfie in front of the Statue of Liberty](#)

### Episode 2

Gerard goes into detail on his current assignment and on why he's even there, tells the player about his little sister. It sounds like he blames himself for her decision to go volunteering in a hotspot, the player helps him work through that. Connection cuts out, and when he's back it turns out the enemy has destroyed the nearby cell tower. Gerard now climbs the nearby hill to get better reception to talk to the player. During their chat, a rocket hits the barrack he was living in, destroying part of his equipment. It isn't very convenient to keep notes on a cellphone, so he asks the player to help him a little, he wants to use the conversation as a notebook.

**Photo:** [Gerard near a destroyed cell tower, wearing military gear and a helmet with "PRESS" written on it.](#)

### Episode 3

Gerard visits a small town about 10 km away from the frontline and checks up on his sister. He needs to take some interviews as well. Many people have evacuated from the city, but a lot of people haven't. The player helps Gerard ask questions. A couple of interviewees mention "Regiment 585" of the enemy army. It looks like those guys have gathered quite a negative reputation over the last month of the conflict. Gerard and the player also discuss his food preferences when it's a lunch break.

**Photo:** [Gerard in military gear without his helmet eating military rations.](#) (writer's reference [https://i.ytimg.com/vi/ID\\_eFolemjU/maxresdefault.jpg](https://i.ytimg.com/vi/ID_eFolemjU/maxresdefault.jpg) )

### Episode 4

Gerard sets out to investigate a rogue drone that came from an unknown direction and fell near a small village closer to the frontline. He's on the fence between giving a couple of pointers to the bomb disposal officer that examines it, the player helps with that. If Gerard gives his advice, two sappers stay alive: the drone was a bomb. Still no real clue about who exactly is behind this attack. On the way back, Gerard and the player speak about how mere 10 kilometers away from the frontline it looks like everything's not that bad, but as soon as you get closer to the defense barrier, it all turns to hell. Gerard goes to the outdoor shower. After that the player initiates a casual discussion in order to help Gerard get distracted from this horror.

**Photo:** [Gerard looking out from behind an outdoor shower, half-naked.](#)

### Episode 5

The conversation starts with a small poem Gerard wrote to the brave men and women of people's militia, fighting side by side with real soldiers against the aggressor. It gradually turns into a convo about partner preferences, just the basic stuff - appearance, interests, etc. Some general flirting occurs. The conversation is cut short when it just turns hot - by a shelling of the city Gerard's sister is working in.

**Photo:** [Gerard taking a selfie with a bunch of militia.](#)

### Episode 6



Jean is all right, but a little shocked. Gerard accepts advice on how to calm her down. They discuss the best ways to help a person through an external crisis. Gerard seems to be not “all there”, which prompts the player to start worrying when he logs off for a longer time than usual. When he’s back, it becomes apparent that Gerard’s on the way towards the enemy positions, where the shelling came from. The player might encourage him to go there and sort it out, or try to calm him down and make him think more rationally.

**Photo:** Gerard with Jean sitting on a bench, he’s hugging his little sister.

### Episode 7

Gerard arrives at the place the shelling originated from, a little behind the frontline. There’s nobody there but a couple of enemy combatants captured by people’s militia. Depending on the player’s advice in the last chapter, he either loses his cool, or calmly interviews the prisoners of war. Regiment 585 is mentioned again, apparently it was their artillery. Gerard decides to write a longread on war crimes of the regiment. The rest of the convo in the episode is about what Gerard feels after his sister almost died under enemy fire.

**Photo:** Gerard with a camera, taking a photo of a shelled town from a long distance.

### Episode 8

Gerard gets to a new press quarters, a little further away from the frontline. He’s collecting data on Regiment 585, but hits a writer’s block. He tries to distract himself by reading other media and discussions in the messengers. A conversation about how people can support mass murder and destruction ensues. Gerard’s point of view - any negative emotions the victims of this calamity are feeling are justified, but the aggressors don’t have a right to that. The player can agree with him, or disagree. It’s a debate, not an argument, though some of the player’s positions could influence Gerard’s Affection or Irritation.

