

STORYMASTER GETTING STARTED

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Concepts

- *Setting*: Settings are worlds. Multiple storylines can happen in one world. The Lore is attached to the setting so you can make a series of stories without rewriting all the lore.
- *Storyline*: Storylines are the plots of your worlds. They are made up of Sections and Sections have Nodes.

Litographer Concepts

- *Section*: A section is a part of the storyline. It maps generally to Aristotle's plot structure. I.e. exposition is one section. You can also line them up with Acts if you want to go that route. Sections come in types such as:
 - Tension Sustains.
 - Increases Tension.
 - Singular Moment.
 - Tension Lowers.



- *Node*: A node is a plot point. They can be of many types including:

- Exposition
- Action
- Reaction
- Twist
- Development
- Other

Lorekeeper Concepts

- *Characters*: Lorekeeper characters are well, characters.
 - Basic Information: Name, Title, Age
 - Appearance / Personality
 - Background / Role
 - Backgrounds are added on the side panel
 - Role is Their role in the story
 - Character Traits
 - Alignment is inspired by dnd
 - Ideal is what the character strives for
 - Bond is something they are bound to
 - Additional Notes
 - Add anything you need.
- *Organizations*: Things like factions, guilds, governments
- *Places*: places
- *Items*: Could be small or large. (Pen or Spaceship)
- *Events*: Historical events that inform the story
- *Lore*: facts about the setting. i.e. magic exists
- *Story Notes*: Are connected to litographer
- *Backgrounds*: General background archetypes for quickly making characters.
- *Heritage Types*: Mostly for fantasy this would be race or that kind of thing.
- *Professions*: What kind of jobs are out there.
- *Skills*: more of a DND type thing
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NOTE

Everything is saved automatically and stored locally.

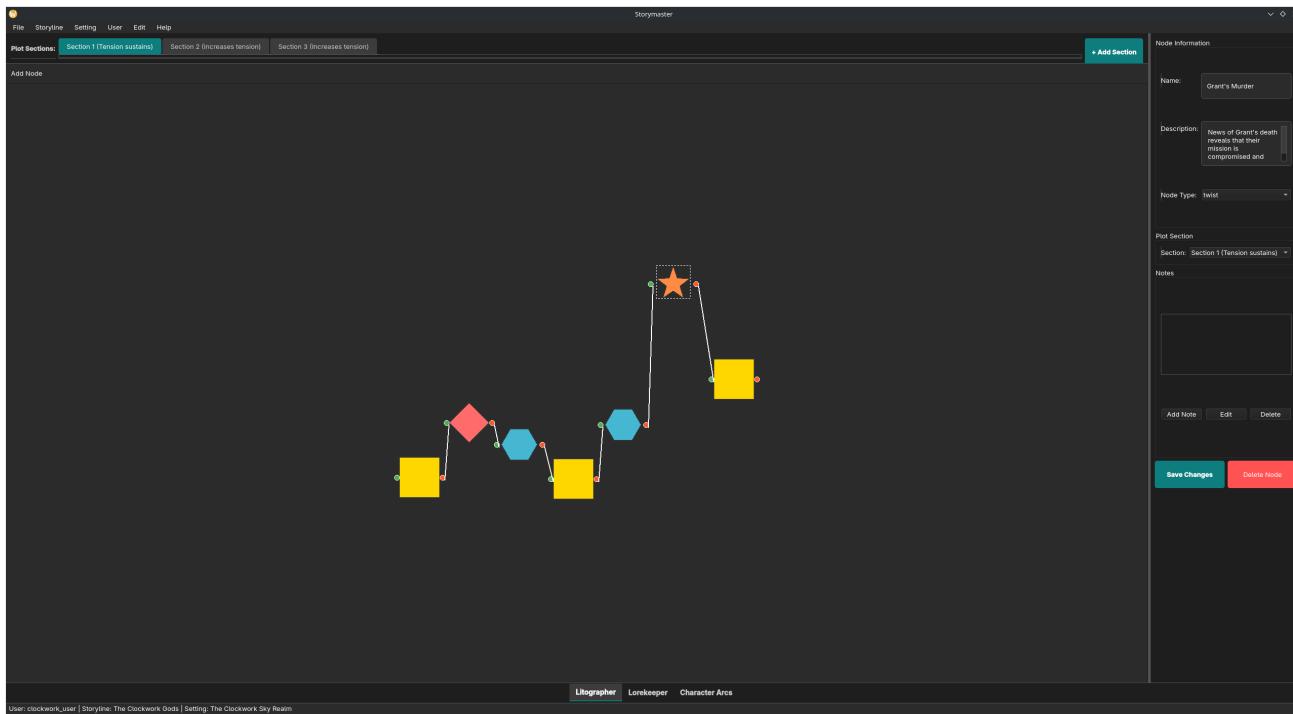
Getting Started

Getting started is automated but here's the flow.

1. Create User.
2. Create First Setting.
3. Create First Storyline.

Setup is only done once. All data is stored in a database that is automatically updated and stored locally. Don't worry about saving too much!`

Litographer - Story Mapper



Litographer - Main Canvas

- Add a node by right clicking > add node
- Click and Drag to move node
- Drag from red to green to connect nodes
 - NOTE: connections are many > many so you can have a branching story if you so desire.
- "+ Add Section" lets you add a plot section
- Right click section to change type

Lorekeeper - Lore Manager

The screenshot shows the Storymaster software interface with the "Lorekeeper" tab selected. The main workspace is titled "Isaac Branson". On the left, there are two panes: "Main Categories" (Characters, Organizations, Places, Items, Events, Lore, Story Notes) and "Supporting" (Backgrounds, Heritage Types, Professions, Skills). Below these are two lists: "Characters" (The Leader Isaac Branson, The Protector Harry Henderson, The Cultivator Sophia Cortez, The Builder Emily Vanderbeig, The Philosopher Roman Asimov, The Holy Man Karl Branson, Captain Eliza Thorne, Kate Storm, Bennie Humphries, Dr. Jeffery Montgomery, Jack Arifly, The Mouth Viktor, Sir Archibald, Grant, Jimmy) and "New Character". The right side of the screen contains several panels for character management:

- Basic Information:** Fields for First Name (Isaac), Middle Name, Last Name (Branson), Title (The Leader), and Age.
- Appearance_Personality:** A description of Isaac as "The original Founder leader who pointed the way for humanity. Known for his heroic pose and leadership qualities."
- Strengths:** An empty field.
- Weaknesses:** An empty field.
- Background_Role:** Fields for Background (Founder Descendant), Job (Founder Leader), and Role in Story (Legendary Leader).
- Character_Traits:** Fields for Alignment ("-- Select --") and Ideal.
- Relationships:** A panel for managing relationships with others, showing entries for Harry Henderson.
- Organization Memberships:** A panel for managing organization memberships, showing "The Original Founders".
- Places They Live:** A panel for managing places they live.
- Skills Abilities:** A panel for managing skills and abilities.
- Heritage:** A panel for managing heritage.
- Classes_Professions:** A panel for managing classes and professions.
- Statistics:** A panel for managing statistics.
- Possessions:** A panel for managing possessions.
- Historical Events:** A panel for managing historical events, showing "The Fall of the Founders" and "The First Dark Age".

Lorekeeper - Left Panel (Navigation)

Table like interface. Choose type of lore on top then look through list on bottom.

Lorekeeper - Middle Panel (Details)

Details of an individual lore piece.

Lorekeeper - Right Panel (Relationships)

This is for relational data. I.e. Friends, membership in an organization, etc

Character Arc Page

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