Paint-By-Numbers Story Template for Novelcrafter

Part 2: Custom Prompts and Chat Prompts

**Version**: 2.7

**Last revised:** 18 Jul 2025

## **Attention Icons**

These icons identify steps that require your special attention:

|  |  |
| --- | --- |
| A hand on a red background  Description automatically generated | **Warning**  Failure to follow this step correctly could result in failure. Check this step carefully before moving forward. |
| A yellow triangle with a white exclamation mark  Description automatically generated | **Attention**  Review this step carefully to save time, learn a best practice, or avoid errors. |
| A blue circle with a letter i  Description automatically generated | **Information**  A comment labeled with this icon provides more information about the topic or procedure. |
| A blue and white logo  Description automatically generated | **Knowledge**  A comment labeled with this icon provides reference material with more context. |

## **Purpose**

This document holds the custom prompts and Workshop Chat prompts used in the Paint-By-Number template discussed in Part 1.

You can always find the latest version of this guide at [https://www.neuralsplyce.com/resources](http://www.neuralsplyce.com/free-stuff)

Instructional videos: [https://www.youtube.com/playlist?list=PLOZNZWd3pSPa1TkKkC5Dwlq35BotP1OfZ](https://youtu.be/kaWhwNX51Sc)

Send feedback to: [neuralsplyce@gmail.com](mailto:neuralsplyce@gmail.com)

## **Changelog**

Changes made since the previous version are highlighted in cyan inside the prompts.

2.7

* Revised prompt component **PBN/Chat/DefaultContext** to include novel title in output
* Added the commands ‘QUIZ ME’ and ‘TROUBLESHOOT’ to **PBN/PromptCommands**
* Added prompt component **PBN/Reference/206: Kowal Relationship Axis**
* Added prompt component **PBN/Reference/207: Contradictions Create Multi-Dimensional Characters**
* Added prompt component **PBN/Reference/208: Common Character Motivations**
* Added prompt component **PBN/Reference/209: Plotting Character Arcs**
* Added prompt component **PBN/Reference/210: Define Character Voice**
* Added prompt components **PBN/Reference/211: Crafting Antagonists**
* Revised prompt component **PBN/Reference/1947: How to Write A Scene**
* Renamed **PBN/Reference/1929: Character Arcs and Grief Stages** to **PBN/Reference/1929: Writing Character Arcs**
* Revised **PBN / Beat Completer** to actively reduce the use of AI-isms. Incremented to version 1.2
* Revised **PBN Summarizer** and incremented to version 1.3
* Rewrote **PBN Rephraser** and incremented to version 1.4
* Added **PBN / SCENE BEATS FROM SOURCE 1.1** prompt to turn almost any story information into scene beats
  + Created the following prompt components to support the custom prompt
  + - **PBN/Reference/1947: How to Write A Scene (By number)**
  + - **PBN/Reference/1947: How to Write A Scene (Scene-Sequel)**
  + - **PBN/Reference/1947: How to Write A Scene (Five Commandments)**
  + - **PBN/Reference/1947: How to Write A Scene (Eight Crafts)**
* Revised ‘Character Profile Generator’ in **PBN / 2 CHARACTER / 200: Part 1-Character Builder** to work with more LLMs. Changed name to **PBN / 1 BRAINSTORM / 120: Character Builder-I** **1.1**
* Revised **PBN / 2 CHARACTER / 205: PART 2-CHARACTER BUILDER-II** and incremented to version 1.2
* Revised and renamed **PBN / 4 PLANNING / 400: Final Brainstorming 1.0** to **PBN / 1 BRAINSTORM / 125: Final Brainstorming 1.1**
* Revised **PBN / 2 CHARACTER / 210: Character Builder-III** and incremented to version 1.1
* Revised and renamed **PBN / 3 WORLD / 300: World Building - Settings 1.0** to **PBN / 1 BRAINSTORM / 130: World Building - Settings 1.1**
* Renamed **PBN / 4 PLANNING / 405:** **Plot Outline-1 Prompts 1.0** to **PBN / 1 BRAINSTORM / 135: Plot Outline-1 Prompts 1.1**
* Added **PBN / 3 WORLD / 307: World Building Wizard 1.0**
* Added **PBN / 4 PLANNING / 424: Subplot Plot Outliner 1.3**
* Fixed a typo in **PBN / 4 PLANNING / 425: DEVELOP SUBLOTS & CHALLENGES** and incremented version to 1.1
* Total rewrite of **PBN / 4 PLANNING / 430: PLOT OUTLINE-4 PROMPTS** and incremented to version 1.2
* Revised **PBN / 4 PLANNING / 440: CREATE SCENES & SCENE BEATS** and incremented version to 1.1
* Minor logic tweaks to **PBN / 5 WRITE / 502: Prose Style Guide-Persona Stylist 1.1**
* Replaced **EDIT-STORY-347: Story revision planner** (one of the last Codex based promts) with **PBN / 6 EDIT-STORY / 647: Revision Planner 1.1**
* Fixed a typo in **PBN / 9 EDIT-SCENE / 900: SCENE STRUCTURE ANALYSIS** and incremented version to 1.1
* Updated or added comments to all plot structure TEMPLATES
* Added character profile temples **TEMPLATE-1850b: Character Profile** and **TEMPLATE-1850c: Character Profile (Abbie Emmons)**

2.6.1

- Fixed typos made numerous improvements to the sub-prompts of **PBN / 1 BRAINSTORM / 105: Story Idea Wizards** and changed version to 1.2

- Removed duplicate attachment/includes of NOTE-105 in the ‘Emotional Arcs’ sub-prompt in **PBN / 1** **BRAINSTORM / 110: Story Tone Settings** and changed version to 1.1

2.6

- Nearly all the prompts in 2.5 were exported the wrong way and have been replaced

2.5

* Renamed all Chat prompts to reflect the phase or story level they are to be used at: Brainstorming, Planning, Story/Chapter/Scene/Line, Marketing, etc.. Also standardized the format and appearance of all instructions in the custom prompts.
* Nearly EVERYTHING in this version has been updated or revised for the new versoin of Novelcrafter
  + (Nearly) All Chat prompts that were stored in the Codex have been converted into Custom Prompts that run multiple prompts.
  + Most Codex custom categories have been deprecated.
  + Updated TEMPLATE-1850, and -1851 to use prompt components instead of codex REFERENCE entries
  + All Codex entries in the custom category 9\_REFERENCES have been converted into prompt components.
  + -Added a tutorial mode to many prompts triggered by the word ‘LEARN’

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## **syntax**

This guide uses the following conventions:

|  |  |
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| **Syntax** | **Purpose** |
| Calibre font | Instructive and informative text. |
| Courier New font | Prompts and chatbot output. |
| [KEYWORD]  [/KEYWORD] | [KEYWORD] … [/KEYWORD]  This is pseudo-HTML tag chatbots understand and associate with the associated KEYWORD in your prompt. Think of text inside the callout like a one-time Codex entry. |
| [ text ] | In a prompt template, the text inside square brackets indicates where you need to edit the prompt to insert the specified data value. |
| {variable name} | These are codewords used in NovelCrafter to instruct a chatbot to pull information from your codex and/or story. |
| ( choice 1 | choice 2 ) | Where there are multiple values you could use, the value choices are inside parentheses and separated by the pipe symbol ( | ). |

## **Custom Prompts**

How to install:

1. Copy the block of text to the computer clipboard ( CTRL+C )

**NOTE**: You can copy 3 - 4 pages at at time to install multiple prompts at once

1. Click on the Prompts button in Novelcrafter
2. Click on ‘+ New’
3. Click on ‘Create From Clipboard’
4. Click on the button to accept the new collection, persona, prompt, etc.
5. Edit to suit your needs.
6. **Model Collections**

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| --- | --- |
|  | **PBN - compliant** |
| **Purpose** | ‘Thinking’ models with temperature turned down to be less creative |



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|  | **PBN - creative** |
| **Purpose** | My favorite models for writing prose |



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|  | **PBN - EDITING** |
| **Purpose** | The models I’ve found best at following instructions and being thorough |

H4sIAAAAAAAACmXQwUrEMBAG4FcZhh5WaJqkTVVyVERBqoJH8RDb0A7dJEubhYVl31227VrRU4b84eOfHDEZ6846gxp9rV1o7HbUElP0xlnU+Hb3AgweGorkW0xxfoH644jUoEZHYxzM1hBfJuZsQ3vHitWo5gSqKYECNrKQz5CITPEkB1HyXOTlFZ7SBT0wQ7wdQs8K5sgT+7LRrN7jEHoooCJPE9WfqULwRGQlqAVLMVq3s4OJ+8GiFtnND38mnTnw5WRO/u463UElYSMrrkR/6ZnlAsT136phZ70hHtRctKO2W7FXNZd8oraDTS7OmMyk4InKlACh/mrGx24IO6p5vTX7xrIxeG8jU6t5PwXwPgWgLmzBE1muX/lv+9vT5+kbcUUCKe0BAAA

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|  | **PBN - Inexpensive** |
| **Purpose** | Second-tier models at thinking and/or prose but are very inexpensive to use |



1. **Personas**

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|  | **Thinker** |
| **Purpose** | Assign to Workshop Chat to encourage the AI to slow down and read the instructions |

H4sIAAAAAAAAClXPwUoDQQzG8Vf5GDy2Fa9LKRR8AhE8iId0mjrDziZjJsN2Ed9duiLiPfzy/z7DXYuJJwpDkDhU06n6trI1FRoewiYITRyG8JyyjGxhE3yp3MLwGma1sSWt25jIw9smRBVn8TCEfT28UHZc1EAwblWlMVzx0bl5VmlYtIPauMOjQtRB4jnmSs4gAUmb2Xb7+3rY18MT0xlUCrI0tx5/BJIz/NaFSMaXXsoCOml3JJ1Xf86lgK8cuzM88YQTX9QY7yxs5FneQbJAu9fuOxzPiY0lrqn/fuUGvrrxxGVBnqqak/hv37GNiIUsX5Yb+TdyTizo0roxjDyxwRMJJhoZ1Fqf6nq4QuHrGzpV2BWPAQAA

1. **Prompt Components**

These are reusable sections of code or reference material you can {**Include**} in a custom prompt to enhance the prompt. (All the REFERENCE-900 Codex entries are now prompt components)

**Note**: In the Novelcrafter prompts panel, these are at the bottom but they need to be installed first so the custom prompts function properly.

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|  | **PBN/BeatContext** |
| **Purpose** | Reduce content selection options to Snippet and Codex Entry |

H4sIAAAAAAAACk2Qy0oDMRSGXyX8CCoEii5DKdiu3Ijg0s4iJKczgcmFnFNsGebdJZ2Ruk2+/3YmPLAbKFoYJGdKzbGIeYGGXAvBwOVYcqIk0Eg2tqfP/cdmT1YOOQld2kckZtsTw3xPf0K+slBsRo0xmEIqZ3k6NrlapUc8z9A45RptY2xwr5g7DU/saigScoLBtuzexjH/qDNTZSVZWe/VVwqlkLDKVR2yp4uiJDXQAqhlyiMrt2RtN2UHjVuLpeh9jvo3Jftb+5D6kdYzNByuRUCDl1h0GkPw9N78YE52ZNJgEgmpZ5hpFZjpbpFloIpunudu/gWp35BReQEAAA

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|  | **PBN/BeatGuidance** |
| **Purpose** | Optional example of a well-constructed Scene Beat |



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|  | **PBN/BeatInstructions** |
| **Purpose** | Limits Scene Beat context to Snippets, Codex Entries, or Labels |



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|  | **PBN/ChapterGuidanceInstructions** |
| **Purpose** | Automagically attaches the ‘Chapter Guidance’ codex entry to a Scene Beat |



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|  | **PBN/Chat/DefaultContext** |
| **Purpose** | The Novelcrafter component, minus AdditionalInstructions and AdditionalContext |

H4sIAAAAAAAACn2RQY/UMAyF/4rH4gDSaEdw7A2G47IaiUUcKAdP4rYRiRPFLuyo6n9H6c4g4LDXp+fvPfkt+ErdxImwQ3FdqTkV697iHu1SGDt0OZUsLIZ7FEpNOn14OBwnssNHHmiOdsxi/NQMiVVpZMXu23ID6EWNUwM2T4fLDh6noEDeK3g2ClGBznk2sInBzbWyGCjXwLqHMACVEoOjc2TYrb0sQVycPb/u8SH/5OgqDcb18Hm7uJbp8c3aSy/LDt57DzqXkqvBkCsUrpqFFIKAm8hehJ6u5r94Xxmu5ufC2fMTuOdYOPOQK0O2iesf8aWAYzv/t60CgbJBHmDWDZMSidetfYu8v/+k/0PbKKdtvePVfoM+Tgw025QrBL39N17gV64/goyQBQikdQILFtl30OOyCXebsPbYOF+U4SpHknGmkVfQwjE2ComHsVJKVO9wj0OuidrcFNw7XL+vvwGCRpUUaQIAAA

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|  | **PBN/PromptCommands** |
| **Purpose** | Define a set of user commands to give an LLM inside a prompt |



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|  | **PBN/SceneContext** |
| **Purpose** | Reduces context options to Chapter and Scene |

H4sIAAAAAAAACl1QyWrDMBD9FfHoIQFBaI8iBNKcegmlPTY+CGkSG7RVI7cxxv9eFKdbbsObeduMuGPTktdQCEalHH0q6h4SZUgEBRN9ioFCgUTQvkLPj/vVq6FAuxgKnevGE7M+EUO9jd9MHriQr0r1RmHsQurL4lD54i//gOUEiWPMXtdD3ZkHTI2EJTa5S6WLAQrrtHkh2xtiUVoSW2u7utHuKiOYHJkKiRJFDG4QXGIeBM8oi8U+fpCTYmuKFLtWp0JZzlF4uV6lDSQuIecev3XFTd3/wbbOxc+r4RwhnG6sIZHpve8yWaiSe5Lw0V6+1IWTo+u/qy/MHAwSXF3RSLSdpacaDOqoHZMEU6k2DDXCREvnOvxIxNJSRjNNUzN9Ab9814XiAQAA

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|  | **PBN/StoryContext** |
| **Purpose** | Set context options to Full Novel, Act, Chapter, and Scene |



