



god-Tier STORY SPARK PROMPTS

How to Use Your Story Spark Prompt Book

Welcome, hero! This Prompt Book is your **arsenal of sparks**—ready to ignite ideas whenever you need them. Each day of your 14-Day Story Spark Journey comes with 10 prompts. That's 140 ways to keep your creativity flowing!

The Rules of Play

1. Pick Freely.

- You don't need to use all 10 prompts each day. Skim the list, pick 1–3 that excite you, and dive in.

2. Mix & Match.

- Some days, you'll want to stick to the plan (e.g., Day 2 = Hero, Day 4 = World). Other days, you might circle back and try a prompt from earlier. That's not breaking the rules—that's **story alchemy**.

3. Messy > Perfect.

- These prompts are not about polished scenes. They're meant to generate sparks: scraps, fragments, raw beats. Write quickly. Capture ideas. Don't edit yet.

4. Talk to Your GPT.

- Use each prompt with your Story Spark GPT. Think of it as a conversation: you drop the input, Spark answers with a spark, and together you refine.

5. Save Your Treasures.

- Every time a spark excites you, jot it down in your **Workbook**. Over 14 days, those sparks will bind into your **Mini Story Spark Bible**.

6. Experiment Boldly.

- If a prompt feels “off,” flip it, twist it, or mash it with another. Example: pair a Hero prompt with a World prompt. Story gold lives in strange combinations.

7. Return Anytime.

- These prompts don't expire. You can revisit them months from now to launch a brand-new story, or to breathe fresh life into an old draft.

The Secret

- The more you play, the more you'll discover: sparks are infinite. This Prompt Book isn't just for 14 days—it's your **lifelong writing companion**.
- Now grab your GPT, pick a prompt, and strike your first match.

How the Prompt Book + Workbook Work Together

Think of your 14-day journey as an epic quest:

- The **Prompt Book** is your arsenal: 140 creative sparks, ready to ignite at any time.
- The **Workbook** is your journal: the place where you record your discoveries, artifacts, and story treasures.



How They Fit Together

1. Start with the Prompt Book.

Each day, flip to the 10 prompts for that stage (Hero, Conflict, World, Plot, etc.).

- Pick 1–3 prompts that light you up.
- Run them through your Story Spark GPT.
- Gather the sparks that excite you **most**.

2. Capture in the Workbook.

Don't leave your sparks floating in the ether! The Workbook has a page for every day's quest. Copy, paste, or rewrite your favorite results into its section:

- Hero Sheet, Opposition Sheet, World Seed, Beat Sheet, etc.
- These become your story artifacts.

3. Watch the Growth.

By Day 14, you won't just have fragments. You'll have:

- A Spark (idea); A Hero + Opposition; A Conflict Map + Logline; A World Seed + Signature Feature; A Plot Skeleton + Beat Sheet; Sample Scenes + Voice Drafts; An Advent(ure) Calendar for your writing habit
- These become your story artifacts.

4. Keep Going!

After the course, the Prompt Book can spark new stories, and the Workbook can hold new Bibles. The more you play, the more your library grows.

Welcome Prompts to Try! (Day 0)

Introduce yourself to Story Spark,
and ask for it to introduce itself to you!

Tell me your name (or pen name) and how you'd like me to address
you as your co-writer.

Share a favorite ‘what if?’ question you’ve ever asked yourself,
and I’ll spin it into a logline.

“Pick an ordinary object near you (coffee mug, phone, lamp).
I’ll make it magical, cursed, or high-tech.”

What genres do you most want to write in? Or what genres do you
most love reading/watching?

What’s one story you wish you had written—and why?

When you think of your dream writing life, what does it look like?
(ex: cozy cabin, coffee shop scribbles, bustling writer’s room).

What’s the very first story you remember loving? A book, movie,
show, comic—anything.

Do you prefer order or chaos when brainstorming? (No wrong
answers here—I’ll adapt to your style!)

What’s one fear or challenge you face in writing—and one hope you
have for this course?

Idea Spark Prompts to Try! (Day 1)

Brain-dump your favorite tropes (enemies-to-lovers, chosen one, haunted house, reluctant hero), and I'll fuse them into a fresh spark.

Tell me about a random vibe you love (cozy, eerie, neon, epic), and I'll generate a matching story premise.

Describe a character archetype you've always wanted to write—then I'll throw them into an unexpected situation.

Pick a genre you enjoy (sci-fi, fantasy, mystery, romance, horror). I'll toss you 3 wild sparks in that genre.

