

Treasure Island

Character Bible

CHARACTER BIBLE — *Treasure Island*

****Jim Hawkins****

Role: Protagonist

First appears: Chapter 1 — The Old Sea-dog at the Admiral Benbow

Description: The narrator and cabin-boy, Jim is a young boy living at his father's inn, the Admiral Benbow, who becomes the central figure in the quest for Flint's buried treasure. He is observant, courageous, and impulsive, with a moral conscience that repeatedly guides his decisions even under extreme pressure. His youth makes him underestimated by allies and enemies alike, yet he proves instrumental to the honest crew's survival at nearly every turn.

Arc: Jim begins as a frightened innkeeper's boy haunted by nightmares of one-legged men and ends as a seasoned adventurer who has eavesdropped on a mutiny conspiracy, cut a ship adrift, killed a man, recaptured the Hispaniola, and helped secure Flint's treasure—though he concludes the story vowing never to return to the island.

****Long John Silver****

Role: Antagonist

First appears: Chapter 7 — I Go to Bristol

Description: The ship's cook aboard the Hispaniola, Silver is a tall, powerfully built one-legged man of great intelligence, charm, and ruthless cunning who secretly leads the crew's mutiny. He carries a crutch under his left shoulder and moves with remarkable dexterity; his face is described as plain, pale, and intelligent with a perpetual smile. He is a consummate political operator capable of shifting allegiances without scruple, having served under the pirates England and Flint before embarking on his own account.

Arc: Silver begins the voyage as a trusted ship's cook and recruiter, orchestrates the mutiny, and gradually loses control of his men as the treasure hunt fails; he ultimately switches sides to protect himself from the gallows, saves Jim's life, and is last seen at the celebratory supper in Ben Gunn's cave, spared prosecution by the squire but condemned by his own crimes.

****Dr. Livesey****

Role: Supporting

First appears: Chapter 1 — The Old Sea-dog at the Admiral Benbow

Description: The ship's doctor and a magistrate, Dr. Livesey is a man of calm authority, professional courage, and quick intelligence who serves as one of the three leaders of the honest crew. He is the first person to face down the captain at the Admiral Benbow without flinching, and throughout the adventure he provides medical care, strategic counsel, and moral steadiness to the group. He is the narrator of several chapters covering events aboard and around the Hispaniola during Jim's absence ashore.

Arc: Livesey moves from country doctor to key architect of the expedition's survival; he discovers Ben Gunn's secret, engineers the evacuation to the stockade, negotiates a treaty with Silver, orchestrates the ambush at the treasure site, and ultimately helps bring the honest crew safely home.

****Squire Trelawney****

Role: Supporting

First appears: Chapter 6 — The Captain's Papers

Description: A tall, broad, quick-tempered country gentleman and the financial backer of the treasure voyage, Trelawney is described as over six feet high with black brows that move readily and a rough-and-ready face. He is generous, brave, and enthusiastic but dangerously indiscreet, having inadvertently revealed the treasure voyage's purpose to the Bristol docks—including, presumably, to Silver's associates. Despite his failings, he proves a capable fighter and is identified as the best shot among the loyal crew.

Arc: Trelawney begins as the impulsive organiser who compromises the expedition's secrecy before it sails, but grows into a reliable combatant during the siege; he is deeply shaken by Redruth's death and ends the adventure at Ben Gunn's cave, morally outraged at Silver's survival but bound by duty not to prosecute him.

****Captain Smollett****

Role: Supporting

First appears: Chapter 9 — Powder and Arms

Description: The sharp, disciplined, and uncompromising master of the Hispaniola, Captain Smollett is a man of professional integrity who immediately distrusts the crew and voyage before the mutiny is even suspected. He is described as sharp-looking and perpetually angry, and is the only character who is never deceived by Silver's charm. His strategic caution and authority hold the loyal garrison together during

the siege of the stockade.

Arc: Smollett begins as an unpopular but prescient captain whose warnings are dismissed by the squire; he is seriously wounded during the attack on the stockade and spends much of the latter part of the story recovering in Ben Gunn's cave, but survives to conclude that he and Jim will not sail together again.

****Ben Gunn****

Role: Supporting

First appears: Chapter 15 — The Man of the Island

Description: A white man marooned on Treasure Island for three years, Ben Gunn is wild in appearance—heavily sun-burned, dressed in tatters of canvas and sea-cloth held together with brass buttons and loops of tarry gaskin—but fundamentally harmless and desperate for human contact and cheese. He was present when Flint buried the treasure and was subsequently marooned by a later crew after they failed to find it. Though eccentric and childlike in manner, he proves to be the single most important figure in resolving the treasure hunt.

