



## *The Derflugger*

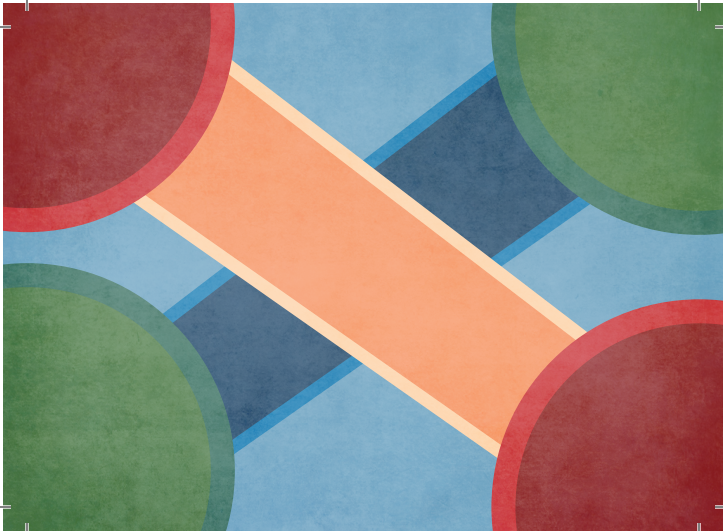
You were a walking arsenal of toy guns - Derf Darts, Water guns, Slingshots, Rubber bad pistols, even a BB gun or airsoft rifle.

*What did your arsenal look like in the paracosm? Was it copious or specific?*

*What media touchstones echoed in your kingdom persona? What kind of clothes did you wear?*

***Choose a Virtue:***

*Warm Bold Creative Smart Loved Joyful*



## *The Bofferbabe*

You were the only one that actually took any kind of real martial arts. You had several practice weapons, and a lot of home-made ones.

*What kind of warrior did you want to be?*

*What characters did you often emulate? Who else in the group could still intimidate you?*

***Choose a Virtue:***

***Warm Bold Creative Smart Loved Joyful***



## *The Junksmith*

You loved to build booby-traps, gadgets and gizmos. You always tried to fix things, or take them apart to fix them later.

*Were you any good at fixing things in real life?*

*What kind of devices did you build in the paracosm? Were they plausible, or magical?*

***Choose a Virtue:***

***Warm Bold Creative Smart Loved Joyful***



## *The Lykidthrope*

You could transform into something else - a beast, a monster, or perhaps various of the like.

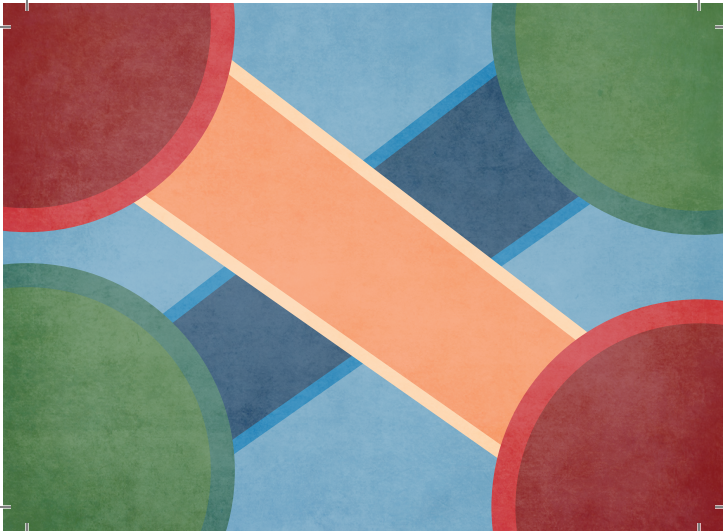
*Did you wish your body was different in real life? Did you wear an outfit to transform?*

*What myth or media inspired your transformation - did it require potions, spells, or was it innate? Were you majestic or frightening (or both)?*

