

Below is a **feature screenplay beat sheet** for *The Psion Dilemma*, a psychological sci-fi / paranoid romance thriller, where the central question is whether Jack is uncovering a hidden conspiracy or experiencing a breakdown as his medication runs out.

Beat Sheet: *The Psion Dilemma*

Beat	Approx. Page	Story Function	What Happens
Opening Image	1	Establish trauma	Four-year-old Jack Corral is in the back seat when his family car crashes into the woods after his father swerves to avoid a deer. His mother is unbuckled, and the accident becomes the primal wound behind Jack's adult life.
Set-Up	1–5	Introduce Jack's fragile normality	Adult Jack lives in a busy flatshare with Lizzy, Annette, Rees, and Simon, works at the National Museum, and is in therapy with Dr Hayward. He is functional but dependent on medication after severe head injuries from the childhood crash.
Theme Stated	4	The "Psion Dilemma"	Dr Hayward explains that Jack's character traits are in conflict: his mind rapidly processes whether someone can fit into his world. This frames the story's central dilemma — love, trust, perception, and whether Jack can tell what is real.
Catalyst	5–11	Jack meets Amy	At the museum, Jack meets artist Amy Lee, who has noticed him before after a comic Christmas-tree incident on a bus. They connect quickly over lunch, and she gives him the opening for romance.
Debate	12–18	Can Jack let someone new into his life?	Jack tells Lizzy about Amy but wants to keep the others out of it. At Hardy's Bar, he accidentally spills most of his medication. Industrial strikes mean getting a new prescription will be difficult, making the romance and his mental stability collide.
Break into Two	18–21	Jack chooses the relationship	Jack meets Amy at Skinners Bar. They talk about his accident and her family, enjoy the music, and she invites him up to her flat. Jack steps into a new romantic life outside the controlled world of his flatshare.
B Story	21–39	The flatmates become a pressure system	Jack returns home after staying out all night, and his flatmates pry into his private life. Annette becomes especially protective and controlling. What first feels like comic flatmate intrusion slowly becomes more sinister.
Fun and Games	24–39	The promise of the premise: romance, heroism, and paranoia	Jack saves a child from a burning tenement and becomes the mysterious "Angel Catcher." Reporter Brendan Clements starts hunting for him. Jack sees Annette photographing him at the museum, finds a note reading "Dark ventures approach," and begins feeling watched.
Midpoint	40–43	The conspiracy appears real	At The Bandura café, Jack meets KP, who claims to be a government operative. KP tells Jack that Amy is undercover, that Gerrat Tensh has been sent to eliminate her, and that Amy's survival is now in Jack's hands. The story pivots from romantic drama into paranoid thriller.

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Bad Guys Close In	43–60	Jack's reality collapses from all sides	Brendan investigates Jack and discovers he is the only registered resident at the flat, despite Jack's claims of flatmates. Jack hears voices in the darkroom and sees shadowy figures. Lizzy urges him to follow KP's plan and bring Amy to the flat for safety.
All Is Lost	60–67	Jack fails to protect Amy	At Kafka's Bar, Jack meets Amy's friends and sees KP again. KP insists they must move that night, but Jack cannot persuade Amy to come back to his place because she needs to stay with her mother. Jack then sees KP shot dead in the street, apparently confirming the threat.
Dark Night of the Soul	67–68	The truth behind the flat is exposed	Jack rushes home, calls Amy, and gets no answer. The darkroom opens, revealing his flatmates and photographs documenting his life since the crash. Annette says it was all about protecting him. Jack realises the people around him have been monitoring him.
Break into Three	68	Gerrat Tensh appears	Rees tells Jack to ask "Mister Tensh." Gerrat Tensh steps out of the darkroom, and the flatmates insist he is on their side. Jack believes Tensh is the murderer and grabs scissors to defend himself.
Finale — Phase 1: Confrontation in the flat	68–69	Jack's two realities collide	Tensh tells Jack that Amy is dangerous and using him. Jack sees Tensh and the flatmates as the threat. The lights flicker, the hallway glows red, and the scene plays like a supernatural showdown and a psychological crisis at the same time.
Finale — Phase 2: Tensh falls	69	Jack destroys the perceived threat	Jack and Tensh struggle on the landing. Lizzy tries to intervene, but Jack stabs Tensh with the scissors. Tensh falls over the banister to his death, and Jack tumbles down the stairs, badly injured.
Resolution	69–70	Reality is reframed	Jack wakes in hospital with Amy and Brendan beside him. The doctor explains Jack's medication can be improved and confirms his condition stems from the childhood head injury. Brendan helped save him. When Jack asks about "the others," Brendan does not know what he means.
Final Image	71	The ambiguity remains	Jack returns to the apartment with Amy. The flat is different: no darkroom, only one bedroom, no visible flatmates. But in his bedroom he finds another note: "Dark ventures approach." He throws it in the bin, leaving open whether the conspiracy was delusion, manipulation, or something still waiting.

One-sentence structural summary

The Psion Dilemma follows Jack Corral, a museum worker with a traumatic brain injury, whose new romance with artist Amy Lee collides with medication failure, intrusive flatmates, a journalist's investigation, and a mysterious government warning that may either expose a real conspiracy or reveal Jack's fractured perception of reality.

Logline

When a traumatised museum worker falls for a young artist, his life spirals into paranoia after a supposed government agent warns that she is in danger — but as his medication runs out, he must decide whether he is protecting the woman he loves or being manipulated by people who may not exist.

Core character arcs

Jack Corral begins as functional but fragile, dependent on routine, medication, and the protective bubble of his flatshare. Amy draws him into a wider emotional life, but the loss of medication and escalating paranoia force him into a catastrophic attempt to protect her.

Amy Lee functions as the romantic ideal and possible trigger. She is warm, creative, and genuinely interested in Jack, but KP and Tensh's contradictory claims turn her into the centre of Jack's dilemma: is she endangered, dangerous, or simply innocent?

Lizzy appears to be Jack's closest confidante, encouraging him and helping him interpret events. By the end, her role becomes ambiguous: caring friend, projection, handler, or part of Jack's fractured internal system.

Annette, Rees, and Simon begin as comic flatmates but gradually become surveillance figures. Their darkroom archive of Jack's life reveals the story's hidden architecture of monitoring and control.

KP acts as the paranoid-thriller catalyst. His warnings push Jack into believing Amy is in danger, but his death may be proof of conspiracy or another hallucinated escalation.

Gerrat Tensh is the apparent antagonist, then possibly a protector. His warning that Amy is dangerous directly opposes KP's claim, forcing Jack into the final psion dilemma: which reality should he trust?

Overall tone

The script plays as a **psychological sci-fi romance thriller** with unreliable reality, heatwave tension, public-sector collapse, surveillance anxiety, and a strong ambiguity over whether the story is supernatural conspiracy, mental-health crisis, or both.