

Game Over (by Matthew Floyd) – Character Outline

1. Marcus Root (Major) – The Fox
 - a. Age: Mid-to-Late-20's
 - b. Ethnicity: White (but not important)
 - c. Facial Features: Heavy 5:00 shadow, Clean Hair
 - d. Voice: Heavy, proud, confident, "I am going to get this done" tone
 - e. Clothing: Every-day travel/work clothing: button-down shirt, shorts, shoes, sneakers (changes midway into) → "sneaky" clothing: dark shirt with long jacket, jeans, well-bought shoes, sunglasses, baseball cap
 - f. Look: Sits up straight, proud self-image, well-dressed, attractive, fairly thin, average height, harbors a determined, passionate look within the eyes of a longing to achieve his goals – ambiguous as to whether it is a look of determined vengeance, desire-to-be-a-champion, or that of a killer
 - g. Personality: Conveys a friendly and understanding persona on the outside to hide a meticulous and deeply passionate and determined affect on the inside due to being "second-best" to Ray for a long time. At first tries to gather information in order to keep up the persona of trying to protect his friends. In fact, he "killed" Charlotte due to his desire to beat Ray and be a champion.
 - h. Wishes: First and foremost, wants to win. His extended character outline on his wall and his meticulous way in which he sneaks around illustrates his obsession towards winning Assassins (even though it *could* be him being protective of his friends on the outside) that borders on desperation. His "friendships" are basically all business-related and not completely real. Sees the goal of winning Assassins as the only worthwhile thing.
 - i. Strength: He keeps character diagrams on the wall, carries around "spare" changes of clothes, and uses his "friends" as tools to achieve his ends. He is meticulous and extremely dedicated towards becoming a champion. Of course, this type of meticulousness can also be perceived as those of a professional killer.
 - j. Weakness: As he gets closer towards his goal's end, he becomes less meticulous and underestimates the strengths of the "submissives" like Charlotte and Lee. Is done in at the end because he neglected to check all the possible ways for Lee to escape the place where Marcus hid him.
2. Ray Jameson (Major) – The Lion
 - a. Age: Mid-to-Late-20's
 - b. Ethnicity: White (but not important)
 - c. Facial Features: Goatee, Clean Hair
 - d. Voice: Slowly, forcefully, with importance and emphasis on every word; even more confident than Marcus, speaks as if he knows that when he speaks, people listen,
 - e. Clothing: Simple yet well-dressed; Polo shirt with the top button unbuttoned; nice Khaki pants; dress shoes;
 - f. Look: He's the confident one; dresses well; tall, thin build and in shape; strongly confident, he's the guy who not only tries to get stuff done, he gets stuff done; very stolid; in the Assassins context, is the confident champion

- being chased; in the killer context, is the “Tony Soprano” kind-of everyone-knows-he-does-stuff-but-is-too-afraid-to-confront-him
- g. Personality: A very confident yet reserved, in-the-shadows kind of personality in his abilities; now uses the context of his name and the threat of force to get people to do what he wants; sees both Marcus and Lee as directly inferior to him and, with Lee specifically, enjoys showing his authority.
 - h. Wishes: The wishes of the guy who has everything (at least in his mind) and is not going to let little twerps like Marcus or Lee try and take them from him; he is happy with his place in the world yet the fact that he has to build himself up with his “name” and reputation illustrates he’s not *as* confident in himself as he appears to be.
 - i. Strength: He’s the champion – all roads to victory go through him. He has the reputation and people fear him – both in an Assassins and real-world context for the sake of ambiguity. As such, he can use his “name” as a way to get people to play by his rules.
 - j. Weakness: Underestimates his competition because he holds himself up so highly in the context of it; in a way is beaten both by Marcus (who has him dead-to-rights before he himself is shot) and by Lee as well (who purposely played the submissive role).
3. Lee (Major) – The Snake
- a. Age: Early-to-Mid-20’s
 - b. Ethnicity: White (but not important)
 - c. Facial Features: Completely Clean-shaven, Glasses
 - d. Voice: Light, deceptively timid, to-the-point
 - e. Clothing: Wears everyday clothing similar to Marcus and Ray, yet wears it in a carefree, happy-go-lucky manner; wears a T-shirt and shorts but without them tucked in, for example.
 - f. Look: Somewhat confident but with much less elegance to that of Marcus or Ray; fairly tall, thin build; with a quiet, intimate look, like that of someone who is observing everything and thinking about it; similar to Charlotte
 - g. Personality: Conveys a timid and subservient personality to mask his frustration with just how seriously Marcus and Ray are taking everything and his own desire to win that he probably doesn’t even know is there; basically just does his own thing and is the silent assassin; he waits, without rush or worry, and strikes when the time is right; he puts up with Ray’s orders but is visibly annoyed by them; if more meta theories are explored, one could say he is playing the role of the stereotypical female partner who does duties as is told yet secretly is the one who calls the shots without others knowing it.
 - h. Wishes: Honestly, just wants all this stuff to be over; he is visibly tired by having to play around with Marcus and Ray in their games and wants to get back to stuff that actually matters; if he ends up winning, then “whatever” in his mind, it’s not that important, it’s just a game; in the real-world context, can be seen as the mutinous partner laying in wait for his moment to become the guy in charge