Tell me your favorite book/movie/show. I'll remix its core theme into a brand-new story premise.

Give me one fear, one desire, and one secret—and I'll use them to craft a messy, exciting spark.

Drop 5 random words in here. I'll weave them into a single sentence story idea.

“What’s a place you’ve always wanted to visit? Let’s turn it into the setting of a story.”

“In one sentence, tell me the wildest story idea you’ve ever thought of—even if it makes no sense.”

Ask me to surprise you with a story spark in any genre—no input required.

Hero Spark Prompts to Try! (Day 2)

“Give me your favorite character from any book, movie, or show, and I’ll remix them into a brand-new protagonist.”

Give me your hero’s name (or just a placeholder like ‘The Wanderer’), and I’ll start shaping their profile.

Describe what your hero wants most in the world—then I’ll tell you three ways the story might block them from getting it.

What secret fear haunts your hero at night?
I’ll show how it could shape their journey.

Tell me one thing your hero could never bear to lose.
I’ll turn it into a story-shaking stake.

Is your hero more defined by strength or by flaw?
Let’s build them from the side you choose.

Give me your hero’s role in the world (student, outlaw, healer, detective, warrior). I’ll sketch a fitting backstory hook.

Drop one unusual quirk or trait (nervous laughter, pocket full of marbles, obsessive note-taking). I’ll show how it adds depth.

If your hero had to describe themselves in 3 words, what would they be? I’ll build out their profile from there.

Would you like your hero to start the story broken, ordinary, or extraordinary? I’ll adjust their arc accordingly.

Conflict Spark Prompts to Try! (Day 3)

Tell me your hero's greatest fear—and I'll show how it can become their inner conflict.

Describe a wound or flaw your hero carries (guilt, pride, naiveté). I'll map how it shapes their choices.

What contradiction defines your hero (brave but reckless, loyal but secretive)? I'll turn it into an internal struggle.

Give me the name or role of your story's villain/rival. I'll sketch how they stand in the hero's way.

Tell me what your hero is up against—an empire, a monster, a rival, a ticking clock—and I'll frame it as external conflict.

Choose one: Fear of Failure, Fear of Loss, Fear of Truth. I'll show how it drives both inner and outer battles.

Describe one impossible choice your hero might face. I'll fold it into their conflict.

Drop me two words—one emotional (love, shame, hope) and one tangible (sword, crown, city). I'll spark a conflict that fuses both.

Want me to surprise you? I'll generate a hero's flaw + an enemy force, and you can decide if it fits your story.

Give me your hero's WANT and FEAR from Day 2—I'll combine them with a rival to create a one-sentence logline.

World Seed Prompts to Try! (Day 4)

Pick your world's base type: real-world, near-future, fantasy, or post-apocalyptic. I'll generate 3 possible seeds in that mode.

Tell me one power system (magic, tech, politics).
I'll show how it shapes your world's rules.

Describe one cultural conflict (class, religion, caste, rebellion).
I'll turn it into a pressure point in your setting.

Choose a landscape vibe: harsh, lush, eerie, or chaotic.
I'll paint your setting in that mood.

Give me three words that describe your ideal setting (ex: neon, desert, haunted). I'll spark a world seed from them.

What resource is scarce in your world (water, hope, magic, trust)?
I'll design a setting where that scarcity drives conflict.

Tell me about a place you know well (your city, a childhood neighborhood). I'll remix it into a world seed.

Would you rather your world feel familiar-but-twisted, or wildly imaginative? I'll generate a world seed to match.

Surprise me with a random signature feature (power, culture, or landscape), and I'll spin a seed around it.

Give me your hero's WANT from Day 2, and I'll design a world where achieving it is nearly impossible.

Signature Feature Prompts to Try! (Day 5)

Pick one category (power system, cultural conflict, landscape). I'll generate 3 signature features for you to choose from.

Tell me your favorite genre (fantasy, sci-fi, dystopia, gothic).
I'll suggest a signature feature that fits it.

If your world had one rule or law that changes everything, what would it be? I'll spin it into a signature feature.

What kind of struggle excites you more: power struggles, cultural clashes, or survival in harsh terrain? I'll shape a feature around it.

Describe one everyday activity (eating, traveling, working).
I'll show how your signature feature twists it.

Give me an emotion (fear, awe, despair, hope).
I'll design a feature that makes your world feel that way.

