



Gideon Allen (24, physician)

„As a doctor, it’s my duty to stop people killing each other.“





The cargo ship rises into the air, clouds of dust spilling over the air dock. From here, high up in the sky, you can see the settlement is actually quite small. Curious. You've always thought it would be the largest place you'll ever see. And now look at you, heading towards the vast cities of the Alliance. The large herds of cattle outside the perimeter of the settlement look tiny, no larger than ants. And then there's nothing but clouds.

The Alliance is Progress! The Alliance is Democracy! The Alliance is the Law!

The posters are all over the city. Debates about the possibility of 'helping' independent planets are everywhere, even at the university. *Fools. They have no idea what it's like to live out there.*

Your early days at the university were anything but easy. They laughed at you, called you a drover, a herder, at least until you proved that you were up to the challenge. That you were one of the best...

Six months, and already it feels like eternity. You look around the doctor's office, your office. It's not bad, especially considering the resources available, but still no match for any Alliance one. *I've only been here six months and already I'm being treated like a village elder.* You select a sample and place it under the microscope. *How in the world am I supposed to concentrate when we're on the brink of war? Wait... What's this? Chang's disease?*

Your character:

You're a good man, who's always felt a bit ill at ease in larger company. Let's not confuse 'good' with 'foolish', though, that would be a mistake. You're everything but foolish. You trained as a physician in the Alliance; on Moon, this means you're one of the respected people of the settlement. You try to stay out of conflicts, but when it comes to moral principles, you're willing to fight to the death. And you really would. Though a shy young man, morals are important to you and you will fight for them, seeing that justice is served. Sometimes, though, it's not as easy as it may seem.

Your past:

You were born into a rather poor family and when you were twelve, you moved to the newly colonized Moon. Shortly afterwards, a scaffolding fell on your father; a few days later, he succumbed to his wounds and died, mainly because a proper doctor wasn't available. Your father's employer, **William Taylor**, took care to look after your family, and he soon started enjoying your company. After all, you were a bright young man; soon enough, you were spending every free moment at Taylor's place.

Up until you were about nineteen, one of your best friends was **Benedict Grey**, or Ben, as you called him. A year younger than you, Ben was a confident young man, and soon became the unofficial leader of your group. Some found him a little too full of himself, but back then, the two of you were good friends. You spent much of your time fighting with another group of children, led by the bully **TJ**, whose



answer to everything was force and insults. And as you fought back against TJ's attacks, your friendship grew stronger.

Sooner or later, however, every friendship is subjected to a test, and the test that roughed up yours came in the form of a girl, **Sophie Troy**. Her mother, **Mary**, had left Moon some time ago, leaving Sophie to take care of herself, which, in turn, made her the most grown-up member of the group. She also happened to be pretty, smart and fun to be with, so it was just a matter of time before she became the center of all the boys' attention. You and **Ben** liked her too, obviously. You were never any good at talking to girls, though, which played into Ben's hands. Not that you were too happy about it; but you couldn't turn yourself into one of those brave guys who walk up to girls and ask them for a kiss. You often wonder whether you shouldn't have tried anyway, back then.

You didn't start going out with **Sophie**. But, then again, you had sort of expected that. And, around that time, **William** offered to pay for your tuition at an Alliance university. You could train as a doctor. You briefly thought about leaving Ben and Sophie here, thought about Ben going out with her, but then realized there's no way you could get educated on Moon. You accepted William's offer and before you knew it, you were sitting on an Alliance-bound ship. You barely said goodbye to your friends.

You weren't the only one leaving. The ship's other passenger was the settlement's young teacher, **Ian Nest**, who was leaving to fight for the Browncoats. You had been his student for a long time and had always loved the way he taught and told his stories. All the kids had; none of his classes had ever been boring. Some parents may have complained about his teaching methods, but that made you all adore him even more.

That time is long gone, though. Someone had let you down and now you will meet other teachers and new friends.

* * *

The Alliance was nothing you had expected. The vast cities, the breathtaking technology, the millions upon millions of people milling about. You hadn't expected anything so huge, so gigantic, not even in your wildest dreams. As all things, though, even the Alliance had a dark side. Words like 'freedom' or 'liberty' were only heard at universities and even then they were barely whispered.

