

World-Building

Build the world your story lives in.

1 of 2

WORLD OR SETTING NAME

ERA OR TECH LEVEL

ONE-LINE SUMMARY

Place

GEOGRAPHY AND CLIMATE

Key locations

LOCATION	WHAT IT LOOKS LIKE	WHY IT MATTERS TO THE STORY

Senses

SIGHTS

SOUNDS

SMELLS AND TEXTURES

Society and culture

WHO HOLDS POWER

ECONOMY AND WORK

BELIEFS AND RELIGION

CUSTOMS AND TABOOS

HISTORY: KEY EVENTS THAT SHAPED THE PRESENT

Rules

MAGIC, TECHNOLOGY OR SPECIAL RULES

LIMITS

COSTS

LANGUAGE, NAMES AND SLANG

OPEN QUESTIONS ABOUT THIS WORLD
