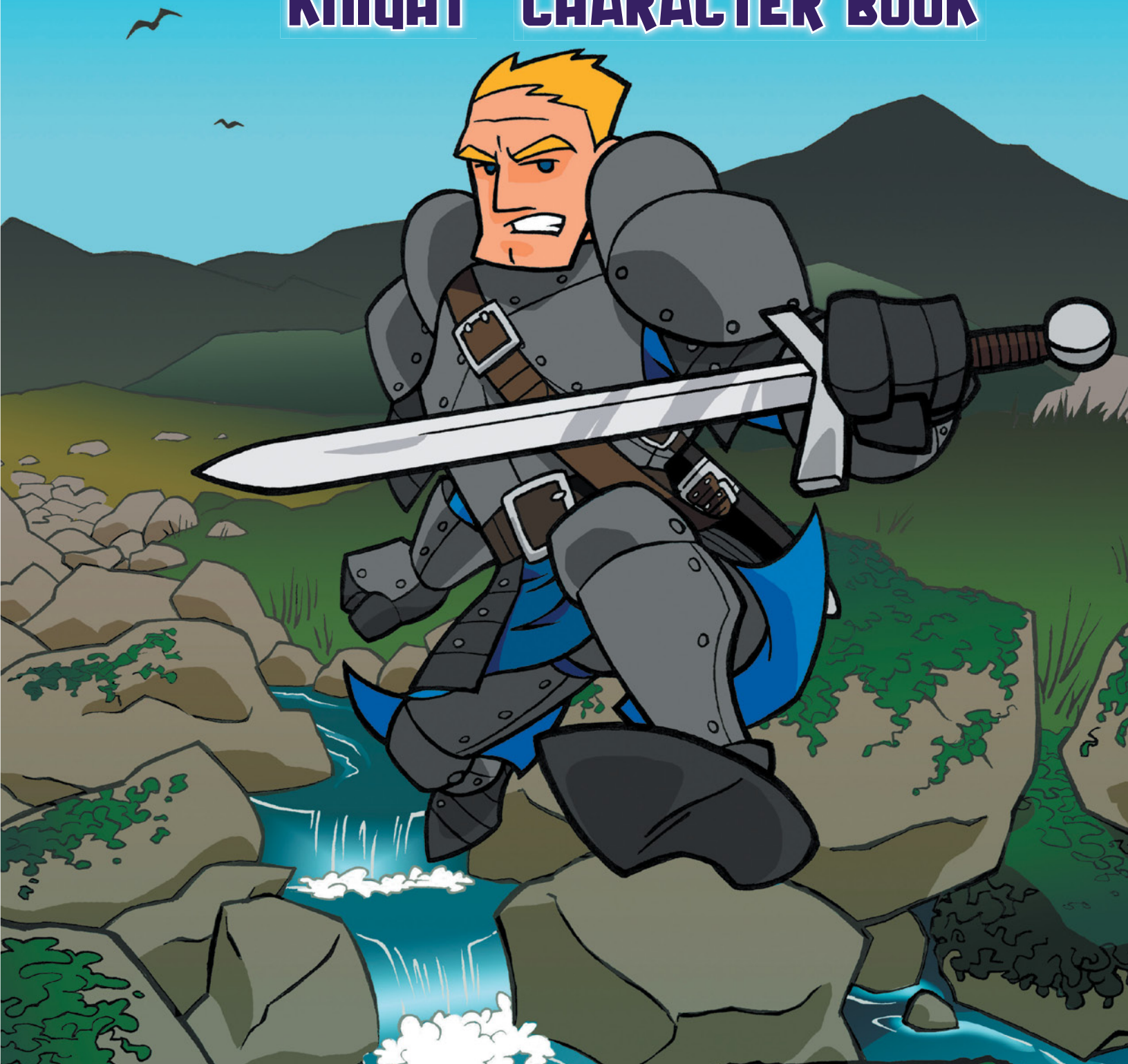


# FIRST FABLE

## KNIGHT CHARACTER BOOK



# FIRST FABLE

KNIGHT CHARACTER BOOK



© BATES  
2012

# BUILDING YOUR CHARACTER

This book will help you create a Knight 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 Knight character named Roland. Just write your name on the line that says “Player” and you’re ready to go!

If you want to make your own Knight 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 KNIGHT A GIRL OR A BOY?**

---

**WHAT IS YOUR KNIGHT'S FAVORITE COLOR?**

---

**WHAT DOES YOUR KNIGHT DO FOR FUN?**

---

**WHAT IS YOUR KNIGHT'S FAVORITE FOOD?**

---

**WHAT IS YOUR KNIGHT AFRAID OF?**

---

## STEP TWO: WHERE DOES YOUR KNIGHT SHINE?

---

---

---

You get to decide three things your Knight is really good at. They can be anything you want! Your Knight might be great at riding a horse, making pretty speeches, fighting with a lance, lifting heavy things, hunting,

carving wood sculptures 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 KNIGHT 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 Knight 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 Knight just can’t quite get right.

