


UNICORN Castle



A Virtual
Place for
Scholarship
and Play

| Nicholas |  Copyright © 2022 | Peddlar |
|--|---|---|
| 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"> • Dutch • Nominally 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: <ul style="list-style-type: none"> Use 1 6-sided (left side) & 1 8-sided dice (right side). |
| STRENGTH: 10/20 | KNOWLEDGE: 12/20 | EMPATHY: 18/20 |
| DEXTERITY: 10/20 | LOGIC: 8/20 | CHARISMA: 20/20 |
| GRACE OF MOVEMENT: 10/20 | COMMON SENSE: 7/20 | COMPASSION: 10/20 |
| CONSTITUTION: 12/20 | INTEGRITY: 6/20 | SELF-CONFIDENCE: 5/20 |
| EQUIPMENT & ACCESSORIES: (See the rules for points information.) <ul style="list-style-type: none"> • Bagpipes • Dice • A bag of mysterious items • Knife • | SKILLS, HOBBIES, INTERESTS: (See the rules for points information.) <ul style="list-style-type: none"> • Languages • Bagpipes • Dice • Foraging | CHARACTERISTICS: (See the rules for points information.) <ul style="list-style-type: none"> • Nonbinary • Attracted to Women • 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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to add information about a particular character.

