



**Ian Nest (28 years, teacher)**

*"Theory remains just a theory until we decide to act."*

*I know all of this far too well and, unfortunately, exactly as they say...*





People should do what they say, not hide behind empty gestures and indefensible statements; “words that mean nothing.” When criticizing, it’s become the most common phrase you use. In front of the kids at school, with the people in the streets, everyone should know it and, above all, behave according to its lesson. And that’s why you are here - to teach them how to do this. That’s why you became a teacher - to teach that words have meaning, and what those meanings are. It is your mission. Someday, everything will work differently.

*Once, you had a teacher who advocated an extremely difficult philosophical position. You asked for a concrete example, of how it was used in the real life. The answer was quite surprising: "I am not here to take a position for or against this, this lesson is just an argument for you to consider." In that moment you thought: This was not the right way to teach others. Students should see their teachers as a living examples of what they advocate. It’s in this way people become willing to give differing ways a chance, with role models. And so you tried to live as you believe you ought to. In the morning, when you look into the mirror, you sometimes imagine being the old hypocrite arguing for argument’s sake. It could be much easier, but you would hate yourself.*

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*When she woke, you were pretty much dressed. You can hear hastening steps coming down the corridor to this far room, at the end of it. A light kiss on her pretty forehead, her, smiling at you, yet stiffening with fear at the approaching someone, and then what? The bed? The wardrobe? You chose the window. Two floors down to the first roof and landing with a strongly suppressed grunt in a dead-silent night. As you run, you make out the sound of a man shouting. This Alliance planet is not safe anymore, at least not for you. Not for anyone who got acquainted with the oppressively strict general’s adult daughter so... thoroughly. Time to go.*

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*The Alliance brings scientific progress and a certain ease to life. Life on the Independent planets is harder, but offers more freedom and that is - in its own way - richer, fuller, and more true. Better. And what we value above all, is worth fighting for. Therefore every freedom-loving person should bravely oppose and fight those who want to end it.*

*You’re sitting in the cockpit of a transport ship and you’re thinking about what to do with today’s cargo. You’ve moved out of radio silence range. The important thing is to keep this cargo from getting to its addressee. And if you are a bit lucky, one of those full bags contains an important dispatch for the Alliance. A moment of silence and waiting. And then a click. The airlock has been emptied. Once you return you will dutifully report the doctored delivery status to the Alliance officer. They have so much traffic and bureaucratic infighting, you’ll likely be well away by the time the “mistake” is discovered and blame properly assigned after a due, and thorough, investigation. Each has to take part in the fight against the Alliance with the means at hand. You’re not an ordinary postman - you are a rebel, a partisan and an outlaw.*



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*Maybe it's a pose, maybe it's the only way you know how to do something meaningful. You aren't a soldier - you haven't the training to fight or kill people effectively - but you know the need to keep morale and hope up. And whether the spark is a bit artificial is not important once the forest is ablaze.*

### **Character:**

You're a natural born teacher. You use original methods and the students love your lessons. Your lessons are their reality, not just memorizing theories. Your teaching methods represent a bit of anarchy in the stiff education system. That may also be the reason why you don't accept authorities and why you have always been a burden for all your superiors. The best feeling for you is when you see someone under your leadership who brings into reality the things you are teaching. And why? Perhaps because you aren't capable of doing it yourself. You can speak very well about what should be done but when it comes to the act, you have your issues. Perhaps it's just fear, or maybe unwillingness to endure pain. And we're not just talking about physical pain. Many times you've tried to prove you can do what you teach but it never went entirely well. As soon as the situation started to be dangerous, you always decided to save your skin. You can be angry about it but you're simply like that. You often think about the moment to come when you will actually have to take that drastic step. And, to be honest, you are terrified of that moment.

It is important to inspire people. And also to have a bit of fun doing it. After all, the best way how to set an example is to be in the centre of everything that's happening, to be seen. Also, you enjoy it and it satisfies you to some extent, too. The euphoria of fame is high on the scale of your values and the only things that can perhaps equal to that are beautiful girls and the opportunity to teach someone. And if all these things happen at the same time, that is just perfect.

