

(Book Title)

(Series / Book # / Draft #)

Genre _____ Target Len _____ Keywords _____

POV _____ Time/place_____ Audience _____

One-Sentence Premise

core engine

Elevator Pitch

57 sentences

The Book Promise

what readers came for

Core fantasy / appeal:

What must happen on-page (non-negotiables):

What to avoid (promise-breakers):

Theme / Question

what is being tested?

Theme statement:

Question the story answers:

Answer (earned, not preached):

Main Throughlines

the 3 braided ropes

Plot (external problem):

Character (internal change):

World / Idea (lens):

Key Characters*roles + functions***Protagonist:**

Antagonist / Force:

Ally / Love / Rival / Mentor:

Stakes & Clock*why now?***Personal stakes:**

Public stakes:

Ticking clock / deadlines:

Rules & Constraints*magic/scifi/social rules***Rule 1:**

Rule 2:

Rule 3:

How rules create problems:

Set Pieces / Tentpoles

scenes you refuse to cut

-
-
-
-

Why each matters:

Act / Arc Map

Act I

setup + hook + first turn

Status quo + wound:

Inciting incident:

First plot point (door closes):

Act II

pressure cooker

Progress + complications:

Midpoint (new information / reversal):

Spiral / costs increase:

Second plot point (last chance):

Act III*payoff***Final plan:**

Climax choice:

Resolution + new normal:

Character Arc*belief shift***Lie / misbelief:**

Truth learned:

Proof scene (they act differently):

Chapter 1

(*Chapter Title*)

Purpose

why this chapter exists

Plot job:

Character job:

Theme job:

POV / Setting / Time

camera + stage

POV:

Location:

Time / timeline marker:

Starting State

what is true at the start

Goal:

Mood / energy:

What they think they want:

Conflict

the engine

Obstacle / opposition:

Tactic used:

Cost / consequence:

Key Beats

mini-outline

Revelation / Turn

what changes

New information:

Decision / reversal:

Ending State

why we must read next

New goal:

Hook / question:

Cliffhanger (if any):

Continuity Checklist

don't break reality

- Location continuity: _____
 - Time continuity: _____
 - Character knowledge: _____
 - Injuries / inventory: _____
 - World rules obeyed: _____

Notes

snippets, lines, images

Draft & Revision Plan

Draft Targets

definition of done enough

Daily/weekly target:

Draft deadline(s):

Minimum viable draft rules (e.g., no line edits):

Passes

edit in layers

Pass 1 (structure):

Pass 2 (character):

Pass 3 (theme):

Pass 4 (language):

Beta Questions*what to ask readers*

- Where did you get bored?
- What confused you?
- Which character felt most real / least real?
- What did you think the theme was?
- Which scene lingered after reading?

Custom questions:
