
Character: Edward Ferrier

Project: To Carry

Genre: Noir, RPG, Ambient Mystery

Perspective: First Person / 3rd

Character: Player Character

Name: Edward Ferrier

Age: 38

Sex & Gender: Male

Sexuality: Player informed

Race & Origin: Anglo-French American. From West Coast wealth raised between Seattle and an upscale lakeside town in Washington state. Elite progressive liberal arts upbringing.

Appearance: Dark neck-length hair, tall broad build, long patrician nose, weary observant eyes. Carries himself with lethargic assurance. Well-dressed with expensive subtle taste—designer sweaters that cost in the thousands but don't look it. Modern outdoor gear.

Biography: Raised in a wealthy family between Seattle and a small lake town, "Lake Country," Edward comes from a privileged artistic background. His mother is a successful late-in-life artist (painter, sculptor, concept artist) who gained renown in her middle age. He has followed loosely in her footsteps as a painter—which he has come to regret, severely disillusioned with the contemporary art scene despite finding a modicum of success. His father was a successful businessman who passed away when Edward was 34. They weren't particularly close but he left Edward considerable wealth. He has a sister but they rarely speak. She's an attorney in New York. He has been off and on with a woman named Amelia whom he met in graduate school. They've been together for years but they never married and Amelia has grown weary of his disenchantment, and as the story begins we find they are on an indefinite break. Following a stall in his career—a failed exhibit in L.A., a dragging in the media—and the death of his close childhood friend, a young man named Jack, Edward decides to return to his hometown, the small affluent lake community of *Crystal Lake*, in the beautiful and eerie wooded regions of Washington state. He moves into a spacious cabin beside the lake shore intent on removing himself from contemporary society. Edward thusly returns to Crystal Lake in a state of deep disillusionment, fleeing his life as an artist in the city. There he reconnects with his childhood friend's mother, Beth, and learns that Jack's death, though ruled a suicide by the police, has left several strange unanswered questions and that the mother of Jack's child has gone missing in the aftermath, leaving behind their newborn son. At Beth's bequest, he begins to work with her to investigate

Jack's death and locate the missing mother, Olivia, which prompts Edward to begin to explore the town, community, and nearby wilderness in search of answers.

Alignments: Chaotic Good. Raised to believe in poetry and the arts but has lost faith.

Archetype: Anti-hero, Detective, Seeker (*Mikael Blomkvist, Jake Gittes, Alan Wake*).

Keywords: Intellectual, curious, vain, impulsive.

Four Word Summary: Seeker peers into abyss.

Motivations: After a public professional humiliation, Edward flees scrutiny, traveling to his hometown where he seeks to uncover why his childhood friend has died. Endowed with a need to understand and investigate the horrific. Seeks redemption, ethical purpose, and relief from shame and desire.

Key Character relationships: Jack, Edward's closest childhood friend, has been found dead in his hometown—an apparent suicide. Returning home, he greets Jack's mother, a wealthy woman named Beth as an old friend, and finds Jack has left her with a small baby—his newborn son. Jack's widowed wife, Olivia, is said to have left the child behind, her location unknown. Questions about Jack's death arise. A small lake town mystery ensues.

Written Voice Notes: West Coast American. Well-educated. Sometimes intellectually ponderous and philosophical. Fills out a sentence but is generally unhurried with a charismatic assurance that occasionally borders on arrogance. An egalitarian streak.

Audio Voice Quality: Even toned. Low voice laced with something seductive, a little vain – probably covering immense moral doubt.

Quote: “When I have nothing of value to say, I prefer to remain silent.”

Core Gameplay & Abilities:

- **Talented Artist:** Can sketch scenes as he sees them with a nearly eidetic memory for visual detail; comes in handy when observing a scene.
- **Thinker, observant, eye for detail:** clues, information, research.
- **Navigator/Socially fluid:** Can get into gated, difficult-to-access places within the wealthy community around town while also passing among locals.
- **A keen judge of character and effective communicator:** gaining information, interrogation, persuasion, intimidation, manipulation (and player-informed).

- **Items:** Carries a handgun and a flashlight.
- **Navigation:** Uses a motorboat to navigate the lake.

Additional Info:

- Passionate fan of classical painting—his favorite painter is Francisco Goya. As a child, he saw “The Dog” in Spain which left an indelible mark. He will encounter the painting again.
- His favorite film is “In the Realm of the Senses,” but he tells people it is Fellini’s “81/2”. He sometimes lies out of decorum.
- Violence fascinates him—of which he is ashamed.
- Well-read. As a teenager, fell in love with Albert Camus’ “The Stranger”, which remains his favorite book.
- Slept with his old therapist – still chats with her on occasion. Tends to blur the lines between boundaries, sexuality, and friendship.