

(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:**

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**Question the story answers:**

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**Answer (earned, not preached):**

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**Main Throughlines**

*the 3 braided ropes*

**Plot (external problem):**

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**Character (internal change):**

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**World / Idea (lens):**

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## Key Characters

*roles + functions*

**Protagonist:**

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**Antagonist / Force:**

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**Ally / Love / Rival / Mentor:**

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## Stakes & Clock

*why now?*

**Personal stakes:**

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**Public stakes:**

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**Ticking clock / deadlines:**

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## Rules & Constraints

*magic/scifi/social rules*

**Rule 1:**

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**Rule 2:**

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**Rule 3:**

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**How rules create problems:**

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**Set Pieces / Tentpoles**

*scenes you refuse to cut*

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**Why each matters:**

# Act / Arc Map

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## Act I

*setup + hook + first turn*

Status quo + wound:

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Inciting incident:

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First plot point (door closes):

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## Act II

*pressure cooker*

Progress + complications:

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Midpoint (new information / reversal):

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Spiral / costs increase:

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Second plot point (last chance):

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### Act III

*payoff*

**Final plan:**

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**Climax choice:**

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**Resolution + new normal:**

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### Character Arc

*belief shift*

**Lie / misbelief:**

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**Truth learned:**

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**Proof scene (they act differently):**

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# Chapter 1

(Chapter Title)

<b>Purpose</b>	<i>why this chapter exists</i>
<b>Plot job:</b>	
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<b>Character job:</b>	
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<b>Theme job:</b>	
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<b>POV / Setting / Time</b>	<i>camera + stage</i>
<b>POV:</b>	
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<b>Location:</b>	
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<b>Time / timeline marker:</b>	
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<b>Starting State</b>	<i>what is true at the start</i>
<b>Goal:</b>	
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<b>Mood / energy:</b>	
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<b>What they think they want:</b>	
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**Conflict**

*the engine*

**Obstacle / opposition:**

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**Tactic used:**

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**Cost / consequence:**

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**Key Beats**

*mini-outline*

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**Revelation / Turn**

*what changes*

**New information:**

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**Decision / reversal:**

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**Ending State**

*why we must read next*

**New goal:**

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**Hook / question:**

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**Cliffhanger (if any):**

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## Continuity Checklist

*dont break reality*

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

## Notes

*snippets, lines, images*

[illegible]

# Draft & Revision Plan

Draft Targets	<i>definition of done enough</i>
Daily/weekly target:	
Draft deadline(s):	
Minimum viable draft rules (e.g., no line edits):	

Passes	<i>edit in layers</i>
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:

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