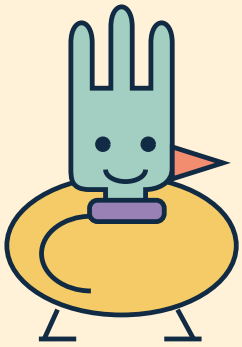
FableBunch

Make someone only you could invent

The wonderfully odd character lab

Mix an everyday thing with a surprising detail, then find out what your new character wants, says and feels.



A little guide for grown-ups

For children who love drawing, voices or funny inventions

1. Choose an idea from each character-mixer column.
2. Draw your friend and interview them in their own voice.
3. Pick a feeling card and imagine their first little adventure.

Inside the pack

The wonderfully odd character mixer / Our very own character / An interview with our new friend / How does our character feel?

Paper and pencils are enough. Draw, tell or dictate. Use only the pages that fit your day.

A little idea for right now

What would a roller-skating cheese stick keep in its pocket?

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The wonderfully odd character mixer

One familiar thing. One surprising twist. Your new friend.

Pick one idea from each column, or invent all three. Combine them in a drawing. They don't need every feature: choose one detail that makes them yours.

Start with

A duck
a rocket
a cheese stick
a tortoise

Add a twist

A fork-shaped head
roller blades
a cloud tail
a teacup body

Give them a wish

Find a friend
learn to dance
deliver a surprise
protect a garden

Our completely original character

Their name: _____ Their favourite thing to say: _____

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Our very own character



Draw, tell or write. A grown-up can write down your words. You don’t have to fill every space.

A space for our friend

Our friend is called...

We recognise them by...

A surprising habit...

Today, our friend wants...

But something is tricky...

The first thing they try...

Free for home and educational use. Your ideas are yours.

Free for home and educational use.

Your ideas. Your next story: fablebunch.com

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An interview with our new friend

Get to know the character behind the funny face.

One person asks, another answers as the character. Swap roles whenever you like. Draw the answers or let a grown-up write them down.

What makes you laugh?

Tell us about a very small funny thing.

What is in your pocket?

Why do you keep it?

What do you wish you could do?

Who might help you try?

What gets you into trouble?

A habit, a mistake or a misunderstanding?

Who matters to you?

What would you do for them?

Where shall we go tomorrow?

Give us one reason to come along.

Interviewed by: _____ Our friend's name: _____

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Your ideas. Your next story: fablebunch.com

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How does our character feel?

Six feelings. Six ways into a story.

Point to a card or cut them out with a grown-up. Choose a feeling for a fictional character. You can always pass or invent another feeling.

Delighted



A tiny surprise makes their whole day. What is it?

Worried



Something feels new. What could help them take one small step?

Cross



Their plan goes wrong. What do they try before trying again?

Proud



They do something that was tricky. Who notices?

Lonely



They want some company. How could a friend invite them in?

Curious



A strange sound comes from a pocket. What do they discover?

A character can feel two things at once. What changes by the end?

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