

**Act 1: Introduce the hero, and give him an opportunity to accomplish his ultimate goal in life.**

- 1: Introduce the hero and state his goal
- 2: Metaphor for the whole movie
- 3: Jake receives an opportunity to make his dream come true
- \*4: Jake arrives on Pandora
- 5: Introduce Quaritch and learn about the dangers of Pandora
- 6: Jake meets the Avatar team
- 7: Jake meets Grace
- 8: Grace tries to get Jake kicked off the Avatar team
- \*9: Jake trains how to use his Avatar body
- \*10: Jake gets a military assignment from Quaritch

**Act 2: The hero accomplishes the first major goal/assignment necessary to achieving his final goal.**

- \*11: Avatar team travels to the derelict Na'vi school in the jungle
- \*12: Jake is split up from his team running from a giant Thanator
- 13: Jake prepares to battle the creatures of the night
- 14: Jake fights the creatures of the night and is saved by Neytiri
- 15: Neytiri tries to take Jake to safety, but Jake is arrested by Tsu'tey
- 16: Jake is put on trial at Hometree
- 17: Jake eats dinner with Neytiri
- \*18: Jake returns to his human body and debriefs with the Avatar team
- 19: Jake debriefs with the military team
- 20: Jake and Grace tell each other things they didn't know about the Na'vi

**Act 3: The hero trains in a physical skill.**

- 21: Jake trains how to use a direhorse
- \*22: Jake gives military intel on the Na'vi to Quaritch
- 23: Grace moves the Avatar program to Site 26
- 24: Avatar team travels to Site 26
- 25: Avatar team sets up their equipment at Site 26
- 26: Neytiri teaches Jake about Banshees
- 27: Jake records a vlog at Site 26
- 28: Neytiri trains Jake in Na'vi language and bow
- 29: Norm trains Jake in Na'vi language
- 30: Neytiri trains Jake in tree hopping
- 31: Moat lets Grace and Norm into Hometree

**Act 4: The hero trains in a mental skill.**

- 32: Neytiri trains Jake in tracking and naturism
- 33: Grace teaches Jake about naturism
- 34: Jake demonstrates mastery of the skills Neytiri has been teaching him
- 35: Jake demonstrates mastery of naturism in human form
- 36: Tsu'tey leads Jake and other Na'vi trainees into the Floating Mountains

37: Jake tames his Banshee  
38: Neytiri trains Jake how to ride his Banshee  
39: Grace teaches Jake about the Leonopteryx and the Well of Souls  
40: Neytiri teaches Jake about the Leonopteryx

41: Jake expertly kills a Sturmbeest with a bow while flying on his Banshee  
42: Jake celebrates at a Sturmbeest feast at Hometree with the Na'vi  
43: Jake and Tsu'tey start to bond, but Neytiri chooses to dance with Jake over Tsu'tey

44: Jake gives an eloquent speech about Naturism

**Act 5: The hero accomplishes a major goal, which is undone by the antagonist.**

45: Jake and Grace report to Selfridge, who says they're out of time for diplomacy

46: Quaritch gives Jake one last chance for diplomacy

47: Jake enters his Avatar pod to go take the final test to become a Na'vi member

48: Jake prepares for his final test at Hometree

49: Jake takes Na'vi mescaline and trips out

50: Jake and Neytiri have sex

51: RDA attacks the Na'vi's trees with Dozers to incite retaliation to justify war

52: Jake disables a Dozer

53: Tsu'tey challenges Jake to a duel for what the humans did to the Na'vi's trees

54: Trudy flies Quaritch to Site 26

55: Jake and Tsu'tey duel

56: Quaritch arrests the Avatar team causing Jake to lose his duel with Tsu'tey

**Act 6: The hero regains lost ground.**

57: Jake and Grace unsuccessfully beg Quaritch and Selfridge to call off the attack on Hometree

58: Quaritch tells Selfridge that the Na'vi took the bait and wiped out their Dozer fleet

59: Quaritch convinces Selfridge to attack Hometree

60: Trudy warns Jake and Grace that Quaritch is going to attack Hometree

61: Grace and Jake convince Selfridge to give them one more chance at diplomacy

62: Grace and Jake try to warn the Na'vi that Hometree is about to be attacked

63: Hometree is attacked

64: Trudy breaks the Avatar team out of jail

65: The Avatar team travels out of the RDA compound

66: The Avatar team gets to Trudy's gunship

67: Quaritch fires at Trudy's gunship, hitting Grace.

**Act 7: The hero gains ground.**

68: The Avatar team attaches the link module at Site 26 to Trudy's gunship to move it  
69: The Avatar team travels to a new location with the link module  
70: The Na'vi are regrouping at the Well of Souls  
71: The Avatar team sets up the link module near the Well of Souls  
  
72: Jake retrieves his Banshee  
73: Jake tames the Leonopteryx  
74: Jake uses the Leonopteryx to reunite with the Na'vi  
  
75: The Na'vi prepare to try to save Grace  
\*76: The Na'vi fail to save Grace, and Jake urges the Na'vi to recruit more help  
77: Jake enlists the help of the Na'vi Horse Clan

**Act 8: The hero and antagonist prepare for their final showdown, and the antagonist wins the first round.**

78: Quaritch urges all RDA Personell to fight the Na'vi  
79: Selfridge tries and fails to stop Quaritch's war path  
80: Max warns the Avatar team Quaritch is going to attack the Well of Souls  
  
81: Jake trains the Na'vi how to fight the humans  
82: Jake prays to Ewa for help  
83: The Na'vi and the humans make final preparations for battle  
  
84: Human mech warriors battle Na'vi Horse Clan (Humans win)  
\*85: Jake and Na'vi Banshee Clan attack Human Gunships. Norm and Tsu'tey get knocked out of the battle (Humans win)

**Act 9: The hero and his allies rally and win the final showdown.**

86: Ewa attacks the humans with Banshees and Bull Hammerheads  
88: Max leads a revolt within the RDA compound  
89: Jake attacks Valkryie Gunship  
90: Quaritch goes Berzerker  
91: Humans begin retreating despite orders to hold the line  
  
92: Quartich closes in on the Well of Souls  
93: Jake unsuccessfully attacks the Dragon Gunship  
94: Trudy sacrifices herself to take out the Dragon Gunship  
95: Max attacks the RDA control room  
\*96: Neytiri and Jake kill Quaritch

**Act 10: Denouement**

97: Neytiri saves Jake's life and sees his human form for the first time  
98: Tsu'tey passes leadership of the Na'vi to Jake, and Jake mercy-kills Tsu'tey  
99: The Na'vi and Avatar team kick RDA off Pandora  
100: Jake makes a denouement vlog  
101: The Na'vi transfer Jake's soul from his human body to his Avatar body

## **Characters**

CHARACTER: JAKE

PROTAGONIST ULTIMATE GOAL 1: FIND A CAUSE WORTH FIGHTING FOR/PROTECT  
THE WEAK FROM THE STRONG

PROTAGONIST ULTIMATE GOAL 2: BE MORE THAN A MAN CAN BE

PROTAGONIST ULTIMATE GOAL 3: WALK

PROTAGONIST ULTIMATE GOAL 4: FLY

PROTAGONIST PREVIOUS CAREER: MARINE

PROTAGONIST CURRENT CAREER: DISABLED VETERAN

PROTAGONIST WEAKNESS: INOPERABLE LEGS

PROTAGONIST WEAKNESS: UNPREPARED FOR PANDORA

PROTAGONIST FLAW: OBEDIENCE

PROTAGONIST RESOURCE: WHEEL CHAIR

PROTAGONIST RESPONSE: SARCASM AND HUMOR

PROTAGONIST RESPONSE: NEVER GIVE UP

PROTAGONIST RESPONSE: FOLLOW AND LEARN FROM THE EXPERTS

PROTAGONIST CURSE: RECEIVES NO SYMPATHY FROM UNIVERSE

PROTAGONIST SKILL: ACT LIKE A MARINE

SKILL: NA'VI LANGUAGE

HUMAN RESPONSE: REFUSAL OF THE CALL

RESOURCE: WHEELCHAIR

RESOURCE: AVATAR BODY

CHARACTER: BAR BULLY

(Metaphor for RDA)

CHARACTER GOAL: CONTROL THE WEAK WITH VIOLENCE

CHARACTER STRENGTH: HEIGHT/SIZE

CHARACTER WEAKNESS: NO FIGHTING SKILLS

CHARACTER: BARTENDER

CHARACTER 3 GOAL 1: MAKE MONEY SELLING ALCOHOL TO PATRONS

CHARACTER: TWO RDA CORP AGENTS

GOAL 1: FIND JAKE SULLY

GOAL 2: DELIVER INFO TO JAKE

GOAL 3: CONVINCED JAKE TO JOIN RDA CORP ON PANDORA

CHARACTER: SPACESHIP NURSE

SKILL: MEDICINE

CHARACTER: FLIGHT LINE SERGEANT

CHARACTER GOAL 1: GIVE ROOKIES INFO ON PANDORA

CHARACTER: DOZER

SKILL: BULLDOZE OVER THINGS

STRENGTH: IMPENITRABLE  
WEAKNESS: NOT VERSATILE  
CHARACTER: MECH SUIT WARRIOR  
CHARACTER: QUARITCH  
CHARACTER GOAL 1: MAINTAIN AN EFFECTIVE FIGHTING FORCE AGAINST PANDORA  
CHARACTER GOAL 2: HELP HUMANS SURVIVE PANDORA  
SKILL: BUREAUCRATIC RANK  
SKILL: MECH PILOT  
CHARACTER: NORM  
SKILL: LANGUAGE SKILLS  
TRAIT: JEALOUSY  
TRAIT: INSECURITY  
CHARACTER: MAX  
CHARACTER 9 SKILL 1: TECH SAVY  
CHARACTER: GRACE  
TRAIT: SMOKING HABIT  
TRAIT: HIGH EXPECTATIONS  
TRAIT: DEDICATION TO SCIENCE  
SKILL: KNOWLEDGE OF NA'VI  
SKILL: NA'VI GREETING  
GOAL 1: PACIFISM  
CHARACTER: SELFRIDGE  
FLAW: BUREAUCRATIC INEPTITUDE  
FLAW: GREED  
FLAW: DISRESPECT FOR NATURE  
FLAW: PHYSICALLY WEAK  
GOAL 1: MONEY  
GOAL 2: MINE UNOBTANIUM  
GOAL 3: HAVE A MILITARY ASSET ON THE AVATAR PROGRAM  
SKILL: BUREAUCRATIC RANK  
SKILL: GOLF  
  
CHARACTER: TRUDY  
RESPONSE: TOUGH GIRL  
CHARACTER: MILITARY ESCORT  
CHARACTER: FOREST BANSHEE  
CHARACTER: BULL HAMMERHEAD  
CHARACTER: GIANT THANATOR

CHARACTER: NEYTIRI  
SKILL: KNOWLEDGE OF PANDORA  
SKILL: BOW  
SKILL: RIDE DIRE HORSE  
SKILL: USE ANTENNA/SHAHAYLA  
SKILL: RIDE MOUNTAIN BANSHEE  
SKILL: NATURISM  
SKILL: SUMMON BANSHEE CALL  
SKILL: TREE HOPPING  
SKILL: RIDE MOUNTAIN BANSHEE  
NA'VI FLAW 1: RACISM  
RESOURCE: BOW  
CHARACTER: THE GREAT TREE  
RESOURCE: WOODSPRITE  
RESOURCE: ROOT TENDRILS  
RESOURCE: WILLOW TENDRILS  
CHARACTER: PACK OF VIPERWOLVES  
CHARACTER: TSUTEY  
    FLAW: RACISM  
    FLAW: JEALOUSY  
CHARACTER: EYTUKAN  
CHARACTER: EWA  
CHARACTER: MO'AT  
CHARACTER: MOUNTAIN BANSHEE  
    SKILL 1: FLY  
    SKILL 2: SHRIEK  
    SKILL: SHAHAYLU  
    RESOURCE: ANTENNA  
    RESOURCE: TEETH  
    RESOURCE: CLAWS  
    RESOURCE: WINGS  
CHARACTER: FAN LIZARD  
CHARACTER: HEXAPEDE  
CHARACTER: GROUP OF CHILDREN NA'VI  
CHARACTER: GROUP OF TEENAGE NA'VI  
CHARACTER: GROUP OF HUNTER NA'VI  
CHARACTER: GROUP OF WOMEN NA'VI  
CHARACTER: GROUP OF ELDER NA'VI

CHARACTER: GROUP OF RANDOM NA'VI  
CHARACTER: JAKE'S BANSHEE  
CHARACTER: LEONOPTERYX  
CHARACTER: STURMBEEST  
CHARACTER: DEAD NA'VI LADY p 79  
CHARACTER: TREE OF VOICES  
    SKILL: HEAR PRAYERS  
    SKILL: ANSWER PRAYERS  
CHARACTER: DOZER PILOT  
    FLAW: OBEDIENCE  
CHARACTER: GROUP OF FOOT SOLDIERS  
CHARACTER: RANDOM FOOT SOLDIER  
CHARACTER: WAINFLEET  
CHARACTER: PRISON GUARD #1  
CHARACTER: PRISON GUARD #2  
CHARACTER: NA'VI ANCESTOR SPIRITS  
CHARACTER: GROUP OF HORSE CLAN WARRIORS  
CHARACTER: GROUP OF BANSHEE CLAN WARRIORS  
CHARACTER: GROUP OF RDA PERSONELL  
CHARACTER: GROUP OF MECH SUIT WARRIORS  
CHARACTER: VALKYRIE PILOT  
CHARACTER: GROUP OF SCIENTISTS  
CHARACTER: VALKRYIE GUNSHIP 1  
CHARACTER: VALKRYIE GUNSHIP 2

## **Locations**

LOCATION: PROTAGONIST DREAM  
LOCATION: STREETS OF PROTAGONIST HOME TOWN  
LOCATION: INSIDE PROTAGONIST HOME  
LOCATION: PROTAGONIST NIGHT LIFE SPOT (CONFLICT AGENT 1 & 2)  
LOCATION: ALLEY BEHIND PROTAGONIST NIGHT LIFE SPOT  
LOCATION: PANDORA FLIGHT LINE  
LOCATION: BRIEFING ROOM  
LOCATION: AVATAR LAB  
LOCATION: AVATAR CONTROL ROOM  
LOCATION: RDA CONTROL ROOM  
LOCATION: AVATAR TRAINING COMPOUND  
LOCATION: MILITARY HANGAR

LOCATION: THE SKIES OF PANDORA  
LOCATION: GUNSHIP  
LOCATION: JUNGLE LANDING ZONE  
LOCATION: NA'VI SCHOOL  
LOCATION: DEEP JUNGLE  
LOCATION: DEEP JUNGLE 2  
LOCATION: DEEP JUNGLE 3  
LOCATION: DEEP JUNGLE 4  
LOCATION: HOMETREE  
LOCATION: RDA CAFETERIA  
LOCATION: HOMETREE/THIRD LEVEL  
LOCATION: HOMETREE/COMMONS  
LOCATION: HOMETREE/RIVERBANK  
LOCATION: RDA OPS CENTER  
LOCATION: RAIN FOREST  
LOCATION: TRUDY'S GUNSHIP  
LOCATION: SITE 26/LINK MODULE  
LOCATION: SITE 26/SLEEPING MODULE  
LOCATION: HOMETREE/BANSHEE EYRIE  
LOCATION: RANDOM FOREST  
LOCATION: MOUNTAIN TRAIL  
LOCATION: BANSHEE ROOKERY  
LOCATION: THE WELL OF SOULS  
LOCATION: HOMETREE/LOWEST LEVEL  
LOCATION: WILLOW GROVE  
LOCATION: SELFRIDGE'S OFFICE  
LOCATION: DRAGON GUNSHIP/COCKPIT  
LOCATION: DRAGON GUNSHIP/ROOF  
LOCATION: RDA COMPOUND CORRIDOR  
LOCATION: RDA COMPOUND PRISON  
LOCATION: RDA COMPOUND AIRFIELD  
LOCATION: FOREST CLEARING  
LOCATION: WELL OF SOULS  
LOCATION: RUINS OF HOMETREE  
LOCATION: CLAN GATHERING  
LOCATION: NA'VI BATTLE CAMP

## **Background Info**



BACKGROUND INFO: STORY UNIVERSE'S PRIMARY FLAW: THE RICH CONTROL THE WORLD AND EXPLOIT THE POOR MERCILESSLY IN THEIR INSATIABLE PURSUIT OF PROFITS

BACKGROUND INFO: PANDORA EXISTS (a place where PROTAGONIST can achieve his ultimate goals)

BACKGROUND INFO: THE UNIVERSE CAN FULFILL PROTAGONIST ULTIMATE GOAL 3 for enough money, which PROTAGONIST doesn't have

BACKGROUND INFO: JAKE IS A TWIN, AND HIS TWIN IS DEAD

BACKGROUND INFO: RDA CORP HAS AN AVATAR PROGRAM ON PANDORA

BACKGROUND INFO: AVATARS REQUIRE MATCHING DNA TO FUNCTION

BACKGROUND INFO: THERE ARE NO HEROES ON PANDORA, ONLY MERCENARIES

BACKGROUND INFO: THERE IS NO SPECIAL TREATMENT ON PANDORA

BACKGROUND INFO: THE AIR ON PANDORA WILL KNOCK YOU OUT AND THEN KILL YOU

BACKGROUND INFO: EVERYTHING ON PANDORA WANTS TO KILL YOU

BACKGROUND INFO: NOT EVERYONE WILL SURVIVE 6 YEARS ON PANDORA

BACKGROUND INFO: AVATARS ARE EXPENSIVE

BACKGROUND INFO: THE AVATAR PROGRAM BUILT A SCHOOL TO TEACH NA'VI ENGLISH

BACKGROUND INFO: THE AVATAR PROGRAM'S SCHOOL ENDED IN DISASTER

BACKGROUND INFO: HUMANS ARE ON PANDORA TO MINE UNOBTANIUM

BACKGROUND INFO: EWA is TEAM NA'VI's deity.

BACKGROUND INFO: NEYTIRI'S SISTER was killed by RDA.

BACKGROUND INFO: MIND-MELT BOND IS CALLED "SHAHAYLU"

BACKGROUND INFO: UNOBTANIUM IS A SUPERCONDUCTOR THAT CAN MAKE THINGS FLOAT

BACKGROUND INFO: MOUNTAIN BANSHEE'S ATTACK IF YOU LOOK IN THEIR EYES. p.60

BACKGROUND INFO: DIRE HORSES DON'T ESTABLISH PERMANENT/MONOGOMOUS SHAHAYLU with NA'VI.

BACKGROUND INFO: MOUNTAIN BANSHEES ESTABLISH PERMANENT, MONOGOMOUS SHAHAYLU WITH NA'VI.

BACKGROUND INFO: TO BECOME TARONU/HUNTER YOU MUST CHOOSE YOUR OWN BANSHEE AND IT MUST CHOOSE YOU.

BACKGROUND INFO: TARONU/HUNTERS GET THEIR BANSHEE WHEN THEY ARE READY.

BACKGROUND INFO: SYLWANIN was killed at TEAM NA'VI school for burning a DOZER.

BACKGROUND INFO: LEONOPTERYX CAN DESTROY GUNSHIPS p.75

BACKGROUND INFO: THE WELL OF SOULS IS TEAM NA'VI'S MOST SACRED PLACE p.76

BACKGROUND INFO: NEYTIRI'S ANCESTOR TAMED A LEONOPTERYX.

BACKGROUND INFO: ONLY 5 LEONOPTERYX HAVE EVER CHOSEN A NA'VI.

BACKGROUND INFO: EVERY NAVI KNOWS THAT NEYTIRI'S ANCESTOR BROUGHT THE CLANS TOGETHER IN A TIME OF GREAT SORROW.

