

Dr. Randall Rourke

“Medicine, the only profession that labors incessantly to destroy the reason for its own existence.”

-James Bryce

This really isn't... I mean, it's just not... well, things just aren't working out the way you thought they would. Everything's so much more.. more complicated than you had expected.

I mean, you came back to San Inguon so that you could *relax*. After two years in residency at St. Jude's Hospital in Phoenix, you had seen enough of the... well, the hecticness. Everyone running around, trying to.. to do everything that could be done for a patient that was one of the twelve who came in within the last half-hour. You had always wanted to.. to... well, to help people. To be a healer, a curer of the sick. But with all of the... all of the *pressure*, the constant stream of patients, it was so hard to... to just *know* them, to understand them. It was too easy to see the guy in room 5B as a case of appendicitis, rather than a real person, full of... of wit and charm, with a life of his own. Certainly, you were healing people, but you felt no... no real comfort from it. It was all so hectic and rushed, you felt you knew about as much about these people as a T.V. repairman did about the T.V.s he fixed. He knew how the parts worked, but never really saw how the T.V... the T.V... hmmm. That analogy seems to have painted itself into a corner.

In any case, you felt a void inside of you. You wanted to go back to the kind of town where you had grown up, where everybody knew each other and cared for one another. Where when a man came in with a pain in his chest, you didn't need a chart to know his medical history, because... well, because he was someone you knew, darnit. You scouted out a couple of towns near Phoenix on your occasional day off. As luck would have it, though, Dr. Ferngreen, who had run a small practice in San Inguon for thirty years, decided to retire about the time you received your certification. And so you went back to the town you grew up in, and hung your shingle.

But things just... well, things just don't seem the same any more. Maybe it's because you're older. When you were a kid, there were always the mesas to explore, caves to spelunk, and teachers to annoy. Now... now you're seeing a different side of the town. A scarier side, sometimes. It first hit you when Ezekiel Koln brought his wife Harriet in for her annual check-up. When you were a kid, Zeke Koln was the town scalawag, making a life out of making trouble. You had remembered him as a big, strapping man who wouldn't take any guff from anyone. Now he's gone pretty gray, and has gotten out of shape and overweight. He still doesn't take any guff, but that's because he spends most of his time hiding in a bottle. It was pathetic, and at the same time a little scary. Your memories of this town were crashing up against the real world. It's just... well, it's just not right. And his wife, the poor woman. It's obvious she took some sort of sharp blow to the head years ago. You've never seen a more classic case of untreated brain damage. Unfortunately, it must have happened years ago, and there was little that you could do for her.

And some of the projects you've been working on... well, they show a side of the town that you never thought existed when you were a kid. You see, Sheriff Ward Barnes doesn't really have much of a force here in town, and the closest medical examiner is about sixty miles away. So occasionally you help him out with analyzing evidence, performing autopsies, etcetera. You're no pathologist, certainly, but Ward wants to have a rough sketch of what's going on right away and get the full story later, rather than simply waiting around for the full story all at once. So when he asked you to help him out occasionally, you gladly agreed. But had no clue... no idea at all of what you were going to see.

The mangled bodies were the worst. The absolute worst. Ten bodies in the last two weeks. Ten bodies! You never thought something like this could *ever* happen in a sleepy little town like San Inguon. When you were a kid, you never felt scared being out after dark in San Inguon. Now that you've seen those bodies, though... it's just... well, it makes you wonder about what else this town is hiding. You haven't even really touched the bodies yet. Just seeing them depresses you. Luckily, the Sheriff hasn't really brought up the matter with you. Still, you should probably get around to seeing what tore those people apart. It's just that... well, it's just hard to deal with such a violent crime happening in the town you grew up in.

