

## **MOLLY GILHEANEY/GEORGE**

20s, Fife

### **Role in Story:**

Molly is the chosen one - the protagonist. She didn't intend to be the chosen one, she doesn't particularly want to be the chosen one. She alone did not go to Edinburgh to fight the Sentinels of her own volition - she's fleeing Fife and a life that hems her in.

She is a bit naive and a danger to others in the City. She doesn't know the rules, doesn't now how to get about and not get killed. But also they need her. They are not necessarily sure how they need her, but they do. She's also a bit angry that she's been brought there on false pretences and her cousin is dead.

### **Goal**

She sort of accepts that she must do to do what her cousin needs her to do to beat the Sentinels. But her main goal is not to be in Fife, not to be Molly the skivvy, or worse, step-mom. She's a bit lost, in a dangerous situation. She grows to like the rats but there is always a tension.

### **Physical Description**

Short, small, wiry, gamine.

### **Personality**

Serious, slightly shy, a bit nervous. But also stubborn, determined to stand up for herself.

### **Occupation**

In Fife she worked on the fishing boats with her brother, but after he drowned, she couldn't go to sea, so she was stuck looking after someone else's kids, bit of a skivvy and marked down as a future bride by her boss.

### **Habits/Mannerisms**

Climbs trees, is a bit solitary.

**Background****Internal Conflicts**

Doesn't know she's a lesbian, thinks she just doesn't like men, or particular men.

**External Conflicts**

Doesn't know what she's got to do. Doesn't know her cousin has been killed, and is upset to find out she has been deceived. Is scared of the sea since her brother drowned. Is terrified of Sentinels. Doesn't realise that Rat King fancies her. Doesn't realise Heave Awa fancies her. Doesn't realise that she fancies Heave Awa until she kisses her.

**Notes**

Unlike all the others she has never thought about the afters.

**RAT KING/Stevie McAdams**

20s, Embra

**Role in Story**

Leader of RECON 3 HEAVE AWA LADS. Trusted by Sugarboy and the mysterious commander to get the Climber, Molly, from Fife for the final mission. Doesn't know all the details of the mission.

**Goal**

Get Molly to come to Embra and be the climber - to complete the task her cousin set him.

**Physical Description**

Young, fit, dark hair, handsome

**Personality**

Serious, a bit bossy, sense of responsibility, driven by duty.

**Occupation**

**We know nothing of his past, OpSec.**

### **Habits/Mannerisms**

Looking lovestruck at Molly when she's not looking. Very focused, not given to levity, mission driven. He's superstitious about the afters.

### **Background**

We know nothing of his background, OpSec. Rat King is one of the OGs from <before the rules> when lots of people died.

### **Internal Conflicts**

He has taken over leadership of RECON 3 HEAVE AWA LADS from the HEAVE AWA KID after her girlfriend got drilled. He feels responsible for everyone in the team, and because he has been entrusted with getting the Climber he feels responsible for the whole operation and other teams. He feels burdened by responsibility and leans on The Gruach for support. Feels sad for dead former colleagues.

### **External Conflicts**

Had to lie to Molly about how dangerous the job is, that her cousin is dead, and feels bad about that. He fancies Molly, but she annoys him because she questions everything, all the rules. She's a danger to everything, not deliberately.

### **Notes**

## **THE GRUACH/Aggie Anderson**

30s, 40s, Embra

### **Role in Story**

On the face of it, The Gruach is the <den mother> of RECON 3 HEAVE AWA LADS and her job is to run the nest while the rest of them are at work. In fact she is The Commander and her day job of pottering about, getting food and preparing it, taking out the shite bags and emptying the piss bucket and liaising with HOUSEKEEPERS and HQ is the cover. Its all about the OpSec. She has been around since before the rules and is an OG Sentinel fighter.

## Goal

Kill the Sentinels, keep the unit members alive, keep everyone alive as much as she can.

## Physical Description

The Gruach is older than everyone else in the story, dresses flamboyantly in the nest, colour, tries to make the nests cheerful. But is also a bit mumsy.

## Personality

Cheerful, motherly, worried, anxious, reassuring.