BACKGROUND INFORMATION: NEYTIRI IS BETROTHED TO TSU'TEY  
BACKGROUND INFO: RDA WILL ATTACK THE WELL OF SOULS  
BACKGROUND INFO: THE FINAL TEST OF BECOMING A NA'VI MAN IS "THE DREAM HUNT"  
BACKGROUND INFO: THE TREE OF VOICES CAN HEAR AND ANSWER PRAYERS  
BACKGROUND INFO: THE TREES ON PANDORA SHARE A NEURAL NETWORK  
BACKGROUND INFO: NAVIGATION EQUIPMENT WORKS WORST AT THE WELL OF SOULS  
BACKGROUND INFO: TSU'TEY IS SECOND IN LINE TO BE LEADER OF TEAM NA'VI  
BACKGROUND INFO: EWA CAN USE THE GREAT TREE TO MOVE SOULS INTO NEW BODIES  
BACKGROUND INFO: JAKE IS THE NEW LEONOPTYRX RIDER/CLAN UNIFIER  
BACKGROUND INFO: TEAM NA'VI IS MASSING FOR AN ATTACK  
BACKGROUND INFO: QUARITCH HAS THE POWER TO DECLARE MARTIAL LAW  
BACKGROUND INFO: EWA DOESN'T TAKE SIDES, ONLY PROTECTS THE BALANCE OF LIFE

## **Resources**

### **TEAM AVATAR RESOURCES**

AVATAR POD  
JAKE'S AVATAR  
NORM'S AVATAR  
GRACE'S AVATAR  
COFFEE  
BURRITOS  
VLOGGING STATION  
VLOG  
RANDOM SCIENCE EQUIPMENT  
AIRLOCK

### **TEAM MILITARY RESOURCES**

RDA COMPOUND  
AIRLOCK  
RDA COMPOUND/CONTROL ROOM  
RDA COMPOUND/SELFRIDGE'S OFFICE  
RDA COMPOUND/RDA AVATAR LAB  
RDA COMPOUND/AVATAR TRAINING GROUND  
RDA COMPOUND/CAFETERIA  
RDA COMPOUND/PRISON  
RDA COMPOUND/CORRIDOR  
RDA COMPOUND/AIRFIELD  
RDA COMPOUND/BRIEFING ROOM  
MILITARY RESOURCE: DOZER

WEAPON: BLADES

CAMERA

VIDEO PHONE

MILITARY RESOURCE: MECH SUIT

MILITARY RESOURCE: GUNSHIP

FLYING

RADIO

MISSILES

NAVIGATION EQUIPMENT

MILITARY RESOURCE: HEAVY MACHINE GUN

MILITARY RESOURCE: WOODEN SPEAR

VIDEO OF JAKE BASHING THE DOZER

DRAGON GUNSHIP

VALKYRIE GUNSHIP

MISSILES

GAS

HAND GUN

BULLETS

PRISON

KEY CARD

BIOSUITS

GAS MASK

COMPUTER

VIDEO

RADIO

SURVEILLANCE CAMERA

ALARM BUTTON

EMERGENCY DOOR

TRAUMA BAG

MORPHINE

PALLETS OF EXPLOSIVES

**TEAM NAVI RESOURCES**

NA'VI FLAW: RACISM

NA'VI IDEOLOGY: NATURISM

NA'VI PRIME PEROGATIVE: HARMONY WITH NATURE

NA'VI RESOURCE: KNIFE

NA'VI RESOURCE: BOW

NA'VI RESOURCE: FIGHTING STAFF

NA'VI RESOURCE: DIREHORSE  
NA'VI RESOURCE: BOLO  
NA'VI RESOURCE: BEETLE FOOD  
NA'VI RESOURCE: HAMMOCK  
NA'VI RESOURCE: ANTENNA  
NA'VI RESOURCE: NA'VI LANGUAGE  
NA'VI RESOURCE: KAVA  
NA'VI CUSTOM: THE DREAM WALK  
NA'VI CUSTOM: NA'VI CAN PICK A MATE AFTER SURVIVING THE DREAM WALK  
NA'VI CUSTOM: TEAM NA'VI'S SPIRITUAL LEADER IS CALLED A TSAHIK  
NA'VI CUSTOM: DUEL CHALLENGE  
NA'VI RESOURCE: SPIRIT ANIMAL  
NA'VI SKILL: INVOKE CUSTOM  
NA'VI SKILL: SHAHAYLU  
NA'VI SKILL: TREE HOPPING  
NA'VI SKILL: TRACKING  
NA'VI SKILL: NA'VI GREETING  
NA'VI SKILL: RIDE BANSHEE  
NA'VI SKILL: DEATH RITES  
NA'VI SKILL: DREAM WALK RITES  
NA'VI SKILL: GROUP PRAYER CHANT  
NA'VI SKILL: SOUL TRANSFER  
NA'VI SKILL: SOUL TRANSFER RITE  
NA'VI SKILL: WAR CRY  
GROUP OF HORSE CLAN WARRIORS  
GROUP OF BANSHEE CLAN WARRIORS

**TEAM PANDORA RESOURCES**

POISON AIR  
GRAVITY  
WIND  
UNOBTAINIUM  
BANSHEE  
DIRE HORSE  
NA'VI  
FLOATING MOUNTAINS  
GIANT TREES  
FORESTS  
RIVERS

NEURAL NETWORK

MAGNETIC ROCK

LEONOPTEREYX

## BEAT 1 PLOTTING INFO

**PAGE:** 1-2

**SUMMARY:**

PROLOGUE

**PROTAGONIST'S BEAT GOAL:**

Relate key information to the audience

**BEAT'S ON PLOT PROGRESSION:**

Introduce most important variables about the protagonist and background information.

## BEAT 1 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: FLYOVER OF FOREST CANOPY IN JAKE'S DREAM. (Jake wants to fly.)

Also shown is LOCATION: JAKE'S HOUSE (JAKE lives in poverty.)

ALSO shown is LOCATION: CITY STREET (The masses on Earth live in poverty.)

**OPENING SITUATION:**

JAKES is having a dream.

JAKE states BACKGROUND INFORMATION 1

JAKE states BACKGROUND INFORMATION 2

JAKE states BACKGROUND INFORMATION 3

JAKE states PROTAGONIST ULTIMATE GOAL 1

JAKE states PROTAGONIST ULTIMATE GOAL 2

JAKE states PROTAGONIST ULTIMATE GOAL 3

JAKE states PROTAGONIST ULTIMATE GOAL 4

**PROTAGONIST TAKES ACTION TO ACHIEVE THE CURRENT BEAT GOAL:**

JAKE dreams he can be and do more since society won't give him the chance.

**AGENT OF CONFLICT OR OPPORTUNITY:**

The economy is oppressive and merciless. JAKE can't afford a cup of coffee on his disability checks.

**FINAL IMAGE:**

JAKE wakes up. His eyes open in the same way as the final image of the movie when JAKE wakes up as a Na'vi.

## BEAT 2 PLOTTING INFO

**PAGE:** 3-4

**SUMMARY:**

JAKE attempts to achieve PROTAGONIST ULTIMATE GOAL 1

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to find a cause worth fighting for.

**BEAT AGENT'S BEAT GOAL:**

BAR BULLY wants to oppress the weak.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Introduce PROTAGONIST'S GOALS and conflict resolution abilities by using the beat conflict as microcosm of the story conflict

## BEAT 2 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: POOL HALL

**OPENING SITUATION:**

JAKE is drinking trying to impress BEAT 1 EXTRAS

**THE PROTAGONIST ATTEMPTS TO ACCOMPLISH BEAT 1 GOAL:**

JAKE is doing something that resembles PROTAGONIST ULTIMATE QUEST GOAL 2 despite PROTAGONIST WEAKNESS 1. But JAKE knows his he's only achieving PROTAGONIST ULTIMATE GOAL 2 superficially. So he looks around LOCATION: POOL HALL for a more meaningful opportunity to accomplish his goal.

**AGENT OF CONFLICT OR OPPORTUNITY:**

JAKE sees BAR BULLY standing at the bar.

**BEAT AGENT'S ACTION:**

BAR BULLY accomplishes GOAL 1 by hitting a woman. This provides JAKE an opportunity to be a hero and fight above his weight class.

**PROTAGONIST'S REACTION TO BEAT AGENT'S ACTION:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE on BAR BULLY. JAKE attacks BAR BULLY.

**THE UNIVERSE'S COUNTERACTION TO THE PROTAGONIST'S ACTION:**

BAR BULLY fights back.

**THE PROTAGONIST'S COUNTERACTION TO THE UNIVERSE'S ACTION:**

JAKE uses CHARACTER TRAIT: NEVER GIVE UP.

**THE VICTOR/OUTCOME OF THE CONFLICT:**

JAKE wins the fight, but BARTENDER throws JAKE out POOL HALL into BACK ALLEY and then throws JAKE'S WHEELCHAIR on him.

**FINAL IMAGE:**

JAKE is laying on the ground, defeated for winning.

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 1: SARCASM AND HUMOR

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

He laughs to himself to show he is never daunted in the face of overwhelming odds or seeming defeat.

**HOW THE OUTCOME OF THE ENCOUNTER AFFECTS THE PROTAGONIST'S ABILITY TO COMPLETE ANY QUEST GOAL:**

JAKE is found in the BACK ALLEY by RDA AGENTS who were looking for him.  
RDA gives JAKE an opportunity to achieve his goals



### BEAT 3 PLOTTING INFO

**PAGE:** 4-5

**SUMMARY:**

JAKE receives and accepts a job offer on PANDORA.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to defy the world

**BEAT AGENT'S BEAT GOAL:**

TWO RDA AGENTS want to recruit JAKE for the Avatar program.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

A tragic and unexpected opportunity provides the CATALYST moves JAKE out of stasis and into unknown territory

### BEAT 3 SEQUENCE OF EVENTS

**OPENING LOCATION:**

ALLEY BEHIND POOL HALL

**OPENING SITUATION:**

JAKE is lying on the ground

**PROTAGONIST'S OPENING ACTION TO ACHIEVE THE CURRENT BEAT GOAL:**

JAKE continues laying on the ground as he has nowhere else to go really. This is his life.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

TWO RDA CORP. AGENTS fulfill their 3 goals:

GOAL 1: FIND JAKE SULLY

GOAL 2: DELIVER INFORMATION TO JAKE

GOAL 3: CONVINCING JAKE TO JOIN RDA CORP ON PANDORA

BACKGROUND INFORMATION: JAKE IS A TWIN, AND HIS TWIN IS DEAD

BACKGROUND INFORMATION: RDA CORP HAS AN AVATAR PROGRAM ON PANDORA

BACKGROUND INFORMATION: AVATARS REQUIRE MATCHING DNA TO FUNCTION

PROTAGONIST ULTIMATE GOAL 1: FIND A CAUSE WORTH FIGHTING FOR  
ALLIGNS WITH

RDA AGENTS' GOAL 3: CONVINCING JAKE TO JOIN RDA CORP ON PANDORA

RDA AGENTS gives JAKE a sales pitch he can't refuse

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE accepts the offer

**RESULTING SITUATION:**

JAKE leaves Earth

#### **BEAT 4 PLOTTING INFO**

**PAGE:** 5-9

**SUMMARY:** REACH PANDORA

JAKE arrives on PANDORA and receives a quick safety briefing.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to get to Pandora

**BEAT AGENT'S BEAT GOAL:**

FLIGHT LINE SERGEANT wants to get the new arrivals off the plane safely

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Moves JAKE towards predestined opportunities and conflicts  
Introduce necessary variables related to new environment

#### **BEAT 4 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

LOCATION: SPACESHIP

**OPENING SITUATION:**

JAKE wakes up from deep sleep.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS

Via narration, JAKE gives the audience BACKGROUND INFORMATION: THERE ARE NO HEROES ON PANDORA, ONLY MERCENARIES

Via a transport ship, JAKE arrives at PANDORA FLIGHT LINE where he's briefed by FLIGHT LINE SERGEANT

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

FLIGHT LINE SERGEANT GOAL 1: GIVE ROOKIES INFO ON PANDORA  
ALLIGNS WITH  
PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS

FLIGHT LINE SERGEANT provides BACKGROUND INFORMATION: THERE IS NO SPECIAL TREATMENT ON PANDORA

FLIGHT LINE SERGEANT provides BACKGROUND INFORMATION: THE AIR ON PANDORA WILL KNOCK YOU OUT AND THEN KILL YOU

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Nobody gives JAKE any special treatment

**RESULTING SITUATION:**

JAKE is last off the transport ship

JAKE sees a DOZER with arrows in its tires, foreshadowing TEAM NA'VI

JAKE sees a MECH SUIT foreshadowing he'll have to fight one

## BEAT 5 PLOTTING INFO

**PAGE: 10**

**SUMMARY:**

JAKE introduced to the dangers of PANDORA by QUARITCH'S safety briefing.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to attend a safety briefing with QUARITCH

**BEAT AGENT'S BEAT GOAL:**

QUARITCH wants to warn the new recruits how dangerous Pandora is.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Introduce new sources of conflict and new background information

## BEAT 5 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: BRIEFING ROOM late.

**OPENING SITUATION:**

JAKE enters the room.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS

QUARITCH gives a safety briefing to newcomers.

QUARITCH GOAL 1: MAINTAIN AN EFFECTIVE FIGHTING FORCE AGAINST PANDORA

QUARITCH GOAL 2: HELP HUMANS SURVIVE PANDORA ALLIGNS WITH PROTAGONIST GOAL 4:  
COMPLETE 6 YEAR CONTRACT ON PANDORA

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

QUARITCH uses BACKGROUND INFORMATION: THERE IS NO SPECIAL TREATMENT ON  
PANDORA

QUARITCH gives Jake BACKGROUND INFORMATION: EVERYTHING ON PANDORA WANTS TO  
KILL YOU

QUARITCH gives Jake BACKGROUND INFORMATION: NOT EVERYONE WILL SURVIVE 6 YEARS  
ON PANDORA

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE. He's bored with routine  
safety briefings

**RESULTING SITUATION:**

JAKE is one step closer to completing QUEST CHAIN 2

BEGIN QUEST CHAIN 3

QUARITCH eyes JAKE sternly

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

QUARITCH knows JAKE exists, setting up the beat when QUARITCH assigns JAKE  
QUEST CHAIN 3.

## BEAT 6 PLOTTING INFO

**PAGE:** 11-14

**SUMMARY:** INPROCESS INTO AVATAR PROGRAM WITH TEAM MEMBERS

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to inprocess into the Avatar program

**BEAT AGENT'S BEAT GOAL:**

NORM wants to help JAKE inprocess

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Introduce Jake's primary allies and set up to introduce QUEST CHAIN 3:  
INFILTRATE TH NA'VI

## BEAT 6 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: AVATAR LAB,  
Jake meets MAX

**OPENING SITUATION:**

JAKE enters AVATAR LAB led by NORM, who is explaining how the Avatar program works

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA  
JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS  
Jake uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 1: SARCASM AND HUMOR  
Jake uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

Jake asks NORM and MAX for help understanding science, but they are distracted.

NORM gives JAKE BACKGROUND INFORMATION: AVATARS ARE EXPENSIVE

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is pretty much on his own and is unprepared to win Grace's favor in the next beat:

## BEAT 7 PLOTTING INFO

PAGE: 13-14

### SUMMARY:

JAKE inprocesses into TEAM AVATAR and meets GRACE.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to be accepted onto the Avatar team despite being unqualified

### BEAT AGENT'S BEAT GOAL:

GRACE wants JAKE off the Avatar team because he's unqualified

### BEAT'S IMPACT ON PLOT PROGRESSION:

INTRODUCE JAKE'S CONFLICT WITH GRACE  
SET UP GRACE'S CONFLICT WITH SELFRIDGE

## BEAT 7 SEQUENCE OF EVENTS

### OPENING LOCATION:

LOCATION: AVATAR CONTROL ROOM

### OPENING SITUATION:

JAKE enters AVATAR CONTROL ROOM with NORM and MAX

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA  
JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

JAKE meets GRACE emerging from AVATAR POD  
GRACE demonstrates TRAIT 1: SMOKING HABIT  
GRACE demonstrates TRAIT 2: HIGH EXPECTATIONS

GRACE'S GOAL 1: PACIFISM VS PROTAGONIST SKILL 1: ACT LIKE A MARINE

GRACE tests NORM and JAKE'S expertise. NORM passes. JAKE fails.  
NORM uses SKILL 1: LANGUAGE SKILLS  
MAX uses SKILL 1: TECH SAVY

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA  
PROTAGONIST RESPONSE TO OVERWHELMING ODDS 1: SARCASM AND HUMOR  
PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE leaves to tell SELFRIDGE to take JAKE off the Avatar team

### RESULTING SITUATION:

Grace storming out of AVATAR CONTROL ROOM

## BEAT 8 PLOTTING INFO

PAGE: 15-17

### SUMMARY:

GRACE tries to get SELFIRDGE to take JAKE off TEAM AVATAR.

### PROTAGONIST'S BEAT GOAL:

GRACE wants SELFRIDGE to take JAKE off the Avatar team

### BEAT AGENT'S BEAT GOAL:

SELFRIDGE wants GRACE to keep JAKE on the Avatar team

### BEAT'S IMPACT ON PLOT PROGRESSION:

INTRODUCE ANTAGONIST

INTRODUCE MAJOR SOURCE OF CONFLICTS

INTRODUCE BACKGROUND INFO

## BEAT 8 SEQUENCE OF EVENTS

### OPENING LOCATION:

LOCATION: RDA CONTROL ROOM

### OPENING SITUATION:

SELFRIDGE is playing mini golf and makes it known he doesn't care about what's going on around him, demonstrating CHARACTER 11 TRAIT 1: BEUROCRATIC INEPTITUDE

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

GRACE storms into RDA CONTROL ROOM

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

SELFRIDGE lectures GRACE revealing important variables:

SELFRIDGE GOAL 1: MONEY

SELFRIDGE GOAL 2: MINE UNOBTANIUM

BACKGROUND INFORMATION: THE AVATAR PROGRAM BUILT A SCHOOL TO TEACH NA'VI ENGLISH

BACKGROUND INFORMATION: THE AVATAR PROGRAM'S SCHOOL ENDED IN DISASTER

BACKGROUND INFORMATION: HUMANS ARE ON PANDORA TO MINE UNOBTANIUM

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

GRACE protests

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

SELFRIDGE reveals SELFRIDGE GOAL 3: HAVE A MILITARY ASSET ON THE AVATAR PROGRAM

SELFRIDGE uses SKILL 1: BEAUROCRATIC RANK and rejects GRACE'S demand.

### RESULTING SITUATION:

GRACE leaves defeated

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE'S membership on the Avatar team is permanently secured

SELFRIDGE announces a new quest chain for JAKE: FIND DIPLOMATIC SOLUTION TO CONFLICT WITH NA'VI

## BEAT 9 PLOTTING INFO

**PAGE:** 17-20

**SUMMARY:** JAKE TRAINS HOW TO USE HIS AVATAR

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to train how to use his AVATAR BODY

**BEAT AGENT'S BEAT GOAL:**

GRACE wants JAKE to take it slow

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE trains how to use PROTAGONIST RESOURCE: AVATAR BODY

JAKE achieves PROTAGONIST ULTIMATE GOAL 3: WALK

JAKE completes QUEST CHAIN 2: INPROCESS INTO PANDORA

## BEAT 9 SEQUENCE OF EVENTS

**OPENING LOCATION:**

AVATAR CONTROL ROOM

**OPENING SITUATION:**

JAKE enters his AVATAR POD with GRACE'S assistance

**PROTAGONIST'S OPENING ACTION TO ACHIEVE THE CURRENT BEAT GOAL:**

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GRACE uses TRAIT 2: HIGH EXPECTATIONS

GRACE uses BACKGROUND INFORMATION: THERE IS NO SPECIAL TREATMENT ON PANDORA

**PROTAGONIST'S REACTION TO AGENT'S OPENING ACTION:**

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 1: SARCASM AND HUMOR

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GRACE connects JAKE to his Avatar even though she doesn't want to.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE wakes up in his Avatar body at LOCATION: AVATAR TRAINING COMPOUND

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

JAKE achieves PROTAGONIST ULTIMATE GOAL 3: WALK

JAKE partially achieves PROTAGONIST ULTIMATE GOAL 2: BE MORE THAN A MAN CAN BE

NORM and MAX try to stop JAKE but are unable

JAKE runs through the training course and demonstrates proficiency using his Avatar body

**RESULTING SITUATION:**

JAKE wins a little favor in GRACE'S eyes

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is ready to journey into Pandora's jungle

## BEAT 10 PLOTTING INFO

**PAGE: 23-25**

**SUMMARY:**

JAKE completes his military inprocessing.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to follow orders to meet QUARITCH

**BEAT AGENT'S BEAT GOAL:**

QUARITCH wants JAKE to give him intel on TEAM NA'VI

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE completes QUEST CHAIN 2: INPROCESSING INTO PANDORA

JAKE accepts QUEST CHAIN 3: INFILTRATE TEAM NA'VI

## BEAT 10 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: MILITARY HANGAR

**OPENING SITUATION:**

JAKE is walking and talking to TRUDY

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

TRUDY gives JAKE QUEST GOAL 3.2.1: DOOR GUNNER AND MILITARY ESCORT FOR AVATAR TEAM. JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE and accepts the quest.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

QUARITCH offers JAKE QUEST GOAL 3.2: GATHER MILITARY INTEL ON NA'VI. In return, he will fulfill PROTAGONIST ULTIMATE GOAL 3: WALK at the end of his 6 year tour on Pandora.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE and says, "Hell yeah."

