

H/U
SCENE A124



action
Angel reacts to approaching bolo

dialog

PANEL 1

SCENE A124 BG.

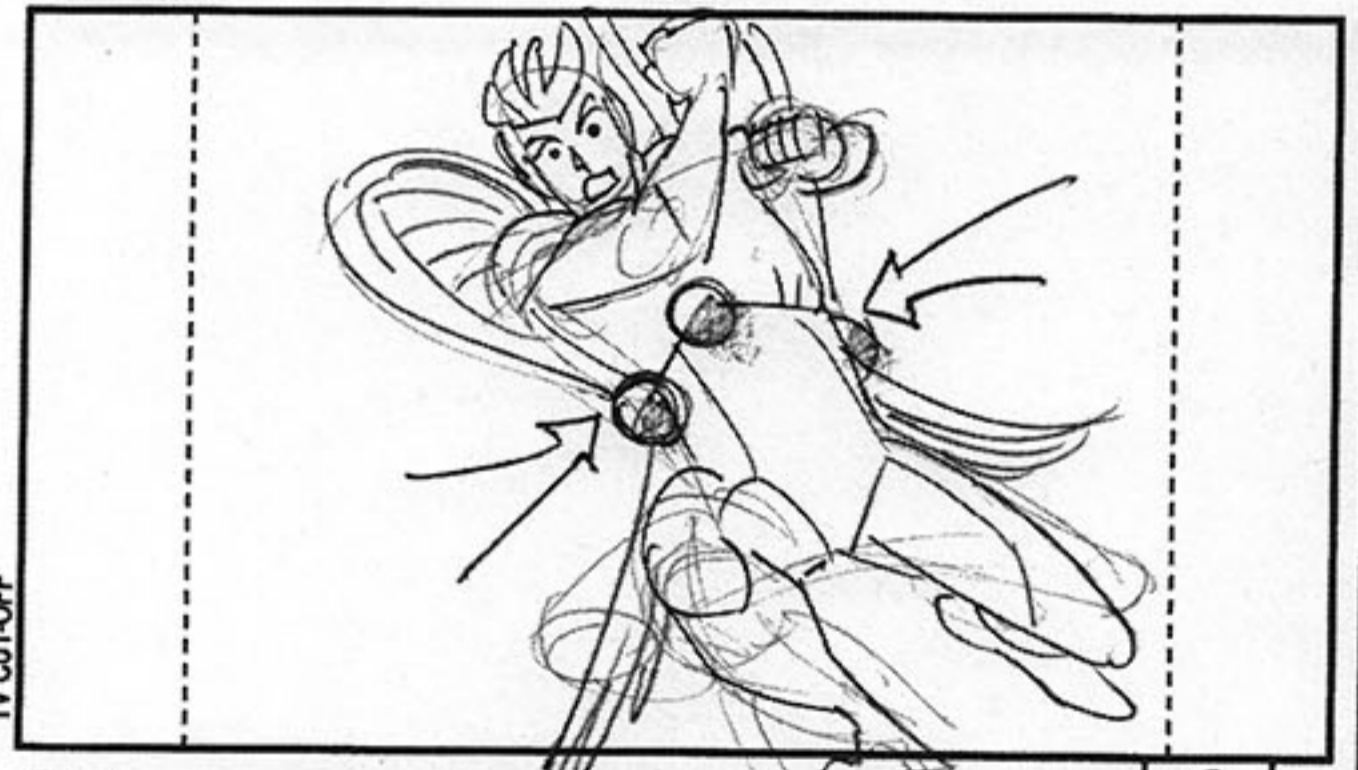


action
It surrounds him

dialog

PANEL 2

SCENE A124 BG.

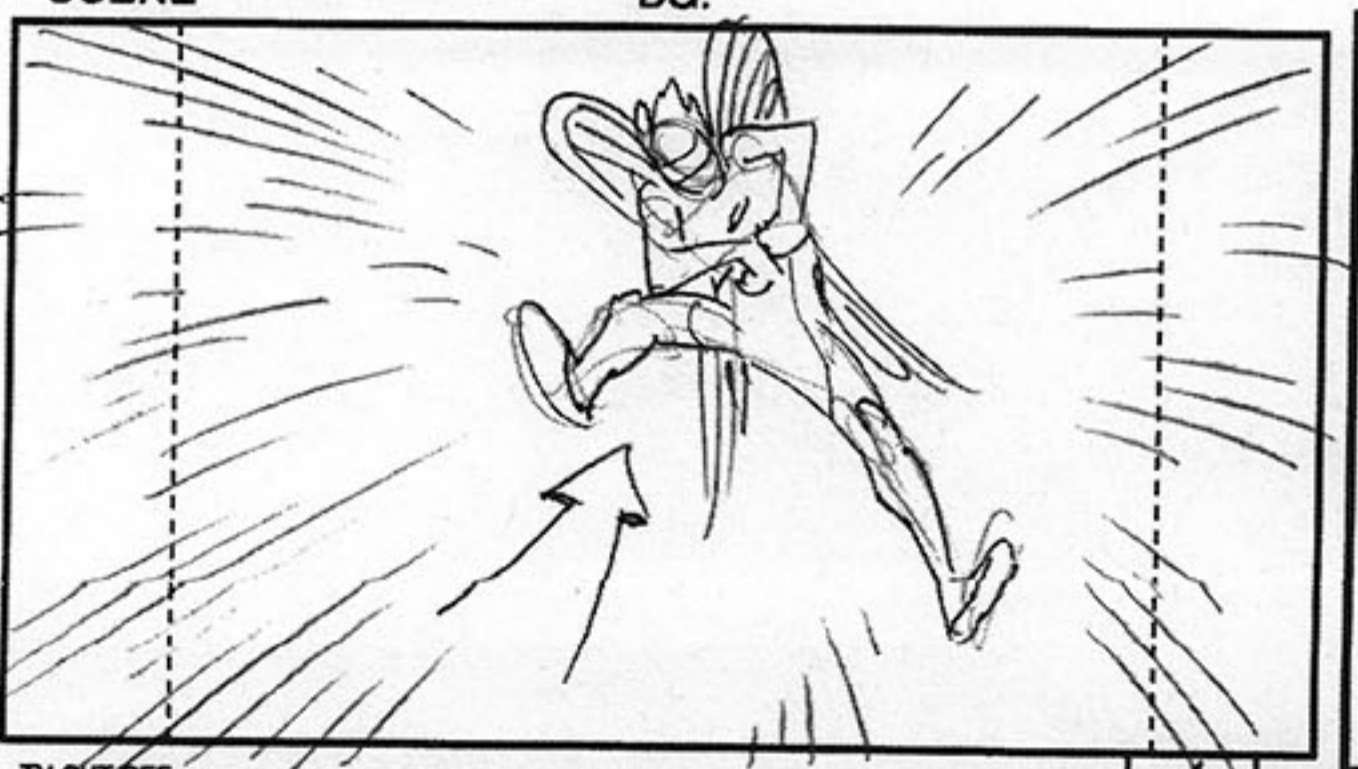


action
—and contracts to squeeze his wings

dialog

PANEL 3

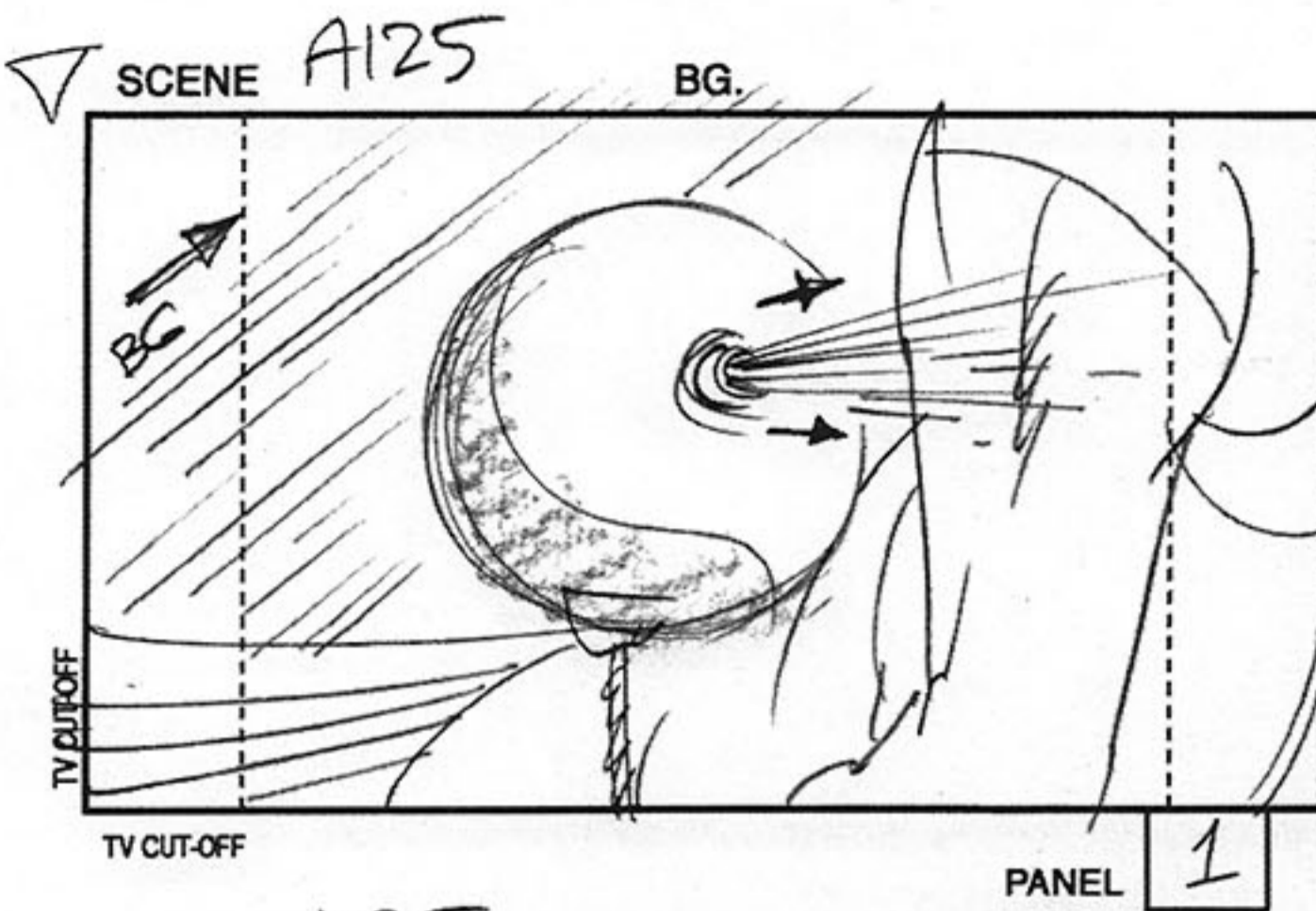
SCENE A124 BG.