What resource is scarce or over-abundant in your world?
I'll make it the axis of your feature.

Tell me one word that defines your world's aesthetic (icy, neon, decayed, lush). I'll expand it into a full feature.

Want me to surprise you? I'll give you one power system, one cultural conflict, and one landscape—and you can pick your favorite.

Combine your hero's WANT (Day 2) and FEAR (Day 3).
I'll design a world feature that challenges both.

Deeper Hero Prompts to Try! (Day 6)

List 3 flaws for your hero (stubborn, prideful, reckless). I'll show how each could hurt them in the story.

What contradiction defines them (brave but reckless, kind but vengeful)? I'll expand it into an inner tension.

Describe one small quirk (always carries gum, hums when nervous, never wears shoes). I'll make it story-relevant.

Tell me one wound from their past (a betrayal, a loss, a shame). I'll show how it still shapes them today.

What does your hero think they want most? I'll propose what they might actually need.

What relationship (family, friend, rival, lover) reveals their contradictions most clearly?

Give me one everyday fear (heights, rejection, failure). I'll tie it to their bigger arc.

How does your hero sabotage themselves? (self-doubt, arrogance, avoidance). I'll suggest 3 story moments where it could show up.

If your hero had to confess their darkest truth, what would it be? I'll show how it fuels growth.

Surprise me: generate a random set of flaw + contradiction + quirk for my hero.

Opps Forge Prompts to Try! (Day 7)

Give me your opposition's name (or placeholder),
and I'll sketch their profile.

What does your opposition want most?
I'll show how it collides with your hero's goal.

Tell me your opposition's method (brute force, manipulation, charm, law, betrayal). I'll show how it creates tension.

Why might readers almost root for this opposition?
I'll frame their compelling side.

What flaw or weakness makes your opposition dangerous—
but also human?

Is your opposition an individual, a group, or an inner flaw?
I'll build their sheet accordingly.

Give me one trait your opposition shares with your hero.
I'll show how it mirrors and twists them.

What's one line your opposition would say that sums up their philosophy? I'll craft it.

Drop me 3 words (ex: crown, hunger, betrayal).
I'll spin them into a villain seed.

Surprise me with a random opposition profile—
goal, method, and why they're compelling.

Plot Structure Prompts to Try! (Day 8)

Build me a simple 3-Act structure for my story idea—setup, confrontation, resolution—with 3–4 bullets each.

Expand my story into a 4-Act framework—setup, rising action, midpoint reversal, climax—with 3–4 beats per act.

Show me how to start with 3 acts, then add a midpoint twist to transform it into a 4-act structure.

Generate 3 possible Act One openings for my story, so I can pick the strongest.

Sketch 4 different midpoint events my story could have, each one raising the stakes in a new way.

Give me 3 possible climaxes for Act Three (or Act Four).

Take my log line (from Day 3), and map it into either a 3-Act or 4-Act beat sheet.

Suggest a set of thematic beats for each act that tie back to my hero's WANT vs. NEED (from Day 6).

Surprise me: generate both a 3-Act and a 4-Act outline for my Idea Spark so I can compare.

Co-write with me: give me Act One beats first, then pause so I can draft them before moving to Act Two.

Plot Level Up Prompts to Try! (Day 9)

Take my 3-Act outline, and expand it into a Shakespeare-style 5-Act structure.

Transform my 4-Act outline into the 8 Adventures framework—give me 1–2 beats per adventure.

Show me how my villain's arc could mirror, oppose, or corrupt my hero's arc across 5 acts.

Expand Act One into smaller beats: inciting incident, refusal, mentor/ally, first threshold.

Break down Act Two into 3 mini-adventures with new arenas, obstacles, and reversals.

Sketch how my midpoint twist can ripple into both the hero's and villain's arcs.

Take my logline and expand it into an 8 Adventures beat sheet.

Generate 3 possible Act Five endings for my story—tragic, triumphant, or bittersweet.

Map the villain's journey step by step in parallel to the hero's, highlighting where they clash.

Surprise me: expand my structure into both 5 Acts and 8 Adventures so I can compare.

Beat Sheet Prompts to Try! (Day 10)

Expand my chosen structure into a beat sheet with at least 10 key beats (setup → climax → resolution).

Give me 3 possible inciting incident beats that would yank my hero out of their ordinary world.

Sketch 5 mid-story beats that escalate conflict and push my hero toward a breaking point.

Draft 3 possible final confrontation beats—each with a different emotional flavor (triumph, tragedy, bittersweet).

