

Series Bible Template

One place for every fact your series depends on, so Book 3 still matches Book 1. Examples come from an invented series, The Kestrel Bay Mysteries.

How to use it

Fill in the series overview before you draft Book 1. Update the bible at the end of each writing session, and read the open threads and the last book log before you start the next book. Delete the grey prompts and examples as you go.

Series overview

Item	My series
Series title	
Series type (serial, episodic, linked, hybrid)	
Reading order (ordered or any order)	
Planned number of books	
Genre and usual book length	
Series question	
Final outcome (if the series has a set ending)	
Series promise (what every book repeats)	

Example (invented): The Kestrel Bay Mysteries. Hybrid mystery, three books of about 80,000 words. Series question: who in Kestrel Bay paid to hide what happened to Mara's father, and why?

ONE ROW PER BOOK

Book plan

Each book answers its own question. The series question moves in every book and is answered in the last one.

Book	Title	The book's question	How it ends	What changes in the main character	How the series question moves	Target words	Status
1							
2							
3							
4							
5							
6							

Example (invented): Book 1, *Ten Days in Kestrel Bay*: Why did her father tear the last ten days out of his logbook? She learns why he hid the pages and decides to stay. About 80,000 words; published. She goes from trusting no one to letting someone help. She learns the harbormaster lied for someone else.

Characters

Record ages for each book, and anything a reader would notice if it changed: looks, voice, habits, names they use for others.

Name	Role	Age (Book 1, 2, 3)	Looks	Voice and habits	Relationships	First appears

Example (invented): Mara Quill, ferry captain on the mainland, home for her father’s funeral, 38 / 39 / 40. Left-handed. Calls her father “Dad” in speech and “my father” in narration. First appears: Book 1, chapter 1.

Timeline and places

Timeline

When each book happens, and every past event the books mention, with a date.

Date	Event	Mentioned in

Example (invented): Late September 2024: her father’s last ten days, torn from his logbook. October 2024: Book 1.

Places

Towns, streets, buildings, distances and opening hours.

Place	Details	First appears

Example (invented): Harbor office: closes at 5. Ferry to the mainland: 40 minutes.

Rules, details and open threads

Rules of the world

Laws, technology, magic, and how the town or society works.

Rule	Details	Where it matters

Example (invented): No cell signal past the north point.

Repeated details

Phrases, objects, running jokes and recurring minor characters.

Detail	What it is	Books

Example (invented): The harbormaster's brass whistle.

Open threads

Every question, clue or promise not yet paid off. Cross each off when a book answers it.

Thread (question, clue or promise)	Set up in (book, ch.)	Answer planned for	Answered in (book, ch.)	Done

Example (invented): Who the harbormaster lied for. Raised in Book 1, chapter 20. Answered in Book 3.

ONE LINE PER CHAPTER, FOR EACH FINISHED BOOK

Book log

Fill this in as each chapter is finished, then use it to check later books.

Book	Ch.	What happens	Facts added	Threads opened	Threads closed

Example (invented): Book 2, chapter 6: Mara finishes repairing her father's wrecked boat and renames it Second Look.

Free to use for your own series. From AuthorWings Guides: authorwings.com/guides/how-to-write-a-book-series/