

Meet your fantasy self

Imagine yourself in a fantasy role-playing world of quests, curious creatures and hidden realms. 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 species or kind of character would you be?

A dragon, talking owl, mushroom creature, woodland spirit or something you invent.

3. What class or role would you choose?

A class is your kind of adventurer: healer, scout, maker, guardian or storyteller. Your role can reflect work, life outside work, or something you would love to be.

4. What abilities or special talents would you have?

Read animal tracks, mend things with magic, cook energizing meals... How would your talents help?

5. What are you like on an adventure?

Patient, playful, bold, quietly observant? Add a habit or quirk that makes the character feel like you.

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 your adventurer look like?

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

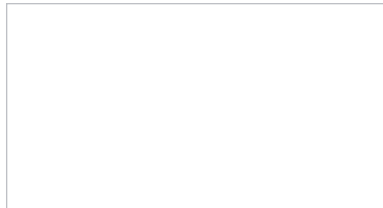
Colors / shapes / markings: _____

Clothing / armor / accessories: _____

Equipment (e.g., map, lute, staff, toolkit): _____

8. What is your personal symbol?

A mark on a cloak, shield or bag could show what matters to you: a key 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. What is your home realm, and where are you now?

A forest village, floating island, mountain city... Show yourself exploring, making, resting or helping.

10. Any finishing touches or things to leave out?

Optional: a companion (tiny dragon, loyal fox?), origin detail, must-have item or anything to avoid.

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