### **Past:**

You were born on one of the peripheral Independent planets in the family of a cattle drover. When the rumours appeared about newly terraformed planets, the possibilities and opportunities to start a new life, your parents decided to give you such an opportunity. You never liked the work with cattle too much and so in that moment your father answered to your pleadings and the last thing he ever bought for you was a one-way ticket to the Moon. You haven't seen your family ever since and the only thing you kept as a memory token was your mother's pendant she gave you. You were sixteen. Just before the departure you met a group of drovers who were obviously also headed for the Moon. You chatted a bit and you accepted a demeaning job under a certain foreman. His name was John Raw. You weren't overly enthusiastic about it but you had to start somehow and having some money for the beginning did not harm either.

You didn't expect that your fresh start would turn so fast. It took less than six months and everything changed. On the Moon there were lots of different people and amongst all the Independents also a large community of Alliance people. Girls were as stiff and conservative as their fathers. You didn't like each other much. There wasn't a week without a scuffle or an attempt to drive them out of your



pastures. It wasn't a healthy competition, it almost looked like a bloodthirsty revenge. You didn't understand where did this come from in those men who usually worked with you quite normally. But you knew that these two groups would never reconcile. You also didn't like the Alliance people much. Your old father always used to say: "This scum wants to steal from us the most valuable thing we have. Our freedom. And that must never happen!"

The change in your life then happened really fast. It was in the time when a lot of Alliance drovers suffered from a strange disease. That evening you got one of those tasks that had nothing to do with cattle. "Bring me Chang!" commanded Raw. You knew it wouldn't be easy, Chang, the leader of the Alliance people on the Moon, always had his personal bodyguard - O'Connor - at his side and you had to put him away. You took the guns and literally set off on a hunt. Everything went much easier than expected, the bodyguard wasn't there and so the way to Chang was free. The mission was successful and so you brought Chang to Raw. But it didn't end for you. When you were leaving the Alliance grounds you realized that you didn't have your mother's gift. You must have lost it when going through the stables. You returned to get it and that wasn't a good idea. It wasn't as easy as the first time and you ran into a group of Alliance people. A moment of puzzled looks and then you ran for it. You had never run so fast in your life. And in that moment everything changed. They saw your face and you had to disappear. That very evening you were onboarded on a ship and the Moon became just a memory for you. Everything went so fast that you didn't even understand all the things that happened.

At that time your teaching career and studying began. You found a place on one of the Alliance planets where you obtained a scholarship at a teaching academy. When you think about it after some time, those few years you spent at school were probably the calmest and best years of your life. You enjoyed the life to the fullest. A lot of pretty girl classmates, mocking the incompetent teachers, gaining new and interesting knowledge and of course a never-ending party at the dormitory. You were in the spotlight and you really enjoyed it. There was nothing better. But then, once again, your life turned upside down. As if the world did it on purpose. You met a wonderful girl. Everything was perfect. Young, dumb, beautiful. Unfortunately, it was too late when you put things together a realized that she was the daughter of an Alliance general. When you heard his angry screams in front of the bedroom door you knew it was the time to disappear. You had some experience, some money too, it was the time to leave this stage of life behind. In the dock by the cargo ships you met a man called Taylor. You didn't know where he was heading but you needed to get away. Where? That didn't mater much. When he was talking to you during the flight and got you to tell him why you were running away and also that you're a teacher, he offered you a teaching job "in his settlement", as he called it. You always took the things as the fate presented them to you and so you agreed. Only after that you found out that you were going to the Moon. A curious coincidence.