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE accepts a military mission that conflicts with his Avatar mission and PROTAGONIST ULTIMATE GOAL 1: FIND A CAUSE WORTH FIGHTING FOR (PROTECT THE WEAK FROM THE STRONG)



## BEAT 11 PLOTTING INFO

**PAGE:** 26-30

**SUMMARY:** JAKE ESCORTS AVATAR TEAM TO NA'VI SCHOOL IN THE JUNGLE

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to escort GRACE and NORM to TEAM NA'VI SCHOOL

**BEAT AGENT'S BEAT GOAL:**

GRACE doesn't want MILITARY ESCORT to come with them.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE moves into the unknown where he can find what he doesn't know he's missing

## BEAT 11 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: THE SKIES OF PANDORA

**OPENING SITUATION:**

TRUDY is piloting JAKE, GRACE NORM and MILITARY ESCORT in MILITARY RESOURCE: GUN SHIP

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE sees a FOREST BANSHEE flying around

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE

JAKE tracks the FOREST BANSHEE with MILITARY RESOURCE: HEAVY MACHINE GUN

**AGENT OF CONFLICT OR OPPORTUNITY:**

TRUDY lands her GUN SHIP at LOCATION: JUNGLE LANDING ZONE. GRACE refuses to allow MILITARY ESCORT to accompany them into the dangerous jungle.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE doesn't protest despite PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

JAKE, GRACE and NORM walk into the jungle without incident.

**RESULTING SITUATION:**

They are setting themselves up for trouble.

## BEAT 12 PLOTTING INFO

**PAGE: 31-34**

**SUMMARY:**

JAKE, GRACE AND NORM retrieve SCIENCE EQUIPMENT from NA'VI SCHOOL.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to escort NORM and GRACE in and out of Pandora's jungle safely

**ANTAGONIST'S BEAT GOAL:**

GIANT THANATOR wants to eat JAKE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Provide information on TEAM NA'VI

Move JAKE closer to TEAM NA'VI

### BEAT 12 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: NA'VI SCHOOL

**OPENING SITUATION:**

JAKE, GRACE and NORM enter the school.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE

He pays attention to his surroundings and asks questions

JAKE asks GRACE questions about the school, but she is not forthcoming with answers.

GRACE relays BACKGROUND INFORMATION: HUMANS HAVE NOTHING TEAM NA'VI WANT

They leave LOCATION: NA'VI SCHOOL and enter LOCATION: DEEP JUNGLE, where JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA and goofs around.

JAKE is attacked by BULL HAMMERHEAD and then GIANT THANATOR.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GIANT THANATOR attacks JAKE

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE runs.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GIANT THANATOR chases JAKE.

**RESULTING SITUATION:**

JAKE escapes but gets lost in the jungle

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE fails to complete the beat goal, but this is a false failure, as it will bring him into contact with TEAM NA'VI.

### BEAT 13 PLOTTING INFO

**PAGE:** 35-36

**SUMMARY:** JAKE tries to survive alone in Pandora's jungle.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to survive the night

**ANTAGONIST'S BEAT GOAL:**

NEYTIRI wants to kill JAKE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE makes contact with CHARACTER 16: NEYTIRI

### BEAT 13 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: DEEP JUNGLE 2

**OPENING SITUATION:**

JAKE is walking cautiously through the jungle.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE.

He makes MILITARY RESOURCE: WOODEN SPEAR

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA and makes a bunch of noise and doesn't pay attention to what's around him.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

JAKE doesn't see NEYTIRI because she is using SKILL 1: KNOWLEDGE OF PANDORA

NEYTIRI is about to kill JAKE, but THE GREAT TREE uses RESOURCE 1: WOODSPRITE to pacify NEYTIRI

**RESULTING SITUATION:**

JAKE is blessed by THE GREAT TREE. So NEYTIRI follows and watches over him.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is one step closer to making contact with TEAM NA'VI.

## BEAT 14 PLOTTING INFO

**PAGE:** 37-43

**SUMMARY:**

NEYTIRI saves JAKE

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to survive the night.

**BEAT AGENT'S BEAT GOAL:**

PACK OF VIPERWOLVES want to eat JAKE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE makes contact with TEAM NA'VI.

## BEAT 14 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: DEEP JUNGLE 3

**OPENING SITUATION:**

JAKE being hunted by PACK OF VIPERWOLVES

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST SKILL 1: ACT LIKE A MARINE

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA

He turns MILITARY RESOURCE: WOODEN SPEAR into a torch

**AGENT OF CONFLICT OR OPPORTUNITY:**

PACK OF VIPERWOLVES attacks JAKE.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE fights back but loses.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI saves JAKE using SKILL 1: KNOWLEDGE OF PANDORA and NA'VI RESOURCE:

BOW

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE tries to thank NEYTIRI, but she uses SKILL 2: NATURISM

NEYTIRI tries to teach JAKE killing predators is bad if it's not necessary.

NEYTIRI uses NA'VI FLAW 1: RACISM and tells JAKE he's like a baby.

JAKE pleads for her to help him, but she refuses until THE GREAT TREE uses

RESOURCE 1: WOODSPRITES to bless JAKE again.

**RESULTING SITUATION:**

NEYTIRI agrees to help JAKE and leads him to safety.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE has earned an opportunity to infiltrate TEAM NA'VI.

## BEAT 15 PLOTTING INFO

**PAGE: 43-45**

**SUMMARY:**

JAKE is taken captive by TSU'TEY.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to follow NEYTIRI to safety

**BEAT AGENT'S BEAT GOAL:**

TSU'TEY wants to kill JAKE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE gets closer to TEAM NA'VI but experiences backlash

JAKE meets a recurring source of conflict in TEAM NA'VI community

## BEAT 15 SEQUENCE OF EVENTS

**OPENING LOCATION:**

LOCATION: DEEP JUNGLE 4

**OPENING SITUATION:**

JAKE and NEYTIRI are running through entertaining background.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE tries to get to know NEYTIRI by asking her questions.

**AGENT OF CONFLICT OR OPPORTUNITY:**

TSUTEY shows up riding NA'VI RESOURCE: DIREHORSE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

TSUTEY uses NA'VI RESOURCE: BOLO to catch JAKE.

TSUTEY tries to use NA'VI FLAW: RACISM and NA'VI RESOURCE: BOW to kill JAKE.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. He's helpless.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI intercedes and saves JAKE'S life, but TSUTEY hauls JAKE to HOMETREE for judgment.

**RESULTING SITUATION:**

JAKE is officially a helpless captive.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA

JAKE enters TEAM NA'VI's home, a huge step closer to infiltrating them.

This is his first chance to gather military intelligence on TEAM NA'VI.

## BEAT 16 PLOTTING INFO

**PAGE: 45-48**

**SUMMARY:** Jake joins TEAM NA'VI

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to not get killed by TEAM NA'VI

**BEAT AGENT'S BEAT GOAL:**

EYTUKAN wants to kill JAKE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE survives the night and succeeds at infiltrating TEAM NA'VI  
New Na'vi characters are introduced

**BEAT 16 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

LOCATION: HOMETREE

**OPENING SITUATION:**

JAKE is dragged to the center of a circle of Na'vi.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE is docile.

**AGENT OF CONFLICT OR OPPORTUNITY:**

EYTUKAN uses NA'VI FLAW 1: RACISM and says JAKE should have been killed already instead of brought to their home.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE tries to be friendly. It doesn't work.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI tells the mob that THE GREAT TREE told her to save JAKE in BEAT 13.  
MO'AT shows up to speak on behalf of EWA. MO'AT questions JAKE.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE tells MO'AT he's a warrior and he wants to learn from them. MO'AT decides they could learn from JAKE Too.

**RESULTING SITUATION:**

MO'AT orders NEYTIRI to train JAKE in the ways of TEAM NA'VI.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE begins a new TRAIN IN THE WAYS OF TEAM NA'VI.

## BEAT 17 PLOTTING INFO

**PAGE: 48-50**

**SUMMARY:**

Jake learns to eat with TEAM NA'VI.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to impress NEYTIRI by eating BEETLE FOOD

**BEAT AGENT'S BEAT GOAL:**

NEYTIRI wants to test JAKE by feeding him BEETLE FOOD

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Establish JAKE and NEYTIRI'S personal and training relationship.

## BEAT 17 SEQUENCE OF EVENTS

**OPENING LOCATION:**

TREE HOME

**OPENING SITUATION:**

JAKE and NEYTIRI are sitting down for dinner.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE eats dinner with NEYTIRI

**AGENT OF CONFLICT OR OPPORTUNITY:**

NEYTIRI wants JAKE to eat NA'VI RESOURCE: BEETLE FOOD

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NEYTIRI encourages JAKE to BEETLE FOOD.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE eats BEETLE FOOD enthusiastically and compliments them.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

MO'AT and EYTUKAN comment that NEYTIRI will kill JAKE

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP

**RESULTING SITUATION:**

JAKE survives his first lesson.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is one step closer to completing his training.

## BEAT 18 PLOTTING INFO

**PAGE:** 50

**SUMMARY:** JAKE debriefs with the Avatar team

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to debrief with the Avatar team.

**BEAT AGENT'S BEAT GOAL:**

NORM and GRACE don't appreciate JAKE'S victory

**BEAT'S IMPACT ON PLOT PROGRESSION:**

The Avatar team accepts JAKE'S role as their new ambassador to TEAM NA'VI.

## BEAT 18 SEQUENCE OF EVENTS

**OPENING LOCATION:**

HOMETREE, He wakes up in JAKE wakes up in AVATAR CONTROL ROOM.

**OPENING SITUATION:**

JAKE falls asleep next to NEYTIRI in NA'VI RESOURCE 6: HAMMOCK.

**NEW LOCATION:**

AVATAR CONTROL ROOM

**OPENING SITUATION:**

JAKE is laying in his AVATAR POD.

GRACE is slapping JAKE in the face, telling him to wake up.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE greets GRACE.

**NEW LOCATION:**

RDA CAFETERIA

**OPENING SITUATION:**

JAKE is sitting at a cafeteria table with NORM, GRACE and MAX.

JAKE tells his audience about his night and its implications for their mission.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NORM is jealous. GRACE is credulous. MAX is impressed.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 1: SARCASM AND HUMOR

**RESULTING SITUATION:**

GRACE and NORM accept the situation.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE progresses one step closer to quest goal.



**BEAT 19 PLOTTING INFO**

**PAGE:** 51-52

**SUMMARY:** JAKE debriefs with the military team

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to report his progress to QUARITCH

**BEAT AGENT'S BEAT GOAL:**

QUARITCH wants intel on HOMETREE

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Progress military plot line

**BEAT 19 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

RDA CONTROL ROOM

**OPENING SITUATION:**

JAKE is in a meeting with QUARITCH and SELFRIDGE.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE tells QUARITCH about his night and becoming TEAM NA'VI ambassador

**AGENT OF CONFLICT OR OPPORTUNITY:**

SELFRIDGE is at the meeting.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

SELFRIDGE says HOMETREE is the next UNOBTANIUM mining site.

SELFRIDGE uses GOAL 2: MINE UNOBTANIUM

SELFRIDGE says bad press from killing NA'VI is better than bad shareholder reports.

SELFRIDGE uses GOAL 1: MONEY

SELFRIDGE gives JAKE new mission: CONVINCING NA'VI TO RELOCATE in 3 months.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE accepts the mission.

**RESULTING SITUATION:**

The meeting ends.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE has conflicting missions.

## BEAT 20 PLOTTING INFO

**PAGE: 53**

**SUMMARY:** JAKE identifies NA'VI in photos to GRACE, which brings up the topic of NEYTIRI'S sister, who GRACE informs JAKE, is dead.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to give GRACE inside information about TEAM NA'VI.

**ANTAGONIST'S BEAT GOAL:**

NORM resents JAKE'S success

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE gives GRACE intel on Na'vi, and GRACE trains JAKE by giving him info that prepares him.

JAKE learns NEYTIRI'S sister was killed by humans.

## BEAT 20 SEQUENCE OF EVENTS

**OPENING LOCATION:**

AVATAR LAB

**OPENING SITUATION:**

JAKE is sitting at a computer terminal with GRACE, NORM and MAX.

GRACE is showing JAKE pictures of TEAM NA'VI on the terminal.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE identifies TSU'TEY, NEYTIRI, EYTUKAN and MO'AT in photographs for GRACE.

GRACE explains the cultural significance of the positions each person holds in NA'VI society.

**AGENT OF CONFLICT OR OPPORTUNITY:**

NORM and GRACE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NORM resents JAKE'S success and ignorance. He gives JAKE BACKGROUND

INFORMATION: EWA is TEAM NA'VI's deity.

GRACE tells JAKE BACKGROUND INFORMATION: RDA killed NEYTIRI'S sister

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

Sadness

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GRACE puts JAKE into his Avatar body.

**RESULTING SITUATION:**

JAKE goes into his avatar body.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

The stakes of JAKE'S missions are escalated.

## BEAT 21 PLOTTING INFO

PAGE: 54-56

### SUMMARY:

JAKE trains how to use ANTENNA/SHAHAYLU and DIREHORSE

### PROTAGONIST'S BEAT GOAL:

JAKE wants to learn how to use ANTENNA/SHAHAYLU to ride a DIREHORSE.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to teach JAKE how to ANTENNA/SHAHAYLU to ride a DIREHORSE

### BEAT'S IMPACT ON PLOT PROGRESSION:

Create tension by implying JAKE will fail at his training.

## BEAT 21 SEQUENCE OF EVENTS

### OPENING LOCATION:

AVATAR CONTROL ROOM

### OPENING SITUATION:

GRACE puts JAKE in AVATAR POD and tells him not to do anything unusually stupid.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE enters his Avatar body through the AVATAR POD. He then wakes up at HOMETREE/ THIRD LEVEL. He walks through HOMETREE/COMMONS to HOMETREE/ RIVERBANK

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI brings a DIREHORSE for JAKE to ride.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI approaches on a DIREHORSE

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE TO OVERWHELMING ODDS 2: NEVER GIVE UP  
JAKE uses ANTENNA/SHAHAYLU to mind-melt with the DIREHORSE

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI uses SKILL 2: NATURISM. She gives BACKGROUND INFORMATION: MIND-MELT BOND IS CALLED "SHAHAYLU" (metaphor for being one with nature)

NEYTIRI teaches JAKE how to use ANTENNA/SHAHAYLU

TSU'TEY approaches on his DIREHORSE and sneers at JAKE

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS  
JAKE is unable to control the DIREHORSE and falls off repeatedly

### RESULTING SITUATION:

TSU'TEY uses NA'VI FLAW: RACISM. He insults JAKE and tells him to give up

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE is failing at his training, but NEYTIRI will not give up on him even though other NA'VI already have.

**BEAT 22 PLOTTING INFO**

**PAGE:** 56-57

**SUMMARY:**

JAKE gives military intel to QUARTICH and SELFRIDGE

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to provide QUARITCH with intel on TEAM NA'VI

**BEAT AGENT'S BEAT GOAL:**

QUARITCH wants more intel

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Sets up GRACE to move the Avatar program outside RDA COMPOUND

**BEAT 22 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

RDA OPS CENTER

**OPENING SITUATION:**

JAKE is giving QUARITCH and SELFRIDGE military intel on HOMETREE

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE is giving QUARITCH and SELFRIDGE military intel on HOMETREE

**AGENT OF CONFLICT OR OPPORTUNITY:**

QUARITCH

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

QUARITCH tells JAKE he needs more intel.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

PROTAGONIST SKILL 1: ACT LIKE A MARINE

JAKE says, "Yes, sir."

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

MAX sees JAKE consorting with the military and scowls.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE is unaware of Max's presence.

**RESULTING SITUATION:**

MAX knows JAKE is playing both sides of the field.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Set up conflict with the Avatar team

## BEAT 23 PLOTTING INFO

**PAGE:** 57

**SUMMARY:**

TEAM AVATAR prepares to move their operation to SITE 26

**PROTAGONIST'S BEAT GOAL:**

GRACE wants to move their operation to somewhere QUARITCH can't interfere

**BEAT AGENT'S BEAT GOAL:**

NORM is excited

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Create tension with QUARITCH  
Establish the mobility of the AVATAR PODS

### BEAT 23 SEQUENCE OF EVENTS

**OPENING LOCATION:**

AVATAR LAB

**OPENING SITUATION:**

JAKE, GRACE and NORM packing up science equipment

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

GRACE says they're moving the Avatar program to a site in the mountains so SELFRIDGE can't interfere with her goal.

**AGENT OF CONFLICT OR OPPORTUNITY:**

NORM

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NORM is excited about the opportunity to visit the new site in the FLOATING MOUNTAINS.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

GRACE confirms the location.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NORM expresses more excitement.

**RESULTING SITUATION:**

The AVATAR LAB gets moved.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Moving the AVATAR LAB gives the Avatar team more autonomy but creates conflict with QUARITCH and SELFRIDGE's goals

**BEAT 24 PLOTTING INFO**

**PAGE:** 57-59

**SUMMARY:**

**PROTAGONIST'S BEAT GOAL:**

**BEAT AGENT'S BEAT GOAL:**

**BEAT'S IMPACT ON PLOT PROGRESSION:**

**BEAT 24 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

RAIN FOREST - ARIAL  
TRUDY'S GUNSHIP

**OPENING SITUATION:**

TRUDY shows NORM how to control the GUNSHIP (using the technological equivalent to TEAM NA'VI's ANTENNA/SHAHAYLU)

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

TRUDY explains how to operate the GUNSHIP

**AGENT OF CONFLICT OR OPPORTUNITY:**

NORM uses SEXUAL ATTRACTION

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NORM puts his hand on the joystick between TRUDY'S legs at her request.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

TRUDY uses TRAIT: TOUGH GIRL  
She is focused more on the mission than attraction

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GRACE interrupts and says they're getting close to the destination.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

TRUDY confirms GRACE'S statement by using the GUNSHIP's instruments, which glitch out.

**RESULTING SITUATION:**

They enter the FLYING MOUNTAINS.

JAKE learns more about Pandora. JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. He says he doesn't know why the mountains float, but hints UNOBTAINIUM is responsible.

BACKGROUND INFORMATION: UNOBTAINIUM IS A SUPERCONDUCTOR THAT CAN MAKE THINGS FLOAT

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

The Avatar lab gets moved, and TRUDY sides with TEAM AVATAR.



