

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 =	<table border="1"> <thead> <tr> <th data-bbox="590 846 1031 911">Intensity scale</th> <th data-bbox="1031 846 1178 911">Low</th> <th data-bbox="1178 846 1346 911">--</th> <th data-bbox="1346 846 1598 911">Medium</th> <th data-bbox="1598 846 1766 911">--</th> <th data-bbox="1766 846 2001 911">High</th> </tr> </thead> <tbody> <tr> <td data-bbox="590 911 1031 971">Action</td> <td data-bbox="1031 911 1178 971">N/A</td> <td data-bbox="1178 911 1346 971">incidental</td> <td data-bbox="1346 911 1598 971">overt</td> <td data-bbox="1598 911 1766 971">urgent</td> <td data-bbox="1766 911 2001 971">frenetic</td> </tr> <tr> <td data-bbox="590 971 1031 1031">Conflict</td> <td data-bbox="1031 971 1178 1031">none</td> <td data-bbox="1178 971 1346 1031">tension</td> <td data-bbox="1346 971 1598 1031">hostility</td> <td data-bbox="1598 971 1766 1031">conflagration</td> <td data-bbox="1766 971 2001 1031">fatal</td> </tr> <tr> <td data-bbox="590 1031 1031 1091">Imagery (five senses)</td> <td data-bbox="1031 1031 1178 1091">minimal</td> <td data-bbox="1178 1031 1346 1091">incidental</td> <td data-bbox="1346 1031 1598 1091">telling (3)</td> <td data-bbox="1598 1031 1766 1091">key</td> <td data-bbox="1766 1031 2001 1091">wow</td> </tr> <tr> <td data-bbox="590 1091 1031 1151">Invention</td> <td data-bbox="1031 1091 1178 1151">N/A</td> <td data-bbox="1178 1091 1346 1151">cheap trick</td> <td data-bbox="1346 1091 1598 1151">nod</td> <td data-bbox="1598 1091 1766 1151">smile</td> <td data-bbox="1766 1091 2001 1151">wow</td> </tr> <tr> <td data-bbox="590 1151 1031 1211">Irony/humor</td> <td data-bbox="1031 1151 1178 1211">N/A</td> <td data-bbox="1178 1151 1346 1211">subtle</td> <td data-bbox="1346 1151 1598 1211">dry</td> <td data-bbox="1598 1151 1766 1211">lol</td> <td data-bbox="1766 1151 2001 1211">wow</td> </tr> <tr> <td data-bbox="590 1211 1031 1271">Dialog</td> <td data-bbox="1031 1211 1178 1271">none</td> <td data-bbox="1178 1211 1346 1271">internal</td> <td data-bbox="1346 1211 1598 1271">discussion</td> <td data-bbox="1598 1211 1766 1271">argument</td> <td data-bbox="1766 1211 2001 1271">crux</td> </tr> <tr> <td data-bbox="590 1271 1031 1331">Suspense (ticking time bomb)</td> <td data-bbox="1031 1271 1178 1331">N/A</td> <td data-bbox="1178 1271 1346 1331">subtle</td> <td data-bbox="1346 1271 1598 1331">uncomfortable</td> <td data-bbox="1598 1271 1766 1331">thrilling</td> <td data-bbox="1766 1271 2001 1331">nail-biter</td> </tr> <tr> <td data-bbox="590 1331 1031 1421">Pacing (composite score)</td> <td data-bbox="1031 1331 1178 1421">65-69 (breather)</td> <td data-bbox="1178 1331 1346 1421">70-74 (downshift)</td> <td data-bbox="1346 1331 1598 1421">75-79 (compelling)</td> <td data-bbox="1598 1331 1766 1421">80-85 (thriller)</td> <td data-bbox="1766 1331 2001 1421">>86 (breakneck)</td> </tr> </tbody> </table>						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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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																																																												