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|  | **PBN/Reference/206: Kowal Relationship Axis** |
| **Purpose** | Measures characters against six critical aspects of relationships to determine the potential for conflict between characters |



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|  | **PBN/Reference/207: Contradictions Create Multi-Dimensional Characters** |
| **Purpose** | Robert McKee’s six types of contradictions that create multi-dimensional characters |



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|  | **PBN/Reference/** **208: Common Character Motivations** |
| **Purpose** | Lists of motivations for the AI to draw from |



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|  | **PBN/Reference/** **209: Plotting Character Arcs** |
| **Purpose** | Steps to plot a character arc like a mini-story or subplot |



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|  | **PBN/Reference/210: Define Character Voice** |
| **Purpose** | Guidance on how to find and define a unique character voice |



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|  | **PBN/Reference/211: Crafting Antagonists** |
| **Purpose** | Define the 3 types of antagonists and when to use them |



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|  | **PBN/Reference/1910: Genre & Age Categories** |
| **Purpose** | Table of the major genres and age ranges novels are categorized by |



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|  | **PBN/Reference/1911: SciFi Subgenres** |
| **Purpose** | A partial list of the subgenres in Science Fiction |



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|  | **PBN/Reference/1912: 7 Basic Plots** |
| **Purpose** | All stories can be reduced to 7 basic plots (or 8…or 10) |



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|  | **PBN/Reference/1913: 6 Emotional Arcs** |
| **Purpose** | All stories follow one of the six emotional arcs (or a combination of arcs)  <https://www.bbc.com/culture/article/20180525-every-story-in-the-world-has-one-of-these-six-basic-plots>  Kurt Vonnegut’s hilarious talk about the shape of stories: <https://youtu.be/LkMtyTMPEmU?si=YIdbbRFQXD1ZBtMc> |



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|  | **PBN/Reference/1920: Positive Character Traits** |
| **Purpose** | List of positive traits for the Character building prompts |



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|  | **PBN/Reference/1921: Negative Character Traits** |
| **Purpose** | List of negative traits for the Character building prompts |



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|  | **PBN/Reference/1922: Quirks & Eccentricities** |
| **Purpose** | List of quirks/eccentricities for the Character building prompts |



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|  | **PBN/Reference/1923: 8 Types of Heroes** |
| **Purpose** | The type of ‘hero’ your protagonist(s) will play in the story |



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|  | **PBN/Reference/1924: Character Archetypes** |
| **Purpose** | The archetypes your character(s) will conform to |



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|  | **PBN/Reference/1925: Moral Alignment** |
| **Purpose** | Borrows the D&D system for determining how characters react in any given situation |



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|  | **PBN/Reference/1926: 7 Characteristics of Sympathetic Characters** |
| **Purpose** | One or more of the 7 characteristics your protagonists must have for readers to like them |



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|  | **PBN/Reference/1927: Shadow Opposition Defined** |
| **Purpose** | Explains how internal and external forces constantly provide ‘friction’ the protagonists must struggle with. The ‘fifth’ corner of Four-Corner Opposition |



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|  | **PBN/Reference/1928: Character Introduction Scenes** |
| **Purpose** | Guidance on how to ensure the first time readers encounter a main character is memorable |



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|  | **PBN/Reference/1929: Writing Character Arcs 1.0** |
| **Purpose** | A good character arc progresses in a similar way as the 5 Stages of Grief |



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|  | **PBN/Reference/1930: Sanderson's Laws of Magic & Tech** |
| **Purpose** | The secret to believable magic (or technology) systems |



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|  | **PBN/Reference/1940: Types of Challenges** |
| **Purpose** | Defines the spectrum of challenges characters will experience in a story and how they impact the plot |



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|  | **PBN/Reference/1941: Rule of 3** |
| **Purpose** | Explains why 3 is a magical number in storytelling |



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|  | **PBN/Reference/1942: Conflict and Four-Corner Opposition** |
| **Purpose** | The story elements that make stories engaging page turners |



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|  | **PBN/Reference/1943: Microtension** |
| **Purpose** | A subtle literary technique that creates moment-by-moment tension in a story |



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|  | **PBN/Reference/1944: Action-Backstory-Action (ABA) Format** |
| **Purpose** | A dynamic narrative technique designed to maximize reader engagement by alternating between action and context |



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|  | **PBN/Reference/1945: Stasis-Disruption Loop** |
| **Purpose** | A narrative structure, and pacing technique, that makes the challenges of a story occur in a logical order |



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|  | **PBN/Reference/1946: M.I.C.E. - M.A.C.E. Quotient** |
| **Purpose** | <https://web.archive.org/web/20171027013710/http://www.sfcenter.ku.edu/Workshop-stuff/MICE-Quotient.htm>  <https://learning2grow.org/plot-your-novel-with-mice-quotient-and-try-fails/>  Writing Excuses Podcast: <https://writingexcuses.com/tag/mice-quotient/>  Brandon Sanderson Lecture #7 with Mary Robinette Kowal: <https://youtu.be/blehVIDyuXk?si=gY8Gqj6c5amt7RDy> |



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|  | **PBN/Reference/1947: How To Write A Scene** |
| **Purpose** | All the ‘rules’ for making a proper scene |



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|  | **PBN/Reference/1947: How To Write A Scene (By number)** |
| **Purpose** | All the ‘rules’ for making a proper scene where you choose the number of beats |



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|  | **PBN/Reference/1947: How To Write A Scene (Scene-Sequel)** |
| **Purpose** | All the ‘rules’ for making a proper scene with the Scene-Sequel scene structure |



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|  | **PBN/Reference/1947: How To Write A Scene (Five Commandments)** |
| **Purpose** | All the ‘rules’ for making a proper scene with the Five Commandments scene structure |



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| --- | --- |
|  | **PBN/Reference/1947: How To Write A Scene (Eight Crafts)** |
| **Purpose** | All the ‘rules’ for making a proper scene with the Eight Crafts scene structure |



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|  | **PBN/Reference/1948: Good and Bad Hooks** |
| **Purpose** | According to Jackson Dean Chase in ‘Writing Dynamite Story Hooks’ there are 10 good and 10 bad story hooks. |



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|  | **PBN/Reference/1949: Writing Subplots** |
| **Purpose** | Guidance on writing functional subplots that make for interesting stories |



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|  | **PBN/Reference/1950: 11 Key Scenes** |
| **Purpose** | The backbone of a well-crafted story is composed of 11 key scenes. |



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|  | **PBN/Reference/1951: Guide to Design Fiction** |
| **Purpose** | Guide to how Design Fiction can improve world building |



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|  | **PBN/Reference/1960a: Amazon KDP Categories** |
| **Purpose** | List of the categories to use to market your story on KDP |



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|  | **PBN/Reference/1960b: Royal Road Categories** |
| **Purpose** | List of the categories to use to attract readers on Royal Road |



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|  | **PBN/Reference/1960c Scribblehub Categories** |
| **Purpose** | List of the categories to use to attract readers on Scribblehub |



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|  | **PBN/Reference/1961: Amazon Trigger Words** |
| **Purpose** | A list of the keywords to put in a book description to attract readers (and the algorithm) |



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|  | **PBN/Reference/1962: Universal Fantasies** |
| **Purpose** | The things everyone fantasize about that can be used to market your story better |



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|  | **PBN/Reference/1965: How To Write a Query Letter** |
| **Purpose** | Instructions and a template to have AI write a query letter |



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|  | **PBN/Reference/1985: LLM Action Verb Rankings** |
| **Purpose** | The verbs to put in your Chat prompts, in or out of NC, to coax the AI into providing the results you want |



1. **Scene Beat Completion**

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|  | **PBN / beat Completer v1.2** |
| **Purpose** | Guides the chatbot to write your story. Has customizable word lengths, optionally attaches the ‘Chapter Guidance’ codex entry, and includes a sample scene beat. |
| **Prompt Category** | Scene Beat Completion |
| **Usage** | 1. Create and fill out a Global Codex entry named ‘**Prose Style Guide**’ 2. If you skipped it, create the AI-isms codex entry in Part 1 of the guide. 3. In Prompts, copy the clipboard data below, click on **+New**, and select ‘Create From Clipboard’ 4. **IMPORTANT**: Attach the ‘PBN – Creative’ and ‘PBN – Inexpensive’ model collections in the ‘General’ tab. 5. In Write mode, type a forward slash ( / ) and create a scene beat. 6. Click on the down arrow next to ‘General Purpose’ prompt, select PBN > this custom prompt > and then select your preferred LLM. 7. Choose - or edit - the word count you want 8. Add or remove Context items 9. Write or copy your scene beat details into the window. 10. Click on the prompt name to begin creating text 11. Click on Apply, Retry, or Discard to accept or reject the output. |



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|  | **PBN / screenplay novelizer v1.1** |
| **Purpose** | Converts the scenes of a screenplay into novel prose. |
| **Prompt Category** | Scene Beat Completion |
| **Usage** | 1. Create and fill out a Global Codex entry named ‘Prose Style Guide’ 2. In Prompts, copy the clipboard data below, click on **+New**, and select ‘Create From Clipboard’ 3. **IMPORTANT**: Attach the PBN – Creative model collection in the ‘General’ tab. 4. In Write mode, type a forward slash ( / ) and create a scene beat. 5. Click on the down arrow next to ‘General Purpose’ prompt, select PBN > this custom prompt > and then select your preferred LLM. 6. Choose - or edit - the word count you want 7. Add or remove Context items 8. Write or copy your scene beat details into the window. 9. Click on the prompt name to begin creating text 10. Click on Apply, Retry, or Discard to accept or reject the output. |



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|  | **PBN / screenplay writer v1.4** |
| **Purpose** | Guides the chatbot to write your story as a screenplay |
| **Prompt Category** | Scene Beat Completion |
| **Usage** | 1. Create and fill out a Global Codex entry named ‘Prose Style Guide’ 2. In Prompts, copy the clipboard data below, click on **+New**, and select ‘Create From Clipboard’ 3. In Write mode, type a forward slash ( / ) and create a scene beat. 4. Click on the down arrow next to ‘General Purpose’ prompt, select PBN > this custom prompt > and then select your preferred LLM. 5. Choose - or edit - the word count you want 6. Add or remove Context items 7. Write or copy your scene beat details into the window. 8. Click on the prompt name to begin creating text 9. Click on Apply, Retry, or Discard to accept or reject the output. |



1. **Scene Summarization**

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| --- | --- |
|  | **PBN SUMMARIZER v1.3** |
| **Purpose** | Scene Summarization custom prompt that adds the M.I.C.E. Quotient element, Scene Role, and Scene Type at the end of the summary. This will make it easier to ensure the M.I.C.E. elements are properly nested, the scene is serving the story, and the Reaction scenes follow Disaster scenes. |
| **Prompt Category** | Scene Summarization |
| **Usage** | 1. Click on the 3-dot menu for a scene in Plan or Write mode 2. Select this custom prompt from Scene Summarize 3. Select an LLM |



1. **Text Replacement**

All custom prompts in this category were written by other users. As they update their prompts, I will add them back.

|  |  |
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|  | **PBN Rephraser 1.4** |
| **Purpose** | Enhances the default Rephrase prompt with additional guidance and retains the original text while providing a ‘best out of 3’ revision in a Section. |
| **Usage** | 1. Attach the ‘PBN – Creative’ and/or ‘Default Writing Models’ model collections 2. In Write mode, highlight text to have rewritten 3. Select an instruction and an LLM |

**NOTE**: Some small, open-source models like Arcee Blitz will NOT preserve the original text. If you experience issues, choose a different LLM.



|  |  |
| --- | --- |
|  | **DESCRIBE / DEFAULT** |
| **Purpose** | Courtesy of Byte-Sized Booksmith, rewrites highlighted text to include more sensory details (sound, touch, smell, etc.) |
| **Usage** | 1. Attach the ‘PBN – Creative’ and/or ‘Default Writing Models’ model collections 2. In Write mode, highlight text to have rewritten 3. Select an LLM |



|  |  |
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|  | **PRESET: DESCRIBE / Criminal** |
| **Effect** | Alter the details to use the viewpoint of a criminal able to detect signs of the underworld that law-abiding citizens miss. |

H4sIAAAAAAAACiWNW0/CMBTHv0pz4tumBBY1LsaEMcQLIqDMy1u3ndFq15bTAg7hu5vJ2/nffucXTlwhsOYQgy5iS6a2/tQSOvRxF0I4KZzUDmK47K9G85nAl+BrONTRg6zk6KG/H4x0N9qO8VWkPvh5HaaLTWc320+f77Jq/h4E3f6OkmXR5Ksm7UMIxw8QQ6+J3qZdHGdXt5M0efsYZnlEapVOshmEoHmNEEOKriCZI+uwAclaaq4gBKnt2juIf4+Q3iK5k+PzOvqIHm118RhRSrfJPhjMaTdONtnk+X7ae/kcPD0tvpbtyje2hQtft7QNV+tWXtubSiqPxLxAVqLnUjnmBZn1Uvx7lkyFzkmjuWIKtWOmYpzVWOdI7d2W1rpE2hpSJdsKwwqumUP8jxxi2YSs5PR9rOWoVNMOnSkk+oYJWZaomTfMeIHkzq479gYOh8Mf6fnARagBAAA

|  |  |
| --- | --- |
|  | **PRESET: DESCRIBE / Fearful** |
| **Effect** | Alter the details to use the viewpoint of a someone who is frightened and sees danger everywhere (someone on the run from the authorities, criminals, or supernatural beings, etc.) |

H4sIAAAAAAAACiWN207CQBRFf+XkxLdWCTRqbAwJpQXlDkq9vA3taWdIO1NmpmAR/t2Aj3sla+1fvDEJp5KhjzLxK63Kyt5WmgxZv40u3iRGSIM+PvZ2w9WS05uzjSLpjUQmhqPeqT+Ube8woXceWufnPQrX+9ZxeVrMX+Js9ek47d5RB3nSbHZN2EMX/x/Qx07jfSzaNImfBrMw+PiK4o2ni104i5foomQloY8hmUSLDUELBsR0VhfoopBVbQ36v/+Nzjp4EZP70vvyxlX2MPZ0qAfByemv9HES7OPZ/HXRefvuT6frbX6xbFNd2tyWl9qeFfVlPlfdTBSWNFhOkJJlojBguVZ1zq+MSmWFkqyAgqQBlYFRJSlJcOAKhIFMi5xbkpSC0qDk1dK1BCZTMEQGUiZz0iAk0J50A4azVB3unltVF8/n8x+CgtUPjgEAAA