Decide what your Knight’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 Knights, this Special Thing is usually a special Weapon that the Knight was given during his or her training. We’re going to tell you how to make up your Special Weapon. If you want your Knight to have a different Special Thing, though (like an Animal Friend or a Magic Spell), talk to the Grown-Up. He or she will help you make up the Special Thing that you want for your Knight.

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 a Special Weapon, answer these questions:

**WHAT CAN YOUR SPECIAL WEAPON DO TO HELP YOU?**

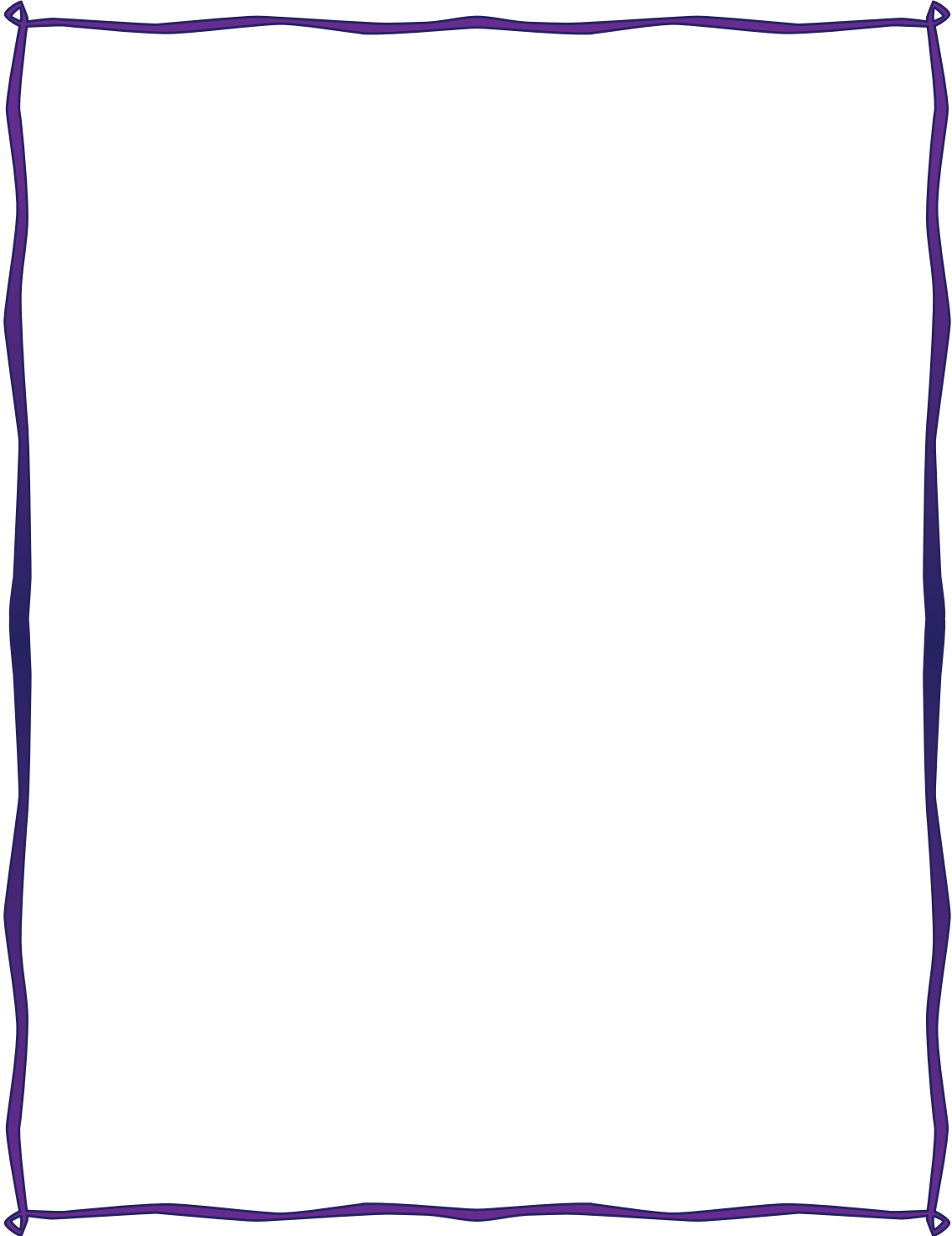
**WHAT KIND OF OBJECT IS YOUR SPECIAL WEAPON?**

