



Father Joseph *(47 years, Pries)*

"Everyone defeats their inner demons alone. A lucky some know how to do it. Most do not understand the problem. I, personally, am none of the above..."





You woke up in the middle of the night covered in sweat. Again. Darkness all around and the nothingness that devours you from inside. Should you be thankful you're still alive, or should you be angry? You've asked yourself this question more and more often over the last half year. People can't run away from themselves. God sees all and judges all, hypocrites particularly.

You're sitting in the mud and staring at the corpse of a young man: A boy, really. His blood has soaked your pants and you can't look away. You know that was the plan. Now or never. A moment more in trace or stupor, you think: Not anymore. You slip the dog tags off his neck and order a retreat. Too much blood.

You are the shepherd and saviour of lost souls. It's always been up to you. Everything that was happening around you, you had to make the decisions and solve things. Sometimes you're really tired of it; sometimes you wonder if you feel any reward to this. Hardly. But that is your destiny and your calling. It's necessary to understand and believe. There's nothing else to it. With no holding or keeping faith, there's truly nothing.

To redeem your sins and to be the light to others. But the past catches up, even if unwanted or unready.

Character:

You draw a line between your present and your past. You're now a completely different person than you used to be. You help and advise people - sometimes with words, sometimes with deeds. You're here to help them learn from their own mistakes. It doesn't matter what they think about you, as long as they learn.

The problem is that the sins from your past come back to haunt you again and again.

Past:

Your name was Joseph Lewis and you were born at a time when the Alliance was not as large as it is now. You lived with a large family on one of the Inner planets, which at that time was Independent. Your father was a businessman and your mother and brothers lived a comfortable life.

Everything changed during the first week of the Alliance attack. You were left alone, "Lewis & Sons" was dead and you enlisted in the Army to fight then. You were twenty-six. You hated the invading Alliance Army and in your heart you knew wanted revenge for what they did to your family and your home. You put on a *brown coat* and got into one of the last ships that got out through the Alliance blockade.

You joined with other members of your unit, such as Mary, Michael Troy, and John Raw. You loved Mary; Michael and John were your closest friends. You had some beautiful moments with Mary, and she brought you some relief from the torment of your losses. Mary eventually chose to marry Michael.



In those days you wanted to die, you applied into more dangerous missions but fate, the mischievous prankster, always brought you back a live. Seven months after their marriage Mary and Michael had a baby girl, Sophie. You remember the timing; you could have been Sophie's father. Michael knew how you felt about Sophie and married her anyway. But there was a war to fight.

After the wedding, you often spoke to Mary to understand her. She couldn't explain why she did what she did. Yet she still spoke as if you were friends. You didn't understand. She even said that Michael was beating her. But she also begged you not to say or do anything about it. You couldn't just let that go, and found a blameless way to get rid of Michael.

This was three years later, when you and your unit - commanded by Michael - acquired a prisoner, O'Connor - a military technician of the Alliance - and a supply of arms and ammunition. The Alliance counter attacked with larger forces. A larger part of the unit had to transport the weapons back and prepare the hidden ship for immediate take-off. You, Michael and the rest of the men covered their retreat.

And that's when you took your chance. You were approaching the ship; all the men had jumped aboard just you and Michael were the last two who had to catch their flight. The Alliance units vastly outnumbered you. It was necessary to cover the retreat until the last moment. Michael as the commander of the mission sent you into the ship, but was delayed covering your retreat. You were standing in the doorway of the ship with your hand on the control panel. Michael was approaching, yelling at you, that he would make it! In that moment you couldn't see anything except the image of Mary's beautiful body covered with bruises. You looked at the control panel, then at Michael and said, "Not today. Today you won't make it." And then you shut the door. A shower of bullets hit the surface of the ship and you took off. Nobody else knew and nobody ever will. It was for a good cause.

You had to take care of Mary and little Sophie. They bore the loss bravely. Sophie called you Uncle, same as she did to John, and you were wondered whether you make the right choice. You could start again. But it was never felt the same as before between you and Mary. Maybe it was Mary's perception of your lingering guilt, maybe it was something else.

The war continued. You were running out of food and medicine. You were hiding for a very long time but were discovered. The plan was to endure until the others escaped, and then cover each other's retreat for the last ship. John Raw was opposite with a few, you were on this side with a few. You held on for a long time, but then everything seemed to go quiet in that moment and you couldn't take your eyes off him - the dead 16-year standing in front of you, dying from the Alliance bullet meant to hit you. You realized the despair of what you were doing. All your efforts, the thousands of wasted lives, none of that resulted in any change. Just more and more people died. You fought for so long you almost forgot what you were fighting for.

You were covering the retreat of downtrodden and hungry people, the war was almost lost. The Alliance triumphed on all fronts, and this was only a desperate attempt to maintain a foolish idea. If you gave up now, most of your people would live. The heads of the Resistance, people like you and



John, would not get mercy. You ordered your men to retreat. You believed John would understand. There's been enough blood. You threw away your weapons, retreated to the ship and fled.

