

NICHE RAIDERS
AI FICTION PROMPT GUIDE

Dialogue Sharpener

Make AI dialogue punchy and on-genre.

50 detailed Claude prompts for AI-fiction writing

How to use this guide

This is a working toolkit, not a lecture. Fifty Claude prompts, grouped into six passes that move from diagnosis to final polish. You do not need all fifty on every scene. Start at the top, find the prompts that match the problem in front of you, and run them in order.

Each prompt is written to be copied straight into Claude. Anything in [BRACKETS] is a placeholder: swap in your genre, your scene, or your character notes before you send it. The sharper your inputs, the sharper the dialogue you get back.

A simple rhythm that works for most scenes:

1. Diagnose first (Part One) so you know which lines are actually weak.
2. Punch up rhythm and compression (Part Two), then build distinct voices (Part Three).
3. Layer in subtext and conflict (Part Four), then calibrate to your genre (Part Five).
4. Finish with the mechanics pass (Part Six) and the final punch-up.

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Diagnose Before You Touch a Word

You cannot sharpen what you have not measured. Run these first so Claude tells you exactly which lines are dragging the scene down.

1. Full Dialogue Diagnostic

P R O M P T

Act as a line editor who specializes in [GENRE] fiction. Read the scene below and list every line of dialogue that reads flat, on-the-nose, or interchangeable between speakers. For each one, quote the line, name the problem in five words or fewer, and score its punch from 1 to 10. Do not rewrite anything yet. Just diagnose, hardest critic mode.

Scene:

[PASTE SCENE]

Tip *Always diagnose before rewriting. A targeted fix beats a full rewrite that loses what worked.*

2. On-the-Nose Detector

P R O M P T

Scan this dialogue for lines where a character states their emotion or intention outright instead of implying it. Quote each offender and explain in one sentence what the line is doing that a real person would leave unsaid.

[PASTE SCENE]

Tip *If a line names the feeling, the line is usually telling you it has not earned the feeling yet.*

3. Talking-Heads Check

P R O M P T

Find every stretch of this scene where characters trade lines with no physical beats, no setting, and no subtext, so it reads like disembodied voices. Mark where the reader would lose track of who is speaking or where they are.

[PASTE SCENE]

Tip *One grounding beat every few lines is enough to keep voices anchored in a body and a place.*

4. Filler and Throat-Clearing Sweep

PROMPT

Flag every instance of conversational filler in this dialogue: well, so, look, listen, I mean, you know, just, actually, um. For each, tell me whether it earns its place as characterization or should be cut for pace.

[PASTE SCENE]

Tip *Filler can be character. Cut it everywhere first, then add back only what a specific voice needs.*

5. Exposition-Dump Finder

PROMPT

Identify any dialogue where a character explains something the other character already knows, purely to inform the reader. Quote the As-you-know-Bob lines and flag them for rework.

[PASTE SCENE]

Tip *If a character already knows it, find a reason for them to argue about it instead of explain it.*

6. Voice Sameness Heatmap

PROMPT

I am going to paste a scene with the dialogue tags removed. Tell me, line by line, whether you can identify the speaker from voice alone. Where two characters sound identical, say so plainly and explain what is making them blur together.

[PASTE TAG-STRIPPED SCENE]

Tip *Run this blind test on your own scenes before sending to a beta reader. It catches voice blur fast.*

7. Beat-to-Line Pacing Audit

PROMPT

Count the ratio of spoken lines to action beats in this scene. Tell me where the dialogue runs too long without a beat to ground it, and where beats are slowing a moment that should snap.

[PASTE SCENE]

Tip *Snappy scenes are not all dialogue. The right beat at the right moment is part of the rhythm.*

Punch It Up: Compression and Rhythm

Punchy dialogue is mostly subtraction. These prompts cut the fat and put the strong words where the ear lands.

8. Cut Every Line in Half

P R O M P T

Rewrite each line of dialogue below using the fewest possible words while keeping the meaning and the character intact. Show the original and your tightened version side by side so I can compare. Favor short, spoken cadence over grammatical completeness.

[PASTE SCENE]

Tip *Compression is the fastest punch-up there is. Most lines survive losing a third of their words.*

9. Strong Last Word

P R O M P T

Rewrite these lines so each one ends on its most loaded or surprising word. Move weak trailing words (qualifiers, names, prepositional fluff) earlier or cut them. The last word should be the one that lands.

[PASTE LINES]

Tip *Train your ear: read the last word of each line out loud and ask if it deserves the spotlight.*

10. The Three-Beat Rule

P R O M P T

Reshape this exchange so the key turn lands in three quick beats: setup, pivot, payoff. Trim anything that does not serve one of those three moves.

