



Caroline Grey *(49 years, radio operator)*

"You would do anything for your son. Who knows better than his mother?! Nothing will stand between us two. Not even he himself."





'Interesting place,' you thought when you first stepped onto the surface of this moon. "We will like it here." "An ideal place for life and a new beginning." "There are so many different groups." "We can better protect ourselves if we talk to everyone." "Preferably in a quiet way, okay, Ben?" You looked at your eleven-year boy who did not yet understand what you mean by that..

At the inauguration, you stand in the first row. Tremendous applause echoes everywhere. Your son, the Governor. In all the clapping and enthusiasm, you are the one experiencing the greatest sense of triumph. You do not have to be on the stage for the moment to belong to you. Your lifelong efforts have earned their just, due reward.

Lying in bed with your eyes open looking at the ceiling, you have stopped recognizing whether you are asleep or awake. It is very early in the morning. Precisely the time to reflect whether your life has meaning. The cowboys haven't started their drives yet. Nearly fifty years old. You've been thinking about it for quite a long time, this night turning to dawn. You've always been a person who would rather plan in advance, so you've planned this day as well. This crisis had to come, that was clear to you, that is why so much effort was expended. And just before the day begins, you are lying in bed, wondering if all that effort was aimed at the right direction.

Character:

You're basically a good person. You always cared about other people and liked them. However, your son Ben is the centre of the universe to you. To mold him properly requires a strong hand. You only want the best for him. There is nothing you would not do for him. After all, you're his mother, and have a right do this for him.

As a radio operator you have access to lots of information. Not only incoming and outgoing communications, but also trying to listen and decipher communications which passes by Moon. You don't think you're calculating, even when you make plans with the information you come across. You hope to get along with everybody, so nothing turns against you in the future. After all, it is better to have friends than enemies, right? And if one has good relationships, people may do things for you when you need help. You're as helpful as you need to be in return.

Past:

At 26 years, you had a son with your husband, and named him Benedict. Not wanting children, your husband enlisted with the Alliance shortly after Ben was born. Since then, you never saw or heard from him again. You told Ben he died, which may as well be true, and may well be the truth. You turned your focus to Ben. If there was anything to tell or was worth telling, your husband could have let you know something; Alliance authorities could have let you know something. You listened for news, but never heard anything which cleared this up. Better to be a widow than abandoned. At this point, he may as well be dead to you.



Your hobby radio operation turned into paying work. You started doing more or less that to pay your bills. The hours were flexible enough to raise a small child, even if the pay was below average. You lived in a two-room apartment on one of the larger cities of the Independent planets. You could get by well with just Ben and no one else.

When Ben was eleven, you got an offer from the company: the newly terraformed moon, called Moon, needs an operator living there to keep contact with the outside world. Some risk, the frontier being the frontier, but a little more pay and a lot more freedom. Deciding the prospects of the move for you and Ben were worth the risk, you went.

There were different groups of people who settled in Moon together with you and other immigrants from the Independent planets. John Raw led a group of Independent-minded cattle herders. The guy was covered with scars; he walked with a cane and limped. However, all those muscular drovers followed his every order. There was a group of wealthy and very conservative Alliance settlers, also prospective cattle ranchers, led by a man named Chang who had a bodyguard, O'Connor. You think you managed to get along well with everyone. They needed you as a radio operator - the only one with that skill set on Moon - and, in return, they helped you build your new house, kept unwanted troublemakers away from you and your son, and turned Moon from nothing to something. Mary Troy with her little daughter Sophie and William Taylor, who slowly became the richest man in the settlement - they were also around back in Moon's newly settled days. William Taylor was a friend of yours, but slowly became intolerable.

You grew fond of Chang and also his always-present bodyguard O'Connor, too. He was a decent man, hard-working and smart; a good role model for Ben. Maybe it would have evolved to something more, if the plague hadn't hit. It largely affected Alliance settlers. An insensitive spot appeared on their bodies, death seemed a likely outcome, and nobody knew how to treat it (no doctors on Moon back then). Chang's people saw it as a bad omen and wanted to leave Moon as quickly as possible. When you talked about the current situation with Raw, he was surprised Alliance people would leave such promising pastures.

