

Worldbuilding

Worldbuilding

History

Headline

Text

Headline

Text

Continents (Create World Map)

Headline

Text

Headline

Text

Regions (Kingdoms, Towns, Cities, Tribes)

Headline

Text

Headline

Text

Important/Unique System (Magic, Weather, Racial Abilities etc.)

Headline

Text

Headline

Text

Lore (Drawing from History, Settings and Magic)

Headline

Text

Headline

Text

Character Profiles

Character Profiles

Name

Physical Traits

- Notes

Personality Traits

- Notes

Background

- Notes

Wants

- Note

Needs

- Note

Fears

- Note

Character Arc

- Notes

Plotline

Plotline

Part 1/First Act

The Opening

Text - External or Internal Conflict Early, Choices Early

Inciting Incident

Text - 1-3 Chapters In

Debate

Text - The Character Makes Choices

Decision

Text - Preparation

Part 2/Second Act A

The Journey

Text - Build up Towards the MIDPOINT

Rising Action

Text - Discovery, Training, External/Internal Conflicts build to MIDPOINT

Midpoint

Text - HUGE TURNING POINT

Part 3/Second Act B

Turning Point

Text - Reflect on Midpoint

Rising Action

Text - Discovery, Training, External/Internal Conflicts build to CLIMAX

At the Precipice

Text - Build up Towards the CLIMAX

Part 4/Third Act

The Plan

Text - Preparation for Final Battle

Endgame

Text - Tough Choices, Tough Consequences

Climax

Text - Closes Inciting Incident

The Closing

Text - Reflects The Opening

Rough Draft

Rough Draft

Chapter X

Scene 1
One Sentence

Scene 2
One Sentence

Scene 3
One Sentence