

Who would YOU be in this world?

A team character workshop

Create a world together, imagine who each of you would be in it, and discover the stories behind your characters. Choose ponies, superheroes, a fantasy guild, an animal community, a space crew or another world your group enjoys.

Why do this as a team?

The character gives people something playful and personal to talk about. The conversation gives the activity its team value. Plan for both the making and the sharing.

- **Get to know the person behind the role.** Interests, favorite objects, quirks and chosen settings open conversations that may not come up in ordinary meetings.
- **Make different contributions visible.** A character's role or talent gives people a way to describe what they bring, what matters to them or what they enjoy doing. Ask people to explain their choices rather than interpreting the picture for them.
- **Create something everyone belongs to.** Choosing the team name, emblem and shared adventure together gives the group ownership of its identity while leaving room for individual personalities.
- **Explore how you complement each other.** At the reveal, imagine a shared challenge and invite everyone to contribute. The discussion can connect those differences back to everyday teamwork.

Use the characters as conversation starters, not as a personality test or a measure of work performance.

What success can look like

People leave knowing something new about a teammate, appreciating a contribution they had not noticed, and recognizing their own input in the team's shared identity. Listen for those moments rather than judging how polished the pictures look.

Where this approach comes from

[Butterfly Works' Superhero guide](#) uses names, missions and powers to introduce strengths and explore a shared mission. [Labor Management Partnership's Team Superheroes exercise](#) asks a group to use everyone's chosen powers on a workplace task. These facilitation methods inform the strengths-sharing and shared-adventure activities below.

The workshop at a glance

Meeting one: choose a world, build the team identity, and complete character worksheets. **Between meetings:** one organizer or artwork helper turns the answers into profiles, pictures and a team-logo draft. **Meeting two:** reveal the characters, share their stories, explore a team adventure and invite corrections. The workshop is complete at that point. A keepsake is an optional extra.

Prepare a world people can step into

Choose one shared world with the group before asking detailed character questions. Offer two or three options if a completely open choice feels too broad. Everyone can choose a different role, appearance and personality within that world.

World	Character choices that change
Ponysona	Pony type, coat, mane/tail, talent and personal flank symbol
Superhero	Power, costume and emblem
Fantasy or wizard world	Species or class, specialty, gear, companion and home
Animal community	Species, markings, accessories and habitat
Space or video-game world	Crew role or class, ability, technology and equipment
Pop-star world	Sound or era, wardrobe and signature motif

Across every theme, keep the same core: real name, role, talent, personality, interests, appearance, personal symbol, setting and optional extras. A mixed-character world can work too if the group agrees on a shared premise and look.

Choose the worksheet for your world: Ponysona, superhero, fantasy/RPG, wizard, animal, space/sci-fi, video game or pop star. Use 02 - Team identity.pdf for every world. Complete one sheet together to record your chosen world, team name, emblem, shared look and adventure.

Bring worksheets, pens, a way to collect ideas and a display for the reveal. Choose one artwork helper and a tool that supports image references and edits. Participants need no drawing skills, photographs or individual AI accounts. Try one fictional example in your chosen tool before preparing the whole group.

Meeting one: build the world together

Introduce the activity

"Who would you be if you existed in this world? We will create our team identity together, then imagine our individual characters. I will use the details you choose with an AI art tool between meetings. Next time we will reveal the pictures and share their stories. You can skip any question, ask for suggestions or pass on the activity."

Create the team identity together

Give everyone quiet thinking time, then share ideas in pairs. Collect words for what brings the team together, possible names and simple emblem ideas. Combine favorite suggestions. If you vote on a shortlist, check afterward that the result feels welcoming to everyone.

Record the agreed team name, shared meaning, one or two emblem shapes, colors or mood, and a possible adventure. People are choosing the logo's idea together; the artwork helper can turn it into a draft between meetings and bring it back for review. A shared emblem and an individual's personal symbol are separate choices.

Give individual characters room to be personal

Ask each participant to write their real name exactly as it should appear on their artwork. Use that same name in the profile, image prompt and finished design. A first name is enough; no invented character alias is needed. Then invite their role in the world, talent, personality, interests, look, symbol and setting. A character can reflect work, life outside work or something they would love to be. Short answers and "suggest something" are welcome. A participant does not need to invent a full biography.

As a starting allowance, plan about 15 minutes for group identity and 15-20 minutes for individual sheets, plus time to choose the world. Adjust to your group and let people finish later. Allow more time if your group enjoys discussing its choices.

