

FIRST FABLE

ANIMAL KEEPER CHARACTER BOOK



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BUILDING YOUR CHARACTER

This book will help you create an Animal Keeper character for your game of **FirstFable**. If you would rather just start playing right away, the middle of this book contains a fully created, playable Animal Keeper character named Ruby. Just write your name on the line that says “Player” and you’re ready to go!

If you want to make your own Animal Keeper character, though, start here!

STEP ONE: FILL IN THE BLANKS

Here are five questions to answer to help you think about your character:

IS YOUR ANIMAL KEEPER A GIRL OR A BOY?

WHAT IS YOUR ANIMAL KEEPER'S FAVORITE COLOR?

WHAT DOES YOUR ANIMAL KEEPER DO FOR FUN?

WHAT IS YOUR ANIMAL KEEPER'S FAVORITE FOOD?

WHAT IS YOUR ANIMAL KEEPER AFRAID OF?

STEP TWO: WHERE DOES YOUR ANIMAL KEEPER SHINE?

You get to decide three things your Animal Keeper is really good at. They can be anything you want! Your Animal Keeper might be great at climbing trees, running, talking to birds, shooting a bow and arrow,

healing sick animals, painting pictures or anything else you can think of. These special skills are called *Shines*.

Write your Shines on your character sheet, and write a “1” after them to show they give you one bonus. But be sure to do it in pencil! You will have the chance to get better at your Shines during the game, and even add new Shines!

STEP THREE: WHERE IS YOUR ANIMAL KEEPER SLOW?

Everybody has something they’re not so good at. Some people don’t run very fast, and some people can’t read or write very well. That doesn’t make them bad or stupid, but it can sure make things hard sometimes. Your Animal Keeper has some skill or task that he or she just isn’t great at. This is called a *Weakness*. A Weakness is the same kind of thing as a Shine, but it’s something your Animal Keeper just can’t quite get right.

Decide what your Animal Keeper’s Weakness is, and write it on the character sheet where it says “Weakness.”

STEP FOUR: PICK ONE SPECIAL THING

All characters in **FirstFable** get one Special Thing. For Animal Keepers, this Special Thing is usually an Animal Friend. We’re going to tell you how to make up your Animal Friend. If you want your Animal Keeper to have a different Special Thing, though (like a Magic Spell or a Special Weapon), talk to the Grown-Up. He or she will help you make up the Special Thing that you want for your Animal Keeper.

When you’ve decided on your Special Thing, write its name on the first “Special Thing” line on the character sheet, and color in all five of the stars. Your Grown-Up will explain what that means during the game.

To make up an Animal Friend, answer these questions:

WHAT CAN YOUR ANIMAL FRIEND DO TO HELP YOU?