You arrived at Moon which had changed a lot since the time you left it. It wasn't a mixed settlement any more. There was no sign of the Alliance people and so the scuffles almost disappeared. The only trace of the previous Alliance presence was O'Connor, the former bodyguard. Now he was a pilot and



a supplier of the settlement. You also were also a bit different person. It turned out that Taylor was the richest person in the settlement which didn't really belong to him. There was a Governor on the Moon. The problem you had years ago wasn't so hot anymore and so you could quietly accept the position of the teacher in there. You remembered your years in the Alliance, your life here on the Moon and, following your father's example, you started teaching the local youngsters the Browncoat ideals, the movement fighting against the Alliance for quite a long time already. Lately in a more diversionary way than fighting in an open field but still they fought for freedom and that was important. You first heard about them during your studies and the thought really thrilled you. Maybe also because you had to break some of the government regulations to get to their documents. Wearing a brown coat became a symbol for you. Same as for many of the people here, in the peripheral regions. Though not all of them are brave enough to wear it publicly as you do. The fact that it is just an image of what you'd like to do doesn't matter. Some act like a Browncoat, you look like that. And you inspire and teach people. And that is important.

About four years ago there was a beautiful girl in your class. Her name was Sophie. All of her peers were in love with her (e.g. Benedict Grey, Gideon Allen, ...). And all others too. The same for you, she was simply gorgeous. You were considerably older than her so it only took a few sentences for her to blaze up with love. But it took some time to persuade her to spend a night with you. The next day it was all gone. She wasn't so beautiful anymore, she was rather ordinary and common. You lost all the interest in her. About the same time something long expected happened on the peripheral planets. An open armed conflict. When O'Connor told you about it, it put you in motion. For several years you were proclaiming the Browncoat ideals in here. And now the time has come to show them how it's done. You couldn't lose your face in front of all the settlement and do nothing. But you also knew very well that if you went into the battle, you wouldn't like it. You didn't have much time to think it over and you immediately announced you were leaving to fight for the "Browncoat ideals". When you were getting on board of the ship heading for a busier transport hub, you still didn't have any idea what you were going to do. But at that moment you said yourself this was the time to start acting. To prove to yourself that you could bring to reality the things you taught to the people.

About a half year ago you received a letter from Taylor. He wanted you to return back to the Moon and start teaching again. That letter was your redemption. The last few years had been a hell. When you left the Moon you became a member of one of the Browncoat partisan groups. It was terrible. They placed you on one of the Alliance planets to be their agent there. But the only thing you achieved was post delivery which gave you the chance to delay the deliveries from time to time, or some days, when you felt really brave, to make sure that the mail didn't get to the addressee at all. You lived hand to mouth those days. The group you were a member of also took part in some more serious actions - a few years ago they even exchanged the medical cargo aimed for the Moon for ineffective medicaments - but you never volunteered for such actions. After all, your life would be in danger in there. And because of all of this you were reading the letter with such great enthusiasm. At that moment you packed up your belongings and took a ship to the Moon. It was clear you had to return as a hero. You didn't expect any problems in that, after all, you were a skilled speaker.



When changing the flight for the last part of the journey to the Moon you met a few people on the ship that flies perhaps once in a lifetime. First of all, you knew the pilot. O'Connor didn't change much during those past three years. But you also shared the ship with Gideon Allen. You used to teach that boy. Now he turned out to be a doctor. He was supposedly returning from his studies in the Alliance. Your former student TJ, a peer of Benedict Grey, was also there. She was transporting some box and she was keeping an eye on it at all times. She seemed quite willing to start a fight at any moment. Already when she was young, she could beat most of the boys and she gained their respect. The last one on the passenger list was a quiet priest. Father Joseph. Shortly after leaving the stratosphere an Alliance ship appeared near you. The message was short and clear. "Transport control; get ready for the entry of the Alliance units. We are looking for an escaped criminal, a traitor to the Alliance." A moment of silence and an exchange of suspecting looks. You were sure they weren't after you but it was an opportunity to show yourself. And you never refuse such an opportunity. You persuaded the crew that they were after you and that it was necessary to hide a hero like you (you made up something about shooting down a ship). Doctor Allen, Father Joseph, TJ and O'Connor all agreed, and so you spent the rest of the journey in the secret premises of O'Connor's ship. On the Moon people welcomed you as you expected. As a role model.

