

Storymaster User Guide

Storymaster is a comprehensive creative writing tool that helps you plan stories and build worlds. It combines visual story plotting (Litographer) with detailed world-building (Lorekeeper) in one integrated application.

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Core Concepts

Project Hierarchy

```
User
└── Setting (World)
    ├── Storyline (Plot)
    │   ├── Section
    │   └── Nodes (Plot Points)
```



Key Terms

Setting: A world or universe for your stories. Multiple storylines can exist in one setting, sharing the same lore. Perfect for series, sequels, or interconnected stories.

Storyline: A specific plot within a setting. Composed of Sections containing Nodes that represent your story's structure.

Litographer - Story Structure

Sections

Sections divide your storyline into meaningful parts, similar to Aristotle's plot structure or dramatic acts. Each section has a tension type that visualizes story pacing:

Type	Purpose	Visual
Tension Sustains	Maintain current tension level	Flat line: _____
Tension Increases	Build suspense and conflict	Rising: /
Singular Moment	Climactic peaks or reveals	Peak: ^
Tension Lowers	Resolution or calm periods	Falling: \

Example Story Arc:

```

Exposition   Rising Action   Climax   Falling Action   Resolution
_____       /           ^           \           _____
  
```

Nodes

Nodes are individual plot points within sections. Each node represents a key story moment:

- **Exposition:** Introduce setting, characters, or context
- **Action:** Events that drive the plot forward
- **Reaction:** Character responses to events
- **Twist:** Unexpected revelations or turns
- **Development:** Character growth or relationship changes
- **Other:** Custom plot points

Node Features:

- Customizable shapes (rectangle, circle, diamond, star, hexagon, triangle)
- Name and description fields for detailed planning

- Visual connections showing story flow
 - Support for branching narratives (many-to-many connections)
-

Lorekeeper - World Building

Core Lore Types

Characters

Create detailed character profiles with:

- **Basic Info:** Name, title, age
- **Appearance & Personality:** Physical traits and character
- **Background & Role:**
 - Backgrounds: Archetypes from the background library
 - Role: Their function in your story
- **Character Traits:**
 - Alignment: Moral compass (inspired by D&D)
 - Ideal: What they strive for
 - Bond: What ties them to the world/story
- **Relationships:** Track connections to other characters, organizations, and locations

Organizations

Factions, guilds, governments, companies, or any group entity. Track members, rivalries, and influence.

Locations

Places in your world, from continents to rooms. Note features, inhabitants, and significance.

Items

Objects of any scale: magic swords, spaceships, important documents, or family heirlooms.

Events

Historical events that shape your world. Link characters, locations, and organizations involved.

World Lore

General facts about your setting: magic systems, technology levels, cultural norms, natural laws.

Story Notes

Notes directly connected to your Litographer plot points for seamless planning.

Supporting Categories

These help you quickly build consistent characters and worlds:

- **Backgrounds:** Archetypes (e.g., "Noble", "Street Urchin", "Soldier")
 - **Heritage Types:** Races, species, or ethnic groups
 - **Professions:** Available occupations in your world
 - **Skills:** Abilities characters might possess
-

Getting Started

First Launch Setup

Storymaster guides you through initial setup automatically:

1. **Create User Profile:** Your personal account
2. **Create First Setting:** Your first world
3. **Create First Storyline:** Your first plot

Setup is one-time only. After this, you can create unlimited settings and storylines.