***Choose a Virtue:***

*Warm Bold Creative Smart Loved Joyful*





## *The Tulpamancer*

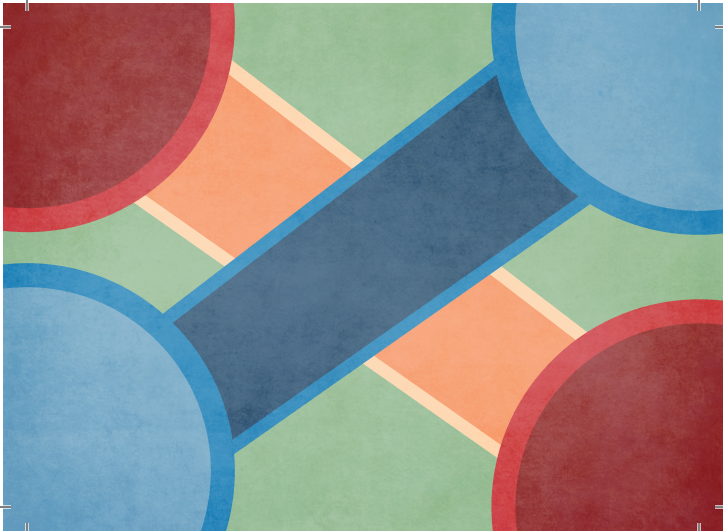
You were surrounded and protected by a small army of creatures that loved you, of various sizes.

*Were any of these animals real? What magical nature did they take on in the paracosm?*

*What were your favorite creatures to spend time with, to ride around on, or to call upon when threatened? How did you care for them?*

***Choose a Virtue:***

***Warm Bold Creative Smart Loved Joyful***



## ***The Pillar***

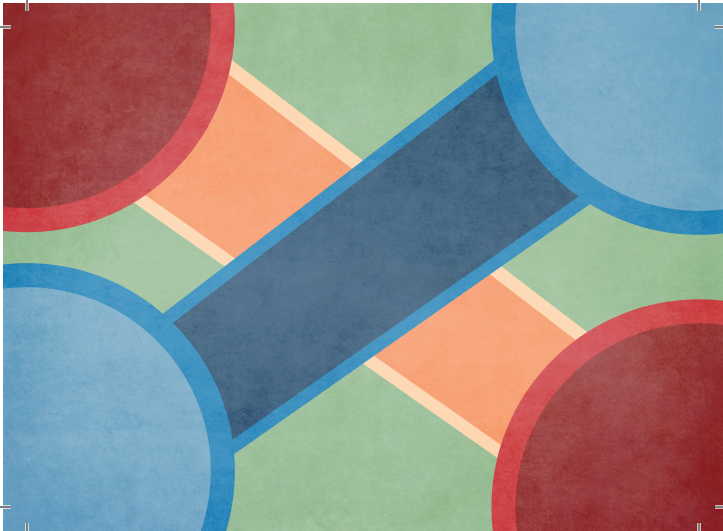
You grew up to be an important part of a community - a family, a faith, or an altruistic foundation of some kind.

*What does your community bring you in joy?  
In responsibility? In effort? In stress?*

*Examples: Preacher, Smalltime CEO, Stay-home Parent, Fulltime Caregiver, Volunteer, Firefighter*

***Choose an Emptiness:***

*Lonely Tired Worried Directionless Jaded*



## *The Diplomat*

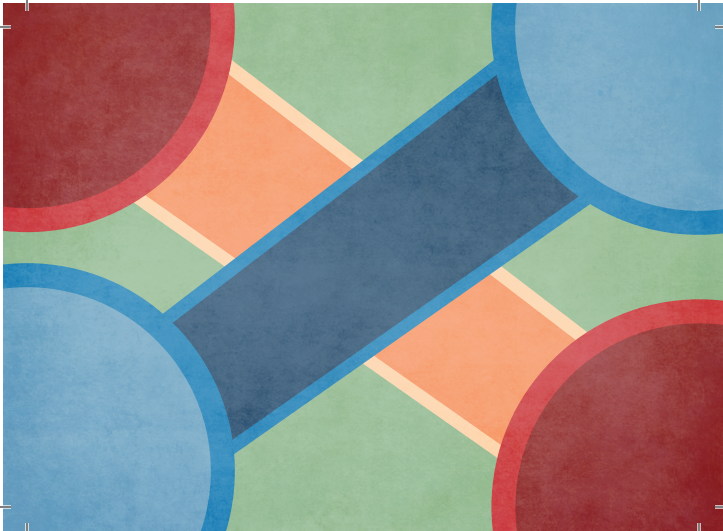
You grew up to be nothing in particular, but you also stayed the closest with everyone else. You probably even organized this dinner.

