120 Page Beat Sheet Workbook
Based on the book:
Something Startling Happens
By: Todd Klick
Workbook prepared by: Stefne Miller

1. Attention
Tension to grab attention.
Anxiety, hostility, sexual tension, unease, danger.

Opening Image –
Set-Up (1-10)

2. The Build
"Not only does ..."
3. The Ratchet

“Not only that, but now...”
Anxiety, danger

4. Another Notch

“If you thought that was bad...”
Threat of suicide, death. Envy, etc.

5. Jaw Dropper

Something extraordinary/astonishing happens
6. Friend or Fist  
Hero and ally(s) bond or fight. Best friend, associate, co-worker, friend

7. Friend or Fist 2  
Hero and/or ally(s) bond or fight more.

8. Something Startling Happens  
Audience gets a jolt.
9. The Pursuit
Hero discovers something extraordinary/astonishing that must be pursued

10. The Discussion
Someone important to the hero wants to discuss something significant

11. The Warning
A warning or threat is made
12. Harsher Warning
A harsher warning or threat is made

13. The Submission
Final warning/threat is made and the hero submits. Backs down, runs away, stays seated, silent, walks away

14. Danger Watch
Docile hero watches danger approaching
15. Whew, That Was Close
Hero experiences a close call while danger approaches

16. The Big Concern
A troubled or anxious state of mind

17. World Upside Down
Bad guy turns a good person's world upside down
18. Trouble Turn
The event that will get the hero in trouble later

19. The Threat
Bad guy, or secondary bad guys, make a threat/warning: obvious bad guy, inanimate object, family member

20. Push Back
The hero shows backbone: anger, knowledge, flirting, contrary action, shocking
21. The Great Affect
Something happens that greatly affects the hero:
Positive, negative, double-edged

22. Truth Declared
Moment of truth

23. Scary Stuff
Hero experiences something scary with ally or love interest
24. Scary Stuff 2
Hero and/or ally/love interest experience more scary stuff.

25. Scary Stuff 3
Hero and/or ally/love interest experience even more scary stuff.

26. The Big Unexpected
Something big and unexpected.
27. The Mini-Quest
Hero embarks on a small, preliminary quest

28. Big Quest Prep
Hero prepares for a bigger quest with ally

29. Big Quest Prep 2
Hero and/or ally prep for bigger quest continues
30. The Need
A condition requiring relief; anything that is necessary but lacking

31. Distress Signal
Hero sees/hears something that distresses him

32. Anxiety Map
Sought-after truth or object is revealed and causes great anxiety. “Be careful what you wish for.”
33. Ominous Oh No
Hero sees/does/hears something ominous: The foreshadowing of evil or tragic developments, potentially harmful.

34. Friend Affect
Ally's behavior affects the hero

35. Bait and Switch
Seems like this new world is positive, but is it really? (dark undercurrent that keeps the audience off balance)
36. Hide and Seek
Main object of desire stays hidden. Feelings, treasure, evidence, etc.

37. Over His Head
Hero or ally realizes he may be in over his head

38. Positive Reconnect
Hero reconnects with ally(ies) in a positive way. False sense of security.
39. New Journey Bond
Hero bonds further with main ally on the new journey

40. Ally’s World
We learn more about the ally and their world: to make us like them, to make us understand or fear them

41. Thorny Rose
Things may seem kinda rosy, but there’s still ugliness out there
42. Surprise Reveal
Ally/hero reveals something surprising: negative or positive surprise

43. Surprise Reveal 2
Ally reveals something even more surprising: death surprise, other kinds

44. New News
Hero reacts to new news. Hero reacts to what happened in the previous minute
45. Out of the Ordinary

Hero does something brave and out of the ordinary for him/her

46. The Revelation

4 types of them: rock the hero's world, about the ally, about the hero, about the bad guy

47. The Escort

Ally takes, or will take, the hero somewhere -- fresh territory
48. Needed Knowledge
Ally gives/shows hero needed knowledge – aids the hero’s goal or situation, what he needs to do next

49. Foreboding Fact
Hero is given more knowledge/warning, often ominous

50. The Portent
Something potentially deadly is seen or explained: actual or death of a dream, relationship, etc
51. The Engage
Hero and/or ally engage the enemy, the enemy intimidates the hero. Feelings, ghost, conscious, death, etc.

