

# MINI WORLDBUILDING BLUEPRINT

YOU CAN REVISIT THIS BLUEPRINT WHENEVER YOU FEEL THE PULL TO ADD "JUST ONE MORE" PARAGRAPH OF LORE. IT DOESN'T STOP YOU DREAMING BIG- IT SIMPLY HELPS YOU CHOOSE WHAT BELONGS ON THE PAGE RIGHT NOW AND WHAT CAN LIVE IN YOUR NOTES FOR LATER.

## 1. Meet the World Through a Character

**On page 1, the reader meets \_\_\_\_\_ in the middle of \_\_\_\_\_.**

## 2. Lore That Supports, Not Smothers

**In the first three chapters, the only history I'll share is \_\_\_\_\_, because \_\_\_\_\_.**

## 3. Stakes Shaped by the World

**In this world, people risk losing \_\_\_\_\_ if they break \_\_\_\_\_.**

## 4. Magic and Power Rules

**Magic always costs \_\_\_\_\_, and it can never \_\_\_\_\_.**

## 5. Details That Matter

**If my reader remembers just three things about this world, they will be \_\_\_\_\_.**

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