[PASTE EXCHANGE]

Tip *Setup, pivot, payoff. If you cannot find all three, the exchange may not earn its place.*

11. Sharpen the Comeback

PROMPT

This character should win the verbal exchange but the retort is soft. Give me five sharper comebacks for the marked line, ranging from dry to savage, all true to a [DESCRIBE CHARACTER] voice.

[PASTE EXCHANGE, MARK THE LINE]

Tip Give Claude the character's temperament so the comeback fits the person, not just the moment.

12. Vary the Rhythm

PROMPT

The lines below are all roughly the same length, so the scene feels monotone. Rewrite the exchange to alternate long and short lines, using a clipped line at the emotional peak for impact.

[PASTE SCENE]

Tip A single clipped line at the emotional peak hits harder than a paragraph of buildup.

13. Add Interruption and Overlap

PROMPT

Rework this argument so characters cut each other off and talk over one another the way people do when emotions run high. Use sentence fragments and trailing-off where it raises the heat, without confusing who speaks.

[PASTE ARGUMENT]

Tip Interruptions read as heat. Use fragments, but keep enough signposting that nobody gets lost.

14. The Hard Cut

PROMPT

Find the single sharpest line in this scene. Then cut the line before it and the line after it so the punch lands with nothing cushioning it. Show me the leaner version.

[PASTE SCENE]

Tip The hard cut trusts the reader. Most punches land better with the cushion removed.

15. Turn Tags Into Beats

PROMPT

Replace weak dialogue tags such as said angrily or replied nervously with a single physical action beat that shows the emotion. Keep plain said where a beat is not needed. Do not overload every line.

[PASTE SCENE]

Tip Action beats double as tags and as characterization. Use them, but do not tag every single line.

16. Give the Scene a Button

PROMPT

Write five options for a closing button line for this scene: one short, final beat of dialogue that lands the emotional note and makes the reader want the next page. Match a [GENRE] tone.

[PASTE SCENE]

Tip End on a button and the page turn takes care of itself.

Voice: Make Every Character Sound Different

Readers should know who is talking with the tags covered. These prompts build distinct, consistent voices.

17. Build a Voice Bible

P R O M P T

For each named character below, write a short voice profile: sentence length, vocabulary level, signature rhythm, what they never say, and one verbal tic used sparingly. Keep each profile to four lines so I can reference it while drafting.

Characters and a few sample lines:

[PASTE]

Tip *Keep the voice bible open while you draft. Consistency is what makes a voice feel real.*

18. Pass the Blind Attribution Test

P R O M P T

Rewrite this exchange so that if I deleted every dialogue tag, a reader could still tell who is speaking from word choice and rhythm alone. Tell me which specific changes carry the voice.

[PASTE EXCHANGE]

Tip *If the tags are the only thing telling readers who speaks, the voices are not distinct yet.*

19. Inject Idiolect

P R O M P T

Give this character a consistent idiolect: a distinctive way of building sentences and choosing words. Apply it to the lines below. Avoid accent spelled out phonetically. Carry voice through syntax and diction instead.

Character: [DESCRIBE]

Lines:

[PASTE]

Tip *Voice lives in syntax more than in spelling. Build it from how sentences are shaped.*

20. Show Status and Power

PROMPT

Adjust the formality, directness, and interruption patterns in this scene to make clear who holds power and who is deferring, without anyone stating it. The higher-status character should control the exchange.

[PASTE SCENE]

Tip *Power shows in who interrupts, who waits, and who gets the last word, never in stating it.*

21. Mark Class and Education Through Speech

PROMPT

Rewrite these lines so the characters' backgrounds come through in diction and sentence structure rather than stereotype or phonetic spelling. Keep it subtle and respectful.

[PASTE LINES]

Tip *Subtle markers respect both the character and the reader. Avoid caricature.*

22. Add Era or Regional Flavor

PROMPT

Give this dialogue a [TIME PERIOD or REGION] flavor through period-appropriate idiom and cadence, not heavy dialect spelling. Flag any word or phrase that would feel anachronistic for the setting.

[PASTE SCENE]

Tip *Idiom dates a scene faster than anything. Have Claude flag the anachronisms you cannot hear.*

23. Catchphrase Without the Crutch

PROMPT

This character leans on the same phrase too often. Keep one signature line for impact, then replace the repeats with fresh, in-voice alternatives so the tic stays special.

