

Two characters. One shared arrival.

FRONTS / 89 x 146 mm / English / paper play proof

XO HARBOR / CHARACTER07



The patient enigma

The Timekeeper

COORDINATE

Bring different contributions together at the right moment.

Attention / timing / perspective

XO-CHAR-TIMEKEEPERPORTRAIT STUDY 01

XO HARBOR / CHARACTER06



The practical spark

The Maker

MAKE & REPAIR

Turn available parts into something the group can use.

Ingenuity / craft / practical care

XO-CHAR-MAKERPORTRAIT STUDY 01

Print on A4, portrait, Actual size / 100%. Select A4 in the printer's own paper settings too. Print this page first and check the 50 mm line before printing the rest. Cut on the card edges.

50 mm calibration

Pages 1 and 2 are single-sided cut-and-pair sheets. Pair each named back with its matching front; glue or sleeve them together. This avoids relying on duplex alignment. Page 3 is the encounter sheet and optional resource tokens.

A role you can carry forward.

BACKS / named role companions / matching positions / print single-sided



XO HARBOR / ROLE COMPANION

The Timekeeper

Some moments need more than one pair of hands.

WHAT YOU BRING

Bring different contributions together at the right moment.

INVITE SOMEONE ELSE

A practical idea, and someone to help make it work.

PILOT 01 / A MOMENT TO ARRIVE

Begin with **1 brass pin**. Trade it for the split lens.
Receive the housing, fit the lens and set **two lights**.

Starting resources change with the encounter. Shared cards are enough to play.



XO HARBOR / ROLE COMPANION

The Maker

Pass me the little brass pin. There. Now we can begin.

WHAT YOU BRING

Turn available parts into something the group can use.

INVITE SOMEONE ELSE

The missing piece, and a shared reason to build.

PILOT 01 / A MOMENT TO ARRIVE

Begin with **1 split lens, 1 frame and tools**. Trade the lens for a pin. Build and pass the housing; ring the bell when two lights shine.

Starting resources change with the encounter. Shared cards are enough to play.

The character stays recognisable; the situation can change. These backs include a clearly labelled pilot loadout. A future deck can move encounter-specific resources entirely onto a separate encounter sheet.

World 062 is the shared invitation. It is not a character identity. “Keeper” means a person caring for an object; “Timekeeper” is one of the seven Harbor characters. No figure purchase is needed to use a shared role card.

A moment to arrive.

ENCOUNTER 01 / World 062 / 2 participants / approximately 5 minutes / rules v2

The invitation

A boat waits beyond the mist. It needs two lights and a welcome bell. The World Card opens the story; the Character Portraits define your roles. This encounter is a new pilot adaptation, not a rule printed on World 062.

1 / Agree an exchange

Timekeeper begins with a brass pin. Maker begins with a split lens, an unfinished frame and reusable tools. Timekeeper offers the pin for the lens. Both items change hands only when Maker accepts.

2 / Build and pass

Maker fits the pin to the frame: these parts become one finished signal housing. Pass the housing to Timekeeper. Tools stay with Maker.

3 / Coordinate and welcome

Maker reads: "Look for two lights through the mist. When they shine together, ring the bell." Timekeeper fits the split lens to the housing and sets two lights. Maker rings the bell. The boat arrives through both contributions.

4 / Keep the moment

Record the exchange, each contribution and the shared arrival. The assembled signal and reusable tools remain in the demo record. A new encounter could recognise them; no next chapter is implemented yet.

OPTIONAL TABLE TOKENS / CUT OUT / DRAW A BELL OR USE YOUR VOICE



New people can inspire new encounters: a repair workshop, a shared build or a community welcome. Agree each scenario's roles, resources and outcome before play. The current demo is one shared screen with simulated taps and browser-local memory.