



Which Character Class Are You?

Circle one answer per question. Count your symbols. Find the result on page 2.

1. Your perfect free Saturday:

- ☐ Thrift stores and flea markets, hunting for treasure
- ☐ A boss fight you've already lost nine times
- ☐ A deep research rabbit hole nobody asked for
- ☐ A long walk with a podcast and no destination
- ☐ Hosting game night and doing all the voices
- ☐ Cooking a big meal for everyone



2. How do you play a new video game?

- ☐ Explore every corner before the main quest
- ☐ Charge in. Tank everything.
- ☐ Stealth, and pick every pocket
- ☐ Healer or support, always
- ☐ Talk my way past the boss. Romance everyone.
- ☐ Read every codex entry and plan the perfect build



3. What's on your bookshelf?

- ☐ Epic fantasy with appendices
- ☐ Romance, drama and great audiobooks
- ☐ Survival stories and nature writing
- ☐ Heists and mysteries
- ☐ Cozy found-family stories
- ☐ Action and military sci-fi



4. Your role in the group chat:

- ☐ The one sending memes at 2 a.m.
- ☐ The one who replies three days later
- ☐ The one who sends a four-paragraph explanation
- ☐ The one checking that everyone got home
- ☐ The one who plans the trip and drives
- ☐ The one who started the chat



5. Pick your starting gear.

- ☐ Staff and spellbook
- ☐ Daggers and lockpicks
- ☐ Holy symbol and healing potions
- ☐ A bow and an animal companion
- ☐ Sword and shield
- ☐ A lute. Yes, really.



6. Describe your desk.

- ☐ Plants, tea and a comfy blanket
- ☐ A secret snack drawer
- ☐ LED lights, a mic and posters
- ☐ Sturdy, practical, one huge monitor
- ☐ By a window, minimal, a little outdoorsy
- ☐ Three monitors and stacks of notes



7. At board game night, you:

- ☐ Pick the game about trains or birds
- ☐ Play to win
- ☐ Form secret alliances
- ☐ Read the rulebook out loud to everyone
- ☐ Narrate everyone's turns
- ☐ Make sure the new player has fun



8. Your worst habit:

- ☐ Overthinking everything
- ☐ Talking. A lot.
- ☐ Never asking for directions
- ☐ Saying yes to everything
- ☐ 'Borrowing' things
- ☐ Disappearing without telling anyone



Tally



The Fighter



The Wizard



The Rogue



The Cleric



The Bard



The Ranger

Tie? You're multiclassed. Read both.



Your Results

Take the interactive version and share your result at welcomehomenerd.com.

■ The Fighter

Front of the line. Every time.

You're the one who goes first, carries the heavy stuff, and doesn't quit on the boss you've failed nine times. You're dependable, direct, and quietly proud of a good routine.

Strength: Grit, loyalty, showing up

Watch out: Not every problem needs charging at. Some need a map.

Try: Soulslike games, sports anime, and books where the training montage is the best part.

▲ The Wizard

Has read the appendix. Twice.

You collect knowledge the way other people collect snacks. You know the lore, the build math and the history of the font on the box. Your idea of fun is a rabbit hole with no bottom.

Strength: Curiosity, deep focus, a plan for everything

Watch out: Overthinking. Sometimes you just have to cast the spell.

Try: Epic fantasy with maps, strategy games, and documentaries you'll explain to everyone afterward.

◆ The Rogue

Found it in a thrift store for two dollars.

You're quick, clever and suspiciously good at finding things. Hidden treasure, secret menus, the one shortcut the map doesn't show. You make every quest more fun and slightly less legal-looking.

Strength: Resourceful, funny, great at a deal

Watch out: Your 'borrowed' pile is getting large.

Try: Heist stories, stealth games, mysteries, and anything with a twist ending.

+ The Cleric

Brought snacks for everyone. And a blanket.

You keep the party alive. You notice who's tired, who's quiet, and who hasn't eaten. Your home is the one everyone ends up at, and the soup is always on.

Strength: Care, patience, holding people together

Watch out: You say yes to everything. The healer needs healing too.

Try: Cozy games, found-family books, and comfort shows you've rewatched more than you'll admit.

♪ The Bard

Does all the voices.

You're the spark. You start the group chat, host game night, and narrate everyone's turns. You can talk your way past a boss and make strangers into friends by the second round.

Strength: Charm, creativity, big main-character energy

Watch out: Let someone else finish the story sometimes.

Try: Party games, rhythm games, musicals, and audiobooks with a full cast.

● The Ranger

Explored the whole map before the main quest.

You like wide open spaces, long walks and the side path nobody else took. Calm, observant and self-sufficient, you're happiest with a podcast, a trail and no particular schedule.

Strength: Independence, patience, a great sense of direction

Watch out: Tell someone before you vanish for three days.

Try: Open-world games, nature writing, survival stories, and any board game about birds.