

ANTEA DUARTE

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A renowned banisher dedicated to the art of ghost hunting, Antea is driven by her distrust of others, born of her black-and-white morality and stringent upbringing. She was taught - and learnt through her own experiences of prejudice - to count on herself first and foremost. Her resilience and capacity to get by, of having to do more with less, shapes her to be fiercely independent and proud, but also to compartmentalize the world around her. This paradigm comes crashing down when she dies and becomes what she hates the most: a ghost, her fate entirely reliant on another human being. In dying she will learn to be part of the whole of humanity.

Age: died at 33 (born 22nd December 1662, dead 8th June 1695)

Gender: female

Main traits:

- **Alive:** in control, self-assurance, quiet, merciless towards ghosts, protective towards the living – but suspicious of them too, confirmed atheist, deeply in love with Ruaidhrigh (love often revealed through mischievousness and tenderness she only expresses toward Ruaidhrigh).
- **Dead:** Through the game, she will reach different stages to be expressed when she interacts with the world and Ruaidhrigh:
 - **Lost/fragile/self-loathing**
 - **Frustrated/angry**
 - **In control/self-assured**
 - **Fierce/joyful mastery of her skills**

Ethnicity: Mixed Afro-Cuban origin (mother originally from Yorubaland in West-Africa and father of Afro-Caribbean ascent)

Occupation:

- **Alive:** banisher on a mission
- **Dead:** haunting Red as a ghost

Visual code: alive, she embodies fire and life; dead, she is a dull and frozen presence. The evolution of her appearance might represent her evolution as a being as the story unfolds.



Appearance

- **Alive:** Antea's dark skin and eyes are highlighted by warm gold. Her age shows in the white streaks of her hair and wrinkles of her smile. Her clothes are fashioned to allow ease of movement, with feminine touch: she loves shining trinkets of varied origins and collects jewelry from each province where she has banished ghosts – which are many.
- **Dead:** The golden highlights of her skin, eyes and jewels turned to icy touches of silver and blue.

Specific equipment: The discreet Banisher rings on her right hand's fingers, fastened to fit the tattoo underneath.

Fighting style: She reacts to and counters the momentum of her enemies, hints of brutal movements and one-hitters learnt from Ruaidhrigh.

Antea is **right-handed**.

Driving values: freedom from tyranny for herself and others, black and white morality and judgement, protection of the deserving

Name meaning (Latin): Antea - Before; Duarte (Spanish/Portuguese name signifying "He who watches over the land/guardian")

TONE & VOICE GUIDELINES

Social Class: Antea was born from freed-slave parents and was educated by them. She is mostly self-taught and self-made, while still receiving a basic education when she was young. She studied under many different banishers, inventors, philosophers and other intellectuals. Antea is extremely well-read and intellectual - without being outspoken about it: confidence is quiet.

Voice: Deep, slightly broken by years of screaming over the screeches of wraiths. She has a mighty roar. Because of her status (as a competent, free and stubborn woman of color dealing with white patriarchal society) she often uses a dry tone as a defense mechanism when talking with targets, suspects, etc. But when moved by a situation/character, Antea can use a much softer tone (especially with Red).

Language:

- **for background purpose:** an experienced traveler and nomad, Antea fluently speaks English, Spanish, along with snatches of European (French, Dutch) and African language (Yoruba). She speaks five languages to one degree or another but cannot get her head around Scots Gaelic.
- **For game and casting purposes:** as a well-read and educated traveler who grew up in Cuba but spent many years in England, Andrea speaks fluent and well-articulated English with a slight Afro-Caribbean accent.

Accent: Andrea is a woman of the world. English as a foreign language, but she is well-versed in it.

Frequent emotions: Vigilance/ Anticipation, Loathing/ Disgust, Ecstasy/ Joy

Uncommon emotions: Rage/ Anger, Terror/ Fear

Vocabulary range: Antea is extremely well-read and knows many languages, her brain is able to switch from one language to another and has a large vocabulary range. While her primary education was basic, once she became a banisher, she made sure to read and assimilate every and any piece of writing she could set her hands on.

Speech: Antea is a woman of few words and prefers to cut to the chase and be upfront and direct when she speaks. Her sentences are short and sharp, as is her wit. Without lacking sensitivity, her blunt communication style comes from a place of honesty - it is what she expects of herself, and others in the world. Antea speaks freely, effectively, even if sometimes it can appear a little "foot-in-mouth".

Love language: acts of service, actions, non-verbal communication

Body Language: Antea often remains stoic and rigid with often her arms crossed. She is hard to read, but will soften at times, letting her feelings show through action and non-verbal communication.