Collect sheets privately, assign participant IDs, and clarify unclear answers rather than guessing. Keep the original answers with each character's profile and image versions.

Between meetings: make the characters

Start with a short profile

Build a profile from the worksheet: exact real name, type, role, talent, personality, appearance, symbol, setting, signature details and exclusions. Label creative suggestions separately.

Someone who brings calm and loves gardening might become a greenhouse keeper with a leaf-and-ripple symbol, or a wizard who practices restorative plant magic. The person can accept or change these suggestions.

Create a coherent collection

1. **Choose the shared illustration style.** Use similar framing, finish and amount of detail. Let individual colors, outfits and environments vary.
2. **Generate one character.** Use the profile and a few meaningful visible details. Keep the face, important accessories and full silhouette clear.
3. **Check it, then use it as a style reference.** Attach the same suitable reference for later characters. Specify that their own brief controls appearance, anatomy, objects and setting. Generate each person separately.
4. **Include the real name.** Request its exact spelling in readable lettering. Check every letter and correct it in a layout tool if needed. Add the approved team logo when preparing the collection or optional tumbler layout.
5. **Review and save versions.** Compare each picture with its worksheet. Check chosen type, anatomy, symbol, wanted details and exclusions. Download the original image and match it to the participant ID.

A starting art prompt for any world

"Create one original [character type] representing [REAL NAME] in [chosen world]. Their role is [role], their special talent is [talent], and their personality is [traits]. Appearance: [choices]. Personal symbol and meaning: [details]. Show them [activity] in [setting], with [two or three signature details]. Use [shared illustration style]. Keep the full character and important details visible. Include [requests]; leave out [exclusions]. Include the real name '[REAL NAME]' exactly once in clear, readable lettering beneath the character, without covering the character or important details. Do not invent a character name. No other text or team logo in this individual portrait."

For the full profile, artwork and correction prompts, open 03 - Artwork prompts.txt. It includes general prompts for all eight worlds, followed by more detailed Ponysona prompts. Replace bracketed fields with the participant's chosen answers before copying a prompt.

Make the shared logo and check corrections

Use the group's agreed name, emblem idea, colors and meaning as the logo brief. Create an emblem draft, add the exact team name separately, and invite group feedback. Reuse one accepted logo asset throughout the collection.

For character changes, attach the image, name one specific correction and list what should stay the same. Inspect the entire revision; even a small edit can affect other details. Keep the prior file.

Meeting two: make the reveal a conversation

Introduce the team, then its characters

Show the team-logo draft and reconnect it to the ideas people contributed. Invite changes. Reveal individual characters, then make room for each person to explain rather than having the organizer narrate their identity for them.

For larger teams, share in groups of four to six before bringing the collection together. People can pass. Allow roughly 30-45 minutes, adjusted for group size; schedule this after the artwork is ready.

Ask:

- What would you do in this world, and why did you choose that role?
- Which detail feels most like you? What is the story behind it?
- What does your personal symbol mean?

Bring the characters together

Return to the shared adventure. Ask, "How would we tackle this together, using something from every character?" Make room for different kinds of contribution: planning, noticing, welcoming, repairing, inventing, encouraging or entertaining.

Then connect the conversation back to the people in the room:

- What did you learn about someone that you did not know before?
- What contribution did you notice or appreciate?
- Where could those different strengths help us work together?

Keep the connection light and voluntary. A playful or aspirational character does not have to become a claim about someone's work skills. Avoid ranking characters or deciding whose talent is most valuable.

Close with ownership and appreciation

Offer a private correction route: "Does this feel like you? What would you change? Is your real name spelled correctly?" Confirm the exact name lettering and any suggested symbol or story. Let people choose whether their accepted character stays in a shared gallery.

Invite one final takeaway: something new they learned or a detail they appreciated. Save the accepted team name, emblem and character collection so the group can revisit what it created.

Optional: give your team some merch

Share a digital gallery, or even get your team's characters printed on custom tumblers. No purchase is needed to complete the workshop.

Want help getting them onto tumblers? Email service@wrapware.com with the character artwork, shared team logo, exact names, number of tumblers and any date you have in mind. We can help prepare your designs for printing and work out the order details with you.

Prefer to prepare your own files? Use the optional tumbler-layout instructions and copy-ready prompts in this kit. They include placement for the character, real name and logo, your export specifications and final file checks. Review the product preview before purchasing.