

BEYOND THE FIRELIGHT

Name Isaac Greene

Culture Immigrant

Station Philomath

Traits (Success 4, 5, or 6) Age 49

Research

Relic Seeker

Descriptors (Re-roll)

Curious about new things

Seeks out the unknown

Secretly embraces the esoteric

Often resorts to sarcasm

Uses caution before entering a dark room

Has traveled throughout the thirteen colonies and beyond

Served as a sailor for five years

Originally from England; moved to the New World with his parents when he was 5

Regularly seeks out documents for wealthy individuals

Is pretty good at making maps

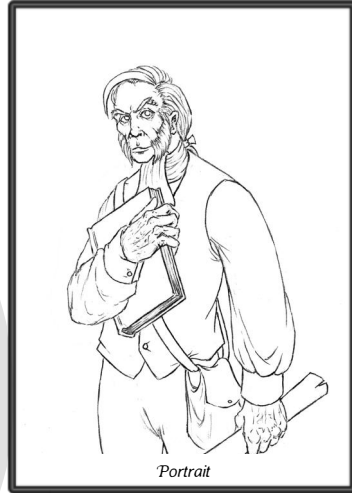
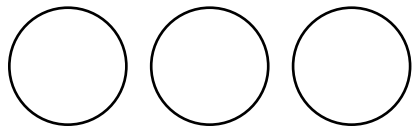
Equipment (Re-roll)

Journal

Maps of the New World

Map of New England

Health



Portrait

BEYOND THE FIRELIGHT

Name Amos Holland

Culture Child of immigrant

Station Antiquarian

Traits (Success 4, 5, or 6) Age 42

Appraisal

Negotiation

Descriptors (Re-roll)

Can't pass up a bargain

Has a network of buyers and sellers

Likes to hoard things

Has never left New England

Has a large collection of indigenous relics

Is known to many political figures

Sometimes teaches about antiquities at New England colleges

Has access to numerous libraries

Has regular contact with many different scholars

Often suffers from "boh shiny" syndrome

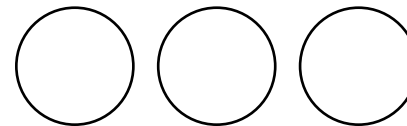
Equipment (Re-roll)

Magnifying glass

Journal

History book

Health



Portrait

BEYOND THE FIRELIGHT

Name Mark Pierce

Culture Grandchild of immigrant

Station Constable

Traits (Success 4, 5, or 6) Age 28

Law enforcement

Athletic

Descriptors (Re-roll)

Prefers to lead the way

Is rarely afraid of humans

Doesn't truly believe in the supernatural

Has lived in Massachusetts his whole life

Knows how to fire a gun, but isn't very good at it

Is mostly illiterate

Is poorly educated

Has a bit of a drinking problem

Judges criminals quickly

Has no tolerance for criminal activity

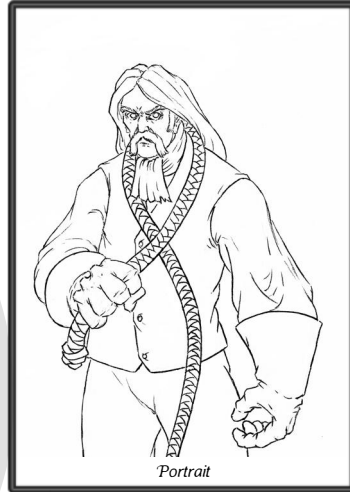
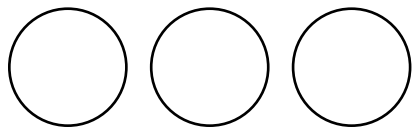
Equipment (Re-roll)

Whip

Fine leather boots

Shovel

Health



Portrait

Notes

BEYOND THE FIRELIGHT

Name Frances March

Culture Child of immigrant

Station Tinnerwoman

Traits (Success 4, 5, or 6) Age 32

Builder

Expert with a rifle

Descriptors (Re-roll)

Built her own house

Is the daughter of a wealthy merchant

Loves to climb trees

Knows how to fell a tree

Grew up in the Boston area

Often traveled with her father between Boston and Portsmouth

Moved to northeastern Massachusetts only two years prior

Is a bit pushy at times

Has difficulties with relationships

Prefers to spend her free time in the tavern

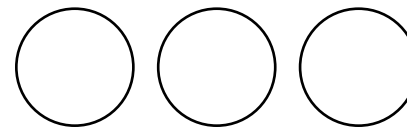
Equipment (Re-roll)

Hammer

Rifle

Saw

Health



Portrait

Notes

BEYOND THE FIRELIGHT

Name Olive Quincy

Culture Child of immigrant

Station Teacher

Traits (Success 4, 5, or 6) Age 36

Empathy

Caretaker

Descriptors (Re-roll)

Is the daughter of a caretaker

Doesn't know who her father is

Was raised at the estate of her mother's employer

Was educated by teachers who came to the estate

Is knowledgeable in history

Can read and write

Helped care for her mother when she fell ill

Is an expert cook

Finished schooling at the age of 16

Became a caretaker and part-time teacher at the age of 16

Equipment (Re-roll)

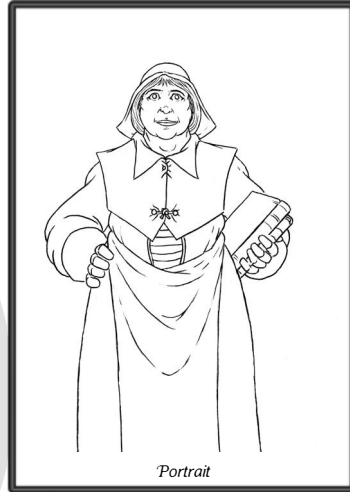
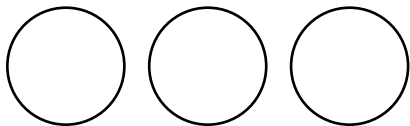
Notebook

Pencils

Bible

Notes

Health



Portrait

BEYOND THE FIRELIGHT

Name Ward Parker

Culture Grandchild of an immigrant

Station Blacksmith

Traits (Success 4, 5, or 6) Age 26

Artisan

Swordsman

Descriptors (Re-roll)

Learned blacksmithing from a young age

Has created swords as decorative pieces

Always carves his initials into anything he creates

Can shoe a horse

Is an expert horseman

Has never created armor, only swords and knives

Is considered to be a really good friend to many

A bit of a lady's man

Has a new girlfriend every year

Is the son of a fur trader

Equipment (Re-roll)

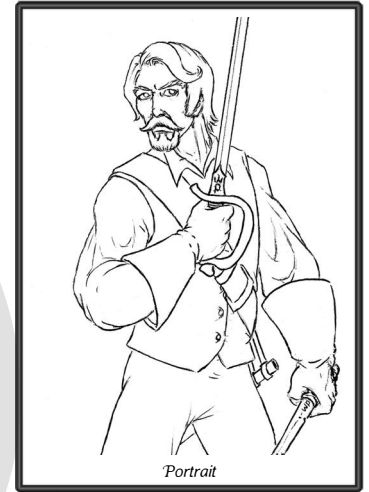
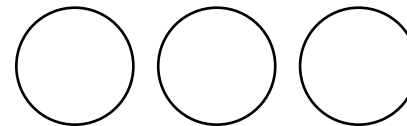
Knife

Infantry sword

Tool box

Notes

Health



Portrait