WATERSHIP DOWN

Character Bios 4/20/05

Prepared by: Julia Ediger

Capri Films Inc.

EL-AHRAIRAH

Mythical leader of all rabbits. Consummate trickster figure. Constantly matches wits with Prince Rainbow, to steal his lettuce and carrots, and to improve his people's lot. Always comes out on top!

HAZEL

Intelligent, open minded leader. Fair, and takes responsibility for the welfare of the group and their future.

Steady, a good leader, brave, willing to learn.

FIVER

Hazel's brother. Small, fey, prone to visions, stubborn with a nervous disposition.

PIPKIN

Small, timid, fearful, hopeful, helpful.

BIGWIG

Large, blustery, a good fighter, courageous, strong, confident, opinionated, tactless, but has a good heart. Believes in authority. Gets his name from a thick tuft of fur on the crown of his head.

BLACKBERRY

Very intelligent, friendly, level-headed, creative. Has black-tipped ears.

DANDELION

Handsome storyteller.

SILVER

Strong, calm, even-tempered, reliable. Has silver fur.

HAWKBIT

A bit dull but enthusiastic, a follower, easily swayed by the crowd.

BUCKTHORN

Sensible, reliable, loyal.

CAPTAIN HOLLY

Distinguished captain of the Sandelford warren before it was destroyed, gravely wounded on his trip to Watership down. Brave, sensible, level-headed. Has scars and one ear is shredded.

BLUEBELL

Holly's loyal sergeant. Good sense of humour.

COWSLIP

Huge, glossy, healthy, languid, indifferent

STRAWBERRY

Huge, glossy, healthy, friendly, intelligent – joins the rabbits on their journey to Watership Down

SILVERWEED

Dangerously depressed young poet obsessed with mortality. Absolutely compelling.

WOUNDWORT

The general who rules Efrafa as a military dictatorship. In Captain Holly's words: 'He's almost as big as a hare and there's something about his mere presence that frightens you, as if blood and fighting and killing were just part of the day's work to him.'

CAMPION

Second in command at Efrafa, never questions authority, always follows orders, not power-hungry.

After Woundwort's death, Campion inherits leadership of Efrafa, and rules fairly and well.

KEHAAR

A black-headed gull whom the rabbits assist after its wing is hurt by a cat, and who becomes an indispensable friend.

A big, colourful and slightly unwieldy personality, very enthusiastic, speaks with a thick accent. Kehaar is fearless, and a good fighter.