When you got the ship to a quiet place, you had to split from the unit; it was every man for himself now. The war is ending. You said goodbye to your men and went away. They had a chance, you did not. You had to disappear from the world. For a few months you were wandering in the wasteland and almost died. In your delirium you re-ran the last scene from the trenches again and again. The faces of all those you lost, abandoned, or killed were coming back to you. Michael kept looking at you with that puzzled expression of his. You went crazy. You did not know what to do with your life, and so you decided to leave the one you knew.

When the door of the monastery opened in front of you, you didn't exactly know what to say. But they knew and accepted you as you were. You spent years inside its walls, more than a decade, nearly two, learning and recovering. You've become Father Joseph, a priest, pastor and saviour of lost souls, including your own. You found acceptance and peace. You understood how you did things before as wrong. Fighting and anger never solves anything. So many people suffer in the world because of their inability to handle their own internal problems. You decided to become a missionary priest, to counsel those in the world, to stop hiding in the monastery walls.

It was a half year ago with that mission in mind, that you travelled to the new settlement Moon. They had been requesting someone to minister to them, but Moon had a bad reputation due to a plague that had spread amongst some of its early settlers. You would be the first priest to make landfall there.

On the ship, you saw the pilot was O'Connor, the Alliance technician your unit captured many years ago. You didn't know whether he recognized you, but it seemed as though his features froze when he saw you. He said nothing. You let it be. You spoke to the other passengers. A young doctor Gideon Allen. Apparently he was returning from his studies in the Alliance. A man called Ian Nest, a *Browncoat* with training as an educator. And the last passenger was a young woman named TJ. Perhaps a courier of some kind, as she was trying not to seem like she was watching her box of luggage very carefully.

Your ship to Moon was stopped by an Alliance patrol. The message: "Transport control; get ready for the entry of the Alliance units. We are looking for an escaped criminal, a traitor to the Alliance." For a moment you were all looking at each other and nobody knew what would happen. Nest said they were after him, looking for him because he shot down some Alliance ship and had to hide. O'Connor, the former Alliance technician, agreed to hide Nest in the bowels of the ship somewhere.

You noticed TJ starting to panic as well. You put on a friendly face and asked if you could help. She was a believer, who didn't want to bother you, but gladly accepted your offer. You hid her in your cabin, and played the role of offended priest to the hilt, to help encourage the patrol to search less than thoroughly. (It was nearly not in time, as TJ's luggage broke open, dropping an ornamental golden statuette with a diamond on it, some books and other things, which you helped repack quickly.) The Alliance patrol found nothing and took no one off the ship. The rest of the journey was uneventful.



You landed on Moon to some sort of election, for a new Governor. There were two candidates: Benedict Grey, a young boy, the son of the local radio operator, and William Taylor, a local businessman. There was some unexpected drama with TJ's arrival; she had saved Benedict Grey's mother from kidnapping by a criminal gang and was hailed a hero of Moon.

As a priest you went to talk to both candidates, but didn't feel much need to get involved in the election - you just barely arrived. In Taylor's office, you did notice a familiar ornamental golden statuette with a diamond on it. You met Sophie Troy again, another figure from your past. She had grown to be an almost unrecognizable young woman. She was nineteen and came to you about a week after it became known that you arrived at Moon. She told you she was in love with Nest, her teacher with whom she had a short affair about four years ago. But the main reason why she came was that she didn't know what to do with Ben. She expected if Ben won the election, he would definitely propose to her and she didn't know what to do. You advised her to avoid Nest and follow her heart on Ben's question. In the end, Benedict really won the election and what Sophie had anticipated happened. And she refused Ben's proposal.

John Raw was also on Moon. The man was crippled. He limped about with a cane, and prominent battle scars. He was healthy the last time you saw him. You had a terrible argument with John. You don't remember the exact words but it was full of resentment, disappointment, sudden hatred and remorse. You haven't spoken again, but you probably need to.

Yet life on Moon is otherwise a lot like you had hoped. People come to you with their small worries and issues and you help them, just the way you imagined. Most recently, several drovers have come to you because they are strangely ill. They have a numb place somewhere on their body and they are getting worse and worse. They work with Taylor and Raw. Some of Raw's people perceive it as a divine punishment. What for, they'll refuse to say.

When you talked to Doctor Allen about it, he mentioned something like this illness could perhaps be solved using nanobot medicines from the Alliance. But that is something which goes totally against nature and you had quite a long discussion about it that led nowhere. He tried to convince you about the usefulness of these medications and wasn't able to understand that it is a terrible wrong, against the natural course of things.

Last night you got a letter from Caroline Grey, the local radio operator whose son won the election for Governor. She officially invited you to a dinner at their hacienda with the Governor and some of his hangers on to discuss politics. Your influence on ordinary people apparently grew so much that it is worth their time to count you in their political dealings. You find the evaluation strange, almost repulsive. You are coming to the hacienda with mixed feelings, and the knowledge that most of the people from you past on Moon will also likely be there.