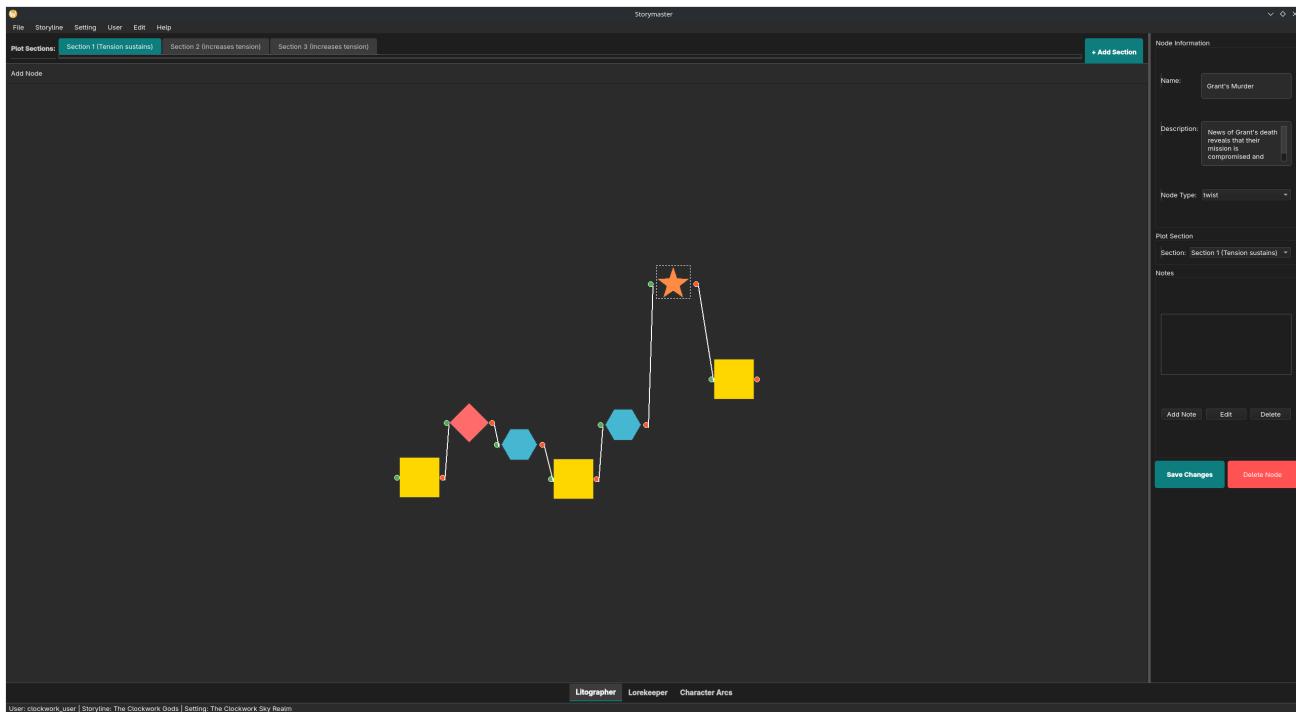
Important Notes

- **Auto-Save:** Everything saves automatically in real-time
- **Local Storage:** All data stored on your computer in a local database
- **No Cloud Required:** Works completely offline
- **No Save Button:** Changes persist immediately
- **Safe to Experiment:** Your data is always preserved

Creating Additional Content

New Setting: File menu → New Setting **New Storyline:** Within a setting, create multiple storylines **Switch Projects:** Use the menu to navigate between settings and storylines

Litographer - Story Mapper



Working with the Canvas

Adding Nodes

- **Right-click** on canvas → "Add Node"
- Fill in node name and description
- Choose node type and shape

Moving Nodes

- **Click and drag** nodes to reposition
- Organize visually to match your story flow

Connecting Nodes

- **Drag from red dot** (output) on one node
- **Drop on green dot** (input) on another node
- Creates directional story flow
- **Many-to-many connections:** Create branching narratives with multiple paths

Managing Sections

- Click "**+ Add Section**" to create a new story segment
- **Right-click section** → Change tension type
- Sections organize nodes and visualize story pacing
- Drag nodes into sections to group related plot points

