

STORYHELM

Series Bible Template

A genre-neutral canon workbook for a multi-book series: characters, places, factions, items, events, rules, and a master timeline.

Command Your Series.

How to use this: fill a card for every entity that must stay consistent across your books. Keep the facts that are shared between volumes here, the ones a reader would catch if they drifted. Print it and fill it in by hand, or add notes in any PDF reader. When your series outgrows a page, StoryHelm builds a record like this from each book it reads, and can flag character details that disagree between books.

Series Overview

The frame every book shares.

SERIES TITLE
PREMISE (ONE OR TWO SENTENCES)
CORE THEMES
tone & voice
POINT OF VIEW / NARRATORS
TIMELINE SPAN (BOOK 1 TO FINALE)
PLANNED NUMBER OF BOOKS

Characters

Everyone who recurs or matters across books. Names and titles are the most common drift point, so record aliases and forms of address.

NAME
ALIASES, TITLES & HOW OTHERS ADDRESS THEM
ROLE IN THE SERIES
GOALS & MOTIVATION
ARC ACROSS THE BOOKS
FIRST APPEARANCE (BOOK / CHAPTER)
FIXED FACTS (EYE COLOR, AGE, SCARS, ETC.)

NAME

ALIASES, TITLES & HOW OTHERS ADDRESS THEM

ROLE IN THE SERIES

GOALS & MOTIVATION

ARC ACROSS THE BOOKS

FIRST APPEARANCE (BOOK / CHAPTER)

FIXED FACTS (EYE COLOR, AGE, SCARS, ETC.)

Add as many entries as your series needs: one card per entity.

Places

Settings that reappear or anchor events. Fix spellings and geography early.

NAME

TYPE (CITY, REALM, SHIP, BUILDING...)

DESCRIPTION & ATMOSPHERE

SIGNIFICANCE TO THE SERIES

FIRST APPEARANCE

NAME

TYPE (CITY, REALM, SHIP, BUILDING...)

DESCRIPTION & ATMOSPHERE

SIGNIFICANCE TO THE SERIES

FIRST APPEARANCE

Add as many entries as your series needs: one card per entity.

Factions & Groups

Houses, orders, governments, crews: anything with a collective agenda.

NAME

LEADER(S)

GOALS

ALLIES & ENEMIES

STATUS ACROSS THE BOOKS

NAME

LEADER(S)

GOALS

ALLIES & ENEMIES

STATUS ACROSS THE BOOKS

Add as many entries as your series needs: one card per entity.

Items & Artifacts

Objects that carry weight: weapons, heirlooms, technology, relics.

NAME

TYPE

OWNER / KEEPER

POWERS, RULES OR LIMITS

SIGNIFICANCE & FATE

NAME

TYPE

OWNER / KEEPER

POWERS, RULES OR LIMITS

SIGNIFICANCE & FATE

Add as many entries as your series needs: one card per entity.

Events

Turning points, battles, coronations, deaths, anchored in time so the sequence stays consistent between books.

EVENT

WHEN (IN-WORLD DATE / BOOK)

WHAT HAPPENS

CONSEQUENCES

EVENT

WHEN (IN-WORLD DATE / BOOK)

WHAT HAPPENS

CONSEQUENCES

Add as many entries as your series needs: one card per entity.

Magic / Technology Rules

The system's laws. Write the cost and the limit; that's what readers police. A power with no limit is the fastest continuity break.

RULE

COST / PRICE TO USE IT

HARD LIMITS

KNOWN EXCEPTIONS (AND WHY)

RULE

COST / PRICE TO USE IT

HARD LIMITS

KNOWN EXCEPTIONS (AND WHY)

Add as many entries as your series needs: one card per entity.

Master Timeline

The spine of the series in order. One row per beat; keep it sorted by in-world time, not by the order you drafted it.

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