

MOTHER GOOSE

Character Profiles

Three Villages Pantomime Company

Gertie1

Kind Gertie Goose

128 lines
5 scenes

Scenes: A1S1, A1S3, A1S4, A1S5, A2S5

The warm-hearted, generous matriarch at the centre of the story. She runs the village hair salon as a community hub, gives treatments away for free, invites strangers to Christmas dinner, and radiates kindness. Plump, self-deprecating, and utterly lovable — she is the moral compass of the show, representing everything good about community spirit. Her gradual slide into vanity (as Gertie2) and ultimate redemption is the engine that drives the entire plot.

Keywords: Kind • Generous • Selfless • Warm-hearted • Community-minded • Comic • Self-deprecating • Lovable • DAME

Billy

Billy Goose

116 lines
8 scenes

Scenes: A1S1, A1S2, A1S3, A1S5, A2S2, A2S3, A2S4, A2S5

Gertie's loveable, slightly hapless son and the pantomime male lead. He sweeps floors, hunts for Christmas dinner and returns with a goose instead, cracks jokes directly with the audience, and takes an age to admit he loves Tilly. Good-hearted, brave when it counts, and naturally funny — he provides comic relief throughout the story. He adores Tilly, but is oblivious that Tilly loves him back (until later in the story), when they get their happy ever after.

Keywords: Loveable • Loyal • Brave • Romantic (eventually) • Hapless • Warm • Kind

Gertie2

Vain Gertie Goose

94 lines
4 scenes

Scenes: A1S5, A2S1, A2S3, A2S4

Gertie transformed by Dark Feather's spell into a glamorous, slim, self-absorbed version of herself. She charges full price, dismisses old friends, obsesses over her appearance, and trades Honkers for the promise of eternal beauty. Her huge Act 2 Scene 1 is the emotional heart of the show — torn between vanity and love, browbeaten by both fairies and her own conscience. Her redemption arc is played with tremendous comedy potential but genuine feeling.

Keywords: Vain • Self-absorbed • Glamorous • Materialistic • Conflicted • Redeemable • Theatrical • Comic (but with more of an edge than Gertie 1)

Tilly

Tilly Tangles

79 lines
7 scenes

Scenes: A1S1, A1S3, A1S5, A2S2, A2S3, A2S4, A2S5

The capable, level-headed foil to Billy's loveable chaos. She manages the salon, sees through everyone's nonsense, and quietly loves Billy long before he catches on (she doesn't realise he adores her and assumes he's not interested, at least initially). Warm but practical, she's the competent one. She also has some of the sharpest comic timing in the show.

Keywords: Capable · Sensible · Loyal · Warm · Patient · Romantic · Level-headed · Practical

Squire

Squire Cedric Blackheart

65 lines
4 scenes

Scenes: A1S1, A1S4, A2S1, A2S4

The pantomime villain — pompous, evil, scheming, and greedy landlord who wants to demolish the salon and build luxury flats ('Hard Acre Heights'). He bullies tenants, plots with his sidekick Snitch to kidnap Honkers, imprisons Gertie, but is ultimately humiliated when he's transformed into a goose by Light Feather. He earns loud audience boos at every appearance and ends the show honking off down the central aisle, feathers sprouting, dignity in tatters.

Keywords: Villainous · Pompous · Greedy · Bullying · Scheming · Cowardly · Comic-villain · Hateable

Dark

Dark Feather

61 lines
4 scenes

Scenes: A1S2, A1S5, A2S1, A2S5

A mischievous supernatural being who makes a wager with his sister Light Feather that he can corrupt a good person. Theatrical and flamboyant, he disguises himself as an old crone to trick Gertie, and reappears in the dungeon to tempt her to choose vanity. More wickedly amusing than evil, he (and his sister) are not really considering how their actions impact on the human actors in their schemes and are only interested in their own little world.

Keywords: Mischievous · Theatrical · Manipulative · Arrogant · Competitive · Charismatic · Arch · Comic-villain

Jolli

Basil Jollibottom, the Butler

57 lines
6 scenes

Scenes: A1S4, A2S1, A2S2, A2S3, A2S4, A2S5

The Squire's butler — dignified, dry witted, and entirely on the side of decency. His sharp remarks constantly undercut the Squire's pomposity. He's principled and helps the heroes when it matters, as well as developing a tender romance with Gertie.

