BASIC STORY MAP

SERIES

TITLE:
THEME:
COMPELLING CRISIS (OF SERIES):
WEEK TO WEEK (OF SERIES):
SETTING/WORLD:
PROTAGONIST:

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Defining Characteristic:
• Skill:
Misbehavior:
Achilles Heel/Flaw:
PILOT
External Goal:
Internal Goal:
Central Conflict/Antagonist:
Dynamic Ally:
Shadow Character:
Ending:
Pilot Arc:
Season One Arc (Optional):
Series Arc (Optional):

FULL STORY MAP

PILOT STORIES:

"A" Story:		
·		
"B" Story:		
,		
"C" Story:		
"D" Story (Optional):		
, , , ,		

PILOT BEAT SHEET:

TEASER (2-10 PAGES):

•	Strong Opening Image:
•	Dynamic Opening Sequence:
•	Framing Device:
	Training Device:
•	Fascinating Protagonist:
	Fascinating Protagonist:
•	World:
	World:
_	Thoma avaracead:
•	Theme expressed:
_	Control Conflict ("A" Ctom ()
•	Central Conflict ("A" Story):
_	CATALVCT
•	CATALYST:
_	
_	
	Cliffhanger

ACT ONE (12-15 pages):

•	"A" Story:
•	"B" Story:
_	
•	"C" Story:
•	New Arrival/New World:
•	Shadow Character intro'd:
•	Dynamic Ally intro'd:
•	Theme integrated:
•	Escalating Conflict/Stakes:

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•	INCITING INCIDENT:
•	TURN/Roadblock/Crisis to "A" story:
_	
	Cliffhanger

ACT TWO (6-10 pages):

Aftermath of Cliffhanger:
FIRST TRIAL:
• FIRST CASHALTY:
FIRST CASUALTY:
New complications A, B, C:
New complications A, B, C.
- MIDDOINT:
MIDPOINT:
New Question/Challenge

ACT THREE (8-12 pages):

•	Aftermath of Midpoint:
	SHADOW SHOWDOWN:
•	Integration of lines:
_	
_	
•	ASSUMPTION OF POWER:
_	

ACT FOUR (6-12 pages)

•	Skirmishes and Complications:
•	Integration, Escalation, Stopping Points:
_	
•	"C" CLIMAX:
_	
•	DECLARATION OF WAR:
_	
•	ALL IS LOST:

ACT FIVE (2-8 pages):

•	"B" CLIMAX:
_	
•	"A" CLIMAX:
•	EPILOGUE/ NEW WORLD:
•	HANGING QUESTION/CLIFFHANGER
_	

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