"Vote for Taylor!" said the first writing you saw after leaving the ship. Apparently, it was the time of the Governor election. You found out that the only two candidates were the rich Taylor and your former student Benedict Grey. In the end you voted for Taylor. For one simple reason. For that short weakness for his daughter Anna. It was necessary to calm Taylor down a bit. It's because when you started teaching again his daughter was the first thing you noticed. That happened half a year ago. Since then you have been seeing her more often and you, simply said, knocked her up. Well, we all know that these things happen also in good families. You've never thought about these things much. At least she wasn't so... conservative. Anyway, you've build your position in this society and now you are a respected teacher again. You influence everyone and people consider you a Browncoat, a hero, and a respected veteran. From time to time you pick up some girl but so far there haven't been any bad consequences. And, in case of any trouble, you've already practiced this scenario.

This afternoon when you were on one of your regular walks on the Moon (If someone pretends to be a hero, he has to do the heroic acts from time to time. And this needs some time when no one sees him if he's not doing them), you ran into an opportunity you haven't had for a long time. In one of the remote canyons you found an Alliance courier ship. Apparently it wasn't there legally and someone found it before you. You found both crew members shot in the cockpit. It was quite fresh. An idea appeared in your head and immediately you turned it into reality. You took their dog tags and removed a metal plate with the Alliance symbol from the ship. As a respected member of the settlement, you are invited this evening for regular meeting at Governor's hacienda again. Various political issues are always discussed there and this is your chance to show all of them how to do it properly. You are coming with the expectation that you will be able to use that piece of ship; you have hidden it not far from there and you are waiting for the right moment to make your show more dramatic. You are looking forward to throwing that scrap of metal in front them and telling them that this is the way how to treat that scum.



## Your relationship with the Alliance and the Independent:

You heard the Alliance has started to rearm. Most probably the moment will come when everyone has to decide where they stand. If anyone tried to judge you from your behaviour, it would be clear that your choice would be quick. But inside of your there is a storm raging. You know that if you want to follow your ideals, you will have to put on the Browncoat for real and face the consequences of this deed. You would like to but you know it might be a terrible massacre. You have seen what it looks like before. The Alliance is really powerful and it will be difficult to withstand the onslaught even for those who really believe in their ideals. You are afraid of that moment. In your heart you feel you would like to do what you have taught the others. On the other hand, your life would be at stake and that is a really strong argument for accepting the Alliance beret. But if the war started, you strongly believe that the Browncoat troops would come here to help, it's a fight for their ideals in the first place. But this doesn't really help you in your personal decision making. It will be only up to you, how to face it.



## Relationships with other characters:

**Benedict Grey:** The current Governor of the Moon. You used to teach him when he was a boy. In those times he wasn't very assertive or extrovert and he was fixated to his mother. Many times Mrs. Grey came and asked you about how her son learning it all so well. It took you some time to understand why he was elected the Governor. Now you know, they see him as a puppet they can move. These weekly meetings serve for this one purpose. Already at school you used to tell him that he had to behave like a real man. You are rather curious when he will take matters into his own hands. He has always liked Sophie but he never "attained" her. He is said to have even proposed to her but probably for some reason it did not work out.

**Sophie Troy:** One of your students. During your first stage on the Moon you slept with her. It is obvious it has left many memories in her. It seems to you that she still longs for you and she would do anything for you. Curious. After all, it might come in handy one day. She definitely grew pretty.

**Caroline Grey:** The radio operator of the Moon settlement who is in charge of the information channel of the Moon. You could say she is also a kind of a postman. The mother of Benedict Grey - the Governor. Every week she hosts all the influential citizens of the settlement in their hacienda and she is apparently proud of it. It was obviously her who ran Ben's campaign. Well, it's not even surprising for you. She probably wants to compensate for her own failures with the success of her son. What failures? Who knows. Anyway, she really insists on the good manners and these meetings.

- 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.

