

Max “No Chill” Novak

Age: 20 **From:** The Netherlands

Vibe: 🗝️ The Laid-Back Drifter

Known For: His guitar, his chill attitude, and showing up late to everything.

Bio:

Max coasts through life with a half-smile and a hoodie that smells vaguely of campfire and incense. He says he’s here to “reconnect with the earth,” but mostly wants to sleep in, strum his guitar, and avoid anything with a schedule. Surprisingly easy to talk to—and surprisingly observant, when he bothers to be.

Appearance:

Shaggy dark blond hair, sleepy blue eyes, band stickers on everything he owns. Often has his guitar or a beat-up backpack slung over one shoulder.

At Camp:

Max keeps things low-pressure. He’s happy to tag along, but don’t expect leadership. People often underestimate him.

Why He Might Be Fun to Play:

Laid-back charm, comic relief, “unlikely hero” energy. Great as an observer or wildcard in tense moments.





“Yoyo” Janine Lefevre

Age: 19 **From:** France

Vibe: 🤪 The Chaos Gremlin

Known For: Pranks, sarcasm, and way too much energy.

Bio:

Yoyo is the kind of person who turns boredom into mischief. She's quick with a joke, faster with a getaway, and constantly dares others to do something wild. Underneath the energy is someone who hates being ignored.

Appearance:

Petite, wiry, curly red hair under a backwards cap. Always smirking. Often wears mismatched clothes on purpose.

At Camp:

Yoyo's either pulling off a prank or planning the next one. Gets on everyone's nerves—until the jokes actually land.

Why She Might Be Fun to Play:

Perfect for players who love being unpredictable, humorous, and occasionally touching in their weird little ways.

Alexi “The Wall” Petrov

Age: 21 **From:** Unknown / Eastern Europe

Vibe: 🧱 The Quiet Tank

Known For: Saying very little, lifting very much.

Bio:

No one knows exactly where Alexi came from, and he doesn't volunteer details. What's clear: he's strong, steady, and not to be messed with. Surprisingly gentle when it counts.

Appearance:

Solid frame, close-cropped hair, old scars. Wears boots, dark jackets, and stays in the background.

At Camp:

Keeps mostly to himself but helps without asking. Protects the smaller campers during activities.

Why He Might Be Fun to Play:

Play the strong silent type with hidden depth. The kind of character who can carry both people and emotional weight.



Lola van der Zandt

Age: 20 **From:** The Netherlands (via Monaco)

Vibe: 🍷 The Secret Rich Girl

Known For: Designer gear disguised as thrift. Perfected resting unimpressed face.

Bio:

Lola is trying really hard not to seem rich. She's reinventing herself as "vaguely punk and effortlessly cool," and succeeding... mostly. She's surprisingly kind once you break through the armor.

Appearance:

Tall, blonde, flawless posture. Always accessorized—even her hiking boots look expensive.