Almost a year passed before you finally fit in. After all, you were now rubbing shoulders with the elite offspring of a dozen worlds, the only one without an Alliance heritage. You had to work hard to prove your worth. The competition was enormous and some teachers would even refuse to see students who were unable to meet the university's high standards. So you grit your teeth and worked your tail off, desperate to show that even a farm boy like you could reach the top. Sometimes time seemed to fly by at the speed of light; at other times, every sleepless second before an exam felt endless. And in the end you succeeded.



Three and a half years flew by and no one came to see you graduate. You didn't really mind. You wondered about all the things that had changed while you were gone. The settlement and the people. After all, Moon has always been your home.

Your return was more adventurous than you would've liked. Once again, you weren't the only passenger aboard the Moon-bound ship – aside from the pilot, **Mark O'Connor**, the man who took care of Sophie after her mother had abandoned her, there were three other passengers.

The first introduced himself as **Father Joseph**. The priest was traveling to Moon to spread the Word, and turned out to be a very interesting companion. When you thought about it, you realized that if there was something Moon really needed, it was a priest; and what more, this particular man of God seemed to have his feet on the ground. His voice was calm and his words were wise, and it was pleasant to be able to talk to him.

The other two passengers were old acquaintances, **TJ** and **Ian Nest**. **TJ** was returning from the central systems, which you found rather surprising. You remembered her as a spoiled bully who did nothing but ruin the fun all the time, the sworn enemy of your little band. Who knows, maybe she has changed. Somehow, however, you doubt it.

Ian Nest, your old teacher, was returning from fighting against the Alliance. He told you wild stories and you admired him as much as you did when you were a child, maybe even more. However, speaking of the Alliance...

A patrol just *had* to show up, didn't it?

'Transport inspection, prepare to be boarded by troops of the Alliance. We are searching for a fugitive, a traitor to the Alliance.'

Chaos broke out aboard the ship. **Nest** panicked and rushed around, trying to find a hiding place – as a Browncoat veteran, he would be executed for sure. You were not sure how to react. A war hero all right, but... Lying to the Alliance? Suddenly, you felt overwhelmed by a sense of responsibility. You have never lied to anyone. However, even though the decision wasn't easy, you talked things over with **Father Joseph** and, in the end, helped him hide your old teacher in the bowels of the ship. The priest also helped **TJ** move some crates around in the cabins. You hardly paid any attention to them, busy thinking about the consequences of your decision. When the Alliance soldiers questioned you about the whereabouts of the other passengers, you found it hard to answer them. On the one hand, you didn't want to lie; on the other, if you told them the truth, your old teacher would surely die. And that wouldn't be right either. There was no escaping the decision. In the end, the Alliance soldiers didn't find anything, even though they searched the ship from top to bottom, and the rest of the journey went smoothly.



You arrived on Moon right in the middle of an election campaign. And not just any campaign – the successful candidate was to become Moon’s governor. There were only two competitors, William Taylor and Ben.

William, the man who had paid for your tuition and was basically your stepfather, was running a regular campaign: posters, meetings, things like that. Much of Ben’s campaign, on the other hand, seemed to be run by his mother Caroline. You thought very hard about who you’re going to vote for and, in the end, decided to vote for Ben. Taylor fought bravely, but in the end, Ben won and became governor.

The second thing that surprised you upon return was Sophie. It turned out that after you had left in such a hurry, nothing had happened between her and Ben. She had even refused to marry him and when Ben filled you in on the details, he took great care to repeat her exact words – she had told him she would marry him ‘*when he grew up*’. Somehow you were happy to hear it.

The first six months of your stay flew quickly by. The important people in the settlement met regularly at Ben and Caroline’s place, and you were always invited as well. Not only because you were friends with the governor; you were becoming widely respected for your education, and word was going round that you did, actually, help *everyone*. These meetings were also a chance to see Sophie. Yes, that’s right – three years away had not been enough.

Lately you’ve been preoccupied with a strange disease that has appeared among the drovers. The drovers’ foreman is one John Raw, a strange, crippled, foul-tempered man. You used to play tricks on him when you were kids, and he would always yell at you and chase you away with his walking stick. He’s probably the most influential drover around. Some of his people have found numb places on their bodies; so have Taylor’s. The number of the infected is growing and you’ve started carrying out tests. It took you a few sleepless nights to conclude that the sickness is probably being spread through food. You also remembered that this isn’t the first time something like this has appeared on Moon – it had been around in the early days of the colonization. Back then, the disease had affected colonists from the Alliance, and was even named after their leader, Chang. In the end, the Alliance colonists had all left, probably as a direct result of the illness.

