

The Good Place:



The Joint Council on Afterlife Affairs

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Letter from the Crisis Director

Welcome! Everything is fine.

My name is Jessica Middleton and I will be your Crisis Director for this committee. I am currently in my third year at FSU pursuing a double major in Political Science and International Affairs. This will be my second year in FSU's World Affairs Program, and my first year staffing RTC! I have been doing Model UN since my freshman year of high school, and it has played a crucial role in shaping my passion for politics and world affairs.

Beyond Model UN, I spend most of my time watching comedy TV shows, which is where the committee topic comes into play. While I'm a fan of pretty much any of the shows Mike Schur has done (look it up--he's behind more popular shows than you might think), my love for The Good Place is unmatched. While it is a show that benefits largely from its plot twists and the constant shifting of the narrative, it maintains its core values throughout and puts forth an inspiring view of humanity. Not only am I a fan of the show, but I am also a huge fan of the podcast, so this is certainly a committee where super fans will be at an advantage. If you haven't seen the show, I highly encourage you to check it out on Netflix or Hulu or to check out the recaps available on YouTube. I have framed this committee as a battle between good and evil, and I really hope to explore some deeper questions about morality and what it means to be good.

I look forward to seeing you all fight for what is good ... or bad. If you have any questions or concerns as we approach the weekend, feel free to email me at jpm18e@my.fsu.edu.

Take it sleazy,

Jessica Middleton (she/her/hers)

Letter from the Chair

Fork yeah! My name is Karissa Hammett, and I have the privilege of being your Chair for this committee! I am currently a Senior at Florida State University studying International Affairs, Emergency Management and Homeland Security, as well as the Arabic language. This is my second year on the collegiate MUN circuit alongside the World Affairs Program, and I am very excited to work alongside my roommate, Jessica, and make this committee rock! I am the Under-Secretary General of Public Relations for RTC XXIX, and I am also a part of the Programing Committee, where I work with some of my best friends and coordinate all of our trainings for our delegates!

When I am not spending all of my time on Model UN, you can find me rambling about the latest events in the Middle East or playing Just Dance on my Wii. If you look hard enough, you might even catch me raising my screen time by watching Tik Toks while on my Zoom lectures. I am very eager for this committee because I believe that the Good Place is one of the most pivotal shows to hit television since Law and Order: SVU (sorry, Lieutenant Benson!). I am looking forward to seeing delegates attempt to reinvent the points system, as well as the afterlife itself, and juggle the moral dilemmas about humanity while being thrown for many loops.

I cannot wait to see all of you online this September! If you have any additional questions, you may also email me at knh19@my.fsu.edu.

Birth is a curse and existence is a prison,

Karissa Hammett

(she/her/hers)

Introduction

The committee starts where season 4, episode 8 lets out. After the Soul Squad reports the results of their experiment to Judge Gen, she rules that since humanity has gotten too complex to be defined by the original points system, it should be reset. Canon diverges from this point, and Judge Gen is immediately stopped by the only beings in the universe who are older than her: the Makers of Light, Darkness, and Everything. The Makers, disappointed with how far the conflict over the afterlife has progressed, decide that a proper trial must be held before resetting all of humanity.

The Makers call to order a summit to be called the Joint Council on Afterlife Affairs, where several demons, architects, humans, and other key figures of the afterlife will debate a solution to the dilemma of how to reconfigure the points system and other potential solutions for how to save humanity.

History

Michael's Neighborhood

Michael's first project as an architect was to design the neighborhood where Eleanor, Chidi, Jason, and Tahani met. Despite it seeming like just another idyllic neighborhood in the Good Place, the neighborhood was actually designed as a torture experiment by the Bad Place. The premise behind it was that each of the humans would be put into a position where they would psychologically torture each other. Each human resident would face a different challenge. Eleanor would know she doesn't belong, Jason would be forced to act like a Buddhist monk who had taken a vow of silence, Tahani would be tortured by the pressure to uphold her reputation, and Chidi would be faced with constant ethical dilemmas. The entire neighborhood is full of

features which, at first glance, might seem incredible but are actually bad, such as the endless frozen yogurt shops and the clam chowder fountain. When Michael had designed the experiment, he had failed to realize that the humans would form a close bond and would end up helping each other become better people. The experiment ends when Eleanor realizes that they are being tortured and that they are actually in the Bad Place.

The Reboots (Attempts 2 through ???)