action
Angel animates away from cam

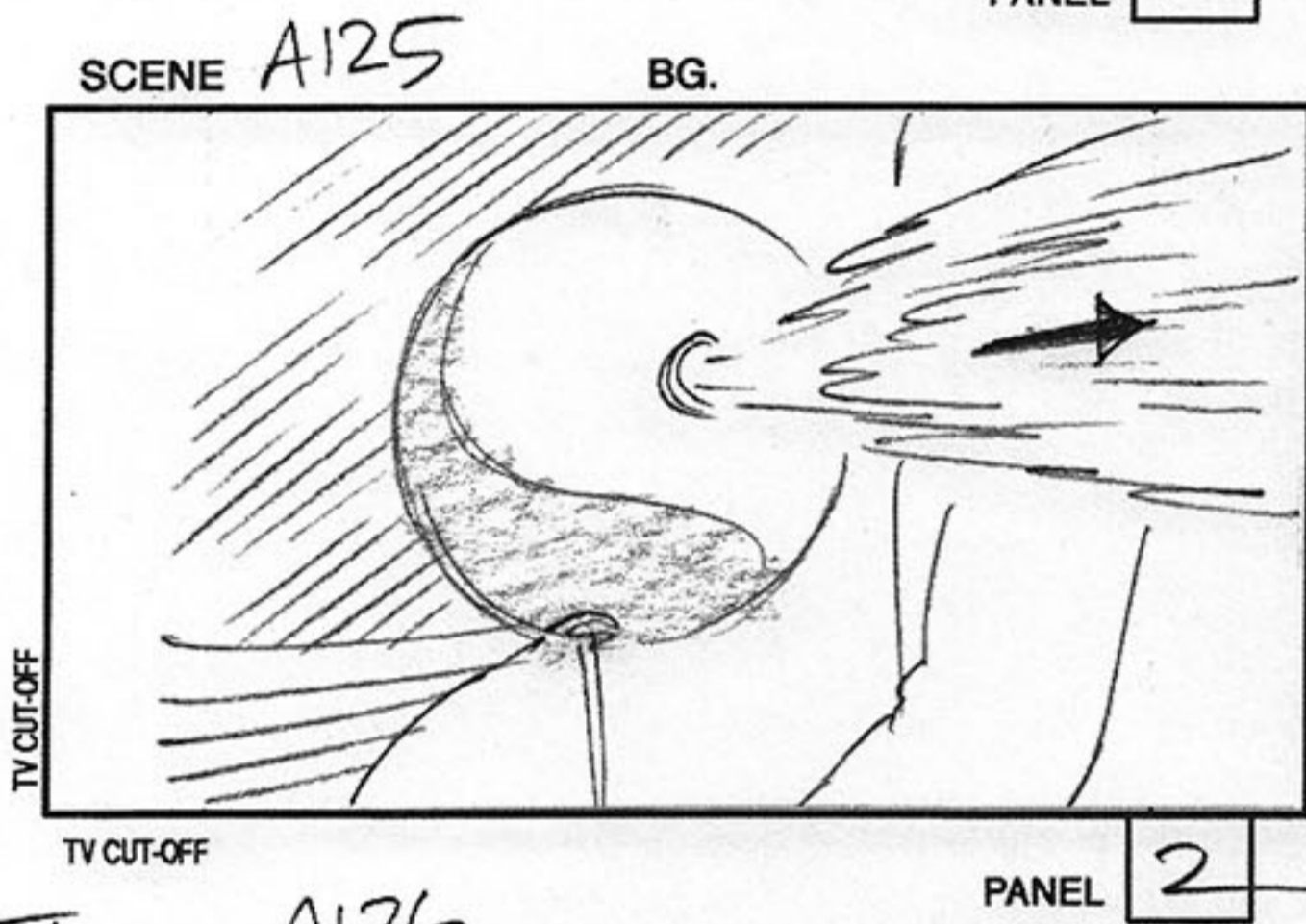
dialog

PANEL 4



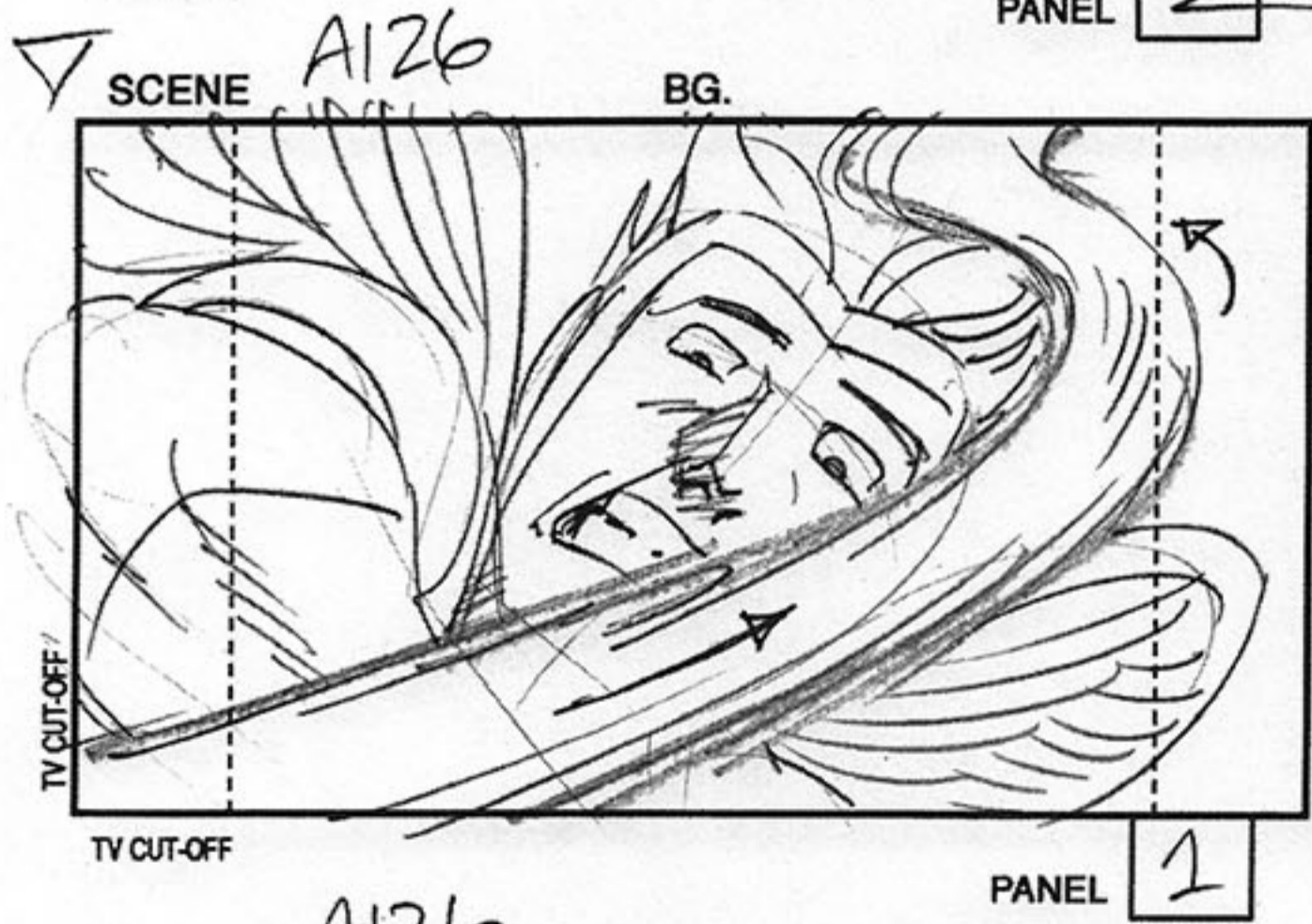
action
Close on bolo-
gas shoots out

dialog



action
Stream thickens

dialog



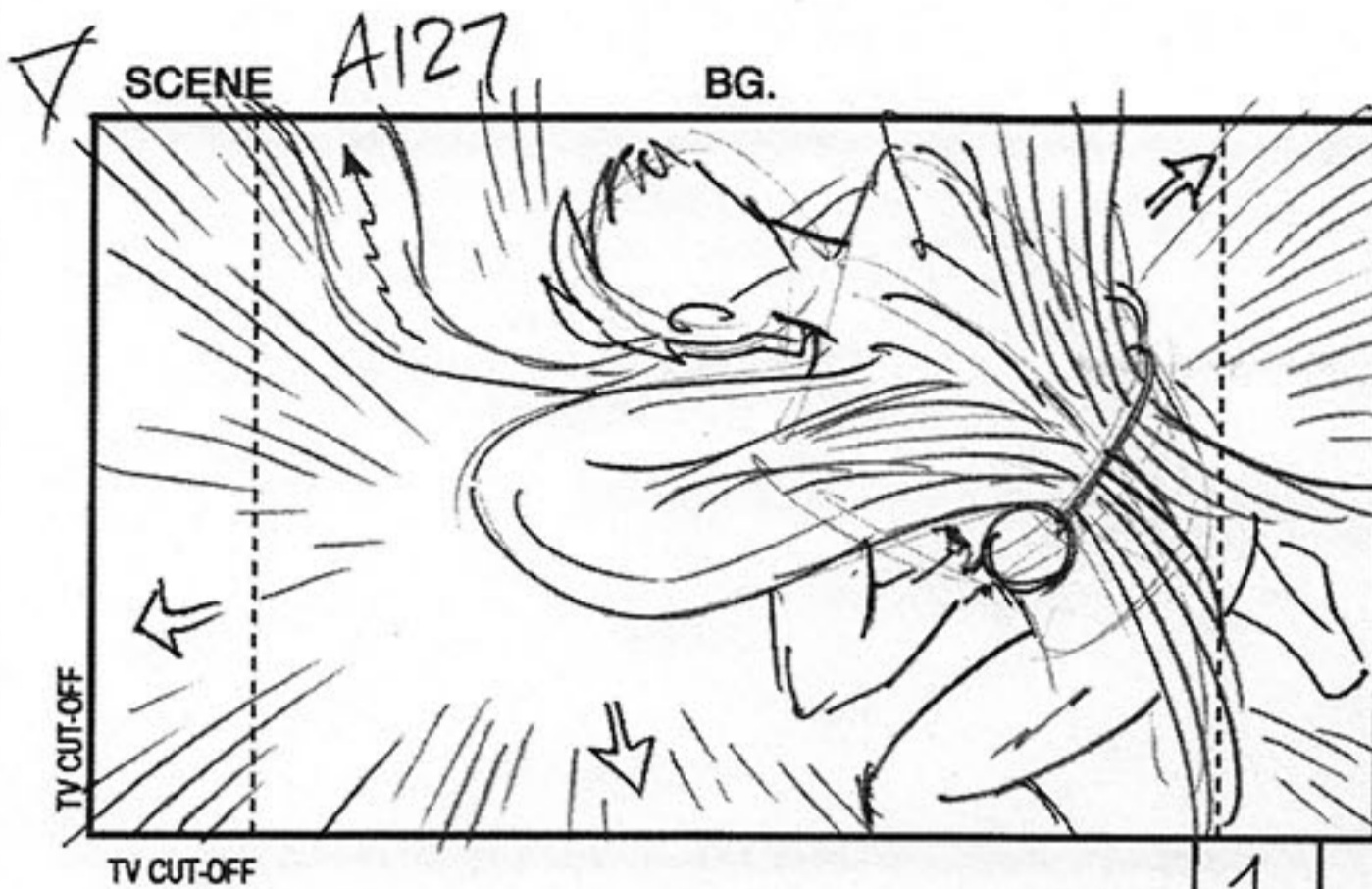
action
Gas is whipped
past Angel's face

dialog



action
He turns his head
slightly

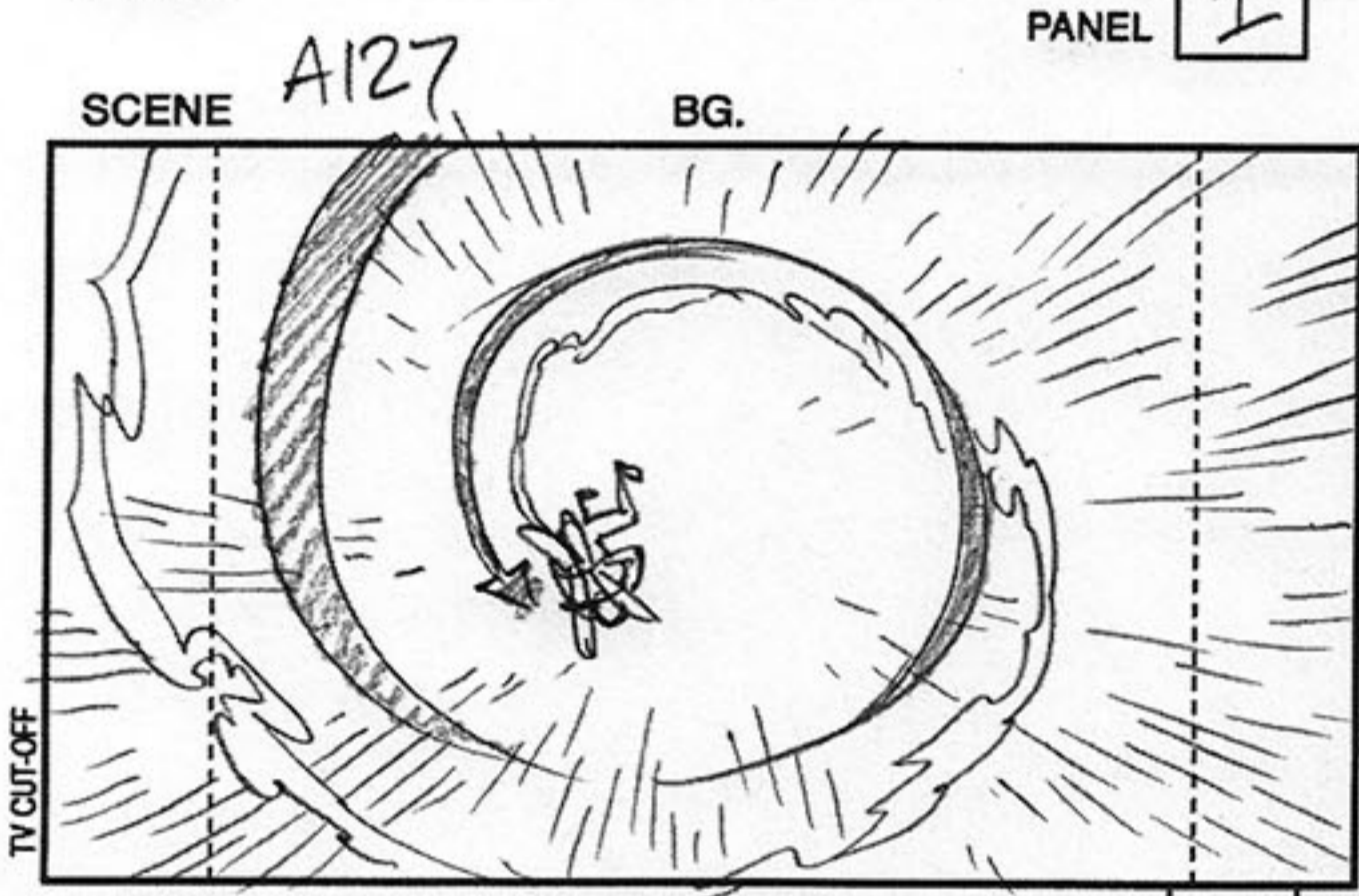
dialog



action
Gas blows past his face...

