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