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3 moves to make before Fable 5 leaves your plan

The three exact prompts I'm running before 7 July: upgrade every skill and prompt you own, build the website you keep putting off, and get Claude to build you a tool that keeps working after the model is gone. Copy, paste, done.

who it's for

time needed

cost

complete beginner

an afternoon

free

a free guide

You watched the video, so here's everything in one place. Fable 5 stays inside Pro, Max and Team plan limits until 7 July. After that it needs extra usage credits, and Anthropic says it comes back to plans when capacity improves, with no date attached. So the smart play isn't to chat with it. It's to give it work that outlives it.

Three jobs. Each one below has the exact prompt. None of them need you to be technical.

Move 1: make it upgrade every skill and prompt you own

Everything you've saved, your custom instructions, your project prompts, your Claude skills, your "paste this every Monday" prompt, was written with help from an older, weaker model. Fable 5 can see the gaps in all of it instantly. And here's the part that matters: the model leaves your plan on Monday, but the upgraded files don't. Whatever model runs them next week, they'll run better.

Open Claude (Cowork or desktop, pointed at wherever your prompts and skills live, or just paste your prompts into the chat) and run this:

```
You are the strongest model I'll have access to for a while, so I want you to upgrade the prompts and skills I use every day before you go.
```

```
Here's what to do:
```

```
1. Read every prompt, skill, or set of custom instructions I give you. Don't rewrite anything yet.
```

```
2. For each one, tell me in plain English: what it's trying to do, where it's vague or contradictory, what edge cases it doesn't handle, and what a weaker model would likely get wrong when following it.
```

```
3. Then rewrite each one. Keep my voice and intent. Make every instruction concrete enough that a less capable model could follow it without guessing. Spell out the steps, the format of the output, and what to do when something is unclear, rather than trusting the model to infer it.
```

```
4. Show me each rewrite next to a short list of what you changed and why.
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```
5. Where a prompt relies on judgement calls ("make it sound good", "keep it short"), replace the judgement with rules and examples, because rules survive a model downgrade and vibes don't.
```

```
Important: don't make things longer for the sake of it. The goal is a version of each prompt that performs nearly as well on a normal model as the original did on you.
```

```
Start with the first one and work through them one at a time.
```

Work through your list one prompt at a time and save each rewrite back where it lives. An hour of this is the highest-leverage hour you'll spend this weekend.

Move 2: build the website you keep putting off

Front-end design is the thing Fable 5 is freakishly good at. Not "fine for a robot" good. Better-than-the-quote-you-got good. The trick is giving it the three things a designer would ask you for: who you are, who it's for, and what it should feel like. Then getting out of the way.

Open Claude Code or Cowork in an empty folder and paste this, filling in the brackets:

```
Build me a complete one-page website as a single self-contained HTML file (all CSS and any JS inline, no external dependencies except Google Fonts).

About me / the business:
[2-3 sentences: what you do, who you do it for, what makes you different. Write it like you'd say it out loud.]

Brand:
- Colours: [your hex codes, or "pick a palette that feels X, show me before building"]
- Feel: [3 adjectives, e.g. "calm, expensive, direct" or "warm, local, trustworthy"]
- Fonts: [name them, or "choose one serif for headlines and one sans for body, nothing generic"]

The page needs:
- A headline section that says what I do in one sentence a stranger understands
- A short "how it works" or services section (3 items max)
- One proof section (testimonial, result, or a line about experience - I'll give you the real one: [paste it])
- A contact section with [email / booking link / phone]

Design rules:
- Design it like a $10k agency site, not a template. Deliberate typography, generous whitespace, one accent colour used sparingly.
- Mobile-first. It must look right on a phone before anything else.
- No stock-photo placeholders, no lorem ipsum, no "insert text here". Write real copy from what I gave you and mark anything you invented with [CHECK] so I can verify it.

When you're done, tell me the three things you'd improve next, then wait.
```

Look at what it gives you, then iterate in plain English: "warmer", "less text in section two", "make the headline bigger". Each round takes seconds. When you're happy, that single HTML file can go live on Netlify, Vercel or any host in about five minutes, and Claude will walk you through that too if you ask.

Move 3: make it build you an actual tool

This is the one nobody does, and it's the one that keeps paying after the model's gone. People online have had Fable 5 build Minecraft clones in twenty minutes. You don't need a game. You need the boring tool your business is missing.

Mine is a carousel generator. I type a topic, it writes the slides in my voice and renders finished, on-brand images ready to post. It made the graphics in the video that sent you here. Built in an afternoon, works forever, costs nothing to run.

Here's the honest version of how it works, because it's simpler than it sounds:

1. **A design template.** One HTML file that holds the entire look: brand colours, fonts, the layout of each slide type (cover, point, prompt, CTA). HTML because it's the one design tool where the AI is genuinely elite, and because it's just a file you own.
2. **A content file per carousel.** A plain-text file with the words for each slide. Writing a new carousel means writing one of these, or asking Claude to draft it from a topic.
3. **A small script that marries them.** It pours the words into the template and screenshots each slide at full quality using the Chrome browser you already have, invisibly. Out come finished PNGs.

You don't need to understand any of that to get one. This is the build brief. Paste it into Claude Code and swap in your own details:

```
Build me a social media carousel generator I can run on my own computer. I'm not a developer, so explain what you're doing as you go and don't assume I know terminology.

How it should work:
1. One HTML template file that defines the whole design system for my slides. Brand: [colours as hex codes], [fonts], [describe your aesthetic in a sentence, e.g. "bold red paper poster look, black ink, one cream accent word per slide"]. Portrait slides at 1080x1350 pixels.
2. It should support these slide types: a cover (big headline + kicker line), a point slide (numbered point + supporting text), a prompt slide (a copy-paste prompt in a styled block), and a CTA slide (one big line + what to do next).
3. Each carousel's words live in one simple text file, one section per slide. Show me the format and give me a filled-in example.
4. A single command that takes that text file and produces finished PNG images, one per slide, by rendering the template in headless Chrome and screenshotting each slide. I have Google Chrome installed.
5. Include a "new carousel" command that creates a blank content file ready to fill in.

Rules:
- Everything runs locally. No paid services, no accounts, no API keys.
- When it's built, generate a test carousel from the example file and show me where the images landed.
- Then write me a one-page cheat sheet: how I make a new carousel from scratch next time, step by step.

My first test carousel topic: [your topic].
```

The design won't be perfect on the first render. Screenshot what it gives you, tell it what's off in plain English ("headline too small", "too much empty space on slide 3", "the red is wrong, use #CB2E26"), and re-render. Three or four rounds gets you something you'd genuinely post. Mine took an afternoon of exactly that loop.

And the reason this is move 3 and not a footnote: the upgraded prompts from move 1, the website from move 2 and this tool are all things that keep working at full strength after 7 July. The model leaves. The output doesn't.

The one rule

Deadlines make people sloppy, so to be clear about what's actually happening: Fable 5 is not being deleted on 7 July. It leaves the standard Pro, Max and Team plan limits, moves to extra usage credits, and Anthropic says it returns to plans when capacity improves. Nothing you build with it stops working. That's the entire point of these three moves: spend the window on things that don't need the model to still be there.

This guide lives at [**https://fionntobin.com/guides/3-moves-before-fable-5-leaves**](https://fionntobin.com/guides/3-moves-before-fable-5-leaves) and gets updated when the tools change. More free guides: [**https://fionntobin.com/guides**](https://fionntobin.com/guides)