



Sophie Troy (19 years)

My whole life has been about men and signs. Until recently I realized men are symbol-signs for me. Since, a third element has been in my life: Choice.





When you're sad, you run to Uncle John. You know that whatever work he has, he will pay attention to you, and will distract you with other thoughts. "What's wrong, girl?" You entrust your problems to him and he attentively listens to them. Then, struggling, he will get up, come to you, and caress you on the cheek. No matter what worries you, in that moment, it is as if it was resolved. "Well, let's have a closer look," he says, and you know everything is going well. Whatever it is.

You're sitting and wondering how it was somehow simpler back then. Now, with a little nostalgia, you remember the first time you refused Ben's proposal. "Don't get me wrong, Ben, you're so sweet and kind and nice. But I am now, unfortunately, taken. Can't we be friends?" You thought that you and Ian would stay together forever. How foolish you were. When you refused Ben yesterday, it wasn't as a child playing at being grown-up. You feel you did the right thing.

Late in the day, you re-read the short letter you're going to send to your mother. She often asks how things are with you and others, what problems you're facing, but occasionally asks about more strategic matters. She works for the Alliance, and you used to think she was forced to, and you had a duty to her, to help protect her. Now you feel there is more to it than necessity, and so more recently you've kept the letters personal.

You wrote to her as recently as yesterday, but today a package with strange medicines came from her, with no mention of it in her letter. Surely the enclosures were not meant for you. Probably a mistake, and maybe made with some very valuable things. Re-reading it again: "Mom, today Mr. Scully gave me a package with your letter that supposedly is for me ... However, you know, it's not." Would this get her in trouble? And who did the Alliance really mean to get these drugs?

Character:

You're a young, friendly girl who plans. You believe you're admired for these qualities. You often feel confused; you don't know what you actually want. Fortunately, you see signs that show where to go next in your life. Once you decide where, you can figure out how. Your mother taught you that.

You love the spotlight and male attention. They've competed for you before, which can be uncomfortable. You don't want to hurt anyone, but you know that sometimes it'll happen through no one's fault. You'd like to feel safe and loved. You're waiting for a sign that will tell you who's the one and where to go next.



Past:

You remember a little from your childhood. There was a war, you moved somewhere and often had little to eat. Your father was a soldier. His name was Michael. You know your mother often quarreled with him; he sometimes hit her. One day he didn't come back. Your mother told you he went to work at an important job somewhere else; later you realized he'd died. For some time you were with your "Uncles." Uncle John and Uncle Joseph. But even they disappeared for a job somewhere else (but they weren't dead, like your father).

The war ended. There was peace. You and your mother, Mary, moved to Moon. You were around six or so; one of the first settlers on Moon. Uncle John also settled there. He looked different, scarred, bent, and a little crippled, but that did not matter to you. (You later learned he had been tortured, as a war prisoner.) You still love him. He's often grumpy and cynical. He was a *Browncoat*, and you were the daughter of Michael, Uncle John and Uncle Joseph's commander.

For a time, you'd made childhood friends with some of the Alliance settlers' children, but the settlers moved back home. They left after Mr. Chang disappeared. It was the night you accidentally learned your mother was special friends with Mark O'Connor, who your mother got to know during the war. Uncle John and Uncle Joseph, and everyone else, wasn't supposed to know. And you weren't allowed to tell anyone about them being together; it was your secret. Mark was working for Mr. Chang as his bodyguard. When Mr. Chang disappeared, and the settlers moved back home, Mark still stayed. Some other friends that weren't Alliance settlers, Ben and Gideon, also stayed. You were around seven.

Years passed, you were fifteen. After a lot of moving around on Moon, you lived with your mother at Mark's place; they still told everyone they were just friends. Mark spent most of his time outside farming and, twice a year, shuttling Moon's ship back and forth. All through this, you quarreled with your mother about her, you, your father, and other, in retrospect, stupid things. You spent more time with Uncle John - Uncle John and Mark didn't get along, either, but both doted on you in their own ways. You learned to recognize the power of mystic signs over your life, and began to heed their message and feel and intuit what their obscure guidance called for. They helped you understand the meaning of yours and others' difficult situations and, sometimes, gave you the power to help them, too.