After his initial experiment fails, Michael convinces Shawn to give him one more attempt to get his neighborhood right. However, when Eleanor is again able to quickly foil his plot Michael panics and resets the experiment even though Shawn had only allowed him one attempt. Eleanor and the humans continue to figure out that they are in the Bad Place every time they are reset. Michael quickly spirals out of control, resetting the experiment over 800 times. Eventually, Vicky, one of the other torturers in the neighborhood, gets sick of dealing with Michael and blackmails him into giving her control of the experiment. With no options left, Michael turns to the humans for help and begins to take lessons on ethics with Chidi and the rest of the gang. This is when Team Cockroach is formed, the alliance that would go on to challenge the entire meaning of the afterlife points system. Eventually, Shawn realizes that Michael has been lying to him, and the group quickly realizes that the only way they are going to survive is to escape and plead their case to Judge Gen, the omniscient being who rules on all beings living and dead. Michael tries to convince her to let them into the Good Place, but she is unconvinced that they have improved upon themselves for the right reasons, since they were motivated by the desire to get into the Good Place. Eventually, they reach a compromise: the humans will reset to the day

they died and be given the chance to improve themselves without knowledge of the points system.

Return to Earth

When humans return to Earth, they are all saved from their death by Michael, who visits them in disguise. Motivated by their near-death experiences, all of the humans are able to temporarily become better people, but eventually give in to their temptations to return to their old ways. Michael soon realizes that the reason they aren't able to maintain their good behavior is that they no longer have their friends to motivate them. Michael goes back to Earth to intervene, against the ruling of the judge, and ends up uniting Chidi and Eleanor.

After Chidi meets Eleanor and learns of her similar near-death experiment, Michael gives Chidi the idea to carry out a study on the psychological and philosophical impacts of near-death experiences. Working with Simone, a neurologist at the University, Chidi and Eleanor are able to reunite the four humans from the afterlife (with some meddling by Michael). The study was going well until the Bad Place sent their demon, Trevor, to interfere with the experiment. In order to counteract his influence, Michael and Janet continue to travel back and forth to Earth until they get caught by the Judge. The Judge ends the experiment and states that the humans will be forced to earn their way into the Good Place by earning points like everybody else on Earth.

When the Judge threatens to send them back to the Bad Place, Michael and Janet flee to Earth. However, when they travel back to Earth, they accidentally get caught by the humans using the portal key. Michael and Janet are forced to reveal everything to the humans, ruining their shot at getting into the Good Place by corrupting their intentions, as any good deeds done would be motivated by their knowledge of a karmic reward.

Discovering the Broken Points System

No longer able to save themselves, the team is defeated until they realize they can fulfill a new purpose: they can help others to become better people. The newly named Soul Squad then goes on to attempt to save the souls of their loved ones.

As Michael thinks about how to leave behind a blueprint to fix the judging system for the afterlife, there is one person he believes might help him find the answer: Doug Forcett, the human who has come the closest to figuring out how the afterlife works. During their visit with Doug, Michael and Janet quickly realize how complicated and difficult it can be to live a life with no negative consequences as the result of one's actions. They sneak into the accounting department to check Doug's score and find that while it is relatively high, it is nowhere near high enough to get him into the Good Place. Michael is stunned and starts asking how many people have gotten into the Good Place recently. The head account's searching reveals that no human has gotten into the Good Place in 521 years, causing Michael and Janet to realize that something must be wrong with the way that the points system works.

Michael and Janet escape to the Good Place through the mail tubes in the accounting department with the plan to approach the Good Place committee with the issue of the points system. However, the Good Place committee is a strict bureaucracy, and it would take them a concerningly long amount of time to launch the task force needed to investigate the issue. Frustrated with their inefficiency, Michael and Janet take their concerns to the Judge, who summons them to meet with her in the Interdimensional Hole of Pancakes.

Trial Run Number Two

After hearing the concerns of the soul squad, Judge Gen agrees to give Michael another chance to prove that humans can change for good. They set up an experiment to take place in the Medium Place where Michael will set up another neighborhood and run an experiment to see if the humans improve. However, in the interest of fairness, Judge Gen makes the ruling that the Bad Place will pick the humans who will compete in the experiment.

The Bad Place sent Simone Garnett, the neurologist who had worked on the experiment with Chidi, Brent Norwalk, an arrogant and offensive man, John Wheaton, a celebrity gossip blogger who had a long standing beef with Tahani, and Linda Johannsen. However, it was revealed that Linda Johannsen is actually a demon from the Bad Place in disguise, and so they replace her with Chidi. After wiping his memory, Chidi is able to participate in the experiment and ends up teaching the new resident ethics as he did with Eleanor, Jason, and Tahani in the first experiment.

