

Belief Builder

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| | |
|----------------------------------|---|
| Religion/Belief Builder | 3 |
| Using Religion/Belief Builder... | 4 |
| Writing process | 5 |
| Building Religion/Belief | 6 |
| How to use Religion/Belief | 9 |

Religion/Belief Builder

Building Compelling Religion/Belief Systems

Religion/Belief Builder is a writing tool to help build complex, unique, and understandable Religion/Belief systems. By using Religion/Belief Builder it becomes extremely easy to understand all the most important aspects of your Religion/Belief system to better influence a compelling story.

Religion/Belief is an exciting addition to any story. It forces an audience member to think about their own beliefs and explore faith from a new perspective. Religion/Belief can make a character or story feel more in-depth and complete and can also add wonderful moral and ethical questions to any story.

Creating a compelling Religion/Belief system that doesn't distract from a story is easier than you would think. It takes thought, rationalization and an imagination to do, but it is no more-so complicated than developing a character. There are different types of Religion/Beliefs, and all can be explored, expanded, and used to better a story.

Using Religion/Belief Builder will help you expand upon a single idea and develop your own Religion/Belief system to it's full potential. The more thought behind it, the more enticing the Religion/Belief will be, and ultimately, the more compelling the story. By the end you will have built a deep, expansive Religion/Belief system that inspires an audience member, and that, for me, is everything.

Keep Thinking
Ajala Bandele

Using Religion/Belief Builder...

As A Religion/Belief Generator

Sometimes you have more ideas about Religion/Belief than you have ideas for anything else. Sometimes you have story ideas that could use an extra level to make it really special. Religion/Belief Builder allows you to quickly and efficiently build compelling and believable Religion/Belief systems

As A Reference Tool

During the writing process you may find yourself lost, or forgetting the Religion/Belief system you already implemented into your story. Religion/Belief Builder is a great reference tool to help you keep track of how your Religion/Belief works.

As A Story and Character Generator

Sometimes building a Religion/Belief system can inspire you to invent characters or full stories based around the Religion/Belief. You can use Religion/Belief Builder as a tool to instigate the ideas of Characters and Stories.

As A Tool To Review Other Religion/Belief Systems

When you are viewing something that has a Religion/Belief in it and you are tasked with critiquing it, it's good to know what to look for. The more comfortable you get with understanding what makes a strong and a weak Religion/Belief system the better you can be with your critique or review. Using Religion/Belief Builder can help you as a tool to review other Religion/Belief systems in different stories.

Writing process

From Beginning To End

There are four steps to a writing process. Prewriting>Drafting>Revising>Editing.

1. **Prewriting:** Prewriting consists of Concept Creation, Research, and Outlines.
 - A. The point of prewriting is to gain a thorough understanding of the story.
2. **Drafting:** Drafting is creating a first draft of your story focusing on if the structure and ideas are clear.
 - A. The point of drafting is just to write the story. Get it all out of your head and onto the page. It doesn't have to be perfect, but it is easier to edit a flawed script than a hypothetical one.
3. **Revising:** Revising is adjusting the writing of your first draft, focusing on clearing up any structural mistakes, plot holes, weak character arcs, and weak dialogue.
 - A. The point of revising is to refine and perfect the story so that it achieves the writers intention. Revising produces 2nd, 3rd, 4th etc...drafts of a script. This is also your time to really dig in and make sure your story is accomplishing what you want it to accomplish in a structurally sound manner.
4. **Editing:** Editing is checking for grammar, formatting, spelling, and punctuation after the story and all it's elements are complete.
 - A. The point of editing is to polish off your story to look and feel professional, resulting in a final draft.

Religion/Belief Builder is a part of the Prewriting and Revision Phases.

As you are developing your concept and or outline, you can use Religion/Belief Builder to flesh out the details in a fully comprehensive Religion/Belief profile. This will help you understand how Religion/Belief helps you and your character in regards to your overall plot.

After completing your first draft you may discover some new elements of Religion/Belief that you hadn't planned on. Update Religion/Belief Builder and make sure that you have everything accounted for.

Building Religion/Belief

What Do You Believe In

A Religion/Belief system is a wonderful tool to add depth and spirituality to any story. Sometimes a character defines themselves by their belief, and knowing what that belief is can help you construct a deep and powerful story. Religion/Belief can be thought of in two major categories: Rules and History.

Building a Religion/Belief is about constructing moral and ethical stories that help a character with their own moral and ethical conundrums. Religions and Beliefs can also explore the nature of living, how we got here and the purpose of life. Understanding how it works beforehand will help you pepper in the philosophy's that guide your characters.

Religion/Belief Rules

Religion/Belief's are a system of rules or guides that structure how a person views their spiritual life. Exploring what the views are, how they work, and how people practice their views, is essential to creating a compelling Religion/Belief system. This is where you are going to be developing the practice of the Religion/Belief. This will also include all the philosophy's, personal or established codes of conduct, what the religion/belief is based off of, and generally the overall essence of the Religion/Belief. This is how the Religion/Belief works.

Religion/Belief is called?

This is what people call Religion/Belief. If it has multiple names then this is where you put them. Naming your Religion/Belief can be influenced by the language of the world, or what it is known for.

What is the Religion/Belief?

At the root of every Religion/Belief system is an accepted truth. This truth serves as the spiritual, the moral, and/or ethical backbone of the ideology. This is a description of what the Religion/Belief is centered around aka the **Religion/Belief Base**. The Religion/Belief base is the core nature of what Religion/Belief is. This is the major ideology/s that guide everything. This can be an inspirational story, or a teachings, or a divine belief.