Chang was a resolute man and ordered medicines that should cure all the ill through Taylor's connections. Taylor wanted an outrageous sum for the medicines. He made excuses about some new nanobot technology only he could get, but it was also clear he wanted to gouge the settlers for something the settlers couldn't be blamed for. What if it was you or Ben that got sick? You tried to convince Taylor to reduce his price, which he flat out refused in an insulting fashion. The man is an outright scoundrel and villain, forcing others to pay blood money. (And nowadays, Taylor's the wealthiest man on Moon - no coincidence there, money's more important to the man than lives.)

Chang managed to collect the funds for his people anyway. But a terrible thing happened. Chang disappeared. The money disappeared, too. His bodyguard, O'Connor, was apparently off-duty or away for once. Alliance settlers were furious and blamed Chang. Feeling you knew him personally and that he was better than this, you were less certain about this line of cause and effect, but largely kept your own counsel in the face of general opposition. Someone had to be involved Chang's



disappearance. You privately accused Taylor, which he denied in so brucque a way that it increased your suspicion. But there was no proof, and neither the money nor Chang turned up on Moon again.

The Alliance people collected money for the medication again, at aylor's even higher price, yet Taylor's imported nanobot remedies didn't seem to help much, only seeming to slow down rather than halt the progress. You tried to persuade them to stay; that you will try to find a solution together. But that was the last straw. Most of the newly arrived Alliance settlers were gone within a year of coming to Moon. O'Connor was one of the few that stayed anyway. "Chang's disease", as it's now called, largely went away, too.

A few years ago, Taylor paid for a new type of expensive and difficult-to-obtain broadcasting equipment to be delivered to Moon, which would have made your work much easier. It was a lot of money, and you were prepared to accept it as a peace offering of sorts. You were sitting in your hacienda, which was also the radio station, working hard and waiting for your son to come home from school. (The school itself was another one of Taylor's gifts to Moon - he had even managed to attract the schools' teacher, Ian Nest, from off-world).

You heard some strange sounds from the rear entrance of your hacienda/radio station. Before you knew it, you remember a blunt blow to the back of the head and darkness. You came to in a shipping box, next to deactivated radio equipment. Trapped in confined darkness, you recall a few words heard from outside. "Radio operator", "this new machine," "nice packet of money", "we will kill". Confined in darkness for hours, maybe days?

There was a crackle, the lid of the box lifted, and you saw a surprised girl who opened the box. Not your captors? No, a rescue, and some sort of unexpected one, too. You don't know who this was (you would find out your connection, when you recognized her years later, during Ben's campaign for governor), but you were were grateful. She was your saviour, likely from a fate worse than death. You escaped from your captor's ship, as she directed. She didn't follow. Finding yourself still on a remote area of Moon, you managed to make it back to the main settlement and Ben, otherwise relatively unscathed. (If a touch claustrophobic at dark, confined spaces.) You don't know Taylor's involvement in this, and all things considered, don't want to know. Taylor neither apologized for your abduction nor took credit for your rescue, and the equipment (maybe or maybe not the same equipment you were next to - you only imagine the feel is similar, and even if it's the same model, can't prove it's the same device) eventually got installed anyway.

About a year later, Ben started to be interested in girls. Such a big moment. He always liked a classmate named Sophie. And as it is known, first love is always unhappy. And that is exactly how it was for Ben. You saw him, troubled, taking those first steps in the world of relationships but how they worked or didn't work has never been too clear for you either. Much as you wanted to help - to advise - you somehow didn't have a way to do so. He used to come home crying into his pillow.

You went to [O'Connor, Sophie's](#) guardian (her mother, Mary Troy, vanished, with rumours she had a fight with someone important and had to disappear for her safety), to see how things stood.