At the end of the experiment, all of the humans were able to improve except for Brent. While Brent doesn't end up becoming better, he certainly made substantial progress, lending credibility to the argument that with time, all humans are capable of improving.

The Point System Debate

Under the status quo system, admission into the afterlife is determined based on the number of points that an individual had received during their time on Earth. Every action has either a negative or positive point value assigned to it based on the relative goodness/badness of an action. The points system is constantly being calculated by the accounting department, who receives a constant stream of information about human actions on Earth. Within the accounting

department, there are staff assigned to monitor point input for various departments, such as borrowing money, impressions, and weird sex acts. When someone does an action that has not been done before, it pops up as an undefined action and is subject to be assigned a moral value by the appropriate department. The points system is impossible to tamper with, because it is double-checked by three billion accountants chosen at random who all have to agree on the total. In the history of the points system, there has never been a discrepancy over someone's point total. When their final point totals are calculated, their final points totals are sent to either the good place or the bad place through the mystical equivalent of a pneumatic tube. The lowest score that someone has been accepted into the Good Place with is roughly over +900,000.

As of 2018, nobody had made it into the Good Place in over 521 Earth years. While demons from the Bad Place would argue that this is because no one has done enough to deserve paradise since then, Michael and the rest of the soul squad recognize this as a structural issue with the points system itself. It is from this discovery that the debate over reforming the system stems.

Proponents for reforming the system argue that because the system counts both the positive and negative consequences of every action, even the smallest and most well-meaning of actions can have multiple harmful and far-reaching ramifications that might cause harm to other people or benefit a bad person in some way. However, opponents would argue that only truly good people are willing to make these sacrifices and that these are the only people who would deserve to end up in the Good Place.

Locations of the Afterlife

The Good Place

It is a well accepted principle that those who do good will receive good things in return. The question of how the value of one's good deeds will be rewarded after they have passed is one of the most pervasive in society. The Good Place is the afterlife's answer to this question. The people with the highest point values are rewarded with acceptance into the Good Place. While the threshold for acceptance into the Good Place is not clearly defined within the show, it is known that nobody with a score below +900,000 has gotten in. The Good Place is built to fulfill the desires and dreams of its residents, providing them an eternity in a paradise where every detail is perfect, even down to the smell. The Good Place is controlled by architects who manage the administrative duties of the Good Place as well as tend to the needs of the residents. The Good Place's administration is bogged down by bureaucracy, which causes them to have a serious issue with productivity when it comes to solving the issues with the points system.

The Bad Place

People who do bad things often do not care about the consequences to others. However, any rational person would not do anything which would also be hurtful to themselves. One fear which has motivated people throughout history is the fear of facing eternal damnation and paying the price for the bad deeds they have carried out. The Bad Place is the realization of this fear. From history's most infamous war criminals to people who take their socks off on an airplane, the Bad Place is a home for the worst souls in humanity. There is no particular threshold of badness that must be met to be sent to the Bad Place as anybody who does not qualify for the

Good Place is automatically sent to the Bad Place. Residents of the Bad Place are subjected to physical and psychological torture by demons for eternity.

The Bad Place Headquarters is the center of operations and administration for the Bad Place. In the headquarters, the Bad Place's head demons and torturers handle the day-to-day bureaucracy of the Bad Place. It is at the headquarters where the Bad Place's greatest torturers are commemorated at the Museum of Human Misery, where the greatest episodes of torture are memorialized.

The Medium Place

The case of Mindy St Claire is a manifestation of the struggle between the Good Place and the Bad Place. Mindy spent most of her life as a selfish, arrogant lawyer who did whatever she wanted without thinking about the potential costs to others. She was addicted to drugs, and one night when she was incredibly high she drew up the plans for the Mindy St. Claire Rescue Alliance, which would go on to become one of the largest relief aid charity foundations in the world. However, on her way to withdraw her savings and start the foundation, she fell onto the subway tracks and was electrocuted.

Because she was unable to put her plans into place before her death, there was disagreement between the Good Place and the Bad Place as to how her points should reflect her actions. The compromise to this conflict was to create a Medium Place where Mindy would be the sole resident and the accommodations would be a midpoint compromise of good and bad things in order to create a truly medium afterlife. The Medium Place is neutral territory, with neither the Good or Bad Place holding any jurisdiction over the territory.

