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. Ten cast portraits are included. Existing reference IDs are retained, including R01 for the Net Mender.

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.

Curiosity · delivery · connection

YOUR INVITATION

Who could you connect through this message?

XO-CHAR-MESSENGER

STUDY 03 / CHARACTER COMPANION

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.

Patterns · routes · perspective

YOUR INVITATION

What could be our next practical step?

XO-CHAR-CARTOGRAPHER

STUDY 03 / CHARACTER COMPANION

A SHARED ROLE. AN ADAPTABLE ENCOUNTER.

Choose a role together. The encounter sets the starting resources, actions and shared outcome. These cards describe ways to contribute; they do not add untested numerical powers or automatic game actions.

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.

Faces of the Harbor.

FRONTS / 89 x 146 mm / full character artwork

XO HARBOR / CHARACTER 03



The Star

ENCOURAGE

First light

XO HARBOR / CHARACTER 04



The Observer

NOTICE

Horizon watch

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

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A part for you to play.

BACKS / match by name / print single-sided

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.

Encouragement · recognition · generosity

YOUR INVITATION

Whose contribution could you help others see?

XO-CHAR-STAR

STUDY 03 / CHARACTER COMPANION

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.

Attention · evidence · patience

YOUR INVITATION

What might we be overlooking?

XO-CHAR-OBSERVER

STUDY 03 / CHARACTER COMPANION

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Faces of the Harbor.

FRONTS / 89 x 146 mm / full character artwork

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.

50 mm calibration

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A part for you to play.

BACKS / match by name / print single-sided

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.

Care · guidance · reassurance

YOUR INVITATION

Who could use a little guidance or reassurance?

XO-CHAR-LANTERN-BEARER

STUDY 03 / CHARACTER COMPANION

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.

Ingenuity · craft · practical care

YOUR INVITATION

What could we make useful together?

XO-CHAR-MAKER

STUDY 03 / CHARACTER COMPANION

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Faces of the Harbor.

FRONTS / 89 x 146 mm / full character artwork

XO HARBOR / CHARACTER 07



The Timekeeper

COORDINATE

The bell hour

XO HARBOR / CHARACTER 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.

50 mm calibration

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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.

Timing · memory · continuity

YOUR INVITATION

What is worth carrying into the next encounter?

XO-CHAR-TIMEKEEPER

STUDY 03 / CHARACTER COMPANION



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.

Repair · patience · shared knowledge

YOUR INVITATION

What skill could you pass on while helping?

XO-RESIDENT-NET-MENDER

STUDY 03 / CHARACTER COMPANION

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Faces of the Harbor.

FRONTS / 89 x 146 mm / full character artwork

XO HARBOR / CHARACTER 08



The Voyager

EXPLORE & SHARE

A first step, a story to bring back

XO HARBOR / CHARACTER 09



The Visitor

BRING A POSSIBILITY

A possibility from another shore

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

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A part for you to play.

BACKS / match by name / print single-sided

XO HARBOR / ROLE COMPANION

The Voyager

Follow your curiosity. Bring something back.

WHAT YOU BRING

Explore an unfamiliar possibility and share what you find.

INVITE SOMEONE ELSE

A way to begin, and someone to share a discovery with.

Curiosity · discovery · a first step

YOUR INVITATION

What might you discover and bring back?

XO-CHAR-VOYAGER

STUDY 03 / CHARACTER COMPANION

XO HARBOR / ROLE COMPANION

The Visitor

What is ordinary to you may be exactly what someone else is missing.

WHAT YOU BRING

Bring an unfamiliar object or story and listen for where it belongs.

INVITE SOMEONE ELSE

Waxed thread for a worn satchel, and someone willing to listen.

Listening · exchange · new connections

YOUR INVITATION

What could become useful to someone else?

XO-CHAR-VISITOR

STUDY 03 / CHARACTER COMPANION

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Ten faces. A world already taking shape.

STUDY NOTES / current cast and a practical route to the deck

01 / Ten character companions

Messenger, Cartographer, Star, Observer, Lantern Bearer, Maker, Timekeeper, Net Mender, Voyager and Visitor. This study adds the existing Voyager and Visitor portraits to Study 02. The original eight artworks and stable character IDs are retained.

02 / A role is not a rulebook

The backs describe ways to contribute. Each encounter supplies its own starting situation, actions and completion conditions. Choosing a character does not imply that every 3D model or game mechanic is available in every XO experience.

03 / The 78 World Cards are a separate collection

The existing World Card register already lists 78 titled scenes across seven chapters. All 78 source images were found and their recorded hashes matched. This is a source inventory, not approval of 78 finished cards: the register records three layout studies and 75 layouts pending.

04 / Finish one chapter before expanding the scope

Proposed next step: select a coherent 12-card review batch from the existing World Cards. Check story order, image quality, readable typography, backs and how each card is used. Approve one supplier-sized front and back, then apply it to the rest in batches. Keep the ten Character Cards separate from the 78-card count.

05 / Residents need one clear identity

An earlier realistic four-person study is reproduced on the next page. One is also called Cartographer. Decide whether that is an earlier visual interpretation or a different person before counting it as an extra character. District assignments and any restyling remain to be agreed.

06 / Print status

This is an A4 cut-and-pair proof at 89 x 146 mm, retaining the Study 02 size. All ten portrait masters are 1024 x 1536 px, approximately 306 dpi at the placed art size. Supplier tarot dimensions, bleed, colour proof, card backs and any raised-gloss layers must still be prepared separately. No NFC or ownership feature is conferred by this proof.

An earlier view of the people of Harbor.

REFERENCE ONLY / four realistic portraits, preserved without redesign



THE LIGHTKEEPER / THE HARBORMASTER / THE CARTOGRAPHER / THE COURIER

The original source introduces all four as people of Harbor. It does not yet establish one resident for each of Harbor, Wilds, Foundry and Beyond. This reference is included for comparison, pending confirmation that these are the four residents intended.

Creative proposal: keep the wooden cast as the recognisable travelling companions. Let named residents belong to particular places and introduce their own knowledge, problems and stories. Resolve identity and role first, then translate their artwork into a coherent family.

The real-world likeness style shown here is an earlier visual direction. This overview image is a reference sheet, not four individual print-ready art masters.