Your mother moved away. She'd talked with you about it before, keeping it from Mark and anyone else until she'd set a date. She told you about the mystic signs which led her to this decision, overriding your hope that she would stay on Moon. She would go to Alliance planets, and keep in touch. She would tell Mark to look out for you, like a father, and you could also rely on Uncle John if anything else happened. She would send messages via a courier named James Scully and you could write her back about happenings on Moon. You know she started to cooperate with the Alliance, but until recently were convinced she was forced to. It's also why you had been sending her nearly everything you could find. You had judged her life more at risk than anything on anyone on Moon.

As you grew into adulthood, you realized you had several serious admirers. For example your childhood friends: Ben Grey and Gideon Allen. Gideon was quieter, and shyer, while Ben seemed more confident



and forward. Eventually, it seemed like they may have worked out something, as Ben kept pressing while Gideon stopped. Ben proposed, but you couldn't quite feel the same about him yet - you said you were practically siblings and were both still so young, so, cowardly, declined. The signs were mixed.

While Ben went into his family business, Gideon left to study on the Central planets somewhere.

You had a short affair with Ian Nest, a teacher who lived on Moon, and a *Browncoat* war hero; two weeks, and the relationship was over. Ian did warn you he wasn't the kind of person who'd stick around; you just chose to believe otherwise. Not only that, the signs warned you it wouldn't work out too, and you chose to ignore them. You cried, felt horrible, and poured your selfish hurt out to Mark. If you hated Ian more, you would have told more details to your Uncle John, who might have done Ian some serious physical injury. Mark comforted you as a father. And fortunately, Ian left Moon soon afterwards, to fight something somewhere else in the grand cause of something or other. You feel used by him, but you can't say you weren't warned. Perhaps this was how larger than life heroes live. Was your father like this, too?

Six months ago, just before the election, Gideon came back from his studies trained as a medical doctor and Uncle Joseph, from your childhood, came to Moon as Father Joseph. The signs were positive. You gave both pleasant greetings. Father Joseph seemed to embody the wisdom and prudence of his new calling. Despite this, and the impression he and Uncle John were close friends, you observed them from afar in an heated argument soon after Father Joseph's arrival. You asked your mother if she could share any details of a falling out in your next message to her.

As for the election itself, there were only two candidates. Your childhood friend Ben Grey, at 23, who was endorsed by Uncle John, and Mr. Taylor, a self-made, wealthy man who employs many local people. The signs were ambiguous. You voted for Mr. Taylor. Although you like Ben, you thought he wouldn't be able to manage the job. In fact, it was pretty obviously Ben's politically-astute mother, Caroline Grey, who was the motive force behind Ben's campaign and current life. He probably would have lost the election on his own. She probably had her own reasons for not wanting to challenge Mr. Taylor's campaign directly.

In the evening after his inauguration Benedict came to you, the newly elected Governor of the settlement, and proposed again. You told him: "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." Maybe with some changes, the third time will be the charm.

Ian Nest returned to town in time for the election, too. You were so angry at him, once. The signs seem to indicate he's seeing someone else right now. You think maybe Anna, the daughter of Mr. Taylor. So far, you've managed to successfully avoid speaking with him or resolving your feelings about his return.

Yesterday was a nice day. In the morning you began writing another encoded message via James Scully to your mother. You had a strange feeling when you were writing it. There's so much going on lately. Ben looking overworked and worried, the traders bringing strange news, and such. You know that whatever you write, your mother will pass it on. You don't understand why. In spite of that, the signs



had been firm you should still write her all the information she asked you for. This time, including how you're armed. You're not sure if you should. The signs say there's one person who can help, who's certain not to tell anyone he oughtn't: Father Joseph. You haven't gotten around to speaking with him yet, but hope to be able to after this next message is sent.

So, in the evening you go to the agreed point where the couriers, James Scully and his partner, discreetly deliver and receive your messages to your mother. This time they hand you a package, and no message. When you get home, you find the package contain medicines of some kind or another. The signs are very negative. This is an error of some kind. You'll save the stuff, and return them the next time you see them again. Still, the signs are negative to even that, which worries you. Throw it away? The signs are negative there, too.

And then everywhere you've been looking, you've been seeing negative signs. It worries you a great deal; you spend most of your time thinking about what this could mean. And you conclude: you're on the wrong path in some major way.

Perhaps it's time to choose, to say "yes" to something, even if it's a little dangerous, a little scary, or a little strange. But to what? Maybe Ben's proposal? Ian? You don't know for sure, yet, but hope to find a sign that will lead you to love, safety, and security.

There's a regular settlement meeting at the Grey hacienda tonight. You haven't been interested before, don't usually go, but know you're not unwelcome. Almost everyone important on Moon tries to attend. Ben will almost certainly be there. You'll go this time and find a way to make things better.