## BEAT 25 PLOTTING INFO

**PAGE:** 59-60

### **SUMMARY:**

TEAM AVATAR sets up at SITE 26

### **PROTAGONIST'S BEAT GOAL:**

JAKE wants to get into the AVATAR POD

### **BEAT AGENT'S BEAT GOAL:**

NORM wants to be the golden child of TEAM AVATAR

### **BEAT'S IMPACT ON PLOT PROGRESSION:**

Escalate tension between JAKE and NORM

## BEAT 25 SEQUENCE OF EVENTS

### **OPENING LOCATION:**

SITE 26

### **OPENING SITUATION:**

NORM and TRUDY help JAKE and his WHEELCHAIR through AIRLOCK

### **PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

The rest of TEAM AVATAR is literally carrying JAKE because of PROTAGONIST WEAKNESS 1: INOPERABLE LEGS

GRACE says to give JAKE the best AVATAR POD

### **AGENT OF CONFLICT OR OPPORTUNITY:**

NORM

### **AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NORM glares at JAKE

### **PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST RESPONSE 2: NEVER GIVE UP. He asks NORM if he has a problem.

### **THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NORM says he's more prepared than JAKE and questions JAKE'S value to TEAM AVATAR

### **THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE uses PROTAGONIST RESPONSE 2: NEVER GIVE UP. JAKE gets in the AVATAR POD.

### **RESULTING SITUATION:**

JAKE enters his AVATAR BODY

### **EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Tension/conflict is built between JAKE and NORM. TEAM AVATAR is showing cracks.



## BEAT 26 PLOTTING INFO

PAGE: 60

### SUMMARY:

NEYTIRI introduces JAKE to MOUNTAIN BANSHEES. Gives introductory training lesson.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to learn whatever NEYTIRI has to teach him, master his skills and become a TARONU/HUNTER

### BEAT AGENT'S BEAT GOAL:

MOUNTAIN BANSHEE wants to kill JAKE

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE learns about MOUNTAIN BANSHEES.  
States JAKE has more training to do before he succeeds at his goal.  
Set goals for JAKE: BECOME A TARONU/HUNTER, IMPRESS NEYTIRI ENOUGH TO BE ALLOWED TO ATTEMPT TO TAME A MOUNTAIN BANSHEE, TAME A MOUNTAIN BANSHEE.

## BEAT 26 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE - BANSHEE EYRIE

### OPENING SITUATION:

NEYTIRI leads JAKE through the branches of HOMETREE to BANSHEE EYRIE. JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS  
When they arrive, NEYTIRI uses SKILL 3: SUMMON BANSHEE CALL to call a MOUNTAIN BANSHEE

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. He is scared and surprised by the MOUNTAIN BANSHEE

### AGENT OF CONFLICT OR OPPORTUNITY:

MOUNTAIN BANSHEE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

MOUNTAIN BANSHEE uses SKILL 2: SHRIEK.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. He looks at the MOUNTAIN BANSHEE.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI tells JAKE BACKGROUND INFO: MOUNTAIN BANSHEE'S ATTACK IF YOU LOOK IN THEIR EYES.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS. He turns his eyes and backs away.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI gives JAKE BACKGROUND INFORMATION: DIRE HORSES DON'T ESTABLISH PERMANENT/MONOGOMOUS SHAHAYLU WITH NA'VI, BACKGROUND INFO: MOUNTAIN BANSHEES ESTABLISH PERMANENT, MONOGOMOUS SHAHAYLU with NA'VI, and BACKGROUND INFO: TO BECOME TARONU/HUNTER YOU MUST CHOOSE YOUR OWN BANSHEE AND IT MUST CHOOSE YOU.

**RESULTING SITUATION:**

JAKE uses PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. He asks when he'll get his BANSHEE.

NEYTIRI gives JAKE BACKGROUND INFO: TARONU/HUNTERS GET THEIR BANSHEE WHEN THEY ARE READY.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

NEYTIRI gives JAKE a new goal: BECOME A TARONU/HUNTER

NEYTIRI foreshadows a CHOOSE/TAME a MOUNTAIN BANSHEE

NEYTIRI tells JAKE he is not ready for this quest, reinforcing that he is far from succeeding at his quest. Raises tension by lowering hope and making hope farther away that JAKE will succeed. Foreshadows more training.

## BEAT 27 PLOTTING INFO

PAGE: 61

### SUMMARY:

JAKE records a vlog about his training.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to go to sleep.

### BEAT AGENT'S BEAT GOAL:

GRACE wants JAKE to record his vlog.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Show that JAKE is losing his connection to humanity and his old sense of reality.

## BEAT 27 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26

### OPENING SITUATION:

JAKE is sitting at VLOGGING STATION. He is tired.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses HUMAN RESPONSE: REFUSAL OF THE CALL. He's too tired and doesn't think it's necessary.

### AGENT OF CONFLICT OR OPPORTUNITY:

GRACE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GRACE uses TRAIT: DEDICATION TO SCIENCE. GRACE tells JAKE he needs to record his vlog while it's still fresh in his mind.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS. He begins recording his vlog.

### RESULTING SITUATION:

The VLOGGING records JAKE saying he's struggling and losing his mind, but he'll persevere using PROTAGONIST SKILL 1: ACT LIKE A MARINE and PROTAGONIST RESPONSE 2: NEVER GIVE UP

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Foreshadow that JAKE is going through TEAM NA'VI equivalent of boot camp and is becoming indoctrinated and losing his orientation.

Foreshadow that JAKE is recording VLOGS about his experiences/impressions of TEAM NA'VI.

JAKE is learning a new SKILL: NA'VI LANGUAGE

## BEAT 28 PLOTTING INFO

**PAGE:** 61-63

### **SUMMARY:**

Training montage

### **PROTAGONIST'S BEAT GOAL:**

Learn to use NA'VI RESOURCE: BOW

Learn SKILL: NA'VI LANGUAGE

### **BEAT AGENT'S BEAT GOAL:**

JAKE wants to learn SKILL: NA'VI LANGUAGE and SKILL: BOW

### **BEAT'S IMPACT ON PLOT PROGRESSION:**

Jake is succeeding at learning multiple Na'vi skills. Plus, NORM and TRUDY are having sex, which solves the conflict between NORM and JAKE. Things are looking up. Tension release, goal progression and excitement for the audience.

## BEAT 28 SEQUENCE OF EVENTS

### **OPENING LOCATION:**

HOMETREE/ COMMONS

### **OPENING SITUATION:**

NEYTIRI is teaching JAKE, SKILL: NA'VI LANGUAGE. She points to things.

### **PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses SKILL: NA'VI LANGUAGE successfully. He gives TEAM NA'VI name for the things NEYTIRI pointed to.

### **AGENT OF CONFLICT OR OPPORTUNITY:**

NEYTIRI

### **AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NEYTIRI teaches JAKE how to use NA'VI RESOURCE: BOW

### **PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE fails to use NA'VI RESOURCE: BOW correctly.

### **THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI smacks JAKE.

### **THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

(voice over) JAKE says NEYTIRI thinks he's "some kind of retard".

### **RESULTING SITUATION:**

None. Scene ends abruptly.

### **EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is succeeding at learning to use NA'VI RESOURCE: BOW

## BEAT 29 PLOTTING INFO

PAGE: 62

### SUMMARY:

JAKE and NORM get on good terms, and NORM teaches JAKE the SKILL: NA'VI LANGUAGE.

### PROTAGONIST'S BEAT GOAL:

Learn the SKILL: NA'VI LANGUAGE

### BEAT AGENT'S BEAT GOAL:

NORM wants to teach JAKE, SKILL: NA'VI LANGUAGE

### BEAT'S IMPACT ON PLOT PROGRESSION:

Training progression montage

## BEAT 29 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26/INTERIOR at AVATAR POD

### OPENING SITUATION:

JAKE is getting out of the AVATAR POD

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE wheels through the building

### AGENT OF CONFLICT OR OPPORTUNITY:

NORM

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NORM is having sex with TRUDY

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE sees NORM and TRUDY having sex.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NORM uses TRAIT: INSECURITY. He blushes.

TRUDY uses RESPONSE: TOUGH GIRL

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

(voice over) JAKE states that NORM is no longer confrontational with him.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

Fastforward- NORM is teaching JAKE the SKILL: NA'VI LANGUAGE

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

(voice over) JAKE says that NORM thinks he's a retard too.

### RESULTING SITUATION:

None. Abrupt scene change.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE is succeeding at learning the SKILL: NA'VI LANGUAGE

NORM and TRUDY are a couple now.

NORM and JAKE are now friends.

## BEAT 30 PLOTTING INFO

PAGE: 62-63

### SUMMARY:

JAKE trains with NEYTIRI at SKILL: TREE HOPPING.

### PROTAGONIST'S BEAT GOAL:

Train with NEYTIRI. Survive and impress her.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to train JAKE in SKILL: TREE HOPPING.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE is making major progress towards his goal of completing his training to be a TARONU/HUNTER

## BEAT 30 SEQUENCE OF EVENTS

### OPENING LOCATION:

RANDOM FOREST p.63

### OPENING SITUATION:

JAKE is running with NEYTIRI

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE says he has to trust his body. He says, "With NEYTIRI, it's learn fast or die."

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI leads JAKE through progressively harder SKILL: TREE HOPPING obstacles.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI uses SKILL: TREE HOPPING and makes a death defying leap.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE 2: NEVER GIVE UP and PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS. He uses SKILL: TREE HOPPING and leaps behind NEYTIRI and succeeds.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI is impressed.

### RESULTING SITUATION:

None. Abrupt scene change.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE learns SKILL: TREE HOPPING.

JAKE impresses NEYTIRI. He exceeds his teacher's expectations.

JAKE is one step closer to fulfilling his goal.

## BEAT 31 PLOTTING INFO

PAGE: 63

### SUMMARY:

JAKE'S success impresses MO'AT, who rewards JAKE by letting GRACE and NORM back into TEAM NA'VI community.

### PROTAGONIST'S BEAT GOAL:

GRACE wants to be part of TEAM NA'VI community.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to hate TEAM HUMAN for their crimes.

### BEAT'S IMPACT ON PLOT PROGRESSION:

GRACE and NORM are allowed access to TEAM NA'VI. TEAM NA'VI are becoming less racist. JAKE is improving relations on both sides. GRACE is impressed by JAKE's progress. She serves him now and is kind to him.

## BEAT 31 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE/COMMONS

### OPENING SITUATION:

(voice over) JAKE says he talked MO'AT into letting GRACE and NORM back into TEAM NA'VI community.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

GRACE is standing in HOMETREE COMMONS.

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI approaches GRACE and things are momentarily awkward.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

GRACE uses SKILL: NA'VI GREETING.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI uses SKILL: NA'VI GREETING.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Grace is happy.

### RESULTING SITUATION:

None. Abrupt scene change.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

TEAM AVATAR reestablishes its alliance with TEAM NA'VI (unification scene)  
Tension in this scene comes from BACKGROUND INFO: NEYTIRI'S SISTER was killed by RDA  
Scene is proof JAKE is progressing in his goal to infiltrate TEAM NA'VI and become a TARONU/HUNTER

## BEAT 32 PLOTTING INFO

PAGE: 64

### SUMMARY:

Montage scene

JAKE trains with NEYTIRI in the SKILL: TRACKING and IDEOLOGY: NATURISM.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to learn SKILL: TRACKING from NEYTIRI.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to teach JAKE, SKILL: TRACKING and SKILL: NATURISM.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE is mastering the physical skills he needs to know, but he can't progress towards his goal until he meets another condition: master naturism.

## BEAT 32 SEQUENCE OF EVENTS

### OPENING LOCATION:

RANDOM FOREST

### OPENING SITUATION:

JAKE and NEYTIRI track all the animals that have attacked them and see them acting loving and like family with themselves and the flora/fauna around them.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses PROTAGONIST RESPONSE 3: FOLLOW AND LEARN FROM THE EXPERTS. He watches NEYTIRI as she shows him how to track animals.

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI tells JAKE things about IDEOLOGY: NATURISM that he can't understand.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE 1: SARCASM AND HUMOR, PROTAGONIST SKILL: ACT LIKE A MARINE and PROTAGONIST WEAKNESS 2: UNPREPARED FOR PANDORA. JAKE says he doesn't understand her hippy teachings and dismisses them as useless.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI will not allow JAKE to hunt (and thus, be a TARONU/HUNTER) because the forest says he's not ready, implying he must impress "the gods."

### RESULTING SITUATION:

Jake doesn't know what he needs to do to complete his training.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE has made progress in condition: master Na'vi forest skills.

Introduce new condition: master naturism

Jake has not mastered naturism, and he does not know the condition exists or how to master it.



### BEAT 33 PLOTTING INFO

PAGE: 65

**SUMMARY:**

GRACE teaches JAKE what he needs to know to complete condition: master naturism.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to make a vlog about his apprehension towards NATURISM.

**BEAT AGENT'S BEAT GOAL:**

GRACE wants JAKE to understand NATURISM.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE makes progress on his quest to master NATURISM.

### BEAT 33 SEQUENCE OF EVENTS

**OPENING LOCATION:**

SITE 26/INTERIOR

**OPENING SITUATION:**

JAKE is recording a VLOG at VLOGGING STATION

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE uses PROTAGONIST RESPONSE: SARCASM AND HUMOR and PROTAGONIST SKILL: ACT LIKE A MARINE. He says "I just hope this tree hugger shit isn't on the final."

**AGENT OF CONFLICT OR OPPORTUNITY:**

GRACE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GRACE is using RANDOM SCIENCE EQUIPMENT. GRACE tells JAKE he must master the ways of TEAM NA'VI's mind and body.

**RESULTING SITUATION:**

JAKE returns to his vlogging, ostensibly rejecting the advice.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE can't master naturism because he's still a marine. He progresses by receiving instruction from GRACE.

## BEAT 34 PLOTTING INFO

PAGE: 65-66

### SUMMARY:

JAKE and NEYTIRI get comfortable with each other as JAKE finishes his training.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to finish his training and get closer to NEYTIRI.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to help JAKE finish his training and get closer to him.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Goal completed: become ready for the final test of Na'vi training.

## BEAT 34 SEQUENCE OF EVENTS

### OPENING LOCATION:

RANDOM FOREST

### OPENING SITUATION:

JAKE and NEYTIRI are moving through the forest in the dark expertly. JAKE'S eyes are dilated (aka open to see in the dark- metaphor).

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

Change location to fishing

JAKE uses SKILL: NA'VI BOW to catch a fish expertly.

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

Change location to LOCATION: RANDOM FOREST

NEYTIRI gently instructs JAKE on using NA'VI RESOURCE: BOW gently and in synch with him.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE responds to her touch and looks in her eyes romantically.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI pulls away.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Change location to RANDOM FOREST

JAKE and NEYTIRI explore the forest and find a FAN LIZARD.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI dances carefree among the glowing FAN LIZARDS.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Change location to SITE 26/INTERIOR

JAKE gets out of his AVATAR POD. His human body is withering away as his Avatar body becomes stronger. JAKE says, "Everything is backwards now. Like out there is the true world, and in here is the dream."

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Change location to RANDOM FOREST

JAKE uses NA'VI RESOURCE: BOW to shoot a HEXAPEDE.  
JAKE uses NATURISM. JAKE blesses and thanks the dead animal.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI watches with approval. She says, "You are ready."

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE has fulfilled condition 2: master NATURISM  
JAKE and NEYTIRI are falling in love.

## BEAT 35 PLOTTING INFO

PAGE: 66-69

### SUMMARY:

JAKE acts like a Na'vi in human form, and GRACE warns him not to get too close.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to act like a Na'vi.

### BEAT AGENT'S BEAT GOAL:

GRACE wants JAKE to take care of his human body.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Demonstrate JAKE'S mastery of NATURISM and foreshadow JAKE getting in too deep and the attack on HOMETREE.

## BEAT 35 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26/INTERIOR

### OPENING SITUATION:

JAKE is getting out of his AVATAR POD. He is very weak and withered.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE is helped to his wheel chair by NORM and GRACE.

### AGENT OF CONFLICT OR OPPORTUNITY:

GRACE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GRACE gives JAKE a burrito and tells him to take care of his human body.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE eats it unenthusiastically. JAKE uses NATURISM. He says, "I made a kill today. We ate it. I know where that meal came from."

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE implores him to take care of his human body again.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses NATURISM. JAKE puts out GRACE'S CIGARETTE and tells her to quit smoking before she lectures him.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE tells JAKE he's getting in too deep and that she knows from experience.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE asks what happened at the school.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE gives JAKE, BACKGROUND INFO: SYLWANIN was killed at TEAM NA'VI school for burning a DOZER.

GRACE warns JAKE not to get too attached.

### RESULTING SITUATION:

GRACE adds, "It's not our world, and we can't stop what's coming."

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is acting like a Na'vi even in human form, and he is rejecting humanity. His transformation is complete.

GRACE foreshadows the humans' assault on HOMETREE.

## BEAT 36 PLOTTING INFO

PAGE: 69-70

### SUMMARY:

TSU'TEY leads JAKE and some teenage Na'vi up the FLOATING MOUNTAINS to their final test as a TARONU/HUNTER

### PROTAGONIST'S BEAT GOAL:

JAKE wants to reach his final training test.

### BEAT AGENT'S BEAT GOAL:

TSU'TEY want to lead his students to their final training test.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE approaches the threshold beat.

## BEAT 36 SEQUENCE OF EVENTS

### OPENING LOCATION:

MOUNTAIN TRAIL

### OPENING SITUATION:

TSU'TEY leads JAKE and several teenage Na'vi up a trail in the FLOATING MOUNTAINS riding DIRE HORSES.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses PROTAGONIST RESPONSE: SARCASM AND HUMOR and PROTAGONIST RESPONSE: NEVER GIVE UP. He says, "Are we doing this?" goading TSU'TEY forward.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

TSU'TEY leads JAKE and the other teenages up a precipitous series of vines, walls and trails.

### RESULTING SITUATION:

JAKE uses PROTAGONIST RESPONSE: FOLLOW AND LEARN FROM THE EXPERTS. He follows and keeps up.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

This is the "approaching the threshold" beat.

## BEAT 37 PLOTTING INFO

PAGE: 70-73

### SUMMARY:

JAKE tames JAKE'S BANSHEE.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to pass the final training test to become a TARONU/HUNTER by taming JAKE'S BANSHEE.

### BEAT AGENT'S BEAT GOAL:

TSU'TEY wants JAKE to fail. NEYTIRI wants JAKE to succeed. JAKE'S BANSHEE wants to kill JAKE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Quest completed.

## BEAT 37 SEQUENCE OF EVENTS

### OPENING LOCATION:

BANSHEE ROOKERY

### OPENING SITUATION:

TSU'TEY, JAKE and teenage Na'vis approach the BANSHEE ROOKERY. NEYTIRI flies in on her MOUNTAIN BANSHEE to join them.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP and PROTAGONIST RESPONSE: FOLLOW AND LEARN FROM THE EXPERTS. He approaches the BANSHEE ROOKERY.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY, NEYTIRI, JAKE'S BANSHEE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

TSU'TEY says JAKE will go first.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP and PROTAGONIST RESPONSE: FOLLOW AND LEARN FROM THE EXPERTS. JAKE and NEYTIRI approach the MOUNTAIN BANSHEES.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI uses SKILL: KNOWLEDGE OF PANDORA. NEYTIRI coaches JAKE on how to pick, approach and tame a MOUNTAIN BANSHEE.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP. JAKE wrestles JAKE'S BANSHEE into submission.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

JAKE'S BANSHEE fights back.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE. JAKE subdues JAKE'S BANSHEE and connects his ANTENNA.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

JAKE and JAKE'S BANSHEE form the SHAHAYLA bond.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE uses SKILL: RIDE BANSHEE

**RESULTING SITUATION:**

JAKE and NEYTIRI take a celebratory lap around the FLOATING MOUNTAINS riding their MOUNTAIN BANSHEES.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Quest completed. JAKE is a TARONU/HUNTER



## BEAT 38 PLOTTING INFO

PAGE: 73-75

### SUMMARY:

NEYTIRI teaches JAKE the SKILL: RIDE BANSHEE

### PROTAGONIST'S BEAT GOAL:

JAKE wants to master the SKILL: RIDE BANSHEE

### BEAT AGENT'S BEAT GOAL:

TSU'TEY wants JAKE to be gone. LEONOPTERYX wants to eat JAKE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE masters SKILL: RIDE BANSHEE.

