

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

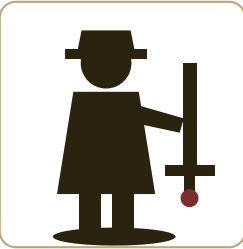
Something only your hero can do. Check it with your DM — once per scene is about right.

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

BRAVE

+1

CLEVER

+1

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

BRAVE

+1

CLEVER

+1

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

BRAVE

+2

CLEVER

+1

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

BRAVE

+2

CLEVER

+1

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

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Wren Ashdown

Temple-garden healer

+1

BRAVE

+1

CLEVER

+2

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

BRAVE

+1

CLEVER

+2

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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