

THE MASTER ACTOR

BEATS & TACTICS

A Beat is the smallest unit of action that takes place in a scene. A Beat change can occur when;

~There is a sudden change of the Scene Objective.

~There is a change of subject.

~New information is introduced.

~There is a behavioral/emotional change in you or another character.

~There is an entrance/exit.

A Beat Objective is a mini objective that is designed to win your character their Scene Objective. There can be numerous Beat Objectives in a scene.

Tactics are *how* your character goes about achieving their Objective. They are always active and phrased in this way;

To Charm

To Belittle

To Inspire

To Attack