Keywords: Dignified • Witty • Acerbic • Principled • Dry • Romantic • Sardonic • Distinguished

Light

Light Feather

55 lines
6 scenes

Scenes: A1S2, A1S5, A2S1, A2S2, A2S4, A2S5

Dark Feather's optimistic, idealistic sister, who accepts his wager that a good person cannot be corrupted. She uses her own counter-spell to limit Honkers' golden eggs to kind owners, guides Gertie towards redemption, and rallies the rescue party in Act 2. She appears at key turning points in the story and ultimately wins the bet — though she's already looking ahead to their next escapade by the curtain call. Although she is benevolent, as with Dark Feather, this is in a somewhat indifferent way in respect of the humans involved and her motivation is beating her brother in the bet.

Keywords: Benevolent • Optimistic • Wise • Gentle • Magical • Nurturing • Idealistic • Steadfast

Rita

Rita Rollers

54 lines
6 scenes

Scenes: A1S1, A1S3, A2S2, A2S3, A2S4, A2S5

A salon regular — sharp-tongued, worldly, and funny. She has a quote for everything, a deep suspicion of exercise, and delivers some of the best one-liners. She joins the rescue mission without hesitation and ends up going home with the bald villager from Honkers Den. Completely loyal to Gertie throughout.

Keywords: Sarcastic • Worldly • Gossipy • Funny • Direct • Confident • Loyal • Sharp-tongued

Mickey

Mickey Muscles

48 lines
6 scenes

Scenes: A1S3, A1S5, A2S2, A2S3, A2S4, A2S5

The village fitness instructor who battles endlessly, albeit fruitlessly, to get the Fat Club to do any exercise. Earnest, physically fit, and completely baffled by the women's resistance to healthy living. He joins the rescue mission in Act 2 without hesitation and demonstrates his bravery and community spirit.

Keywords: Fitness-obsessed • Well-meaning • Patient, but also Exasperated • Community-minded • Brave • Earnest

Snitch

Snitchy McSpleen

38 lines
4 scenes

Scenes: A1S1, A1S4, A2S1, A2S4

The Squire's sycophantic, bumbling sidekick. A spineless yes-man who provides comic relief at every turn — he panics when plans go wrong, unrolls comically long scrolls, and is instantly alarmed by the goose. He also ends up transformed into a goose by Light Feather, honking off stage with something sprouting from his bum, much to the delight of the audience.

Keywords: Sycophantic • Bumbling • Cowardly • Hapless • Comic • Villainous • Subservient • Panicky

Fiona

Fiona Frizz

33 lines
3 scenes

Scenes: A1S1, A1S3, A2S2

The well-meaning but magnificently oblivious Fat Club organiser who invites forty people to Gertie's Christmas dinner. Bubbly and kind, her Fat Club is essentially a social club with occasional weigh-ins as a formality — and nobody is in any hurry to change that.

Keywords: Well-meaning • Bubbly • Oblivious • Kind • Chatty • Chaotic • Community-spirited

Betty

Betty Botox

29 lines
3 scenes

Scenes: A1S3, A1S5, A2S2

The salon regular whose Botox overdose leaves her completely unable to move her face or open her mouth. At points, her dialogue is delivered as incomprehensible mumbling with entirely frozen mouth. She is enthusiastic throughout and when she has her botox overdose, she is cheerfully unbothered by her complete inability to show any other facial expression. A brilliantly physical comedy role.

Keywords: Comic • Oblivious • Expressionless • Funny • Loyal • Eternally optimistic

Cheryl

Cheryl Spraytan

30 lines
5 scenes

Scenes: A1S3, A2S2, A2S3, A2S4, A2S5

A salon regular with a fondness for spray tans, fast food eaten quickly before anyone notices, and the occasional cocktail. Cheerfully direct, perpetually loyal to Gertie, she joins the rescue mission and ends the show leaving Honkers Den arm-in-arm with the bad-teeth villager.