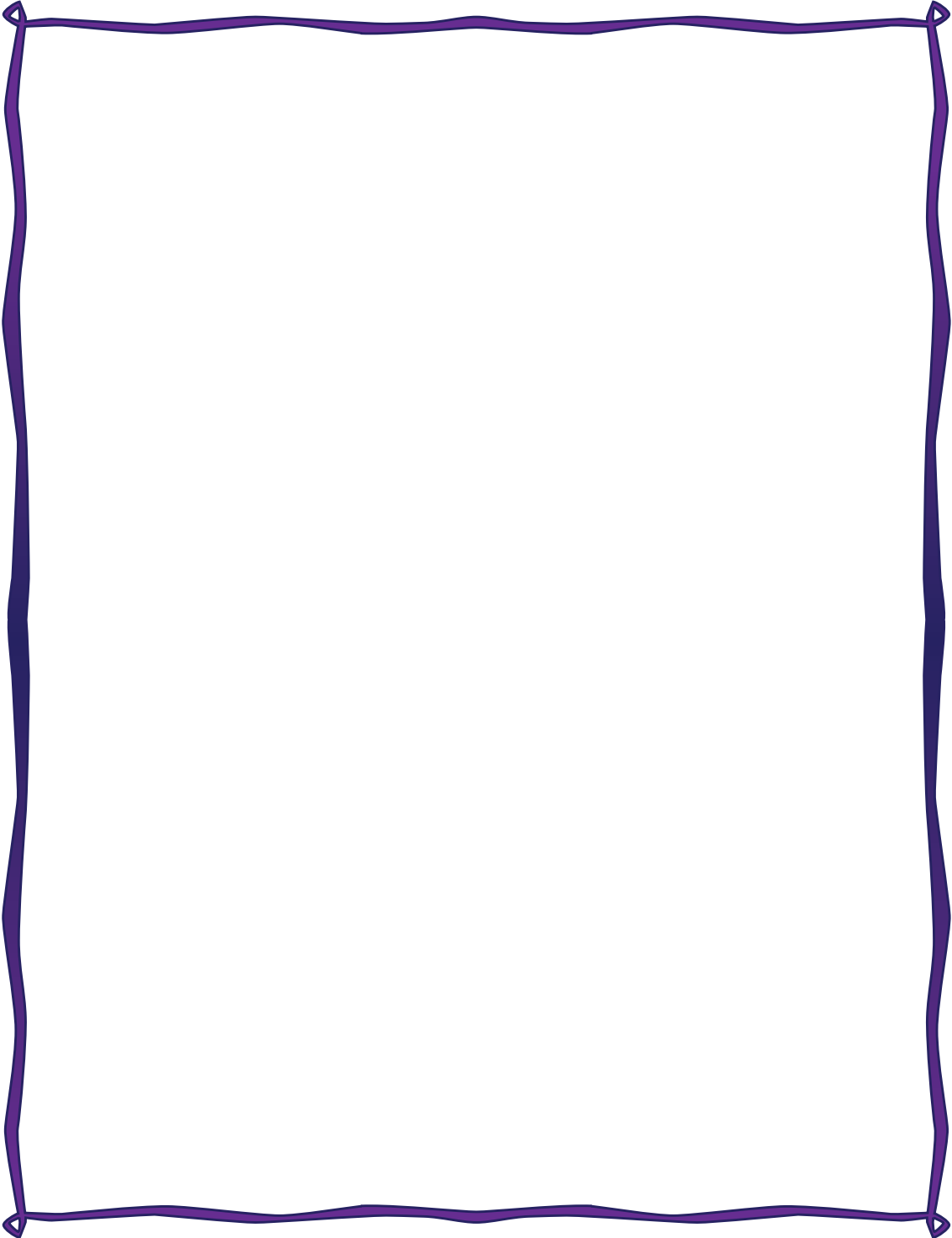
WHAT KIND OF ANIMAL IS YOUR ANIMAL FRIEND?

Examples: Fetch things, scare away enemies, fight, carry you.

Examples: Wolf, bear, cat, dog, eagle.

WHERE DID YOU MEET YOUR ANIMAL FRIEND?

DRAW A PICTURE OF YOUR ANIMAL FRIEND.





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PLAYING THE ANIMAL KEEPER

Here are a few things to think about when you're playing an Animal Keeper character:

ANIMAL KEEPERS LOVE ANIMALS

That doesn't just mean cuddly animals like dogs, cats and rabbits. That means scary, slimy and spiky animals like spiders, rats, snakes and bees. Animal Keepers are *curious* about animals, and love to watch them as they fly, eat or play.

ANIMAL KEEPERS RESPECT ANIMALS

That means they don't go running up to bears or wolves, or stick their hands into bees' nests. They understand that animals can be dangerous when they're scared. (In **FirstFable**, animals behave more like people sometimes, but they can still bite if they're afraid!)

ANIMAL KEEPERS LIKE TO BE OUTSIDE

Animal Keepers like to camp, sleep under the stars, cook their own food and climb trees to watch the sunrise.

ANIMAL KEEPERS ARE LOYAL FRIENDS

Animal Keepers don't lie to their friends, and they don't play mean jokes on people.

