Claude Prompt Library

The Complete Guide to Prompting Claude for Creative Projects

Copy-paste ready prompts for TTRPG creation, business, writing, and more

TABLE OF CONTENTS

1. HOW TO USE THIS LIBRARY

This library contains copy-paste ready prompts organized by use case. Each prompt includes:

• **The prompt itself** in a gray box (copy exactly as-is)
• **When to use it** - the situation where this prompt works best
• **Pro tip** - how to get even better results

The Golden Rules:

1. **Replace [brackets]** with your specific information
2. **Iterate** - First response is rarely perfect
3. **Be conversational** - Claude responds better to natural language
4. **Give context** - More background = better results
5. **Use Projects** - Keep related work in one place so Claude remembers

2. BRAINSTORMING & IDEA GENERATION

Starting from Scratch

```
I want to create [type of project] but I'm not sure where to start. Can you ask
me 5-7 questions that will help me develop the concept? After I answer, give me
3 distinct directions I could take this.
```

When to use: You have a vague idea but need help shaping it

```
I have a rough idea: [describe it in 1-2 sentences]. Help me brainstorm 10
unique twists or angles that would make this more interesting and original.
```

Pro tip: After Claude gives you 10, pick your favorite 2-3 and ask to combine them

Overcoming Creative Block

```
I'm stuck on [specific element]. I've tried [what you've tried]. Can you give
me 5 completely different approaches I haven't considered?
```

```
I need fresh ideas for [project type]. Give me 3 ideas that would surprise me -
things I wouldn't think of on my own. For each, explain what makes it
unexpected.
```

Combining Concepts

```
I want to blend [concept A] with [concept B]. What are 5 ways these could merge
in interesting ways? Focus on what makes each concept unique and how they'd
interact.
```

Example: Blend film noir with underwater kingdoms

3. WORLD-BUILDING PROMPTS

Creating a Setting

```
I'm building a [genre] world with this core concept: [describe]. Help me
develop:
- 3-5 major locations with distinct personalities
- What makes each location visually and culturally unique
- One interesting conflict or tension in each location
Format as a brief guide I can reference.
```

Faction Development

```
Create [number] factions for my [setting type] world. For each faction
include:
- Name and core identity
- What they want (goals)
- What they're willing to do to get it
- Who their natural allies and enemies are
- One internal conflict or weakness
Make sure they have interesting dynamics with each other.
```

Pro tip: Ask which two factions would have the most interesting conflict

Technology & Magic Systems

```
Help me define [technology/magic system] for my world:
- What's possible and what's not (clear limits)
- How common is it? Who has access?
- What's the cost or tradeoff for using it?
- One cool application I haven't thought of
- One problem it creates in society
```

4. SYSTEM DESIGN & MECHANICS

Choosing Core Mechanics

```
I'm designing a game that should feel [pacing/mood]. Compare these resolution
systems:
- D20 + modifiers
- 2d6 bell curve
- Dice pool (multiple d6s)
For each, explain: 1) How it feels to play, 2) Pros and cons, 3) Best fit for
my game.
```

Character Creation Systems

```
Design [number] character archetypes for a [genre] game. For each:
- Name and core concept
- 3-4 key attributes/stats
- 1 special ability that makes them unique
- Starting equipment
- One weakness or limitation
Format as a table.
```

Balancing & Math Check

```
Review this game mechanic for balance: [paste your mechanic].
Analyze:
- Is this too powerful or too weak?
- Show your math/reasoning
- Are there edge cases or exploits?
- Suggest 2-3 adjustments if needed.
```

5. CREATIVE WRITING & STORYTELLING

Plot & Adventure Structure

```
Create a [length] adventure outline for [setting] with this premise: [your
idea].
Structure as:
- Hook: How it starts
- Act 1: Setup and complications
- Act 2: Rising action
- Act 3: Climax and resolution
Include 2-3 possible endings based on player choices.

Give me 20 adventure hooks for a [genre] game. Each should be 1-2 sentences.
Make them:
- Immediately interesting
- Have a clear conflict or mystery
- Varied in tone and type
- Easy for a GM to expand on
```