BACKGROUND AND BACKSTORY

Important: the backstory below is full of information and stories about Antea's past that she could/will tell to Red during the game, as she agrees to tell more about what her life was (she always remained discreet about her past before her death).

Family backstory

In the striving Spanish colony of Havana, slave master and tobacco plantation owner Eduardo Famosa is on the brink of death. Emaciated, fever stricken, his wife decides to bring in their last hope: Carrica, a healer who takes care of their sick and injured slaves (a *curandera*).

With Carrica's traditional knowledge of herbs, ointments, and concoctions, the two women nurse Eduardo back to health in the span of a couple of weeks. What the wife does not know, is that Eduardo had been plagued by a ghost, and that Carrica had released it, freeing both Eduardo, and the ghost.

For this notable service, the Famosa family free Carrica and appoint her as housekeeper. She continues caring for the sick and injured slaves of the Famosa family, while her reputation as a great healer starts to precede her. As ships bring diseases beyond the seas to the colony, Carrica's knowledge and expertise grow more and more.

It is in this very port that she meets another former slave: Rodolfo Duarte, Afro-Caribbean man partially of Yorubaland origin- his mother was taken away from Yorubaland to serve a Portuguese family. Rodolfo bounced between different families, until he was shipped to Cuba to work in a gold mine. Throughout his life, he'd saved what little money he could save, until he could finally purchase his freedom and settle in the city, where he'd started working as a fisherman in the port.

Carrica and Rodolfo find in each other something of home: their Yoruba mother tongue echo through each other.

They are a rarity, and yet, seek nothing but a humble and quiet way of life. Together, they buy a small farm that Carrica converts into a nursing space where she continues to heal and take care of people. The bit of

land that comes with the house enables Rodolfo to farm some vegetables as well as some roots. They are poor, but they make do.

From their union, a baby is born. Her name is “Antea”.

Antea backstory

One day, at the age of four, the young Antea asks her mother if she can give some water to “the poor old man sitting on a stone nearby the house, under a tree”. Carrica checks on the said old man and quickly realizes two things: it is the ghost of a recently dead slave of the plantation and Antea shares her gift. The young girl can feel the spirit of the dead, maybe even better than her mother. Though her daughter is still a child, Carrica immediately starts teaching her the dangers of the spirit world and the art of repelling the dead, a technique she uses herself at times to heal her patients.

Antea is a natural; the energies between the spiritual and material world instinctually flow through her. Soon, her gifts prove prodigious. At nine, she has an acute and sharp mind. She is a happy and sweet girl eager to share her discoveries to her best friend Calendre, another young girl around her age who also lives near the Famosa lands, amidst the tobacco fields, not far from the Duarte’s small farm.

The two girls share a strong bond. Their first encounter was timid at first; the two young girls are not used to being around kids their own age. But surely, an unspoken bond weaves between the two children. Their friendship is strong, and they meet practically every day near the tobacco fields. Antea opens up to Calendre, telling her about her family, her powers, her fears. And Calendre is always there to listen and take her mind off things.

Months turn into a year. And the more Antea opens up to Calendre, the more restless she grows as well as impatient, power hungry and proud. In her heart, she starts feeling annoyed with her own existence, constrained by her mother’s teachings, resentful of her parent’s plain and simple living. Antea craves for more. At the age of ten, she craves for... life. So much so that even her dreams start being plagued with such desires, and somber visions. Calendre watches - and urges her – on.

One night, Antea wakes up from another one of her terrible nightmares; all her strong, negative feelings towards herself and her family gnawing at her insides. As if trapped in a daze, she watches herself standing at the bottom of her parent’s bed, their house burning all around them. Dream and reality blur.

Her eyes snap open and there it is, standing at the bottom of her bed. Calendre watches her, smiles at her... Feeds on her essence... While her house is going up into flames. Antea then realizes that she is holding a candle, and that she just started the fire, manipulated through her dreams by the ghost of a dead girl she always thought was her only friend.

The realization is brutal.

All this time, Antea had been latched on by a ghost. Deceived into thinking Calendre was her friend, she had fed it all her hopes and feelings until finally; it had turned into a ghost – hungry for nothing but the living.

Antea tries to fight back, but the ghost is strong. Too strong for her, and too close. It understands everything there is to know about her. In a desperate surge to save her parents who cannot wake up – Antea bargains for her family’s life and, at first, she thinks she’s convinced the ghost to spare them. But the dead girl is nothing but an essence craving entity whose hunger cannot be negotiated. Antea’s mental

fight with Calendre is so intense, and the ghost is so close to also gain control of her that a burst of cold mystical energy burns Antea's face. Finally, she can banish Calendre and free her parents from the awful sleep they were trapped into. Her mother holds her shocked girl in her arms while the whole family runs away from the burning farm.