- i. Strength: He doesn't care. His abilities and tactics are not driven by any emotion but that of pure practicality; Marcus and Ray do not see him as a threat in the slightest and that makes him dangerous; the silent assassin
 - j. Weakness: Not many; in terms of physical abilities, is more meek and is easily overpowered by Marcus, but in terms of emotional and psychological weaknesses, doesn't really have any; he wins the game after all.
4. Charlotte (Major) – The Hawk
- a. Age: Early-to-Mid-20's
 - b. Ethnicity: White (but not important)
 - c. Facial Features: Normal, well-kept, light makeup
 - d. Voice: Light, shy, timid, "I need your help" tone when speaking to Marcus, but much harsher and calculating when speaking to herself and elsewhere
 - e. Clothing: Every-day clothing: shirt, pants, light jacket, decent shoes
 - f. Look: Proud self-image, well-dressed, attractive, average height; pretends to have a sad, melancholy look with the eyes of a longing for a peace and an end to the "death"; yet also has a hawk-like mentality of actively looking for "prey" and means to get it.
 - g. Personality: Gives of a timid and somewhat introverted personality in her abilities; pretends to be Marcus's friend and "damsel in distress" looking to elevate her self-confidence; like Lee, is pretending to be a subservient friend helping a dominant personality achieve his ends; unlike Lee, however, is actively trying to manipulate Marcus in a calculating way to achieve her own agenda; is seemingly happy with herself; more or less is participating in the game to do something new.
 - h. Wishes: Basically just trying out a new thing to do; unlike Lee, who really doesn't (or at least believes he doesn't) give a shit, she actually enjoys pretending to be subservient to fool the others; in the non-Assassins context, she is a victim, but was planning to try and figure out a way to take things into her own hands to stop the "death."
 - i. Strengths: She knows how to play the "damsel in distress" role very well and is able to convince people she needs help when in truth she's after calculated clues and information; she is extremely intelligent, arguably the smartest of major characters.
 - j. Weakness: It's up to interpretation as to whether or not she enjoys the manipulation too much, but she *does* run away from Marcus once she realizes the jig is up; Marcus is able to overpower her mainly because he's superior physically and because the doors to the "base" were locked; otherwise, she knew what she was doing
5. Jack Emerald (minor)
- a. Age: Mid-to-Late-20's
 - b. Ethnicity: White (but not important)
 - c. Facial Features: Clean-shaven, well-kept and groomed
 - d. Voice: Matter-of-fact voice of a referee/organizer (which is what he is), authoritative, yet not in the relishing, commanding way that Ray

- e. Clothing: Worker's uniform, considering Marcus speaks with him when he's working at the tea shop (also the place at which he works is not important)
 - f. Look: That of a guy who's in charge, but only because he has to be; very business-like; tells things the way it is
 - g. Personality: Judging by the conversation he has with Marcus, he must have some sort of past friendship with Marcus (most likely he participated in Assassins and helped Marcus before he decided to become the organizer instead) and appears as helpful, but at the end of the day is still trying to run an event fairly. Unlike the other characters, he is actually telling the truth and not pretending to be something he isn't. In a non-Assassins context, appears to be an old friend of Marcus who is now "out of the game" but tries to help him try and survive, yet is worried for his own safety.
 - h. Wishes: No real wishes; he's simply "running a business"
6. The Crowd (supporting)
- a. Age: Varied, 20's
 - b. Ethnicity: Varied
 - c. Facial Features: Varied
 - d. Voice: Loud, confused, inquisitive
 - e. Clothing: Varied, every-day
 - f. Look: Normal people
 - g. Personality: Varied, unkown
 - h. Wishes: No real wishes; they emerge after Lee is victorious and ask pointed questions as to who won and how; basically audience surrogates