Introduce/foreshadow THE WELL OF SOULS.

Introduce/foreshadow LEONOPTERYX.

## BEAT 38 SEQUENCE OF EVENTS

### OPENING LOCATION:

FLOATING MOUNTAINS

### OPENING SITUATION:

NEYTIRI is teaching JAKE the SKILL: RIDE BANSHEE

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE says, "I may not be much of a horse guy, but I was born to do this.  
(foreshadowing his success at taming the LEONOPTERYX.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY, LEONOPTERYX

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

Change location to HOMETREE/BANSHEE EYRIE

JAKE feeds JAKE'S BANSHEE and bonds with it.

TSU'TEY eyes JAKE angrily.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

Change location to SKIES OF PANDORA

JAKE uses SKILL: RIDE BANSHEE. JAKE is riding JAKE'S BANSHEE expertly.

JAKE AND NEYTIRI fly over THE WELL OF SOULS.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

LEONOPTERYX attacks JAKE and NEYTIRI.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses SKILL: RIDE BANSHEE and outmaneuvers LEONOPTERYX.

### RESULTING SITUATION:

JAKE and NEYTIRI survive and laugh together.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE masters SKILL: RIDE BANSHEE.

Introduce/foreshadow THE WELL OF SOULS.

Introduce/foreshadow LEONOPTERYX.

Establish JAKE and TSU'TEY are still in conflict.

## BEAT 39 PLOTTING INFO

PAGE: 75-76

### SUMMARY:

JAKE learns about LEONOPTERY and THE WELL OF SOULS. He gives TRUDY a disk with images of THE WELL OF SOULS to pass to QUARITCH.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to learn about Pandora and help QUARITCH.

### BEAT AGENT'S BEAT GOAL:

GRACE wants to teach JAKE about the LEONOPTERYX and prevent QUARITCH from interfering with TEAM AVATAR'S mission.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Foreshadow future use of LEONOPTERYX and THE WELL OF SOULS.  
Foreshadow QUARITCH attacking THE WELL OF SOULS.

## BEAT 39 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26/INTERIOR

### OPENING SITUATION:

GRACE, NORM, JAKE and TRUDY are looking at pictures JAKE took on his flights.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE watches as GRACE looks at pictures he's taken on his flights.

### AGENT OF CONFLICT OR OPPORTUNITY:

GRACE and TRUDY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GRACE says the LEONOPTERYX is a legendary predator.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses SKILL: KNOWLEDGE OF PANDORA. He says TEAM NA'VI call the LEONOPTERYX, "The Last Shadow."

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY gives JAKE BACKGROUND INFO: LEONOPTERYX CAN DESTROY GUNSHIPS

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Fast forward in time a few minutes.

JAKE points to a picture of THE WELL OF SOULS and asks about it.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE gives JAKE BACKGROUND INFO: THE WELL OF SOULS IS TEAM NA'VI'S MOST SACRED PLACE

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

Fast-forward in time a few minutes.

JAKE gives TRUDY a disk with images of THE WELL OF SOULS reluctantly.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY tells JAKE that he needs to give QUARITCH some kind of intel or he'll shut down the Avatar program.

### RESULTING SITUATION:

TRUDY hides the chip as GRACE and NORM enter the room.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Foreshadow future use of LEONOPTERYX and THE WELL OF SOULS.

Foreshadow QUARITCH attacking THE WELL OF SOULS.

JAKE made a mistake that will have negative repercussions on a future quest.

## BEAT 40 PLOTTING INFO

PAGE: 76-77

### SUMMARY:

By talking about her grandfather, NEYTIRI foreshadows war with the humans, JAKE taming a LEONOPTERYX and becoming a hero to TEAM NA'VI for centuries.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to learn about TEAM NA'VI and get closer to NEYTIRI.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to teach JAKE about the history of the LEONOPTERYX.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Foreshadow that great sorrow will come, and JAKE will ride a LEONOPTERYX and bring the tribes together and be known by all Na'vi for generations to come. This story is also the prize JAKE receives for completing his training, particularly with JAKE'S BANSHEE.

## BEAT 40 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE/COMMONS

### OPENING SITUATION:

JAKE stares at a LEONOPTERYX SKULL TOTEM hanging on a wall.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE touches the SKULL TOTEM.

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI gives JAKE BACKGROUND INFO: NEYTIRI'S ANCESTOR TAMED A LEONOPTERYX, BACKGROUND INFO: EVERY NAVI KNOWS THAT NEYTIRI'S ANCESTOR BROUGHT THE CLANS TOGETHER IN A TIME OF GREAT SORROW, and BACKGROUND INFO: ONLY 5 LEONOPTERYX HAVE EVER CHOSEN A NA'VI.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

Camera zooms in on the SKULL TOTEM.

### RESULTING SITUATION:

Scene ends abruptly.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Foreshadow that great sorrow will come, and JAKE will ride a LEONOPTERYX and bring the tribes together and be known by all Na'vi for generations to come.

## BEAT 41 PLOTTING INFO

PAGE: 77

### SUMMARY:

JAKE kills a STURMBEEST and earns the appreciation of NEYTIRI and TSU'TEY.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to kill a STURMBEEST.

### BEAT AGENT'S BEAT GOAL:

STURMBEEST wants to survive.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE wins NEYTIRI'S heart. This is a victory in his love quest.

JAKE wins some approval from TSU'TEY. This is progress in his quest to earn TSU'TYE'S respect.

## BEAT 41 SEQUENCE OF EVENTS

### OPENING LOCATION:

RANDOM FOREST

### OPENING SITUATION:

JAKE, NEYTIRI and other hunters are riding BANSHEES, hunting a herd of STURMBEEST.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses SKILL: RIDE BANSHEE and SKILL: TRACKING

### AGENT OF CONFLICT OR OPPORTUNITY:

STURMBEEST

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

STURMBEEST stampedes in a herd through the forest fleeing JAKE.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses SKILL: BOW to kill a STURMBEEST with one shot.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI expresses unbridled admiration and appreciation for JAKE.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE is happy. He looks up and sees TSU'TEY flying above them.

### RESULTING SITUATION:

TSU'TEY salutes JAKE in grudging admiration.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE has earned the full appreciation of NEYTIRI. JAKE makes progress in earning TSU'TEY'S appreciation.

## BEAT 42 PLOTTING INFO

PAGE: 77

### SUMMARY:

At a banquet party at HOMETREE, TSU'TEY gives JAKE a prize of KAVA for earning his respect and completing his quests.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to enjoy the party and be one with TEAM NA'VI.

### BEAT AGENT'S BEAT GOAL:

TSU'TEY wants to reward JAKE for his success.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Prize received. Quest ended.

## BEAT 42 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE/COMMONS

### OPENING SITUATION:

TEAM NA'VI are having a party and feasting on STURMBEEST.  
NEYTIRI dances sensually.  
NORM dances awkwardly.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE is telling GROUP OF YOUNG NA'VI about how he survived a LEONOPTERYX attack. The children are enthralled.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

Scowling, TSU'TEY approaches JAKE.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE braces himself.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TSU'TEY offers JAKE a bowl of KAVA.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP. He drinks the KAVA heartily.

### RESULTING SITUATION:

Everyone is happy.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE receives a prize for completing his training quests. TEAM NA'VI fully accept him, as proven by GROUP OF YOUNG NA'VI admiring him and learning from him. And TSU'TEY gives JAKE a prize of KAVA, signaling JAKE has completed his quest to earn TSU'TEY's respect.

## BEAT 43 PLOTTING INFO

PAGE: 78-79

### SUMMARY:

JAKE and TSU'TEY share a moment and almost become friends.

### PROTAGONIST'S BEAT GOAL:

JAKE wants TSU'TEY to accept him.

### BEAT AGENT'S BEAT GOAL:

TSU'TEY wants to wrestle with his conflicting racism and respect for JAKE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Increase tension between JAKE and TSU'TEY

## BEAT 43 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE/COMMONS

### OPENING SITUATION:

JAKE and TSU'TEY are both drunk. They are surrounded by a rowdy GROUP OF YOUNG NA'VI.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE drinks KAVA.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

TSU'TEY uses NA'VI FLAW: RACISM. TSU'TEY tells JAKE he didn't think HUMANS could be brave because they hide behind machines.

### THE UNIVERSE INTERCEDES:

JAKE is prevented from reacting because NEYTIRI interrupts and insists he come dance with her.

### PROTAGONIST'S REACTION TO UNIVERSE'S ACTION:

JAKE uses REFUSAL OF THE CALL. JAKE protests.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI forces JAKE to come dance.

### PROTAGONIST'S REACTION TO UNIVERSE'S ACTION:

JAKE, NEYTIRI, GRACE and others dance without a care in the world. JAKE and NEYTIRI are focused only each other, being in love.

### RESULTING SITUATION:

TSU'TEY uses FLAW: JEALOUSY. TSU'TEY scowls at JAKE from a distance. Other NA'VI acknowledge and celebrate JAKE and NEYTIRI being in love. MO'AT gives the audience BACKGROUND INFORMATION: NEYTIRI IS BETROTHED TO TSU'TEY.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE reignites conflict with TSU'TEY. JAKE and NEYTIRI are officially in love and out of the closet about it. JAKE is accepted by most of TEAM NA'VI.

## BEAT 44 PLOTTING INFO

**PAGE:** 79-80

**SUMMARY:**

JAKE explains NATURISM to the audience via narration.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to explain NATURISM to the audience.

**BEAT AGENT'S BEAT GOAL:**

DEAD NA'VI LADY wants to be one with PANDORA.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Impress one of the story's morals on the audience.  
Show how JAKE fully believes in NATURISM now.

## BEAT 44 SEQUENCE OF EVENTS

**OPENING LOCATION:**

RANDOM FOREST

**OPENING SITUATION:**

JAKE watches NEYTIRI pour sensuous liquid on herself from a jug-like plant.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE says TEAM NA'VI are profoundly connected to nature and appreciate the symbiotic and continuous relationship all life has to its ecosystem. Everything is one, and all we have is borrowed. One day you have to give everything back.

**AGENT OF CONFLICT OR OPPORTUNITY:**

DEAD NA'VI LADY

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

DEAD NA'VI LADY is lowered into the dirt. MO'AT recites a prayer. NEYTIRI performs DEATH RIGHTS.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE wakes up in the AVATAR POD. It is pitch black. JAKE can't see the human world. He is in a coffin, being reborn. JAKE opens the AVATAR POD. His human body is more withered away.

**RESULTING SITUATION:**

JAKE records a VLOG saying, "I can barely remember my old life. I'm not sure who I am anymore.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE is converted to NATURISM to the death. He has been reborn a Na'vi and is so far from human he can't even remember his past life.



## BEAT 45 PLOTTING INFO

PAGE: 80-81

### SUMMARY:

GRACE and JAKE report their progress to SELFRIDGE in person. They beg for more time, but SELFRIDGE says the attack on HOMETREE is eminent.

### PROTAGONIST'S BEAT GOAL:

JAKE and GRACE want to convince SELFRIDGE to give them more time to negotiate with TEAM NA'VI.

### BEAT AGENT'S BEAT GOAL:

SELFRIDGE wants TEAM NA'VI to move out of HOMETREE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Quest failed.

## BEAT 45 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26/INTERIOR

### OPENING SITUATION:

SELFRIDGE is playing golf.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE and GRACE approach SELFRIDGE

### AGENT OF CONFLICT OR OPPORTUNITY:

SELFRIDGE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

SELFRIDGE asks JAKE if TEAM NA'VI have relocated.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE: SARCASM AND HUMOR. JAKE wants to cut the chit chat and get to their report.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

SELFRIDGE says to proceed.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

GRACE says JAKE is making great progress but they need more time.

### RESULTING SITUATION:

SELFRIDGE uses FLAW: BEUROCRATIC INEPTITUDE, FLAW: GREED, FLAW: DISRESPECT FOR NATURE and SKILL: BEAUROCRATIC RANK. He says the project is happening. TEAM NA'VI are irrelevant. They're out of time. Then it starts raining on JAKE and GRACE.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE has failed to negotiate a truce with TEAM NA'VI. War is coming.

## BEAT 46 PLOTTING INFO

PAGE: 81-82

### SUMMARY:

QUARITCH gives JAKE one last chance to broker a peace treaty with TEAM NA'VI.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to convince QUARITCH to give him more time to complete his mission.

### BEAT AGENT'S BEAT GOAL:

QUARITCH wants JAKE on TEAM HUMAN.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE has one last chance to complete his mission, upon the condition he pass the final test of Na'vi manhood.

## BEAT 46 SEQUENCE OF EVENTS

### OPENING LOCATION:

MILITARY HANGAR

### OPENING SITUATION:

QUARITCH pulls up a chair, sits down and analyzes JAKE'S withered appearance.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE acts distant.

### AGENT OF CONFLICT OR OPPORTUNITY:

QUARITCH

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

QUARITCH says "You're not getting lost in the woods, are you?"

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE can't make eye contact with QUARITCH.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH questions JAKE'S commitment to his mission and threatens to shut the Avatar program down.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE'S eyes flare with anger and alarm.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH says JAKE has already succeeded in his mission by giving him intel such as intel on THE WELL OF SOULS. QUARITCH gives JAKE BACKGROUND INFO: RDA WILL ATTACK THE WELL OF SOULS.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE sulks.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH tells JAKE he'll get the prize for completing the military mission. JAKE will get his legs. QUARITCH tells JAKE it's time to leave the Avatar program.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE begs QUARITCH to give him one more chance to complete the diplomacy mission. JAKE gives QUARITCH BACKGROUND INFO: THE FINAL TEST OF BECOMING A NA'VI MAN IS "THE DREAM HUNT." If JAKE can complete it TEAM NA'VI will listen to him.

**RESULTING SITUATION:**

QUARITCH gives JAKE permission but says he needs to make it quick.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE must complete the final test of Na'vi manhood.  
Time is running out.

## BEAT 47 PLOTTING INFO

PAGE: 82-85

### SUMMARY:

JAKE enters his AVATAR POD to take his final test. GRACE protests. JAKE states the stakes and accepts the mission.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to enter his AVATAR POD.

### BEAT AGENT'S BEAT GOAL:

GRACE wants JAKE to take care of his human body.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Deliberate. Accept the mission. Step up to the threshold.

## BEAT 47 SEQUENCE OF EVENTS

### OPENING LOCATION:

SITE 26/INTERIOR

### OPENING SITUATION:

JAKE is drinking coffee furiously. GRACE is smoking.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE moves towards his AVATAR POD.

### AGENT OF CONFLICT OR OPPORTUNITY:

GRACE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GRACE tells JAKE he's not strong enough to survive the final test.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP. JAKE pushes past GRACE.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE warns him the test is very life-threatening.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses PROTAGONIST RESPONSE: SARCASM AND HUMOR and PROTAGONIST RESPONSE: NEVER GIVE UP. JAKE tells GRACE to help or get out of the way.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NORM calibrates the AVATAR POD.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE gets in the AVATAR POD. JAKE says he has to become one of TEAM NA'VI.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE tells JAKE he can never be a Na'vi. RDA won't spend the money to let him stay.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE tells GRACE that QUARITCH sent him to gather military intel on TEAM NA'VI.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE asks JAKE whose side he's on now.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE replies he's on TEAM NA'VI's side. He's not a soldier anymore.

JAKE states the stakes. Both sides would end him if they knew he was lying to them.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GRACE warns him not to go one last time.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE proceeds to shut the AVATAR POD lid.

**RESULTING SITUATION:**

GRACE tells NORM to prep her AVATAR POD. She's going in.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

JAKE

**BEAT 48 PLOTTING INFO**

**PAGE:** 85

**SUMMARY:**

NEYTIRI prepares JAKE for THE DREAM WALK.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to prepare for his DREAM WALK.

**BEAT AGENT'S BEAT GOAL:**

NEYTIRI wants to help JAKE prepare for his DREAM WALK.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Step up to the threshold. Prepare to fulfill condition.

**BEAT 48 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

HOMETREE/COMMONS

**OPENING SITUATION:**

NEYTIRI paints JAKE'S face with war paint.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE allows himself to be painted.

**AGENT OF CONFLICT OR OPPORTUNITY:**

NEYTIRI

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NEYTIRI tells JAKE he will know it when he meets his SPIRIT ANIMAL.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE looks at NEYTIRI with unrestrained love.

**RESULTING SITUATION:**

NEYTIRI returns the look. They're totally in love.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Approaching the threshold. Preparing to enact the plan.

## BEAT 49 PLOTTING INFO

PAGE: 85-88

### SUMMARY:

JAKE completes THE DREAM WALK and find his SPIRIT ANIMAL is the LEONOPTERYX. EYTUKAN official declares JAKE a member of their group.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to take the DREAM WALK.

### BEAT AGENT'S BEAT GOAL:

MO'AT wants JAKE to take the DREAM WALK.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE completes THE DREAM WALK quest.  
Foreshadow JAKE taming a LEONOPTERYX and becoming a legend.

## BEAT 49 SEQUENCE OF EVENTS

### OPENING LOCATION:

HOMETREE/LOWEST LEVEL

### OPENING SITUATION:

A procession is leading JAKE to the center of a formal gathering.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE walks with the procession to the center of the ring.

### AGENT OF CONFLICT OR OPPORTUNITY:

MO'AT

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

MO'AT performs DREAMWALK RITES on JAKE.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE allows MO'AT to administer poison to him.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

The poison causes him to hallucinate profoundly.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE sees himself casting the shadow of a LEONOPTERYX.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

JAKE'S real body is thriving on the ground. MO'AT says the test is over but the elders must deliberate. Fast forward. EYTUKAN comes out of a tent with JAKE and GROUP OF ELDER NA'VI and announce that JAKE is officially one of their people.

### RESULTING SITUATION:

Everyone celebrates.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Dream Walk quest completed.  
JAKE'S pairing with the LEONOPTERYX is foreshadowed again.

## BEAT 50 PLOTTING INFO

PAGE: 88-91

### SUMMARY:

JAKE and NEYTIRI have sex and choose each other as life partners.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to have sex with NEYTIRI.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to have sex with JAKE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE receives the prize for completing his quest to become Na'vi.

JAKE completes his quest to mate with NEYTIRI.

## BEAT 50 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT/NIGHT RANDOM FOREST

### OPENING SITUATION:

JAKE and NEYTIRI run through the forest playfully holding hands. They arrive at THE TREE OF VOICES.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

Change location to TREE OF VOICES

JAKE uses PROTAGONIST WEAKNESS: UNPREPARED FOR PANDORA.

JAKE looks around in awe.

### AGENT OF CONFLICT OR OPPORTUNITY:

NEYTIRI

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI tells JAKE that THE TREE OF VOICES can hear and answer prayers.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

WOOD SPRITES fall gently on NEYTIRI and JAKE.

### AGENT'S REACTION TO THE UNIVERSE'S ACTION:

NEYTIRI tells JAKE he can choose a mate now.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE tells NEYTIRI he has chosen her, but she must choose him.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI says she has already chosen JAKE.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses RESOURCE: ANTENNA with SKILL: SHAHAYLU.

JAKE joins his ANTENNA with NEYTIRI'S ANTENNA. They form the SHAHAYLU bond together.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

After having sex, NEYTIRI tells JAKE that she had NA'VI FLAW: RACISM, but JAKE cured her of it. NEYTIRI tells JAKE he taught her that spirit is all that matters. NEYTIRI also casually mentions that she and JAKE are now mated for life.



**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE uses PROTAGONIST RESPONSE: SARCASM AND HUMOR with PROTAGONIST RESPONSE: NEVER GIVE UP.

JAKE says, "That's cool. I'm there."

**RESULTING SITUATION:**

JAKE and NEYTIRI fall asleep in each other's arms.

