

# Storymaster User Guide

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**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.

## Download



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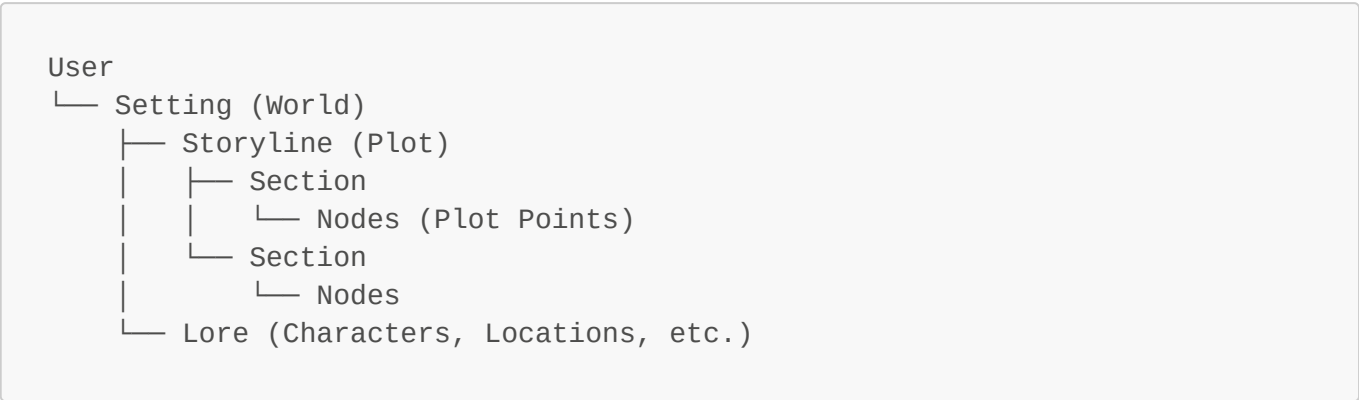
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# Core Concepts

## Project Hierarchy



## 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: <div></div>
Tension Increases	Build suspense and conflict	Rising: <div></div>
Singular Moment	Climactic peaks or reveals	Peak: <div></div>
Tension Lowers	Resolution or calm periods	Falling: <div></div>