Besides, there's another something that has taken your attention. You were going over files in your office when you realized something. You spent the rest of the day going over the charts and doing the math, and then doing a little research. And it all added up. Too many people in San Inguon have been dying of cancer, nearly twice as many as there should be. And three-quarters of the people who passed away from cancer in the last year were employed by Sturvin Mining Corporation. Sturvin Mining runs the uranium mines just outside of town. It's obvious to you that Harold Sturvin, president and owner of Sturvin Mining Corporation, is running a slipshod organization, ignoring health and safety standards. If he were running an upright corporation, so many people could have lived an extra five, maybe ten years! But for just a little extra profit, Sturvin condemned them to an early demise. And... and worst of all is the stranglehold he has on this town. As the richest man in the county, Sturvin's support almost guarantees who will be elected mayor or sheriff. So Mayor Cunningham won't even hear you out, and Sheriff Barnes says he agrees that something's wrong, but without more than circumstantial proof, there's nothing he can do. You never thought of this town as being in the pocket of the Sturvin family. Well, there must be something you can do. There must be some way to prove that Harold Sturvin has been running his company below standards. There has to be a way, and gosh darnit, you'll find it. It's your duty as a doctor.

Stock Quote: "Well, it's just... it's just not right."

Mannerisms: Dr. Rourke is a young, idealistic doctor who sees his job as righting every wrong, and making everything better for everyone. Gesture dramatically and pause every once in a while, as if searching for the right word.

People You Know:

J.D. Koln: Son of Zeke and Harriet Koln. You worry about the poor kid. His father's an alcoholic and his mother's an invalid. Maybe you should keep an eye upon him. You know, sort of as a guardian angel. After all, you doubt that his parents will.

Robert Sherman: A nice young man. He'd be doing better in school if he just applied himself a little bit more, but he's still young and a little bit restless. He's a bit of a daredevil and hangs around with J.D. and Nick Kerensky a lot, but they really don't do a lot more than the occasional prank.

Nick Kerensky: The Kerensky family moved here from Russia in the late teens, and have made a decent, if not luxurious, existence for themselves. Nick is a pretty standard example of all of the male Kerenskys. Large, strong, and a little on the slow side. Still, he's got a good heart, and probably will do very well for himself some day.

James Daniels: The Daniels moved in to help oversee the Ft. Lucas Rita Research Labs. That's another thing that's changed so much since you went off to college. This new base is nice, plenty of good jobs for people, but there are so many new families moving here, so much important and secret work being done, that it's changed the atmosphere of the town a lot. It used to be that you could ask someone what they did and you'd get a half-hour report on how the tavern was doing, or a story of the latest plumbing disaster that Mrs. Johnson had, or some such. Now, half of the time they either can't tell you because it's secret, or they can't tell you because you just don't understand it. Well, in any case, James seems like a nice enough kid.

Timmy Carroll: A young man absolutely devoted to science. He works at the Research Labs part-time. If you actually had much of a work load, you'd talk to him and see if he's interested enough in medicine to help you out. But you can pretty much handle your job now.

Anthony Turrelli: The Turelli family moved here just after World War II. They're nice, decent people, although Giovanni Turelli's accent is a little hard to break on occasion.

Mark Sturvin: Harold Sturvin's son. The Sturvin family has been the richest family in San Inguon for as long as there has been a San Inguon... it's only been recently that you've found out how shady their dealings have been. Still, that's nothing to hold against Mark, who seems like a nice kid, albeit a little bit shy.

Mary Jenkins: One of the girls at Reverend Hines' orphanage. She's a very shy and quiet one.

Theresa Kerensky: Nick's younger sister. She's quite the attractive one, and if you were sixteen again you'd probably fall for her. She must be quite the handful for her family.

Catherine Thomas: Another of the girls at Reverend Hines' orphanage. She seems pretty average.

Margaret Smith: She's quite an intriguing one. The Smith family moved here about ten years ago, and Margaret was the most precocious six-year old you had ever met. It always amazed you how much she knew. But now that you've moved back, she seems to have hidden her intelligence in order to become more popular. Sigh. You'll never understand some of the things people do because of peer pressure.