dialog

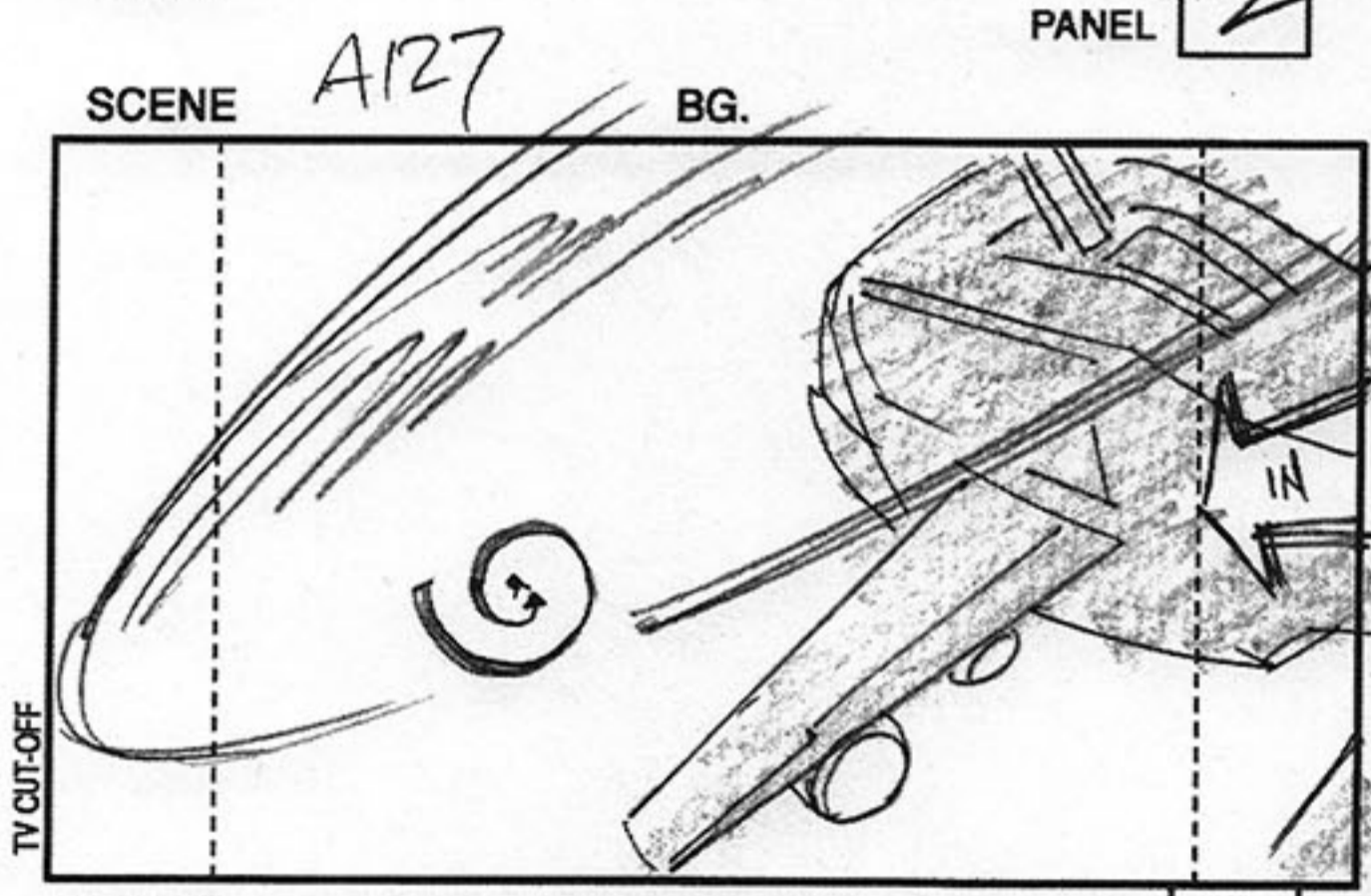
PANEL 1



action
... as he spirals away from cam

dialog

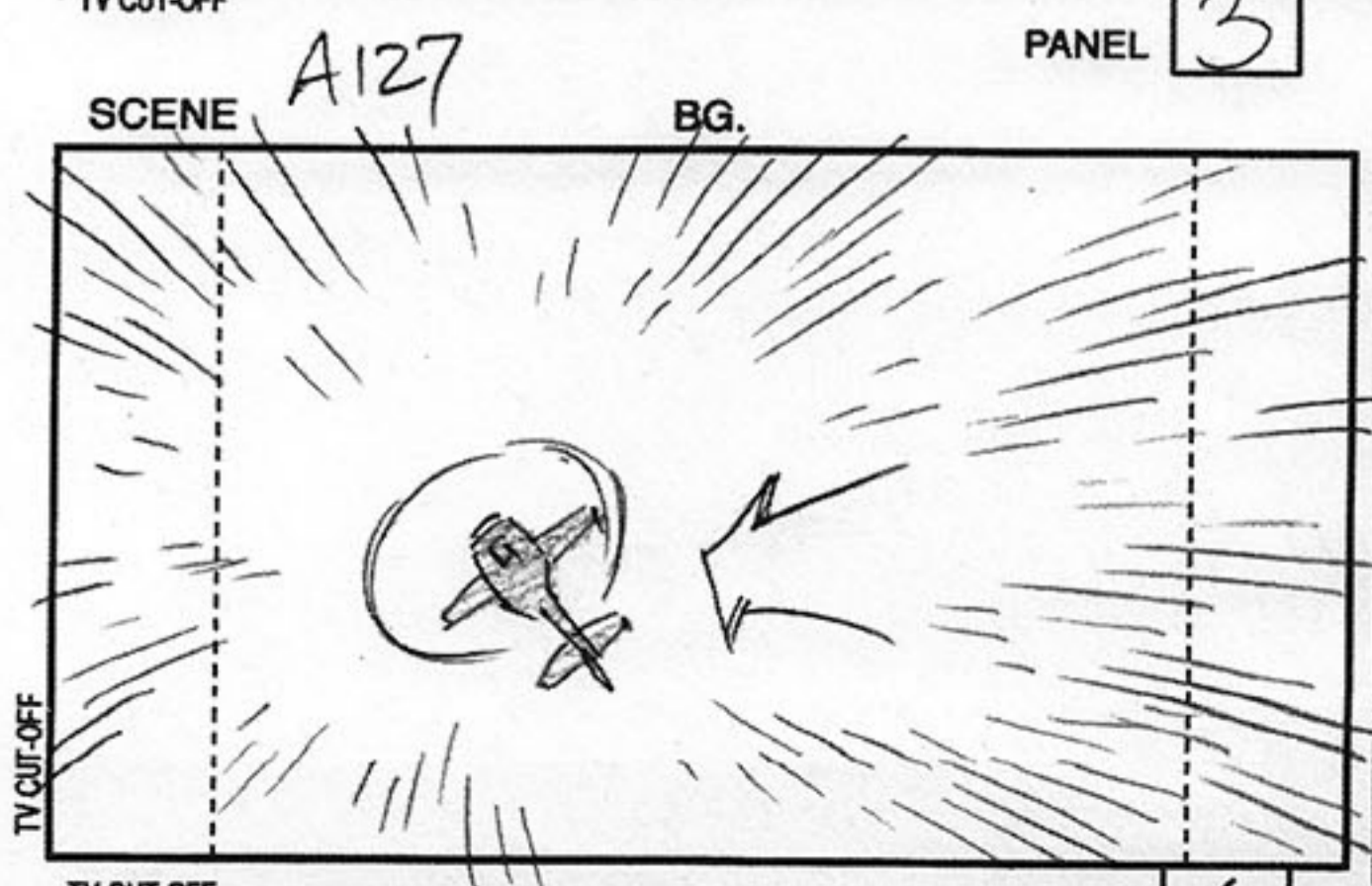
PANEL 2



action
Heli descends in to follow

dialog

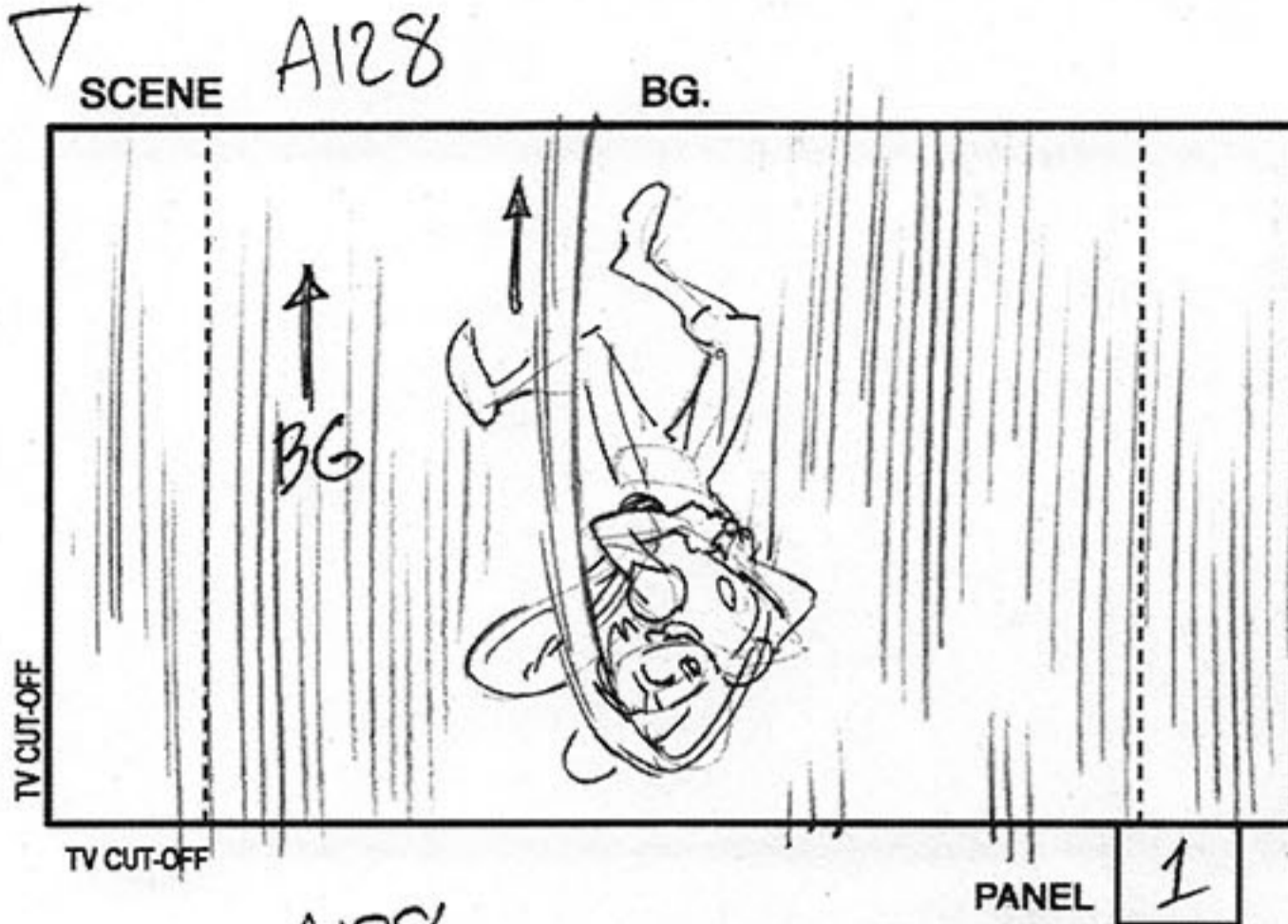
PANEL 3



action
Continued

dialog

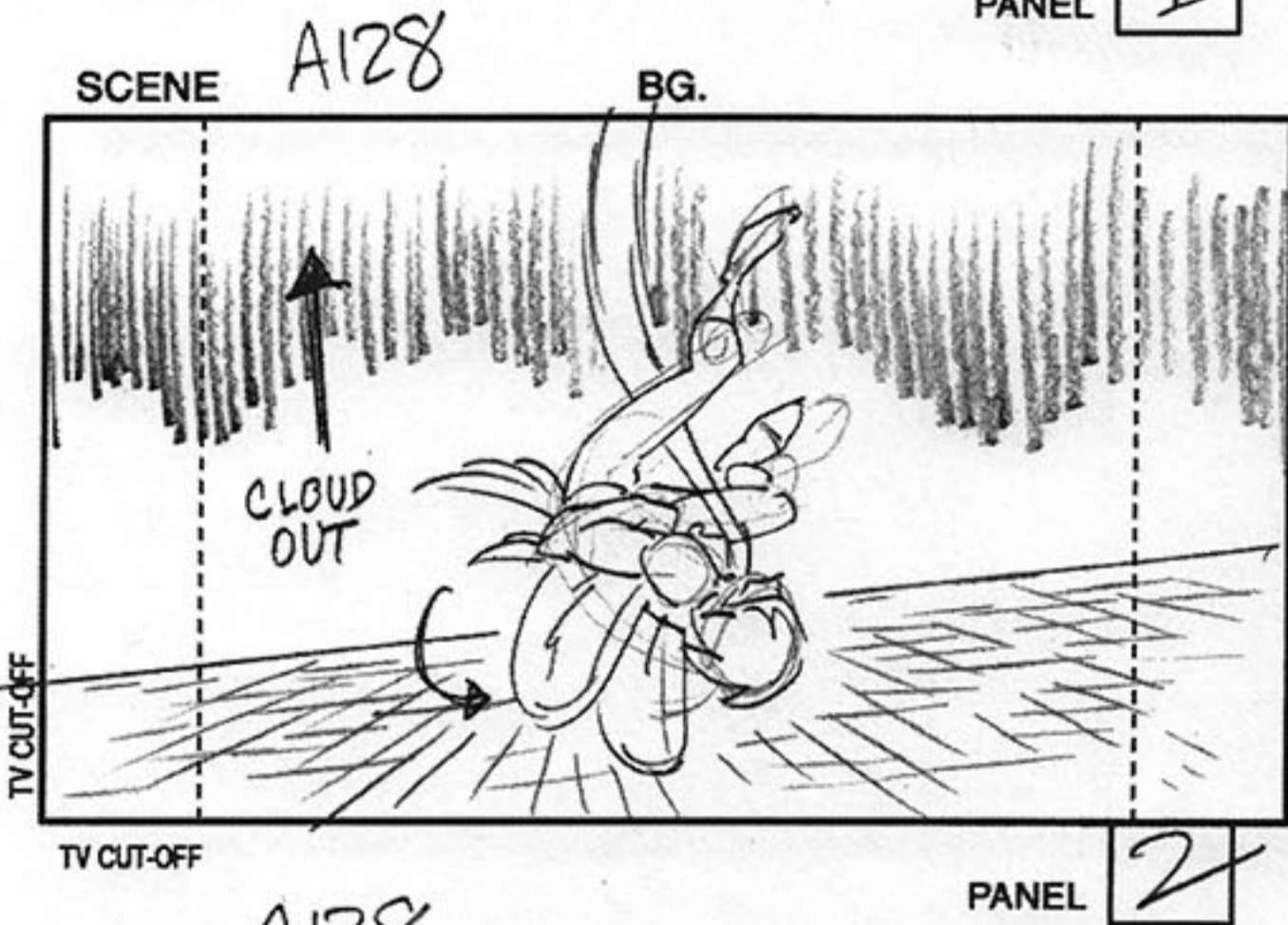
PANEL 4



action

Track with Angel falling thru cloud

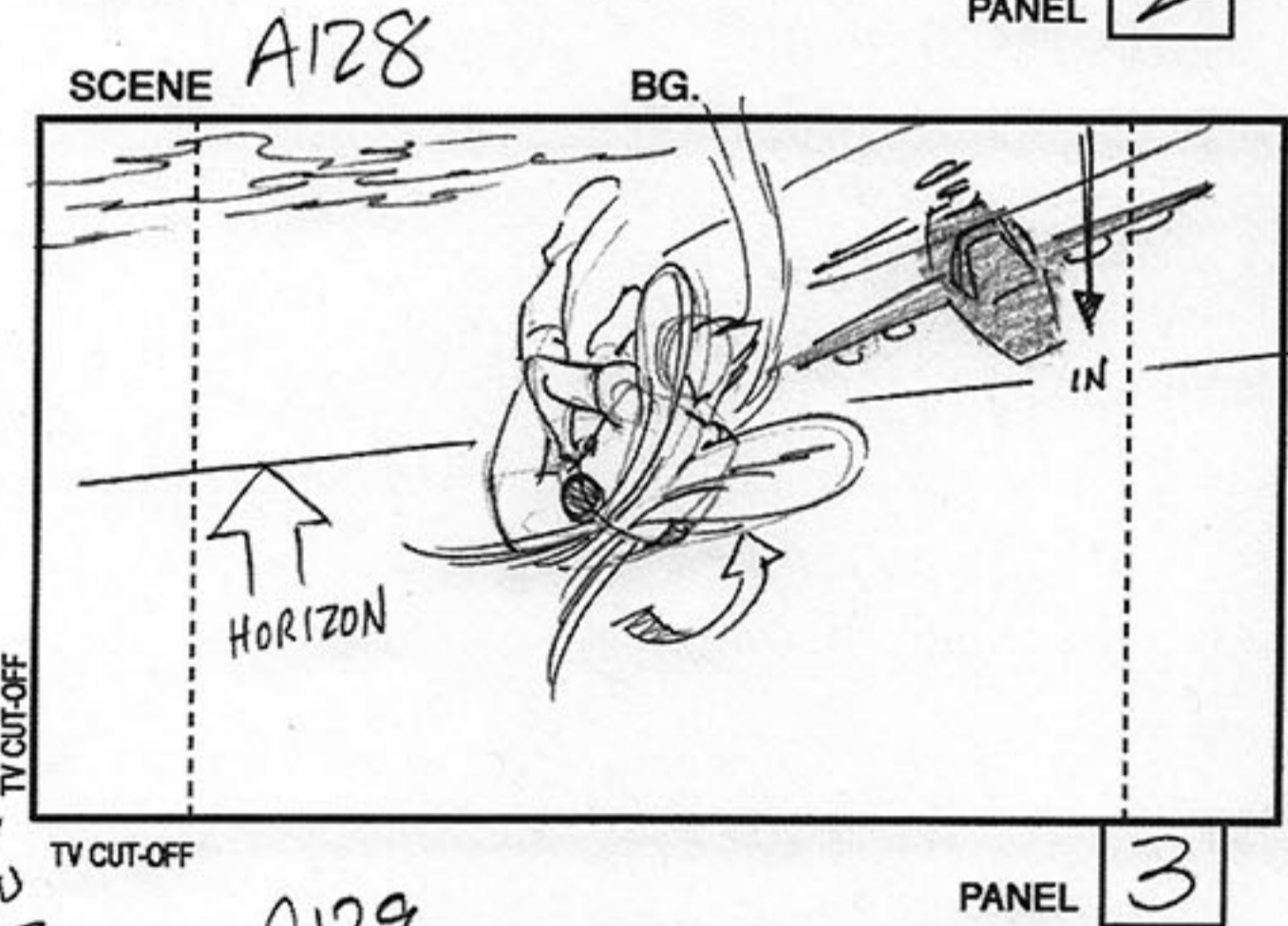
dialog



action

Cloud clears scene - reveal city below

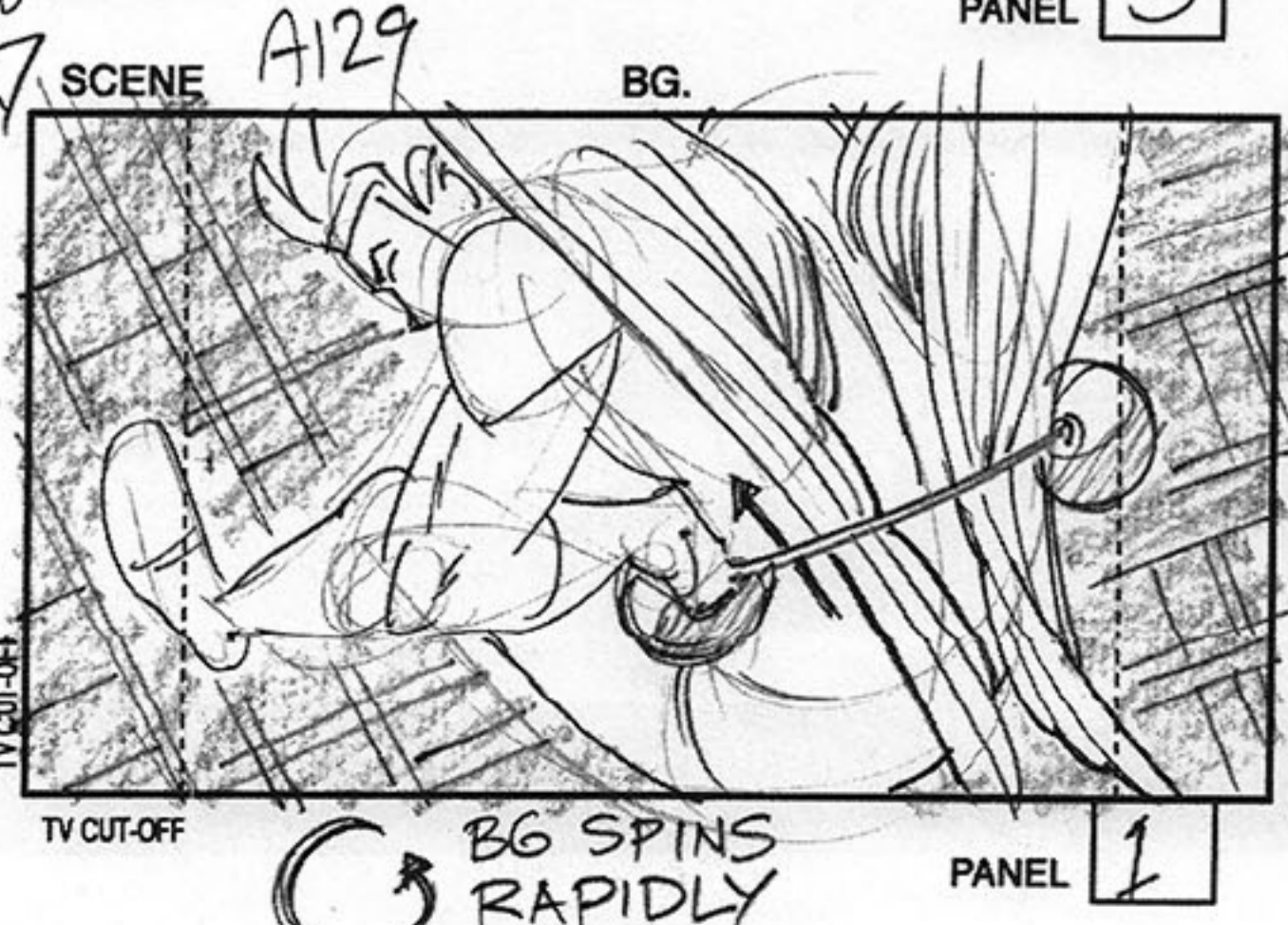
dialog



action

Heli drops into BG to keep pace

dialog

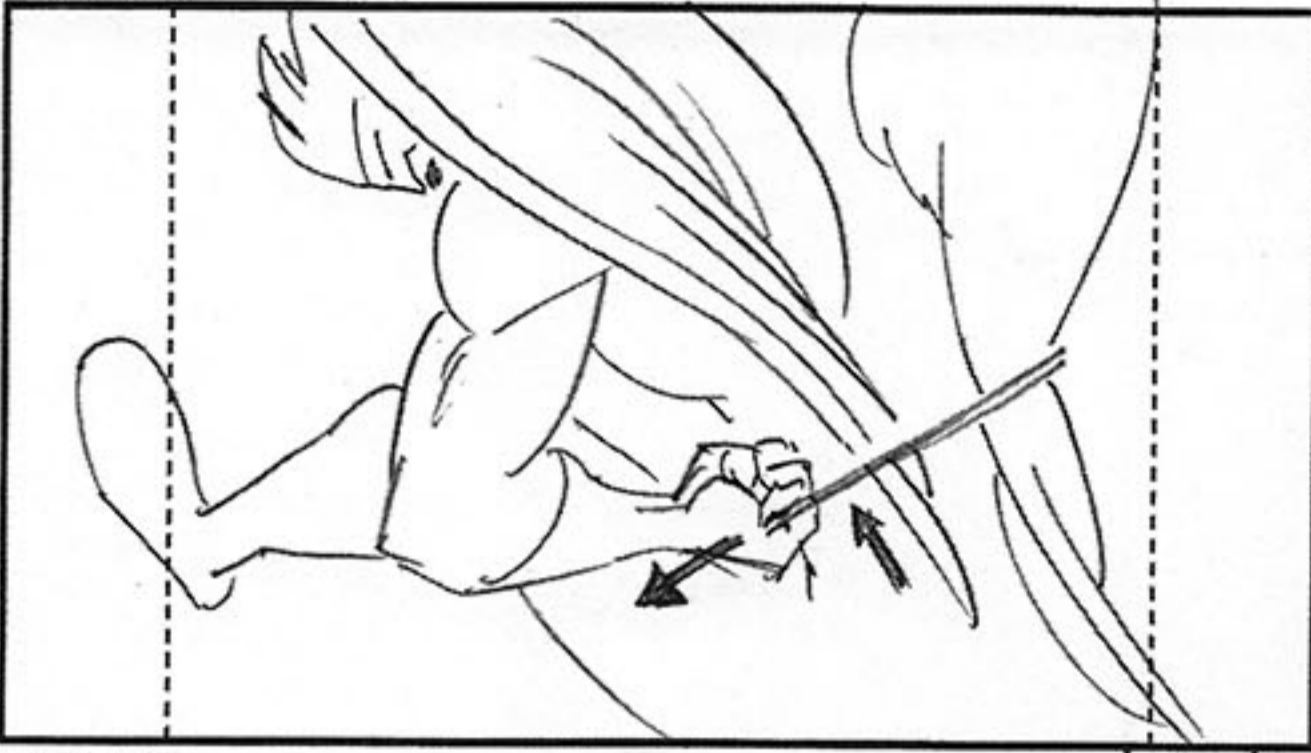