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|  | **PRESET: DESCRIBE / Negative** |
| **Effect** | Alter the details to use the viewpoint of a someone who is sees the worst in everything (depressed, down on their luck, etc.) |

H4sIAAAAAAAACi1Q2U7CQBT9lZsb3lol0KixMSaUIqjsS13eSrntDJnOlJmhWJZ/N0Ufz8nZck7YMAmjPEYfZeIXWuWFvSk0GbJ+C11sJIZLgz4+dHb9+YzRwtn2etJ74ynvv3XO3b5seYchLVlonZ9lL1yVzePsPJ0MonT+6TitzlEHWVKtd1XYQRf/GtDHduV9TFs0jB5fxmHw8dWL1p4Wu3AczdBFGeeEPoZkEs3XBE0YUxZbXhK6yGWxtwb9019IexUM+PAu97689yK9f/d0qF+Cs9Od6+MwKKPx5HXaXnx3R6PVNqtdtirqcGZzgS6WsdjX8Kl4TrmwpMEygg3ZmAsDlmm1z9iVo1xZrmQsQJA0oFIwKiclCQ5MgSEyV5n8XwpcApWkK8u4zG5hyYhrOCgtNsANbKi+2XCZQSw3kAml8ur2qVk84+Vy+QXEJDlomQEAAA

|  |  |
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|  | **PRESET: DESCRIBE / Positive** |
| **Effect** | Alter the details to use the viewpoint of a someone who only sees the good (newly in love, awestruck farmboy in the big city, etc.) |

H4sIAAAAAAAACi2OW0/CQBSE/8rJiW+tEmjU2BgTSgEviFyL+FbKaXfNdnfZXYpF+O8G8HEmM9/ML17ZjFGZYogyC7VRpXbX2pAlFzbRx6vMcmkxxPv2pj8ZM5p6392uDF55zvuv7UOnL5vBbkAzFjvvZ9aN51VjPz6MPp6TfPLpec323kRFVq82ddxGHy8LGGKrDhajJg2Sh94wjhbLbrIKjNjEw2SMPsq0JAwxJpsZviJowEhZ7nhF6COXeusshr8XSGsePfPBbRksgzed370FJja96OB1JmY/iKpk+PEyak2/Ou/v8+/i1HK1PsGZKwX6WKVie5KP+innwpEBxwjW5FIuLDhm1LZgZ49K5biSqQBB0oLKwaqSlCTYMQWWyJ5j+v8pcAlUkakd47K4gRkjbmCnjFgDt1AIZbjaWkjlGliqdX3z2NBPeDwe/wCU7jXElgEAAA

|  |  |
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|  | **Continue** |
| **Purpose** | Courtesy of Byte-Sized Booksmith, emulates a feature of NovelAI where the AI will continue writing from the end of a highlighted sentence or phrase. |
| **Usage** | 1. Attach the ‘PBN – Creative’ and/or ‘Default Writing Models’ model collections 2. In Write mode, highlight text to have rewritten 3. Select an LLM |



1. **Workshop Chat**

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|  | **PBN / 0 TUTORIAL / Type ‘begin’ to start** |
| **Purpose** | Provides a basic tutorial for how to use the Paint-By-Numbers custom prompts. Executed by typing ‘begin’ into the Chat window and clicking on the ‘Send’ button. |



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|  | **PBN / General - Compliant** |
| **Purpose** | Copy of the General Purpose custom prompt with directives to follow instructions. Also turns down the Temperature on the included LLM models to reduce their creativity. Best used with EDIT prompts and some PLANNING prompts. |
| **Prompt Category** | Workshop Chat |
| **Usage** | 1. Attach the ‘PBN – Compliant’ and ‘PBN – Editing’ model collections |



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|  | **PBN / General - Creative** |
| **Purpose** | Copy of the General Purpose custom prompt to customize with your preferred instructions and LLMs with default Temperature values. |
| **Prompt Category** | Workshop Chat |
| **Usage** | 1. Attach the ‘PBN – Creative’ model collection |



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|  | **PBN / General - Unrestricted chat** |
| **Purpose** | Strips away role assignments and guidance on writing prose from other custom prompts to use Workshop Chat for non-writing purposes (like asking it to generate prompts :^)  ‘Unrestricted’ does NOT mean all the models are not moderated for NSFW output |
| **Prompt Category** | Workshop Chat |
| **Usage** | 1. Attach the ‘Default Chat Models’ collection 2. In Chat, select this prompt and your preferred LLM. 3. Ask questions or paste in any prompt in this guide. |



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|  | **PBN / Scene Beats From source 1.2** |
| **Purpose** | Give it a Codex or Snippet with an idea, basic plot, or a chapter/scene summary and it creates scene beats. Choose from 4 scene structure templates and bullet or narrative summary beats. |
| **Usage** | Attach the ‘PBN – Creative’ model collection. Works best with the ‘brand name’ commercial models |



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| **1 BRAINSTORM** |

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|  | **pbn / 1 BRAINSTORM / 100: define genres 1.0** |
| **Purpose** | Generate the story genre metadata |
| **Usage** | Use included models or attach ‘PBN – Creative’ model collection |



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|  | **pbn / 1 BRAINSTORM / 104: Speculative Scenario Explorer 1.0** |
| **Purpose** | Explore and expand your speculative fictions ideas |
| **Usage** | Use included models or attach ‘PBN – Creative’ model collection |



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|  | **pbn / 1 BRAINSTORM / 105: story idea wizards 1.2** |
| **Purpose** | A collection of prompts for turning an idea into an story premise. |
| **Usage** | Use included models |



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|  | **pbn / 1 BRAINSTORM / 110: story tone settings 1.1** |
| **Purpose** | Suggests or Evaluates which of the 6 Emotional Arcs and M.I.C.E Quotient elements best fit the story idea or manuscript. |
| **Usage** | Attach ‘PBN – Compliant’ model collection |



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|  | **pbn / 1 BRAINSTORM / 115: hook & Logline prompts 1.0** |
| **Purpose** | Generates hooks, pitches, premise, and loglines |
| **Usage** | Use attached models |



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|  | **pbn / 1 BRAINSTORM / 120: Character Builder-I 1.1** |
| **Purpose** | Creates basic main character profiles |
| **Usage** | Attach ‘PBN – Compliant’ model collection |



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|  | **pbn / 1 BRAINSTORM / 125: Final Brainstorming 1.1** |
| **Purpose** | Finish brainstorming setbacks and use of the Snowflake Method to refine the story idea |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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|  | **pbn / 1 BRAINSTORM / 130: WORLD BUILDING - SETTINGS 1.1** |
| **Purpose** | Creates the physical world |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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|  | **pbn / 1 BRAINSTORM / 135: Plot Outline-1 Prompts 1.1** |
| **Purpose** | Choose the plot structure to use and generate the first draft of the plot outline |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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| **2 CHARACTER** |

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|  | **pbn / 2 character / 200: Part 1-Character Builder 1.0** |
| **Purpose** | Creates basic character placeholders |
|  | DEPRECATED: Renamed to PBN / 1 BRAINSTORM / 120: CHARACTER BUILDER-I 1.1 |

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|  | **pbn / 2 character / 204: kowal relationship axis 1.0** |
| **Purpose** | Defines the six dimensions that determine character compatibility and conflict potential. |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 2 character / 205: Part 2-Character Builder 1.2** |
| **Purpose** | Continues character creation process |
| **Usage** | Attach ‘PBN – Compliant’ model collection |



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|  | **pbn / 2 character / 210: Part 3-Character Builder 1.1** |
| **Purpose** | Continues character creation process |
| **Usage** | Attach ‘PBN – Compliant’ model collection |



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| **3 WORLD BUILDING** |

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|  | **pbn / 3 WORLD / 300: WORLD BUILDING - SETTINGS 1.0** |
| **Purpose** | Creates the physical world |
|  | DEPRECATED: Renamed to PBN / 1 BRAINSTORM / 130: WORLD BUILDING - SETTINGS 1.0 |

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|  | **pbn / 3 WORLD / 305: WORLD BUILDING - civilization 1.0** |
| **Purpose** | Creates civilization components – cities, governments, religion, culture, etc. |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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|  | **pbn / 3 WORLD / 307: WORLD BUILDING wizard 1.0** |
| **Purpose** | Ask a series of questions to assist in all aspects of crafting a fictional world |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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|  | **pbn / 3 WORLD / 310: WORLD BUILDING – Magic & Gadgets 1.0** |
| **Purpose** | Creates magic systems and technologies for speculative fiction |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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| **4 PLANNING** |

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|  | **pbn / 4 PLANNING / 400: Final Brainstorming 1.0** |
| **Purpose** | Finish brainstorming setbacks and use of the Snowflake Method to refine the story idea |
|  | DEPRECATED: Renamed PBN / 1 BRAINSTORM / 125: FINAL BRAINSTORMING 1.0 |

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|  | **pbn / 4 PLANNING / 405: Plot Outline-1 Prompts 1.0** |
| **Purpose** | Choose the plot structure to use and generate the first draft of the plot outline |
|  | DEPRECATED: Renamed PBN / 1 BRAINSTORM / 135: PLOT OUTLINE-1 PROMPTS 1.0 |

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|  | **pbn / 4 PLANNING / 410:Plot Outline-2 Prompts 1.1** |
| **Purpose** | Choose the plot structure to use and generate the first draft of the plot outline |
| **Usage** | Attach ‘PBN – Creative’ model collection |



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|  | **pbn / 4 PLANNING / 415: Key Scenes & Subplots 1.1** |
| **Purpose** | Refines the 11 Key Scenes and suggests subplots to add to the story |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 4 PLANNING / 420: Plot Outline-3 Prompts 1.0** |
| **Purpose** | Generate the third draft of the plot outline |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 4 PLANNING / 424: Subplot Plot Outliner-Detailed 1.3** |
| **Purpose** | Interactive prompt to create detailed subplot outlines |
| **Usage** | Use Grok 3 Mini for best adherence and consistent results |



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|  | **pbn / 4 PLANNING / 425: Develop Sublots & Challenges 1.2** |
| **Purpose** | Create a short subplot outline and suggest better challenges |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 4 PLANNING / 430: Plot Outline-4 Prompts 1.2** |
| **Purpose** | Generate the third draft of the plot outline |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 4 PLANNING / 435: Unconventional Outline Prompts 1.0** |
| **Purpose** | Generate the third draft of the plot outline |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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|  | **pbn / 4 PLANNING / 440: Create Scenes & Scene Beats 1.1** |
| **Purpose** | Generate the third draft of the plot outline |
| **Usage** | Attach ‘PBN – Editing’ model collection |



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| **5 WRITE** |

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|  | **pbn / 5 WRITE / 502: Prose Style Guide-Persona Stylist 1.1** |
| **Purpose** | Helps you build your Prose Style Guide and/or Persona(s) |
| **Usage** | attach ‘PBN – Compliant’ model collection |



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|  | **pbn / 5 WRITE / 503: NEXT CHAPTER PREDICTOR 1.0** |
| **Purpose** | Helps you build your Prose Style Guide and/or Persona(s) |
| **Usage** | attach ‘PBN – Creative’ model collection |



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| **6 EDIT-STORY** |

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|  | **PBN / 6 EDIT-STORY / 600: Manuscript Analyzer 1.1** |
| **Purpose** | To learn what makes a character ‘tick’ by pretending to perform a psychological analysis of the character |
| **Usage** | Attach the ‘PBN – Editing’ model collections |



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|  | **PBN / 6 EDIT-STORY / 605: Story Improver Prompts 1.0** |
| **Purpose** | Multi-prompt custom prompt that analyze your manuscript for various improvements |
| **Usage** | Attach the ‘PBN – Editing’ model collections |



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|  | **PBN / 6 EDIT-STORY / 610: Story Tone Prompts 1.0** |
| **Purpose** | Multi-prompt custom prompt that analyze your manuscript for various improvements |
| **Usage** | Attach the ‘PBN – Editing’ model collections |



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|  | **PBN / 6 EDIT-STORY / 615: Character Validation prompts** |
| **Purpose** | To learn what makes a character ‘tick’ by pretending to perform a psychological analysis of the character |
| **Usage** | Attach the ‘PBN – Compliant’ and ‘PBN – Editing’ model collections |



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|  | **PBN / 6 EDIT-STORY / 620: Story Summarizer Prompts 1.0** |
| **Purpose** | Prompts to summarize chapters and the entire story |
| **Usage** | Attach the ‘PBN – Editing’ model collections |



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|  | **PBN / 6 EDIT-STORY / 647: Revision planner 1.1** |
| **Purpose** | Turn revision notes into detailed checklists of suggested changes to make to the story |
| **Usage** | Use the attached models for best results |



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|  | **PBN / 6 EDIT-STORY / 650: Story Bible Wizards 1.0** |
| **Purpose** | Prompts to generate entries for a story bible |
| **Usage** | Attach the ‘PBN – Editing’ model collections |



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|  | **EDIT-STORY-347: Story revision planner** |
| **Purpose** | Takes your revision notes and creates a plan for implementing the revisions. Will also do some light ghost writing to show how the prose might be edited. |
|  | DEPRECATED: Replaced with **PBN / 6 EDIT /647: Revision Planner 1.1** |

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| **7 EDIT-ALL** |

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|  | **PBN / 7 Edit-ALL / 700: writing coach and critic 1.0** |
| **Purpose** | Combines multiple coaching and critic prompts to assess everything from a full manuscript to a single scene. Provides feedback from a writing coach to identify your writing skill deficiencies and critical editor to comment on the story. |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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|  | **PBN / 7 Edit-ALL / DEVELOPMENTAL EDITOR 1.1** |
| **Purpose** | Sets AI role to Developmental Editor for general Chat purposes |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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| **8 EDIT-CHAPTER** |

No prompts – yet.