General Hiram Cork: Runs Ft. Rita. You haven't really met him; he hasn't been in for a checkup. You suppose he doesn't trust small-town doctors.

Colonel Fred Daniels: James' father. A nice man, if a bit on the egotistical side. Still, he's in amazingly good health for a man of his age.

Dr. Marshall Fields: Runs the Chemistry Department of the Research Labs. A very, very secretive man. You don't trust him at all. He's probably trying working upon some chemical weapon to help the Army win World War III. You shudder at the thought of someone devoting their life to making things kill people more efficiently.

Dr. Lawrence Bates: Runs the Physics Department of the Research Labs. You'd hold the same grudge against him that you do against Dr. Fields if he didn't seem so harmless. He's a very genial man, if a bit... well, more than a bit absent-minded.

Mayor Edward Cunningham: A politician through and through. You've learned never to expect any sort of action from him, especially actions that would make him less popular. He stands for nothing other than being re-elected.

Sheriff Ward Barnes: A nice, kind guy. He's doing the best he can to help keep the peace in San Inguon. You just wish he could help you prove Sturvin's wrongdoing.

C.J. Nickels: Self-proclaimed oldest man in San Inguon. He's always been coy with you about how old he really is, which makes it damned hard to tell him whether he's in great health for a man his age or in terrible health. A bit of a curmudgeon, he. In any case, he's in somewhat poor health if he's in his nineties (as you believe) and in incredibly good health if he's in his one hundred and fifties (as some people claim).

Harold & Bess Smith: Mr. & Mrs. Apple Pie. Harold is as All-American as anyone you know, and he's a nice guy (if you can weather him trying to sell you life insurance for half an hour every time you see him). Bess is a wonderful woman, a caring mother and a devoted wife. You hope you can find someone like her some day.

Giovanni "Pops" Turreli: Tony's father. "Pops" runs the malt shop in downtown San Inguon. Thankfully, the wonderful taste of his chocolate malts is one thing that hasn't changed since you left.

Adele Siegelski: Principal of Edwood High School. From what you hear, you were very lucky to graduate before she took over. She runs a very tight ship.

Ivan Kerensky: Nick and Theresa's father. Ivan runs the gas station in town. He's a whiz with mechanics, and takes the same attitude towards cars that you do towards people.

Reverend Samuel Hines: Came into town after you went off to college. He's done a very nice job with his orphanage. He seems a very caring, responsible man.

Dr. Gerald Forbes: Head of the Biology department at the Research Labs. His wife died in a car accident just a few weeks ago, and people are saying he's been not quite the same since. Maybe you should talk to him. You're not a psychologist, of course, but maybe, in some small way, you could help. Besides, he's supposed to be helping you out in figuring out these murders.

Harold Sturvin: Patriarch of the Sturvin family. He's a greedy son of a gun, and you'd like nothing more than to expose his greed to the world.

Dr. Sarah Carroll: Head of the Astronomy Department at the Research Labs. You think it's a great thing that a woman has gotten as far as she has. She must be a very

determined and driven person. You don't really know her that well, but maybe you should get to know her better.

Darla Hotchkins: She's the School Nurse at Edwood High. You've really only met her in passing, but you're completely taken by her. She's obviously interested in medicine, in caring for the young, she's your age, and she's incredibly attractive, too. You've really got to make the time to get to know her better. Who knows? Maybe she's the woman you've been waiting your whole life for...

Goals:

1. Right every wrong and heal all the sick. Okay, it's unlikely you'll be able to accomplish all of that, but you can try your hardest, right?
2. Do whatever you can to gather proof that Harold Sturvin is running his mines below standards. Prove to the world just how greedy he is.
3. Investigate the bodies that Sheriff Barnes has asked you to look at. Help him figure out who- or what- has been on a killing spree in San Inguon recently.
4. Find the time to get to know Darla Hotchkins. See if she'd be willing to go out with you.