action

Close on Angel trying to free left wing

dialog

SCENE **A129** BG.

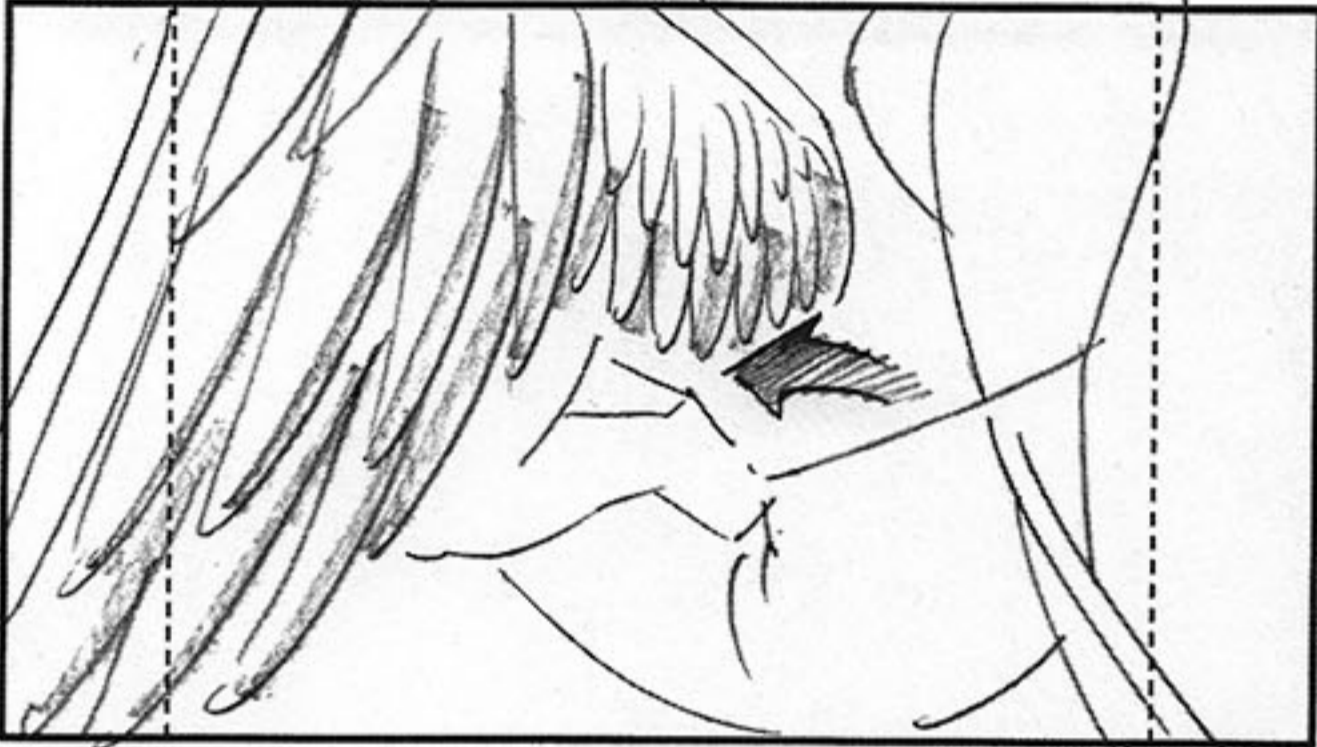


action
He pulls wire outward

dialog

TV CUT-OFF TV CUT-OFF PANEL **2**

SCENE **A129** BG.

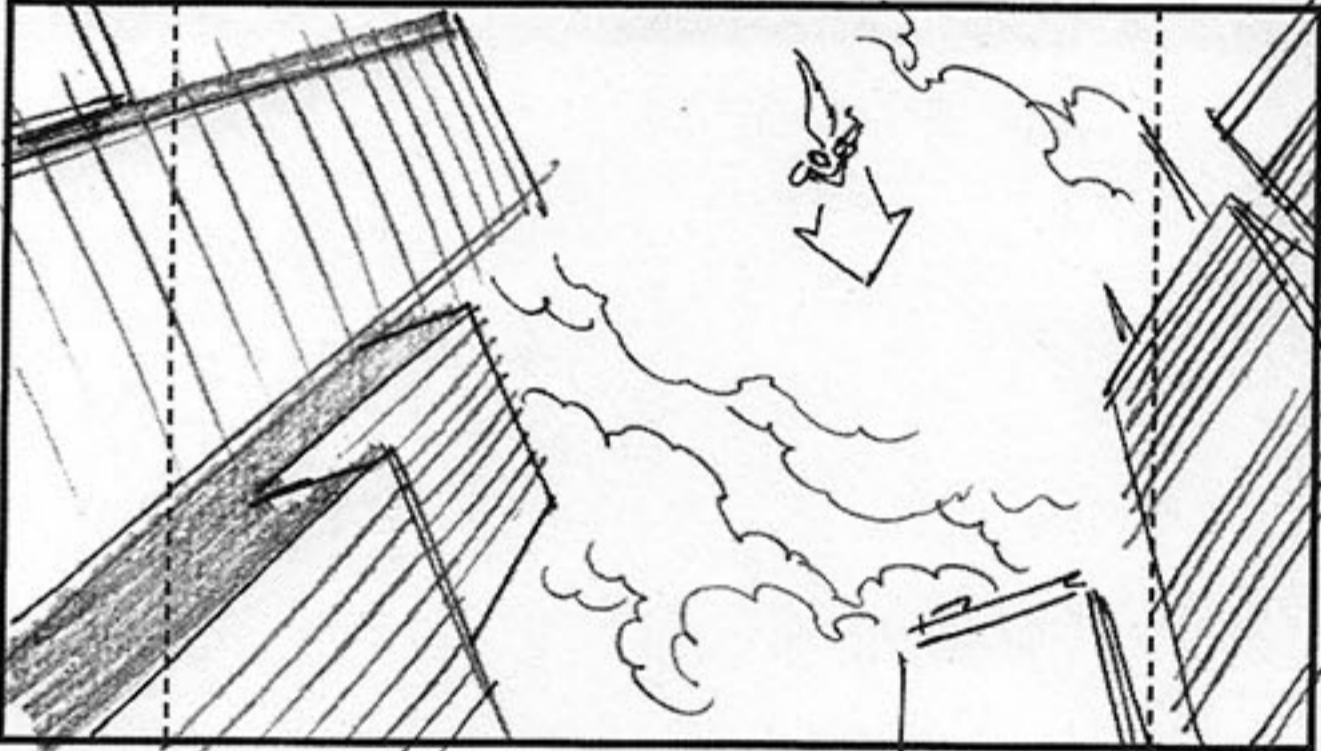


action
Wing pops out

dialog

TV CUT-OFF TV CUT-OFF PANEL **3**

SCENE **A130** BG.

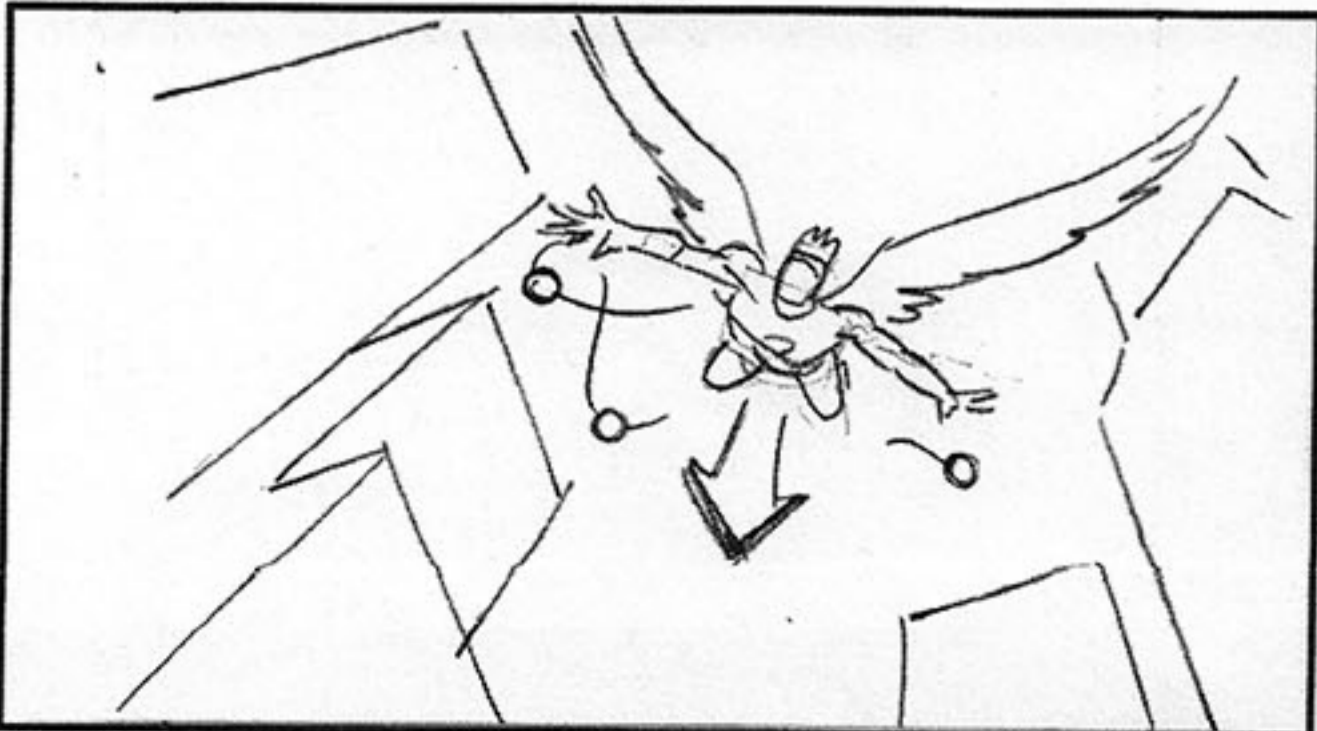


action
Street level - Angel dropping toward cam

dialog

TV CUT-OFF TV CUT-OFF PANEL **1**

SCENE **A130** BG.

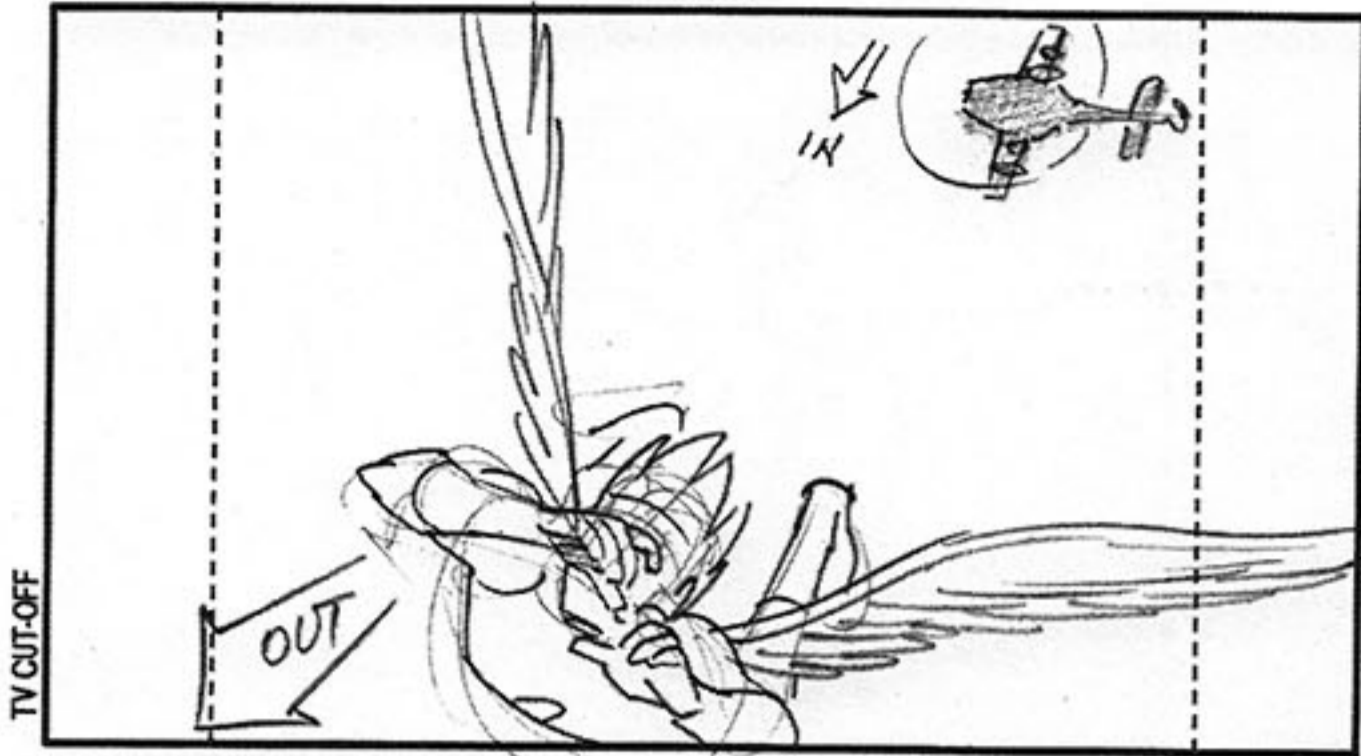


action
He breaks bolo apart

dialog

TV CUT-OFF TV CUT-OFF PANEL **2**

SCENE A130 BG.

