

Crafting Your Fictional World - Worksheet

This worksheet covers a few location, resources, and cultural aspects you might want to consider when crafting your fictional world. For these questions, consider the primary location of a story you're working on now or planning to work on.



Location

Weather: _____

Bodies of Water: _____

Landscape: _____

Natural Disasters: _____



Fauna

What kind of creatures have developed?

Are they creatures we're familiar with?

Which are domesticated? Why?

Do these creatures have any special abilities? How has this changed the world?

Flora

What kind of plants are around?

Which ones are cultivated? Which are wild?

What resources do they provide or could they provide?

Are any of these plants poisonous?



Magic and Unique Resources

Does your story have a magic system?

Is it hard or soft? _____

How does it change your world?

Does your story have any unique resources? If yes, what are they?

How do they change your world?

Professions and Hobbies

What jobs are available to your main character?

What hobbies are available to your main character?

Culture

What does the primary culture say they value and do their actions align with those values?

What prejudices do they have? How did those prejudices come to exist?



Religion

Do they believe in any deities/higher powers?

Do those deities/higher powers exist?

If so, how much power do they exert on society?

“Is this normal?” Exercise:

What common object, place, or event would a character from the story you’re working on see as strange? Or, if you want to try an unrelated writing prompt, describe how a person from the far future might describe seeing a baseball field for the first time?

Try writing a paragraph from their point of view. Does it evoke a sense of wonder, confusion, or surprise? What other emotions might something unusual elicit?

What details have we now learned about the world?

“Evoke the Senses” Exercise

Take a scene from a story you’re working on and consider what senses the character might recognize.

Make note of something for each of the senses (unless the character has lost that sense), and consider

extra senses.

Sight _____

Sound _____

Taste _____

Touch _____

Smell _____

Other Senses? _____

Now try incorporating those senses into your story by adding a detail here and there that evokes these

senses.

Other Resources:

Sanderson's Three Laws of Magic:

First Law: <https://www.brandonsanderson.com/sandersons-first-law/>

Second Law: <https://www.brandonsanderson.com/sandersons-second-law/>

Third Law: <https://www.brandonsanderson.com/sandersons-third-law-of-magic/>

Conlangs (Constructed Languages)

The Art of Language Invention by David J. Peterson

<https://www.goodreads.com/book/show/24611649-the-art-of-language-invention>

Other World-Building Considerations

Putting the Fact in Fantasy edited by Dan Koboldt

<https://www.goodreads.com/book/show/58735039-putting-the-fact-in-fantasy>

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