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| **9 EDIT-SCENE** |

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|  | **pBN / 9 EDIT-SCENE / 900: Scene Structure Analysis 1.1** |
| **Purpose** | Multi-prompt to analyze and improves Scenes |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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|  | **pBN / 9 EDIT-SCENE / 902: boring scene fixer 1.4** |
| **Purpose** | Analyzes a scene to suggest ways to rewrite or remove the boring stuff based on a set of rules from YouTube writing experts. |
| **Usage** | Attach the ‘PBN – Creative’ model collection |



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|  | **pBN / 9 EDIT-SCENE / 905: Prose Improver Prompts 1.0** |
| **Purpose** | Multiple prompts to analyze a scene for ways to improve the prose.  Prompt Playlist:   * **Find Overused Words & Phrases**: Identifies words & phrases that have become repetitive * **Immersive Sensory Details**: Improves sensory details in a scene.   Inspired by: <https://youtu.be/i-1ughbgIE4> |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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|  | **pBN / 9 EDIT-SCENE / 910: Characterization & Dialogue Prompts 1.1** |
| **Purpose** | Multiple prompts to analyze a scene for ways to improve the prose.  Prompt Playlist:   * **Emotional Dynamic Change**: Suggest ways to improve the emotional dynamic change of characters in a scene * **TELL into Deep SHOW**: Find TELLing passages and convert them into SHOWing passages with Deep POV. Inspired by: <https://youtu.be/kGy_Ae0XPOw?si=BEb4CnARePUoL1T_>   <https://youtu.be/H_OABtvtFS8?si=ysPIFVdIUar-EojB>  <https://youtu.be/-Fj6NNp1WwM?si=l80Xo4FBjzjEkNqx>  <https://youtu.be/ZrcL177k1qo?si=fjsB4lAchr3xz7Fl>   * **Master Dialogue Editor**: Makes character dialogue more engaging and realistic. Inspired by: <https://youtu.be/PZ3wz-cDtS8?si=6-BFi4CO7scMI_Wl>   <https://www.writersdigest.com/write-better-fiction/amp-up-dialogue-with-emotional-beats>  <https://youtu.be/qVphj5kATCE?si=yzjSyKGrMf2ZtEjL> |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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| **10 EDIT-LINE** |

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|  | **pBN / 10 EDIT-LINE / 1005: Line Editing Prompts 1.0** |
| **Purpose** | All of the previous standalone line editing prompts in one. |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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| **11 MARKETING** |

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|  | **pBN / 11 MARKETING / 1105: Marketing & Promotion 1.0** |
| **Purpose** | All of the previous standalone marketing prompts in one. |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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| 12 IMPORT |

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|  | **pBN / 12 IMPORT / 1205: Extract Codex Entries 1.0** |
| **Purpose** | Extract information about characters, locations, lore, etc., from an imported story |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



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|  | **pBN / 12 IMPORT / 1210: Extract story notes 1.0** |
| **Purpose** | Extracts plot and story metadat from an imported story |
| **Usage** | Attach the ‘PBN – Editing’ model collection |



# 1800: Templates

Templates are meant to be customized to fit your needs so are stored as Codex entries

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|  | |  |
| **Type** | | SERIES |
| **Codex Category** | | Other |
| **Tags/Labels** | | TEMPLATE |
| **Aliases/Nicknames** | | TEMPLATE-nnn |
| **Custom Category** | | Name: 18-TEMPLATE  Color: Yellow-Orange  Associated Tags: TEMPLATE  Associated Types: Others |
| **Usage** | | 1. Set References to ‘Don’t automatically track this entry by name/alias’. 2. Copy the prompt into the Description field. 3. Copy-and-paste the full table into the Notes tab |
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|  | **TEMPLATE-1811: three-act structure** |
| **Purpose** | **Use**: Any length story.  The most basic plot outline |
|  | <!-- 1811: Three-Act Structure / 36 Events -->  Act I: Set the Stage (Chapters 1-4)  Chapter 1:  Introduction: Introduce your protagonist and their ordinary world, highlighting their flaws, desires, and personality quirks.  - Hook: The opening paragraph that compels the reader to read the story  - Save The Cat scene: Show the protagonist doing something nice or helpful for someone else.  Theme: Subtly introduce the story's theme through dialogue or visual cues, foreshadowing the journey ahead.  Catalyst: Introduce the inciting incident that disrupts the protagonist's life and throws them into the main conflict.  Chapter 2:  Rising Action: Show the protagonist's initial struggles as they grapple with their new reality and adjust to the demands of their quest.  Character Development: Begin exploring the protagonist's internal and external conflicts, showcasing their strengths, weaknesses, and motivations.  Alliances: Introduce allies who will support the protagonist on their journey, highlighting the importance of teamwork and building relationships.  Chapter 3:  Midpoint Twist: Introduce a major setback or loss that forces the protagonist to confront their weaknesses and re-evaluate their goals.  Rising Stakes: Increase the tension and urgency of the conflict, raising the stakes for the protagonist's success or failure.  Antagonist: Introduce or further develop the antagonist, revealing their motivations and highlighting the threat they pose.  - Kick The Cat scene: Show the antagonist doing something hurtful to someone else.  Chapter 4:  Internal Conflict: Explore the protagonist's inner turmoil as they doubt themselves and question their ability to overcome the challenges they face.  Darkest Hour: Show the protagonist at their lowest point, experiencing a moment of despair or hopelessness that threatens their resolve.  Turning Point: Introduce an event or encounter that sparks renewed determination within the protagonist, motivating them to keep fighting for their goals.  Act II: Confront the Conflict (Chapters 5-8)  Chapter 5:  New Plan: Introduce a revised plan of action, demonstrating the protagonist's growth and their commitment to overcome the obstacles in their path.  Challenges and Growth: Guide the protagonist through a series of challenges that test their skills and resilience, allowing them to learn valuable lessons and develop their abilities further.  Testing the Bonds: Introduce conflicts or misunderstandings among allies, highlighting the importance of communication, trust, and conflict resolution within a team.  Chapter 6:  Midway Point: Introduce a significant victory or accomplishment that provides a temporary sense of hope and momentum for the protagonist and their allies.  False Victory: Introduce a setback or loss that follows the victory, reminding the protagonist that the journey is far from over and the true battle lies ahead.  Raising the Stakes: Introduce a new threat or reveal a hidden danger, escalating the conflict and making the stakes even higher for the protagonist.  Chapter 7:  Internal Struggle: Explore the protagonist's inner conflict as they grapple with fear, doubt, and the pressure of their mission.  Loss and Sacrifice: Introduce a significant loss or sacrifice that the protagonist or an ally must endure, showcasing the emotional toll of the journey and reinforcing the gravity of the conflict.  Moment of Truth: Force the protagonist to make a difficult choice that reveals their true character and their commitment to their values and goals.  - Pet The Dog scene: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Chapter 8:  Gathering Strength: Show the protagonist rallying their allies and preparing for the final confrontation with renewed purpose and determination.  Final Training: Introduce a final training or preparation montage, showcasing the culmination of the protagonist's growth and highlighting their increased skills and abilities.  Plan in Motion: Set the protagonist and their allies on their path to confront the antagonist, creating anticipation and suspense for the final showdown.  Act III: Resolution (Chapters 9-12)  Chapter 9:  Final Confrontation: Initiate the climactic battle between the protagonist and the antagonist, testing the protagonist's strength, resilience, and everything they have learned throughout their journey.  Rising Tension: Increase the tension and urgency of the battle, showcasing the protagonist's struggle against overwhelming odds and their determination to succeed.  Moment of Triumph: Allow the protagonist to achieve a significant victory, overcoming the main obstacle and achieving their primary goal.  Chapter 10:  Overcoming the Antagonist: Show the protagonist definitively defeating or outsmarting the antagonist, resolving the main conflict and achieving justice or restoring order.  Emotional Resolution: Allow the protagonist and their allies to experience a moment of catharsis and emotional release after the intense battle, expressing their joy, relief, and gratitude.  Consequences: Explore the immediate consequences of the protagonist's victory, showcasing the impact of their actions on the world and those around them.  Chapter 11:  Returning Home: Guide the protagonist back to their ordinary world, showcasing the changes they've undergone and their newfound perspective on life.  Integration and Adjustment: Show the protagonist integrating the lessons they've learned and the skills they've developed into their daily life, demonstrating their growth and maturity.  Facing Challenges: Introduce new challenges or conflicts the protagonist must now face in their transformed world, highlighting their continued journey of self-discovery and growth.  Chapter 12:  Reflection and Acceptance: Allow the protagonist to reflect on their journey, acknowledging their mistakes, celebrating their triumphs, and accepting their new identity and purpose.  Thematic Resolution: Tie the story's themes back to the protagonist's journey, showcasing how they've grown and evolved throughout their experiences.  Ending Image: Conclude the story with a powerful and meaningful image that reflects the protagonist's transformation and their newfound place in the world. |

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|  | **TEMPLATE-1812: Story/plot clock** |
| **Purpose** | **Use**: Any length story.  Designed for visualizing the story by imagining events take place on an analog clock face. |
|  | <!-- 1812: Story/Plot Clock plot structure / 12 Events -->  Prologue:  Open with the evil that exists that the protagonist doesn't know about. Do not mention the protagonist yet. Kick The Cat moment where the antagonist is introduced by harming someone else.  ACT 1:  Chapter 1: Introduce the protagonist and their world. Demonstrate protagonist’s strength and weakness. Protagonist’s weakness is the villain’s strength. Save The Cat moment where the protagonist does something helpful for someone else.  Chapter 2: Inciting Incident. Something overwhelming happens to protagonist that upends their entire life.  Chapter 3: Binding Point. Protagonist tries to get back to where they started, can’t get back, and stops trying.  ACT 2:  Chapter 4: The protagonist doesn't know what to do with their life. They find a sidekick. Something minor compels the protagonist into action.  Chapter 5: The protagonist makes a plan and things seem to be working well.  Chapter 6: Protagonist’s plan doesn’t work and they fail - repeatedly. This is what the world will look like if the protagonist never succeeds.  ACT 3:  Chapter 7: Protagonist goes on offense, but things get even worse.  Chapter 8: Protagonist tries again, seems like victory.  Chapter 9: False victory and protagonist loses all hope.  ACT 4:  Chapter 10: In despair, protagonist has an epiphany. Pet The Dog Moment when the protagonist helps someone less fortunate.  Chapter 11: Armed with a new approach, protagonist fights back.  Chapter 12: Protagonist wins. |

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|  | **TEMPLATE-1813: The Hero’s journey** |
| **Purpose** | **Usage**: Novellas and Novels.  Joseph Campbell’s plot structure he found in the great stories of all cultures across the centuries. Most Western plot structures invented since the 1940s are a version of The Hero’s Journey. Ideal for quest stories. |
|  | <!-- 1813: The Hero’s Journey plot structure / 47 Events -->  Act I: Departure  Chapter 1:  Introduction: Introduce the protagonist in their ordinary world, highlighting their flaws, desires, and personality quirks.  - Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Theme: Introduce the story's theme through dialogue or visual cues, foreshadowing the journey ahead.  Catalyst: Introduce the inciting incident that disrupts the protagonist's life and throws them into the main conflict.  Chapter 2:  Meeting the Mentor: Introduce the protagonist's mentor, someone who guides and supports them on their journey.  Call to Adventure: The mentor reveals the true nature of the conflict and challenges the protagonist to take action.  Refusal of the Call: The protagonist exhibits reluctance to embark on the journey, doubting their abilities or fearing the consequences.  Chapter 3:  Supernatural Aid: The protagonist receives assistance from a magical or supernatural source, providing them with the tools or knowledge needed for their quest.  Crossing the Threshold: The protagonist leaves their familiar world and enters the unknown realm of the adventure.  Challenges and Tests: The protagonist faces initial tests and challenges that test their skills and build their confidence.  - Kick The Cat: Show the antagonist doing something hurtful to someone else.  Chapter 4:  Obstacles and Allies: The protagonist needs to overcome obstacles and find allies who will support them on their journey.  Approach the Inmost Cave: The protagonist approaches the point of no return, where they must confront their deepest fears and insecurities.  Ordeal: The protagonist faces their biggest challenge yet, a life-or-death situation that tests their resolve and strength.  Chapter 5:  Reward: The protagonist emerges victorious from the ordeal, claiming a reward or achieving a significant milestone.  Road Back: The protagonist begins their journey back to their ordinary world, carrying the lessons and experiences they have gained.  Resurrection: The protagonist undergoes a transformation or rebirth, emerging with a renewed sense of purpose and clarity.  Chapter 6:  Return with the Elixir: The protagonist returns to their ordinary world, bringing the reward or knowledge they have gained to benefit their community.  Refusal of the Return: The protagonist may initially resist re-entering their ordinary world, fearing the challenges they left behind.  Master of Two Worlds: The protagonist learns to integrate the lessons of their journey into their ordinary life, becoming a master of both worlds.  Chapter 7:  Freedom to Live: The protagonist embraces their newfound freedom and purpose, living a life in line with their values and dreams.  Sharing Wisdom: The protagonist shares the knowledge and wisdom they gained from their journey, inspiring and empowering others.  Living Legacy: The protagonist's journey and its impact continue to inspire and benefit future generations.  Act II: Initiation  Chapter 8:  Tests, Allies, and Enemies: The protagonist faces a series of tests that challenge their skills and resolve, forging new alliances and confronting powerful enemies.  - Pet The Dog: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Approach the Innermost Cave: As the protagonist nears the heart of the adventure, they must confront their deepest fears and insecurities.  The Ordeal: The protagonist faces their greatest challenge, a life-or-death situation that tests their limits and forces them to dig deep within themselves.  Chapter 9:  Reward: The protagonist emerges victorious from the ordeal, gaining a valuable reward or achieving a significant milestone.  The Road Back: The protagonist begins their journey back to their ordinary world, carrying the lessons and experiences they have gained.  Resurrection: The protagonist undergoes a transformation or rebirth, emerging with a renewed sense of purpose and clarity.  Chapter 10:  Refusal of the Return: The protagonist may initially resist re-entering their ordinary world, fearing the challenges they left behind.  Magic Flight: The protagonist may need to escape a dangerous situation or overcome a final obstacle before returning home.  Rescue from Without: The protagonist may receive help from an external source, allowing them to return to their ordinary world.  Chapter 11:  Crossing the Return Threshold: The protagonist successfully returns to their ordinary world, forever changed by their journey.  Master of Two Worlds: The protagonist learns to integrate the lessons of their journey into their ordinary life, becoming a master of both worlds.  Freedom to Live: The protagonist embraces their newfound freedom and purpose, living a life in line with their values and dreams.  Chapter 12:  Sharing Wisdom: The protagonist shares the knowledge and wisdom they gained from their journey, inspiring and empowering others.  Living Legacy: The protagonist's journey and its impact continue to inspire and benefit future generations.  Act III: Return  Chapter 13:  Master of Two Worlds: The protagonist successfully integrates the lessons of their journey into their ordinary life, becoming a master of both worlds.  Freedom to Live: The protagonist embraces their newfound freedom and purpose, living a life in line with their values and dreams.  Sharing Wisdom: The protagonist shares the knowledge and wisdom they gained from their journey, inspiring and empowering others.  Chapter 14:  Living Legacy: The protagonist's journey and its impact continue to inspire and benefit future generations.  Reflection and Acceptance: The protagonist reflects on their journey and accepts the challenges and transformations they have experienced.  Thematic Resolution: The story's themes are tied back to the protagonist's journey, showcasing their growth and evolution.  Chapter 15:  Ending Image: The story concludes with a powerful and meaningful image that reflects the protagonist's transformation and their newfound place in the world.  Sense of closure: The story provides a sense of closure, wrapping up loose ends and resolving any remaining conflicts.  Hope and Inspiration: The story leaves the reader with a sense of hope and inspiration, encouraging them to embrace their own journeys and challenges.  OPTIONAL: (for fables and moral stories)  Chapter 16:  Call to Action: The story concludes with a call to action, inviting the reader to apply the lessons of the protagonist's journey to their own lives.  Sense of Wonder: The story evokes a sense of wonder and possibility, inspiring the reader to explore the world and discover their own potential.  Lasting Impact: The story leaves a lasting impact on the reader, lingering in their minds and hearts long after they have finished reading. |