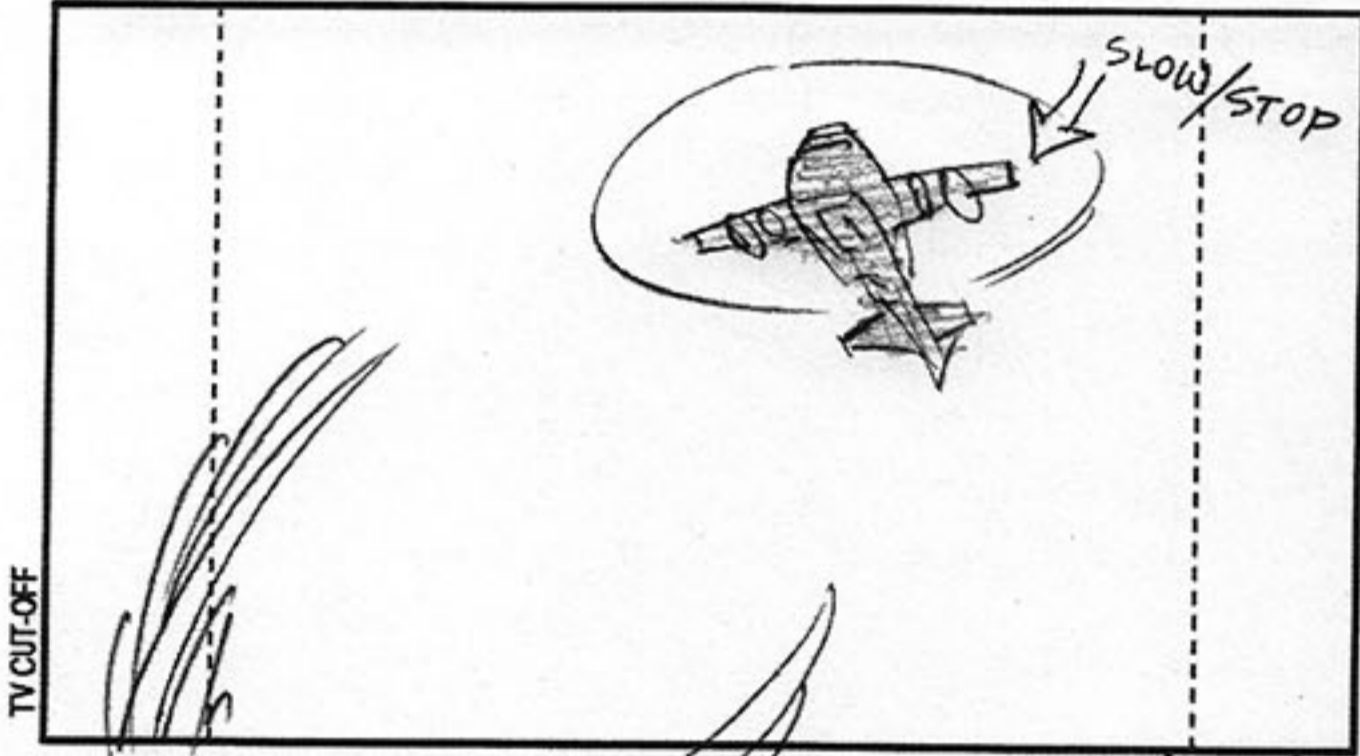


action
-drops past cam
as heli descends in

dialog

TV CUT-OFF PANEL 3

SCENE A130 BG.



action
Heli stops

dialog

TV CUT-OFF PANEL 4

SCENE A131 BG.



action
Close on Angel,
losing consciousness

dialog

TV CUT-OFF PANEL 1

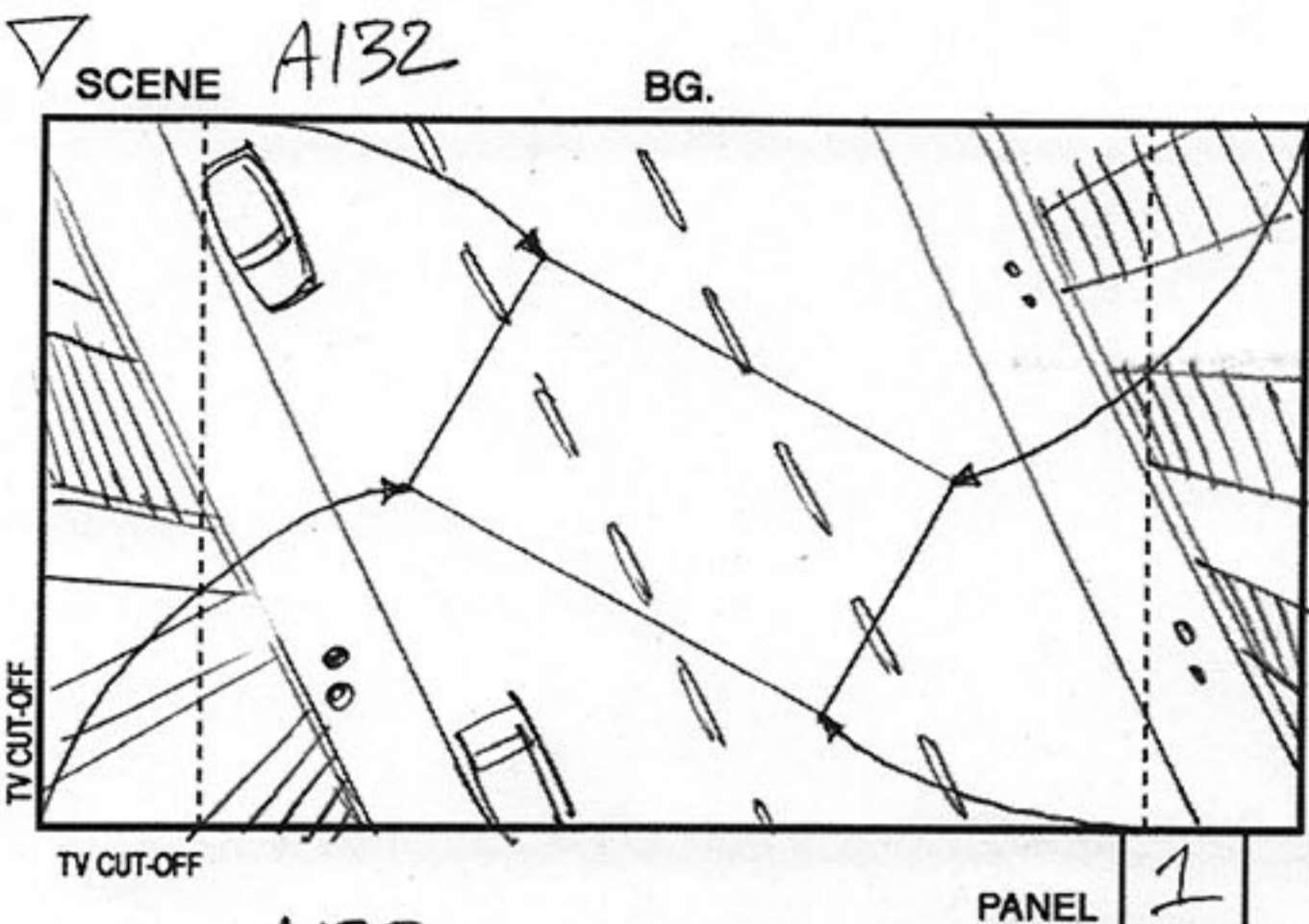
SCENE A131 BG.