## Occupation

Nominally den mother and senior member of unit RECON 3 HEAVE AWA LADS.

## Habits/Mannerisms

Fusses about the team, but also keeps a strict eye on them. Takes no nonsense. Always looking for an opportunity to cook, get better food.

## Background

We know nothing about her background, OpSec. The Gruach is one of the OGs from <before the rules> when lots of people died. As Commander she worked with Sugarboy to develop the rules and establish the formations and institutions and plan the attack on the Sentinels.

## Internal Conflicts

Feels responsible for everyone, but also knows that she is one sending them out, some of them to their death. Has the burden of having seen a lot die.

## External Conflicts

Didn't know the exact details of Molly, just that Sugarboy knew a climber and is shocked when she works out that relationship. Has to keep the team together to beat the Sentinels.

## Notes

## **The HEAVE AWA KID/Jeannie Fleming**

20s, Embra

### **Role in Story**

She ends up the (unexpected) love interest, but her main job is chaperone to Molly/George.

### **Goal**

To defeat the Sentinels, to avenge her girlfriend who they killed.

### **Physical Description**

Woman in her 20s, shortish hair

### **Personality**

Light hearted, serious but also sad. Been fighting a long time, lost her girlf, back before the rules when you could have a girlf, burnt out.

### **Occupation**

Original founder of unit RECON 3 HEAVE AWA LADS (which is named after her) - handed over leadership to RATKING after her girlf died.

### **Habits/Mannerisms**

Stickler for the rules, gets anxious when anyone suggests breaking them, or that they are silly.

### **Background**

We know nothing about her background, OpSec HEAVE AWA is one of the OGs from <before the rules> when lots of people died. She founded the unit.

### **Internal Conflicts**

Grieving for her dead girlfriend, feels responsible for Molly in particular because she reminds her of her dead girlf. Feels responsible for everyone because she founded the unit. Feels like a bit of a failure

because she is burnt out and had to step down. Feels she has let everyone down, and her dead girlf in particular.

### **External Conflicts**

Struggles a bit with serving under RATKING in her unit, but also wants him to run it. There's a bit of tension between wanting to tell him what to do/wanting to say nothing.

### **Notes**

## **Jamie McAllister**

30s, 40s, Fife

### **Role in Story**

Dad of Kid1 and Kid2 - employer of Molly Gilheaney

### **Goal**

He wants to shag Molly and for her to become step-mum as well as housekeeper.

### **Physical Description**

Man in his late 30s, early 40s, slightly balding, tries to keep fit.

### **Personality**

Arsehole, entitled, arrogant, thinks he's the bees knees, low opinion of women. Tries to undermine Molly, is snide and dismissive of other people.

### **Occupation**

Big cheese in the village

### **Habits/Mannerisms**

Bossy, imperious, snooty.

### **Background**

Runs fishing boats, has a shop, ex-wife left him, he kept the kids. Has a big house, bit of money and attitude.

### **Internal Conflicts**

None really, no interior life.

### **External Conflicts**

Molly doesn't want to shag him (neither of them know she's a lesbian). He doesn't understand why, she has no other options, he's not particularly bothered about her motivation.

### **Notes**

## **Heid The Ba/Heidi**

20s

### **Role in Story**

She is one of the rats, not a main character but an important supporting player. Her and Fur Coat, Nae Knickers are bezzie mates.

### **Goal**

She is fighting the Sentinels to get her life back and be a normal young woman with a social life.

### **Physical Description**

A young woman. In the nest she dresses up and fusses about her appearance - not in a prissy, perfect doll way, but in a boisterous, I exist and take up space, I am here in your face way. She wears an eye patch on her left eye.

### **Personality**

Outgoing, noisy, bit of a queen bee, loud, enthusiastic-veering-towards-obnoxious but generous, nice, not a bad bone in her.

### **Occupation**

She is a member of RECON 3 HEAVE AWA and goes out sniffing out routes and supplies and nests and keys and stuff.

### **Habits/Mannerisms**

Waves her arms, adjusts her hair, laughs, sit cross legged, wears nail polish and makeup whenever she can...

### **Background**

We know nothing about her background. She is one of the <young ones> a post-rules member of the team.