### Example Story Arc:



## 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.

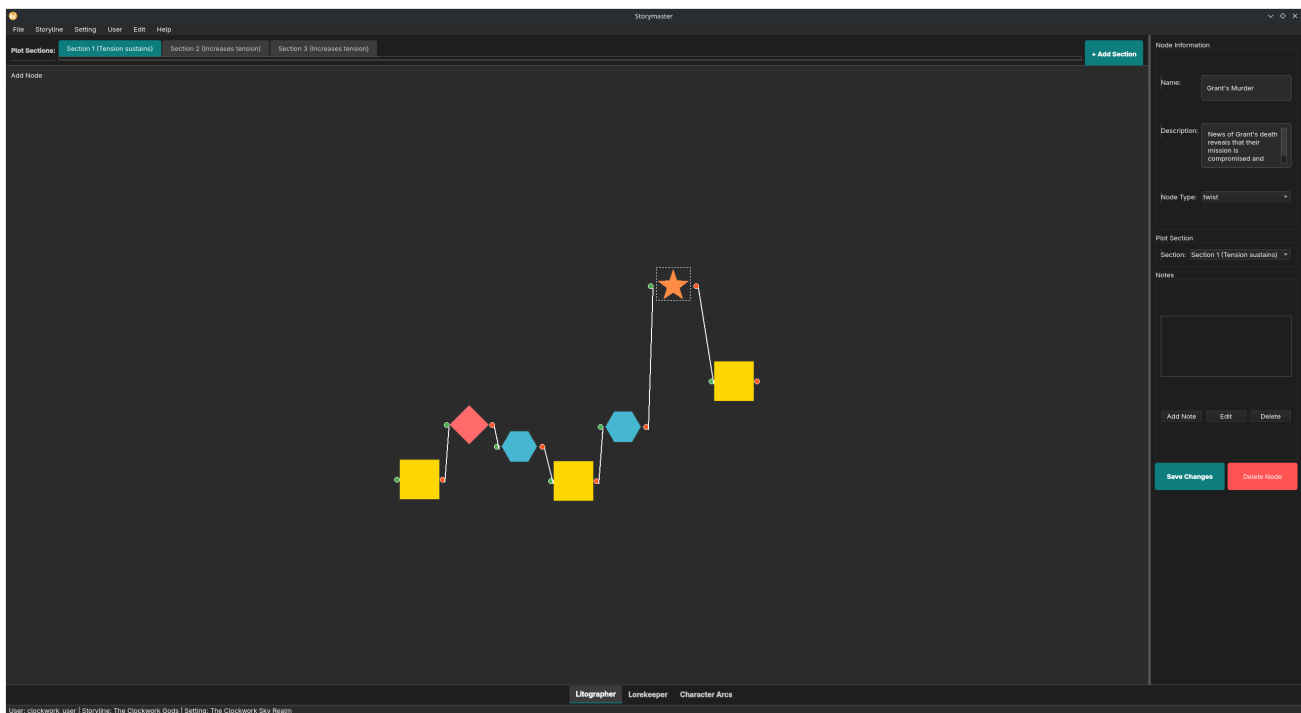
## Important Notes

- **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

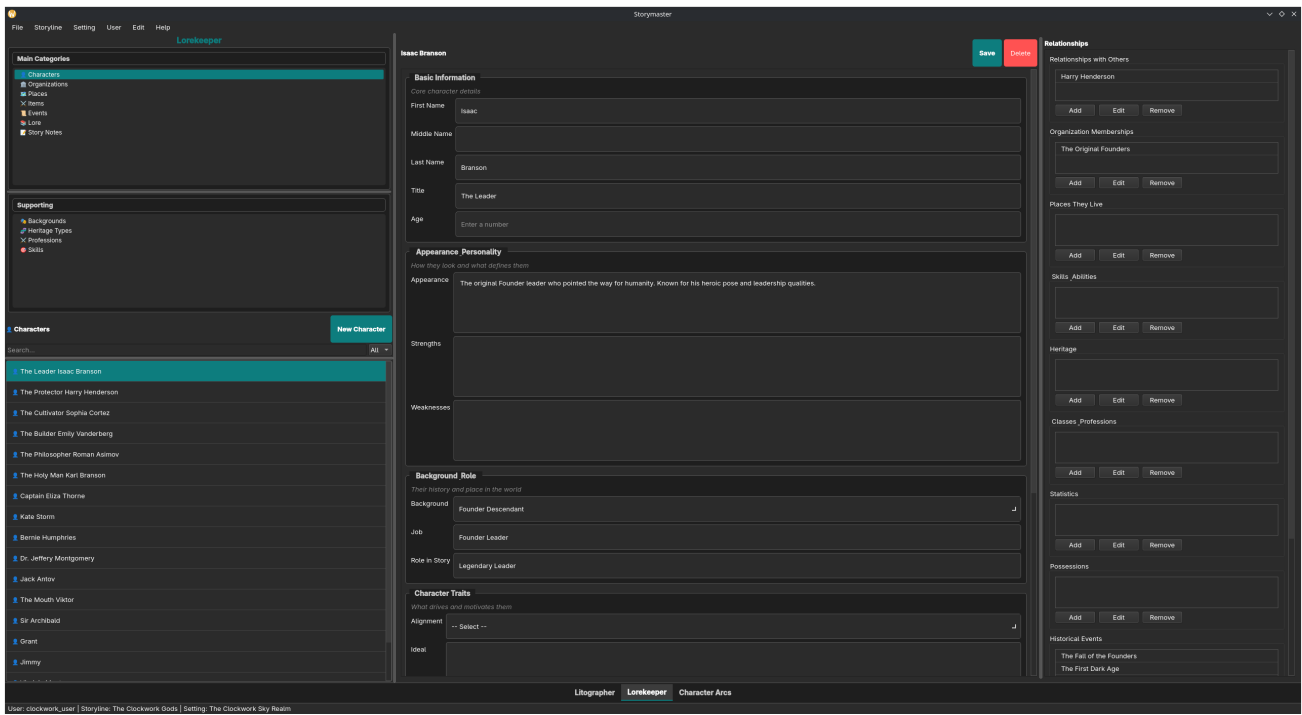
- **Click any node** to edit its details in the side panel
- Update name, description, type, and shape
- **Delete:** Right-click → Delete