Antea's face is left scarred from that night. A mark of her recklessness and shame. Her lesson is a harsh one: spirits are tricksters by nature, and they can't be trusted. They only exist to harm the living.

Shocked by the Calendre's incident, the once happy and sweet girl has turned into a taciturn and worried teenager. Antea feels responsible for what happened, and she does not feel secure anymore. That appetite for life is still gnawing at her, and she sometimes fears that craving has been left inside her by Calendre. But at the same time, she cannot silence it. Antea comes to the conclusion that her mother's training is not enough, and that she needs to be stronger, and be taught by a real specialist if she wants to regain control of her life. With the blessing of her parents and an introduction letter from the Famosas, she leaves Cuba and goes to America, searching for someone able to teach her about the true nature of ghosts.

She works as chambermaid, debt collector and right-hand woman. She manages to become economically independent and she realizes that wherever she may go, there will be ghosts. She meets some good spirits chasers, and a lot of crooks. She studies forbidden books. All her studies point toward the Old World, where the real knowledge about ghosts seem to come from. Eager to deepen her technics, Antea travels to Europe in 1685 to learn from real banishers. She is 23 when she meets one of the best in Paris: Nicolas Fatio de Duillier, mathematician, philosopher, astronomer, inventor and enlightened banisher. He will become Antea's mentor for a few years, and she will follow him in England when he flees France (she will even meet Isaac Newton who is a good friend of Nicolas). But the never-ending religious and philosophical disputes of Nicolas and his friends bore Antea to death. It is during these years that she will meet the good Charles Davenport (the deacon who invited Antea and Red to New Eden) and Elinor Combs, a famous - and very independent - English Banisher. Antea finally takes her distance from these powerful and elitist men, but she remains close to Elinor - who is also member of the Brotherhood of Saint-Pol's Stole. She establishes herself as an independent Banisher, eager to find ghosts... and then banish them. "No rest or understanding for the wicked"; she does not allow herself to think otherwise lest she starts questioning her purpose.

Antea's parents remain in Havana, where they continue living their life. A few years back, was born twins. When our story begins, they are eight years old : a sister named Ayomide, and a brother named Temi. Antea has not yet gone back home since she's left.

Before the story: Antea met the newcomer Red (see his Character's sheet for more details about their encounter) and they have established their reputation as banishers while building a strong couple and teammate relationship: she banishes spirits, he releases them. They have been summoned to New Eden by an old friend of them, Minister Davenport who knows their efficiency and suspects a strong case of haunting in his community. Antea expects the mission to be a regular one, even if the letter of the Minister was worrying enough.

The story begins: the ghost of New Eden is overwhelmingly powerful. Antea must sacrifice herself to protect an imprudent Red during the assault and from her sacrifice within the Nightmare's realm, a ghost is born. As a ghost, she will first beg Red for her release, then will follow him in their attempt at freeing her - discovering along the way that ghosts are way more nuanced than she expected.

Where the story leads: the evolution of Antea and her fate will depend on the player's decisions through the game: did he choose to Release or Rez her? Did he stick to the plan?

RELATIONSHIPS

Ruaidhrigh "Red" mac Raith

- **Relationship:**
 - **Alive:** Red is Antea's redeeming hope in mankind. He's thawed her distrust of others and challenges her views with an intellectual fierceness which she both respects and adores, no matter how strongly she disagrees with him. If his lack of banishing experience and younger age has led him to follow her in her endeavors, he keeps an integrity and free will that she finds fascinating. She feels that Red pushes her to become a better person and to keep improving.
 - **Dead:** Red is both Antea's bane and salvation. His regret and her resentment are what forced her ghost to exist, yet the trial pushes their relationship beyond the mere boundaries of mortal love.
- **Matching values:** self-doubt, protection of the deserving
- **Opposing values:** black and white morality and judgement (vs. nuanced and prudent morality)
- **Influence:** the decisions the player, as Red, will make influence the evolution of Antea as a ghost. Her evolution evolves around her love or hate of others: spirits, humans, Red, and herself.

The Nightmare that was Deborah Comenius

- **Relationship:** Antea has come back as a ghost under the influence of the Nightmare (Red's first action after her death is to summon her to bring her back from the Nightmare's grasp). She hates that feeling of being potentially under the entity's influence, almost as much as she hates being a ghost. As the understanding of what happened to Deborah becomes clearer throughout the game, Antea will feel more sympathy for the poor woman, who became a ghost – and a Nightmare – without asking for it.
- **Matching values:** black and white morality and judgement
- **Opposing values:** self-hate (vs. self-love), protection of the deserving (vs. punishment of the deserving)