



Benedict Grey *(23 years old, Governor)*

"I listen to the advice of others and take it into consideration. But let them understand that the responsibility for the decisions that I make is mine and mine only. "





You're sitting on the porch with your friends sipping whiskey and playing poker. Of course you are winning. Gideon is sitting next to you and, as always, he is losing. You sip the whiskey and turn the discussion to women. The guys begin to talk about something but your thoughts are elsewhere. With Sophie. You come back to what she said when you proposed to her after your inauguration: *"Don't get me wrong, I would marry you if you weren't still such a boy. And I can't marry someone whose mother still looms so."*

An hour ago, you'd said there was definitely no work today. You say, *"Well gentlemen, I have to go, duty calls."* Gideon is the only one who pauses over the fact you are quitting the game.

Raw says, *"Look, boy, we are not going to argue about whether you should bring the stuff or not. I'm telling you to have it imported, period."* Raw might be right, but nobody tells you what to do or not. He crossed a line. And it is especially necessary to you to say, *"It's not going to be like this; we are not going to argue about what I will or will not do. And surely no one is going to push me to a choice!"*

Later in the evening you order the goods, and have it imported.

Character:

Even though you're young, you know yourself as very competent. You have good people around you who you ask for advice on things so sometimes you ask them for advice, too. They could hardly have chosen a better person to be governor than you.

That's why you hate when somebody tries to manipulate you. You often get mad and regret it afterwards. However, you are starting to get a handle on it. You see a considerable part of decision-making is somehow done without you, and strangely enough this seems to work. Sometimes, you're glad for any good advice. On the other hand, it is you and you only who bears the responsibility for failure.



Past:

You spent your early childhood with your mother ***Caroline*** on one of the larger cities on the Independent planets. You do not remember your father at all; he died shortly after your birth, and your mother has never found a new partner. You've never been rich, but you've never been poverty either. When you were eleven, your mother moved you to the newly colonized Moon in search of a better life. Your mother was and is an important person, and was involved in leading the direction and growth of the new settlement on Moon. She also works a bit as a radio operator, a bit as a postman. She is one of the few regular connections with the outside world.

You were interested in other things. You remember trying to make new friends on arriving on Moon. Some of them were from the Alliance. They had great toys, but moved away after about half a year. ***Gideon Allen***, who was sort of from the Alliance, became your best friend. Gideon was an orphan, and was adopted by Mr. Taylor by the time the Alliance people left. He was quiet and smart, but sort of a coward when the chance for real action come around.

This occasionally got you and the group you led in trouble, but it was never anything serious. You often had a conflict with the group around a classmate named TJ. They were your biggest rivals since you were twelve. You have wanted to beat her and her gang of kids, and you'd like to think got as good as you have. TJ was more vicious than you back then, and you eventually outgrew that sort of nonsense.

Your teacher ***Ian Nest*** was a role model for a long time. His teaching methods were completely different from others, making you think about things rather than making you repeat things back to him. He was a *Browncoat* and as one had great influence on your thinking about politics. You wanted to be like him: his stories, his opinions, it all spoke of a man who was not afraid to follow his ideals. For a time, he left teaching on Moon to fight with the *Browncoats* somewhere offworld.

You also had a few other worries, but mostly about how to win over ***Sophie***. Others were sometimes interested in you, but she was the one you wanted. Despite, or maybe because you've always known that you're not the only one to pursue her (your friend ***Gideon***, for example, but you browbeat him into stepping aside), you longed for her more than for any other. You mustered up the courage to ask. She refused. *"Don't get me wrong, Ben, you're so sweet and kind and nice. But I am now, unfortunately, taken. Can't we just stay friends?"* Taken? You played it cool, as if this wasn't a big deal and wasn't something you'd hoped for for a long time. Surely, this could be fixed to your advantage, maybe even in a fair way. Yet you couldn't learn by who she meant when she said she was taken by someone. Since, you've not seen any hint that she was. Maybe she was being diplomatic.

You remember when your ***mother*** was kidnapped by thugs. You were studying or doing something else at the time, and she said she was doing some work related to Moon's communications: She had been expecting a delivery of new radio equipment, maybe a transmitter, when she was taken by some sort of smugglers or thugs. You were never too clear about it, and your mother later on brushed away questions (and then, during the election campaign recently, sort of explained things further by



example). She managed to escape at the hand of a “mysterious stranger”, and the equipment was eventually returned, too.

Not long after Gideon left Moon with Mr. Taylor's blessing and funding to study medicine at the Central planets. He came back during the election, just before you were elected governor. TJ, who your mother never knew, also came back on the same ship. Turns out that TJ was the one that rescued your mother! (Your mother never knew her while you were in school.) As far as you're concerned, all your school rivalries are nothing in comparison to the gratitude you have for that act.

But you becoming the governor of Moon. Your mother came up with the plan a few years ago. You studied politics particularly; you became the secretary of the former governor, an respectable gentleman. You didn't tell him your ambition to succeed him eventually, but he did teach you many useful things anyway. His unexpected death six months ago took everyone by surprise. When your mother suggested that you run for the post, you had doubts about whether you should. Were you read? But then you realized, why not? Even though you were young, you felt like you knew what the job was and you thought you knew what a Governor did: Keep people from getting mad at one another. You had support - John Raw, the foreman of drovers, personally stood up for you, and your mother was tirelessly visiting her acquaintances. Additionally, Gideon returned from his studies - now a doctor, and TJ appeared, who became an icon and a hero, and publicly stood up for you too. Mr. Nest also returned from fighting on the same ship, too, fiercer than ever.

