THE REACTIVE NET: A 6-STEP APPROACH TO CREATING SETTINGS

Build a Setting that can support the kind of stories *you* want to tell.

1 **Define the Playing Field**
⇒ The "Playing Field" is the home territory where most action occurs
⇒ *TASK:* Write a thumbnail sketch of your setting (100 words or 5 bullets)

2 **Define Any Special Rules**
⇒ Special rules define elements allowed, e.g. – magic, supernatural, aliens...
⇒ *TASK:* Define special rules that are in play

3 **Define Factions**
⇒ For conflict, you need groups or orgs with differing goals
⇒ *TASK:* Define at least 3 groups (a 1 – 2-line description of their goals)

4 **Detail Each Faction** (Iterate over the Factions from *Step 3*)
⇒ Iterate over your factions, defining each one in more detail
⇒ Categories: Attitudes, Goals, Strengths, Weaknesses
⇒ *TASK:* For each faction, provide a sentence or two for each category

5 **Define Faction Operations** (Iterate as Needed)
⇒ How do factions...? Operate day-to-day? Recruit? Earn money? Do deals?
⇒ *TASK:* Detail at least three operational activities for each faction

6 **Define Key Roles**
⇒ What are the key roles likely to become characters in your stories?
⇒ Roles can be in different factions, or not in any faction
⇒ *TASK:* Define at least four roles (can do more as needed)

———————————————— **KEY LESSONS** ————————————————

◆ Reality isn't predictable – your Setting shouldn't be either.
◆ Strive for "Enough"...enough potential Conflict, enough Complexity to feel realistic, enough Connectivity to suggest interactions, enough Flexibility to support diverse storylines.
◆ Sketch your setting in broad strokes, but...nothing's set in stone until it's in print.
◆ "Just in Time" worldbuilding is your friend...
◆ A "Setting Bible" can be *extremely* useful.