action
He passes out,
goes limp

dialog

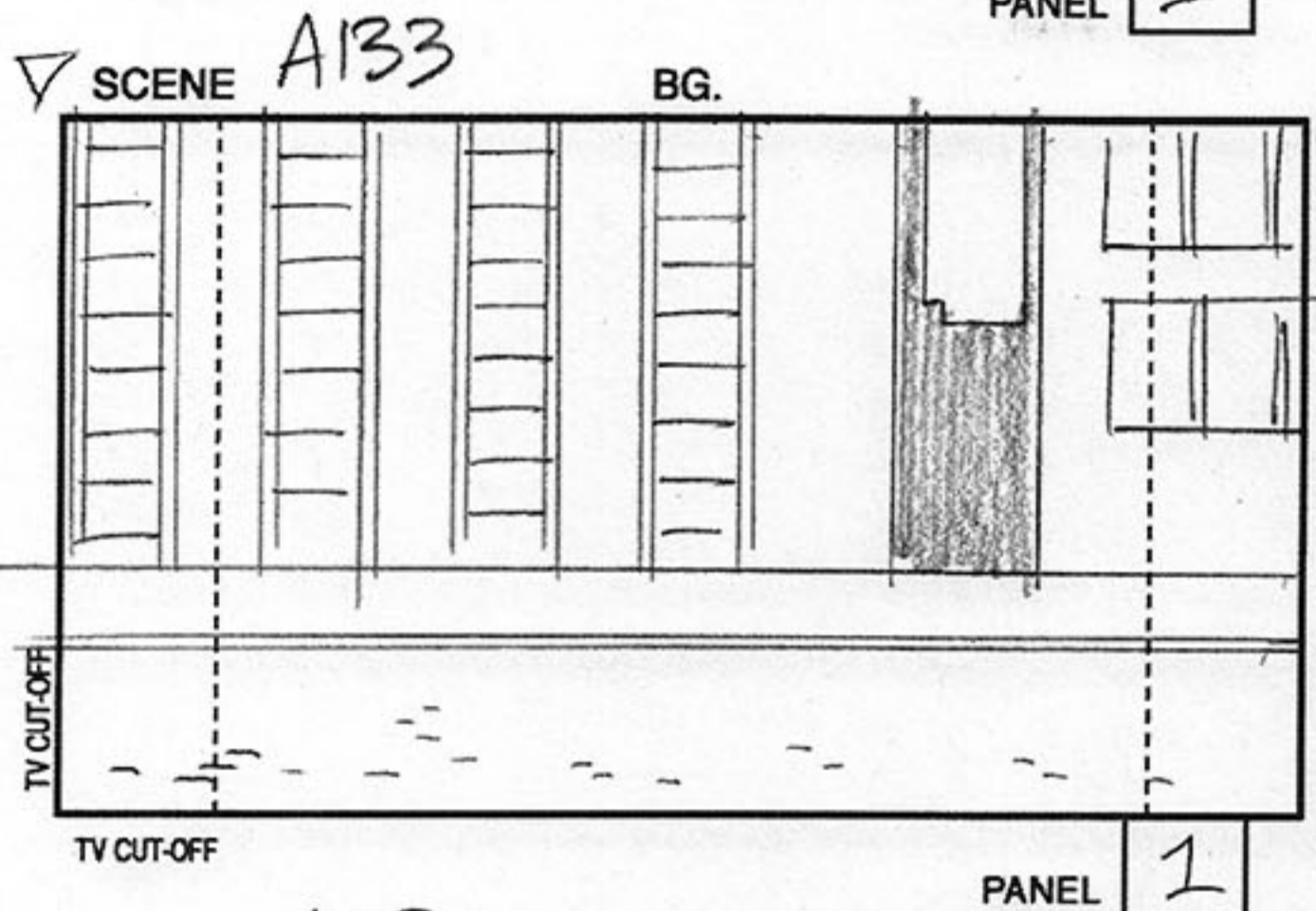
TV CUT-OFF PANEL 2



action
POV - twist truck
in on street

dialog

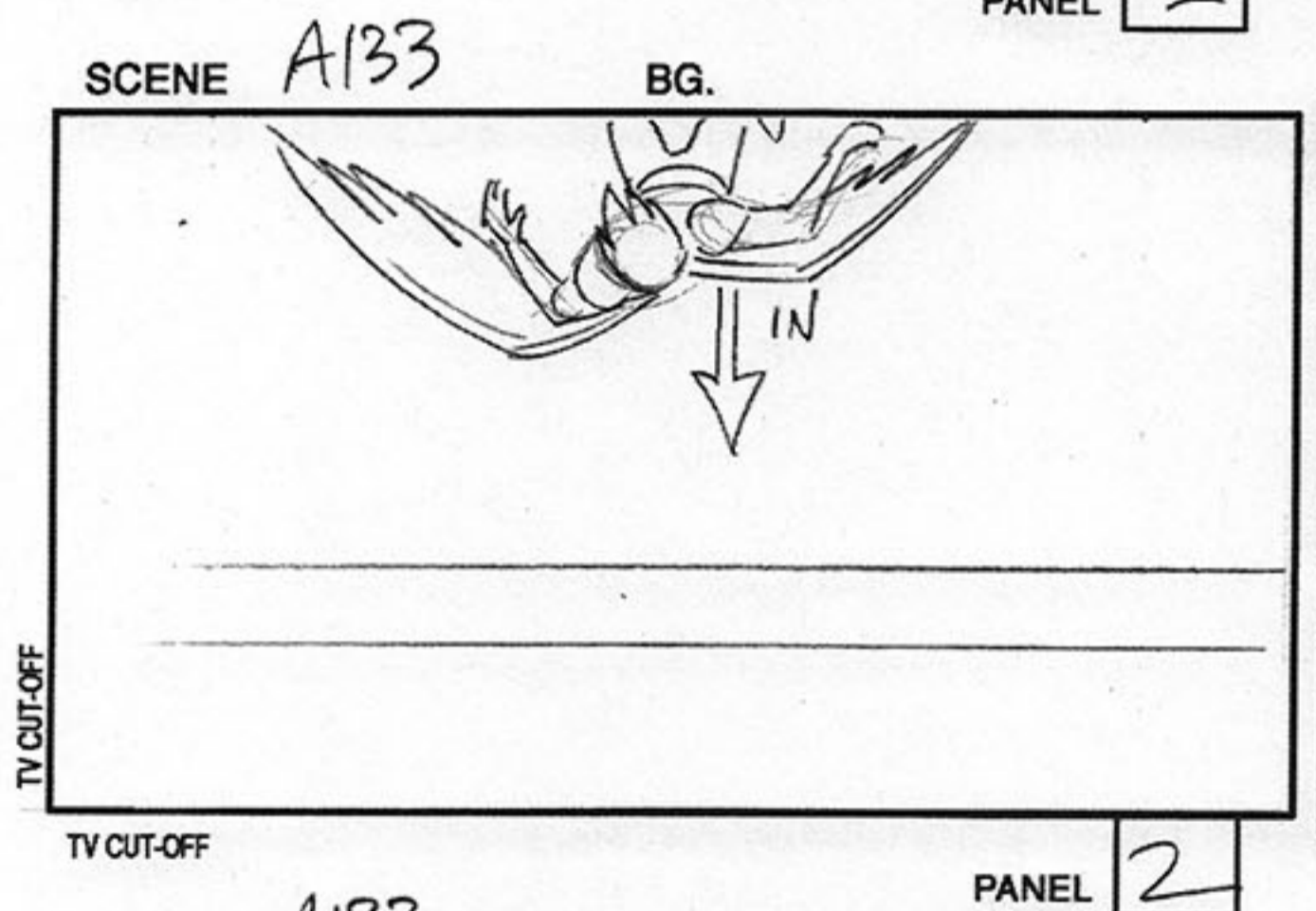
PANEL 1



action
Street Level

dialog

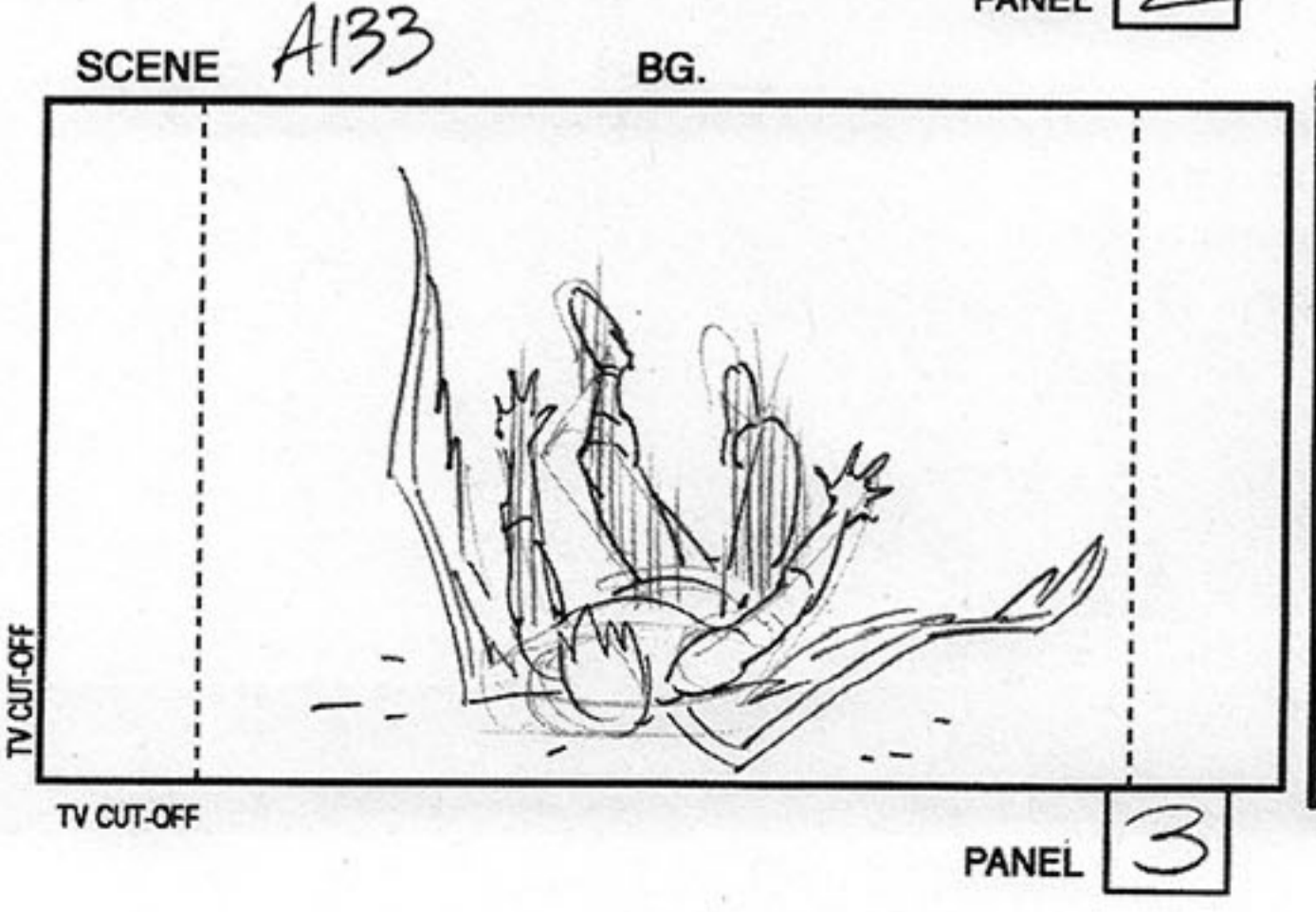
PANEL 1



action
Angel drops in

dialog

PANEL 2

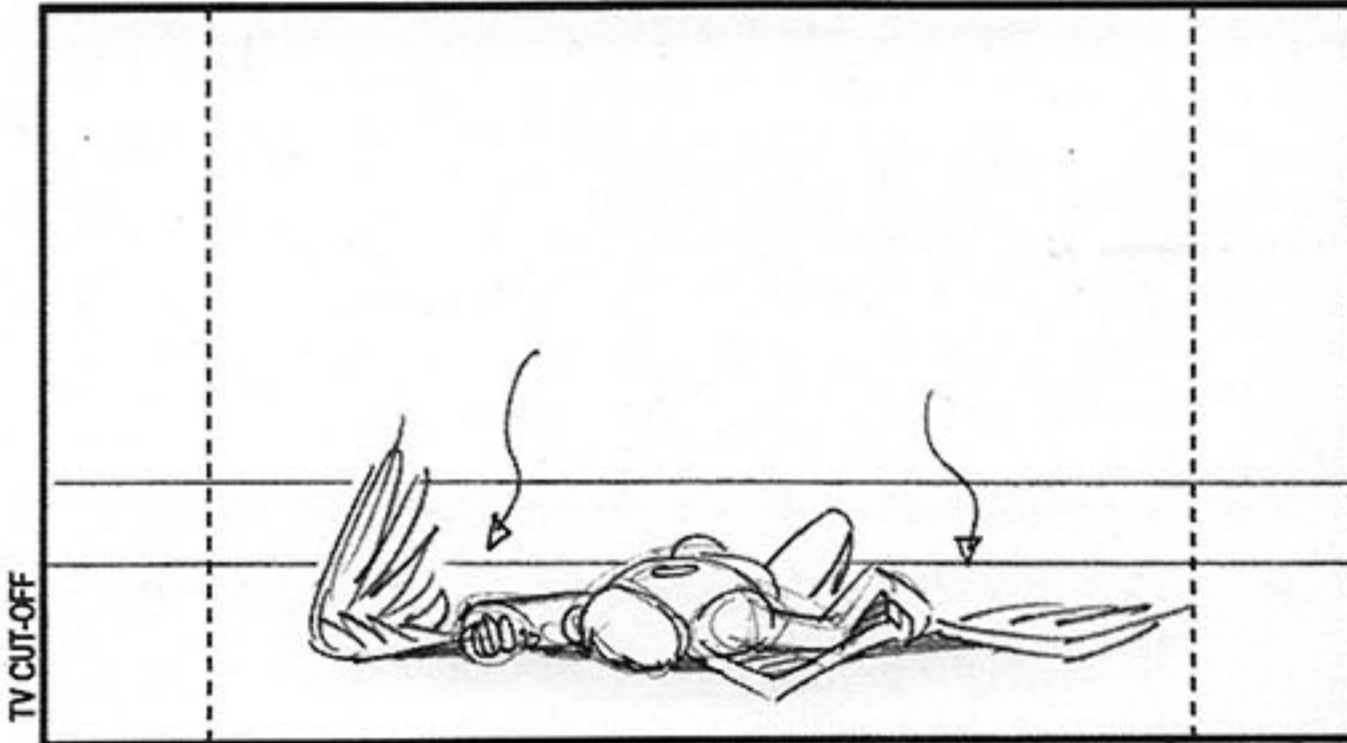


action
-hits & breaks
wings

dialog

PANEL 3

SCENE A133 BG.

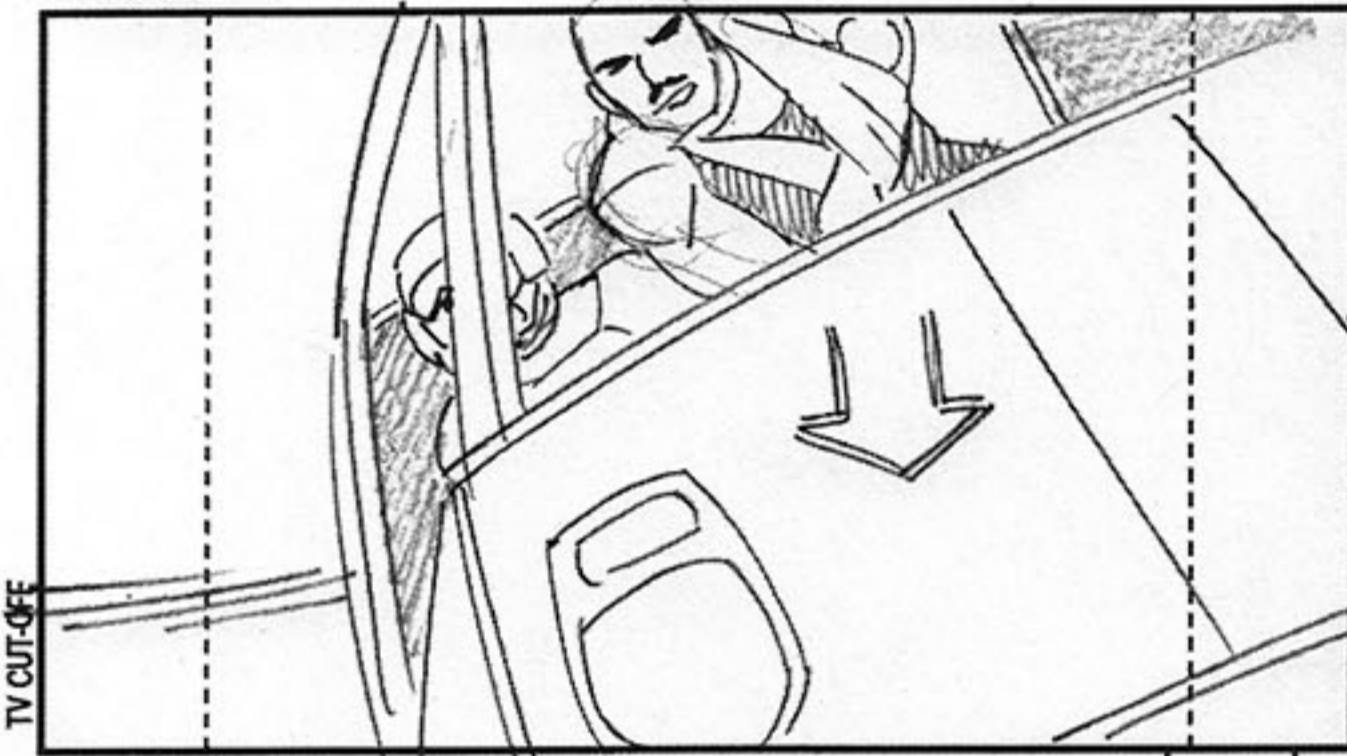


action
He settles

dialog

TV CUT-OFF TV CUT-OFF PANEL 4

SCENE A134 BG.



action
Heli descends in SC. - Moss looking out

dialog

TV CUT-OFF TV CUT-OFF PANEL 1

SCENE A134 BG.

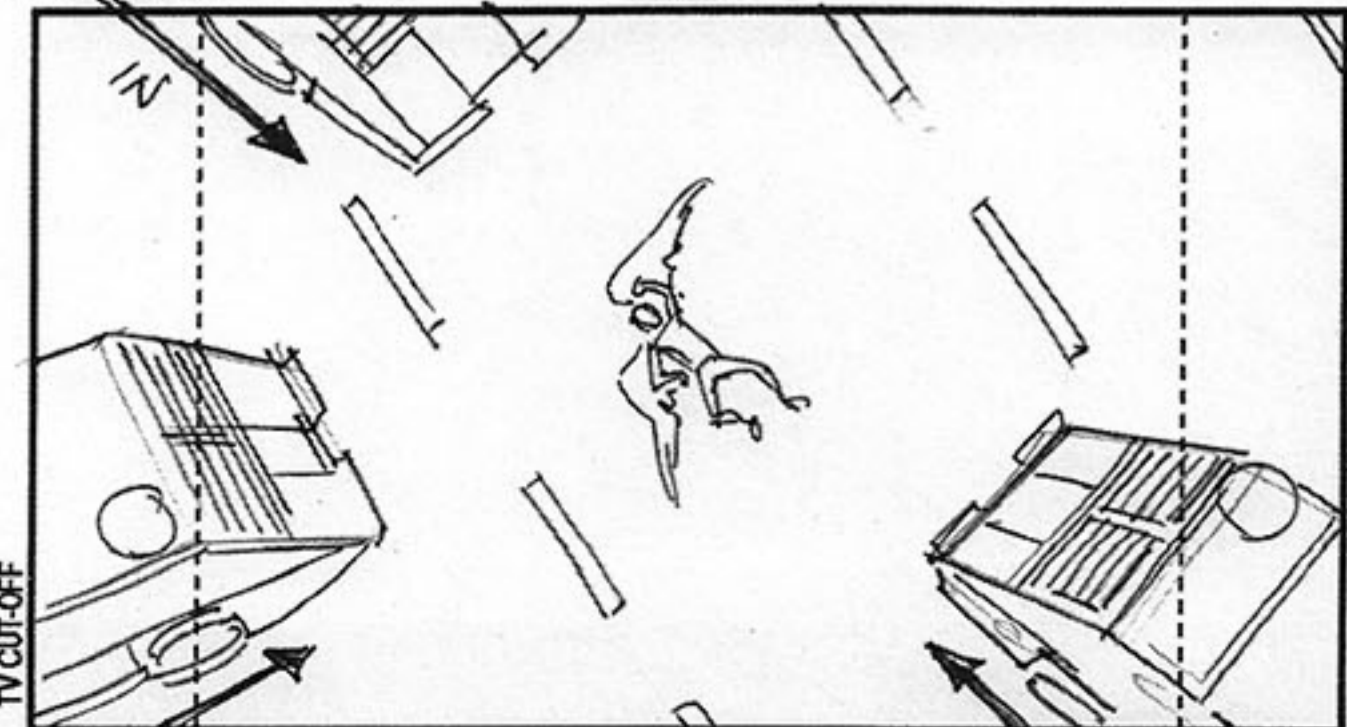


action
He smiles

dialog

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A135 BG.

