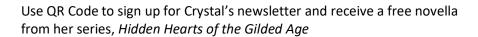
## World-Building: A Multi-Genre How-To

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De	efin	ing W	orld-Building				
1.	ally within the thin the context of for your story						
		throu	gh the perspective of the				
II.	W	Why should you take time to build your world?					
	A.	A. It helps to					
	В.						
	C.	It	your story				
Ge		neral Considerations for EVERY Genre  1. Begin from your					
		a.	What do they notice using all				
		b.	What is their	class?			
		c.	What is their in society?				
		d.	How to they view others from different classes?				
		e.	How do they feel about what they	etc?			
	2.	Think	about the actual setting				
		а	What is the	?			

	b.	Is it	location?
	c.	What do people	? How is it constructed?
	d.	What do people	? How do they get their?
	e.	Does their	provide them any
		opportunities or disadvantages that	at people in
		don't experience?	
	f.	What	and does the area
		have?	
3.	Think	about the story culture	
	a.	What is the	structure? How does this impact the
		character?	
		i. Class systems	
		ii. Can they move between th	em?
	b.	What is the	structure? How does this impact the
		character?	
		i. How do people make a	?
		ii. How do they	things?
	c.	What is the	structure? How does it impact the
		character?	
		i. Democratic, republic, theo	cratic, monarchy, communism, dictatorship, etc
	d.	Does	play a part? What does that look like?
	e.	Does the culture have a	that impacts the character?

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f. Are the	e special	?		
g. What is		by 1	by the culture? What is not?	
Fantasy/Sci-Fi Spec	cifics to Conside	r		
<ul> <li>You get to de</li> </ul>	cide	the things		
Will you have	<u> </u>	? What are the rules?		
Will you have	<u> </u>		?	
How do they interact with/impact your character?				
• What		does the culture have? H	ow does it impact them?	
• Is there an		that impa	acts the story/character?	
Are there		that wil	l impact your character?	
Will you deve	elop a		for the	
characters th	at you will sprinkle	in?		
• https://www	.sfwa.org/2009/08/	/04/fantasy-worldbuilding-qu	estions/ - a list of great	
questions to	guide you specifica	lly		
Historical Specifics	to Consider			
Historical nov	vels are fiction built	on	·	
•		is going to be a huge pa	rt of your world-building.	
• Use				
of the time to	of the time to gain a better understanding of the factual world your characters live			
<ul> <li>Knowing the</li> </ul>				
of the time w	vill greatly impact yo	our character.		

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•	Hist	torical readers expect you to be _				
Conter	mpor	rary Specifics to Consider				
	•	, .				
•			may not play as strong a role in your story			
	o it is advisable to be politically neutral where					
		are NOT at risk				
•	You	ı will still need to	<del></del>			
•	Eve	ry	has its own cultural expectations			
•	Use	2	settings			
•	Careers and regions have their own					
•	Not as much is needed to anchor your re		is needed to anchor your reader			
•			_ will date your book, so be careful how you use it.			
Some	Caut					
•	Wo	rld-building is a	Don't			
	0	use your character's perspectiv	e to			
	0	include only what you	, even if YOU know more than gets included			
	0	you have an	to reveal your story world one			
		necessary detail at a time				
•	Be					
	0	All stories have	, don't break your own			
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