Character & NPC Creation

```
Create [number] NPCs for [location/situation]. For each include:
- Name and brief appearance
- Personality in 3 words
- What they want right now
- One secret they're hiding
- A distinctive way they talk or move
```

6. DATA GENERATION & LISTS

Equipment & Items

```
Generate [number] items for a [setting] game:
- [X] weapons
- [X] armor pieces
- [X] gadgets/tools

For each: Name, Cost/Rarity, Stats/Effect, Brief Description.
Format as a table.
```

Creature/Enemy Stat Blocks

```
Generate [number] creatures for [threat level] encounters:

Use this format:
- Name
- Description (15-20 words)
- HP/Defense
- Attack/Damage
- Special Abilities (1-2)
- Tactics (how they fight)
```

7. ANALYSIS & REVIEW

Content Review

```
Review this [content type] I wrote: [paste content]

Analyze for:
- Clarity: Is anything confusing?
- Consistency: Any contradictions?
- Completeness: What's missing?
- Tone: Does it match [desired tone]?
- Errors: Grammar, logic issues?

Give specific examples and suggestions.
```

Balance Check

```
Analyze this [mechanic/ability] for game balance: [paste it]

Check for:
- Power level (too strong/weak?)
- Opportunity cost
- Edge cases or exploits
- Fun factor vs complexity

Show your reasoning.
```

8. BUSINESS APPLICATIONS

Business Planning

```
I'm planning to [business goal]. Create a structured plan:
- Current situation
- Specific goal
- 5-7 key steps
- Resources needed
- Potential obstacles
- Timeline
Keep it practical and actionable.
```

Marketing Copy

```
Write [number] variations of [content type] for [product]:

Target audience: [describe]
Key benefit: [what problem it solves]
Tone: [professional/casual]
Length: [word count]

Make each emphasize a different angle.
```

9. LEARNING & RESEARCH

Study Plans

```
I want to learn [subject/skill]. Create a study plan:

My level: [beginner/intermediate/advanced]
Time: [hours per week]
Timeline: [weeks/months]

Include:
- Learning objectives
- Week-by-week breakdown
- Resource types
- Practice exercises
- Progress tracking
```

Explain Simply

```
Explain [complex topic] to me like I'm new to this:

- Start with an analogy
- Break down key concepts (3-5 ideas)
- Explain how they fit together
- Give real-world example
- What should I learn next?

Avoid jargon unless you define it.
```

10. ADVANCED TECHNIQUES

Role-Based Prompting

```
I need you to act as [specific role/expert].

You are: [detailed description of expertise and perspective]

I'm going to ask you about [topic]. Respond from that perspective.

[Then ask your question]
```

Example roles: Game designer, editor, investor, player

Iterative Refinement

```
[Initial request]

Now, improve that by:
- [specific change 1]
- [specific change 2]
- [specific change 3]

Keep what works, enhance what doesn't.
```

Asking for Alternatives

```
You just suggested [Claude's response]. That's interesting, but not quite
right.

What I liked: [specific aspects]
What didn't work: [specific issues]
What I'm really going for: [clarify intent]

Can you give me 3 alternative approaches?
```

TIPS & TRICKS

Using Projects Effectively:

• Create one Project per major work
• Add key documents to Project Knowledge
• Reference them in conversations
• Claude remembers context across all chats in that Project

Getting Better Responses:

• Give examples: "Like X, but more Y"
• Set constraints: "In under 200 words"
• Ask for variations: "Give me 3 different takes"
• Request specific formats: "As a table"

When Claude Misunderstands:

• Clarify: "That's not quite what I meant..."
• Give counterexamples: "Not like X, more like Y"
• Ask why: "Why did you approach it that way?"
• Be specific about what's wrong

Remember:
Claude is your creative partner, not a magic button. The best results come from conversation and collaboration. Adapt these prompts to your needs, give feedback, and iterate!