AIFreeForever

The Story Idea Workbook, 2026

This workbook is for writers, students and game masters who want a story idea they can build on. It covers what a story idea needs, the conflicts each genre runs on, a quick test for a clear idea, and a page to grow your idea into a plot.

What a story idea needs

- A character the reader can follow.
- Something the character wants.
- A problem in the way of what they want.
- Stakes: what they lose if they fail.

Ten genres and the conflicts they run on

Fantasy	A quest, a power to win or lose, a world in danger.
Science Fiction	A new technology or world that changes how people live.
Romance	Two people who want each other, and what keeps them apart.
Mystery	A question to answer before time runs out.
Thriller	A threat closing in on the main character.
Horror	Something to fear, and nowhere safe to hide.
Comedy	A plan that goes wrong in bigger and bigger ways.
Drama	A hard choice between two things the character loves.
Historical Fiction	A person caught up in real events of the past.
Adventure	A journey with a goal at the end and dangers on the way.

The one-sentence test

Write your idea in one sentence: "When [something happens], [a character] must [do something] or else [what they lose]." If it fits, your idea is clear and focused.

From idea to plot

Main character
What they want
The problem
The turning point
The ending

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