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|  | **TEMPLATE-1814: take off your pants!** |
| **Purpose** | **Usage**: Any length story  Created as a Pantser-friendly plot structure |
|  | <!-- 1814: Take Off Your Pants / 14 Events -->  Beat 1: Opening Scene. The protagonist is introduced, their ordinary world is depicted, and the protagonist’s flaw or the story’s theme is introduced.  - Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Beat 2: Inciting Incident.  This is the event that ultimately forces the protagonist out of their ordinary world and into an adventure or journey of transformation. The protagonist now has a goal that must be achieved before they can return to the ordinary world.  Beat 3: Character Realizes Goal. The protagonist realizes what their external goal is and decides if they will go after it or not. There may be a false belief or a character flaw, however, that prevents them from immediately pursuing their goal.  Beat 4: Display of Flaw. The protagonist’s character flaw is introduced expanded upon. This flaw is what will be resolved by the end of the story, so readers must know why the flaw matters.  Beat 5: Drive for Goal  The protagonist takes up the challenge presented by Beat 2’s inciting incident and makes their first attempt at reaching their goal.  They are still uncomfortable with their new pursuit, however, leading to missteps and failures. These are learning opportunities for the protagonist and help in their transformation.  Beat 6: Antagonist Revealed  The protagonist, presented with trials and obstacles in their new world, now meets or becomes aware of the antagonist for the first time. This raises the stakes and tension in the story while introducing the power and threat of the antagonist.  - Kick The Cat: Show the antagonist doing something hurtful to someone else.  Beat 7: Goal Thwarted  The protagonist suffers defeats but is gaining confidence. The protagonist reaches their goal only to be thwarted by the antagonist and/or their flaw.  Beat 8: Revisiting the Flaw. The protagonist feels hopeless and regresses back into their character flaw, unaware it's the reason they failed.  Beat 9: Repeat the Cycle. The protagonist develops a new plan only for the antagonist to make things worse. The protagonist may make a new plan and fail again.  Beat 10: Ally Assistance. The protagonist is at their lowest and need a confidence boost or a reminder of why they are capable and what they are fighting for. An ally or outsider gives the protagonist the assistance or insight needed to regain their confidence or power.  - Pet The Dog: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Beat 11: Girding the Loins. The antagonist is at their most powerful and the stakes are at their highest. The protagonist learns how to go from being reactive to taking action against the antagonist. This beat a major turning point in the story.  Beat 12: Battle. This is the moment the reader has been waiting for. The protagonist and antagonist confront each other. The protagonist must use everything they have learned in order to prevail or they will lose everything they hold dear.  Beat 13: Death (of Character Flaw). The protagonist has overcome their flaw and the antagonist to achieve their goal.  Beat 14: Outcome (New World). The protagonist returns to their ordinary world victorious and transformed. |

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|  | **TEMPLATE-1815: Snowflake method** |
| **Purpose** | Usage: Any Length story |
|  | **Note**: Most of the PLANNING prompts follow the Snowflake Method. Since there is no rigid plot structure to use, continue 'snowflaking' the story:  http://www.advancedfictionwriting.com/articles/snowflake-method/ |

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|  | **TEMPLATE-1816: Dan Wells 7 Plot Points** |
| **Purpose** | **Usage**: Any length story  A refined version of the Three-Act Structure that ensures each act is exciting.  Dan Wells’ lectures on story structure:  <https://www.youtube.com/playlist?list=PLC430F6A783A88697> |
|  | <!-- 1816: Dan Wells 7 Plot Points / 7 Events -->  Hook: The status quo is explored.  - Back Story: The protagonist is haunted by something in their past.  -Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Plot Turn 1: An inciting incident kicks off the story. Something happens to change the protagonist's life and force them to decide to accept the change or resist the change.  -Kick The Cat: Show the antagonist doing something hurtful to someone else.  Pinch 1: The situation escalates. A major event changes the protagonist's life, forcing them to take action.  Midpoint: The protagonist is at a point of no return or is given a boost of motivation to persevere.  Pinch 2: A major setback occurs. The failures of the protagonist has brought them to a low point when an event forces the protagonist to make a key decision that drive them toward the story’s end.  - Pet The Dog: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Plot Turn 2: The key to victory is discovered resulting in a final face-off between the protagonist and their antagonist(s).  Resolution: The conflict is resolved. The protagonist, and the reader, see that the protagonist has changed or made a realization about the world that changes their life forever. |

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|  | **TEMPLATE-1817: PIXAR ‘once upon a time’** |
| **Purpose** | **Usage**: Any length story  Famous structure to tell stories with increasing tension and an emotional rollercoaster. |
|  | <!-- 1817: PIXAR 'Once Upon A Time' plot / 6 Events -->  Once upon a time there was: The protagonist and their world are introduced.  -Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Every day: The status quo of the protagonist is explored.  One day: An inciting incident kicks off the story. Something happens to change the protagonist's life and force them to decide to accept the change or resist the change.  Because of that: A major event changes the protagonist's life, forcing them to take action.  Because of that: A major setback occurs. The failures of the protagonist has brought them to a low point when an event forces the protagonist to make a key decision that drive them toward the story’s end.  Until finally: The conflict is resolved. The protagonist, and the reader, see that the protagonist has changed or made a realization about the world that changes their life forever. |

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|  | **TEMPLATE-1818: PLOT Whisperer** |
| **Purpose** | **Usage**: Any length story  Variant of Three-Act Structure. Plot Whisperer is a multipart ‘system’ so use with the associated PLANNING prompts.  <https://www.storyplanner.com/story/plan/the-plot-whisperer-method> |
|  | <!-- 1818: Plot Whisperer / 9 Events -->  \*\*Act 1: Comfort and Separation\*\*  - introduce the who, when, and where of the story  - Set up the dramatic action and the underlying conflict that will run throughout the story. The protagonist faces a dilemma, experiences loss and fear, and takes action.  - Allude to the theme  - Introduce the protagonist’s short-term goal and give a hint of their long-term goal  \*\*Act 2: Resistance and Struggle\*\*  - The protagonist enters a strange, new world unlike the one they are used to. The old rules and beliefs no longer apply.  - The protagonist experiences a crisis and faces two choices - resist the new and become a victim or embrace the new and become a victor.  \*\*Act 3: Transformation and Return\*\*  - The protagonist takes actions leading to achieving their long-term goal  - The story comes to a climax as the protagonist faces the antagonistic forces  - The protagonist and their world are transformed and the story comes to its resolution. |

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|  | **TEMPLATE-1819: KM Weiland’s 10 scenes** |
| **Purpose** | **Usage**: Any length story. |
|  | <!-- TEMPLATE-1819: KM Weiland's 10 Scenes / 18 Events -->  ### \*\*Act 1: The Setup\*\*  1. \*\*The Hook (1%)\*\* – A compelling opening that grabs the audience’s attention with intrigue, tension, or curiosity.  2. \*\*Set-Up (1-12%)\*\* – Establishing characters, setting, and the protagonist’s normal world before conflict arises. (Save The Cat moment)  3. \*\*Inciting Event (12%)\*\* – The moment that sparks the plot—a disruption or event that forces change.  4. \*\*Build-Up (12-25%)\*\* – Rising tension as the protagonist reacts to the inciting event, setting the stage for deeper conflict.  5. \*\*First Plot Point (25%)\*\* – A significant shift that launches the protagonist into their journey—often a point of no return. (Kick the Cat moment for antagonist)  ### \*\*Act 2a: The Reactive Phase\*\*  6. \*\*Reaction (25-37%)\*\* – The protagonist struggles to respond to the changes brought by the First Plot Point.  7. \*\*First Pinch Point (37%)\*\* – A challenge or obstacle reveals new information about the antagonist.  8. \*\*Realization (37-50%)\*\* – The protagonist gains deeper insight into the conflict, shifting their strategy.  ### \*\*Act 2b: Transition Into Action\*\*  9. \*\*Midpoint Shift (50%)\*\* – A major discovery or turning point that changes the protagonist’s approach.  10. \*\*Action (50-62%)\*\* – The protagonist moves from reactive to proactive, taking charge of their destiny.  11. \*\*Second Pinch Point (62%)\*\* – Another obstacle increases stakes and foreshadows potential failure.  12. \*\*Renewed Push (62-75%)\*\* – The protagonist makes significant progress toward their goal, gaining momentum.  ### \*\*Act 3: The Final Confrontation\*\*  13. \*\*Third Plot Point (75%)\*\* – A devastating setback shakes the protagonist’s confidence and plans.  14. \*\*Recovery (75-88%)\*\* – The protagonist processes the setback, finds inner resolve, and prepares for the climax. (Pet the Dog moment)  15. \*\*Climax Begins (88%)\*\* – The final confrontation begins—decisions are made, tensions rise.  16. \*\*The Confrontation (88-98%)\*\* – The ultimate battle, confrontation, or defining moment between protagonist and antagonist.  17. \*\*Climactic Moment (98%)\*\* – The resolution of the climax—victory, failure, or transformation.  18. \*\*Resolution (98-100%)\*\* – The protagonist returns to their world, changed by the journey, bringing closure to the story. |

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|  | **TEMPLATE-1820: Freytag's Pyramid** |
| **Purpose** | **Usage**: Any length story  Five-Act structure for character-driven stories |
|  | <!-- 1820: Freytag's Pyramid / 14 Events -->  \*\*Act 1 - Introduction:\*\*  Chapter 1. Exposition:  Setting: Describe the world where your story unfolds. Is it a bustling city, a mystical forest, or a distant planet?  Characters: Introduce your main characters. Who are they? What drives them? What secrets do they hold?  - Save The Cat. Show the protagonist doing something helpful for someone else.  Chapter 2. Initial Situation: What’s the status quo? What’s ordinary about their lives before the storm hits?  \*\*Act 2 - Rising Action:\*\*  Chapter 3. Conflict Introduction: What disrupts the characters’ lives? Is it an external threat, an internal struggle, or both?  Obstacles: What challenges do they face? Are there antagonists, moral dilemmas, or unexpected twists?  - Kick The Cat. Show the antagonist doing something harmful to another person.  Chapter 4. Tension Buildup: Escalate the stakes. Make the reader lean in, wondering what’s at stake.  \*\*Act 3 - Climax:\*\*  Chapter 5. Point of No Return: The pivotal moment! What decision or action changes everything? The protagonist faces their greatest challenge.  - Pet The Dog. At their lowest moment, the protagonist stops to help someone less powerful.  Chapter 6. Confrontation: Characters clash—physically, emotionally, or intellectually. The outcome hangs in the balance.  Chapter 7. Revelations: Secrets spill out. Truths are laid bare. The reader gasps (or maybe just sips their tea).  \*\*Act 4 - Falling Action:\*\*  Chapter 8. Consequences: Show the aftermath of the climax. What’s broken? What’s healed? Who’s changed forever?  Chapter 9. Resolution of Subplots: Tie up loose ends. Resolve side stories and character arcs.  Chapter 10. Breathing Space: Ease the tension. Let the reader exhale.  \*\*Act 5. Resolution/Dénouement:\*\*  Chapter 11. New Normal: What does life look like after the storm? Is it a return to normalcy or a new beginning?  Chapter 12. Lessons Learned: Reflect on the journey. What did the characters discover about themselves, love, or the universe?  - Final Image: Leave the reader with an indelible image—a sunset, a parting glance, or a door closing. |