JAKE wakes up in his AVATAR POD contemplating how in over his head he is.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Complete quest to mate with NEYTIRI.

Receive prize for completing quest to become Na'vi.

## BEAT 51 PLOTTING INFO

PAGE: 91-92

### SUMMARY:

RDA attacks TEAM NA'VI while JAKE is not in JAKE'S AVATAR BODY.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to get back to NEYTIRI.

### BEAT AGENT'S BEAT GOAL:

NEYTIRI wants to save JAKE'S AVATAR BODY.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Begin new conflict.

## BEAT 51 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. WILLOW GLAD - DAWN

### OPENING SITUATION:

JAKE and NEYTIRI lay in each other's arms.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE'S AVATAR is asleep.

### AGENT OF CONFLICT OR OPPORTUNITY:

DOZER

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

DOZER uses SKILL: BULLDOZE OVER THINGS

### THE UNIVERSE'S REACTION TO THE AGENT'S ACTION:

NEYTIRI tries to wake up JAKE.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE's body is unresponsive because JAKE isn't uplinked to it.  
Change location to: INT. SITE 26 - DAWN  
JAKE rushes to get in the AVATAR POD.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE forces him to eat some eggs.

### RESULTING SITUATION:

JAKE begrudgingly eats and slams the lid to the AVATAR POD shut.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Introduce new conflict/quest.  
Approaching battle.

## BEAT 52 PLOTTING INFO

PAGE: 92-94

### SUMMARY:

RDA attacks TEAM NA'VI with DOZERS and MECH SUIT WARRIORS. JAKE attacks back, and QUARITCH leaves the RDA CONTROL ROOM to go kill JAKE.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to survive the attack and stop it.

### BEAT AGENT'S BEAT GOAL:

DOZER PILOT and SELFRIDGE want to destroy trees.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Begin and escalate quest. False victory.

## BEAT 52 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. WILLOW GLAD - DAWN

### OPENING SITUATION:

NEYTIRI is dragging JAKE'S AVATAR BODY to safety.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE wakes up and runs in front of the DOZER to signal it to stop.

### AGENT OF CONFLICT OR OPPORTUNITY:

DOZER PILOT and SELFRIDGE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

DOZER PILOT uses VIDEO PHONE to SELFRIDGE if he should stop.

### THE UNIVERSE'S REACTION TO AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

SELFRIDGE uses FLAW: BEUROCRATIC INEPTITUDE with FLAW: DISRESPECT FOR NATURE and SKILL: BEAUROCRATIC RANK.

SELFRIDGE orders DOZER PILOT to continue, adding, "These people have to learn that we won't stop."

### THE UNIVERSE'S REACTION TO AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

DOZER PILOT uses FLAW: OBEDIENCE.

DOZER PILOT doesn't stop and runs over JAKE.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses ACTION: DODGE ATTACK

JAKE rolls out of the way of the DOZER'S BLADES.

JAKE uses ACTION: ATTACK.

JAKE smashes the CAMERA of the DOZER.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

The DOZER stops because it can't see, but more DOZERS continue.

MECH SUIT WARRIOR sees JAKE and uses GIANT MACHINE GUN on JAKE.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses ACTION: DODGE with ACTION: RUN AWAY.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

Change location to: INT. RDA CONTROL ROOM

QUARITCH uses VIDEO PHONE.

QUARITCH watches a replay of the video and sees that JAKE attacked the DOZER.

**RESULTING SITUATION:**

QUARITCH uses SKILL: BUREAUCRATIC RANK.

QUARITCH storms out of the room demanding a GUNSHIP PILOT.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Escalate and progress current conflict.

**BEAT 53 PLOTTING INFO**

**PAGE:** 94-96

**SUMMARY:**

TSU'TEY challenges JAKE to a fight.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to stop TEAM NA'VI from attacking TEAM HUMAN.

**BEAT AGENT'S BEAT GOAL:**

TSU'TEY wants to kill JAKE.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

**BEAT 53 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

INT. HOMETREE/COMMONS - DAY

**OPENING SITUATION:**

GRACE watches GROUP OF HUNTER NA'VI are preparing to go to battle. GRACE tries to stop them.

TSU'TEY uses NA'VI FLAW: RACISM.

TSU'TEY tells GRACE she can't speak to them in their home.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE arrives with NEYTIRI.

**AGENT OF CONFLICT OR OPPORTUNITY:**

TSU'TEY

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

TSU'TEY uses ACTION: ATTACK on JAKE.

TSU'TEY strides up to JAKE and pushes him in the chest, knocking JAKE on the ground.

TSU'TEY angrily states that JAKE has mated with NEYTIRI. TSU'TEY adds that TEAM HUMAN destroys everything.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP.

JAKE falls down and stands back up and pulls NEYTIRI to his side.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

MO'AT asks if it's true that JAKE and NEYTIRI mated.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

NEYTIRI confirms they have made their choice and it is done.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

TSU'TEY recalls BACKGROUND INFORMATION: NEYTIRI IS BETROTHED TO TSU'TEY

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

MO'AT asks NEYTIRI if this is true, adding that it means NEYTIRI will never be TSAHIK.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

NEYTIRI says she has chosen her path.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

TSU'TEY uses KNIFE and ACTION: ATTACK on JAKE.  
TSU'TEY attacks JAKE with a knife.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE uses ACTION: DODGE and ACTION: ATTACK.  
JAKE dodges the blow and elbow's TSU'TEY in the face.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

EYTUKAN stops TSU'TEY from attacking again.  
EYTUKAN uses INVOKE CUSTOM: tells TSU'TEY he must challenge JAKE properly to a proper fight.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

TSU'TEY uses NA'VI SKILL: DUEL CHALLENGE.  
TSU'TEY challenges JAKE to a duel.

**RESULTING SITUATION:**

JAKE uses NA'VI SKILL: DUEL CHALLENGE.  
JAKE accepts the invitation to fight.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Setback. Escalation. New conflict.

**BEAT 54 PLOTTING INFO**

**PAGE:** 97

**SUMMARY:**

TRUDY flies QUARITCH to SITE 26.

**PROTAGONIST'S BEAT GOAL:**

TRUDY wants to warn TEAM AVATAR of QUARITCH'S approach.

**BEAT AGENT'S BEAT GOAL:**

QUARITCH wants to approach SITE 26 without TEAM AVATAR knowing he's coming.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Bad guys close in. Escalate tension. Foreshadow attack. Create time crunch.

**BEAT 54 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

INT./EXT. GUNSHIP -DAY

**OPENING SITUATION:**

TRUDY is flying the GUNSHIP. QUARITCH is in the passenger seat.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

TRUDY uses RADIO to tell NORM she is approaching with QUARITCH.

**AGENT OF CONFLICT OR OPPORTUNITY:**

QUARITCH

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

QUARITCH shuts off the RADIO and tells TRUDY he didn't tell her to announce his arrival.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

TRUDY uses TRAIT: TOUGH GIRL with FLAW: OBEDIENCE.  
TRUDY tells QUARTICH she's just following procedures.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Change location to INT. SITE 26 -DAY  
NORM uses RADIO. He is unable to contact TRUDY.

**RESULTING SITUATION:**

NORM looks helplessly at JAKE and GRACE.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Foreshadow QUARITCH'S approach. Escalate tension.

**BEAT 55 PLOTTING INFO**

**PAGE:** 97-98

**SUMMARY:**

JAKE and TSU'TEY duel with RESOURCE: FIGHTING STAFFS

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to defeat TSU'TEY in a duel.

**BEAT AGENT'S BEAT GOAL:**

TSU'TEY wants to kill JAKE.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Step 2 of duel with TSU'TEY

**BEAT 55 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

INT. HOMETREE/COMMONS -DAY

**OPENING SITUATION:**

JAKE and TSU'TEY circle each other carrying FIGHTING STAFFS. They are surrounded by GROUP OF RANDOM NA'VI.

GRACE asks JAKE what the hell he's doing.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE tells GRACE, it's the only way to make TSU'TEY listen.

**AGENT OF CONFLICT OR OPPORTUNITY:**

TSU'TEY

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

TSU'TEY uses RESOURCE: FIGHTING STAFF with ACTION: ATTACK

TSU'TEY lunges at JAKE with his FIGHTING STAFF.

**RESULTING SITUATION:**

TSU'TEY and JAKE go back and forth hitting each other with RESOURCE: FIGHTING STAFF.

Scene ends with cutaway as they're still fighting.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Progress quest to defeat TSU'TEY in a duel.



## BEAT 56 PLOTTING INFO

PAGE: 98-99

### SUMMARY:

QUARITCH arrests TEAM AVATAR, and JAKE loses his duel with TSU'TEY.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to beat TSU'TEY in a duel.

### BEAT AGENT'S BEAT GOAL:

QUARITCH wants to arrest JAKE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE fails his quest to beat TSU'TEY.

JAKE's false victory stopping the DOZER repercussions have come back to him. Setback. Enemy scores a victory.

## BEAT 56 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. SITE 26 - DAY

### OPENING SITUATION:

The GUNSHIP lands outside and QUARITCH jumps out with GROUP OF FOOT SOLDIERS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

Change location to: INT. HOMETREE/COMMONS

JAKE uses RESOURCE: STAFF with ACTION: ATTACK on TSU'TEY.

JAKE and NEYTIRI trade blows. JAKE is winning.

### AGENT OF CONFLICT OR OPPORTUNITY:

TSU'TEY and QUARITCH

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

Change location to: INT. SITE 26 - DAY

QUARITCH slams through the door.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NORM tries to stop QUARITCH.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

QUARITCH pushes NORM aside and turns the power to GRACE'S AVATAR POD off.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

Change location to: INT. HOMETREE/COMMONS

GRACE'S AVATAR BODY goes limp. Then JAKE'S AVATAR BODY goes limp just as TSU'TEY is swinging his FIGHTING STAFF at JAKE'S head.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

TSU'TEY raises his arms victorious and gives a victory cry.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

Change location to INT. SITE 26 - DAY

JAKE wakes up in the AVATAR POD and asks QUARITCH, "What the hell?"

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH punches JAKE in the face and arrests TEAM AVATAR.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

Change location to: INT. HOMETREE/COMMONS

TSU'TEY says JAKE is a demon in a false body and should die. TSU'TEY prepares to kill JAKE with KNIFE.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

NEYTIRI uses ACTION: ATTACK on TSU'TEY.

NEYTIRI attacks TSU'TEY and protects JAKE while threatening TSU'TEY.

**RESULTING SITUATION:**

TSU'TEY walks off victorious.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Failure of quest to beat TSU'TEY in a duel.

Failure of quest to negotiate peace with TEAM NA'VI.

## BEAT 57 PLOTTING INFO

PAGE: 99-102

### SUMMARY:

JAKE and GRACE beg SELFRIDGE and QUARITCH to stop the attack but fail.

### PROTAGONIST'S BEAT GOAL:

JAKE and GRACE want to convince SELFRIDGE and QUARITCH to not attack TEAM NA'VI.

### BEAT AGENT'S BEAT GOAL:

SELFRIDGE and QUARITCH want to attack TEAM NA'VI.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE fails again in his quest to stop the attack.

## BEAT 57 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. RDA CONTROL ROOM - DUSK

### OPENING SITUATION:

JAKE, GRACE, QUARITCH, and SELFRIDGE are standing around the VIDEO PHONE watching VIDEO OF JAKE BASHING THE DOZER.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE is sitting in his WHEEL CHAIR bloody and bruised.

### AGENT OF CONFLICT OR OPPORTUNITY:

QUARITCH and SELFRIDGE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

QUARITCH uses SPEECH on JAKE

QUARITCH tells JAKE he forgot which team he was on.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses BODY LANGUAGE: EVIL EYE on QUARITCH

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE intercedes.

GRACE begs SELFRIDGE and QUARITCH to back down.

GRACE gives SELFRIDGE and QUARITCH BACKGROUND INFO: THE TREES ON PANDORA SHARE A NEURAL NETWORK.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

SELFRIDGE uses FLAW: DISRESPECT FOR NATURE with SPEECH on GRACE.

SELFRIDGE tells GRACE he doesn't believe or care about the sanctity of life on PANDORA. GRACE tells them they need to understand PANDORA.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

QUARITCH uses RESOURCE: JAKE'S VLOG on TEAM AVATAR.

QUARITCH shows a VLOG of JAKE saying TEAM NA'VI will never leave HOMETREE. TEAM HUMAN has nothing they want.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE uses BODYLANGUAGE: HORRIFIED.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

SELFRIDGE uses FLAW: BUREAUCRATIC INEPTITUDE with SKILL: BUREAUCRATIC RANK with SPEECH on TEAM AVATAR.

SELFRIDGE says the Avatar program is shut down, and TEAM AVATAR will leave PANDORA on the next space shuttle.

**RESULTING SITUATION:**

JAKE, GRACE and NORM are speechless.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

All hope is lost.

## BEAT 58 PLOTTING INFO

PAGE: 102

### SUMMARY:

QUARITCH tells SELFRIDGE that their dozers were attacked by Na'vi and wiped out.

### PROTAGONIST'S BEAT GOAL:

QUARITCH wants to learn about TEAM NA'VI'S attack on TEAM HUMAN'S DOZERS.

### BEAT AGENT'S BEAT GOAL:

WAINTREE wants to tell QUARITCH and SELFRIDGE about the attack on the DOZERS.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Bad guys close in. Escalate tension. Reduce hope.

## BEAT 58 SEQUENCE OF EVENTS

### OPENING LOCATION:

RDA CONTROL ROOM

### OPENING SITUATION:

QUARITCH and SELFRIDGE are using COMPUTER to look at video of burned DOZERS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

QUARITCH watches the video.

### AGENT OF CONFLICT OR OPPORTUNITY:

WAINFLEET

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

WAINFLEET uses VIDEO PHONE to say TEAM NA'VI used BANSHEES to attack DOZERS.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

QUARITCH asks how many humans were killed.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

WAINFLEET says 6 humans were killed and the DOZERS are completely destroyed.

### RESULTING SITUATION:

SELFRRIDGE is distraught.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

QUARITCH gets what he needs to declare war.

SELFRRIDGE'S commitment to war is waffling.

**BEAT 59 PLOTTING INFO**

**PAGE:** 103

**SUMMARY:**

QUARITCH convinces SELFRIDGE to attack HOMETREE.

**PROTAGONIST'S BEAT GOAL:**

QUARITCH wants to convince SELFRIDGE to attack HOMETREE.

**BEAT AGENT'S BEAT GOAL:**

SELFRIDGE wants to avoid unnecessary conflict.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Bad guys close in. Escalate tension. Planning/preparation. Create hope.

**BEAT 59 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

SELFRIDGE'S OFFICE

**OPENING SITUATION:**

QUARITCH is explaining his attack plan to SELFRIDGE.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

QUARITCH says the attack will have minimal casualties to TEAM NA'VI by using GAS to clear them out first.

**AGENT OF CONFLICT OR OPPORTUNITY:**

SELFRIDGE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

SELFRIDGE uses BODY LANGUAGE: EXASPERATION

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

QUARITCH tells SELFRIDGE not to be a wussy and they have the justification they need to go to war.

**RESULTING SITUATION:**

SELFRIDGE uses SKILL: BUREAUCRATIC RANK with FLAW: BUREAUCRATIC INEPTITUDE  
SELFRIDGE relents and agrees to the attack.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Move closer to war. Increase tension. Foreshadow SELFRIDGE giving TEAM AVATAR another chance at diplomacy.

## BEAT 60 PLOTTING INFO

PAGE: 103-104

### SUMMARY:

TRUDY warns TEAM AVATAR that TEAM HUMAN is mobilizing to attack HOMETREE.

### PROTAGONIST'S BEAT GOAL:

TEAM AVATAR wants TEAM HUMAN not to attack TEAM NA'VI.

### BEAT AGENT'S BEAT GOAL:

TRUDY wants to warn TEAM AVATAR that TEAM HUMAN is mobilizing to attack HOMETREE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Escalate tension. Give TEAM AVATAR the opportunity to get back in the quest.

## BEAT 60 SEQUENCE OF EVENTS

### OPENING LOCATION:

AVATAR LAB

### OPENING SITUATION:

GRACE, NORM and JAKE are packing up RANDOM SCIENCE EQUIPMENT.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

GRACE says TEAM HUMAN bulldozed WILLOW GROVE to incite an attack (reference to QUARITCH telling JAKE his intel on holy sites would be useful to the military).

### AGENT OF CONFLICT OR OPPORTUNITY:

NORM and TRUDY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NORM says he can't believe TEAM HUMAN would desecrate a holy site to instigate a war.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses SKILL: ACT LIKE A MARINE

JAKE says "When people are sitting on shit you want, you make them your enemy. Then you're justified in taking it."

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY enters AVATAR LAB in a hurry.

TRUDY says GUNSHIPS are prepping to attack HOMETREE.

### RESULTING SITUATION:

GRACE and JAKE rush out of AVATAR LAB in a panic.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Escalation. Progress towards entering the conflict.

## BEAT 61 PLOTTING INFO

PAGE: 104

### SUMMARY:

GRACE and JAKE convince SELFRIDGE to give them another shot at diplomacy.

### PROTAGONIST'S BEAT GOAL:

GRACE and JAKE convince SELFRIDGE to give them another shot at diplomacy.

### BEAT AGENT'S BEAT GOAL:

SELFRIDGE wants to avoid needless bloodshed.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE gets back in the conflict.

## BEAT 61 SEQUENCE OF EVENTS

### OPENING LOCATION:

RDA CONTROL ROOM

### OPENING SITUATION:

SELFRIDGE looks out the window at GUNSHIPS mobilizing.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

GRACE enters pleading with SELFRIDGE to call off the attack

### AGENT OF CONFLICT OR OPPORTUNITY:

SELFRIDGE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

SELFRIDGE uses FLAW: DISRESPECT FOR NATURE.

SELFRIDGE says TEAM NA'VI are savages.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

GRACE says "think of the children."

JAKE says "you don't want this kind of blood on your hands" and says he can still convince TEAM NA'VI to move.

### RESULTING SITUATION:

SELFRIDGE considers their arguments.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

JAKE gets back in the game. Progress.



## BEAT 62 PLOTTING INFO

PAGE: 104-106

### SUMMARY:

JAKE and GRACE try to warn TEAM NA'VI that HOMETREE is about to be attacked.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to warn TEAM NA'VI they're about to be attacked.

### BEAT AGENT'S BEAT GOAL:

MO'AT, NEYTIRI AND TSU'TEY want to survive and not be lied to.

### BEAT'S IMPACT ON PLOT PROGRESSION:

JAKE fails to accomplish his goal. Setback.

## BEAT 62 SEQUENCE OF EVENTS

### OPENING LOCATION:

AVATAR LAB

### OPENING SITUATION:

SELFRIDGE escorts JAKE and GRACE to their AVATAR PODS. SELFRIDGE tells them they have 1 hour.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE enters his AVATAR POD.

Change location to: INT. HOMETREE/COMMONS - DAY  
TEAM NA'VI are gathered. JAKE addresses the crowd.

### AGENT OF CONFLICT OR OPPORTUNITY:

MO'AT, NEYTIRI, TSUTEY

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

MO'AT gives JAKE permission to speak.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE tells TEAM NA'VI that TEAM HUMAN is coming to kill them and that he knew it all along.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI is heartbroken. NEYTIRI tells JAKE he'll never be a NA'VI.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

TSU'TEY orders his HUNTERS to bind JAKE and GRACE.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

HUNTERS bind JAKE and GRACE.

### RESULTING SITUATION:

JAKE and GRACE do not resist as they're hogtied.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Raise tension. Lower hope. Fail to progress.

## BEAT 63 PLOTTING INFO

PAGE: 106-111

### SUMMARY:

Attack on HOMETREE.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to survive the attack and help others survive.

### BEAT AGENT'S BEAT GOAL:

QUARITCH wants to destroy HOMETREE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Dark night of the soul. All hope is lost. Total failure. Setup to rise from the ashes.

