



William Taylor (46 years, businessman)

"Everything I do, I do for the Moon. Whether they like it or not."





Vote for Taylor! A pile of posters in the corner of the room; a reminder of the failure in the last election. So much for the high ground; many negative words were said back then. It doesn't matter so much now. You light another cigarette to puff up some morale for your next batch of tedious bookkeeping work. Benedict Grey - the Governor. How absurd it sounds. A year ago, you wouldn't have believed this, and now it's reality. Distracted, you put your work away for a long think on the topic. It has been in your way for too long already.

From your office you have a good view of the settlement, so you sometimes sit and stare at the town that you had helped to build. Why are they so ungrateful? Don't they know how much you've done for them? What you sacrificed to make it all work? Petty jealous? Envy?

Just outside of the town you see a particular cargo ship landing. Only a few people know that it also carries several not-quite-legal packages. You'll eventually have to oversee this delivery personally.

Meanwhile, the drovers have returned and, again, it seems those cowboys from Raw stole a cow. Thieves like these are disreputable scum. They have a few details about a distinct head to this outlaw band. You send the complaining drovers away and wonder what you are going to do with the leader of these bastards. If it's an ordinary thief, why hide under "war" injuries in that pack of thugs? Another day, another unnecessary problem.

Character:

You're undoubtedly one of the leading figures of the settlement. Obviously. You talk with confidence, from position of natural leadership, which your others like characterizing as arrogance or conceit. You don't need to explain the people around you why you're doing this or that. And yes, the end justifies the means.

You're don't consider yourself arrogant, just particularly competent. After all this time, you've grown tired of explaining everything again and again, and walking people by the hand step by step. And, after all, everything you've done, you've always done for Moon.



Past:

You were born to a poor family on one of the Independent planets and you had to struggle. Before long, it was clear there were two options for a clever young man: school or the crime. School cost money. Money which you didn't have, yet. So, you took joined one of the smuggler gangs. First as a messenger, but with some luck, hard work, and smart moves, eventually as more. That was twelve years of work and relative success, leading to enough to make a bid for legitimacy. By now, you've left it all long behind. Well, almost - there are some things you can't quit.

It was near the end of those smuggling days that you heard about the colonization of the new moon, now called simply Moon. An exciting prospect. With those frantically busy days, you vaguely remember being part of the first ships that landed on the newly terraformed world and the first buildings constructed on it. You grew to love it as your home, and you think you would do anything to protect it.

A girl called TJ Stone flew here with you. You met her quite by chance. From the first sight it was clear she has been through a lot. The kind of a lot that left her quite a good fighter and an exceptional thief and fence. You had started poor - she had started with less: a street orphan, with dead or abandoned parents (you assume). Considering the fact she was about fourteen at the time, her work with your smugglers went quite well. You made her attend primary school out of a sense of responsibility, but after a few years with this crew, you lost track of TJ. She went her own way when you became less involved with day-to-day criminality, and more involved with leading Moon and Moon's politics.

You were not the only ones who colonized Moon. There was a group of Alliance colonists as well, led by a man named Chang. For a time there was certain tension between your people. Fortunately, the foreman of the drovers, a man named Raw, clashed with them for being Alliance colonists, distracting both of them away from you. Sometimes, this escalated to more than just fisticuffs - weapons were drawn and used.

A strange disease appeared among the Alliance colonists: insensitive spots appeared on the body and the progression seemed to suggested death could eventually result. (No one on Moon could say for sure - there weren't any trained doctors on Moon at the time, so it was a lot of guesswork and assumptions). This triggered panic among the Alliance settlers, and also kept settler groups, such as yours and Raw's even more segregated for a time. In the end you had medicines ordered from the Alliance through Moon's radio operator, Caroline Grey, which you planned to hold and eventually sell to Chang for a pretty indecent sum of money. Although Grey didn't like it much (at that time she was a friend of Chang), what was it to her? She even told you that you were an outright scoundrel and villain for profiting through someone else's misfortune. No one liked those Alliance people anyway, and the money would enable you to give work to ordinary people.