Religion/Belief Traditions or Practices?

Every Religion/Belief has a physical, mental, or spiritual practice that they do to enforce their belief. This could be as small as prayer at dinner, or as large as human sacrifice. This also can describe the life style of the believer. If this belief is a personal code, then this is where you describe what the actions the believer takes to uphold the personal code.

What are the Laws of the Religion/Belief?

Religions and beliefs don't work without boundaries. Here is where you describe the things that believers can and can not do in order to be faithful to their religion or belief. These can also be where you describe the "sins".

What are the consequences of breaking the rules?

Here is where you describe what the punishments are for breaking the laws of the religion/belief. This can be mental, physical, or spiritual punishments. Each punishment can be different depending on the broken rule, or be a single punishment regardless of the "crime" committed.

Other Types of Religion/Belief

Often in a religion or a belief system you will find slight variations of the same system. These "sects" or "denominations" will have similar views, but will differ in a fundamental way. Here is where you describe the differences between the other types of Religion/Beliefs.

Religion/Belief History

History is equally as important to a religion or belief system as are the rules. Whether the history has been long a corruptive, short and pure, consistent, or variable, knowing where the religion or belief has come and where it's going is essential to completely understanding it.

How did the Religion/Belief begin?

Every Religion/Belief has a beginning. This is the origin of the Religion/Belief within the world and how it came to be. The origin can be man made, or mystical, or be based off of an ideology. Whatever the original ideology, this is where you describe the history of it's origin.

What are the major historical events surrounding the Religion/Belief?

After the origin, you have the timeline of the Religion/Belief up until, and sometimes past your story. Knowing how the ideology has changed or not changed over the course of time will influence how it is believed in your story.

Who can practice the Religion/Belief?

Not every religion accepts everyone, or is accessible to everyone. Sometimes the Religion/Belief is secretive, or they have strong prejudices that define who can and can not practice the beliefs. Describing them sets up potential stories/conflicts and can lead to interesting dynamics within side the story.

Who knows about Religion/Belief?

Religion/Belief's, for the most part, are not naturally universal. Unless their has been a history of expansion, the Religion/Belief may be known by only a select grouping of people. If the Religion/Belief is secretive, then maybe the general populace knows nothing about it. Or maybe the 'secretive' religion/belief was secretive, but everyone knows about it. The Religion/Belief may also pride itself on converting others or "spreading the word" and so is known globally. How well it is known helps influence how much power it has and can also influence the popularity of the believers.

What is the culture created by the Religion/Belief?

Depending on the values of the Religion/Belief you will discover different cultures within and around it. Exploring how the Religion/Belief fits in the world of your story helps root the Religion/Belief into the culture and way of life of your world.

How Is the Religion/Belief governed?

Whether it's self regulated, or there is a system of rule within the Religion/Belief it is important to know if, how, and why the Religion/Belief is managed. Is it ungoverned? Is their a set of dogmatic principles that the people must follow? Is there a policing force to stop "sinners" users? What is the hierarchy of the leadership? What types of powers does this hierarchy have? Knowing how the Religion/Belief is governed changes the landscape of your world and story.

How to use Religion/Belief

Do Not Question My Faith

Creating a Religion/Belief system is one thing, but using a Religion/Belief system is something else. There are a few different ways to use Religion/Belief within a story. But before you decide how you want to use your Religion/Belief, you have to know what your story is about. If you have a story about a boy falling in love with a girl and that's it, then you might not need to explain how complex your Religion/Belief system is. Unless the girl hates that Religion/Belief and thinks it's evil and he has to show her how his Religion/Belief is a good thing. Knowing the story will inform you how to use your Religion/Belief system.

A world of Religion/Belief

If the story you are writing uses Religion/Belief as a major plot element, then you are creating a world OF Religion/Belief. Religion/Belief is essential to your plot, your characters, and the whole story in general. In a world of Religion/Belief, you are relying on your Religion/Belief system to provide unique situations for your characters to navigate through. Religion/Belief gets them both in and out of trouble, and the more they contemplate the story's Religion/Belief the more the plot develops. In a world of Religion/Belief you are constantly showing the audience either the rules of the Religion/Belief, the history of Religion/Belief, or both. You want the audience to understand the Religion/Belief system so that they are just as compelled in the development of the Religion/Belief system as they are in the development of the characters and plot.

A world of Religion/Belief is a painting where the characters are all praying.

A world with Religion/Belief

If the story you are writing uses Religion/Belief as a background element, then you are creating a world WITH Religion/Belief. In this instance Religion/Belief is not essential to your plot. Religion/Belief is apart of the world around the characters and in this case, it is used to help color the world. In a world of Religion/Belief you may hint at the rules and history of Religion/Belief, but it never takes the center stage. The story, the plot, and the characters all

take priority. It isn't as important to the audience if they understand how the Religion/Belief works and the Religion/Belief never distracts from the main story.

A world with Religion/Belief is a painting with your characters in the center with people praying everywhere in the back ground.

Religion/Belief Advice

When creating your Religion/Belief, have an idea of the story that it's going to be in. If you know the world, then that will always help guide you in the Religion/Belief's creation.

If you feel like you are creating a Religion/Belief system that already exists, but you like it anyways, then change some of the limits and rules. Build a history around your Religion/Belief that informs your Religion/Belief, and let your that influence the people of your world.

Once you start writing your story with the Religion/Belief system attached the more your characters question it, the more internal conflicts they, and therefore you, will find. The faith you create works best when people are challenging them. The more proof they find against their faith, the more conflict they will face, the stronger the arc they will have.