

Meet your playable self

Imagine yourself as a playable character in a game your team would enjoy exploring together. Short answers, skipped questions and "suggest something" are welcome. No drawing skills or familiarity with this world needed.

Your organizer will use your chosen answers with an AI art tool and reveal the artwork at the next meeting. Share only what you want included. You can also pass on the activity.

Our team: _____

Use the team name from the separate group name-and-logo activity; leave blank if undecided.

1. Your real name, exactly as it should appear

A first name is enough. We will use this name on your character artwork.

2. What kind of playable character would you be?

A friendly robot, talking animal, magical creature or animated object. No gaming knowledge needed.

3. What role would you play on the team?

A puzzle solver, builder, healer, defender or treasure finder? Your role can reflect work, life outside work, or something you would love to be.

4. What is your special ability or signature move?

Pause time, build bridges, turn music into energy... What happens when you use it, and how does it help?

5. What are you like during play?

Patient, curious, energetic, mischievous? Add a habit or quirk, such as checking every secret doorway.

Turn over to choose your look, symbol and world.

Make it feel like you

Your real name (same as page 1): _____

6. What do you love?

Choose two or three hobbies, favorite things or meaningful objects. Life outside work counts.

7. What would you look like on screen?

Your character doesn't have to look like you to feel like you. Choose any colors, shapes and details.

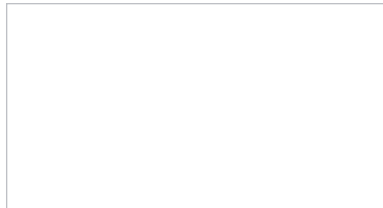
Visual style (e.g., pixel art, cartoon, storybook): _____

Colors / shapes / markings: _____

Gear (e.g., tool belt, glider, backpack, instrument): _____

8. What is your personal symbol?

A badge or icon on your outfit or gear could represent you: a compass for curiosity, for example. Keep it separate from the shared team logo. Describe it, sketch it, or ask for ideas.



Describe it / what it means:

9. Which part of the game are you in, and what are you doing?

Building in a cozy village, solving a puzzle in sky ruins, racing through a neon city... or your own idea.

10. Any finishing touches or things to leave out?

Optional: playful stats (curiosity 10/10, snack supply 99), a companion, must-have detail or anything to avoid.

We will reveal our characters together. You can ask for changes.