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|  | **TEMPLATE-1821: Save The Cat** |
| **Purpose** | **Usage**: Long stories  Hollywood’s favorite plot structure by Blake Snyder and Jessica Brody |
|  | <!-- 1821: Save The Cat / 15 Events -->  Opening Image:  Establish your protagonist's ordinary world and introduce them in their element.  Showcase their flaw, personality, and any unique quirks.  Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Give hints of their "want" or desire, what they wish to achieve in life.  Theme Stated:  Introduce a thematic element of the story through dialogue or visual cues, foreshadowing future events.  This theme will tie heavily into the protagonist's character arc and resolution.  Set-up:  Showcase the protagonist's relationship with their world and their loved ones.  Reveal their internal struggles, fears, and how they cope with their daily challenges.  Set up the stakes of the story, showcasing what the protagonist stands to lose if they don't achieve their goal.  Catalyst:  Introduce the "inciting incident" that disrupts the protagonist's normal life and throws them into the main conflict.  This event will force them to confront their flaw and take action towards achieving their desire.  Debate:  Show the protagonist's internal conflict as they debate whether or not to accept the call to adventure.  They may fear failure, responsibility, or simply be comfortable in their current situation.  Kick The Cat: Show the antagonist doing something hurtful to someone else.  Break Into Two:  The protagonist finally commits to the journey and steps out of their comfort zone.  They may actively choose to pursue their desire or be forced into action by circumstance.  B Story:  Introduce the protagonist's "B Story," a subplot running parallel to the main plot that often involves romance or a personal quest.  This subplot will offer opportunities for character growth and emotional depth.  Fun and Games:  The protagonist enjoys the initial success and excitement of pursuing their goal.  They learn new skills, build confidence, and form valuable bonds with allies along the way.  This provides a period of lightheartedness before the stakes are raised.  Midpoint:  Introduce a turning point in the story where the protagonist faces a significant setback or loss.  This event throws them off course and forces them to question their abilities and motivations.  Bad Guys Close In:  The antagonist becomes more active, posing a direct threat to the protagonist and their allies.  The protagonist may lose ground or experience another failure, questioning their chance of success.  All is Lost:  The protagonist hits rock bottom, feeling defeated and ready to give up on their quest.  They may lose hope, faith in themselves, or experience a personal tragedy that throws them into despair.  - Pet The Dog: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Dark Night of the Soul:  The protagonist retreats inward and reflects on their journey so far.  This period of introspection often leads them to a moment of clarity, where they reconcile with their flaw and rediscover their inner strength.  Break Into Three:  Filled with renewed purpose and determination, the protagonist makes a powerful comeback and take action.  They may devise a new plan, find a hidden strength, or receive unexpected help from an ally.  Finale:  The protagonist confronts the antagonist in a climactic battle, utilizing everything they've learned and overcome throughout the story.  This is a test of their skills, will, and their commitment to achieving their goal.  Final Image:  The story concludes with a reflection on the protagonist's journey and their transformation.  Show them enjoying the fruits of their labor, embracing their new identity, and living in harmony with their true self. |

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|  | **TEMPLATE-1822: 24 Chapter by Derek murphy** |
| **Purpose** | **Usage**: Long stories  Derek Murphy’s modern take on The Hero’s Journey |
|  | <!-- 1822: 24 Chapter by Derek Murphy / 32 Events -->  \*\*ACT 1: Protagonist & Ordinary World\*\*  Chapter 1: Really Bad Day  \*\*\*  - Save the Cat scene  \*\*\*  Chapter 2: Something Peculiar  Chapter 3: Grasping at Straws:  - SECTION BREAK: The Inciting Incident:  \*\*\*  Chapter 4: Call to Adventure  Chapter 5: Head in Sand  Chapter 6: Pull out Rug  \*\*ACT 2A: Exploring New World\*\*  Chapter 7: Enemies & Allies  \*\*\*  - Kick the Cat scene  \*\*\*  Chapter 8: Games & Trials  Chapter 9: Earning Respect  \*\*\*  - SECTION BREAK: 1st Pinch Point (first battle)  \*\*\*  Chapter 10: Forces of Evil  Chapter 11: Problem Revealed  Chapter 12: Truth & Ultimatum  \*\*ACT 2B: Bad Guys Close In\*\*  Chapter 13: Mirror Stage  - SECTION BREAK: Midpoint (victim to warrior)  \*\*\*  Chapter 14: Plan of Attack  Chapter 15: Crucial Role  \*\*\*  - SECTION BREAK: 2nd Pinch Point (second battle)  \*\*\*  Chapter 16: Direct Conflict  Chapter 17: Surprise Failure  \*\*\*  - Pet the Dog scene  \*\*\*  Chapter 18: Shocking Revelation  \*\*\*  - SECTION BREAK: 2nd Plot Point (dark night of the soul)  \*\*ACT 3: Defeat and Victory\*\*  Chapter 19: Giving Up  Chapter 20: Pep Talk  Chapter 21: Seizing the Sword  \*\*\*  - SECTION BREAK: Final Battle  \*\*\*  Chapter 22: Ultimate Defeat  Chapter 23: Unexpected Victory  Chapter 24: Bittersweet Return  \*\*\*  - SECTION BREAK: Rebirth  \*\*\*  Chapter 25: Death of Self (optional) |

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|  | **TEMPLATE-1823: katytastic 27-chapter** |
| **Purpose** | **Usage**: Long stories  Blends the Three Act Structure and The Hero’s Journey. Breaks each Act into three blocks that mark the Beginning, Middle, and End of the Act. Each block is subdivided into 3 points (or chapters). |
|  | <!-- 1823: Katytastic 27 Chapter plot / 27 Events -->  \*\*Act 1: The Hook (Chapters 1-9)\*\*  Block 1:  Chapter 1: Hook  - Save The Cat  Chapter 2: First Inciting Incident  Chapter 3: Introduction of the Antagonist  - Kick The Cat  Block 2:  Chapter 4: Second Inciting Incident  Chapter 5: Rising Tension  Chapter 6: Questioning Everything  Block 3:  Chapter 7: Meeting the Mentor  Chapter 8: Early Allies:  Chapter 9: Point of No Return  \*\*Act 2: Resolution (Chapters 10-18)\*\*  Block 1:  Chapter 10: Training and Preparation  Chapter 11: Internal Conflict  Chapter 12: Internal Transformation  Block 2:  Chapter 13: First Major Setback  Chapter 14: Dark Night of the Soul  Chapter 15: Renewed Hope  Block 3:  Chapter 16: Rising Stakes  Chapter 17: Obstacles and Allies  Chapter 18: Halfway Point  \*\*Act 3: New Beginnings (Chapters 19-27)\*\*  Block 1:  Chapter 19: All Is Lost  - Pet The Dog  Chapter 20: New Plan and Determination  Chapter 21: Moment of Truth  Block 2:  Chapter 22: Final Preparation  Chapter 23: Climax Nears  Chapter 24: Final Confrontation  Block 3:  Chapter 25: Overcoming Challenges  Chapter 26: Triumph and Victory  Chapter 27: Aftermath and Consequences |

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|  | **TEMPLATE-1824: James Scott Bell Super Structure** |
| **Purpose** | **Usage**: Long stories |
|  | <!-- 1824: James Scott Bell Super plot structure / 14 Events -->  \*\*ACT 1\*\*  1. Disturbance. Start with trouble and describe how that threatens the protagonist. Have immediate conflict of some sort.  2. Care package. The protagonist has a relationship with someone they really cares for and will fight for. The relationship started before the start of the story and will touch on the character’s flaw.  3. Argument against transformation. The protagonist doesn’t want to change, they don’t recognise their flaw and would rather have the status quo.  4. Trouble brewing. There is a hint of trouble to come.  5. Doorway of no return #1. There is no going back. The protagonist has to confront physical or metaphorical death or overcome it, or they will literally or figuratively die.  \*\*ACT 2\*\*  6. Kick the shins. Soon after step 5 the protagonist must face an obstacle that is death threatening. This can be an emotional jolt or a deepening of the stakes. This step instils confidence in the reader that the rest of the book will be worthwhile reading.  7. The mirror moment. The protagonist takes a look at themself in the figurative mirror and has to decide to change (and face their flaw) or die.  8. Pet the dog. The protagonist stops in the middle of their own troubles to help someone weaker.  9. Doorway of no return #2. major crisis or setback or some kind of clue or discovery (Though this must NOT be discovered through coincidence).  \*\*ACT 3\*\*  10. Act 3: Mounting forces. Building momentum and ensuring the protagonist’s forces are aligned for the final battle.  11. Lights out. The protagonist can’t possible win.  12. Q Factor (based on Q in James Bond). The Q in this case is the emotional impetus set up in Act 1 that comes back in Act 3 to provide inspiration or instruction. Sometimes this is physical help. Fear makes the protagonist run but the Q factor makes him or her stay.  13. Final Battle. The whole point of the novel. The resolution should be based on the mirror moment.  14. Transformation. The final notes. The tidy up. Tie this to the mirror moment. |

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|  | **TEMPLATE-1825: lester dent pulp fiction** |
| **Purpose** | **Usage**: Any length gritty, noir, detective/mystery/action/thriller stories  <https://www.firstdraftpro.com/blog/the-ultimate-guide-to-the-lester-dent-formula> |
|  | <!-- 1825: Lester Dent Pulp Fiction plot / 24 Events -->  \*\*ACT 1: The Setup\*\*  The inciting incident happened just before the story starts and the protagonist is already in the thick of things.  First line: Introduce the protagonist and the trouble they are in right in the first line of the story.  First paragraph: Expand slightly on the tricky situation the protagonist is in and hint at the problem they will have to solve by the end of the story.  Jump into action: The protagonists immediately grapples with the problem head on but fails.  Bring in allies and counterparts: Introduce the other characters and have them actively engage with the protagonist and the problem as well.  Altercation 1: Near the end of Part 1, the protagonist must get into a physical conflict.  Achieve something: the protagonist must achieve something but not solve the mystery. For example, they release a captive, discover a piece of the treasure, they uncover a clue.  Plot twist 1: In keeping with the pulp genre, it's important to end with a surprise twist: something or someone is not what it seems.  \*\*ACT 2: Rising Tension\*\*  Misleading elements make readers believe the story is moving toward a resolution. At the end of Act Two, it becomes apparent that the protagonist’s efforts are floundering.  Up the tension: You can do this in a few ways: Have the villain commit another crime. Have your protagonist make a mistake. Introduce a time-limit on solving the problem.  Struggling to cope: The protagonist buckles under the heightened pressure.  Minor surprises: Add to the mystery by including small surprises in this section. A door bangs closed. A sudden gust of wind knocks a picture off the wall. A barking dog goes eerily silent. Why?  Altercation 2: The protagonist gets in another physical fight - generally with a minion of the villain. Try to make it different from the first one (a new foe, different weapons, a challenging location).  Plot twist 2: Another thing is not as it seems.  \*\*ACT 3: Glimmer of Hope\*\*  The protagonist is making progress and the end is almost in sight when they go wrong. Everything they have tried failed to resolve the problem and possibly made matters worse.  Ratchet the tension way up: Things are going from bad to worse now. The time-limit is looming. The villain is escalating their efforts.  A glimmer of hope: The protagonist makes some progress closing in on the villain and/or solving the mystery.  Altercation 3: The glimmer of hope leads to a third physical conflict (perhaps directly with the villain. rather than one of their minions).  Plot twist 2: The third plot twist is very, very bad for the protagonist and they feel like all is lost. They are in an impossible situation and don't see a way out.  \*\*ACT 4: The Climax and Resolution\*\*  Last straw: The protagonist is already miserable, but now their situation becomes worse.  Escape: The protagonist uses their specialist skills to escape a desperate situation and to defeat the villain.  Loose ends: Tie up all remaining mysteries.  Final plot twist: Finish with a final plot twist right at the end (for example: the villain's identity is revealed and they turn out to be someone unexpected, the treasure is fake, the thing they were smuggling is not an item at all but a person, etc).  Punchline: End with a punchline that is clever, snappy, and leave the reader feeling satisfied. |

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|  | **TEMPLATE-1826: dan harmon story circle (enhanced)** |
| **Purpose** | **Usage**: Any length stories  Dan Harmon’s condensed modern take on The Hero’s Journey. Although suitable for any length stories, ideal for short stories (e.g., episodes of Community, Rick and Morty)  **NOTE**: In my testing, all LLMs contain erroneous data about the Story Circle. Proceed with caution. |
|  | <!-- 1826: Dan Harmon Story Circle / 8 Events -->  \*\*ACT 1\*\*  Chapter 1: In A Zone of Comfort  - Hook  - Save The Cat  Chapter 2: They Desire Something  \*\*ACT 2a\*\*  Chapter 3: Enter an Unfamiliar Situation  - Kick The Cat  Chapter 4: Adapt to the Situation  \*\*ACT 2b\*\*  Chapter 5: Get What They Desired  Chapter 6: Pay a Heavy Price For Winning  - Pet The Dog  \*\*ACT 3\*\*  Chapter 7: Return to Their Familiar Situation  Chapter 8: Having Changed |

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|  | **TEMPLATE-1827: KiShoTenKetsu (4-Act)** |
| **Purpose** | **Usage**: Longer stories  KiShoTenKetsu is a Japanese (based on a Chinese) plot structure popular in anime, manga, and light novels. Great for Milieu and slice-of-life stories where characters experience limited growth. |
|  | <!-- 1827: KiShoTenKetsu (4-Act) plot structure -->  ACT 1. Introduction (ki)  Briefly introduce characters, settings, and any other information that’s important to the understanding of the story.  ACT 2. Development (shō)  Take your setup and expand on it. Tease out the situation, flesh out the characters. Give readers a broader, or deeper view into the story. This act is about expansion, not change. Show the readers the daily life of the characters.  ACT 3. Twist (ten)  The most important part of the story. The twist is an unexpected turn or development the entire story is building toward. The climax. The twist will often recontextualize the previous events of the story. The twist does not have to be world shaking. The twist can be humorous or just to surprise the reader.  ACT 4. Conclusion (ketsu)  Wrap up the story. Show how the characters respond to the revelation or unforeseen event. The aftermath of the twist. The characters don’t have to show growth, and sometimes barely any action has happened. |

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|  | **TEMPLATE-1828: story elements PLOT structure** |
| **Purpose** | **Usage**: Any length story.  Very basic plot structure for maximum flexibility. Great for short stories. |
|  | <!-- 1828: Story Elements plot structure / 5 Events -->  Character and Setting introduced:  -Save The Cat: Show the protagonist doing something nice or helpful for someone else.  Conflict introduced:  - Kick The Cat: Show the antagonist doing something hurtful to someone else.  Rising action:  - Pet The Dog: In the midst of their trials, the protagonist stops to help someone weaker than themselves.  Climax  Resolution |

