SIMPLE WORLDBUILDING, PART 1

Creating Fantasy Worlds the Easy Way

1. **POWER**

What determines power? Who has it, and who doesn't?

2. **TRAUMA**

What terrible event (or events) does everyone in your world know about? How have these events affected its history and culture?

3. **DANGERS & CHALLENGES**

What dangers and challenges does your country or world face? How do the people deal with this danger?

SIMPLE WORLDBUILDING, PART 2

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4. **FEAR**

What does your country or world fear most?
(*E.g., invasion, failure, appearing weak?*) How does
it respond? (*E.g., by hoarding, conquering others
first, threatening?*)

5. **DESIRES & DREAMS**

What is your country/world's greatest
desire? (*I.e., to be powerful, safe, affluent,
comfortable, famous?*) How does this show up
in the people's actions?

6. **PRIDE**

What is your country most proud of?
What would they like everyone to
appreciate about their country?

SIMPLE WORLDBUILDING, PART 3

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7. **TIME ORIENTATION**

Is the culture more adventurous and forward-looking, more cautious and backward-checking, or more peaceful and accepting of the present?
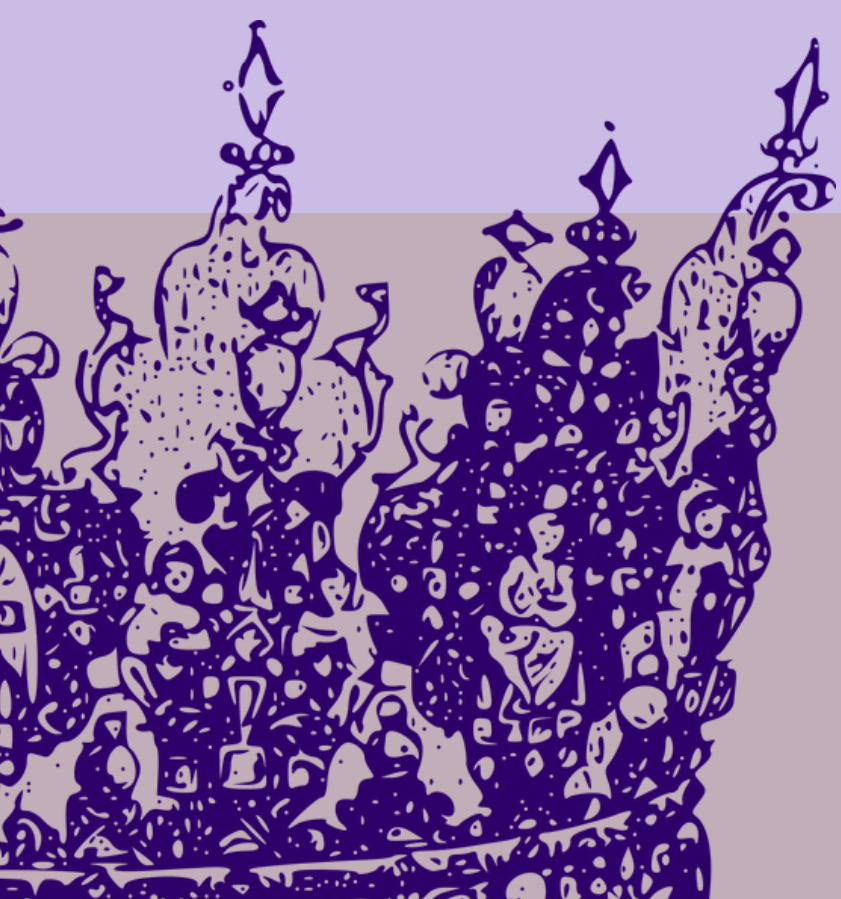
8. **PERSONALITY & CULTURE**

What is the overall culture and personality of the country? Friendly or withdrawn? Pleasure-seeking or self-denying?

9. **STRENGTHS & WEAKNESSES**

What are this country's greatest strengths and weaknesses?

SIMPLE WORLDBUILDING, PART 4

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10. **VALUES**

What is considered the highest moral value in this country? (*Love, loyalty, self-control, family, courage, wealth, success, etc.*) What is the lowest? (*the reverse: disloyalty, cowardice, failure, etc.*)

11. **CLIMATE & GEOGRAPHY**

What aspects of the climate and geography have affected the culture, and how? (*For example, has extreme weather created a highly collaborative culture, or has an archipelago geography created an adventurous culture?*)

12. **STEREOTYPES**

What stereotypes do other countries make about this country? Why did these stereotypes form, and are any of them true?