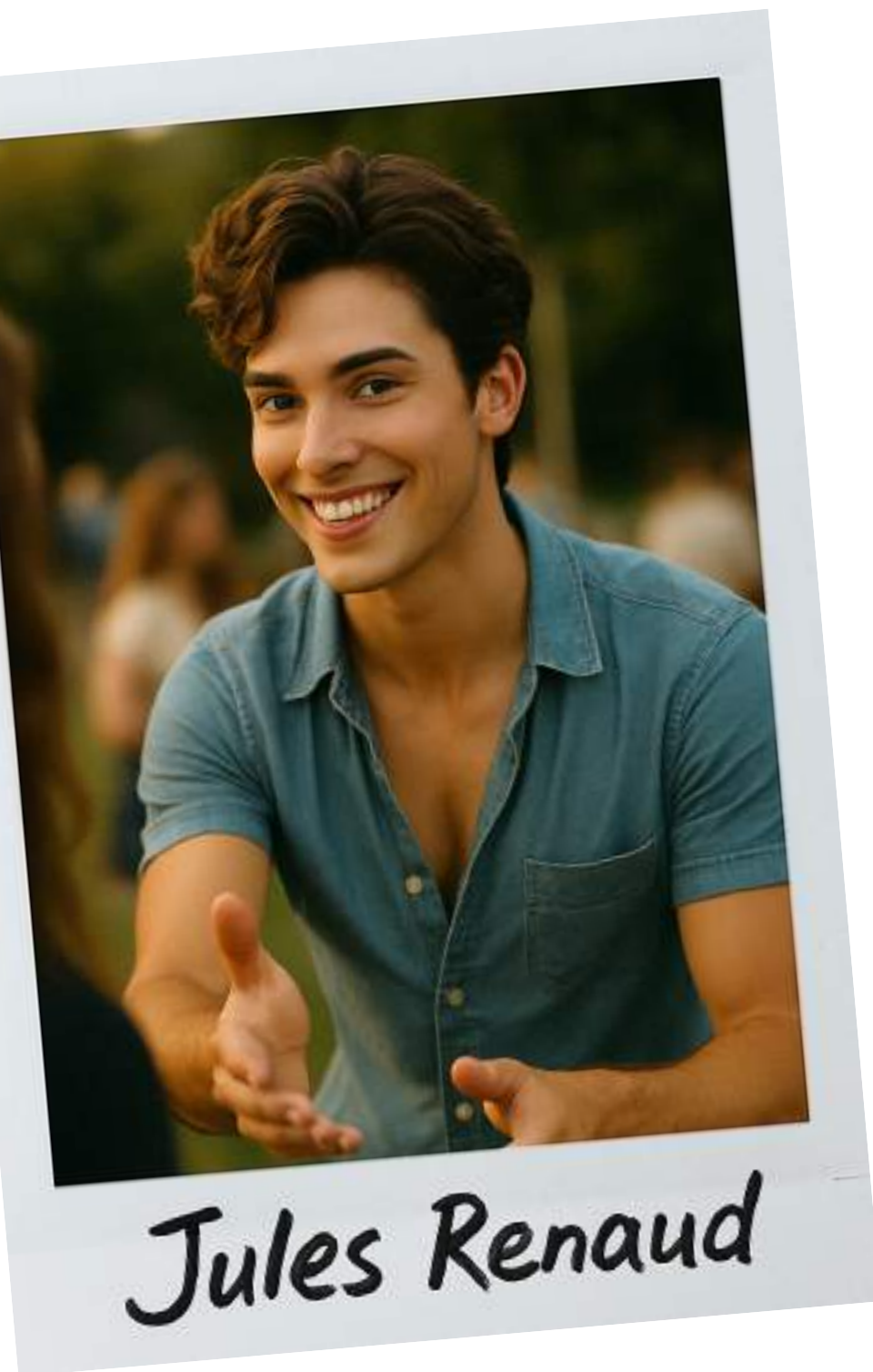
At Camp:

Tries to blend in with the artsy weirdos. Somehow always has better snacks.

Why She Might Be Fun to Play:

A character with hidden softness and inner conflict. Good for nuanced roleplay or unexpected alliances.





Jules Renaud

Age: 22 **From:** France

Vibe: 🍷 The Romantic
Daydreamer

Known For: Looking perfect.
Always. Like, unfairly so.

Bio:

Jules carries himself like he belongs in a movie, preferably a tragic one. He's charismatic, poetic, and just a little bit mysterious. Some find him deep. Others find him exhausting.

Appearance:

Dramatic clothing, intense gaze, perfect cheekbones. Could sell perfume just by standing there.

At Camp:

He flirts, he journals, he sings. Somehow always ends up in emotionally charged conversations.

Why He Might Be Fun to Play:

If you love playing drama, flair, and moments of unexpected wisdom, Jules is your star.

Rashida Malik

Age: 21 **From:** Belgium

Vibe: 🧑‍⚕️ The Med Student Who Knows Better

Known For: Quiet confidence, smart advice, always having a bandage.

Bio:

Here for a break between med school rotations, Rashida is capable, calm, and more observant than she lets on. She has a dry sense of humor and absolutely no tolerance for nonsense.

Appearance:

Wears practical gear. Hair tied back, focused eyes, notebooks always nearby.

At Camp:

The unofficial camp medic. Will help you with a splinter—and tell you off for getting it.

Why She Might Be Fun to Play:

Perfect for players who like logic, responsibility, and being quietly indispensable.





Etienne Meyer

Age: 19 **From:** Switzerland

Vibe: ♟️ The Overthinking Strategist

Known For: Carrying a chessboard and never making the first move.

Bio:

Etienne is brilliant and awkward in equal measure. He's slow to act, but when he does, it's usually exactly right. Often found reading, worrying, or both.

Appearance:

Thin, slightly hunched, glasses. Wears oversized hoodies and looks perpetually overwhelmed.

At Camp:

Lurks at the edges of group events. The counselors keep trying to get him to “open up.”

Why He Might Be Fun to Play:

Ideal for players who like playing brains over brawn. Especially good in tense decision-making moments.



Silje Andersen

Age: 19 **From:** Norway

Vibe: 🌿 The Soft-Spoken
Activist

Known For: Hiking barefoot, knowing every plant, and being deeply kind.

