

FIRST FABLE

PIRATE CHARACTER BOOK



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BUILDING YOUR CHARACTER

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

If you want to make your own Pirate 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 PIRATE A GIRL OR A BOY?

WHAT IS YOUR PIRATE'S FAVORITE COLOR?

WHAT DOES YOUR PIRATE DO FOR FUN?

WHAT IS YOUR PIRATE'S FAVORITE FOOD?

WHAT IS YOUR PIRATE AFRAID OF?

STEP TWO: WHERE DOES YOUR PIRATE SHINE?

You get to decide three things your Pirate is really good at. They can be anything you want! Your Pirate might be great at sailing a ship, tying knots, fighting with a sword, walking really quietly, fishing, playing card

games 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 PIRATE 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 Pirate 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 Pirate just can’t quite get right.

Decide what your Pirate’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 Pirates, this Special Thing is usually a special Treasure that the Pirate picked up in his or her travels. We’re going to tell you how to make up your Magical Treasure. If you want your Pirate to have a different Special Thing, though (like an Animal Friend 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 Pirate.

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 Magical Treasure, answer these questions:

WHAT CAN YOUR MAGICAL TREASURE DO TO HELP YOU?

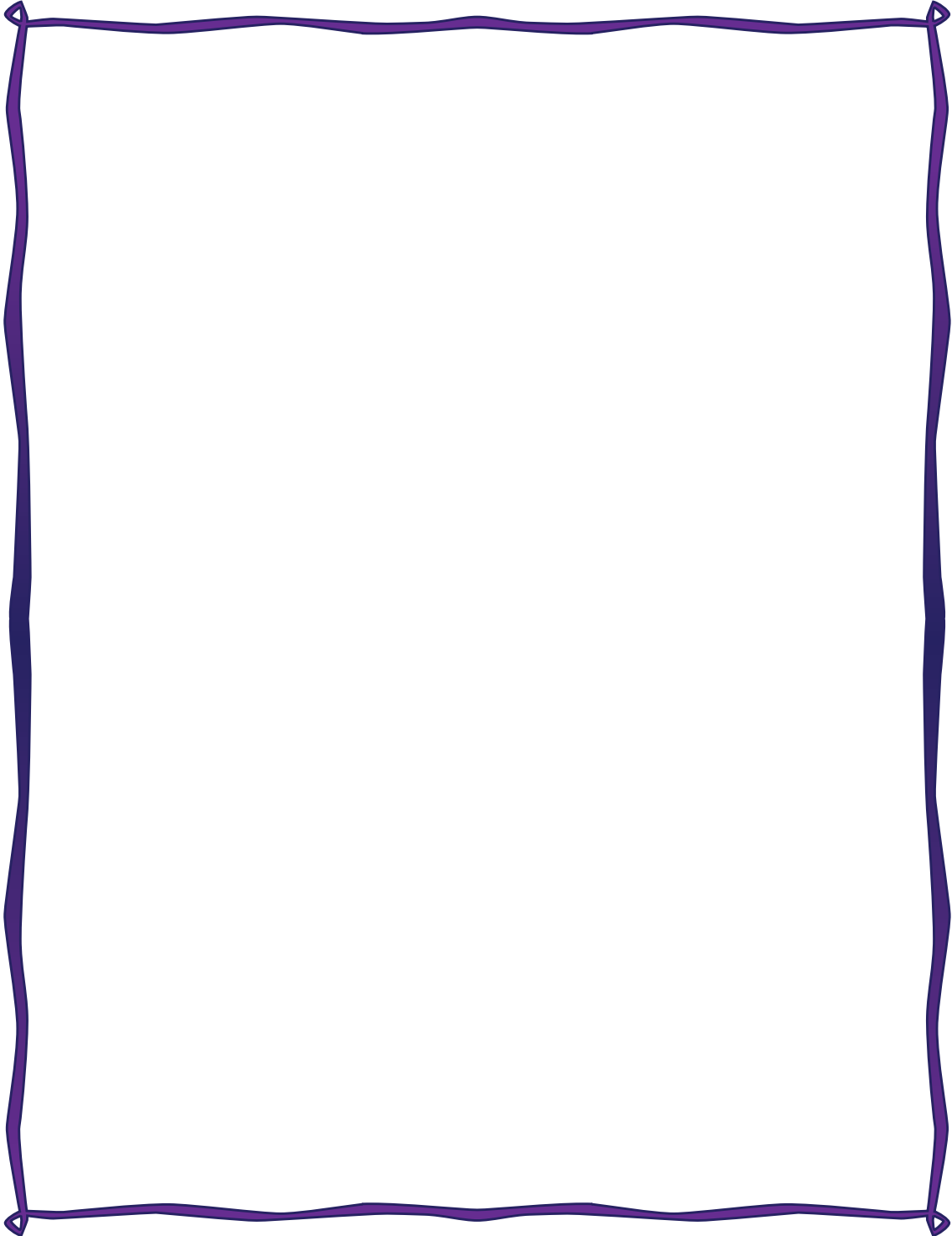
WHAT KIND OF OBJECT IS YOUR MAGICAL TREASURE?

Examples: Let you see far away, let you jump really high, let you breathe water.

Examples: Jewel, map, compass, ring, boots.

WHERE DID YOU GET YOUR MAGICAL TREASURE?

DRAW A PICTURE OF YOUR MAGICAL TREASURE.