[PASTE SCENE]

Tip *Protect the signature line by starving the imitations around it.*

24. Shift the Emotional Register

P R O M P T

Show me how this character speaks in three states: calm, defensive, and breaking. Rewrite the same line three ways so the rhythm and word choice shift with the emotion while the voice stays recognizable.

Line: [PASTE]

Tip *Same words, different rhythm. That is how one character can sound like many moods.*

25. Sharpen the Contrast Pairing

P R O M P T

These two characters share a scene and currently sound alike. Push their voices apart: give one short and blunt lines, the other longer and circling, so their rhythms clash on the page.

[PASTE SCENE]

Tip *Contrast is clarity. Two voices that clash are easier to follow than two that blend.*

Subtext and Conflict: What They Don't Say

Great dialogue runs on what is underneath it. These prompts load every line with want, agenda, and friction.

26. Say One Thing, Mean Another

P R O M P T

Rewrite this exchange so each character says something other than what they actually feel, and let the gap between the words and the truth carry the tension. Tell me what each line really means underneath.

[PASTE EXCHANGE]

Tip *The gap between what is said and what is meant is where readers lean in.*

27. Tie Every Line to a Want

P R O M P T

For each character in this scene, name the thing they want in this moment. Then rewrite their lines so every one of them is pushing toward that want, even when the topic seems to be something else.

[PASTE SCENE]

Tip *Every line is a move toward something. If a line wants nothing, it is probably cuttable.*

28. Give Each Speaker an Agenda

P R O M P T

Assign each character a hidden goal they are pursuing through this conversation without naming it. Rewrite the dialogue so both agendas collide under a calm surface.

Characters: [LIST]

Scene:

[PASTE]

Tip *Two hidden agendas under one calm surface is the engine of a great scene.*

29. Put Conflict in Every Exchange

PROMPT

This conversation is too agreeable, so it has no tension. Introduce friction: have characters resist, misread, or push back before they yield. Nobody should give the easy answer right away.

[PASTE SCENE]

Tip *Easy agreement kills tension. Make characters earn every yes.*

30. Reverse the Power Mid-Scene

PROMPT

Rework this scene so the character who starts in control loses the upper hand by the end, turned by a single line or revelation. Show me the pivot line that flips it.

[PASTE SCENE]

Tip *Find the pivot line. A scene that turns is a scene readers remember.*

31. Use the Unspoken

PROMPT

Identify the one thing these characters are most avoiding saying. Rewrite the scene so they circle it, talk around it, and never quite land on it, letting the avoidance build pressure.

[PASTE SCENE]

Tip *What characters refuse to say can be louder than anything they do say.*

32. Deflection and Avoidance

PROMPT

Rewrite this dialogue so a character under pressure deflects with humor, changes the subject, or answers a different question than the one asked. Make the dodge reveal more than a straight answer would.

[PASTE SCENE]

Tip *A good dodge characterizes and withholds at once. Let the deflection do double duty.*

33. Load the Questions

P R O M P T

Replace the flat questions in this scene with loaded ones that carry accusation, fear, or hope underneath. A good question should corner the other character or expose the asker.

[PASTE SCENE]

Tip *A loaded question advances the scene; a flat one just fills space.*

34. Pair Lines With Telling Beats

P R O M P T

For the key lines below, add a small physical action or object interaction that contradicts or complicates the spoken words, so the body tells a different story than the mouth.

[PASTE LINES]

Tip *When the body contradicts the words, the reader believes the body.*

Genre Calibration: Sound Like the Shelf

Punchy is not enough; dialogue has to sound right for its genre. Aim these at whatever shelf you write to.

35. Calibrate to Genre Conventions

P R O M P T

Rewrite this dialogue to match the conventions and reader expectations of [GENRE]. Tell me the three voice markers that define dialogue in this genre, then apply them. Flag anything currently breaking genre.

[PASTE SCENE]

Tip *Know your shelf. The same line can be perfect in one genre and wrong in another.*

36. Romance: Banter and Tension

P R O M P T

Sharpen this exchange between the love interests so it crackles: quick volleys, teasing, and an undercurrent of attraction neither will admit. Build tension through what they avoid saying. Keep the heat at [SWEET / STEAMY] level.

[PASTE SCENE]

Tip *In romance, the tension is in the restraint. What they will not admit is the fuel.*

37. Thriller: Clipped and Loaded

P R O M P T

Tighten this dialogue to thriller pace: short lines, withheld information, and a sense that every word costs something. Cut pleasantries. Make silence and what goes unsaid do the work.

