


# UNICORN Castle



A Virtual  
Place for  
Scholarship  
and Play

<h2 style="text-align: center;">Agnes</h2>	<div style="text-align: center;">             Copyright © 2022         </div>	<h2 style="text-align: center;">Prostitute</h2>
<p><b>Body and Face Description (shape, decorations, etc.):</b></p> <ul style="list-style-type: none"> <li>• Eye Color:</li> <li>• Skin Color:</li> <li>• Hair Color:</li> </ul>	<p><b>Place of Origin &amp; Cultural Narrative/History, Beliefs, Philosophies:</b></p> <ul style="list-style-type: none"> <li>• French</li> <li>• Secular</li> </ul>	<p><b>Personal Narrative/History:</b>            Has this character ever been in love? Do tell! Has this character ever been traumatized? How so?</p> <ul style="list-style-type: none"> <li>• Age:  <a href="#">Use 1 6-sided (left side) &amp; 1 8-sided dice (right side).</a></li> </ul>
<p><b>STRENGTH:</b> 10/20</p>	<p><b>KNOWLEDGE:</b> 10/20</p>	<p><b>EMPATHY:</b> 19/20</p>
<p><b>DEXTERITY:</b> 14/20</p>	<p><b>LOGIC:</b> 10/20</p>	<p><b>CHARISMA:</b> 14/20</p>
<p><b>GRACE OF MOVEMENT:</b> 12/20</p>	<p><b>COMMON SENSE:</b> 12/20</p>	<p><b>COMPASSION:</b> 18/20</p>
<p><b>CONSTITUTION:</b> 9/20</p>	<p><b>INTEGRITY:</b> 16/20</p>	<p><b>SELF-CONFIDENCE:</b> 17/20</p>
<p><b>EQUIPMENT &amp; ACCESSORIES:</b>            (See the rules for points information.)</p> <ul style="list-style-type: none"> <li>• Knives</li> <li>• Potions</li> <li>•</li> </ul>	<p><b>SKILLS, HOBBIES, INTERESTS:</b>            (See the rules for points information.)</p> <ul style="list-style-type: none"> <li>• Acrobatics</li> <li>• Knife-throwing</li> <li>• Wrestling</li> <li>• Potions</li> <li>•</li> </ul>	<p><b>CHARACTERISTICS:</b>            (See the rules for points information.)</p> <ul style="list-style-type: none"> <li>• Cis Female</li> <li>• Attracted to Women</li> <li>• Persuasion</li> <li>• Deception</li> <li>•</li> </ul>

**ADDITIONAL GAMING NOTES:**

*This is additional material that you can create about the character to keep in mind in terms of how it may or may not affect the character's actions/inactions. Consult the Game Master(s) for point deductions/additions.*

- Does this character have life goals, and if so, what are they?
- Does this character have dreams or fears, and if so, what are they?
- How might the character's cultural origins and history affect actions taken or not taken?
- How might the character's personal history affect actions taken or not taken?

**Player(s) Name(s):**

**Player Comments/Feedback:**

**Copyright Notice:**

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