


# UNICORN Castle



A Virtual  
Place for  
Scholarship  
and Play

Anselm	 Copyright © 2022	Parson
<b>Body and Face Description (shape, decorations, etc.):</b> <ul style="list-style-type: none"> <li>• Eye Color:</li> <li>• Skin Color:</li> <li>• Hair Color:</li> </ul>	<b>Place of Origin &amp; Cultural Narrative/History, Beliefs, Philosophies:</b> <ul style="list-style-type: none"> <li>• German</li> <li>• Christian</li> </ul>	<b>Personal Narrative/History:</b> Has this character ever been in love? Do tell! Has this character ever been traumatized? How so? <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>
<b>STRENGTH:</b> 8/20	<b>KNOWLEDGE:</b> 14/20	<b>EMPATHY:</b> 16/20
<b>DEXTERITY:</b> 6/20	<b>LOGIC:</b> 19/20	<b>CHARISMA:</b> 13/20
<b>GRACE OF MOVEMENT:</b> 7/20	<b>COMMON SENSE:</b> 10/20	<b>COMPASSION:</b> 20/20
<b>CONSTITUTION:</b> 6/20	<b>INTEGRITY:</b> 16/20	<b>SELF-CONFIDENCE:</b> 18/20
<b>EQUIPMENT &amp; ACCESSORIES:</b> (See the rules for points information.) <ul style="list-style-type: none"> <li>• Bible</li> <li>• Holy Cross</li> <li>•</li> </ul>	<b>SKILLS, HOBBIES, INTERESTS:</b> (See the rules for points information.) <ul style="list-style-type: none"> <li>• Arcana</li> <li>• History</li> <li>• Religion</li> <li>• Languages</li> <li>• Whittling</li> </ul>	<b>CHARACTERISTICS:</b> (See the rules for points information.) <ul style="list-style-type: none"> <li>• Cis Male</li> <li>• Asexual</li> <li>• Symptoms of Multiple Sclerosis</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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