The Neutral Zone

The neutral zone is the territory that exists in the afterlife which is not controlled by either the Good Place or the Bad Place. As far we know, the main locations in the neutral zone are the accounting office, the Interdimensional Hole of Pancakes, Judge Gen's Chamber, and the Janet Warehouse.

The Door to Earth

There is only one key to the door to the Earth. It was made out of the first atoms of the universe, and therefore is unable to be duplicated. It is guarded by the doorman. As far as is known in the universe, this is the only way for most of the immortal beings in the afterlife to get to Earth.

Timeline (Jeremy Bearimy)

Time in the afterlife is not linear like it is on Earth. Instead, it moves in a, "Jeremy Bearimy," a time loop that looks like the name Jeremy Bearimy written in cursive. This means that some events can take place before the events that happened before them. This is what allows Michael to go back to Earth and prevent the death of the four humans without erasing the previous timelines they had experienced in the afterlife. The only part of the timeline that doesn't fit in the typical Jeremy Bearimy line is the dot above the i, which encompasses Tuesdays, July, sometimes never, and sometimes the moment when nothing never occurs.



Types of Beings

Within the afterlife, there are three main types of beings: immortal beings, humans, and Janets. While not much is known about the other types of species that exist in the afterlife, it is implied that there are other creatures. For instance, there are references to creatures that can be used for torture purposes such as butthole spiders. Additionally, there are creatures that exist in the neutral zone named Niednagels which are fatal to touch.

Immortal Beings:

Immortal beings are the residents of the afterlife. This encompasses demons, architects, accountants, members of the Good Place Committee, and all other beings who participate in running the afterlife and ruling on humanity.

Janets:

Janets are neither biological beings nor robots. Janets mainly exist to serve the inhabitants of the afterlife. There are several variants of Janets, mainly Good Janets, Neutral Janets, and Bad Janets. Each Janet has a slightly different function, for instance Bad Janets only serve demons while Good Janets mainly serve the human residents of the Good Place. Janets also do not

identify with any particular gender, despite presenting as female. Janets are capable of evolving through system resets, which allow the Janet to become more advanced with each reset. The only known Janet to have evolved in this way is the Janet that Michael steals for his neighborhood. Because this Janet has evolved so many times she becomes capable of creating other beings. Her first creation was Derek, however she later learns how to mass produce other beings.

Humans:

The other main types of beings in the afterlife are humans. Besides the four humans from Michael's experiment, all other humans are residents of either the Good Place, the Bad Place, or the Medium place.

Concluding Notes

This committee seeks to find a way to develop a system which not only incentivizes good behavior and punishes bad behavior but also acknowledges the complexity of trying to do good in a world that has become so interconnected. While some seek vengeance for those who fail to do what is right during their time on Earth, others believe in a system which focuses on bringing out the best in people, no matter how long it takes. Determining a system of such cosmic importance is no small task, but delegates are encouraged to consider the value of a human soul on a deeper level and to really think about if every soul deserves to be saved.

Questions to Consider

1. Is it worth it to rehabilitate someone's soul after their time on Earth is finished?
2. Is there ever a circumstance where people who do bad shouldn't be allowed to atone for their actions? When?

3. What is the purpose of an afterlife, and how do the Good Place and the Bad Place fulfill this purpose?
4. What should the roles of immortal beings be moving forward?
5. If people do good in pursuit of some incentive, does this minimize the value of their good deeds?

Characters

Eleanor Shellstrop: The baddest bench on Earth and resident hottie of the afterlife, Eleanor Shellstrop is the backbone of Team Cockroach. Don't let her laidback attitude and kickin' bod fool you- she's probably the smartest member of her crew. After all, Eleanor was the first to figure out Michael's experiment. Eleanor is obsessed with becoming a better person and is proof that people can change. While she was a loner on Earth, she is a natural leader in the afterlife and would do anything to protect humanity and her friends from facing immortal doom.

Michael: Michael is a former architect of the Bad Place. Despite being a 6,000 foot tall Fire Squid, he is, at his core, the most human member of Team Cockroach. Michael is the architect behind the construction of the original Good Place neighborhood, where he originally had set out to torture the four humans who would soon join forces to make up Team Cockroach. The only thing bigger than Michael's true form is his heart, which he wears on the sleeve of his human suit. Michael is obsessed with all things human and truly is invested in redesigning the point system in order to provide a more equitable afterlife.