Bio:

Silje was raised on a permaculture commune and has a deep connection to nature. She's here to recharge, meditate, and avoid processed food. Quiet and compassionate.

Appearance:

Tall and lean, sun-bleached dreadlocks, earth-toned clothing. Smells faintly of herbs.

At Camp:

Leads nature walks, makes tea from foraged leaves, and gently encourages others to compost.

Why She Might Be Fun to Play:

Great for players who enjoy empathy, spiritual depth, and nonviolent solutions.



Klara Baumgartner

Age: 20 **From:** Austria

Vibe: 🌌 The Stargazing Loner

Known For: Staying up all night to chart constellations. Mysterious air.

Bio:

Klara came for the dark skies and the solitude. She watches the stars, journals dreams, and seems to always be in her own world.

Appearance:

Pale, dark hair, constellation tattoos, usually in oversized sweaters.

At Camp:

Often found on rooftops or alone in the meadow with a telescope. Quiet but observant.

Why She Might Be Fun to Play:

Perfect for players who love quiet depth, poetic vision, and eerie insight.

“Neo” (Dennis Lücker)

Age: 19 **From:** Germany

Vibe: 📺 The Tech-Bro Wannabe
Visionary

Known For: Talking about startups
and filming everything.

Bio:

Neo (don't call him Dennis) sees the world in uploads and opportunity. He's documenting the whole camp experience for his next big thing... even if no one asked him to.

Appearance:

Buzzcut, branded gear, GoPro mount always on.

At Camp:

Hovering at the edge of events, recording reactions. Tries too hard but means well.

Why He Might Be Fun to Play:

A fun blend of awkward enthusiasm and unexpected cleverness. Perfect for the player who likes being “extra.”





Camille Roux

Age: 21 **From:** France

Vibe: ⚽ The No-Nonsense Team Captain

Known For: Taking charge—and making sure you drink water.

Bio:

Former school football captain, Camille is athletic, assertive, and protective. She believes in teamwork and hates losing.

Appearance:

Fit, cropped hair, usually in sportswear, always with a whistle.

At Camp:

Leads group hikes, runs morning stretches, and steps up when no one else will.

Why She Might Be Fun to Play:

A leadership role with grit and heart. Great for players who enjoy action and responsibility.



Miguel Serrano

Age: 20 **From:** Spain

Vibe: 🤪 The Barefoot Daredevil

Known For: Parkour stunts, fast talking, and reckless dares.

Bio:

Miguel is here for the adrenaline. Whether climbing trees, flipping off walls, or jumping across ravines, he lives for motion.

Appearance:

Lean, wild grin, prefers shorts and tank tops. Often barefoot.

At Camp:

Constantly in motion. Always trying to impress or entertain.

Why He Might Be Fun to Play:

For the player who wants to take physical risks and keep the group on its toes.

Anya Volkov

Age: 22 **From:** Russia

Vibe: 🧊 The Arctic Survivalist

Known For: Quiet competence and giving off “don’t mess with me” vibes.

Bio:

Anya grew up on mountains colder than this one. She knows how to handle herself—and prefers not to deal with others.

Appearance:

Compact, strong, braided hair, wears layers even in the heat.

At Camp:

Avoids groups. Handles sharp objects well. Occasionally found watching the treeline.

Why She Might Be Fun to Play:

Great for players who like lone wolf types with resourcefulness and a hidden core.





Jakob Lindgren

Age: 20 **From:** Sweden

Vibe: 🌀 The Gentle Navigator

Known For: Drawing maps for fun. Always knows where north is.

Bio:

Jakob is an orienteering nerd who finds peace in the forest. He's happiest with a map and a compass, and happiest still when no one is yelling.

Appearance:

Tall, quiet, backpack always perfectly packed.

At Camp:

Helps others find their way. Kind, quiet, and dependable.

Why He Might Be Fun to Play:

For players who enjoy being a calm, dependable, and unshakable presence.

Sofía Matos

Age: 19 **From:** Portugal/Spain

Vibe: 🧝 The Dancing Free Spirit

Known For: Moving like water, smiling like sun.

Bio:

Sofía is studying dance and moves like she hears music no one else does. Expressive, gentle, but sharper than she looks.

Appearance:

Graceful, often barefoot, flowy clothes and long dark hair.

At Camp:

Leads impromptu movement sessions, stretches by the fire, and dances in the rain.

Why She Might Be Fun to Play:

Perfect for players who love intuitive, elegant characters with emotional depth.





Titouan Borel

Age: 20 **From:** Switzerland

Vibe: 🧠 The Magnetic Weirdo

Known For: Saying unsettling things that might be true.