Keywords: Friendly • Direct • Loyal • Comic • Straightforward • Community-spirited • Practical

Honkers

Honkers McFlap — The Goose

0

Lines: non-speaking

5 scenes

Scenes: A1S2, A1S3, A1S5, A2S4, A2S5

The magical golden-egg-laying goose at the heart of the plot. Non-speaking, but central and delivers physical comedy to contribute to the story — her eggs only appear when she's in the care of someone kind and loving. She chases the Squire and Snitch off stage with great enthusiasm, wears comedy bows courtesy of Chantal, lays a final golden egg with theatrical flourish in the closing scene.

Keywords: [Magical](#) · [Physical comedy](#) · [Crowd favourite](#)

Dolly

Dolly Wobble

21

lines

3 scenes

Scenes: A1S5, A2S2, A2S5

A regular salon customer whose eyebrow enhancement goes catastrophically wrong. Good-natured and easy-going, she joins the Fat Club Tai Chi sessions and plays a judge on Honkers Den. She offers grounded, good-humoured reactions to the chaos around her, and is reliably funny without needing to try very hard.

Keywords: [Good-natured](#) · [Friendly](#) · [Comic](#) · [Grounded](#) · [Community-spirited](#) · [Easygoing](#)

Bridges

Mrs Bridges, the Housekeeper

19

lines

2 scenes

Scenes: A1S4, A2S4

The Squire's well-meaning but magnificently bumbling housekeeper. She nearly takes the Squire's eye out with her feather duster, misunderstands requests, and wallops Snitch and the Squire with a fire iron to protect Honkers — before departing politely.

Keywords: [Bumbling](#) · [Well-meaning](#) · [Comic](#) · [Brave \(eventually\)](#) · [Domestic](#) · [Kindhearted](#)

Chantal

Chantal, the Saturday Girl

16

lines

2 scenes

Scenes: A1S5, A2S5

The clumsy new Saturday girl who breaks everything, misreads treatment lists (confusing 'holistic' for 'hostile'), ties gowns too tightly, and generally leaves chaos in her wake. Utterly loveable despite being a one-woman disaster zone. Gertie employs her because nobody else would — and fully intends to keep her until she retires.

Keywords: [Clumsy](#) · [Eager](#) · [Loveable](#) · [Oblivious](#) · [Well-meaning](#) · [Comic](#) · [Endearing](#)

Sandra

Sandra Slimfast

5 lines
1 scene

Scenes: A1S3

A Fat Club member. Appears only in the Christmas Eve Fat Club scene, but lands a reliable laugh.

Keywords: **Comic** • **Confused** • **Well-meaning**

Pip

Pip the Sweep

5 lines
2 scenes

Scenes: A1S4, A2S4

A small child chimney sweep who has been stuck up the Squire's chimney for weeks — eventually months. He steps out blinking into the light when finally released, covered in soot, asking simply whether he'll be paid now. Brief but memorable appearances.

Keywords: **Sweet** • **Downtrodden** • **Long-suffering** • **Innocent** • **Comic** • **Brief but memorable**

Villager1

Villager — Bald

4 lines
1 scene

Scenes: A2S5

Pitches in Honkers Den for a golden egg to fund a hair transplant at Harley Street. Turned down by the panel on the grounds that he should love himself as he is. Leaves arm-in-arm with Rita, who has her own very enthusiastic views on bald men.

Keywords: **Vain** • **Hapless** • **Comic**

Villager2

Villager — Bad Teeth

6 lines
1 scene

Scenes: A2S5

Pitches for a golden egg to fund Turkey teeth — with an extravagant budget that also covers designer budgie smugglers and duty-free vodka. Turned down by the panel but leaves arm-in-arm with Cheryl Spraytan, comparing dentists over cocktails.

Keywords: **Oblivious** • **Optimistic** • **Unrealistic budget**

Villager3

Villager — Flat Bum

3 lines
1 scene

Scenes: A2S5

Pitches for buttock implants on the grounds that nobody can see her bum. Turned down by the panel and redirected to Mickey's gym for gluteus maximus exercises instead. Leaves with Dolly and Mickey for a tour of the gym.

Keywords: Insecure • Optimistic

Minions

Squire's Minion Helpers

0 lines
1 scene

Scenes: A1S1

Squire's minions who appear in first Scene in Act 1 to back up the Squire and Snitch. Multiple roles, non-speaking and focus is a 'show of strength' for the Squire. Ideal for younger children.

Keywords: Agreeable • Physical/Visual comedy (predominantly through costumes)