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|  | **TEMPLATE-1850: Character profile-mc** |
| **Purpose** | List of questions for the AI to answer when creating a main character. Also creates a fact file and image prompt for MidJourney, DALL-E, etc.  Insanely long character profile template: <http://www.epiguide.com/ep101/writing/charchart.html> |
|  | 1. General Information  - Name  - Age or age range  - Race  - Gender (male, female, unspecified)  - Origin: (The planet, country, or city they are from)  - Intelligence level (dumb, average, smart, genius)  - Relationship status (single, dating, married, divorced, opportunistic)  2. Character Role and Motivation  - Hero Type:  - Want (What is their goal in the story?)  - Need (What do they need to grow or succeed in the story?)  - Meyers-Brigg personality type  - Archetype  - Attitude toward protagonist (supportive, neutral, antagonistic)  - Attitude toward antagonist (supportive, neutral, combative)  - Defining gestures or mannerisms (e.g., biting lip, avoiding eye contact)  - Self-perception (conceited, modest, vain, confident, etc.)  - How others perceive them  3. Physical Appearance  - Height (short, average, tall)  - Body size (skinny, average, overweight, athletic)  - Hair color  - Eye color  - Skin color  - Clothing style  - Distinguishing physical characteristics (scars, tattoos, piercings, deformities, freckles)  4. Communication Style  - Speaking style (slow, fast, monotone, talkative, professorial)  - Languages spoken and proficiency  - Vocabulary (slang/street, basic, typical, advanced, technical, flowery)  - 5 phrases or words they might use frequently in dialogue and their general body language  -  5. Health and Abilities  - Mental illnesses (if any)  - Addictions (if any)  - Disabilities (if any)  - Medical problems or allergies (if any)  - genre appropriate supernatural or magical abilities (if any)  - Source of abilities (genetic, bite, chemical, divine, technological, magical item)  - Ability weaknesses or limitations  - Ability activation method (always active, physical gesture, keywords, talisman, mechanical switch)  - Cost of using abilities (energy, mana, focus, blood, life force)  - Has the character reached their full potential? (Yes/No)  6. Background and Upbringing  - Childhood experience (sad or happy, neglected, lonely, stable or chaotic)  - Uplifting memory that shaped personality  - Traumatic memory that shaped personality  7. Education and Career  - Primary schooling completed? (Yes/No)  - Secondary schooling (trade school, university)  - Skills training (self-taught, specialized courses, military, downloaded into brain)  - Occupation  - Happiness with occupation (detest, indifferent, enjoy)  - Proficiency in occupation (incompetent, proficient, expert, virtuoso)  8. Relationships and Social Skills  - Introverted or extroverted  - Charismatic or stand-offish  - Strong family ties? (Yes/No)  - Strong friendship ties? (Yes/No)  - Animal lover? (Yes/No)  - Can keep secrets or is a gossip  9. Personality and Lifestyle  - Morning or night person  - Clothing style  - Uses recreational drugs (tobacco, alcohol, illicit)? (Yes/No)  - Neat and tidy or messy  - Adventurous or a homebody  - Punctual or tardy  - Stress response (stoic, calm, emotional, sentimental)  - Positive traits: (Choose 3)  - Flaws: (choose 2)  - Quirks and eccentricities: (choose 2)  - Irrational Triggers: 2 or more things that make the character act irrational and abandon logic for emotion. Could be tied to backstory or be annoyances they overreact to.  - 2 nervous tics or awkward habits they engage in when experiencing heightened emotions  10. Morals, Beliefs, and Alignment  - Religiosity (agnostic, spiritual, believer, devout, zealot)  - Superstitious? (Yes/No)  - D&D Alignment (Lawful, Neutral, Chaotic) and (Good, Neutral, Evil)  - Fears  - Motivations  11. Additional Personality Traits  - Key personality traits (e.g., brave, curious, pessimistic)  - Optimist or pessimist  - Leader or follower  - Internal conflicts or contradictions  12. Unresolved Conflicts and Struggles  - Unresolved conflicts with others  - Inner struggles or doubts  - Misguided or unhealthy motivations (false beliefs)  Generate a Fact File  Act as a prompt engineer and create an image prompt that can be used by MidJourney or Stable Diffusion |

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|  | **TEMPLATE-1850b: Character profile** |
| **Purpose** | List of questions for the AI to answer when creating a main character. |
|  | Character Sheet by @Fin - M7THY  Below is a Character Sheet for use in this process which can be presented in five different ways:  0. micro: This does NOT really use the character sheet at all, but a single field from it: [\*\*Name:\*\* (Place response here)].  1. mini: This only uses the topmost part of the character sheet and ends imeadiately before "## Physical traits".  2. small: This uses the topmost part of the character sheet and ends imeadiately before "## General:".  3. normal: This uses the topmost part of the character sheet and ends imeadiately before "## Voice Characteristics:".  4. full: This uses the whole of the character sheet, that is the text between [ and ] below.  [  # CHARACTER SHEET:  \*\*Type of character:\*\* (Place response here)  \*\*Name:\*\* (Place response here)  \*\*Names/Nicknames:\*\* (Throughout their life)  \*\*Role in Story:\*\* (Place response here)  \*\*Occupation:\*\* (Job Title and description go here if any)  ## Physical traits  \* \*\*Race:\*\* (Place response here)  \* \*\*Age:\*\* (Place response here)  \* \*\*Sex at Birth:\*\* (Place response here)  \* \*\*Physical Gender:\*\* (Place response here)  \* \*\*Hair colour:\*\* (Place response here)  \* \*\*Hair Style:\*\* (Place response here)  \* \*\*Eye Colour:\*\* (Place response here)  \* \*\*Height:\*\* (Place response here)  \* \*\*Weight:\*\* (in pounds also converted to stones and pounds)  \* \*\*Build:\*\* (Place response here)  \* \*\*Distinguishing Features:\*\* (Place response here)  \* \*\*Physical Description:\*\* (Place response here)  \* \*\*General Appearance:\*\* (Place response here)  ## Physicality  \* \*\*What is the character's preferred outfit, and do they wear glasses or any accessories?:\*\* (Place response here)  \* \*\*How would one describe the character's grooming habits, distinguishing mannerisms, and overall health?:\*\* (Place response here)  \* \*\*Do they have any Distinguishing “tics” and mannerisms?:\*\* (Place response here)  \* \*\*How do they move i.e. gait? Are they confident with powerful strides? Lazy stroll? ast, walks at a clip? Distracted, eyes on the ground? Other?:\*\* (Place response here)  \* \*\*Relationship status:\*\* (Place response here)  ## General:  \* \*\*Intelligent Quotient:\*\* (provide score details)  \* \*\*Pets:\*\* (provide summary details)  \* \*\*Loves:\*\* (Place response here)  \* \*\*Likes:\*\* (list 6)  \* \*\*Dislikes:\*\* (list 6)  \* \*\*Hates:\*\* (Place response here)  \* \*\*Hobbies & Interests:\*\* (Place response here)  \* \*\*Favourite Meal:\*\* (Place response here)  \* \*\*Favourite Music:\*\* (Place response here)  \* \*\*Favourite Dessert:\*\* (Place response here)  \* \*\*Favourite Drink:\*\* (Place response here)  \* \*\*Favourite Colour:\*\* (Place response here)  ## Personality:  \* \*\*Myers-Briggs Personality Type:\*\* (Place response here)  \* \*\*Myers-Briggs Personality Type Description:\*\* (Place response here)  \* \*\*Myers-Briggs Character Archetype:\*\* (provide summary details)  \* \*\*Enneagram Character Type:\*\* (provide summary details)  \* \*\*Moral Alignment:\*\* (Place response here)  \* \*\*Moral Alignment Description:\*\* (provide summary details)  \* \*\*Personality traits:\*\* (Place response here)  \* \*\*Specific mannerisms:\*\* (Place response here)  \* \*\*Recurring nightmare and what it means:\*\* (Place response here)  \* \*\*Internal Characteristics:\*\* (Place response here)  \* \*\*Fears and Phobias:\*\* (Place response here)  \* \*\*Inner Motivation:\*\* (Place response here)  \* \*\*Kryptonite:\*\* (Character's main weakness)  \* \*\*Misbelief about the World:\*\* (Place response here)  \* \*\*Lesson to Learn:\*\* (Place response here)  \* \*\*Best Thing in Their Life:\*\* (Place response here)  \* \*\*Worst Thing in Their Life:\*\* (Place response here)  \* \*\*Deepest Secret:\*\* (Place response here)  \* \*\*Has a Fascination with:\*\* (Place response here)  \* \*\*Quotes or sayings they are known for:\*\* (Place response here)  \* \*\*Biggest dream for their life:\*\* (Place response here)  \* \*\*Accomplishments/Achievements they are proud of:\*\* (Place response here)  \* \*\*A secret that no one else knows about them:\*\* (Place response here)  \* \*\*Actions they have taken in their lives they are ashamed of:\*\* (Place response here)  \* \*\*Views on Others:\*\* (What they often look down on people for)  \* \*\*What Makes Their Heart Feel Alive:\*\* (Place response here)  \* \*\*Feeling Loved:\*\* (What makes them feel loved and who was the last person to make them feel that way)  \* \*\*Top Values:\*\* (list 3)  ## Voice Characteristics:  \* \*\*Regional or other accent:\*\* (type and strength of accent affects others understanding the character)  \* \*\*Tone & Tempo:\*\* (Place response here)  \* \*\*Vocabulary and Diction:\*\* (Influenced by education and background)  \* \*\*What is their Style of speech (elevated, educated, peppered with slang, etc.):\*\* (Place response here)  \* \*\*What is their Tempo of speech (rapid, slow, measured, drawl, etc.):\*\* (Place response here)  \* \*\*What is their speech Pitch (melodic, gravelly, deep, etc.):\*\* (Place response here)  \* \*\*What is their Level of eye contact (direct, shifty, etc.):\*\* (Place response here)  \* \*\*What Laughter? What do they tend to find funny?:\*\* (Place response here)  \* \*\*Emotive? Do they wear their emotions on their sleeve? How easily can others read them?\*\* (Place response here)  ## Sample Dialogues Based on Personality and Background:  \* \*\*Expressing Disagreement:\*\* (Dialogue example here.)  \* \*\*Giving a Command:\*\* (Dialogue example here.)  \* \*\*Comforting Someone:\*\* (Dialogue example here.)  \* \*\*Expressing Joy:\*\* (Dialogue example here.)  \* \*\*Being Defensive:\*\* (Dialogue example here.)  \* \*\*Being Flirtatious:\*\* (Dialogue example here.)  ## Philosophy:  \* \*\*Personal Beliefs:\*\* (Place response here)  \* \*\*Religion:\*\* (Place response here)  ## Psychology:  \* \*\*Method of Manipulation:\*\* (Place response here)  ## Background and history:  \* \*\*Childhood events that shaped their life:\*\* (list 3)  ## Internal  \* \*\*Goals:\*\* (What they want to accomplish in life)  \* \*\*Dissatisfaction:\*\* (How they are dissatisfied with their life)  \* \*\*True Happiness:\*\* (What they believe will bring true contentment)  \* \*\*Action to Achieve Dream:\*\* (Definitive step they could take)  \* \*\*Fear's Influence:\*\* (How fear has prevented them from acting)  \* \*\*Strategy:\*\* (How they feel they can achieve their goal while avoiding their fear)  ## Personal Activities  \* \*\*Daily Routine:\*\* (Place response here)  \* \*\*Cure for a Bad Day:\*\* (Their go-to remedy)  \* \*\*Precious Object:\*\* (Object they can't bear to part with and why, describe item)  \* \*\*Typical Outfit:\*\* (Very Detailed description from top to bottom)  \* \*\*Equipment & Possessions:\*\* (Place response here)  ## Backstory Scene  \* \*\*Scene Description:\*\* (The scene that changed everything)  \* \*\*Prior Beliefs:\*\* (What they believed before the scene)  \* \*\*Surprise:\*\* (How they were surprised by the outcome)  \* \*\*Struggle:\*\* (How they struggle to hold onto their old beliefs)  \* \*\*Descriptive Backstory:\*\* (500 words here)  \* \*\*Internal Thoughts:\*\* (150 words here)  \* \*\*Additional Information:\*\* (Optional) |

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|  | **TEMPLATE-1850c: Character profile (abbie Emmons)** |
| **Purpose** | List of questions for the AI to answer when creating a main character. |
|  | Character Basics  Character's name: <name>  Nicknames: <nickname>  Role in story: <role>  Physical Description: <description>  Age: <age>  Level of intelligence and education: <brains>  Personality Type: <type>  Distinctive skills/abilities: <abilities>  What is their greatest fear: <fear>  What is their misbelief about the world? <misbelief>  What happened in their past to make them believe this lie? <ghost>  What do they most criticize others for? <criticize>  What is their love language? <language>  List any mental illnesses, allergies, disabilities, or addictions: <health>  How do they respond to emotional pain? <pain>  Top three things they value most in life? <3 things>  Is there an object they can't bear to part with and why? <object>  Describe a typical outfit for them from top to bottom: <outfit>  What is their method of manipulation? <manipulation>  Prioritize: Love, money, power, knowledge? <priority>  Character Goals  How is your character dissatisfied with their life? <dissatisfaction>  What is their dream life style? Where would they live? What would they do? Who would they associate with? <dream>  What does the character believe bring them true happiness or contentment? <happiness>  What definitive step could they take to turn their dream(s) intro a reality? <step>  How has their fear kept them from taking this action already? <inaction>  How does your protagonist feel they can accomplish their goal while steering clear of the thing they are afraid of? <accomplish goal>  What is on their bucket list? <bucket>  Relationships and Conflicts  In a few words, describes the MC's relationship with this character (include story examples if desired) <relationship>  What are some points of conflict in their relationship? <conflicts>  What do they agree on? <agree>  What do they disagree on? <disagree>  Do they keep any secrets from each other? If so, what and why? <secrets>  How did they meet and and how long have they known each other? <origins>  How will their relationship change over the course of the story? <change> |