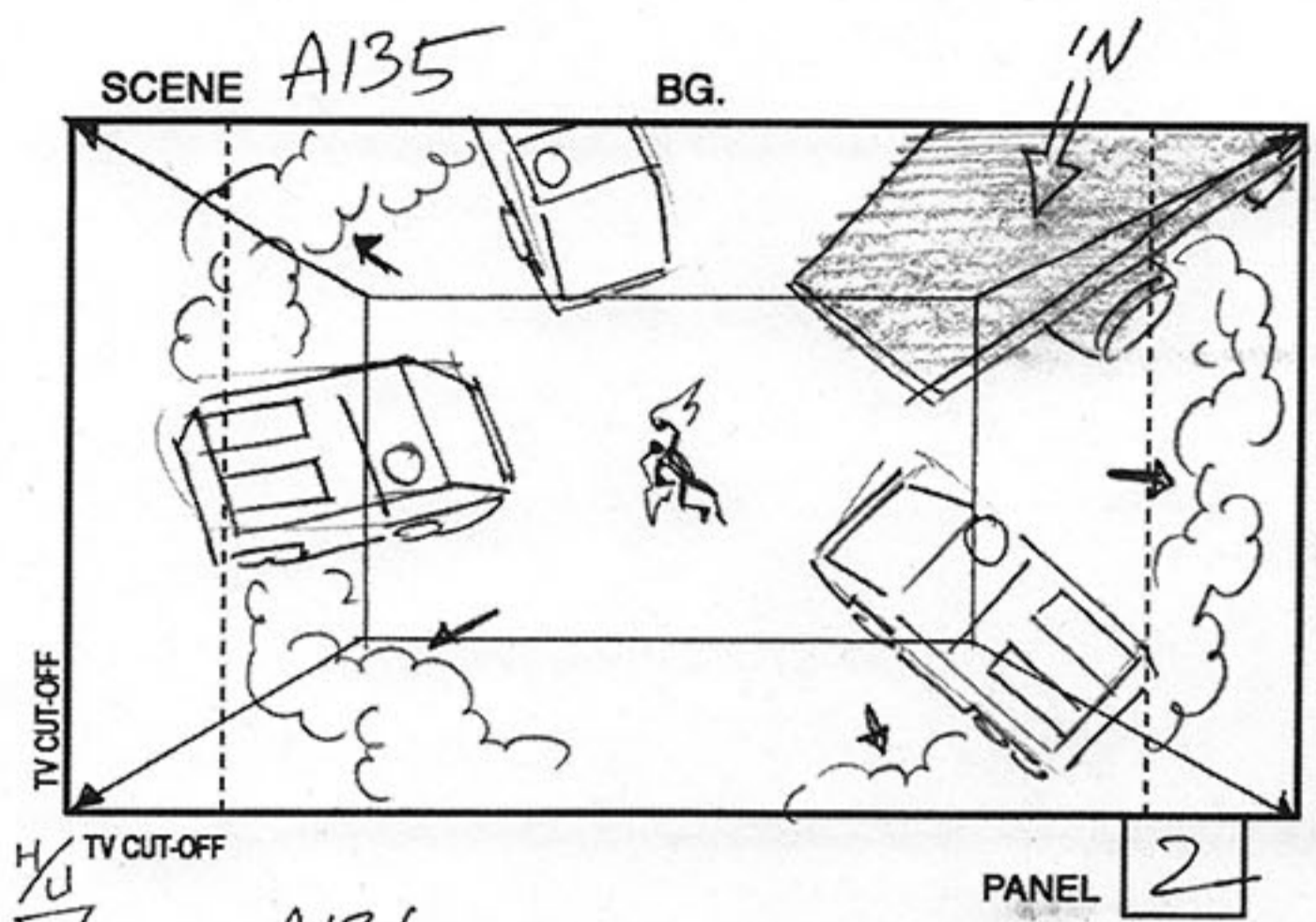


action
3 MRD trucks skid in/stop

dialog

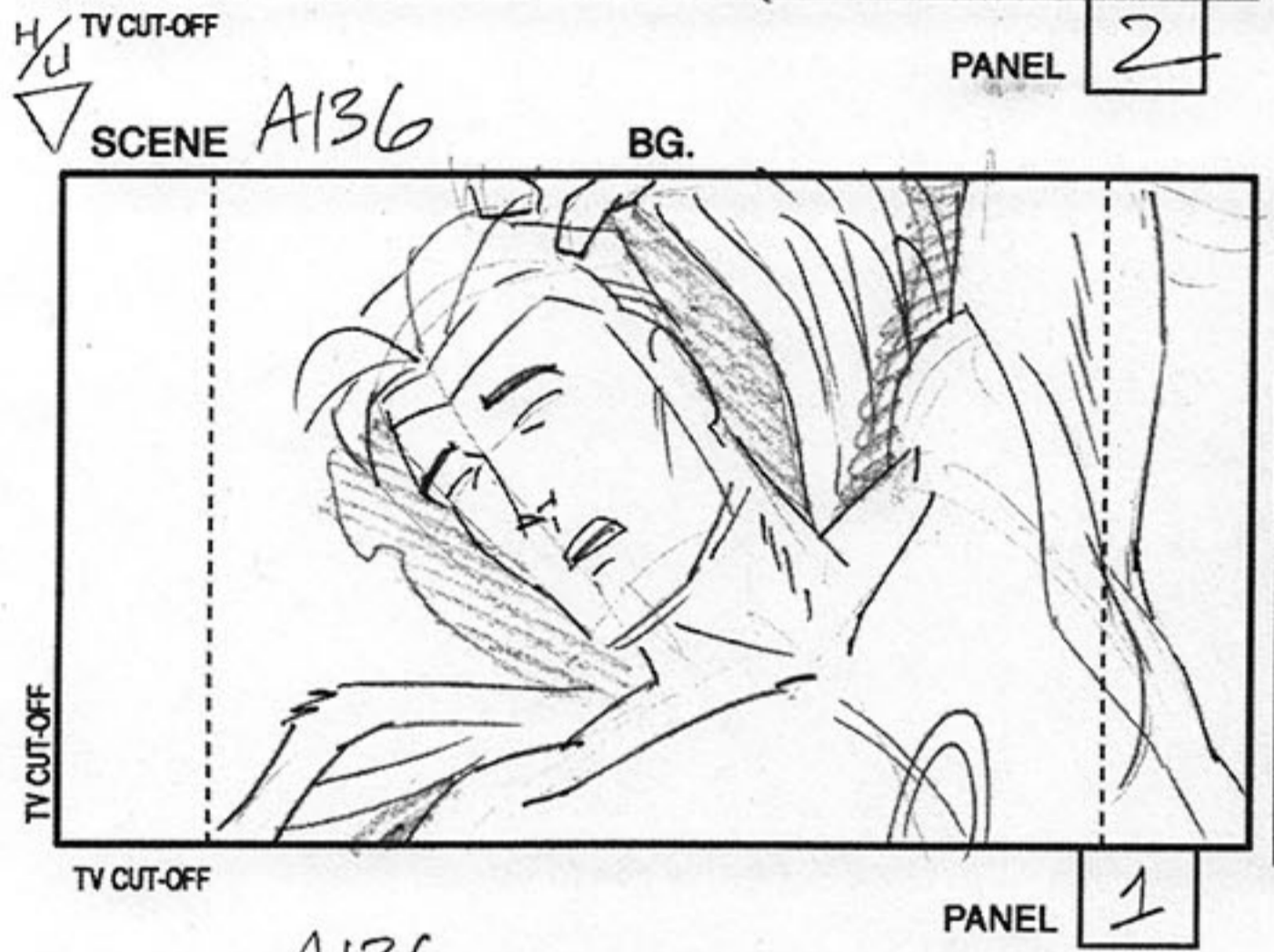
TV CUT-OFF TV CUT-OFF PANEL 1

Ep #: **WX**



action
Truck out as heli wing appears - dust blown outward

dialog



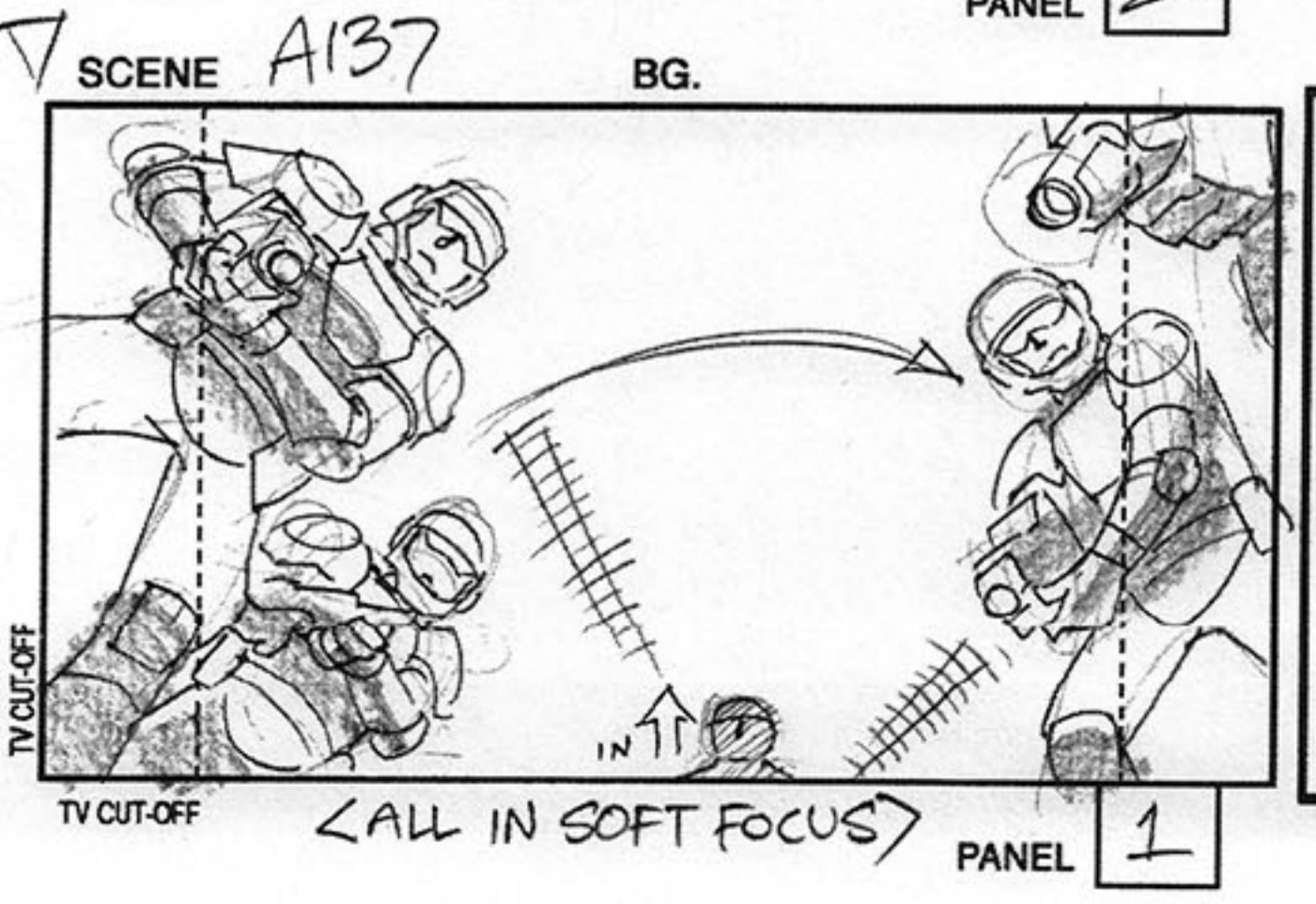
action
On Angel, groggy

dialog



action
He looks up with one eye

dialog



action
Angel's blurry POV - Rotor turning, Troopers surrounding him

dialog

Ep #: WX

SCENE A137 BG.

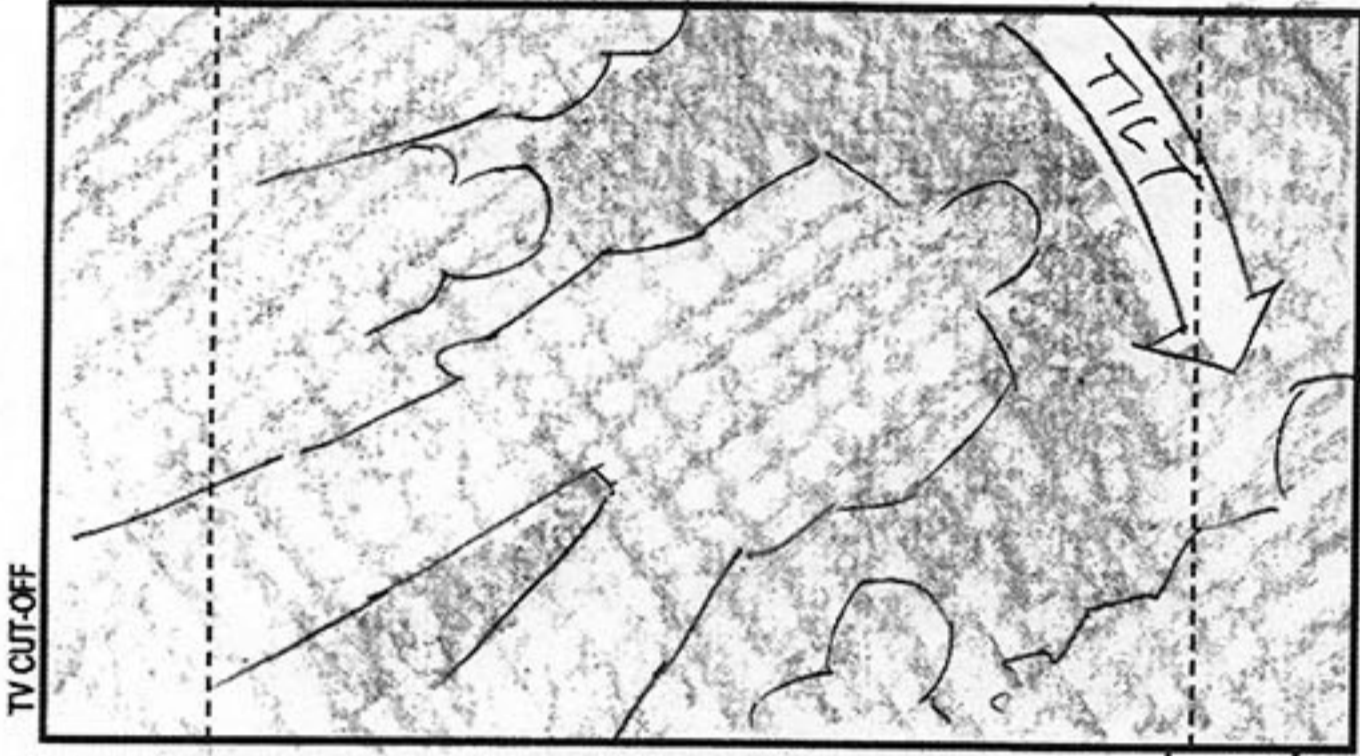


action
Moss steps into center frame

dialog
(56) MOSS - Payback time.

TV CUT-OFF TV CUT-OFF PANEL 2

SCENE A137 BG.

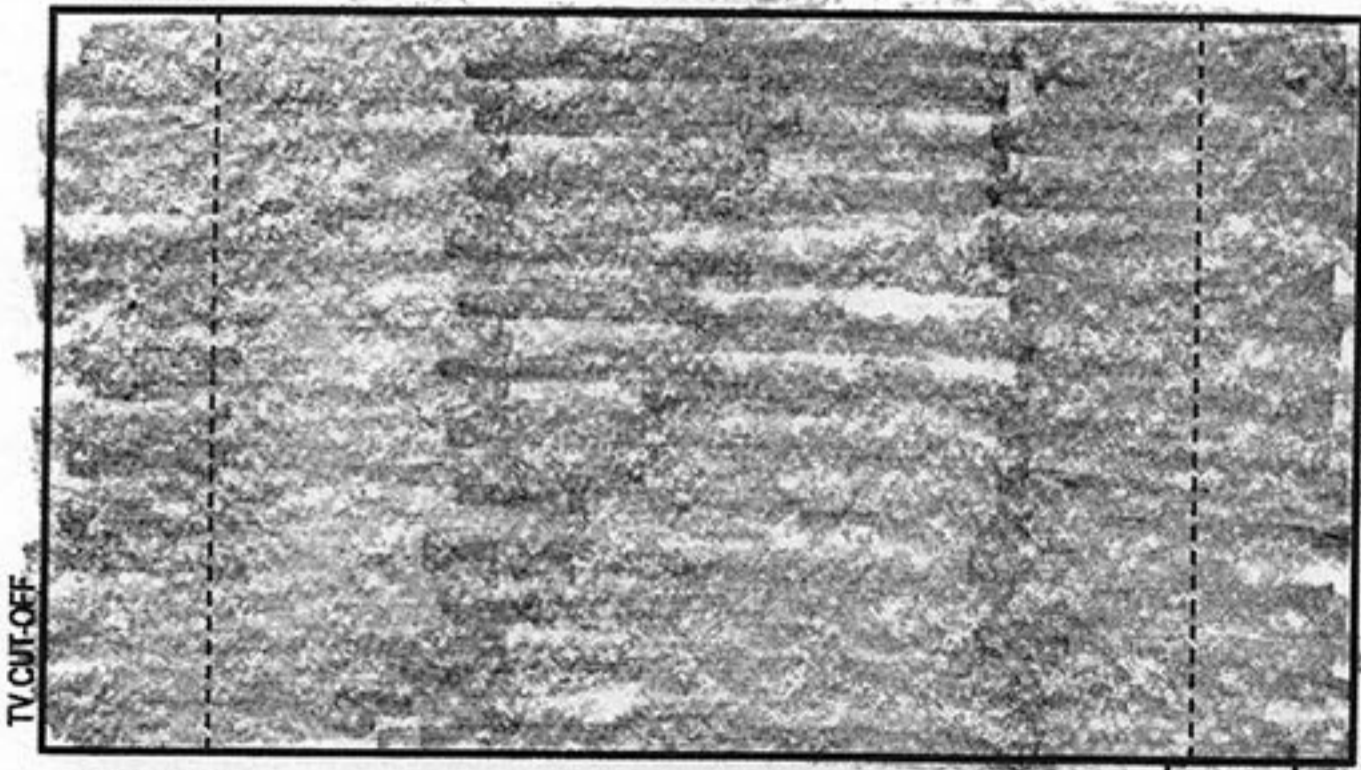


action
Image tilts & fades as Angel passes out

dialog

TV CUT-OFF TV CUT-OFF PANEL 3

SCENE A137 BG.

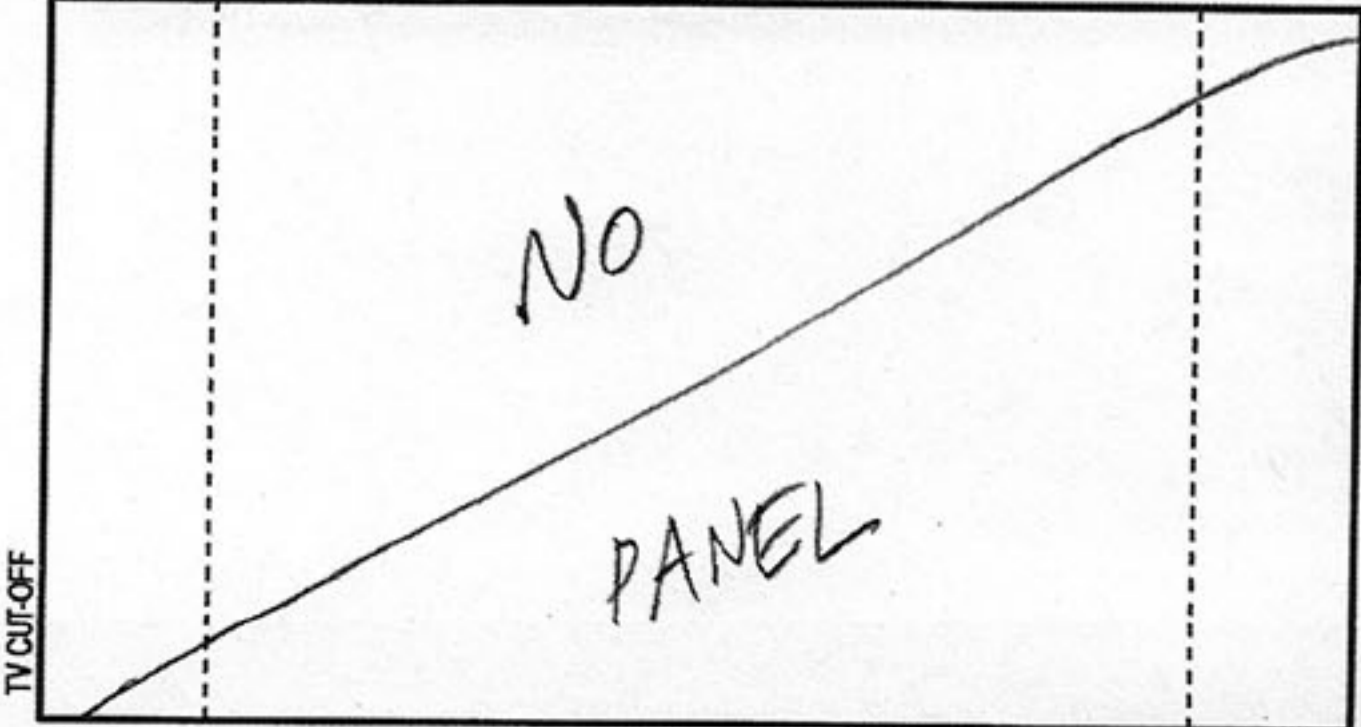


action
FADE TO BLACK

dialog
SFX = Beep - Beep
(57) WARREN Sr. (vo): How could you let this happen?