You ultimately only had one opponent for office, Mr. Taylor, the richest man on Moon, who you defeated. You know there is a personality conflict between him and your mother, which escalated to anger between them during your campaign for office. He's said some friendly things to you since, but you have doubts that he'd forget about losing to you.

During the night of the inauguration of you asked Sophie again, specifically to marry you. She again refused. "Don't get me wrong, I would marry you if you weren't still such a boy. And I can't marry someone whose mother still looms so." A no, but not a “don't ever bother me again.” You realized there was some truth to her complaint. Your mother does loom large and you do manage to do what she wants very often. A clear break with you mother would be a way to get Sophie's attention.

Being a governor is not as easy as you'd hoped. The worst is the responsibility: bad stuff that happens is your fault and good stuff that happens is because of someone else's efforts. Not only that, your advisors' influence over your decisions is substantial. Some almost literally push you to decide the way they want - your mother, Raw, Taylor, etc. You bicker with them, but they insist. They are the leading figures of Moon; you feel you can't do without their support, particularly long-term. The only person who really listens to your point of view and who really values your opinion is Gideon. You have been discussing a lot of things lately and trust his thoughtful opinions as based on something other than self-interest. And while Father Joseph is new to Moon, you've also discussed some important matters with him. He has religious authority, which some people of Moon heed and you see he's not about expanding personal or political power.



In any case, most of the important decisions are done at informal meetings during weekly meetings at your family's hacienda.

There have been several serious issues recently, so today's meeting will likely be difficult. Mr. *Taylor* claims someone (probably Raw) has been stealing his cattle. *Gideon* told you he suspects an epidemic is spreading on Moon. In addition, *Browncoats* have been very active lately; mother said the ether is full of different encrypted messages between known or suspected groups. *Sophie*, who usually avoids these weekly political meetings, has unusually confirmed she'll be there. Maybe today's the day you'll prove to her that your mother is merely a political advisor to you, and not a main force behind your Governorship.

Your relationship with the Alliance and the Independents:

Growing up, you didn't discuss politics much at home, at least from the perspective of ideals. Your mother tried to get along with everyone, which meant not getting too involved with sides. Ian Nest used to talk about freedom, courage and heroism. Of course he fascinated you, as well as many of your friends at that time. However, you gradually understood the Alliance a more than a force for evil, and the convenience of getting along well with them. That said, from your perspective, all future paths are open. Getting closer with the Alliance means acquiring new technologies, medicines and other amenities. On the other hand, the *Browncoats* have a lot of local sympathy. Taking a side would make a stronger stance than seeming to mill indecisively in between.



Relationships with others:

Caroline Grey: Your mother, with whom you have a strong bond. She always managed to find a middle way and an agreement with everybody. She helped you to get elected. On the other hand, you cannot stay under her influence forever, it is totally inappropriate.

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

Gideon Allen: Your best friend and adviser. For three years he lived on the Central planets where he studied medicine. You have lived through much together, and perhaps that is why you respect the opinions of this silent young man.

Sophie Troy: The girl you love. She is nice, smart and you are waiting for the opportunity to propose to her.

William Taylor: a get-rich-quick that causes problems. He is the benefactor of your best friend and sometimes it seems like he has a bad influence on him. He was your only rival in the election.

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.

John Raw: This cripple is a mystery for you. As the foreman of the drovers (you never understood how he earned such a position), he has considerable influence. He has an impact on you too, he is often too pushy in the decisions that are correct, but you want to do them on your own.

Ian Nest: Your former teacher and your first role model. You don't follow his every word anymore but you like his clear and open attitude.

TJ: The hero, the girl who saved your mother and the others. Ordinary people idolize her, although lately she has been seen almost exclusively in the bar. Although you were young adversaries, now you owe her one.

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.

O'Connor: Pilot. A man who comes from the Alliance. Your mother respects him. Sophie lives at his place now.

Father Joseph: A priest, a wise elderly man. He moved in six months ago and he helps you to solve many minor conflicts among people. You admire his calmness and equilibrium and his ability to solve problems in a friendly way. You're glad he's here, he is a natural authority.



In the game:

(Sophie Troy, Allen Gideon) Despite, or maybe because you've always known that you're not the only one to think about her. Even Gideon wished for her.

(TJ, Caroline Grey) by coincidence they met your mother who, after a brief fight, was stunned and dragged to their ship. TJ, who apparently met an unknown ship during her travels and decided to explore it, found her there.

(John Raw, Carolina Grey, William Taylor) You had strong support - John Raw the foreman of drovers personally stood up for you, and your mother was tirelessly visiting the acquaintances.

(Sophie Troy) "Do not get me wrong but I cannot marry someone whose mother has to look for his employment. I would marry you, if you were really grown-up."

(John Raw, Carolina Grey, William Taylor) A part of them was literally pushing you to decide the way they wanted - whether it was your mother, Raw, Taylor or anyone else. These situations often ended in a quarrel.

(Gideon Allen) The only person whose point of view you really value and with whom you have been discussing a lot of things lately is Gideon

(William Taylor) Mr. Taylor claims someone has been stealing his cattle.

(William Taylor, Gideon Allen) Gideon told you yesterday he suspects an epidemic is spreading in the settlement.

(Ian Nest, Caroline Grey) In addition, it is said that *Browncoats* have been very active lately; mother said that ether is full of different encrypted messages.

(Sophia Troy) Maybe you'll convince her today and you'll be able to propose to her for the second time.