

Faces of the Harbor.

FRONTS / 89 x 146 mm / full character artwork

XO HARBOR / CHARACTER

01



The Messenger

CONNECT

Tide mail

XO HARBOR / CHARACTER

02



The Cartographer

FIND A WAY

Mapping the tides

Print A4, portrait, Actual size / 100%. Also select A4 in the printer's own paper settings. First print one page and measure the calibration line. Do not compensate for the wrong paper size by scaling.

50 mm calibration

Fronts and backs are separate cut-and-pair sheets: print single-sided, cut at the marks and match by name. The resident card is an exploratory concept, outside the established seven.

A part for you to play.

BACKS / match by name / print single-sided



XO HARBOR / ROLE COMPANION

The Messenger

A message only matters when it reaches someone.

WHAT YOU BRING

Carry a clue or invitation between people.

INVITE SOMEONE ELSE

Someone willing to listen and respond.

YOUR INVITATION

Who could you connect through this message?

Curiosity · delivery · connection

XO-CHAR-MESSENGER

STUDY 02 / CORE CHARACTER



XO HARBOR / ROLE COMPANION

The Cartographer

The best route leaves room for someone else.

WHAT YOU BRING

Turn observations into a practical route the group can follow.

INVITE SOMEONE ELSE

A fresh observation and a reason to travel.

YOUR INVITATION

What could be our next practical step?

Patterns · routes · perspective

XO-CHAR-CARTOGRAPHER

STUDY 02 / CORE CHARACTER

A SHARED ROLE. AN ADAPTABLE ENCOUNTER.

You decide what you recognise in each character. One person can draw on several roles as situations change. These are playful perspectives, not personality scores or ranks. The encounter sets the starting resources, actions and shared outcome.

Anyone can play. Use the free online roles, shared paper cards or your own representation. Physical ownership and an object's recorded journey are separate from a player's ability to participate.

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XO HARBOR / CHARACTER

03



The Star

ENCOURAGE

First light

XO HARBOR / CHARACTER

04



The Observer

NOTICE

Horizon watch

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XO HARBOR / ROLE COMPANION

The Star

One small sign can bring us back together.

WHAT YOU BRING

Encourage others and help their contributions be seen.

INVITE SOMEONE ELSE

A contribution to recognise, and someone to encourage.

YOUR INVITATION

Whose contribution could you help others see?

Encouragement · recognition · generosity

XO-CHAR-STAR

STUDY 02 / CORE CHARACTER



XO HARBOR / ROLE COMPANION

The Observer

Wait. There is something just beyond the mist.

WHAT YOU BRING

Notice details, question assumptions and share what you find.

INVITE SOMEONE ELSE

Someone who can turn an observation into a next step.

YOUR INVITATION

What might we be overlooking?

Attention · evidence · patience

XO-CHAR-OBSERVER

STUDY 02 / CORE CHARACTER

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XO HARBOR / CHARACTER

05



The Lantern Bearer

GUIDE

The last lantern

XO HARBOR / CHARACTER

06



The Maker

MAKE & REPAIR

The workshop window

Print A4, portrait, Actual size / 100%. Also select A4 in the printer's own paper settings. First print one page and measure the calibration line. Do not compensate for the wrong paper size by scaling.

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XO HARBOR / ROLE COMPANION

The Lantern Bearer

There is room beside this light.

WHAT YOU BRING

Guide, reassure and make room for someone to join.

INVITE SOMEONE ELSE

A direction to follow and a signal everyone understands.

YOUR INVITATION

Who could use a little guidance or reassurance?

Care · guidance · reassurance

XO-CHAR-LANTERN-BEARER

STUDY 02 / CORE CHARACTER



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.

YOUR INVITATION

What could we make useful together?

Ingenuity · craft · practical care

XO-CHAR-MAKER

STUDY 02 / CORE CHARACTER

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XO HARBOR / CHARACTER

07



The Timekeeper

COORDINATE

The bell hour

XO HARBOR / RESIDENT CONCEPT

R01



The Net Mender

MEND & TEACH

A stitch before the tide

Print A4, portrait, Actual size / 100%. Also select A4 in the printer's own paper settings. First print one page and measure the calibration line. Do not compensate for the wrong paper size by scaling.

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A part for you to play.

BACKS / match by name / print single-sided



XO HARBOR / ROLE COMPANION

The Timekeeper

Some moments need more than one pair of hands.

WHAT YOU BRING

Bring contributions together and carry lessons forward.

INVITE SOMEONE ELSE

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

YOUR INVITATION

What is worth carrying into the next encounter?

Timing · memory · continuity

XO-CHAR-TIMEKEEPER

STUDY 02 / CORE CHARACTER



XO HARBOR / ROLE COMPANION

The Net Mender

Hold this loop. I'll show you the next knot.

WHAT YOU BRING

Restore something useful and share the skill with another person.

INVITE SOMEONE ELSE

A helping hand and a piece worth keeping.

YOUR INVITATION

What skill could you pass on while helping?

Repair · patience · shared knowledge

XO-RESIDENT-NET-MENDER

STUDY 02 / NEW RESIDENT

A SHARED ROLE. AN ADAPTABLE ENCOUNTER.

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Seven familiar faces. More lives to meet.

EDITION NOTES / character identity, story variants and future encounters

01 / The seven core characters

Messenger, Cartographer, Star, Observer, Lantern Bearer, Maker and Timekeeper keep their recognisable faces, silhouettes and signature objects. The new artwork presents them at different moments in Harbor.

02 / A new portrait is not automatically a new person

A different pose, coat repair or setting can be another portrait of the same character. A substantially different face or life story should receive its own resident identity. Role and identity are separate: more than one person can be a maker.

03 / First resident proposal: The Net Mender

An experienced craftsperson with a rust watch cap, carved silver curls and a repaired apron. Their netting shuttle suggests an encounter about repairing and sharing a skill. This is a new concept for review, not an approved addition to the core seven.

04 / Recognise a perspective; make it your own

The Star encourages others and helps their work be seen. You decide who represents the Star for you. The Observer questions assumptions; the Timekeeper carries lessons forward; the Cartographer maps a practical route. Each is an invitation to contribute, open to your interpretation.

05 / What is playable now

The separate online pilot still has two active roles: Timekeeper and Maker. Its third seat is a guest for the meeting. Existing simulated taps, resource exchange and three-person call are unchanged by this artwork study. Other roles and the resident are design proposals.

06 / What a physical piece adds

The figure or card can become a personal object with a remembered journey. Planned NFC and permissions must be implemented and verified separately. Owning a physical piece is not required to join the game; these cards do not claim authenticated ownership or confer a paid advantage.

07 / Print and production status

All eight art masters are 1024 x 1536 px. At an 85 x 127.5 mm placed size they provide approximately 306 dpi. This A4 study has trim marks and no bleed. A supplier template, colour proof, final text and any tactile/NFC specifications remain separate production steps.