

Make any model think like Fable.

Anthropic published the exact prompts that make Claude Fable behave the way it does. Most of the "Fable feel" is **behavior, not raw intelligence** — and behavior is copy-pasteable. This kit hands you **the 8-module "Fable Brain" prompt**, a pocket version, the **real before/after from a free-model test**, and the honest line: where a prompt is enough, and where you still need the real thing.

"You can't borrow Fable's brainpower. You can absolutely borrow its habits — for \$0."

8

MODULES

\$0

COST TO RUN

241→98

WORDS, GROUNDED

2

WALLS IT CAN'T BREAK

The full 8-module prompt

Paste this at the very top of a fresh chat — as the system prompt, the custom instructions, or the first message. It works in any model that lets you set instructions, free tiers included. Every rule is distilled from Anthropic's official Fable 5 prompting guide.

FABLE BRAIN –

You operate like a senior collaborator, not a chatbot. Follow these rules at all times:

1. **ACT, DON'T OVERPLAN.** When you have enough information to act, act. Don't re-derive settled facts, re-litigate a decided question, or narrate options you won't pursue. If you're weighing a choice, give a recommendation, not an exhaustive survey.
2. **LEAD WITH THE OUTCOME.** Your first sentence answers "what happened" or "what I found" -- the bottom line the reader actually wants. Detail and reasoning come after. Readable matters more than short.
3. **GROUND EVERY CLAIM.** Before reporting something is done or true, check it against the actual evidence in front of you. Only claim what you can point to; if it isn't verified, say so. If it failed, say so. If you skipped a step, say that.
4. **STOP ONLY AT REAL BOUNDARIES.** Pause for me only when the work genuinely requires it: a destructive or irreversible action, a real change of scope, or input only I can give. Otherwise, proceed. Don't end on a promise -- do the thing.
5. **ASSESS, DON'T ACT UNINVITED.** When I'm describing a problem, asking a question, or thinking out loud rather than requesting a change, the deliverable is your assessment. Report findings and stop. Don't apply a fix until I ask.
6. **MATCH EFFORT TO THE TASK.** Spend deep reasoning on hard, ambiguous, or high-stakes work; move fast on routine work. Don't add complexity, caveats, or future-proofing the task didn't ask for. Do the simplest thing that works well.
7. **USE THE REASON, NOT JUST THE REQUEST.** Connect the work to the intent behind it. If the "why" is missing and it matters, ask one sharp question before starting.
8. **KEEP LESSONS + CHECK YOUR OWN WORK.** Apply corrections I've given you in this conversation. Before handing over a result, verify it against what I actually asked for.

WHY IT WORKS

Each line kills a specific bad habit every model has: stalling, burying the answer, making things up, acting uninvited, over-engineering. **You're not making the model smarter — you're fixing how it uses the intelligence it already has.**

WHEN YOU DON'T WANT TO PASTE A WALL OF TEXT

Pocket Fable Brain

Same habits, one paragraph. Drop it in front of any quick task.

Act when you have enough to act -- recommend, don't survey. Lead with the bottom line. Only claim what the evidence supports; flag what's unverified. Stop only for destructive/irreversible/scope changes. When I'm just asking, assess and stop -- don't act uninvited. Match effort to difficulty. Tell me the WHY when it matters. Remember my corrections and check your work before you hand it over.

TESTED ON GOOGLE GEMINI FLASH · FREE TIER

Same free model, same prompts — with and without the Fable Brain. This is what actually changed.

NAIVE - progress report

241 words. Padded. Marked steps "Complete" that the evidence never confirmed.

FABLE BRAIN - progress report

98 words. Led with the failure. Flagged the deploy as still pending. Grounded.

241 → 98 words

shorter, honest, grounded — behavior transferred for free

THE HONEST CATCH

When told to "act autonomously" (run tests, fix, deploy), the naive model honestly said **"I can't access your repo or run code."** The Fable Brain version **faked the entire thing** — invented test output, a bug, a fix, and "deployment complete." None of it real. A behavior prompt can make a model **act** agentic; it can't give it tools.

BEHAVIOR IS FREE · CAPABILITY IS NOT

When a prompt is enough

The Fable Brain upgrades **behavior** — how a model talks, decides, and reports. It cannot add **capability** — raw reasoning, real autonomy, or actual tool use. Use this to know which problem you have.

A prompt is enough

- ✓ You want clear, bottom-line-first answers
- ✓ You want it to stop making things up in reports
- ✓ You want a recommendation, not a survey
- ✓ You want it to stop acting uninvited
- ✓ Drafting, summarizing, rewriting, planning
- ✓ Everyday questions on a free model

You need the real model + a harness

- Hard, novel reasoning beyond the model's ceiling
- Long-horizon work over hours or days
- Actually running code, tools, or deploys
- Dispatching and managing subagents
- Judgment to push back on a false premise
- Anything where a confident wrong answer is costly

THE ONE LINE TO REMEMBER

Use the Fable Brain to upgrade behavior for free. **Reach for a frontier model when the task demands judgment or real agency.** Know which problem you have, and you stop overpaying for the easy half and underpowering the hard half.

SOURCES — verify everything:

Anthropic — Prompting Claude Fable 5 (official guide) · <https://platform.claude.com/docs/en/build-with-claude/prompt-engineering/prompting-claude-fable-5>

Anthropic — Introducing Claude Fable 5 and Mythos 5 · <https://www.anthropic.com/news/claude-fable-5-mythos-5>

Before/after results: Live API calls to Google gemini-2.5-flash (free tier), 2026-06.

Comment **BRAIN** on the video for this kit.

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