**Mark O'Connor:** He used to be the bodyguard of Chang, the leader of the Alliance drovers who lived here twelve years ago. But when you took Chang, you didn't meet him - he wasn't there. He is a technician and a pilot and it's him who pilots the junkship transporting the people to and from the Moon so scarcely. He also transported you and mainly hid you in his ship. Years ago it was him who brought to you the news about the riots on the peripheral planets where you later went to act. You have never thought much about how he got the information and why he came right to you. You could say that it's his fault that you went to that hellhole.

**Father Joseph:** He was also on the O'Connor's ship on the way here. He is a priest and it was his missionary activity that brought him to the Moon. It's strange - he also teaches people but in a very different way from yours. It often happens that you and Father Joseph have an argument about some topic. The man is very moderate, he tries to settle everything down and advice others in their lives. It seems he doesn't care whether the people are interested or not. His - maybe even excessive - serenity often makes you angry. But after all, he's not a bad person. Moreover, a lot of people on the Moon like him because he really helps them.

**John Raw:** A cripple. As long as you can remember him he has always been a limping deformed jerk. You started working for him when you were sixteen. Even then you found appealing how openly he showed his sympathy for the Browncoats. But the times changed and now he is one of the foremost drover foremen on the Moon. It is interesting that all those strong men obey such a caricature of a man. But he has always been respected, that's true.



**Tanya „TJ“ Stone:** Your former student and a fellow passenger on the ship to the Moon who turned out to be a local Hero. Several years ago she supposedly saved Mrs. Grey's life and since then everyone has respected her. Actually, you think that she is hiding something and that the reality is a bit different. You can tell when someone is lying like this, you have extensive personal experience with that. Moreover, she partially takes from you what you use for teaching - the fame and attention. And that definitely thwarts your plans, methods - everything. But when you were thinking about it, she is one of the strongest personalities you taught here on the Moon those years ago. At that time she was the boss of a ruffian band.

- 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:** For the first time you saw him when you were running from the Alliance. He took care of you and gave you the job of a teacher on the Moon. He is probably the richest person in the settlement. He also arranged for your return to the Moon and you are grateful from the depth of your heart for that. Maybe that's the reason why you voted for him when he was the only opposition candidate for the Governor post. He apparently tries to do a lot for the Moon, on the other hand, it is quite profitable for him as well. You have no idea what he had been doing in the Alliance before. Additionally he has a very pretty daughter - Anna. This girl has also become one of your lovers. And things to be worse, her baby bump will grow soon. Hopefully Taylor doesn't know about it.

- 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:** He is also one of those you taught. He has always been rather a quiet and not really talkative boy. Now he is a doctor. He arrived at the Moon together with you about half a year ago.

**Chang:** The leader of the Alliance drovers on the Moon twelve years ago. You brought him to Raw. After that you had to disappear so you don't know anything about the rest of his life.

**Anna Taylor:** William Taylor's daughter. Young naive girl whom you gave a piece of... your soul. Taylor hopefully doesn't know about it

### ***In the game:***

(John Raw) ...you accepted a demeaning job under a certain foreman. His name was John Raw.

(John Raw, Chang, Mark O'Connor) "Bring me Chang!" commanded Raw.

(youth under John Raw) They saw your face and you had to disappear. That very evening you were onboarded on a ship...

(William Taylor) In the dock by the cargo ships you met a man called Taylor.

(Sophie Troy) ...it took some time to persuade Sophie to spend a night with you.



(Mark O'Connor) You didn't have much time to think it over and you immediately announced you were leaving to fight for the "Browncoat ideals".

(being a member of a partisan group) you became a member of one of the Browncoat partisan groups. It was terrible.

(being a member of partisan group) The group... a few years ago they even exchanged the medical cargo aimed for the Moon for ineffective medicaments.

(William Taylor) Taylor wanted you to return back to the Moon and start teaching again.

(Tanya „TJ“ Stone, Father Joseph, Mark O'Connor, Gideon Allen) "Transport control; get ready for the entry of the Alliance units. We are looking for an escaped criminal, a traitor to the Alliance."

In the ship-wreck you found two dead male bodies.