Incoherently and uncomprehending, apparently. Sophie also told him nothing about Ben. So this might be a sad, one-sided situation where Ben had no chance at all. You could be prepared for that, if and when Ben asked for advice. Maybe some other large project to distract him?

If only to avoid more awkwardness on the topic, the talk with O'Connor turned to politics. Various radio messages suggested that a disagreement between the rebels, the *Browncoats*, and the Alliance on one of the outermost planets had broken into armed conflict. People dying again. Talking to O'Connor opened the subject for discussion on Moon in general. Teacher **Ian Nest** left to help his brother *Browncoats*. **Gideon Allen**, one of Ben's closest friends and **Taylor's** adopted son, left to go in the other direction: to the Central planets to study medicine.

Half a year ago, the prior Governor of the settlement died. He was a wise, experienced man, and his loss was felt by everyone. Ben could be Governor. You'd mentioned it to him before, when his infatuation petered out. You got him a position at the old Governor's side, as his secretary. Ben seemed to like the work. You explained Ben why he should run for the post, and although he didn't really believe in himself or in his candidacy, in the end he agreed to run.

That was the moment when the real arranging and organizing truly began. You started visiting acquaintances and explaining things to them. You explained why they should not run and vote for your son instead. **William Taylor**, naturally, wouldn't make this easy for you. He ran against Ben. Taylor hung election leaflets everywhere around and pressed the people with expensive campaigning.

Right in the middle of the campaign, on Moon's regular shuttle, the girl who rescued you returned! A young woman named TJ, who was apparently one of Ben's classmates at school that went off-world. You were delighted to attach a name to the face. You never had a chance to thank her properly for your rescue. And timed so well, to focus attention on Ben and to cast aspersions on Taylor. TJ was proclaimed heroine of the settlement for your rescue from "forces unknown". TJ publicly endorsed Ben's candidacy.

The good old foreman of drovers **Raw**, who stepped in very vigorously to help Ben's run. Also on the shuttle, freshly returning **Gideon Allen**, now a trained doctor, and, in general, all of the youth from the neighbourhood stood behind Ben. Ben won.

After the election, your son Benedict began to draw apart from you. You wanted to celebrate with him. After the inauguration when he finally came home, he did not speak a word with you. As if offended he ran to his room and locked the door. For another week he didn't even say hello.

You found out Benedict asked Sophie to marry him after his inauguration and she refused. The girl hurt your son. Ben no longer seems interested in your opinions and advice. It worries you; it seems that he is not your little Ben anymore. But you are always set right when you see how others move around him. For example **Raw**. While Raw seems like he's forcing Ben to follow the policies Raw wants as Governor, he still comes to consult with Ben, to be in Ben's orbit, as Ben is the source of real, legitimate authority and decision-making on Moon.



Since the elections you invited a group of people every week at the hacienda to smooth things and keep things on Moon running. It's more or less an open invitation to prominent members of the community, who wish to consult with their Governor. It is not a formal meeting, but an informal lobbying and a social event. You play hostess. Politics is always discussed and everything that is needed for the Moon is dealt with.

One such meeting will take place this evening. Times have gotten is strange. Many encrypted messages you do not understand are moving in the ether. *Browncoats* have recently become much more active. Enough to get a reaction from the Alliance, which is sends its spies everywhere. You even heard something about a courier boat of Alliance around the Moon yesterday. You haven't discussed this with anyone except TJ; she was just with you for an afternoon visit, when you saw it on radar. Additionally, the drovers will certainly argue here today about their herds, and most importantly, Father Joseph, a newly-arrived priest, was also invited to come and talk. In just half a year since his arrival, the first ordained man to come to Moon of the faith of the majority of its settlers, Father Joseph has become a positive influence on the people.

Your relationship with the Alliance and the Independents:

It doesn't matter if someone wears a *brown coat* or a beret of Alliance. You know that if the situation escalated between those two groups, life on Moon, the life of your son as a Governor, would be significantly complicated. It is important to prevent something like that from happening. We could almost talk about another war being imminent. And war never brought anything good to you or to most people.