Bio:

Titouan talks like a cult leader and stares like he sees through people. No one knows if he's joking, wise, or just really weird.

Appearance:

Tall, androgynous, robes and talismans. Smells faintly of incense.

At Camp:

Pulls tarot, speaks in riddles, and sometimes knows things no one told him.

Why He Might Be Fun to Play:

For the player who enjoys being mysterious, spiritual, or unsettling (without being a creep).

Alicia Hartmann

Age: 21 **From:** Germany

Vibe: ♥ The Tactical Goth

Known For: Wearing all black, keeping to herself, and being way too prepared.

Bio:

Alicia came with her own survival kit. She doesn't talk much, but she's the one who will actually save your life.

Appearance:

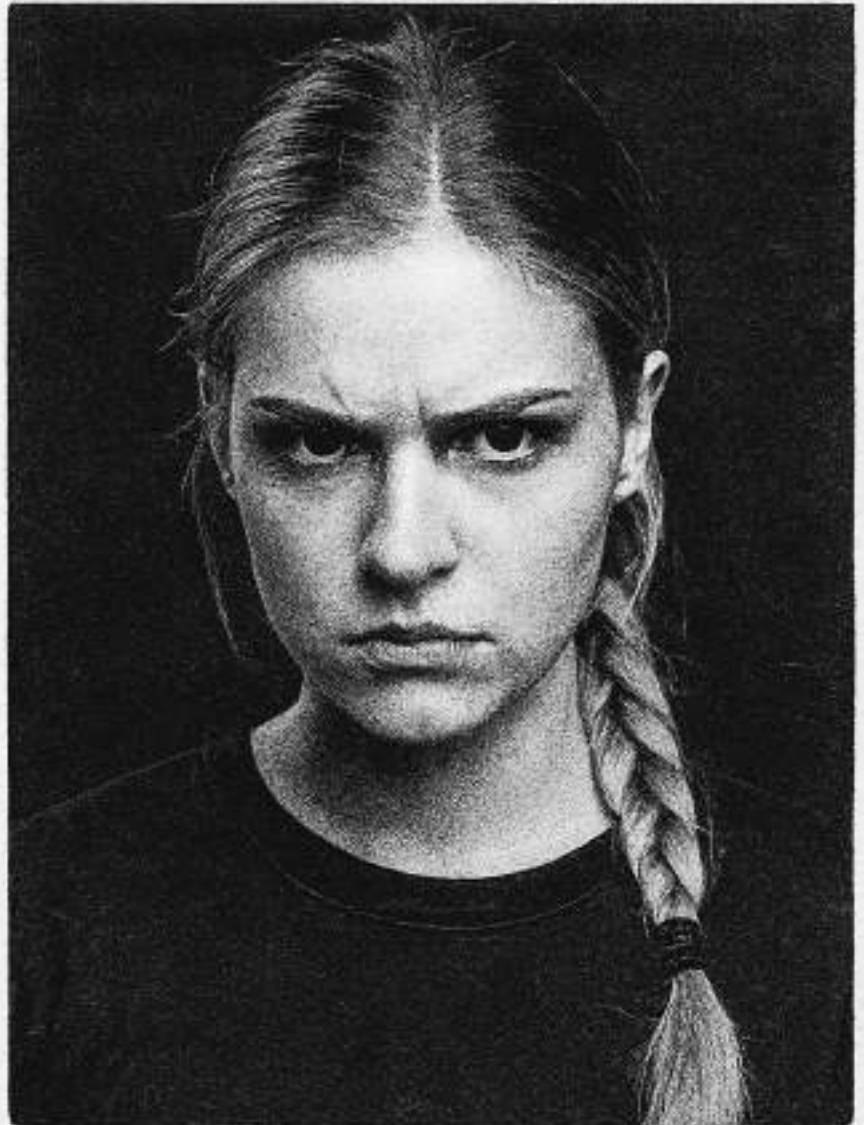
Black everything, from combat boots to chipped nail polish. Sharp eyes.

At Camp:

Blends into shadows. Observes everyone. Has a knife and knows how to use it.

Why She Might Be Fun to Play:

Great for players who want to be the practical one in a sea of chaos.



ALICIA HARTMANN



Enzo “Ez” Di Martino

Age: 20 **From:** Italy

Vibe: 🎩 The Camp Magician

Known For: Pulling coins from ears and disappearing during chores.

Bio:

Enzo wants to be famous and funny and beloved. He mostly manages to be funny—and surprisingly good at slipping out of tight spots.

Appearance:

Slight, expressive, usually wearing something with hidden pockets.

At Camp:

Constantly performing tricks and running jokes. Trying just a little too hard.