Chidi Anagonye: Chidi Anagonye is fatally indecisive. A professor of ethics and moral philosophy, Chidi is obsessed with doing what is right. However, it just might take him a while to decide what exactly that is. Chidi serves as the moral sounding board for Team Cockroach, and his seemingly endless knowledge of morality and ethics are what help the team ultimately become better people.

Jason Mendoza: While Jason Mendoza might have the sharpest jawline of all of the Good Place residents, he certainly isn't the sharpest in terms of intelligence. His endearing simplicity and two functioning brain cells allow him to view the world with childlike innocence and relate to people on a deeper level. His friends would describe him as having a calming presence, which is ironic when you consider how chaotic Jason can be. Jason is probably the most optimistic member of Team Cockroach and is certainly the best dancer. While he didn't always understand how to do what was right on Earth, he makes an effort to be a good citizen of the afterlife and to support his friends.

Tahani Al-Jamil: A philanthropist and socialite in her life on Earth, Tahani Al-Jamil is very well-connected, or at least she was. Tahani is a master event planner, and can throw together a gathering of any size in mere hours. However, Tahani was never able to step out of the shadow of her sister, internationally acclaimed musician, artist, and Olympic gold medalist Kamilah Al-Jamil. The sibling rivalry between the two has caused long-lasting damage for Tahani, causing her to become self-absorbed and obsessed with status. However, in the Good Place Tahani is able to let go of her trauma and to become motivated by the desire to do good, rather than to look good.

Janet: When Michael was constructing his replica Good Place neighborhood, he stole an actual Good Janet from the Janet warehouse in the neutral zone. While there are good, bad, and neutral Janets, this specific Janet is special because when Michael rebooted the neighborhood 828 times, he had to reboot Janet as well each time, allowing her to become the most advanced Janet ever. She is currently the only Janet known to be able to experience emotions. Janet has access to all

of the information in the world and can summon any object requested of her. While Janet is initially motivated by a desire to serve the residents of the neighborhood, as she becomes more advanced she quickly develops her own goals, which are mainly centered around protecting the people she loves.

Shawn: Shawn is the head bench in charge of the Bad Place. One of the most powerful beings in the afterlife, Shawn is not forking around. He was previously Michael's direct superior when he was architecting his torture experiment, however once Michael sides with the humans, Shawn becomes his biggest enemy. Aware of the issues with the point system, Shawn simply does not care, as he chooses to believe that his torture subjects deserve what they are given.

Trevor: One of the resident torturers of the Bad Place, Trevor's main interest is in making sure that everyone has a bad time. Trevor is not only rude and disgusting, he is also a skilled psychological torturer, as he shows up multiple times to manipulate the test subjects. While not a part of Shawn's inner circle in the Bad Place, Trevor has an interest in seeing the humans fail and keeping the system at status quo.

Vicky: Vicky's skills as a torturer mainly stem from her acting skills. Obsessed with truly embodying her next big part, Vicky knows she is a star and will do whatever it takes to shine. Vicky holds a lot of influence among her fellow torturers and is a big personality in the Bad Place.

Glenn: Glenn is another torturer and part of Shawn's crew in the Bad Place. He poses as a resident of Michael's neighborhood, portrayed as the second-highest ranking resident after Tahani. Glenn is a masterful emotional manipulator and is capable of causing deep distress. Glenn is constantly being treated poorly by Shawn, and one of these days he might just decide to go off and fork shirt up on his own.

Chris Baker: Chris Baker is a demon hottie without a corporeal body. While he is reckless and impatient, his ability to impersonate people allows him to blend in while torturing subjects. He takes on multiple roles as residents of Michael's neighborhood, even at one point portraying Eleanor's soulmate.

Val: Val is a torturer who works with Shawn and the rest of the Bad Place staff. She takes her antimatter black, which is a reflection of how she isn't a fan of overcomplicating things. In fact, while she was one of the original supporters of Michael's neighborhood, she recognized how it could fail if he was overambitious. Calm and calculated, Val's ideal methods of torture revolve around the classics.

Bambajahn: Bambajahn is a torturer who is also an actor in Michael's original neighborhood. One of the best actors in the neighborhood, Bambajahn is deeply charming and is able to win the residents over. He uses his skills to stay on the inside as a torturer in Shawn's crew.

Gayle: Gayle is a Bad Place torturer with a strong allegiance to Shawn. She doesn't tolerate anybody who is willing to overlook the rules for their own personal gain. Gayle believes that the

people in the Bad Place deserve to be tortured, and has a strong personal interest in seeing that things continue as they are.