## BEAT 63 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. RANDOM FOREST - DAY

### OPENING SITUATION:

QUARITCH looks out the cockpit of the DRAGON GUNSHIP as it flies over the forest in formation with other GUNSHIPS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

Change location to: EXT. HOMETREE - DAY  
JAKE and GRACE are tied to stakes.

### AGENT OF CONFLICT OR OPPORTUNITY:

QUARITCH

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

Change location to: INT. DRAGON GUNSHIP COCKPIT  
QUARITCH remarks to DRAGON GUNSHIP PILOT that diplomacy failed. QUARITCH is happy JAKE and GRACE are facing impending death.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

Change location to: EXT. HOMETREE - DAY  
JAKE tells TEAM NA'VI to get out of HOMETREE.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

EYTUKAN tells TSU'TEY to attack the GUNSHIPS with BANSHEES.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

TSU'TEY runs up towards the EYERIE with GROUP OF NA'VI HUNTERS

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

QUARITCH orders DRAGON GUNSHIP PILOT to fire GAS at HOMETREE.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

TEAM NA'VI disperses. GROUP OF NA'VI HUNTERS fire BOWS at DRAGON GUNSHIP.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

QUARITCH orders DRAGON GUNSHIP PILOT to fire MISSILES at HOMETREE.  
DRAGON GUNSHIP PILOT uses FLAW: OBEDIENCE.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

MO'AT frees JAKE and GRACE using KNIFE.  
MO'AT tells JAKE he is one of them and needs to help them.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE tells everyone to run because QUARITCH is about to blow up HOMETREE.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

QUARITCH orders the GUNSHIPS to blow up HOMETREE.  
GUNSHIP PILOTS use FLAW: OBEDIENCE and blow up HOMETREE.  
TRUDY abandons the fight.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE searches for NEYTIRI.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI finds EYTUKAN dying. With his last breath, EYTUKAN gives NEYTIRI his BOW.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE finds NEYTIRI and tries to help her.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

NEYTIRI rejects JAKE and tells him to go away and never come back.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE stumbles off in to the forest. In a voice over, JAKE says he failed his dream and sooner or later you have to wake up.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Change location to: AVATAR LAB.  
SELFRIDGE gives the order to turn off the AVATAR PODS.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

RANDOM FOOT SOLDIER turns off the power to the AVATAR PODS.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

Change location to EXT. HOMETREE - DAY  
JAKE'S AVATAR BODY and GRACE'S AVATAR BODY slump to the ground.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

MO'AT rescues GRACE'S AVATAR BODY.

**RESULTING SITUATION:**

Change location to: INT. AVATAR LAB  
JAKE wakes up in his AVATAR POD and is arrested by RANDOM FOOT SOLDIER.

Change location to: RANDOM FOREST

NEYTIRI looks back at HOMETREE burning and weeps. Two NA'VI HUNTERS drag GRACE'S AVATAR BODY on a makeshift travois.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

All hope is lost. Total failure.

## BEAT 64 PLOTTING INFO

PAGE: 111-112

### SUMMARY:

TRUDY breaks TEAM AVATAR out of RDA COMPOUND PRISON.

### PROTAGONIST'S BEAT GOAL:

TRUDY wants to break TEAM AVATAR out of PRISON.

### BEAT AGENT'S BEAT GOAL:

PRISON GUARD #1 and PRISON GUARD #2 want to keep TEAM AVATAR in PRISON.

### BEAT'S IMPACT ON PLOT PROGRESSION:

TEAM AVATAR is back on their quest. Progress. Hope

## BEAT 64 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. RDA COMPOUND PRISON - NIGHT

### OPENING SITUATION:

GRACE, NORM, MAX and JAKE are sitting in a common jail cell.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

TRUDY approaches RANDOM FOOT SOLDIER with food for the prisoners.

### AGENT OF CONFLICT OR OPPORTUNITY:

PRISON GUARD #1

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

PRISON GUARD #1 looks at the food.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

TRUDY neutralizes PRISON GUARD #1 with RESOURCE: HAND GUN

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

MAX retrieves PRISON GUARD #1'S KEY CARD

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

PRISON GUARD #2 comes around the corner.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

TRUDY attacks PRISON GUARD #2  
TRUDY punches PRISON GUARD #2 in the throat.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

PRISON GUARD #1 tries to attack TRUDY.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

MAX attacks PRISON GUARD #1 neutralizing PRISON GUARD #1

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

NORM rewards TRUDY with the prize of a kiss and a compliment.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

JAKE takes RESOURCE: HAND GUN from PRISON GUARD #1

### RESULTING SITUATION:

TEAM AVATAR escapes, stating that they're going to go start a revolution.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

TEAM AVATAR is back on their quest. Progress. Hope. Ace in the hole/mole (TRUDY) used.

## BEAT 65 PLOTTING INFO

PAGE: 113

### SUMMARY:

TEAM AVATAR travels from the RDA COMPOUND/PRISON to the RDA COMPOUND/AIRFIELD through RDA COMPOUND/CORRIDOR.

### PROTAGONIST'S BEAT GOAL:

TEAM AVATAR wants to escape the RDA COMPOUND.

### BEAT AGENT'S BEAT GOAL:

An AIRLOCK stands in their way.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Escape scene. Foreshadow/emphasize the danger of POISON AIR outside.

## BEAT 65 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. RDA COMPOUND/CORRIDOR

### OPENING SITUATION:

TEAM AVATAR is running down the RDA COMPOUND CORRIDOR

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses WHEELCHAIR to keep up with TEAM AVATAR.

### AGENT OF CONFLICT OR OPPORTUNITY:

AIRLOCK

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

The AIRLOCK blocks TEAM AVATAR'S path to RDA COMPOUND AIRFIELD.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

TEAM AVATAR finds BIOSUITS and uses them.  
JAKE tells TRUDY to prepare TRUDY'S GUNSHIP

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY obeys JAKE.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE tells MAX to stay in the RDA COMPOUND and act as a mole.

### RESULTING SITUATION:

MAX obeys JAKE.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Progress on quest escaping RDA COMPOUND

## BEAT 66 PLOTTING INFO

PAGE: 113

### SUMMARY:

TEAM AVATAR gets to the GUNSHIP

### PROTAGONIST'S BEAT GOAL:

TEAM AVATAR wants to get on TRUDY'S GUNSHIP

### BEAT AGENT'S BEAT GOAL:

RANDOM FOOT SOLDIER wants to stop TEAM AVATAR from escaping.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Progress in quest to escape RDA COMPOUND

## BEAT 66 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. RDA COMPOUND/AIRFIELD - NIGHT  
TRUDY'S GUNSHIP is turning on.

### OPENING SITUATION:

Change location to: INT. TRUDY'S GUNSHIP - NIGHT  
TRUDY and NORM are hurriedly using SKILL: FLY GUNSHIP to do the preflight checks.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE is not present but on his way to the scene.

### AGENT OF CONFLICT OR OPPORTUNITY:

RANDOM FOOT SOLDIER

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

RANDOM FOOT SOLDIER approaches and tells TRUDY to turn off the GUNSHIP

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE sneaks up on RANDOM FOOT SOLDIER and uses HAND GUN to neutralize RANDOM FOOT SOLDIER.

### RESULTING SITUATION:

TEAM AVATAR is able to escape in TRUDY'S GUNSHIP.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Progress in quest to escape RDA COMPOUND.

## BEAT 67 PLOTTING INFO

PAGE: 114

### SUMMARY:

QUARITCH discovers TEAM AVATAR is escaping and shoots GRACE.

### PROTAGONIST'S BEAT GOAL:

TEAM AVATAR wants to escape RDA COMPOUND/AIRFIELD in TRUDY'S GUNSHIP.

### BEAT AGENT'S BEAT GOAL:

QUARTICH wants to stop TEAM AVATAR from escaping RDA COMPOUND.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Complete quest to escape. Create new quest to save GRACE. Begin new quest to help NA'VI.

## BEAT 67 SEQUENCE OF EVENTS

### OPENING LOCATION:

RDA COMPOUND/CONTROL ROOM

### OPENING SITUATION:

QUARITCH uses COMPUTER to see VIDEO from SURVEILLANCE CAMERA of TEAM AVATAR escaping

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

TEAM AVATAR is getting in TRUDY'S GUNSHIP.

### AGENT OF CONFLICT OR OPPORTUNITY:

QUARITCH

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

QUARITCH uses ALARM BUTTON and draws his HAND GUN and takes a deep breath before opening the EMERGENCY DOOR.

Change location to: EXT. RDA COMPOUND/AIRFIELD

QUARITCH uses HAND GUN to shoot at TRUDY'S GUNSHIP.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

TRUDY uses SKILL: FLY GUNSHIP and makes evasive maneuvers.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

BULLETS fly through open door of TRUDY'S GUNSHIP.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE celebrates their escape.

### RESULTING SITUATION:

GRACE reveals she has been hit by BULLET.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Complete quest to escape RDA COMPOUND. False Victory. Begin quest to save GRACE and quest to return to TEAM NA'VI.



**BEAT 68 PLOTTING INFO**

**PAGE:** 114

**SUMMARY:**

TEAM AVATAR obtains a resource/location: SITE 26/LINK MODULE.

**PROTAGONIST'S BEAT GOAL:**

TEAM AVATAR wants to obtain SITE 26/LINK MODULE.

**BEAT AGENT'S BEAT GOAL:**

PANDORA's gravity wants to keep heavy things on the ground.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Progress in quest to help Na'vi by acquiring resource.

**BEAT 68 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

EXT. SITE 26 - NIGHT

**OPENING SITUATION:**

NORM'S AVATAR BODY is standing guard on SITE 26/LINK MODULE. NORM is holding a GIANT MACHINE GUN.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

TRUDY uses TRUDY'S GUNSHIP to lift the modular building away and fly off.

**AGENT OF CONFLICT OR OPPORTUNITY:**

PANDORA

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

PANDORA uses GRAVITY and WIND.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

TRUDY uses SKILL: FLY GUNSHIP.

**RESULTING SITUATION:**

TEAM AVATAR flies deeper into the FLOATING MOUNTAINS.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Progress quest.

## BEAT 69 PLOTTING INFO

PAGE: 115

### SUMMARY:

TEAM AVATAR creates a plan to accomplish their quests to reach TEAM NA'VI and save GRACE.

### PROTAGONIST'S BEAT GOAL:

TEAM AVATAR wants to reach safety, reach TEAM NA'VI and save GRACE.

### BEAT AGENT'S BEAT GOAL:

GRACE wants to give up.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Progress on quest to help TEAM NA'VI.  
Progress on quest to save GRACE.  
Escalate tension. Lower hope.

## BEAT 69 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. TRUDY'S GUNSHIP - NIGHT

### OPENING SITUATION:

TRUDY'S GUNSHIP'S NAVIGATION EQUIPMENT is malfunctioning. TRUDY uses SKILL: FLY GUNSHIP to fly visually.  
TRUDY says they can't be tracked.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE gives BACKGROUND INFO: NAVIGATION EQUIPMENT WORKS WORST AT THE WELL OF SOULS.  
JAKE tells TRUDY to fly them to THE WELL OF SOULS.

### AGENT OF CONFLICT OR OPPORTUNITY:

GRACE

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GRACE is bleeding and dying.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE uses MORPHINE on GRACE

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE tells JAKE to give up his quest to save her because it's hopeless.

### RESULTING SITUATION:

JAKE tells GRACE that he has faith TEAM NA'VI can help her.

## BEAT 70 PLOTTING INFO

**PAGE:** 115-116

**SUMMARY:**

TEAM NA'VI are regrouping at the Well of Souls

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to reunite with TEAM NA'VI.

**BEAT AGENT'S BEAT GOAL:**

MO'AT wants help from EWA.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Setup TEAM AVATAR and TEAM NA'VI reuniting.

### BEAT 70 SEQUENCE OF EVENTS

**OPENING LOCATION:**

EXT. WELL OF SOULS - DAWN

**OPENING SITUATION:**

TRUDY'S GUNSHIP flies over THE WELL OF SOULS, which is surrounded by enormous arches of MAGNETIC ROCK

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

(voice over) JAKE says he predicted TEAM NA'VI would regroup at THE WELL OF SOULS because of BACKGROUND INFO: THE WELL OF SOULS IS TEAM NA'VI'S MOST SACRED PLACE.

**AGENT OF CONFLICT OR OPPORTUNITY:**

MO'AT

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

MO'AT stands in the middle of a giant circle of RANDOM NA'VI, leading them in GROUP PRAYER CHANT.

MOAT asks NA'VI ANCESTOR SPIRITS who live within EWA to guide them by giving them a sign.

**RESULTING SITUATION:**

Scene ends abruptly.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Progress on quest to help TEAM NA'VI. TEAM NA'VI desires assistance.

## BEAT 71 PLOTTING INFO

**PAGE:** 116

### **SUMMARY:**

JAKE gets in his AVATAR POD.

### **PROTAGONIST'S BEAT GOAL:**

JAKE wants to save GRACE'S life and reunite with TEAM NA'VI

### **BEAT AGENT'S BEAT GOAL:**

GRACE is ready to die.

NORM wants to give JAKE a warning.

### **BEAT'S IMPACT ON PLOT PROGRESSION:**

Escalate. Lower hope. Progress quest to reunite with TEAM NA'VI.

## BEAT 71 SEQUENCE OF EVENTS

### **OPENING LOCATION:**

EXT. FOREST CLEARING - DAY

### **OPENING SITUATION:**

TEAM NA'VI uses TRUDY'S GUNSHIP to lower SITE 26 MODULE/LINK MODULE near

### **PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

Change location to: INT. SITE 26/LINK MODULE

### **AGENT OF CONFLICT OR OPPORTUNITY:**

GRACE, NORM and TRUDY

### **AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GRACE is dying. TRUDY shakes her head at JAKE showing hope is gone.

NORM gives JAKE BACKGROUND INFO: TSU'TEY IS SECOND IN LINE TO BE LEADER OF TEAM NA'VI. Since EYTUKAN is dead, TSU'TEY is the new leader.

### **PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE uses PROTAGONIST RESPONSE: NEVER GIVE UP.

JAKE says he has to try.

### **RESULTING SITUATION:**

JAKE uses AVATAR POD.

### **EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Escalate. Progress. Lower hope.

**BEAT 72 PLOTTING INFO**

**PAGE:** 117

**SUMMARY:**

JAKE obtains JAKE'S BANSHEE.

**PROTAGONIST'S BEAT GOAL:**

Find a way to get TEAM NA'VI to listen to him.

**BEAT AGENT'S BEAT GOAL:**

JAKE'S BANSHEE wants to help JAKE.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

JAKE obtains a resource to help him and foreshadows his plan.

**BEAT 72 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

EXT. RUINS OF HOMETREE

**OPENING SITUATION:**

JAKE'S AVATAR BODY wakes up.

JAKE surveys the wreckage. It looks just like his vision during his DREAM WALK.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

(voice over) JAKE says he's going to have to do something outside-the-box to get TEAM NA'VI to listen to him.

**AGENT OF CONFLICT OR OPPORTUNITY:**

JAKE'S BANSHEE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

JAKE'S BANSHEE flies down to JAKE.

**RESULTING SITUATION:**

JAKE pets JAKE'S BANSHEE.

(voice over) JAKE says his life has boiled down to one insane move.

JAKE tells JAKE'S BANSHEE it's time to fly.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Progress quest. State plan.

## BEAT 73 PLOTTING INFO

**PAGE:** 117-118

**SUMMARY:**

JAKE obtains the LEONOPTERYX

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to tame LEONOPTERYX.

**BEAT AGENT'S BEAT GOAL:**

LEONOPTERYX wants to eat everything.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Progress. Progress towards unifying with TEAM NA'VI. Epic/foreshadowed resource acquired.

## BEAT 73 SEQUENCE OF EVENTS

**OPENING LOCATION:**

SKIES OF PANDORA

**OPENING SITUATION:**

LEONOPTERYX flies around.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

(voice over) JAKE says the LEONOPTERYX'S weakness is it has no predators. So it never expects an attack from above.

**AGENT OF CONFLICT OR OPPORTUNITY:**

LEONOPTERYX

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

LEONOPTERYX flies around nonchalantly.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE rides JAKE'S BANSHEE above LEONOPTERYX and leaps down towards it.

**RESULTING SITUATION:**

(Voice over) JAKE says his plan is just an untested theory as he descends towards LEONOPTERYX.

**BEAT 74 PLOTTING INFO**

**PAGE:** 118-119

**SUMMARY:**

JAKE reunites with TEAM NA'VI.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to unify TEAM AVATAR with TEAM NA'VI.

**BEAT AGENT'S BEAT GOAL:**

TEAM AVATAR wants help from above.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Complete quest to unify TEAM AVATAR with TEAM NA'VI.

**BEAT 74 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

EXT. WELL OF SOULS - LATE AFTERNOON

**OPENING SITUATION:**

TEAM NA'VI are using GROUP PRAYER CHANT.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE lands in front of TEAM NA'VI riding LEONOPTERYX.

**AGENT OF CONFLICT OR OPPORTUNITY:**

NEYTIRI, MO'AT and TSU'TEY

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

NEYTIRI accepts JAKE.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE acknowledges TSU'TEY'S authority and asks for his help.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

TSU'TEY accepts JAKE.

**THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE asks MO'AT to help GRACE.

**RESULTING SITUATION:**

MO'AT agrees to help GRACE.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Complete unification quest.

## BEAT 75 PLOTTING INFO

PAGE: 120-121

### SUMMARY:

JAKE and MO'AT prep GRACE for SOUL TRANSFER.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to save GRACE.

### BEAT AGENT'S BEAT GOAL:

MO'AT wants to tell JAKE how to use THE GREAT TREE to use SOUL TRANSFER to save GRACE.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Progress saving GRACE. Foreshadow JAKE'S SOUL TRANSFER.

## BEAT 75 SEQUENCE OF EVENTS

### OPENING LOCATION:

THE WELL OF SOULS

### OPENING SITUATION:

JAKE carries GRACE to THE GREAT TREE.  
NORM carries GRACE'S AVATAR to THE GREAT TREE.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE lays GRACE down.

### AGENT OF CONFLICT OR OPPORTUNITY:

MO'AT

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

MO'AT gives JAKE BACKGROUND INFO: EWA CAN USE THE GREAT TREE TO MOVE SOULS INTO NEW BODIES  
MO'AT says EWA can use THE GREAT TREE to transfer GRACE'S soul into GRACE'S AVATAR.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE asks if that's truly possible.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

MO'AT says it might not work because GRACE is too weak.

### THE PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE preps GRACE for SOUL TRANSFER.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GRACE gives JAKE full kudos/acceptance/respect for doing better than her at joining TEAM NA'VI. GRACE always used FLAW: OBJECTIVE DETACHMENT when she should have given TEAM NA'VI her heart.  
GRACE tells JAKE to do whatever it takes to save TEAM NA'VI.

### RESULTING SITUATION:

JAKE promises GRACE he will do whatever it takes to save TEAM NA'VI.

### EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:

Progress in quest to save GRACE.

## BEAT 76 PLOTTING INFO



**PAGE:** 121

**SUMMARY:**

JAKE and TEAM NA'VI try to use THE GREAT TREE to transfer GRACE'S soul to GRACE'S AVATAR BODY.

**PROTAGONIST'S BEAT GOAL:**

JAKE wants to save GRACE.

**BEAT AGENT'S BEAT GOAL:**

THE GREAT TREE wants to save GRACE.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Fail quest to save Grace.  
Foreshadow JAKE using SOUL TRANSFER.  
Create/instigate plan to recruit allies.

**BEAT 76 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

THE WELL OF SOULS

**OPENING SITUATION:**

TEAM NA'VI is performing SOUL TRANSFER RITE.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE holds GRACE'S hand.

**AGENT OF CONFLICT OR OPPORTUNITY:**

THE GREAT TREE

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

THE GREAT TREE uses ROOT TENDRILS to connect to GRACE and GRACE'S AVATAR BODY.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GRACE says she is with EWA.  
GRACE dies.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE is upset.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

THE GREAT TREE lets go of GRACE and GRACE'S AVATAR BODY with its ROOT TENDRILS

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

MO'AT tells JAKE that GRACE is dead but with EWA.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE asks TSU'TEY for permission to speak to TEAM NA'VI.

**THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:**

TSU'TEY grants JAKE permission.

**PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

JAKE tells TEAM NA'VI to recruit the TEAM NA'VI HORSE CLANS and TEAM NA'VI BANSHEE CLANS for a war party.

JAKE tells TEAM NA'VI to invoke BACKGROUND INFO: EVERY NAVI KNOWS THAT NEYTIRI'S ANCESTOR BROUGHT THE CLANS TOGETHER IN A TIME OF GREAT SORROW with BACKGROUND INFO: JAKE IS THE NEW LEONOPTYRX RIDER/CLAN UNIFIER

**RESULTING SITUATION:**

JAKE, NEYTIRI and TEAM NA'VI jump on their BANSHEES and fly off in every direction.

**EFFECTS OF RESULTING SITUATION ON PLOT PROGRESSION:**

Fail quest to save GRACE.

Begin quest to unify TEAM NA'VI clans. Gather allies.

## BEAT 77 PLOTTING INFO

PAGE: 123

### SUMMARY:

JAKE visits and preaches to GROUP OF HORSE CLAN WARRIORS to recruit them for their war party.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to convince GROUP OF HORSE CLAN WARRIORS to join their war party.

### BEAT AGENT'S BEAT GOAL:

GROUP OF HORSE CLAN WARRIORS want to honor tradition.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Gather allies. Prepare for final assault.

## BEAT 77 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. HORSE CLAN GATHERING - NIGHT

### OPENING SITUATION:

JAKE, NEYTIRI and LEONOPTERYX stand in front of GROUP OF HORSE CLAN WARRIORS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE uses BACKGROUND INFO: EVERY NAVI KNOWS THAT NEYTIRI'S ANCESTOR BROUGHT THE CLANS TOGETHER IN A TIME OF GREAT SORROW and BACKGROUND INFO: JAKE IS THE NEW LEONOPTYRX RIDER/CLAN UNIFIER

JAKE tells GROUP OF HORSE CLAN WARRIORS he's the SHADOW RIDER and it's time to follow him.

### AGENT OF CONFLICT OR OPPORTUNITY:

GROUP OF HORSE CLAN WARRIORS

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

THE HORSE CLAN WARRIORS use WAR CRY and mount their DIRE HORSES.

### THE UNIVERSE'S REACTION TO THE AGENT'S ACTION:

(Fast forward)

Change location to: THE WELL OF SOULS

HORSE CLAN WARRIORS and BANSHEE CLAN WARRIORS are streaming into THE WELL OF SOULS

### RESULTING SITUATION:

JAKE watches his army gather.

## BEAT 78 PLOTTING INFO

PAGE: 124

### SUMMARY:

QUARITCH gives a speech to RDA PERSONELL that they need to fight TEAM NA'VI.

### PROTAGONIST'S BEAT GOAL:

QUARITCH wants to rally his troops and explain his attack plan.

### BEAT AGENT'S BEAT GOAL:

GROUP OF RDA PERSONELL want to survive.

### BEAT'S IMPACT ON PLOT PROGRESSION:

ANTAGONIST explains his plan to the audience

## BEAT 78 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. RDA COMPOUND/CAFETERIA - DAY

### OPENING SITUATION:

The room is crowded. QUARITCH stands in the front making a presentation.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

QUARITCH gives GROUP OF RDA PERSONELL, BACKGROUND INFO: TEAM NA'VI IS MASSING FOR AN ATTACK with BACKGROUND INFO: THE WELL OF SOULS IS TEAM NA'VI'S MOST SACRED PLACE.

QUARITCH tells GROUP OF RDA PERSONELL they'll attack THE WELL OF SOULS to scare TEAM NA'VI away.

### AGENT OF CONFLICT OR OPPORTUNITY:

GROUP OF RDA PERSONELL

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GROUP OF RDA PERSONELL'S facial expressions change from fearful to hateful. They want to kill TEAM NA'VI to preserve their life and liberty.

### RESULTING SITUATION:

Scene ends abruptly

## BEAT 79 PLOTTING INFO

PAGE: 124-125

### SUMMARY:

SELFRIDGE tries to stop QUARITCH from militarizing RDA.

### PROTAGONIST'S BEAT GOAL:

SELFRIDGE wants to stop QUARITCH from using workers as soldiers.

### BEAT AGENT'S BEAT GOAL:

QUARITCH wants to stop SELFRIDGE from stopping his war.

### BEAT'S IMPACT ON PLOT PROGRESSION:

ANTAGONIST preparation beat

## BEAT 79 SEQUENCE OF EVENTS

### OPENING LOCATION:

MILITARY HANGAR

### OPENING SITUATION:

GROUP OF FOOT SOLDIERS hands out weapons to GROUP OF RDA PERSONNEL.  
GROUP OF FOOT SOLDIERS loads PALLETS OF EXPLOSIVES on VALKYRIE GUNSHIP.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

SELRIDGE approaches QUARITCH, who is overseeing the mobilization.  
SELFRIDGE tells QUARITCH he's out of control and SELFRIDGE doesn't authorize QUARITCH'S militia.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

QUARITCH tells SELFRIDGE he's declared martial law.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

SELFRIDGE threatens to fire QUARITCH.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH threatens SELFRIDGE with physical violence.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

QUARITCH is dumbfounded.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

QUARITCH orders GROUP OF FOOT SOLDIERS to escort SELFRIDGE away.

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

SELFRIDGE threatens to fire GROUP OF FOOT SOLDIERS if they use physical force on him.

### RESULTING SITUATION:

SELFRIDGE storms off.

## BEAT 80 PLOTTING INFO

PAGE: 125-127

### SUMMARY:

MAX warns TEAM AVATAR that QUARITCH is preparing to attack THE WELL OF SOULS.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to protect TEAM NA'VI.

### BEAT AGENT'S BEAT GOAL:

MAX wants to warn TEAM NA'VI of the impending attack

### BEAT'S IMPACT ON PLOT PROGRESSION:

Progress towards final showdown. Escalate tension. State the stakes.

## BEAT 80 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. SITE 26/LINK MODULE - DAY

### OPENING SITUATION:

JAKE, NORM and TRUDY are gathered around COMPUTER talking to MAX.  
MAX says their communication might not be secure.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE says to talk fast.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

MAX says TEAM HUMAN is mobilizing for a major attack and preparing PALLETS OF EXPLOSIVES.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE asks MAX if he can talk SELFRIDGE into calling off the attack.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

MAX says SELFRIDGE is no longer in control since QUARITCH declared martial law.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE asks how much time they have to prepare.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

MAX says 24 hours.

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE states the negative consequences of QUARITCH destroying THE WELL OF SOULS and that they must stop him.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY says JAKE looks awful and needs to sleep.

### RESULTING SITUATION:

JAKE eats COFFEE and gets in his AVATAR POD.

## BEAT 81 PLOTTING INFO

PAGE: 127-128

### SUMMARY:

TEAM NA'VI prepares for the final battle.

### PROTAGONIST'S BEAT GOAL:

JAKE wants to inform GROUP OF NA'VI HUNTERS how to destroy GUNSHIPS.

### BEAT AGENT'S BEAT GOAL:

GROUP OF NA'VI HUNTERS want to learn how to destroy GUNSHIPS.  
TRUDY wants to tell JAKE their chances of success are minimal.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Prepare for battle. Raise tension. Plan attack.

## BEAT 81 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. NA'VI BATTLE CAMP - DUSK

### OPENING SITUATION:

GROUP OF BANSHEE CLAN WARRIORS and GROUP OF HORSE CLAN WARRIORS prepare for battle.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE explains to NEYTIRI, GROUP OF BANSHEE CLAN WARRIORS and GROUP OF HORSE CLAN WARRIORS how to destroy GUNSHIPS.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

NEYTIRI, GROUP OF BANSHEE CLAN WARRIORS and GROUP OF HORSE CLAN WARRIORS listen to JAKE.  
TRUDY approaches.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE breaks away from the meeting to speak with TRUDY.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TRUDY tells JAKE their chances of winning are minimal.

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE agrees.

### RESULTING SITUATION:

TRUDY accepts the risk.

## BEAT 82 PLOTTING INFO

PAGE: 128-129

### SUMMARY:

JAKE prays to EWA for help.

### PROTAGONIST'S BEAT GOAL:

JAKE wants help from EWA.

### BEAT AGENT'S BEAT GOAL:

EWA is indifferent and non-responsive.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Spiritual preparation for final showdown. State the stakes. State the theme.

## BEAT 82 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. WELL OF SOULS - NIGHT

### OPENING SITUATION:

TEAM NA'VI is cooking, mingling and preparing for battle.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

JAKE slips away from the gathering to go to THE GREAT TREE.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

THE GREAT TREE'S WILLOW TENDRILS sway towards JAKE, reaching out to him.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE prays to EWA. JAKE tells EWA that TEAM HUMAN will destroy PANDORA the same way they destroyed EARTH.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

TREE SPRITES float around aimlessly but do not come to bless JAKE.

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE emphasizes that humans will never stop coming unless TEAM NA'VI stops TEAM HUMAN.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

NEYTIRI approaches and eavesdrops on JAKE.

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

JAKE asks EWA for help.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

NEYTIRI gives JAKE BACKGROUND INFO: EWA DOESN'T TAKE SIDES, ONLY PROTECTS THE BALANCE OF LIFE

### RESULTING SITUATION:

JAKE and NEYTIRI embrace.



## BEAT 83 PLOTTING INFO

PAGE: 129-130

### SUMMARY:

TEAM AVATAR and TEAM HUMAN make final preparations for battle.

### PROTAGONIST'S BEAT GOAL:

TEAM NA'VI wants to prepare for battle.

### BEAT AGENT'S BEAT GOAL:

TEAM HUMAN wants to deploy to battle.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Escalation. Progress towards final showdown.

## BEAT 83 SEQUENCE OF EVENTS

### OPENING LOCATION:

RDA COMPOUND AIRFIELD

### OPENING SITUATION:

GROUP OF FOOT SOLDIERS load BULLETS into their MACHINE GUNS.  
GROUP OF FOOT SOLDIERS load BULLETS into their GUNSHIPS.  
GROUP OF FOOT SOLDIERS load MISSILES into their GUNSHIPS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

GROUP OF HUNTER NA'VI string their BOWS.  
GROUP OF HORSE CLAN WARRIORS prepare their DIREHORSES.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

GROUP OF FOOT SOLDIERS enter their MECH SUITS  
GROUP OF FOOT SOLDIERS close their GUNSHIP canopies.  
GROUP OF FOOT SOLDIERS file into their GUNSHIP.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

A huge formation of GUNSHIPS liftoff and fly through the FLOATING MOUNTAINS.  
The DRAGON GUNSHIP leads, followed by GUNSHIPS, followed by two VALKYRIE  
GUNSHIPS.  
QUARITCH surveys his war party.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

JAKE flies into the sky on his LEONOPTERYX with GROUP OF BANSHEE CLAN  
WARRIORS

### RESULTING SITUATION:

JAKE surveys his war party.

## BEAT 84 PLOTTING INFO

PAGE: 130-132

### SUMMARY:

GROUP OF MECH SUIT WARRIORS defeat GROUP OF HORSE CLAN WARRIORS in first skirmish.

### PROTAGONIST'S BEAT GOAL:

NORM and GROUP OF HORSE CLAN WARRIORS want to kill GROUP OF MECH SUIT WARRIORS.

### BEAT AGENT'S BEAT GOAL:

GROUP OF MECH SUIT WARRIORS want to kill GROUP OF HORSE CLAN WARRIORS.

### BEAT'S IMPACT ON PLOT PROGRESSION:

TEAM NA'VI loses first skirmish. Escalation

## BEAT 84 SEQUENCE OF EVENTS

### OPENING LOCATION:

EXT. RANDOM FOREST - DAY

### OPENING SITUATION:

DRAGON GUNSHIP and VALKYRIE GUNSHIPS land and unload GROUP OF MECH SUIT WARRIORS.

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

NORM and GROUP OF HORSE CLAN WARRIORS attack GROUP OF MECH SUIT WARRIORS.

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

QUARITCH tells GROUP OF MECH SUIT WARRIORS to attack.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

GROUP OF MECH SUIT WARRIORS attack GROUP OF HORSE CLAN WARRIORS.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

GROUP OF HORSE CLAN WARRIORS take heavy losses and fall back.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

QUARITCH orders GUNSHIPS to attack.

### THE UNIVERSE'S REACTION TO THE UNIVERSE'S ACTION:

GUNSHIPS fire BULLETS and MISSILES at fleeing GROUP OF HORSE CLAN WARRIORS. VALKYRIE drops PALLETS OF EXPLOSIVES on the battlefield.

### RESULTING SITUATION:

Members of GROUP OF HORSE CLAN WARRIORS are killed in droves.

## BEAT 85 PLOTTING INFO

**PAGE:** 132-135

**SUMMARY:**

JAKE leads GROUP OF BANSHEE CLAN WARRIORS in aerial combat against GUNSHIPS.

**PROTAGONIST'S BEAT GOAL:**

JAKE and GROUP OF BANSHEE CLAN WARRIORS want to destroy GUNSHIPS.

**BEAT AGENT'S BEAT GOAL:**

QUARITCH and GUNSHIPS want to kill JAKE and GROUP OF BANSHEE CLAN WARRIORS.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Good guys strike back.

### BEAT 85 SEQUENCE OF EVENTS

**OPENING LOCATION:**

EXT. SKIES OF PANDORA - AERIAL

**OPENING SITUATION:**

QUARITCH orders GUNSHIPS to follow him to attack WELL OF SOULS.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

JAKE and GROUP OF BANSHEE CLAN WARRIORS attack GUNSHIPS.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GUNSHIPS return fire at GROUP OF BANSHEE CLAN WARRIORS.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

TSU'TEY and NEYTIRI attack GUNSHIPS.  
TRUDY uses TRUDY'S GUNSHIP to attack GUNSHIP.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GUNSHIPS attack NEYTIRI.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE destroys the GUNSHIP chasing NEYTIRI.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

GUNSHIP attacks NEYTIRI, killing NEYTIRI'S BANSHEE.

**RESULTING SITUATION:**

NEYTIRI is grounded and must fight on the ground.

## BEAT 86 PLOTTING INFO

**PAGE:** 135-136

### **SUMMARY:**

JAKE, TSU'TEY and GROUP OF BANSHEE CLAN WARRIORS try to break the line.

### **PROTAGONIST'S BEAT GOAL:**

TEAM NA'VI wants to stop VALKYRIE GUNSHIP from reaching WELL OF SOULS.

### **BEAT AGENT'S BEAT GOAL:**

QUARITCH wants to blow up WELL OF SOULS.

### **BEAT'S IMPACT ON PLOT PROGRESSION:**

Progress of battle.

## BEAT 86 SEQUENCE OF EVENTS

### **OPENING LOCATION:**

INT. DRAGON GUNSHIP COCKPIT - DAY

### **OPENING SITUATION:**

QUARITCH sees WELL OF SOULS and orders VALKYRIE PILOT to attack WELL OF SOULS.

Change location to: INT. VALKYRIE GUNSHIP BAY

GROUP OF FOOT SOLDIERS prepare to drop PALLETS OF EXPLOSIVES

### **PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

Change location to: EXT. SKIES OF PANDORA - DAY

JAKE and TSU'TEY fly together.

JAKE tells TSU'TEY they have to stop the VALKYRIE GUNSHIPS at all costs.

JAKE, TSU'TEY and GROUP OF BANSHEE CLAN WARRIORS attack GUNSHIPS

### **AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

GUNSHIPS fight back.

### **PROTAGONIST'S REACTION TO AGENT'S ACTION:**

TSU'TEY'S BANSHEE is killed.

TSU'TEY falls to the ground badly injured.

### **THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Change location to: RANDOM FOREST

NORM is hit by BULLETS while retreating.

### **PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

NORM continues firing GIANT MACHINE GUN.

### **THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

A MECH SUIT SOLDIER shoots NORM'S AVATAR BODY in the head.

### **PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:**

Change location to: INT. SITE 26/LINK MODULE -DAY

NORM'S AVATAR POD opens. NORM falls out reeling in pain.

### **THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Change location to: EXT. RANDOM FOREST - DAY

Wearing a MECH SUIT, WAINFLEET approaches TSU'TEY and cuts TSU'TEY'S ANTENNA off.

**RESULTING SITUATION:**

TSU'TEY writhes in pain.

**BEAT 87 PLOTTING INFO**

**PAGE:** 137-138

**SUMMARY:**

EWA joins the fight.

**PROTAGONIST'S BEAT GOAL:**

EWA wants to protect PANDORA.

**BEAT AGENT'S BEAT GOAL:**

TEAM HUMAN wants to kill life on PANDORA.

**BEAT'S IMPACT ON PLOT PROGRESSION:**

Good guys get reinforcements and strike back.

**BEAT 87 SEQUENCE OF EVENTS**

**OPENING LOCATION:**

EXT. RANDOM FOREST - DAY

**OPENING SITUATION:**

NEYTIRI is hurt and hiding from approaching MECH SUIT WARRIORS.

**PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:**

NEYTIRI aims her BOW at a MECH SUIT WARRIOR.

**AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:**

MECH SUIT WARRIOR says something is coming at them.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

Change location to: EXT. WELL OF SOULS - DAY

MO'AT opens her eyes from prayer as she senses/realizes something.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

Change location to: EXT. RANDOM FOREST - DAY

GROUP OF HAMMERHEADS attack MECH SUIT WARRIORS.

GROUP OF VIPERWOLVES attack GROUP OF FOOT SOLDIERS.

GROUP OF BANSHEES attack GUNSHIPS.

**PROTAGONIST'S REACTION TO AGENT'S ACTION:**

JAKE realizes EWA is helping them.

**THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:**

A THANATOR approaches NEYTIRI and allows NEYTIRI to ride it.

**RESULTING SITUATION:**

NEYTIRI uses THANATOR to kill WAINFLEET.

## BEAT 88 PLOTTING INFO

PAGE: 139

### SUMMARY:

MAX leads GROUP OF SCIENTISTS to commandeer the AVATAR LAB.

### PROTAGONIST'S BEAT GOAL:

MAX and GROUP OF SCIENTISTS wants to commandeer the AVATAR LAB.

### BEAT AGENT'S BEAT GOAL:

DOOR threatens to let GROUP OF FOOT SOLDIERS into AVATAR LAB.

### BEAT'S IMPACT ON PLOT PROGRESSION:

Rally the troops. Good guys hit back. Acquire new resource. Progress quest battle. Raise hope

## BEAT 88 SEQUENCE OF EVENTS

### OPENING LOCATION:

INT. RDA COMPOUND/CORRIDOR - DAY

### OPENING SITUATION:

MAX is running with GROUP OF SCIENTISTS

### PROTAGONIST'S OPENING ACTION TO ACHIEVE BEAT GOAL:

Change location to: INT. AVATAR LAB - DAY

MAX and GROUP OF SCIENTISTS enter AVATAR LAB.

MAX uses RADIO tell JAKE, "They are in motion."

### AGENT OF CONFLICT OR OPPORTUNITY'S OPENING ACTION:

The door is open.

### PROTAGONIST'S REACTION TO AGENT'S ACTION:

MAX orders GROUP OF SCIENTISTS to blockade the door.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GROUP OF SCIENTISTS blockade the door.

### THE UNIVERSE'S REACTION TO THE PROTAGONIST'S ACTION:

GROUP OF SCIENTISTS get in AVATAR PODS

### PROTAGONIST'S REACTION TO THE UNIVERSE'S ACTION:

MAX runs down a connecting CORRIDOR.

### RESULTING SITUATION:

Change location to: EXT. SITE 26/LINK MODULE - DAY

NORM stumbles out of the LINK MODULE carrying MACHINE GUN