

THE CHESS QUEST SERIES

CHARACTER CARDS

Starter Set • 8 Printable Cards

Heroes. Friends. Rivals. Legends.
Know the people who shape the board.



MICHAEL D. YOUNG

AUTHORMICHAELYOUNG.COM

RICH / HEINRICH WITZ



WHITE-PAWN PALADIN

KEY TRAITS

Imaginative • Courageous • Compassionate • Persistent

STORY HOOK

An eighth grader who discovers that ordinary choices can reveal what kind of champion he is becoming.

Quest focus: courage, wisdom, compassion, and sacrifice.

AARON WITZ



GUIDE AND SEVENTH GREAT-UNCLE

KEY TRAITS

Funny • Loyal • Resourceful • Out of His Time

STORY HOOK

Restored to a youthful form, Aaron serves as Rich's guide, mentor, comic relief, and loyal companion.

Best asset: keeping Rich moving when the quest gets strange.

ANGELA ALFREDSON



FRIEND AND MORAL ANCHOR

KEY TRAITS

Kind • Honest • Reliable • Empathetic

STORY HOOK

A classmate who understands embarrassment and bullying and gives Rich chances to practice honesty and reliability.

Watch the difference between being impressive and being dependable.

NADIA PETRENKO



CHALLENGER AND COMPLICATED ALLY

KEY TRAITS

Blunt • Courageous • Formidable • Evolving

STORY HOOK

A persistent tormentor early on whose relationship with Rich changes as the knightly conflict expands.

Her arc tests whether compassion depends on who seems to deserve it.

MINERVA WITZ



PALADIN LEADER

KEY TRAITS

Strategic • Protective • Duty-Bound • Secretive

STORY HOOK

Rich's grandmother and a paladin leader whose choices connect him to an older family struggle and the order's responsibilities.

Her disappearance reveals a larger and more dangerous family history.

THE GRAY KNIGHT



GRAY-ALIGNED POWER

KEY TRAITS

Mysterious • Rule-Changing • Ambiguous • Formidable

STORY HOOK

A major gray figure whose rise changes the Corridor and complicates the simple light-versus-dark struggle.

Recruit warning: motive matters as much as action.

SIR GEORGE



CHAMPION OF THE LIGHT

KEY TRAITS

Honorable • Loyal • Prayerful • Courageous

STORY HOOK

A white-pawn champion with three completed noble quests who must still face the Quest of Courage.

His hardest battle is not combat - it is fighting an old friend.

COUNT PERCY VON DRAKE



NEMESIS / BLACK PAWN

KEY TRAITS

Proud • Ambitious • Ruthless • Driven

STORY HOOK

George's childhood friend turned nemesis, determined to force the duel after completing all four dark quests.

He puts glory and the ancient struggle above their shared past.