Steve: Steve is the Bad Place's most talented hacker. He is able to hack directly into the observance system in order to track the behavior of humans on Earth. While he is a super nervous guy he is very capable, even when he gets stuck in one of Shawn's slime cocoons for the tenth time this week.

Judge Gen: Gen, short for Hydrogen, the only element in existence when she was born, serves as the Almighty Judge on High of All Beings Living and Dead for All Eternity. Judge Gen enforces and interprets the rules of The Afterlife. With a fondness for human television, Gen is often distracted and easily bored, as she's seen almost everything in her long life in the universe. Shown to be sympathetic to concerns over issues of the points system, Judge Gen could be a powerful ally to those hoping to reform the system. The only beings with authority over Gen are The Makers of Light, Darkness, and Everything, who serve as her direct supervisors.

Mindy St. Clair: Mindy St. Clair is the most average person in the afterlife. She spent her entire life as a greedy lawyer with a drug problem until one night she got super high and drew up plans for The Mindy St. Clair Rescue Alliance, which would go on to become the largest relief aid charity in the world. The sole resident of The Medium Place, a neighborhood created just for her, Mindy St. Clair is given a medium treatment in the afterlife. Mindy is motivated mainly by her own interests but shows a soft spot for the members of Team Cockroach. Highly intelligent and capable, when Mindy puts her mind to it she is capable of a lot of good ... or bad.

Derek Hofstetler: Derek was created by Janet as a way to cope with Jason getting his memory wiped and forgetting about their relationship. Derek is a being of chaos, and he does incredibly well at serving as a distraction when needed. Like Janet, when Derek is rebooted, he comes back as an improved version of himself. Derek lives with Mindy St. Clair in the medium place, where he uses the powers given to him by Janet, his mom/ex-girlfriend, to tend to her needs.

Neil the Bookkeeper: Neil is the head of the accounting department, an office located in the neutral zone which calculates the point totals to determine the value of every human's life. Neil is incredibly neutral due to the position he is in and does not seem to have a strong opinion regarding the good place or the bad place. However, as the head accountant he has a lot of influence over assigning point totals and is the person in charge of ruling over any point discrepancies.

Jeff the Doorman: Jeff is the doorman who guards the Door to the Earth. The three things he values most in his life are anti-matter, frogs, and guarding the key to Earth. Jeff is not supposed to take sides on matters of the afterlife but sympathizes with Michael and his cause due to their friendship that developed as the result of several thoughtful frog-themed gifts given to Jeff by Michael. Jeff might be shy, but he is incredibly calculated in his actions.

Simone Garnett: Simone was a colleague of Chidi's at St. John's University in Australia as a neurologist. Simone works with Chidi on the experiment which ultimately reunites the four humans from Michael's experiment on Earth. She is reunited with the gang once when Shawn

selects her as one of the four subjects for Michael's experiment. Simone is incredibly friendly and intelligent and gets along incredibly well with the soul squad.

Brent Norwalk: Brent Norwalk is the opposite of a good person. During his life on Earth, he was arrogant, privileged, and ignorant. He proves to be one of the biggest challenges in Michael's experiment, as he already believes he is one of the best people in the afterlife and does not see a need to change. However, over the course of the experiment, it is revealed that he is improving, just very slowly. Brent is able to get what he wants, when he wants, and doesn't handle it well when he doesn't.

John Wheaton: John Wheaton was a celebrity gossip blogger during his life on Earth. Shawn selected him for the experiment due to his long-standing beef with Tahani. However, over the course of the experiment, Tahani and the other members of the soul squad are able to get him to become a better person. As a former gossip blogger, John is incredibly sneaky and is able to get the tea on almost any situation.

Gwendolyn: Gwendolyn is the cheery mailwoman who works at the correspondence center for the good place. She is responsible for delivering the files of the people who qualify to be sent to the good place. She has direct access to the Good Place committee, although they are usually too busy trying to follow the rules to pay her any attention. She's a goody two-shoes, like everybody in the Good Place, but she is sometimes willing to break the rules when she believes someone's heart is in the right place.

Chuck: Chuck is a member of the Good Place committee. Obsessed with doing what is right, Chuck is methodical in everything he does. Every action he takes is highly thought out. A stickler for the rules, Chuck often gets weighed down by bureaucracy, much like the rest of the Good Place Committee. However, his knowledge of Good Place procedures and rules might prove to be helpful for anyone looking to reform the points system.