

A detailed illustration of a workshop taking place in a library. A group of about ten people are seated around a large wooden table, some using laptops and others taking notes. A man stands at the head of the table, gesturing as if presenting. The room is filled with tall bookshelves packed with books, and a large window is visible in the background. The entire scene is overlaid with a semi-transparent red filter.

Workshop

My Interactive Storytelling Experience

Bifrost School Workshop

1

What: The Bifrost School interactive storytelling workshop adapted for a small, green-tech start-up. It's a **table-top role playing game for businesses.**

2

The Challenge: Help this team, that had already worked together (in other jobs) for years, **get to know each other and their working styles more deeply.** And bring joy and imagination into it...

3

My Role: I did all the coaching, workshop design, story development, imaginary character development, and workshop facilitation.

Workshop Components



Two 90-Minute 1:1 coachings with each member of the 5-person team to **discover the natural talents** and working styles of each team member



Design a **fictional character and adventure setting** based on their natural talents and the mission and vision of the business



Facilitate a two-hour, dungeons and dragons style **RPG adventure for the team** where they role-played their characters

If you aren't familiar with RPGs...

1

Table Top Role Playing Games (TTRPGs) are **co-creative storytelling experiences** where each person **literally role plays a character they have created** while one person plays the role of “Game Master”, who describes everything else.

2

Each person is **in charge of their character and speaks as them**, describing their actions. The “Game Master” describes what the environment and other people in the adventure do as a result of the players actions.

3

There's **no set ending or way to “win” this game**. Dice rolls and game mechanics are used to help navigate the story telling to give it structure and integrity.

San Francisco 2104

A Cyberpunk, RPG Team-
Building Experience

The Setting

Bring Down PetraCor, a Big-Oil Corporation

It's San Francisco 2104. Neon lights litter the streets, people wizz by on hover boards, and mechanical limbs are the norm.

This team of five is **being recruited to break into the server facility of PetraCor**, the worlds largest big-oil corporation, steal their financial data, and bring down the company.

Each team member was **given a custom character** that I designed that has abilities **based on their real life natural strengths**. During the two-hour session, they **role-played their characters** in an RPG style adventure.

The Team

“The Bishop” (Played by the CEO, Eric)

The Bishop is a **born leader**. After leaving his life as a priest, he **started an underground political organization** called “The Vatican.” Their mission is to **bring down large corporations** that are corrupting the environment.

Eric’s Real-Life Talent

Dominance

Naturally bold and courageous
Able to get bottom line results

The Bishop’s Character Abilities

Intimidating Presence

Using your innate force of will, you are able to intimidate people exceptionally well. Your intimidation skill is doubled (+8).

Courageous

Through your words or presence, you bolster the internal resolve of those around allowing them to channel your force of will. Choose up to 3 people within 30ft of you. For 1 hour, they can re-roll any ability check.

The Team

“Axel” (Played by the Head of Operations, Alex)

Former punk-rock star Axel has always been the a performer type until he decided he wanted to do something more meaningful with his life.

He was **recruited by The Bishop to be the primary spokesperson for The Vatican**, inspiring countless people to join their worthy cause.

Alex’s Real-Life Talent

Extroversion

Naturally charismatic and persuasive
Articulate, generally great with words
Loves performing

Axel’s Character Abilities

Charm Person

You choose any person within 30 ft and magically charm them. Once charmed, they believe you to be a friendly acquaintance for 1 hour.

Inspiration

Through voice or song, you are able to magically inspire others. Choose any person within 60ft of you. For 10 minutes they can add an extra dice roll to any ability check they make.

The Team

“Cipher” (Played by the Head of Product, Dan)

Cipher has **always been an information junky**. From childhood, he was always inside reading books when friends were outside playing tag.

And he remembers everything he reads.

He current works a desk job as a leader in the field of cryogenics, making himself the first to receive a cryogenic implant that allows him to **ingest data at crazy fast speeds**.

Dan's Real-Life Talent

Patience & Detail-Orientation

Able to digest large amounts of information
Very easy going and calm

Dan's Character Abilities

Living Database

You have developed technology that allow you to to plug into any computer system (through a cybernetic implant in your skull) and download information directly into your brain.

Time Slow

Your easy going nature flows into the physics of time itself. For 10 minutes, you are able to create a 4 by 6 foot space where time magically slows to half speed.

The Team

“Atlas” (Played by the Head of Design, Arthur)

With a careful and discerning mind, Atlas has an extraordinary ability to **sense danger** and understand when **plans are likely to fall through**.

His commitment to best practices landed him the role of Chief Safety Inspector for a renewable energy company called “Treehouse” based in San Francisco.

(‘Treehouse’ was the name of the real life start up... see what I did there??)

Arthur’s Real-Life Talent

Standards & Best Practices

Able to foresee problems in plans
Great at implementing and following rules
High focus on quality

Atlas’s Character Abilities

Find Traps

You have a keen eye for recognizing precarious conditions. You sense the presence of any trap within 120ft that is within line of sight.

Foresee Harm

You are magically able to sense danger before it happens. Choose any situation where an action is about to be taken. You are able to sense whether that action will cause harm to yourself or another humanoid within 30ft of you.

The Team

“**Jack**” (Played by the Head of Engineering, Jeremy)

Jack has always been a **flexible and adaptable guy**, which is maybe why he ended up doing a variety of things. He ended up as a **freelance mechanic and inventor**, and even developed schematics for a variety of now leading designs in drone technology.

He's currently working in San Francisco trying to produce one of his own new inventions.

Jeremy's Real-Life Talent

Flexible and Adaptable

Wide range of working styles

Swiss-army knife

Able to adapt working styles to many situations

Jack's Character Abilities

Jack of All Trades

You are well-versed in a variety of areas. Your proficiency bonus (+2) is added to all of your skills.

Borrow Ability

You are able to absorb the abilities of others. You touch a willing humanoid. For 10 minutes, you are able to use a weakened form of one of their special abilities.

The Story Begins...

1

The Character's Meet. After I set the stage for the 2-hour session, I introduced the opening scene.

Each character **has been contacted by The Bishop** about a job and instructed to meet at **The Raging Dragon, a moderately upscale cocktail lounge in ChinaTown SF** to discuss the details.

2

The Job. The Bishop explains the group he leads and that he wants to hire them for a job. The Vatican has received intel that will allow them to **break into PetraCor's servers and drain their bank accounts.**

3

The Plan. Over a few drinks, the new team **discusses the plan for breaking into the server facility** and how they plan to execute the heist. They make plans for the following week to break in.

The Heist

4

Getting in. The team then moves forward with their plan to break into the server facility. To do so, they'll have to get around many guards and a robust surveillance system.

5

Hack the Servers. After getting through the surveillance system and guards, the team has a limited amount of time to execute their plan to hack the servers.

6

Get Out. After hacking the servers, the team then has to safely leave the facility without being detected. Should they succeed, they manage to bring down PetraCor and further the mission of The Vatican.

Team Impact

Get to know their teams members on a deeper level

Experience their real-life talents in a fictional context

Feel the **fun and adventure** of the roleplaying experience

Step into vulnerability as they act out a character

Experience their teams mission and vision in a fictional adventure