Just before you finalized the sale, Chang disappeared with the money they'd collected. The other Alliance settlers raised money again (you didn't give them a dime of discount, tough luck) and bought out your supply. A rumour spread that the remedy didn't work, for which, of course, you were blamed. You became a hero to some and a villain to others. You explained to Caroline that it was not your fault,



and what you properly sold was what you had gotten without otherwise adultering or faking things up. She didn't quite believe you, already having formed a poor opinion of your gouging of the Alliance settlers to start with. Eventually, the Alliance settlers gave up on Moon, and managed to find a way off planet. The disease, now called Chang's disease, apparently petered out.

During the following years, you expanded your land holdings on Moon. You imported from the Alliance and from time to time you used your relatively privileged position to smuggle and exchange a few other things. You've arranged for quite more than most on Moon would suspect. But you had Moon's well-being in mind. On one of your trips, you met a young man eager to get offworld; a notorious philanderer. He had training as an educator, which was something Moon could use. And so you got Ian Nest to Moon.

More years, during which you adopted a young, orphaned baby - Moon was still newly settled, and the tragic accident which took his parents luckily spared their child. The baby became the son you always wanted (your wife gave you two daughters). He was already named (Gideon Allen) and he grew to be a clever and attentive boy. Time passed as it does (quickly), and almost as you started to order him books and instructional films from the Alliance, you soon sent him to study medicine at a good university in the Central planets. This was something Gideon wanted to do after careful consideration. Gideon didn't want to leave his friends behind here (for example, Benedict Grey, the son of Grey - the radio operator, and Sophie Troy, a girl Gideon may have been interested in. She was something like a niece to John Raw). But eventually he did decide to go.

At around that time, you bought a new radio on the black market. But your contact immediately tried to squeeze you for more money. At the handover, the radio was stolen by an "independent" group of smugglers. Caroline Grey was also taken; all this was being held for ransom. A problem that sort of solved itself - Caroline returned, rescued by an unknown woman, and the radio and the rest vanished. It was an unsettled time; news of a military conflict somewhere by the Alliance against some more Independents had reached Moon. Ian Nest hastily decided to go to the front without consulting you, to fight against the Alliance.

Three and a half years pass, around the time of your election campaign for Governor of Moon. Naturally, you were running. Oddly, it was Benedict Grey, Caroline's young son, who turned out to be your opponent. Around this time, Gideon returns from the Alliance a certified, and qualified doctor. Good boy - something Moon hasn't had in all this time. He'll do well. Ian Nest was on the same ship with him (at your letter remind him how much Moon's people still needed math, reading, and other lessons). A Father Joseph had also come - Moon hadn't had a religious figure or missionary before, and it'd be interesting to see how he'd do. But unfortunately, it was TJ, the ship's third passenger which stole the show. TJ was someone you hadn't spoken to directly in some time, but had contacted you about a purchasing antique statuette with a diamond she had somehow acquired. That was fine; but TJ, it turns out, was the one who had rescued Caroline Grey. Caroline immediately exploited it, turning TJ into a hero, and making a flashy, public endorsement of her son's candidacy for Governor.



Despite your long efforts at improving Moon, Benedict Grey won the election. You think this is partly because others wanted someone weak, whom they could manipulate. Caroline Grey was more politically astute than you had assumed. You still feel like you ought to have won. You were surprised Gideon who voted for Grey and not for you. You had an argument about it but apparently his friendship is more important to him and he assumed you'd win without his vote.

Eventually you got over it. Moon's not that big and business is business. Weekly sessions at the Grey's hacienda helped - they discussed important issues of the settlement and what to do, and took your advice as often as not.

Speaking of business, you bought a new kind of cattle from the Alliance to Moon a few months ago. Raw's drovers - nowadays, bandits, really - have been stealing them. Yes, those cowboys of his cannot be called otherwise; it's just a bunch of bastards and good-for-nothings who have nothing else to do than to poison your life. Raw denies everything, despite the evidence. You and Raw have developed quite a strong hostility.

And as if that were not enough, two weeks ago you found an insensitive spot on your chest. Chang's disease. What is it doing here after all these years? Fortunately, you happen to know a good doctor and still have your Alliance trad contacts, so it didn't take long to request a delivery of nanobot medicines through your courier O'Connor. And Gideon together with the priest, Father Joseph - whom you confided - are the only two people who know about your condition. You hear Ian Nest was starting a campaign for your younger daughter Anna. As long as he is just courting and know enough not to bite the hand that feeds him, you won't give him too much grief.