Why He Might Be Fun to Play:

Play the comic relief who can still pull a miracle escape when things go bad.

Chiara Greco

Age: 20 **From:** Italy

Vibe: 📷 The Watchful
Photographer

Known For: Always snapping photos. Often where she shouldn't be.

Bio:

Chiara's camera is like a second eye. She's quiet, thoughtful, and more interested in capturing truth than making small talk.

Appearance:

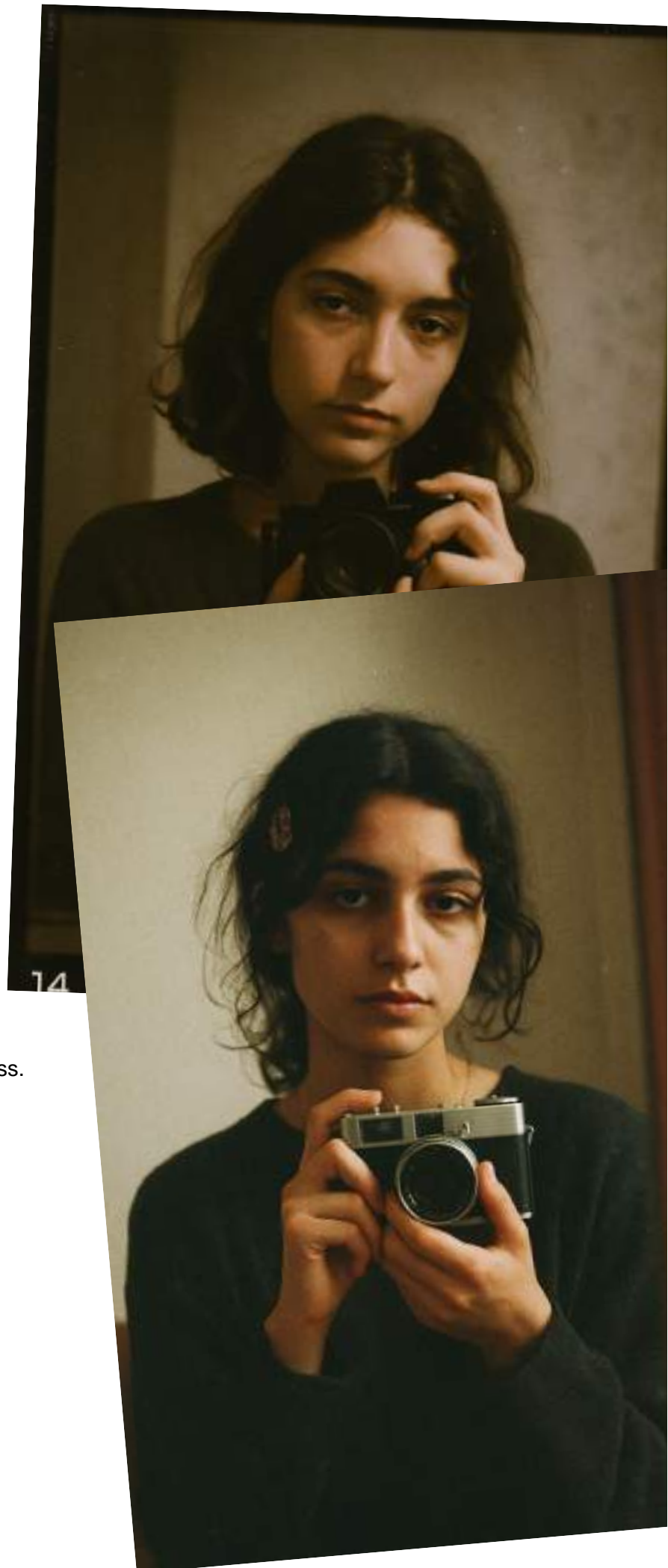
Wears a shoulder rig with her camera at all times. Messy hair, sharp eyes.

At Camp:

Watches. Waits. Documents everything. Might catch what others miss.

Why She Might Be Fun to Play:

Ideal for players who want to be the observer, the documentarian, the accidental truth-seeker.





Gabriel Szabo

Age: 22 **From:** Hungary

Vibe: 📖 The Tactician with a Past

Known For: Being quiet, intense, and drawing maps in his notebook.

Bio:

Gabriel is all plans and silence. He reads war memoirs and studies old maps. No one knows his story, but he always has a strategy.

Appearance:

Tall, serious, always dressed like he's about to go hiking in cold weather.

At Camp:

Keeps to himself. Doesn't initiate—but notices everything.

Why He Might Be Fun to Play:

Play the introvert mastermind, the guy with a plan, or the one who stays calm when others fall apart.