Your relationship with the Alliance and the Independent:

The conflict has been long-standing. You've already risen above it. You're likely still wanted by the Alliance. Only life is important. And it needs to be preserved.

Today, you're unprepared to be drawn into this conflict. You want to live to spread the faith. You don't want to betray what you have become. You fear your missionary work will be devalued when your prior life is discovered. On the other hand, however, it's impossible to hide forever; judgement can only be delayed, not denied.

Whether the personal problems matter, or whether it is necessary to sacrifice yourself for something bigger. Perhaps for ideals? For the rescue of many?

Relationships with others::

Benedict Grey: The youngest Governor you know. But people like him. He gained popularity during the half year when he has been holding the office. Even some progress in his personality can be seen. But he will need some advice from you. He still isn't a true statesman. Maybe you could help him in this. Being a role model. If he is to help people, he must have a healthy guidance.

Sophie Troy: a young, beautiful girl who could even be your daughter. And not just metaphorically. You thought you'd never see her again, and now on the Moon she so much resembles her mother - the woman you loved most. You owe this little girl her childhood, or so you think. Therefore, you want to help her as much as you can. She probably does not recognize you. So far you have left it like that, it's probably better for her.

Caroline Grey: The hostess of the evening meeting. You don't know much about her. She's a radio operator and mother of Governor Ben. She hasn't come for your advice yet; perhaps she thinks she can handle everything herself. By all accounts, she seems to be a believer.

- 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.

Ian Nest: the teacher of the settlement, a renowned *Browncoat* and a hero. He is eager and restless. You see a bit of yourself from twenty years ago in him. Maybe that's exactly why you talk to him so often, and maybe that's why you argue so much. You take opposite views in most subjects. He is your eager self. You see in him the same way you walked and you would like to dissuade him from it. He's a hothead; even the daughter of William Taylor - Anna - confided to you that she did "something terrible" with Nest and she is now pregnant.

O'Connor: originally an Alliance technician, now a pilot on the Moon. A long time ago he was your prisoner and found out how it worked among the *Browncoats*, and apparently he liked it. The important thing is that Sophie lives with him now.

John Raw: John is - or rather was - your best friend. You fought side by side. But then the situation changed and you left him. You still feel remorse for it, but it was the only option. Six months ago you found him again but instead of a happy reunion you had a really nasty argument. Today you are coming to the Governor's hacienda with the knowledge that he will be there. He probably hates you,



he will demand an explanation. He was your friend once and it meant something to you. Maybe, maybe it would be good to make some amends.

Tanya "TJ" Stone: That girl is a smuggler. It has been clear about her ever since the first sight, as soon as you first met her. She was carrying a box which she hid with you. When you settled on the Moon, it turned out that other people consider her to be their greatest hero. She once reportedly saved the life of the local radio operator, Caroline Grey. You don't believe it much, whenever TJ Stone comes for advice, you are only reassured in your questioning of her heroic deeds. But she has never told it to you herself. At the core she is a good girl but certainly she has been through a lot of bad things.

- 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. Six months ago he lost the election to the young

Benedict Grey. Now it seems he got over it. He has large herds and takes care of people. But he also takes much care of his profits. In his office you noticed the golden statuette which was a part of TJ's box she smuggled to the Moon.

- 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: this young doctor has a soft spot for Sophie. You can see it even if he doesn't really show it. He is good friends with Ben and really wants to help people. Unfortunately, even at a price of doing terrible things. It is necessary to prevent it and explain it to him. It is impossible to expel one evil with another - even greater - evil. That's what you already tried and you know it doesn't work.

Mary Troy: mother of Sophie, the only woman in your life. The last time you saw her was before that unfortunate last fight.

Michael Troy: a brother in arms. He stole Mary, your love, from you. But the bastard was beating her. You did what you had to and shut the door in his face. His dead face has lately been waking you from the sleep as a nightmare and you can't sleep because of it.

In the game:

(First fights) You were perhaps one of the most ardent supporters of the idea of independence and the Resistance against the usurping Alliance meant everything for you.

(Mary Troy, Michael Troy, John Raw) You loved Mary like no other; Michael and John were your closest friends.



(Michael Troy, Mary Troy, Sophie Troy) Seven months after their marriage Mary and Michael had a baby girl, Sophie.

(Michael Troy, Mary Troy) Michael was beating her.

(Michael Troy) You looked at the control panel, then at Michael and said, "Not today. Today you won't make it." And then you shut the door.

(John Raw, Mary Troy) You were covering the retreat of downtrodden and hungry people, the war was almost over, the Alliance triumphed on all fronts...

(John Raw) You threw away your weapons, retreated to the hip and fled. You didn't know what happened next but you believed.

(Time at the monastery) You spent the next few years in the walls of the temple. You've become Father Joseph, a priest, pastor and saviour of lost souls.

(Tanya "TJ" Stone, Ian Nest, 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."

(John Raw) The last thing you'd have expected on the Moon was John Raw.

(All) Your influence on ordinary people apparently grew so much that it is worth for them to count with you in their politics.