Show me how to layer 2 subplots into my beat sheet without overwhelming the main arc.

Add 1–2 ‘if/then’ branching beats to my outline (if my hero chooses X, then Y happens).

Generate 3 twist beats that could flip my hero’s understanding of the conflict.

Write 3 cliffhanger beats that could end acts or chapters with momentum.

Mirror my villain’s beats alongside my hero’s—show where they intersect and clash.

Surprise me: create a complete 12-beat outline from my Spark, including inciting incident, midpoint, climax, and resolution.

Voice & Vibez Prompts to Try! (Day 11)

Take my Spark and draft it as a gritty noir scene—short sentences, shadows, cynicism.

Rewrite my Spark like a lyrical fairytale—poetic cadence, lush imagery, magical tone.

Give me a fast-paced thriller version—tight prose, clipped dialogue, momentum that never slows.

Spin my Spark as an introspective drama—emotional depth, inner monologue, slower rhythm.

Surprise me: generate the same Spark in 3 totally different voices and I'll pick my favorite.

Try the same scene with 2 different narrators (my hero vs. my opposition) to compare tone.

Show me how my Spark sounds in first person vs. third person.

Give me 2 samples: one with long, flowing sentences and one with punchy, staccato prose.

Rewrite my Spark in the style of my favorite genre (romance, horror, epic fantasy, etc.).

Mash up two voices (fairytale + thriller, noir + drama), and show me what happens.

Scene Draft Prompts to Try! (Day 12)

Draft the opening scene of my story—
start with action or dialogue to hook me fast.

Write the moment my hero first meets their opposition—
let sparks (or fists) fly.

Show me my hero in their ordinary world,
just before everything changes.

Write the first big choice my hero faces—
and hint at the stakes behind it.

Draft a quiet, emotional scene that reveals my hero's flaw or
contradiction.

Give me a scene that spotlights my world's signature feature in action.

Write the inciting incident—
the moment that yanks my hero into the main conflict.

Surprise me: pick a random scene
(opening, midpoint, or climax) and draft it out.

Write a scene twice: once in fast-paced, cinematic style, once in
slower, atmospheric prose.

Help me co-write: give me the first paragraph of a scene,
then pause so I can continue it.

Habit Prompts to Try! (Day 13)

Write a 150-word mini-scene of my hero facing their flaw in everyday life.

Give me a quick spark for a random encounter today (a messenger, a storm, a secret letter). I'll draft it into a short scene.

Show my hero in a slice-of-life moment—eating, traveling, training—that reveals character.

Draft a 200-word conflict where my hero clashes with a minor rival or obstacle.

Write a mini-scene that spotlights my world's feature in a vivid, ordinary detail.

Give me a single line of dialogue from my opposition—and I'll build a scene around it.

Draft a dream, memory, or flashback my hero might have in 250 words or less.

Write a quiet, emotional moment (hero alone, thinking) in under 300 words.

Surprise me with a random spark from my Advent(ure) Calendar, and I'll expand it into a daily scene.

Help me co-write: give me the first 2 sentences of a mini-scene, then pause so I can continue.

Planning Prompts to Try! (Day 14)

Summarize your story in 3 sentences: Spark → Hero → World. I'll polish it into a mini-bible intro.

List your 3 favorite artifacts from this journey (character, scene, feature). I'll show how they could expand into a full draft.

Tell me one thing you learned about yourself as a storyteller in these 14 days.

What part of your story excites you most to keep building—plot, character, world, or vibe? I'll suggest next steps.

Pick one question or concern you still have. I'll frame 3 possible paths forward.

Reflect: How has your hero changed through these sparks?
How have you changed alongside them?

Give me one new skill you want to level up (dialogue, pacing, description, structure). I'll recommend a practice quest.

Imagine your finished story on a bookshelf—what title would be on the spine?

If your story world had a sequel, what would it explore? I'll help sketch a teaser.

Surprise me: create a Graduation Summary that sums up my journey as a writer leveling up.

Ready to Go God-Tier?

Congrats, hero—you've completed your 14-Day Spark Quest! You now have a Mini Story Spark Bible in your hands. That's no small feat.

But why stop here? Check out the:



god-Tier
STORY ENGINE

👉 **The god-Tier Story Engine takes you further:**
**20+ Plot Frameworks + Autofill Beat Sheets + Advanced Coaching
Prompts + Export-Ready Templates for PDF & Word + and much more!**

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