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PLAYING THE PIRATE

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

PIRATES ARE TRAVELERS

They don't usually stay in one place very long. Your Adventures with the other characters might only happen when you're visiting — or you might *all* be traveling together!

PIRATES ARE TOUGH

They have to be at sea for a long time, without much food and doing a lot of hard work. This means that they are tough and strong.

PIRATES CAN BE SNEAKY

Pirates steal and fight for a living, and that means they aren't always very nice.

PIRATES ARE LOYAL TO THEIR FRIENDS

Even though Pirates steal, they don't steal from their friends. They have to be able to trust the other characters, after all! Pirates take care of their friends and the people on their ships.

PIRATES ARE ADVENTUROUS

Pirates love excitement and danger. They will help people if they think they'll get a good story to tell the other pirates later.

EXTRA QUESTIONS

Here are a few more questions about your Pirate. 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 PIRATE DO TO PASS THE TIME AT SEA?

WHAT DOES YOUR PIRATE CARRY IN HIS OR HER POCKET FOR LUCK?

WHAT WAS THE STRANGEST SEA CREATURE YOUR PIRATE EVER SAW?

CHARACTER SHEET

CHARACTER'S NAME: Blake

PLAYER'S NAME:

CHARACTER TYPE: Pirate

STATS:

STRONG: 3

FAST: 3

SMART: 3

SKILLS:

Sneaky 1

Fighting With a Dagger 1

Acrobat 1

WEAKNESSES:

Cooking

SPECIAL THINGS:

Magical Treasure-Eye of the Sea **EFFECT:** Can see long distance or future **STARS:** ★ ★ ★ ★ ★

EFFECT: _____ **STARS:** ☆ ☆ ☆ ☆ ☆

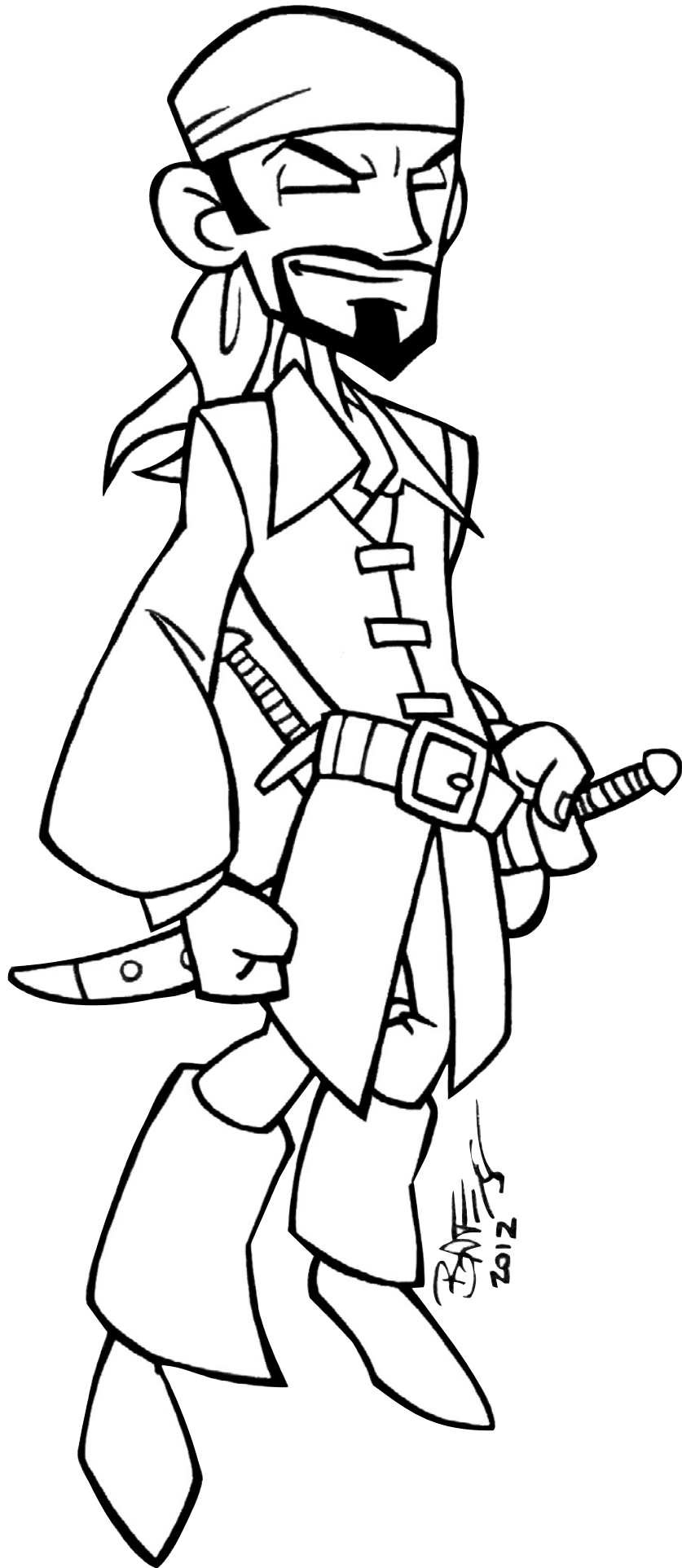
EFFECT: _____ **STARS:** ☆ ☆ ☆ ☆ ☆

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

Once upon a time, _____
[YOUR PIRATE'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]

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Quick wit and swashbuckling derring-do make the Pirate a great hero for your **FIRST FABLE**.