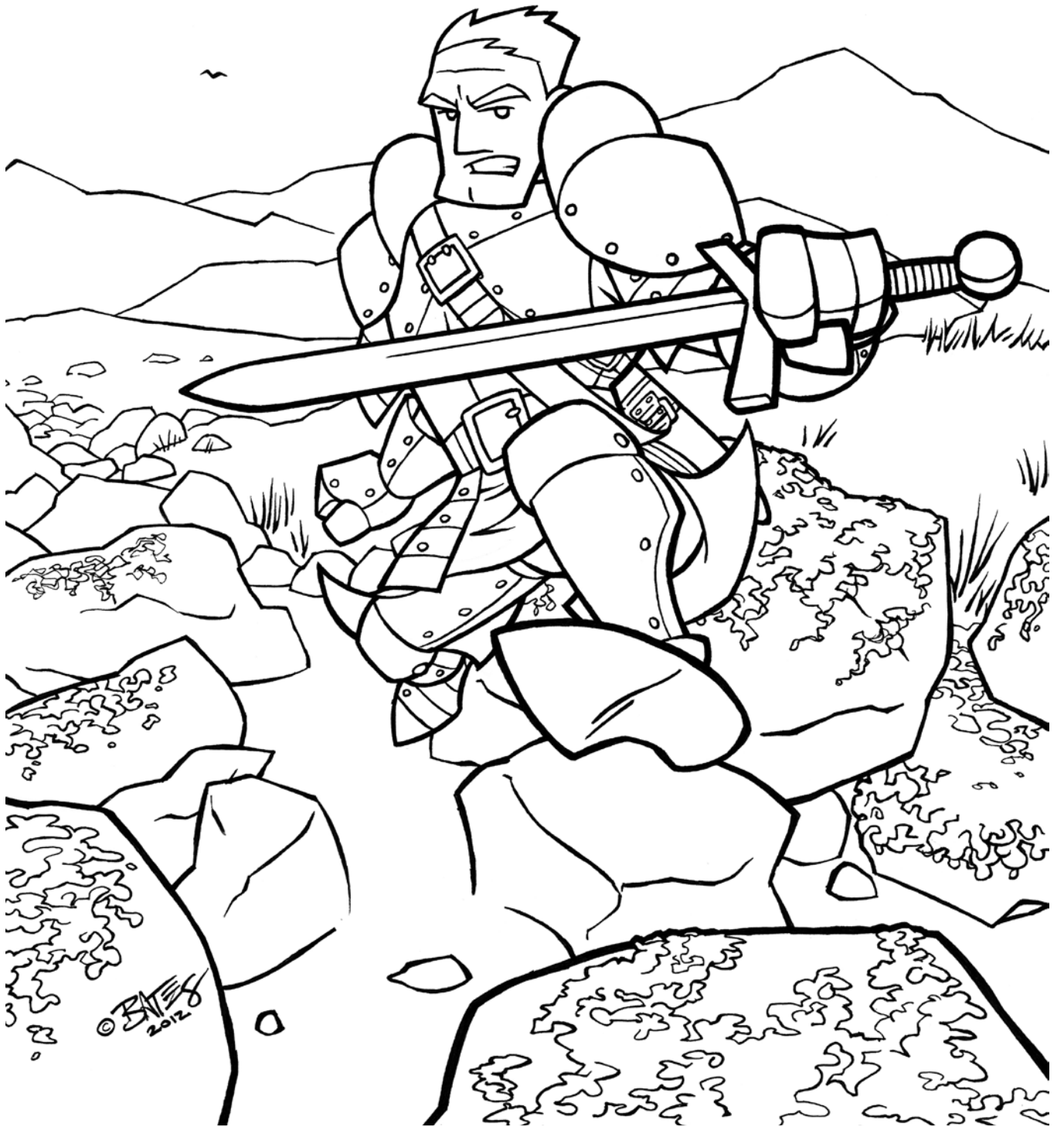
Examples: Fight, cut through rock, make magic light.

Examples: Sword, shield, lance, mace.

**WHERE DID YOU GET YOUR SPECIAL WEAPON?**

**DRAW A PICTURE OF YOUR SPECIAL WEAPON.**







# PLAYING THE KNIGHT

Here are a few things to think about when you're playing a Knight character:

## KNIGHTS ARE HONORABLE

Knights don't lie, even when it would be a good idea. They tell the truth, they help people, and they don't hurt people unless they're protecting someone.