Your relationship with the Alliance and the Independents::

Your father died in a war against the Alliance, your first lover was a sworn *Browncoat* and Uncle John was allegedly tortured in the dungeons on the Central planets. It would be easy to hate the Alliance. But your mother, who now lives there somewhere, says good things about the Alliance. "If you don't needlessly rebel, it will ensure a happy life for you. And I'm too old to continue with the rebellion," she writes. Your surrogate father Mark worked for the Alliance settlers, at some point, even if you haven't asked and he hasn't volunteered his politics.

You don't know, and to a certain extent, don't want to understand or care. If it's important to who you're with, you'll be agreeable and agree with them.

Relationships with others:

Benedict Grey: Your childhood friend and the man who admires you, now the Governor of the Moon. Six months ago, you told him that you would marry him if he becomes a real grown-up man.

John Raw: Uncle John (as you assiduously address him) is objectively an old grumpy man but he was always kind to you and you could always find solace and understanding in him. Your mother once said that he got his injuries in the Alliance captivity, and that before he had been a strong young man. You also remember him like that.



Mark O'Connor: you live with him; he is a pilot. You are not so close to him as to Uncle John but you respect him (although you're certainly not showing it). During the war, in which your father died, he fought for the Alliance. But then he was captured and after the war he was released in an exchange of prisoners. He says the *Browncoats* are much closer to him than the Alliance.

Ian Nest: he was your teacher and then your lover. Although he left you, you've never entirely stopped thinking of him. He can always enchant you and you feel that your father could have been like this.

Gideon Allen: Gideon has always been quiet and very smart. He graduated as a doctor on the Central planets. You think he admires you but he's never told you. Lately you got very close.

Father Joseph: You have only a few fragmentary memories of this man but they are quite different. This calm, quiet man definitely doesn't match with them. You're quite close, he is wise and you listen to his advice, you know he can keep a secret. He also remembers you and he likes you. You know it. In spite of that, you still feel that this man holds a big secret inside.

Caroline Grey: Ben's mother and the radio operator of the settlement. You don't much understand one another, you have the feeling that she still controls and manipulates Ben.

- 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: she's a hero, there's no doubt about it. She rescued Mrs. Grey and several others. But you remember her as a real rascal. Your groups never had much love for each other.

- 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: Mr. Taylor is a rich and capable man. You voted for him in the election. He's Gideon's benefactor, he enabled him to study. You got the impression that his daughter Anna has recently had an affair with Ian Nest.

- 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.

Mary Troy: your mother. As you grew up, you gradually became estranged but she's still your mother. She now lives somewhere on the Central planets.

Michael Troy: your father whom you almost don't remember. He died in a war when you were very small.

Chang: the man who led the Alliance settlers. After his disappearance they moved away. Mark O'Connor was allegedly his bodyguard.

James Scully: a courier to whom you hand the letters to your mother. From time to time he secretly arrives at the Moon and you exchange messages. This time he handed to you with the message also a package that apparently was not for you.



In the game:

(Michael Troy, Mary Troy) You know that your mother often quarreled with him; you even had the impression that he was beating her.

(Mark O'Connor, Mary Troy, Chang) It was the night when your mother was with Mark O'Connor...

(Benedict Grey, Gideon Allen) His best friend Gideon Allen admired you as well but this quiet calm guy did it a lot less obviously than his confident friend.

(Ian Nest) You had a short affair with Ian; it only took about a fortnight. The signs warned you it wouldn't work out well but you ignored them.

(Father Joseph, John Raw) Only once you saw him raise his voice, it was in an argument with uncle John.

(Benedict Grey) In the evening after the inauguration Benedict came to you, as the new Governor of the settlement, and proposed to you.

(Ian Nest, William Taylor) This time he picked up Anna, the daughter of Mr. Taylor.

(Mary Troy) You always save the message on a recording medium, so that it cannot be read by every postman.

(Mary Troy, Father Joseph) You know that whatever you write, your mother will pass it on. Before, it couldn't hurt anyone - but now? You're not sure. There's only one person who can help, who's certain not to tell anyone.

(Benedict Grey, Gideon Allen, Ian Nest, Raw John, Mark O'Connor, Father Joseph) You're sure that those men predict your future life and you feel that the time to choose is approaching.

(James Scully, Mary Troy) ...James Scully and his partner... This time they handed to you also a package, except for the message from your mother.