

Screenplay Outline

1. Self Revelation, Need, and Desire

What will my hero learn at the end?

What does he know at the beginning, what does (s)he believe?

What is he wrong about at the beginning?

Self Revelation:

Psychological Need:

Moral Need:

Desire:

Initial Error:

3. Weakness & Need

Weakness:

Need:

Problem:

4. Inciting Event: What get's the story going?

5. Desire

6. Ally or Allies

7. Opponent and or Mystery

8. Fake Ally / Opponent (optional)

9. First Revelation and Decision/Changed Desire and Motive:

First Revelation:

Decision:

Changed desire:

10. Plan

11. Opponent's Plan and Main Counterattack (Optional: Can be woven in different ways)

12. Drive

13. Attack by Ally (“This isn’t who you are: your desire is great but you’re doing it in an immoral way”)

14. Apparent Defeat

15. Second Revelation and Decision:

16. Audience Revelation (We see something key that our character doesn’t! Raises stakes)

17. Third Revelation and Decision (optional) :

18. Gate, Gauntlet, Visit to Death:

19. Battle

20. Self-Revelation and Moral Decision:

22. New Equilibrium