Hard times are coming. There are rumours that the Alliance is gathering arms and Moon is in what they consider a strategic spot. You're coming to the Grey hacienda with a heavy head and a lot of ideas about what ought to be fixed.

Your relationship with the Alliance and the Independent:

For years you've been building Moon and reaping the commiserate rewards. You dealt with both sides lucratively, yet not unfairly, you think. You've given an incredible amount of work, money and energy to developing the settlement. You do not want it all to disappear at the brink of prosperity because of some conflict or war. The question is what will happen. It is clear that it may be necessary to choose a difficult way that will protect the settlement beyond muddling about in the middle. Unpopular decisions, cooperation with the Alliance, what have you, it's all good as long as it's good for Moon.

If there is still a conflict, you have hidden caches of weapons to arm a decent number of men.

Relationships with others:

Benedict Grey: a weak puppet set in place by his own mother using rumours. Incredible. So far he hasn't made perhaps one independent decision...

Sophie Troy: a girl who is obviously the centre of attention of all her peers. And as one of the few she comes along well with Raw, which you frankly do not understand.



John Raw: the foreman of drovers, a cripple and a militant pig. You do not like him and he does not like you. The two of you own a majority of cattle and land on the Moon, and you both have roughly the same amount of them. However, his men, unlike yours are not afraid of robbery and assault.

Caroline Grey: a radio operator. She tries to be on good terms with everyone and negotiate somehow with everybody. Personally, you would say that she is a bit like a weasel who is trying to wriggle out of all the problems and not to look like the person who is behind it.

- 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: a pilot and technician. He owns a Firefly ship registered in the settlement and when you need to import things that can go through the Alliance scans, he is the right man.

Father Joseph: a man who has wisdom for every occasion and sometimes, when you worry a lot, you go to him and he can really help.

Ian Nest: a teacher you invited to teach in the settlement and who has already proved his worth several times. He uses new methods and is really capable to work well with the students. But he thanked you by seducing your own daughter. He is openly a *Browncoat* and allegedly also a war hero.

TJ: not a complicated girl who does some work for you from time to time. Others consider her a hero for that odd rescue of Grey those years ago.

- 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.

Gideon Allen: a man who is a son for you, although even after those years you have a lot of different opinions. Maybe having sent him to study at the Alliance was a mistake but, on the other hand, he may now be your only hope against the illness that is troubling you a lot.



In the game:

(TJ Stone) So from time to time you let her do some not entirely legal things together with other members of your former gang.

The symptom was insensitive spots on the body and supposedly could even be fatal.

(Caroline Grey) You didn't have a doctor at the time, and they apparently didn't have one either, so in the end you had medicines ordered from the Alliance through the radio operator, Caroline Grey, which you wanted to sell to Chang for a pretty indecent sum of money.

First, a rumour spread that the remedy didn't work; for which of course you were blamed.

(Gideon Allen) It didn't take long and you started to order him books and instructional films from the Alliance, and finally, four years ago, you sent him to study at the medical university in the Central planets.

(Caroline Grey, TJ) But in the end Grey was lucky because apparently TJ appeared on the ship and rescued her.

(Caroline Grey, Benedict Grey) Now, after some time, you know why it happened - the others wanted someone weak, whom they could manipulate, and Caroline Grey is obviously good at tattle and spreading gossip and rumours.

(Benedict Grey) Weekly sessions, where they discussed important issues of the settlement, got established at Grey's and soon they began to invite you.

(John Raw) A few months ago you brought a new kind of cattle from the Alliance to the Moon that would soon become the target of Raw's bandits.

(Mark O'Connor, Father Joseph, Gideon Allen) ...it didn't take long to request the sending of nanobot medicines through O'Connor from the Alliance. And Gideon together with the priest, Father Joseph - whom you confided - are the only two people who know about your condition.

(Ian Nest) And additionally, that womanizer Nest began to chase after your younger daughter - Anna.