


UNICORN Castle



**A Virtual
Place for
Scholarship
and Play**

Emre	 Copyright © 2022	Goldsmith
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"> • Constantinople • Muslim 	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: <ul style="list-style-type: none"> Use 1 6-sided (left side) & 1 8-sided dice (right side).
STRENGTH: 10/20	KNOWLEDGE: 14/20	EMPATHY: 15/20
DEXTERITY: 18/20	LOGIC: 12/20	CHARISMA: 14/20
GRACE OF MOVEMENT: 14/20	COMMON SENSE: 5/20	COMPASSION: 12/20
CONSTITUTION: 11/20	INTEGRITY: 10/20	SELF-CONFIDENCE: 17/20
EQUIPMENT & ACCESSORIES: (See the rules for points information.) <ul style="list-style-type: none"> • Hand-sized balls • Harp • Crutch • Hammer • Anvil • Tongs • Gold • 	SKILLS, HOBBIES, INTERESTS: (See the rules for points information.) <ul style="list-style-type: none"> • Juggling • Playing the Harp • 	CHARACTERISTICS: (See the rules for points information.) <ul style="list-style-type: none"> • Cis Male • Bisexual • Born with a withered leg • Persuasion • Investigation • Performance •

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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to add information about a particular character.