52. Say Uncle
Enemy intimidates the hero, almost defeats him

53. The Intimidation
Enemy intimidates the hero
54. The Lightbulb
New positive or negative revelation is made. Something positive or negative

55. Sideswipe
Another jolt

Dark Twist Chat
Hero talks with a friend, and then there’s a dark twist
57. Difficult Words
Difficult questions/request/statement is asked/made

58. Vital Event
Something alters the hero’s life: touching on past, info is explained, reveals state of relationship, poses threat

59. The Deception
Hero lies to: further career, avoid getting caught, ease concerns, advance relationship, cause problems
60. The Shocker
Draws a swift inhalation of breath from the audience

61. Plus Minus
A positive turns into a negative, or a negative turns into a positive

62. Flirtin’ With Disaster
63. Ally Attack
Bad guy, or a secondary bad guy, deeply affects hero's ally or love interest

64. Bad Guy Threat
Bad guy, or secondary bad guy threatens hero in some way

65. The Resistance
Hero or ally attacks/resists the bad guy
66. Positive Step
Hero does something positive toward his goal

67. Hero Affect
Hero does something that will immediately or eventually affect the bad guy

68. Ally Aid
Ally or love interest takes a positive/significant step towards hero
69. Captivating Concern
Concern with something more at stake

70. New Journey
Hero embarks on a new journey

71. Bad to the Bone
Bad guy shows aggression
72. Badder to the Bone
Bad guy shows more aggression

73. Baddest to the Bone
Bad guy, secondary bad guy ratchets up aggression even more

74. Put Into Peril
Hero and/or ally is put into peril: life, respect, career, dream, relationship, secret in peril
75. Skull and Crossbones
Life, love, hopes are threatened to be taken away:
symbol or threat of death, death of relationship, etc

76. The Grim Reaper
Symbols of death, threat of death, talk of death,
death of a relationship or dream

77. The Rumble
Tension of death needs a release, comes in the form
of a fight
78. Mystery Mission
Hero and ally interact, there's a mystery that needs to be solved

79. Mystery Mission 2
Hero and/or ally continue to engage/interact, more mystery

80. Tick Tick Boom
Explosion: emotional, actual
81. Surprised Hero
Bad guy or ally surprises hero

82. Surprise, Surprise
Follow up with another surprise

83. Gotta Go
Hero hurries somewhere
84. Gap Subtract
Gap between hero and bad guy or ally decreases

85. Bad Guy Boo-Boo
The minute we see the bad guy is vulnerable

86. Worry Wound
Something worries main characters, wounds him
87. Damage Done
Bad guy provokes physical or emotional damage. Retaliation.

88. Double Damage Done
Bad guy causes additional physical or emotional damage.

89. Red Alert
Circumstances grow more serious for our hero.
90. Rescuing Ally
Ally comes to the rescue

91. Suffer the Weak
Moment of suffering and weakness – makes us feel for them, relateable

92. Hugs and Kisses
Hero and ally/love interest show affection
93. Hugs and Kisses 2

Hero and ally express greater affection

STEFNE MILLER
Writer

94. The Aggressor

Hero or bad guy shows aggression

STEFNE MILLER
Writer

95. The Separation

Hero and ally separate

STEFNE MILLER
Writer
96. Death and Dying
Show or speak of death

97. Taping the Knuckles
Hero prepares for, or heads toward the battlefield

98. Kiss or Spit
Hero or bad guy shows aggression or affection

www.stefnemiller.com  stefne@stefnemiller.com
99. Kiss or Spit 2
Hero or bad guy shows more aggression/affection

100. Kiss or Spit 3
Hero and/or bad guy shows even greater aggression/affection

101. Deeper Deeper
Deeper into battle/trouble. Deeper in love, deception, responsibility, friendship
102. The Blow-Up
Emotional blast to jar the audience; physical or emotional

103. The Blow
Hero or bad guy administers some sort of blow; physical or emotional

104. The Upper Hand
Hero or bad guy gets the upper hand in an aggressive manner
105. The Deceit
Against the hero, against the bad buy, against the audience

106. The Dodge
Someone dodges or avoids something

107. Good Does Bad
Someone that seems good does bad
108. Sense of Finality
Impending Doom

STEFNE MILLER
Writer

109. The Extraordinary
Something extraordinary is revealed

STEFNE MILLER
Writer

110. Strong Statement
Verbally, visually

STEFNE MILLER
Writer
111. Turn for the Worse
Oh no!

112. Charging Shark
Bad guy takes aggressive action towards hero and ally

113. The Cage Slam
Bad guy takes another aggressive action toward hero/ally
114. Gets the Better
Bad guy gets the better of the hero and/or ally

115. Bleak Meak
Looks like the hero will be defeated

116. Kick ‘Em While They’re Down
Bad guy exerts tremendous effort against hero
117. Reprieve
Yes, but... something gives a glimmer of hope

118. Hope Might Be Lost
It gets bad again

119. One Bullet Left
Hero fails, or needs help, as the bad guy closes in.
120. Powder Keg

Physical or emotional explosion