

Scene Card <input type="checkbox"/> Master <input type="checkbox"/> Major <input type="checkbox"/> Minor	Synopsis:					
POV Character						
Setting						
REI (Reading Ease Index) Flesch Reading Ease = Flesch-Kincaid Level = Composite Score =						
Purpose of Scene <input type="checkbox"/> Advance action <input type="checkbox"/> Develop characters <input type="checkbox"/> Add complication/raise stakes <input type="checkbox"/> Solve a problem <input type="checkbox"/> Set up later scenes <input type="checkbox"/> Create atmosphere/world build	Intensity scale	Low	--	Medium	--	High
	Action	N/A	incidental	overt	urgent	frenetic
	Conflict	none	tension	hostility	conflagration	fatal
	Imagery (five senses)	minimal	incidental	telling (3)	key	wow
	Invention	N/A	cheap trick	nod	smile	wow
	Irony/humor	N/A	subtle	dry	lol	wow
	Dialog	none	internal	discussion	argument	crux
	Suspense (ticking time bomb)	N/A	subtle	uncomfortable	thrilling	nail-biter
	Pacing (composite score)	65-69 (breather)	70-74 (downshift)	75-79 (compelling)	80-85 (thriller)	>86 (breakneck)

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