


UNICORN Castle



**A Virtual
Place for
Scholarship
and Play**

Alice	 Copyright © 2022	Merchant
Body and Face Description (shape, decorations, etc.): <ul style="list-style-type: none"> • Eye Color: • Skin Color: • Hair Color: 	Place of Origin & Cultural Narrative/History, Beliefs, Philosophies: <ul style="list-style-type: none"> • French • Christian 	Personal Narrative/History: Has this character ever been in love? Do tell! Has this character ever been traumatized? How so? <ul style="list-style-type: none"> • Age: Use 1 6-sided (left side) & 1 8-sided dice (right side).
STRENGTH: 8/20	KNOWLEDGE: 14/20	EMPATHY: 16/20
DEXTERITY: 10/20	LOGIC: 11/20	CHARISMA: 18/20
GRACE OF MOVEMENT: 9/20	COMMON SENSE: 8/20	COMPASSION: 8/20
CONSTITUTION: 10/20	INTEGRITY: 6/20	SELF-CONFIDENCE: 13/20
EQUIPMENT & ACCESSORIES: (See the rules for points information.) <ul style="list-style-type: none"> • Bag of coins • Bag of a few items to sell • 	SKILLS, HOBBIES, INTERESTS: (See the rules for points information.) <ul style="list-style-type: none"> • Pilgrimages • Gambling • 	CHARACTERISTICS: (See the rules for points information.) <ul style="list-style-type: none"> • Cis Female • Attracted to Men • Persuasion • Deception • Sleight of Hand •

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:

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