An Audition For A Murder Characters

REED MOORE - assistant Director. More or less holds everything together. Not 100 per cent sure what he is doing but manages to fake his way through.

VIVIAN VINDERLOU- Director of the play. Slightly flamboyant in an artistic nature calling everyone darling and would hug everyone. Has a few surviving brain cells and a massive hangover.

AMBER- Auditioning actress. Proverbial drama queen who overdoes everything from her wardrobe to her make up.

MIA- Auditioning actress. Intellectual that questions everything whether she wants the answer or not. Probably wears a Che Guerva T-shirt, trench coat and combat boots.

CHAD- Auditioning actor. Happy go lucky guy who attends all auditions but seems to freeze on stage and cant project above a whisper when reading from the script. Willing to work props or build sets if he doesn't get cast.

TROY MAY- Auditioning Actor. Attractive male. Is a legend in his own mind. Everyone and everything is below his talent. Problem is he has no talent. Gets a part in every play on reputation only.

TATANYA- Troy's significant female friend. Attractive girl that was caught up in the lure of "Troyness". Perceives herself as Troy's girlfriend but is actually his gopher. And only his gopher because she has a car and can drive him to auditions.

ALAN- Auditioning Male. Quiet subdued intelligent guy. Holds down numerous jobs. Probably has a degree in theater but works at a Drive though Hamburger chain just to make a living.

JULIE- Auditioning actress. Was shuttled to auditions since the day she was born. Won "Little Miss Cute Baby" and "Little Miss Talent Toddler" etc.. etc..

MRS. NEEDLEMAN- Julie's mother. The one who shuttled Julie to pageants and talent shows all over the region. Can you say, Over Protective Stage Mother?

JIM CULTER- Playwright. Slightly scatter-brained due to his always listening for dialogue or ideas.

INSPECTOR BRAVURA- Female detective. Came to the auditions at the invitation of the playwright to serve as a technical advisor.