ANIMAL KEEPERS ARE KIND

If someone is hurt, even if it's an enemy, an Animal Keeper is likely to help. Animal Keepers don't like seeing others in pain.

EXTRA QUESTIONS

Here are a few more questions about your Animal Keeper. You don't have to answer these questions, but if you answer all of them, you get an extra Shine to add to your character! You get this Shine no matter when you finish, so if you don't want to decide on an answer until the Adventure starts, but then you figure out the answer during the Adventure, you can add the Shine right there and then!

WHAT DOES YOUR ANIMAL KEEPER WISH FOR WHEN SHE OR HE SEES A FALLING STAR?

WHAT ANIMAL DOES YOUR ANIMAL KEEPER THINK IS SCARY?

WHAT CHORE DOES YOUR ANIMAL KEEPER REALLY HATE?

CHARACTER SHEET

CHARACTER'S NAME: Ruby

PLAYER'S NAME:

CHARACTER TYPE: Animal Keeper

STATS:

STRONG: 3

FAST: 2

SMART: 4

SKILLS:

Scampering 1

Taking Care of Hurt Animals 1

Throw Things 1

WEAKNESSES:

Camping

SPECIAL THINGS:

Animal Companion-Blaze

EFFECT: Scary Roar

STARS: ★ ★ ★ ★ ★

EFFECT:

STARS: ☆ ☆ ☆ ☆ ☆

EFFECT:

STARS: ☆ ☆ ☆ ☆ ☆

EFFECT:

STARS: ☆ ☆ ☆ ☆ ☆

EFFECT:

STARS: ☆ ☆ ☆ ☆ ☆

DAMAGE:

☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆



CHARACTER SHEET

CHARACTER'S NAME:

PLAYER'S NAME:

CHARACTER TYPE:

STATS:

STRONG:

FAST:

SMART:

SKILLS:

_____	_____
_____	_____
_____	_____
_____	_____

WEAKNESSES:

_____	_____
_____	_____
_____	_____

SPECIAL THINGS:

_____	EFFECT: _____	STARS: ☆ ☆ ☆ ☆ ☆
_____	EFFECT: _____	STARS: ☆ ☆ ☆ ☆ ☆
_____	EFFECT: _____	STARS: ☆ ☆ ☆ ☆ ☆
_____	EFFECT: _____	STARS: ☆ ☆ ☆ ☆ ☆
_____	EFFECT: _____	STARS: ☆ ☆ ☆ ☆ ☆

DAMAGE:

_____ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆

DRAW YOUR CHARACTER

AFTER THE ADVENTURE

This page is to help you remember your Animal Keeper's first Adventure! If you want, the Grown-Up can make copies of this page for every Adventure your Animal Keeper has. If you want, you can draw pictures from the Adventure and put these pages together into a book all about your Animal Keeper.

Once upon a time, _____
[YOUR ANIMAL KEEPER'S NAME]

went on an Adventure with _____
[NAME OF ANOTHER CHARACTER]

and _____.
[NAME OF ANOTHER CHARACTER].

They all set out from _____,
[PLACE WHERE ADVENTURE STARTED]

trying to _____ the _____ before _____.
[VERB] [NOUN] [SOMETHING BAD HAPPENED].

They traveled together through the _____, and then they
[PLACE]

found the _____. They couldn't get to the _____ until
[NOUN] [NOUN]

they _____.
[HOW YOU SOLVED THE PROBLEM]

At last, they found the _____ and worked together
[NOUN]

to _____.
[HOW THE STORY ENDED]

JOURNAL

A series of horizontal lines for writing, organized into two sections. The top section contains 18 lines. The bottom section contains 18 lines, with a rectangular box on the right side of the lower half of this section.

JOURNAL

JOURNAL

A journal page with a purple wavy border. The page is ruled with horizontal lines. The top section contains 18 lines. Below this, there is a large rectangular box with a purple wavy border, which is empty. To the left of this box, there are 18 more horizontal lines.

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Survival wisdom and a loyal pet make the Animal Keeper a great hero for your FIRSTFABLE.