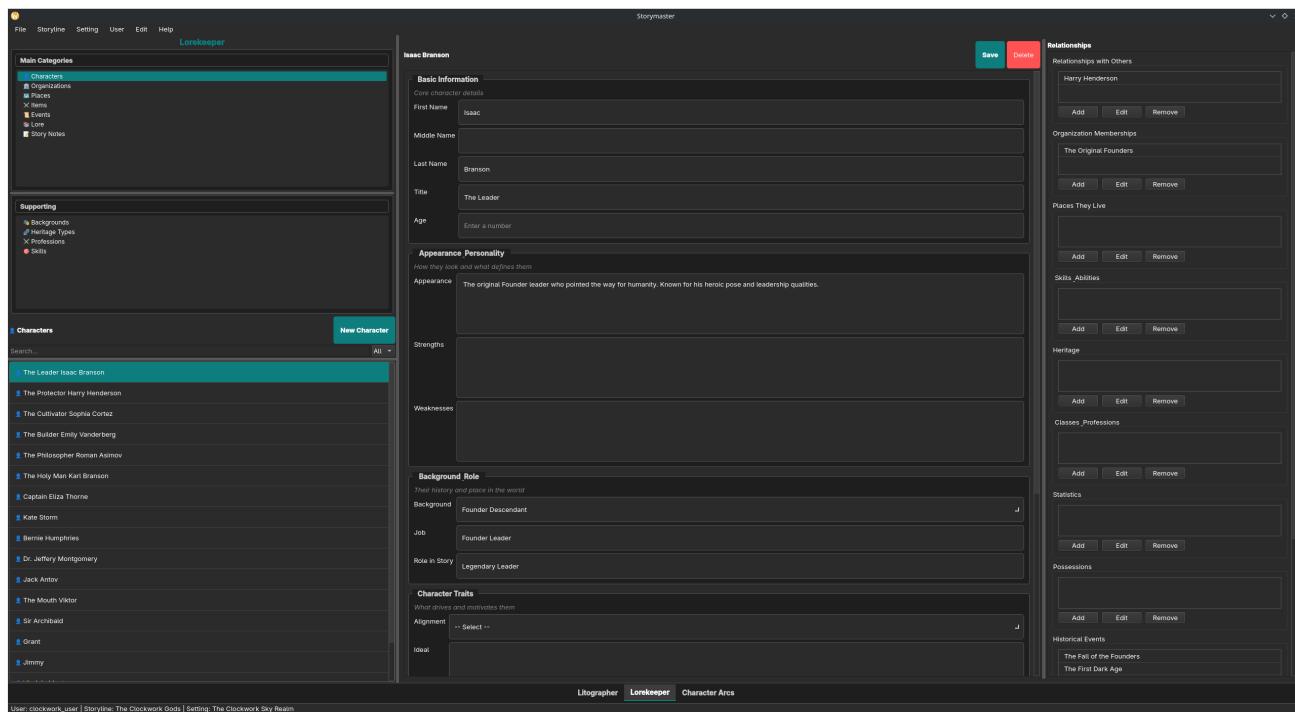
Editing Content

- **Click any node** to edit its details in the side panel
- Update name, description, type, and shape
- **Delete**: Right-click → Delete

Canvas Controls

- **Zoom**: Mouse wheel
- **Pan**: Click and drag on empty space

Lorekeeper - Lore Manager



Three-Panel Interface

Left Panel - Navigation

Browse and select lore entries:

- **Top dropdown**: Choose lore type (Characters, Locations, etc.)
- **Bottom list**: All entries of selected type
- **Search**: Find entries quickly
- **Add New**: Create entries with the "+" button

Middle Panel - Details

View and edit the selected entry:

- Complete form with all relevant fields
- Text areas for descriptions and notes
- Dropdowns for linked data (backgrounds, heritages, etc.)

- All changes auto-save

Right Panel - Relationships

Manage connections between lore entries:

- **Character relationships:** Friends, enemies, family, rivals
- **Organization membership:** Who belongs where
- **Location connections:** Who lives where, what's located where
- **Item ownership:** Who possesses what
- **Event participation:** Who was involved in which events

Working with Lore

1. **Create Entry:** Select type → Click "+" → Fill form
2. **Edit Entry:** Click entry in list → Modify in middle panel
3. **Add Relationships:** Select entry → Use right panel to link
4. **Delete Entry:** Select entry → Delete button (with confirmation)
5. **Cross-reference:** Click linked items to jump to them

Character Arc Page

Order	Title	Story Node	Emotional State
1	Defiant Out...	Escape fro...	Confident but haunted
2	Tempted by...	Meeting Ar...	Hopeful but cautious
3	Confronting...	Eliza and J...	Vulnerable and self-loathing
4	Facing the ...	The Mouth ...	Shocked and determined
5	Accepting ...	No Node	Resolved and purposeful

The Character Arc page helps you track character development throughout your story. Plan how characters change, grow, and evolve from beginning to end.

Tips & Best Practices

Workflow Suggestions

1. **Start with Lore:** Build your world first (characters, locations, factions)
2. **Outline with Sections:** Create major story sections in Litographer
3. **Add Plot Points:** Fill sections with detailed nodes
4. **Connect Lore to Plot:** Link lore entries to relevant story nodes
5. **Iterate:** Refine as your story develops

Organization Tips

- **Use Descriptive Names:** Clear node and lore names help navigation
- **Color Code:** Different node shapes help visually distinguish plot point types
- **Section Structure:** Align with classic story structure (exposition, rising action, climax, falling action, resolution)
- **Relationships Matter:** Rich character relationships create deeper stories
- **Branching Narratives:** Use multiple connections for alternate storylines or character perspectives

Multi-Project Management

- **Series Planning:** One setting, multiple storylines
- **Shared Worlds:** Reuse lore across different plots
- **Standalone Stories:** Each with its own unique setting
- **Genre Experiments:** Switch between different settings and styles

Backup Your Work

While Storymaster auto-saves to a local database:

- **Database Location:** `storymaster.db` in installation folder
- **Backup:** Copy this file periodically to preserve your work
- **Restore:** Replace the .db file to restore from backup

Performance

- **Large Projects:** Storymaster handles extensive lore databases efficiently
- **Complex Plots:** No limit on nodes or connections
- **Offline Always:** No internet required, ever

Need Help?

- **GitHub Issues:** [Report bugs or request features](#)
 - **Documentation:** Check repository README for technical details
 - **Community:** Share your stories and tips with other users
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Happy Writing! 