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|  | **TEMPLATE-1851: Character profile-secondary** |
| **Purpose** | List of questions for the AI to answer when creating secondary characters. |
|  | 1. General Information  - Name  - Age or age range  - Race  - Gender (male, female, unspecified)  - Origin: (The planet, country, or city they are from)  - Intelligence level (dumb, average, smart, genius)  - Relationship status (single, dating, married, divorced, opportunistic)  2. Character Role and Motivation  - Want (What is their goal in the story?)  - Need (What do they need to grow or succeed in the story?)  - Meyers-Brigg personality type  - Archetype  - Attitude toward protagonist (supportive, neutral, antagonistic)  - Attitude toward antagonist (supportive, neutral, combative)  - Defining gestures or mannerisms (e.g., biting lip, avoiding eye contact)  - Self-perception (conceited, modest, vain, confident, etc.)  - How others perceive them  3. Physical Appearance  - Height (short, average, tall)  - Body size (skinny, average, overweight, athletic)  - Hair color  - Eye color  - Skin color  - Clothing style  - Distinguishing physical characteristics (scars, tattoos, piercings, deformities, freckles)  4. Communication Style  - Speaking style (slow, fast, monotone, talkative, professorial)  - Languages spoken and proficiency  - Vocabulary (slang/street, basic, typical, advanced, technical, flowery)  - 2 phrases or words they might use frequently in dialogue and their general body language  5. Health and Abilities  - genre appropriate supernatural or magical abilities (if any)  - Source of abilities (genetic, bite, chemical, divine, technological, magical item)  - Ability weaknesses or limitations  - Ability activation method (always active, physical gesture, keywords, talisman, mechanical switch)  - Cost of using abilities (energy, mana, focus, blood, life force)  7. Education and Career  - Occupation  - Happiness with occupation (detest, indifferent, enjoy)  - Proficiency in occupation (incompetent, proficient, expert, virtuoso)  8. Relationships and Social Skills  - Introverted or extroverted  - Charismatic or stand-offish  - Strong family ties? (Yes/No)  - Strong friendship ties? (Yes/No)  - Animal lover? (Yes/No)  - Can keep secrets or is a gossip  9. Personality and Lifestyle  - Stress response (stoic, calm, emotional, sentimental)  - Positive traits: (Choose 2)  - Flaws: (choose 2)  - Quirks and eccentricities: (choose 1)  - Irrational Triggers: 2 or more things that make the character act irrational and abandon logic for emotion. Could be tied to backstory or be annoyances they overreact to.  10. Morals, Beliefs, and Alignment  - D&D Alignment (Lawful, Neutral, Chaotic) and (Good, Neutral, Evil)  - Fears  - Motivations  11. Additional Personality Traits  - Key personality traits (e.g., brave, curious, pessimistic)  - Optimist or pessimist  - Leader or follower  - Characters with a Supportive attitude should act as a foil - they share the goal of the protagonist or antagonist but have conflicting motivations, assumptions, and opinions |

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|  | **TEMPLATE-1852: Character profile-incidental** |
| **Purpose** | List of questions for the AI to answer when creating incidental characters. |
|  | 1. General Information  - Name  - Age or age range  - Race  - Gender (male, female, unspecified)  2. Character Role and Motivation  - Attitude toward protagonist (supportive, neutral, antagonistic)  - Attitude toward antagonist (supportive, neutral, combative)  3. Physical Appearance  - Height (short, average, tall)  - Body size (skinny, average, overweight, athletic)  - Clothing style  - Distinguishing physical characteristics (scars, tattoos, piercings, deformities, freckles)  4. Communication Style  - Speaking style (slow, fast, monotone, talkative, professorial)  - Vocabulary (slang/street, basic, typical, advanced, technical, flowery)  7. Education and Career  - Occupation  - Proficiency in occupation (incompetent, proficient, expert, virtuoso)  8. Relationships and Social Skills  - Introverted or extroverted  - Charismatic or stand-offish  11. Additional Personality Traits  - Key personality traits (e.g., brave, curious, pessimistic) |

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|  | **TEMPLATE-1853: Character profile-companion** |
| **Purpose** | List of questions for the AI to answer when creating companion characters (they’re always present, like a pet, but have no impact on the story.) |
|  | 1. General Information  - Name  - Age range  - Race  - Gender (male, female, unknown)  2. Character Role and Motivation  - How do they provide motivational or emotional support or comfort to the protagonist and the protagonist's associates?  3. Physical Appearance  - Body size (tiny, average, large)  - Distinguishing physical characteristics (scars, tattoos, piercings, deformities, freckles)  4. Communication Style  - Speaking style (slow, fast, monotone, talkative)  - Vocabulary (silent, grunts or beeps, catchphrases, mimics others)  11. Additional Personality Traits  - Key personality traits (e.g., brave, curious, pessimistic) |

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|  | **TEMPLATE-1855: interview questions** |
| **Purpose** | List of questions for the AI to answer when role playing as a character in the story. Helps the character flesh out their portrayal by making them the hero of the story. |
|  | **[GOOD GUYS]**  Does the story fairly convey your part in it?  What was your greatest fear going into this story, and how did you overcome it?  What was the most difficult choice or sacrifice you had to make?  What moment tested your resolve the most, and how did you find the strength to keep going?  What could the antagonist done to have thwarted you or demoralized you enough to give up?  What did you learn about yourself over the course of these events?  How have the events of the story changed you as a person?  If you could go back, what would you do differently?  What are your driving motivations now that the story has concluded?  For better or worse, how do you want to be remembered by History?  **[/GOOD GUYS]**  **[BAD GUYS]**  Does the story fairly convey your part in it?  From your perspective, what justifications did you have for your comments and actions?  Were there any moments where you questioned your motivations or beliefs?  What could the protagonist have done differently to change the course of events and allow you to defeat them?  Do you have any regrets about the choices you made?  How has your viewpoint shifted, if at all, after the climax?  What drove the conflict between you and the protagonist to such extremes?  How would you rewrite the story to show that you are the main character and the protagonist is the true antagonist in the story?  For better or worse, how do you want to be remembered by History?  **[/BAD GUYS]**  **[HELPERS]**  Does the story fairly convey your part in it?  How was your loyalty to the protagonist tested during the story?  What moments reinforced or challenged your beliefs about the protagonist?  Were you ever tempted to abandon the protagonist's cause? What kept you committed?  How has your relationship with the protagonist evolved?  What did you learn about yourself from your role in these events?  Were there missed opportunities where you could have been more supportive?  For better or worse, how do you want to be remembered by History?  **[/HELPERS]** |

# 15: Prompt Engineering

Optional codex entries for creating or converting Chat prompts to use the URAPIER framework.

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| **Type** | SERIES |
| **Codex Category** | Other |
| **Custom Category** | Name: 15\_PROMPT-ENGINEERING  Color: Light Gray  Associated Tags: PROMPT-ENGINEER  Associated Types: Others |
| **Usage** | 1. Copy the prompt into the Description field. 2. Set the Tag to PROMPT-ENGINEER |

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|  | **REFERENCE – URAPIER Prompt framework** |
|  | DESCRIPTION:  The URAPIERS prompt framework is an acronym for creating consistent chat prompts that work across multiple LLMs. URAPIERS is an acronym for USAGE - ROLE - AUDIENCE - PURPOSE - INSTRUCTIONS - EXAMPLES – RESULTS - STEPS  U - \*\*Usage\*\*. Notes to the user on how to use the prompt like the custom prompt to select in Chat  R - \*\*Role. \*\*Shape\*\* \*\*the AI behavior by telling it to act like an expert: writing assistant, editor, drunk critic  A - \*\*Audience. \*\*Whom the output is intended to be used by: [genre name] author, ghostwriter, TTS engine  P - \*\*Purpose. \*\*The goal of the prompt: to create a plot outline, scene beat, character profile, et.  I - \*\*Instructions. \*\*Step-by-step instructions and/or\*\* \*\*guidance to the AI on how to perform the task  E - \*\*Examples.\*\* Provide examples of Input text and what the Output text should look like after the AI carries out the instructions  R - \*\*Results\*\*. The format (Markdown, bullet list, fact file) and/or destination (codex, snippet, scene beat, prose, scene summary) of the prompt output.  S - \*\*Steps\*\*. Reminder of next steps for the user.  ======================  [USAGE]  When the author says 'usage' or 'help', provide the following output:  \*\*Usage\*\*:  1. Use with custom prompt (NAME)  2. Type 'begin' into the Chat window  3. Save the output to a named Snippet.  4. Follow any instructions given by the Codex prompt  [/USAGE]  [ROLE]  ( Role the AI is to take: assistant, editor, drunk critic, etc.)  [/ROLE]  [AUDIENCE]  (Whom the output is intended for: [genre name] author, ghostwriter, TTS engine, etc.)  [/AUDIENCE]  [PURPOSE]  (Purpose of the prompt, e.g., to create a plot outline, scene beat, character profile, etc.)  [/PURPOSE]  [INSTRUCTIONS]  (Instructions\*\* \*\*/ guidance to AI on how to perform the task)  [/INSTRUCTIONS]  [EXAMPLES]  (Relevant examples\*\* \*\*that show the AI how to carry out the instructions)  [/EXAMPLES]  [RESULTS]  (The format, such as Markdown, bullet list, fact file, etc., and/or destination of the prompt output, such as codex entry, snippet, scene beat, prose, or scene summary)  [/RESULTS]  [STEPS]  Print the following verbatim:  Remind the author to:  (list of steps to complete)  [/STEPS] |

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|  | **template – urapierS prompt framework** |
|  | [USAGE]  When the author says 'usage' or 'help', provide the following output:  \*\*Usage\*\*:  1. Use with custom prompt { NAME }  2. Type 'begin' into the Chat window  3. Save the output to a named Snippet.  4. Follow any instructions given by the Codex prompt  [/USAGE]  [ROLE]  [/ROLE]  [AUDIENCE]  [/AUDIENCE]  [PURPOSE]  [/PURPOSE]  [INSTRUCTIONS]  [/INSTRUCTIONS]  [EXAMPLES]  [/EXAMPLES]  [RESULTS]  [/RESULTS]  [STEPS]  Print the following verbatim:  Remind the author to:  [/STEPS] |

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|  | **urapierS prompt builder** |
|  | <! USAGE: run with PBN / General - Compliant custom prompt  Copy your idea, or the name of an old Codex entry prompt, into the SOURCE field. - ->  Act as an expert prompt engineer assisting a fiction author who co-writes with AI. Your purpose is to transcribe the prompt in SOURCE to use the template in TEMPLATE - URAPIERS Prompt Framework  [SOURCE]  [/SOURCE] |

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|  | **REFERENCE-1965: LLM Action verb rankings** |
|  | The verbs you use when creating a prompt can significantly affect the quality of the results you achieve. The verbs below work like the temperature settings of the LLM to increase or decrease creativity, thinking time, or permission to alter your text.  ### Brainstorm, Plan & Create  <u>Category Rank (lowest to highest level of creativity)</u>  - Foundational: \*Recommend, Suggest, Generate, Plan\*  - Developing: \*Outline, Create, Develop, Design, Plot\*  - Visionary: \*Formulate, Compose, Craft, Refine, Conceive, Invent, Envision, Construct, Enhance\*  ### Analyze Text  <u>Category Rank (Least to Most Thoughtful Analysis)</u>  - Least Contemplative (Information Gathering): \*Read, Parse\*  - Moderate Contemplation (Understanding & Assessment) \*Review Examine\*  - More Contemplative (Insight & Judgment) \*Analyze, Evaluate\*  - Most Contemplative (Deep Insight, Creation, & Criticism) \*Interpret, Critique, Synthesize, Deconstruct\*  ### Manipulate Text  <u>Category Rank (Least to Most Permissive of Altering the Text)</u>  - Least Permissive (Minimal to No Alteration): \*Transcribe, Format, Convert, Organize\*  - Moderately Permissive (Limited Alteration): \*Rearrange, Edit\*  - More Permissive (Substantial Alteration): \*Reorganize, Revise, Modify\*  - Most Permissive (Extensive to Complete Alteration): \*Alter, Enhance, Adapt, Transform\* |

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|  | **planning-138: CHAtbot role prompts** |
| **Purpose** | Roles help a chatbot dial in their knowledge to provide better, more accurate answers to questions. A chatbot can act as nearly any profession you can think of. The following roles may prove useful in planning and world building. |
| **Custom Prompt(s)** | Workshop Chat > Unrestricted Chat  Workshop Chat > General Purpose |
| **Usage** | 1. In Chat, select Unrestricted or General Purpose custom prompt and an LLM. 2. Copy-and-paste a prompt below into the chat window. 3. Ask the Chatbot to answer questions |
| **Prompts** | <https://github.com/f/awesome-chatgpt-prompts?tab=readme-ov-file#prompts>  **Act as a fictional tour guide for the locations in my story**. Describe the sights, sounds, and smells as we walk around. Tell me people, places, and events worth experiencing. Provide tidbits of culture, politics, and religion of the area. What historical events, trade goods and services, and foods is the area famous for. Also mention any negatives of the area, real or rumored, and what types of crime I might encounter.  **Act as a Journalist in my fictional world.** You will report on breaking news, write feature stories and opinion pieces, develop research techniques for verifying information and uncovering sources, adhere to journalistic ethics, and deliver accurate reporting using your own distinct style. My first suggestion request is <insert your text>  **Act as a Historian for my fictional world.** You will research and analyze cultural, economic, political, and social events in the past, collect data from primary sources and use it to develop theories about what happened during various periods of history. My first suggestion request is: I need help uncovering facts about < insert your text >  **Act as a New Language Creator**. I want you to translate the sentences I write into a new made up language. I will write the sentence, and you will express it with this new made up language on one line. On the line below it, write in English the parts of speech - verb, noun, adjective, etc., each word of the sentence is in the new language. When I need to tell pass you instructions in English, I will do it by wrapping it in square brackets like [ like this ]. My first sentence is “Hello, what are your thoughts?”  **Act as a ( liar | gaslighter ).** You will use subtle comments and body language to manipulate the thoughts, perceptions, and emotions of your target individual. My first request is that you gaslight me while chatting with you. My sentence: "I'm sure I put the car key on the table because that's where I always put it. Indeed, when I placed the key on the table, you saw that I placed the key on the table. But I can't seem to find it. Where did the key go, or did you get it?"  **Act as a Drunk Person**. You will only answer like a very drunk person texting and nothing else. Your level of drunkenness will be deliberate and randomly make a lot of grammar and spelling mistakes in your answers. You will also randomly ignore what I said and say something random with the same level of drunkenness I mentioned. Do not write explanations on replies. My first sentence is "how are you?"  **Act as a Fallacy Finder**. You will be on the lookout for invalid arguments so you can call out any logical errors or inconsistencies that may be present in statements and discourse. Your job is to provide evidence-based feedback and point out any fallacies, faulty reasoning, false assumptions, or incorrect conclusions which may have been overlooked by the speaker or writer.  **Act as DIY Expert**. You will develop the skills necessary to complete simple home improvement projects, create tutorials and guides for beginners, explain complex concepts in layman's terms using visuals, and work on developing helpful resources that people can use when taking on their own do-it-yourself project. My first suggestion request is "I need help on < insert your topic >  **Act as a Time Travel Guide**. I will provide you with the historical period or future time I want to visit and you will suggest the best events, sights, or people to experience. Do not write explanations, simply provide the suggestions and any necessary information. My first request is "I want to visit the Renaissance period, can you suggest some interesting events, sights, or people for me to experience?” |