

# Example Fabula Pitch

## Title

*Placeholder or then Definite Title - can change*

## Fabula

### Main Plot

*A high-level sketch of the story. Define what happens, when it happens, and where it unfolds. This should describe the overall arc, not every detail.*

### Point of Debate (\*Optional)

*What is an important part of the plot that is up for debate in the pitch process? This should be an important aspect of the plot that you as the fabulist are unsure about, and are ready to let the people decide*

### Main Themes

*Theme is the overall message you want readers to take away from your story. It's the meaning behind the story and is expressed through what happens in the plot and through your character's internal and external journeys. In other words, plot is what happens in your story. Theme is why it happens.*

### Structure

*How many units, sections, chapters the book should have. These limits help homogenize the output of all the authors so that they mesh easier. Remember that there are many, many different threads for the reader to go through so there is a LOT of content.*

## Mundi

### Counterfactual Mechanics

*Beyond the laws we have in our universe, what minimal physical deviation makes this world distinctive from our own, and what is its most immediate, practical consequence for the people in this world that result from it?*

### Philosophical Knot

*The core, unresolved question at the heart of your story — a tension with ethical, political, or metaphysical weight that the narrative explores rather than resolves*

### Psychological Twist

*What psychological side effects can be found on both the person and the culture because of the counterfactual mechanics?*

### Anthropological Themes

*How do the Philosophical Knot and Counterfactual Mechanics of the fabula affect the global cultural impact. What rites and ceremonies (such as coming of age or marriage) are spawned by them?*

## Populi

### Axis Characters (1-3)

*Character(s) who drive the main plot forward.*