[PASTE SCENE]

Tip *In thrillers, withheld information is currency. Spend it slowly.*

38. Cozy Mystery: Warm but Clue-Laden

PROMPT

Rewrite this conversation in a warm, witty cozy voice while slipping in one genuine clue and one red herring through natural dialogue. Keep the tone charming, never grim.

[PASTE SCENE]

Tip *Cozy dialogue can carry clues while staying warm. Hide the work inside the charm.*

39. Fantasy and SFF: Flavor Without the Lecture

PROMPT

Give this dialogue world-specific flavor through idiom, oaths, and references native to the setting, without stopping to explain the lore. Replace any modern phrasing that breaks immersion.

World notes: [BRIEF]

Scene:

[PASTE]

Tip *Flavor through idiom, not exposition. Trust readers to absorb the world.*

40. Horror: Dread in the Ordinary

PROMPT

Rewrite this exchange so the dread builds underneath ordinary, even polite conversation. The horror should live in what is almost normal but slightly wrong. Avoid characters over-reacting too early.

[PASTE SCENE]

Tip *Horror lives in the almost-normal. Keep the surface calm and let the wrongness leak.*

41. YA: Contemporary Without the Expiry Date

PROMPT

Tune this teen dialogue to sound current and natural without leaning on slang that will date the book in a year. Keep the rhythm young and the references timeless.

[PASTE SCENE]

Tip *Slang dates fast. Aim for the rhythm of young voices, not the vocabulary of this month.*

42. Literary: Restraint and Implication

P R O M P T

Rewrite this scene with literary restraint: understated lines, meaning carried in pauses and ordinary words, nothing over-explained. Trust the reader to feel the weight underneath.

[PASTE SCENE]

Tip *Literary power is restraint. Say less and let the ordinary word carry the weight.*

43. Tune to a Comp Title

P R O M P T

Here are a few lines in the dialogue style of [COMP AUTHOR or BOOK]. Without copying their words, describe what makes that voice work, then rewrite my scene so it would sit comfortably on the same shelf.

My scene:

[PASTE]

Tip *Study the comp voice, then write your own. Never copy the words, just learn the moves.*

Polish and Mechanics: The Final Pass

Last, clean the surface so nothing trips the reader. Run these after the voice and subtext are right.

44. Clean the Dialogue Tags

P R O M P T

Edit the tags in this scene to mostly plain said and asked, cut adverbs from tags, and remove any tag that the surrounding action already makes clear. Keep the prose invisible so the voices carry.

[PASTE SCENE]

Tip *Invisible tags keep the reader inside the scene. Said is not boring; it is a clear pane of glass.*

45. Reposition the Action Beats

P R O M P T

Move the action beats in these lines so they fall at the moment of maximum impact: a beat before a reply creates a pause, a beat after lands a reaction. Show me the improved placement.

[PASTE SCENE]

Tip *Beat placement is timing. A pause before a reply can say more than the reply.*

46. Punctuate for Pace

P R O M P T

Adjust punctuation in this dialogue to control speed: short sentences and periods for snap, commas for flow, ellipses for trailing off. Replace any em dashes with cleaner punctuation, and flag run-ons that blur the rhythm.

[PASTE SCENE]

Tip *Punctuation is pacing. Periods snap, commas flow, ellipses linger.*

47. Run the Read-Aloud Test

PROMPT

Read this dialogue as if performing it aloud. Flag any line that is hard to say, tangles the tongue, or sounds unnatural spoken, and offer a smoother rewrite for each.

[PASTE SCENE]

Tip *Your mouth catches what your eye misses. Read every line of dialogue aloud at least once.*

48. Contraction and Natural-Speech Pass

PROMPT

Make this dialogue sound spoken rather than written: add contractions where a character would use them, drop overly formal constructions, and keep any deliberate formality only where it characterizes.

[PASTE SCENE]

Tip *Contractions are the difference between written and spoken. Formality should be a choice, not a default.*

49. Check Voice Continuity Across Chapters

PROMPT

Here are dialogue samples for one character from three different chapters. Tell me where the voice drifts, then standardize the lines so the character sounds consistent throughout.

[PASTE SAMPLES]

Tip *Voice drift is invisible until you line up samples. Audit long projects chapter by chapter.*

50. Final Punch-Up Pass

PROMPT

This is my final dialogue pass. Identify the five weakest lines in the scene. For each, give me three rewrites: one tighter, one with more subtext, one more in-genre. Then tell me which you would pick and why.

Genre: [GENRE]

Scene:

[PASTE SCENE]

Tip *End every manuscript with this pass. Three rewrites of your five weakest lines is a fast, huge lift.*

Now go sharpen something.

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