Arc: Ben Gunn is discovered by Jim as an apparently helpless castaway, but is revealed to have already found and moved Flint's entire treasure to a cave on the two-pointed hill; his secret, shared with Dr. Livesey, forms the basis of the honest crew's entire strategy against the mutineers, and his voice in the woods terrifies the pirates into superstitious paralysis at the critical moment.

****Billy Bones (The Captain)****

Role: Supporting

First appears: Chapter 1 — The Old Sea-dog at the Admiral Benbow

Description: A brown, weathered old seaman with a sabre cut across his cheek who arrives at the Admiral Benbow seeking a remote hiding place, Billy Bones is the former first mate to the pirate Flint and the keeper of the treasure map. He is habitually drunk, violent, and watchful, spending his days scanning the horizon for enemies and his nights terrifying the inn's patrons with sea-songs and stories. His true name is revealed through tattoos on his forearm by Dr. Livesey.

Arc: Bones arrives at the inn already in physical decline from rum and fear; he is visited first by Black Dog and then by the blind beggar Pew, who delivers the black spot, and dies of apoplexy immediately upon reading it—leaving his sea-chest and the oilcloth packet that sets the entire adventure in motion.

****Pew (The Blind Beggar)****

Role: Supporting

First appears: Chapter 3 — The Black Spot

Description: A dreadful-looking, hunched figure in a tattered sea-cloak with a green shade over his eyes, Pew is the blind leader of the group hunting Billy Bones's oilcloth packet. Despite his apparent infirmity, he grips with surprising force, moves with unsettling accuracy and speed, and commands his crew with a voice described as cruel, cold, and ugly. He is the one who delivers the black spot to Bones.

Arc: Pew terrorises Jim and his mother at the Admiral Benbow, successfully delivers the black spot, and leads the search of the inn; when his crew abandons him after the revenue officers arrive, he is trampled to death by the lead horse.

****Black Dog****

Role: Supporting

First appears: Chapter 2 — Black Dog Appears and Disappears

Description: A pale, tallowy man missing two fingers from his left hand, Black Dog is an old shipmate of Billy Bones who visits the Admiral Benbow to conduct secret business with him. He alternates between fawning and menacing behaviour and wears a cutlass, though he proves less formidable a fighter than Bones. He is later found by Jim at Silver's Spy-glass tavern in Bristol, confirming Silver's connection to Flint's old crew.

Arc: Black Dog provokes a violent sword fight with Bones at the inn, escapes wounded despite the injury, and later flees Silver's tavern when Jim recognises him in Bristol; he is named by Pew during the chaos at the inn and is thereafter not seen again in the narrative.

****Israel Hands****

Role: Supporting

First appears: Chapter 10 — The Voyage

Description: The coxswain of the Hispaniola and a careful, experienced old seaman, Hands is described as a great confidant of Silver and formerly Flint's gunner. He is wily and patient, content to wait for the right moment to act, and is one of the leading voices of the mutiny alongside Silver. He is gravely wounded in a drunken brawl with O'Brien aboard the Hispaniola during Jim's absence.

Arc: Hands is found by Jim in a near-dying state aboard the drifting Hispaniola, bargains with Jim to help beach the ship in exchange for medical care, secretly retrieves a dirk and plans Jim's murder, pursues Jim up the mizzen shrouds, and is shot by Jim's involuntarily fired pistols when his thrown dirk pins Jim to the mast; he falls into the

water and drowns.

****Tom Redruth****

Role: Supporting

First appears: Chapter 7 — I Go to Bristol

Description: An old gamekeeper in the squire's service, Redruth accompanies Jim as his guardian during the wait at the hall and serves as one of the loyal crew aboard the Hispaniola. He is gruff and grumbling in manner but utterly steadfast in duty, having lain behind his mattress in the gallery like a Trojan during the evacuation of the Hispaniola. He is described as the oldest member of the loyal party by a score of years.

Arc: Redruth guards Jim during the weeks of waiting, travels with him to Bristol, and is shot by a sniper during the initial skirmish as the loyal crew reaches the stockade; he dies peacefully in the log-house, requesting a prayer, and is buried in the sand of the stockade.