Then Taylor was infected as well and everything changed. It’s possible the illness has been spreading through that new cattle Taylor had ordered from the Alliance. There’s one thing you know for sure – aside from a strict diet, the only thing that can cure Chang’s disease are newly developed nanobot medicaments from the Alliance worlds. You’ve already told Raw and Taylor; both of them have the resources necessary to have the medicine delivered.

You’ve been hearing vague rumors about the Alliance calling to arms. People are whispering that war is nigh. Why? Why won’t people understand that out here, folk have a different way of life? That they don’t miss anything the central systems have to offer?



Tonight, you're going to the regular meeting of all the important people in the settlement. It is hosted by the governor's mother, **Caroline Grey**. As you set out for the governor's hacienda, your thoughts are dark. There is much to be discussed.

Your relationship with the Alliance and the Independents:

You find it really sad that the Alliance believes its reason for existence is forcing its politics onto worlds in the outer rim. You find it equally sad that the Browncoats won't give up their independence without a fight. All of this will lead to nothing but a bloodbath. There can't be war. You'll do anything to stop it, to avert any kind of conflict. People shouldn't have to die. Especially when all you need is some sort of a sensible agreement.

Your relationship with the others:

Benedict Grey: A childhood friend. You still get along very well and you often help him make decisions. He thinks very highly of your opinions.

John Raw: The foreman of the drovers, a man crippled man by the Alliance. Raw is, quite obviously, not completely innocent either, but people like him a huge damper on the Alliance's popularity.

Mark O'Connor: A pilot and the owner of a Firefly-class transport ship, one of the few links between Moon and the surrounding worlds. He has a knack for calming hot-headed fighters and is generally pleasant and fun to talk to.

Ian Nest: A much-loved teacher who left Moon to become a Browncoat and a hero. Some of your moral values are based on what he had taught you.

Sophie Troy: You'd do anything for her. On this meeting, you finally want to let her know how you feel about her.

Father Joseph: A man you met while returning to Moon with you. He has a wise word for every situation and sometimes, when you're lost and struggling, knows the right way to help you. Over the past six months he, too, has become a respected resident of Moon; like you, he helps everyone.

Caroline Grey: The radio operator and Ben's mother. She was responsible for a large part of his campaign and often tries to influence his decisions. You know this bothers Ben and you can see he's trying to do something about it. He's definitely doing better than before.

- 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.

Tanya 'TJ' Stone: A rather simple girl, who used to lead a group of kids who were your group's sworn enemies. Picking fights was her specialty. Now people are saying she's a hero – apparently she had saved Caroline Grey and some sort of expensive machine of hers from a band of murderous thugs.



- 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: A man who's almost like a father to you. You've always had an excellent relationship, but he's changed a little over the time you were gone. He was very angry with you for voting for Ben in the elections, and there was a lot of fighting around it. In the end, however, he decided to let it go.

- 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.

In-game relationships:

(Sophie Troy, Benedict Grey) *You were never any good at talking to girls, though, which played into Ben's hands.*

(Ian Nest, Father Joseph) *However, even though the decision wasn't easy, you talked things over with Father Joseph and, in the end, helped him hide your old teacher in the bowels of the ship.*

(TJ, Father Joseph) *The priest also helped TJ move some crates around in the cabins. You hardly paid any attention to them, busy thinking about the consequences of your decision.*

(William Taylor, Benedict Grey) *You thought very hard about who you're going to vote for and, in the end, decided to vote for Ben. Despite all of Taylor's efforts, Ben won and became governor.*

(Sophie Troy, Benedict Grey) *Sophie had told him she would marry him 'when he grew up'.*

(Sophie Troy) *These meetings were also a chance to see Sophie.*

Back then, the disease had affected colonists from the Alliance, and was even named after their leader, Chang. In the end, the Alliance colonists had all left, probably as a direct result of the illness.

(John Raw, William Taylor) *... the only thing that can cure Chang's disease are newly developed nanobot medicaments from the Alliance worlds. You've already told Raw and Taylor; both of them have the resources necessary to have the medicine delivered.*