## 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:

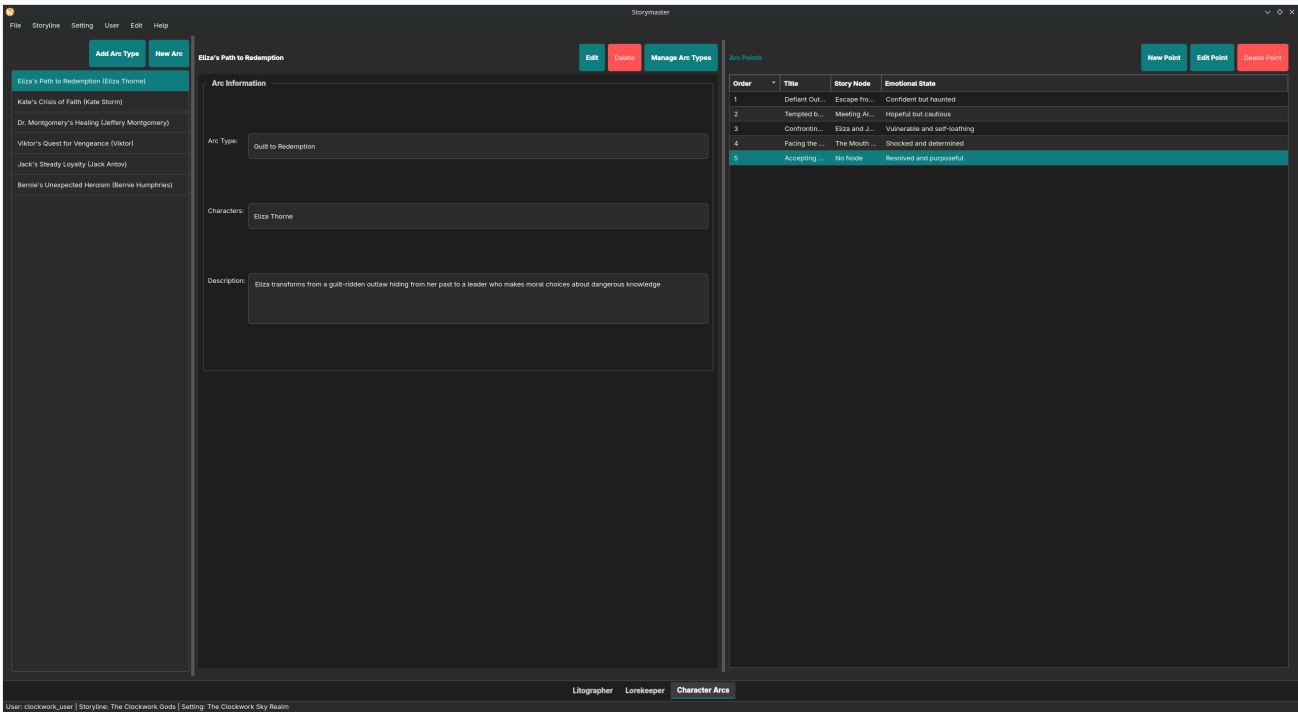
- **Character relationships:** Friends, enemies, family, rivals
- **Organization membership:** Who belongs where
- **Location connections:** Who lives where, what's located where

- **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



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

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## 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! 📖