### **Internal Conflicts**

Understands the need for discipline and rules but still chafes under them. Feels the oppression of the Sentinels very strongly.

### **External Conflicts**

Her lust for life always threatens breaking out and having her do dangerous things, like ignoring rules and taking risks.

### **Notes**

The eye patch and why she wears it is never mentioned.

## **Fur Coat, Nae Knickers/Catriona**

20s,

### **Role in Story:**

### **Goal**

Fight the Sentinels, get a life back, get a tan again. Get a lumber.

### **Physical Description**



a young woman, dresses messy and a bit carelessly. Sort of mirrors herself on Heid The Ba in that way young bezzie mates do. She wears an eye patch on her right eye.

### **Personality**

Not as boisterous as Heid The Ba, but still pretty loud and enthusiastic. Heid The Ba is deffo the Queen Bee and she is her wingman, not in an exploitative way, but that natural pairing up way.

### **Occupation**

She is a member of RECON 3 HEAVE AWA and goes out sniffing out routes and supplies and nests and keys and stuff.

### **Habits/Mannerisms**

Laughing, joking, messing about.

### **Background**

We know nothing about her background. She is one of the <young ones> a post-rules member of the team. At some point she and Heid The Ba teamed up but they weren't always a working team.

### **Internal Conflicts**

Feels the constraints of nest life very badly and always trying to live more exuberantly.

### **External Conflicts**

Just young and vivacious and doesn't always think things through and runs the risk of breaking rules and getting into scrapes by mistake.

### **Notes**

The eye patch and why she wears it is never mentioned.

## **Billy Big Baws/Callum**

Man in his 20s

**Role in Story**

Billy Big Baws is one of the rats - a sidekick, lives in the same nest as all the main characters.

**Goal**

To not die and to overcome the Sentinels.

**Physical Description**

A young man, strong and fit, muscly, quite tall.

**Personality**

Taciturn, unemotional, solid, quiet, well spoken. Wouldn't describe himself as Billy Big Baws but also not going to fight against a stupid code name.

**Occupation**

One of RECON 3 HEAVE AWA.

**Habits/Mannerisms**

Speaks slowly, does his job, gets on with it, no nonsense, no trouble.

**Background**

We know nothing about his background. He is one of the <young ones> a post-rules member of the team. At some point he and Extra Billy teamed up but they weren't always a working team. They are typical man-pals, not bestie-besties.

**Internal Conflicts**

Not really any internal conflict, just enduring until the end of the war.

**External Conflicts**

Finds Extra Billy a bit rude and obnoxious-in-your-face.

**Notes**

## **Extra Billy/Meldrum**

Man in his 20s

### **Role in Story**

**Extra Billy is one of the rats - a sidekick, lives in the same nest as all the main characters.**

### **Goal**

Fight the Sentinels, survive get back to being a normal young man with a life.

### **Physical Description**

A fit and healthy young man, quite wiry and strong, but not beefy and muscled up.

### **Personality**

Disguises his intelligence with oafishness and puts on the laddoe.

### **Occupation**

One of RECON 3 HEAVE AWA.

### **Habits/Mannerisms**

Mouthy, tries to be controversial, but not in a narcissistic way, likes a bit of banter but not intrinsically cruel or power seeking. Comes the daft laddie a bit, but watches whats happening and does have an empathy with other people.

### **Background**

We know nothing about his background. He is one of the <young ones> a post-rules member of the team. At some point he and Billy Big Baws teamed up but they weren't always a working team. They are typical man-pals, not bestie-besties.

**Internal Conflicts**

Split between his sensitive side and his need to be the lad.

**External Conflicts**

Just larks about and tries to get a rise out of people, which they don't always appreciate.

**Notes****RAINBOW/Helen Adams**

Late 20s, early 30s

**Role in Story**

works for HQ, go-between, message passer

**Goal**

destroy the Sentinels, makes sure the teams are all working, don't let fuck-ups fuck-up

**Physical Description**

A young woman

**Personality**

brisk and business like, takes no prisoners, efficient

**Occupation****Habits/Mannerisms**

**Background**

**Internal Conflicts**

**External Conflicts**

**Notes**