Character Sheet

Hero name _____ **Played by** _____

Traits

One trait gets +2. The other two get +1.

- ☐ **Brave** — fighting and daring
- ☐ **Clever** — sneaking, puzzles and tricks
- ☐ **Kind** — talking, calming and caring for others

Draw your hero

Heart Points

○ ○ ○ ○ ○ ○ ○ ○

Cross one off whenever you get hurt. At 0 you are worn out and cheer the others on until the next scene.

Guard

☐ *Guard = 10 + Brave. A monster has to meet or beat it to hit you.*

What I look like

What I am carrying

My one special thing

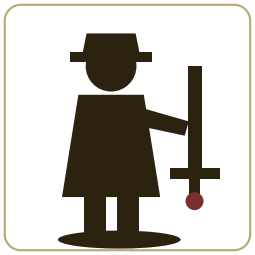
Something only your hero can do. Check it with your DM — once per scene is about right.

Someone I care about

Something that scares me

Notes, treasure and things we found

Ready-made heroes — print, cut, and play



Bramble Fenn

Gate-watch squire

+2	+1	+1
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 12

LOOKS LIKE
Short, freckled, and swimming in a watch-coat two sizes too big, sleeves rolled twice.

CARRYING
A blunt practice sword · A tin whistle for calling for help · Half a meat pie, saved for later

MY ONE SPECIAL THING
Stand In Front — Once per scene, when something attacks a hero standing next to you, you can take the hit instead.

Pick me if you want to be the one who steps up first.

NOTES

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Rook Barleymow

Riverboat deckhand

+2	+1	+1
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 12

LOOKS LIKE
Tall, sunburnt and barefoot, with a coil of river rope over one shoulder.

CARRYING
Twenty feet of good river rope · A fishing hook and line · A smooth river stone that's lucky (probably)

MY ONE SPECIAL THING
River Legs — Once per scene, roll again on a failed check for climbing, jumping, swimming or keeping your balance.

Pick me if you want to get everyone across, up, or over anything.

NOTES

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Pip Underbough

Market-ward lookout

+1	+2	+1
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 11

LOOKS LIKE
Small and quick in a patched grey hood, pockets full of things you'd rather not explain.

CARRYING
A hood that hides your face · Three chalk sticks for secret marks · A key that opens nothing you've found yet

MY ONE SPECIAL THING
Already Looked — Once per scene, ask the DM one yes-or-no question about a place you can see. The answer is always true.

Pick me if you like spotting the trap before anyone steps in it.

NOTES

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Juniper Tallow

Lantern-maker's apprentice

+1	+2	+1
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 11

LOOKS LIKE
Ink-stained fingers, goggles pushed up on the forehead, and a lantern that never quite goes out.

CARRYING
A little lantern with a stubborn flame · A pouch of odd screws and springs · A notebook of half-finished inventions

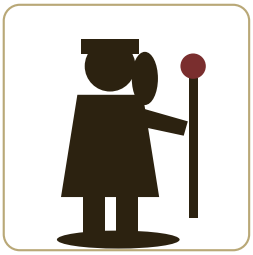
MY ONE SPECIAL THING
Little Light — Once per scene, flare your lantern: every creature that can see it steps back one pace, and the room stays lit until the scene ends.

Pick me if you want to solve it, build it, or light it up.

NOTES

Talewick Quests — free to print and play

Ready-made heroes — print, cut, and play



Wren Ashdown

Temple-garden healer

+1	+1	+2
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 11

LOOKS LIKE
Calm eyes, a herb-stained apron, and hair tied back with a green ribbon.

CARRYING
A roll of clean bandages · A jar of honey-and-herb salve · A wooden cup that has calmed a lot of arguments

MY ONE SPECIAL THING
Bandage and a Kind Word — Once per scene, bring a worn-out hero back onto their feet with 3 Heart Points.

Pick me if you want to be the reason nobody gets left behind.

NOTES

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Mossley Quill

Hill shepherd

+1	+1	+2
BRAVE	CLEVER	KIND

HEART POINTS ○ ○ ○ ○ ○ ○ ○ ○ **GUARD** 11

LOOKS LIKE
A wide straw hat, a crook taller than you are, and mud up to the knees.

CARRYING
A shepherd's crook · A whistle only animals seem to hear · A pocket of apple slices

MY ONE SPECIAL THING
Animal Words — You can talk with any ordinary animal. Once per scene, one of them will do you a small favour.

Pick me if you'd rather make friends with the monster.

NOTES

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