*What does your friendship bring you in joy?  
In connection? In belonging? In worry?*

*Examples: Traveling salesman, Independant Contractor, Freelance Consultant, Van Hippie*

***Choose an Emptiness:***

*Lonely Tired Worried Directionless Jaded*



## ***The Patron***

You grew up to take a longer career path, but it has lead to financial stability. You're pretty rich.

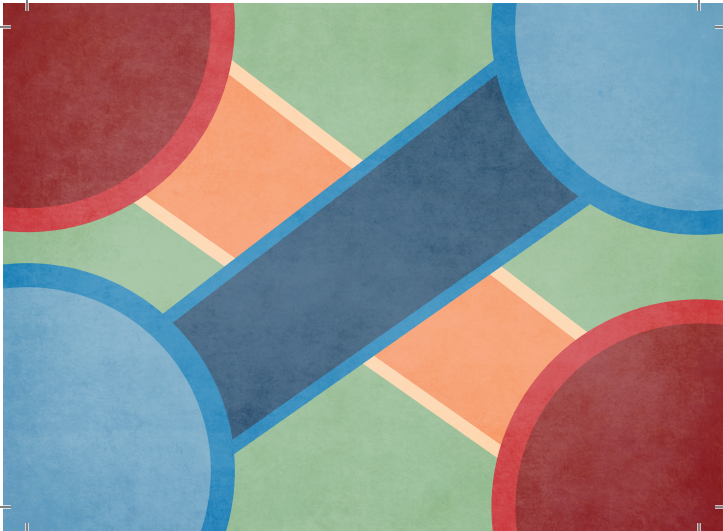
*What does your job bring you in joy? In responsibility? In effort? In stress?*

*Examples: Tech Entrepreneur, Accountant, Landlord, Surgeon, Investment banker*

***Choose an Emptiness:***

*Lonely Tired Worried Directionless Jaded*





## *The Celebrity*

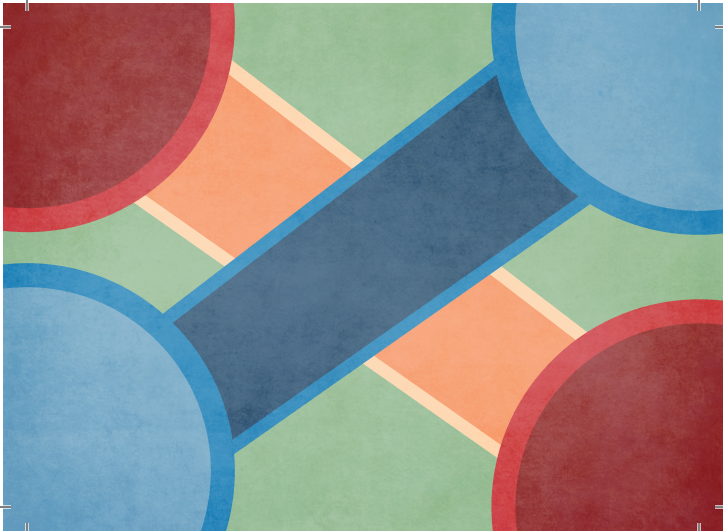
You grew up and became a mild celebrity to your friends and parents and most people back home.

*What does your lifestyle bring you in joy? In responsibility? In effort? In stress?*

*Examples: Local TV reporter, Municipal Politician, Blogger or YouTuber, Local Musical Act*

***Choose an Emptiness:***

*Lonely Tired Worried Directionless Jaded*



## ***The Artist***

You grew into a life that was creative or artistic.

*What does your lifestyle bring you in joy? In responsibility? In effort? In stress? What elements of the kingdom make it into your art?*

*Examples: Newspaper columnist, Graphic Designer, TV Commercial Director, Art Teacher*

***Choose an Emptiness:***

*Lonely Tired Worried Directionless Jaded*