**Photo:** Gerard lying on the grass in a military tent with a cellphone in his hands.

### Episode 9

Writer’s block is still there, and now Gerard needs a lot of distraction. They talk about how beautiful the country he’s in used to be. That, though not without many issues, it was a peaceful part of the world. They start talking about Gerard’s background: where he was born in Canada, who was his first love, how he was in high school in America. Player also shares some general information. High Affection players get a prolonged flirtatious exchange.

**Photo:** Gerard in civilian clothes - shorts+t-shirt - on a selfie outside, in warm weather, with a cloudless blue sky.

### Episode 10

Gerard decides to go to a big city, a regional capital, which isn’t taken by the enemy but is on the frontline. He’s discussing the experiences of those who are forced to hide in basements and clear the rubble after another brutal shelling. He notices how people become closer together in these circumstances. Tells a story about a couple that met in a basement during a shelling - and how they’re together now. Shares some similar dreams with the player, but quickly stops himself - he doesn’t want the player to feel unsafe. By the end of the day he asks the player’s advice on whether he should help evacuate a bunch of people.

**Photo:** Gerard in a basement with barely any lighting (but enough to make him look clear).

### Episode 11

Gerard tells the player his car was fired upon while he was trying to get back. If he took refugees, he saved them, but the car is bust. If he didn’t, it ran out of fuel not long before he reached his destination. Gerard shares his

feelings - what does it mean to be fired upon, and whether the feeling differs between being a soldier and a journalist. By the middle of the episode an unknown caller contacts him and says they're aware of what happened to Gerard on the road. All signs point to Regiment 585, which apparently heard about the article Gerard was working on.

**Photo:** Gerard holding a bullet shell and showing off a new dent in his helmet.

### Episode 12

Gerard considers whether it's reckless to seek an interview with Regiment 585's leader. They discuss it with the player. At some point it becomes clear that he made up his mind. The only help he needs is getting a bunch of questions ready. It's up to the player, how provocative those will be, will Gerard go into it with a lot of bias, etc.

**Photo:** Gerard writing down his questions on paper with a small pen, using a book as an improvised table.

### Episode 13

Gerard visits his sister again, he's acting a bit strange - spelling words wrong, being more aggressive than usual in the conversation. The player deduces that he might be a little drunk, which makes his plan to go behind enemy lines way more dangerous. The player understands Gerard is very stressed out and helps him using techniques Gerard himself taught them a couple of episodes ago. Depending on the player's Affection/Irritation, Gonzo/Objectivity ratings, they plan his next steps. The plan will influence whether Gerard's getting injured in the last episode of this season.

**Photo:** Gerard getting into a new car.

### Episode 14

Gerard successfully infiltrated behind enemy lines. He notices a couple of settlements without any presence of the enemy - and that's on the occupied territory. He decides to investigate when he stumbles upon another settlement like that. Turns out the enemy soldiers just left. Now he thinks about whether he should report that to someone on the other side, or just move on. They discuss the details of the enemy retreat, until Gerard realizes he should rush further if he doesn't want to miss Regiment 585.

**Photo:** Gerard in the empty settlement standing near a door to a private house.

### Episode 15

Gerard meets the commander of Regiment 585 and logs out. When he returns, it all depends on how the interview questions were drawn up. Either they get mad and almost kill him, or the interview gets cut short. In both cases they get an order to retreat and leave the settlement he found them in. Together with the player they analyze the answers they got for the article, which he finishes after a short break. They talk about how wonderful it would've been to meet, what can they do together, back to normal stuff. But in the end Gerard confesses that he can't leave: even though the enemy retreated here, there's another, quite lengthy frontline, and his sister decided to go to an occupied city there. Gerard is following her there. He promises to text the player as soon as he gets there.

**Photo:** Gerard taking photos of retreating IFVs