****Abraham Gray****

Role: Supporting

First appears: Chapter 9 — Powder and Arms

Description: A carpenter's mate aboard the Hispaniola, Gray is one of the crew members identified by Captain Smollett as potentially trustworthy. He escapes the forecandle to join the loyal crew with a knife cut on his cheek, fighting his way out of the mutineers' grip, and proves himself a capable and willing fighter throughout the siege. He is listed in Captain Smollett's log-book as one of the seven loyal survivors.

Arc: Gray begins as an uncertain crew member whom Smollett must call out by name to persuade to desert the mutineers; once he joins the loyal party, he fights reliably in every engagement, kills Job Anderson the boatswain during the attack on the stockade, and is last seen guarding the Hispaniola alone overnight at North Inlet.

****Job Anderson****

Role: Minor

First appears: Chapter 10 — The Voyage

Description: The boatswain of the Hispaniola, Anderson is identified as the likeliest man aboard and serves informally as mate after Mr. Arrow disappears. He is part of Silver's inner circle of mutineers and leads the charge against the stockade during the main attack.

Arc: Anderson grumbles and shows signs of insubordination even before the mutiny begins openly; he leads the assault on the blockhouse

and is killed by Gray in the hand-to-hand fighting outside the log-house.

****Mr. Arrow****

Role: Minor

First appears: Chapter 9 — Powder and Arms

Description: The mate of the Hispaniola, Arrow is a brown old sailor with earrings and a squint who is very friendly with the squire but criticised by Captain Smollett for being too familiar with the crew and drinking with the men. He has no real command among the sailors and the source of his alcohol aboard ship remains a mystery.

Arc: Arrow appears drunk repeatedly after leaving Bristol, is repeatedly ordered below in disgrace, and disappears overboard one dark night with a head sea; he is never seen again, and Smollett coldly notes that his death saves the trouble of putting him in irons.

****George Merry****

Role: Minor

First appears: Chapter 28 — In the Enemy's Camp

Description: A long, ill-looking man of about thirty-five with yellow eyes the colour of lemon peel, Merry is the most vocal dissenter within Silver's crew and the primary challenger to Silver's leadership. He presents the formal black spot to Silver and articulates the crew's four grievances against him with aggressive confidence. His ague shakes and poor complexion suggest he is already ill when he leads the confrontation.

Arc: Merry challenges Silver's authority repeatedly, nearly succeeds in deposing him, and leads the mutineers' charge toward Silver and Jim at the empty treasure excavation; he is shot by the ambushing party and falls into the pit, where Silver fires two pistol barrels into him to finish him off.

****Jim's Father (The Innkeeper)****

Role: Minor

First appears: Chapter 1 — The Old Sea-dog at the Admiral Benbow

Description: The owner of the Admiral Benbow inn and Jim's father, he is a sickly man whose health deteriorates steadily during the captain's stay. He is largely passive in the narrative, confined to illness upstairs while the captain's presence and unpaid debt add to his decline.

Arc: He falls into a prolonged illness during the captain's residence at the inn and dies suddenly on the evening after Jim's conversation with

the captain about the black spot, his death hastened by the stress of the captain's presence.

****Jim's Mother (Mrs. Hawkins)****

Role: Minor

First appears: Chapter 1 — The Old Sea-dog at the Admiral Benbow

Description: The innkeeper's wife and Jim's mother, Mrs. Hawkins is a principled, brave woman who insists on claiming only the money lawfully owed to her from the captain's chest despite the mortal danger surrounding her. She is practical and determined, shaming the hamlet men into providing assistance and returning to the inn herself when no one else will.

Arc: She accompanies Jim on the dangerous raid of the captain's sea-chest, faints from terror as they flee the approaching pirates, and is hidden under a bridge by Jim; she is subsequently revived by the revenue officers and is provided for by the squire, who repairs the Admiral Benbow and hires an apprentice to assist her.

****Supervisor Dance****

Role: Minor

First appears: Chapter 5 — The Last of the Blind Man

Description: The leader of the revenue officers who arrive at the Admiral Benbow in response to the lad's summons, Dance is a competent and decisive authority figure who takes charge of the aftermath of Pew's death and the pirates' flight. He is pragmatic and self-aware, concerned about potential accusations regarding Pew's trampling but satisfied with the outcome.

Arc: Dance arrives in time to scatter the buccaneers and inadvertently causes Pew's death under his horse; he escorts Jim to Dr. Livesey's house and the squire's hall to deliver the oilcloth packet, and thereafter plays no further role in the story.