Relationships with others:

Benedict Grey: Your son, your blood, your triumph. He is everything to you. Lately he is drawing apart from you but even so he is the goal, the course and the foundation of your life. He has a great role that you helped him to get and you are really proud of him. Only he should remain his mother's Ben.

Sophie Troy: That girl is a pain in the neck. She is a pretty face they all admire, pity, or love. Before, you also thought she was cute but she hurt your boy and that's unforgivable. She lives with O'Connor who acts as something like a guardian to her because her mother Mary disappeared several years ago.

Ian Nest: Teacher of the settlement. There was a time when he was not here and he defended the ideals which he taught. He obviously sympathizes with the *Browncoats*.

Mark O'Connor: He used to be the security guard of the leader of the Alliance's settlers - Chang. But times have changed and now he is a pilot. He owns a Firefly-class ship and is thus one of the few connections of the Moon with the outside world. Additionally, Sophie now lives with him.

Father Joseph: you don't know much about him. Six months ago his missionary activity led him to the Moon, so he stayed here. During that time people got used to him and come to ask him for advice in various life situations. Including you. That's why you wrote him an invitation letter for tonight.

John Raw: terror reeks from this man. If he is not a war veteran then he had to be born as a monster. He walks with a cane and has so many scars on his body that he cannot cover them even if he wanted. He's a cripple. But even so, he leads one of the two largest herding groups. His men follow his every order. It is decisive but rather grumpy. He often pushes Ben with different things and goes hard for them.

Tanya "TJ" Stone: a hero. If you did not have Ben, you would take her as your own. And even so you are sometimes thinking about it. She saved your life when she snatched you from the hands of the treacherous robbers and smugglers. You have told everyone about it and she is now enjoying high esteem among the people, simply it's a heroine.

- This is either character and in some cases it can be played as a man named Talbot. The gamemaster will inform you about that at the start of the game if this is a case.

William Taylor: The richest man on the Moon. He's not afraid to show it and does not consider others. If there is someone in your acquaintances who you really do not like, it's this guy. He is responsible for vanishing of your very good friend Chang and additionally it's a bloater and wants only to impoverish people. You feel almost reluctant to open the door of your house to him. But manners are manners. But if you could choose, you wouldn't even let that bastard guard the cattle.

- This is either character and in some cases it can be played as a woman named Wilma. The gamemaster will inform you about that at the start of the game if this is a case.

Gideon Allen: Young doctor boy who returned from his studies six months ago. It's a good boy was a friend with your Ben since childhood.

Chang: In the time when the Moon was still a village, where the Independents lived along those who were clearly for the Alliance, you were more than good friends with this man. He was the leader of



the Alliance settlers and a reasonable man. But unfortunately, when the strange disease, due to which the Alliance people moved away, came, he disappeared with a large sum of money for medicine. Taylor was certainly involved.





In the game:

(Benedict Grey) Then you had a son... and for you the real, meaningful life just began at that moment.

(Chang, Mark O'Connor) At that time you grew very fond of Chang and also his bodyguard O'Connor.

(Chang, William Taylor) strange disease broke out...

(William Taylor) Chang disappeared.

(William Taylor) The second quarrel with Taylor landed exactly like the first one, without result, only deepened your belief about his corruption.

(William Taylor) ... none of Taylor's imported nanobot remedies against the disease helped in any way.

(Tanya "TJ" Stone) ... and then you remember just a blunt blow to the back of the head and darkness. You came to apparently locked in a shipping box.

(Tanya "TJ" Stone) TJ will forever be your hero.

(Benedict Grey, Sophie Troy) At that time you first realized that something may appear in which you will not be able to advise or help.

(Benedict Grey, William Taylor) Of course you managed to explain many of them that they should not run for the election, and they should vote for your son instead.

(Benedict Grey, Sophie Troy), Benedict allegedly asked Sophie to marry him and she refused him.

(All) There is everyone who means something in the settlement. And you're the proud hostess.