## KNIGHTS ARE FIGHTERS

Knights *can* fight (though they'd rather not hurt others). They learn how to fight as part of their training, and it's something they take pride in.

## KNIGHTS ARE EDUCATED

They tend to come from families with money, and they learn how to read and write. Many Knights are poets and artists, too.

## KNIGHTS DON'T LET BAD GUYS GET AWAY

Knights might not want to beat up or hurt bad guys, but they don't want to let the bad guys get away, either. They want to make sure that people are safe.

## KNIGHTS ARE PROTECTORS

Knights watch out for smaller, weaker or just unluckier people. They sometimes wind up seeming kind of bossy because of that, but it isn't that they want to boss people around, they just want everyone to be safe.

## EXTRA QUESTIONS

Here are a few more questions about your Knight. 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 WAS THE NAME OF THE NOBLE THAT TAUGHT YOUR KNIGHT TO BE A KNIGHT?**

---

**WHAT WAS THE NAME OF YOUR KNIGHT'S FIRST HORSE?**

---

**WHAT KNIGHTLY LESSON WAS THE HARDEST FOR YOUR KNIGHT TO MASTER?**

---



# CHARACTER SHEET

CHARACTER'S NAME: Roland

PLAYER'S NAME:

CHARACTER TYPE: Knight

## STATS:

STRONG: 4

FAST: 3

SMART: 2

## SKILLS:

Mighty Arms 1 \_\_\_\_\_

Sword-Fighting 1 \_\_\_\_\_

Painting 1 \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

## WEAKNESSES:

Riding a Horse \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

## SPECIAL THINGS:

Special Weapon-Magic Sword EFFECT: Points toward what you want 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 Knight's first Adventure! If you want, the Grown-Up can make copies of this page for every Adventure your Knight has. If you want, you can draw pictures from the Adventure and put these pages together into a book all about your Knight.

Once upon a time, \_\_\_\_\_  
[YOUR KNIGHT'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, divided into two sections by a vertical line on the right side. The top section contains 17 lines, and the bottom section contains 17 lines.

# JOURNAL

---

---

---

---

---

---

---

---

---

---

---

---

---

---

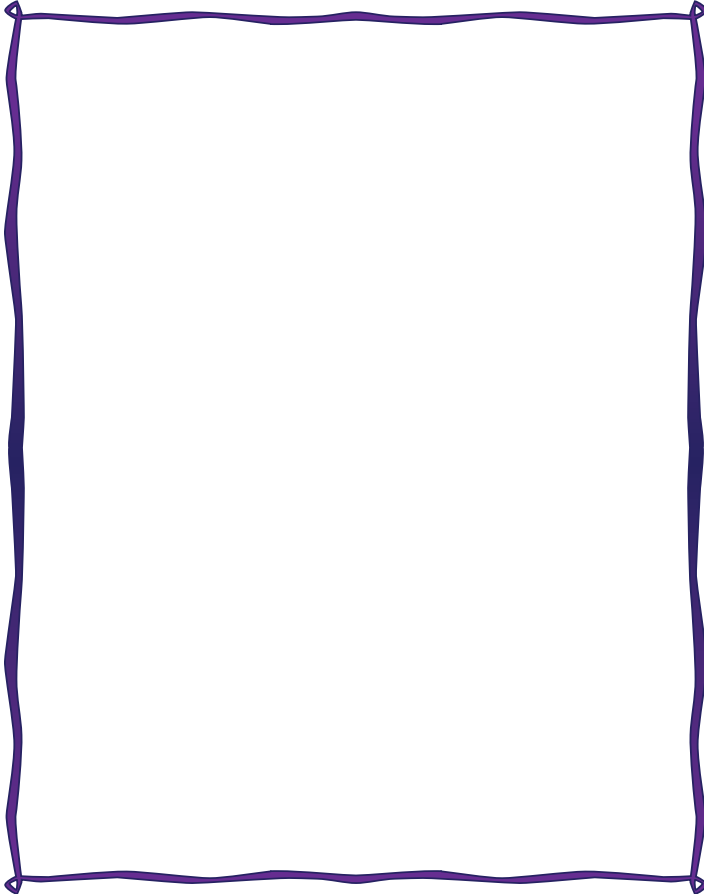
---

---

---

---

---



---

---

---

---

---

---

---

---

---

---

---

---

# JOURNAL

Lined writing area for journal entries. The page features 25 horizontal lines. A rectangular box with a purple border is drawn on the bottom right side of the page, covering approximately 15 lines and 40% of the width.



# FIRST FABLE

## KNIGHT CHARACTER BOOK

Strength of arms and a noble heart make the Knight a great hero for your FIRSTFABLE.