TV CUT-OFF TV CUT-OFF PANEL 4

SCENE BG.



action

dialog

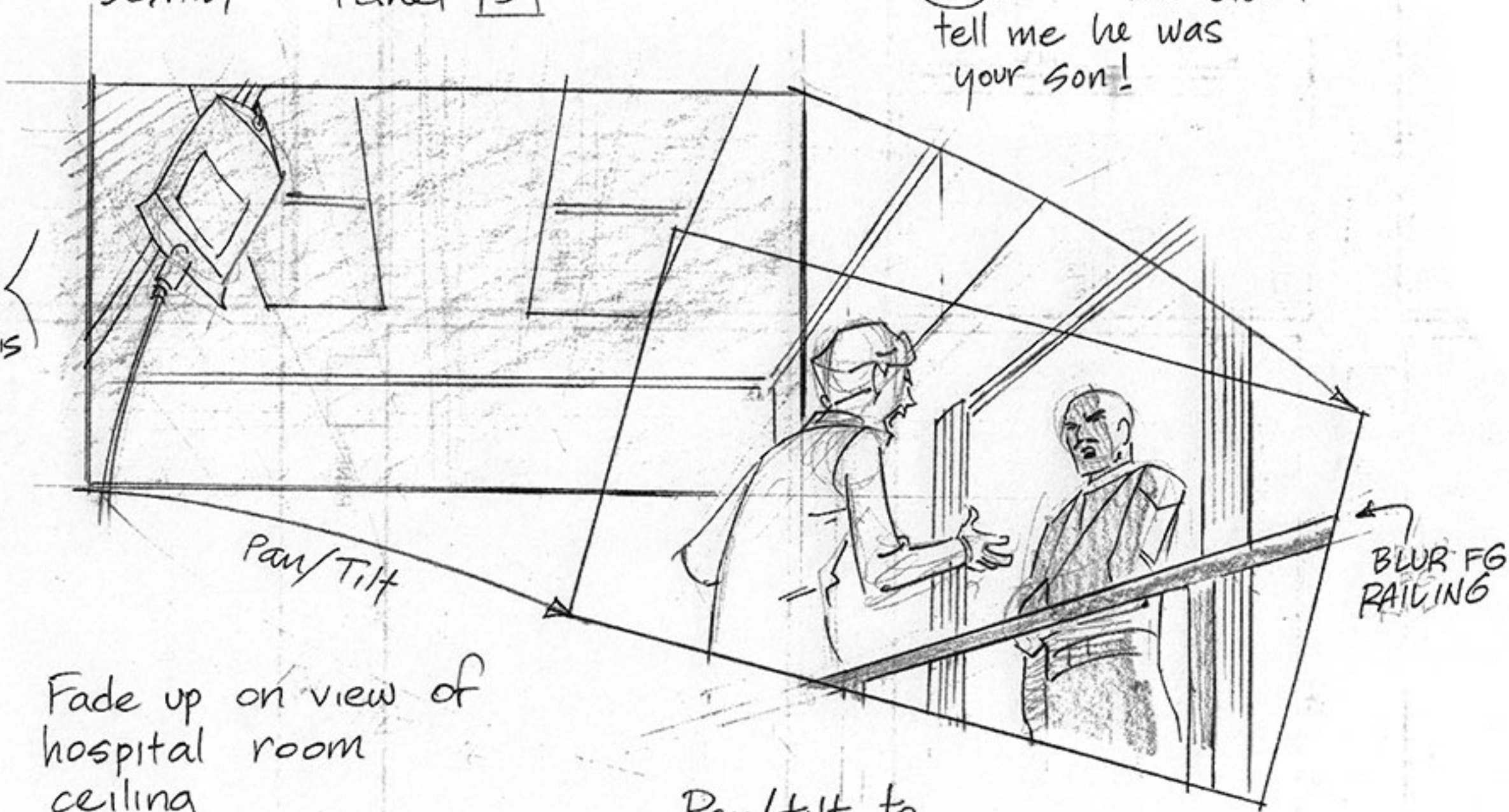
TV CUT-OFF TV CUT-OFF PANEL

Sc. A137 Panel 5

(57) Con't
-He wasn't supposed to be injured!

(59) MOSS - You didn't tell me he was your son!

Fade up on this POV



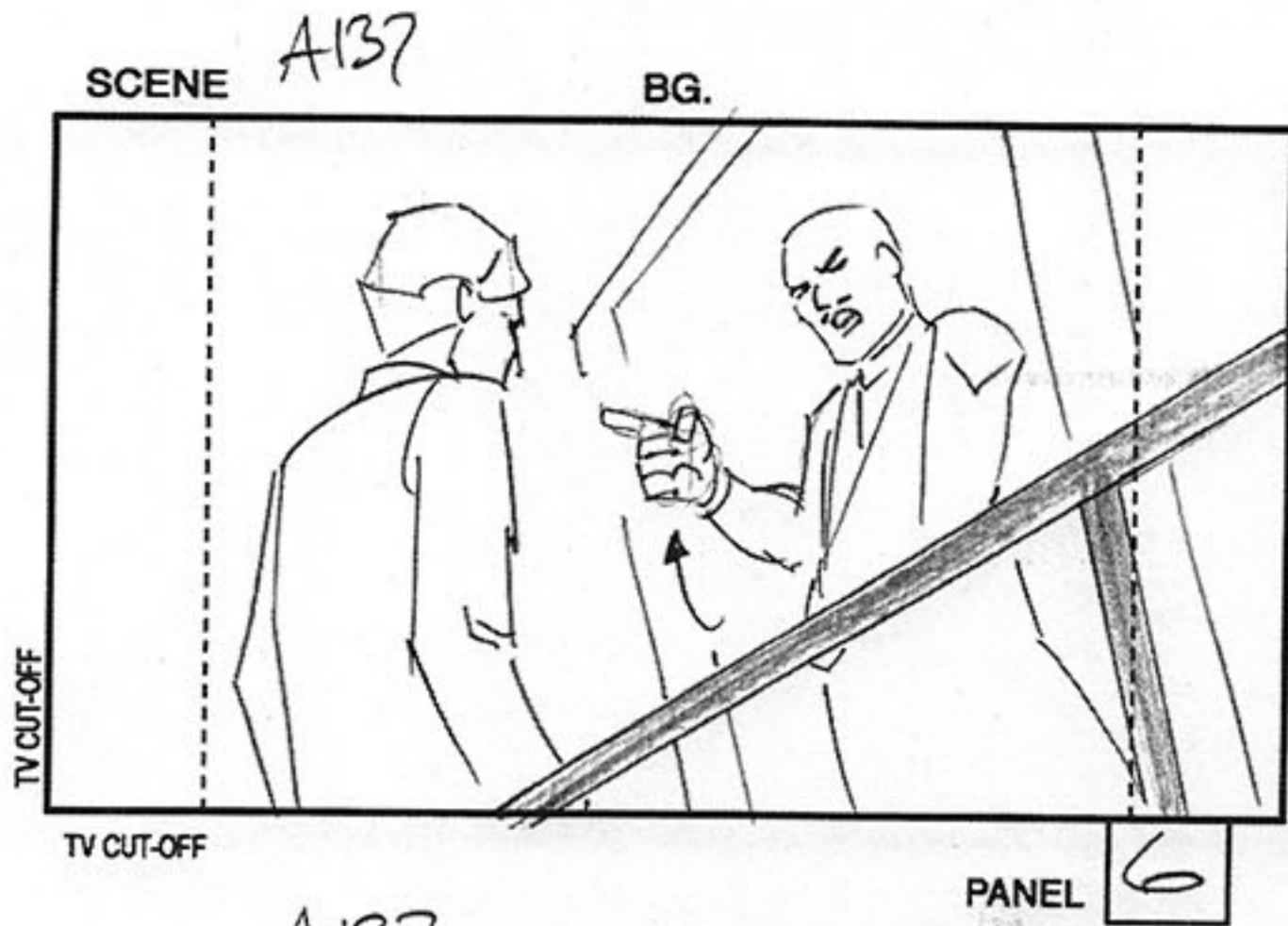
Pan/Tilt

BLUR FG RAILING

Fade up on view of hospital room ceiling

Pan/tilt to Warren Sr. arguing with Moss

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action

Moss points at him

dialog

This could have been avoided if you'd been honest with us.

PANEL 6



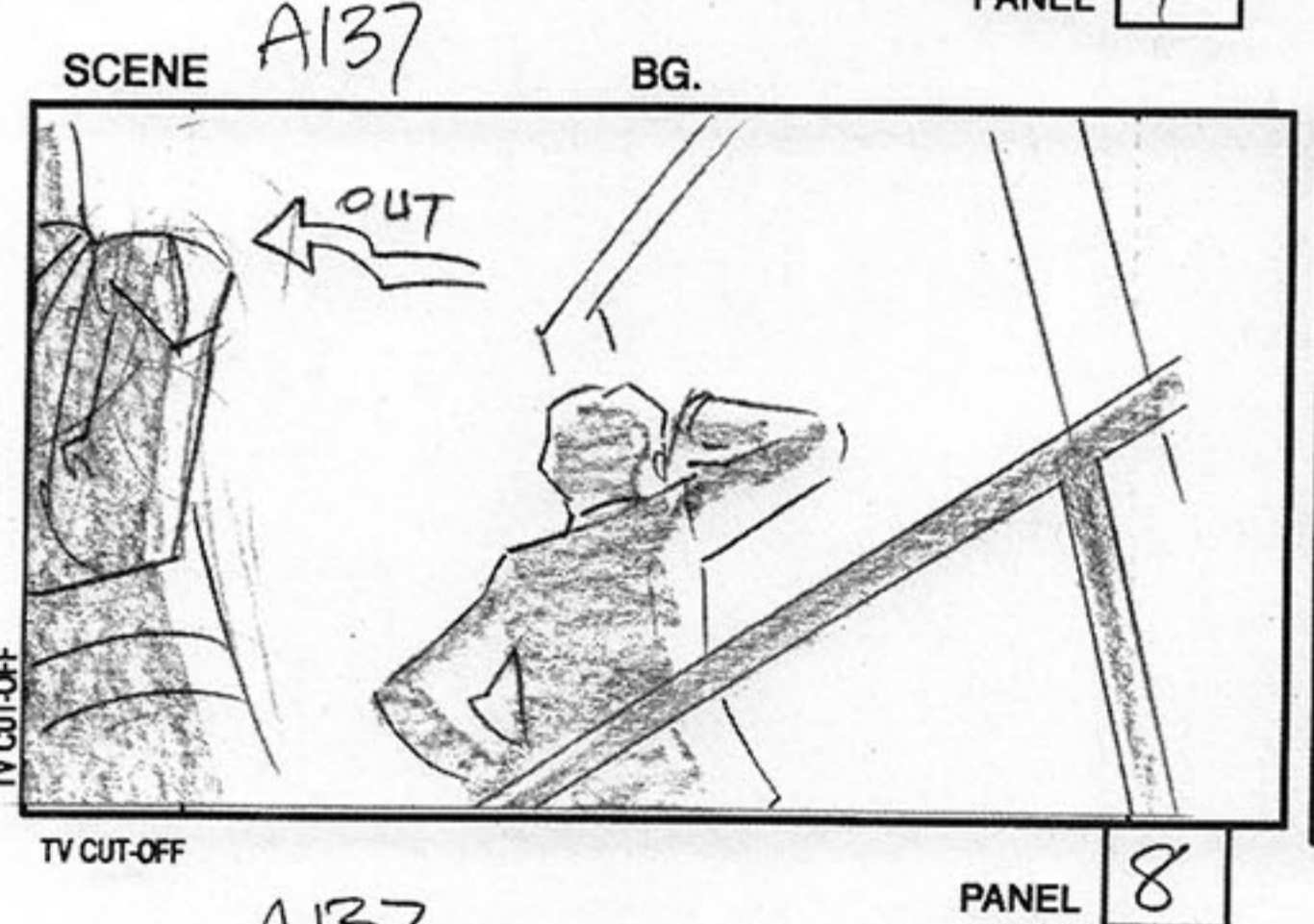
action

Warren moves to window, leans on it

dialog

(b1) WARREN SR. -
Just... get out of here, Moss.

PANEL 7

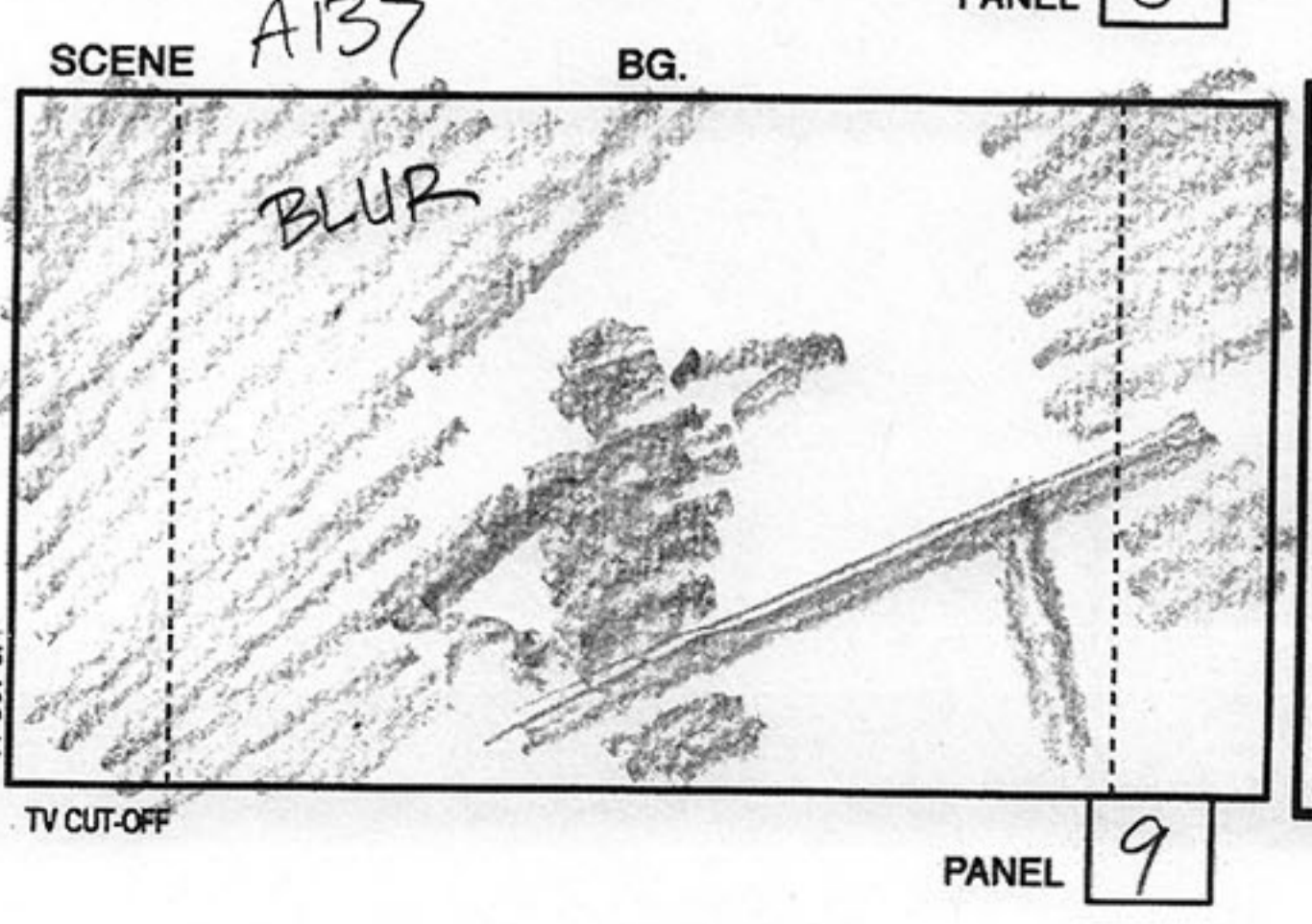


action

Moss walks OS

dialog

PANEL 8



action

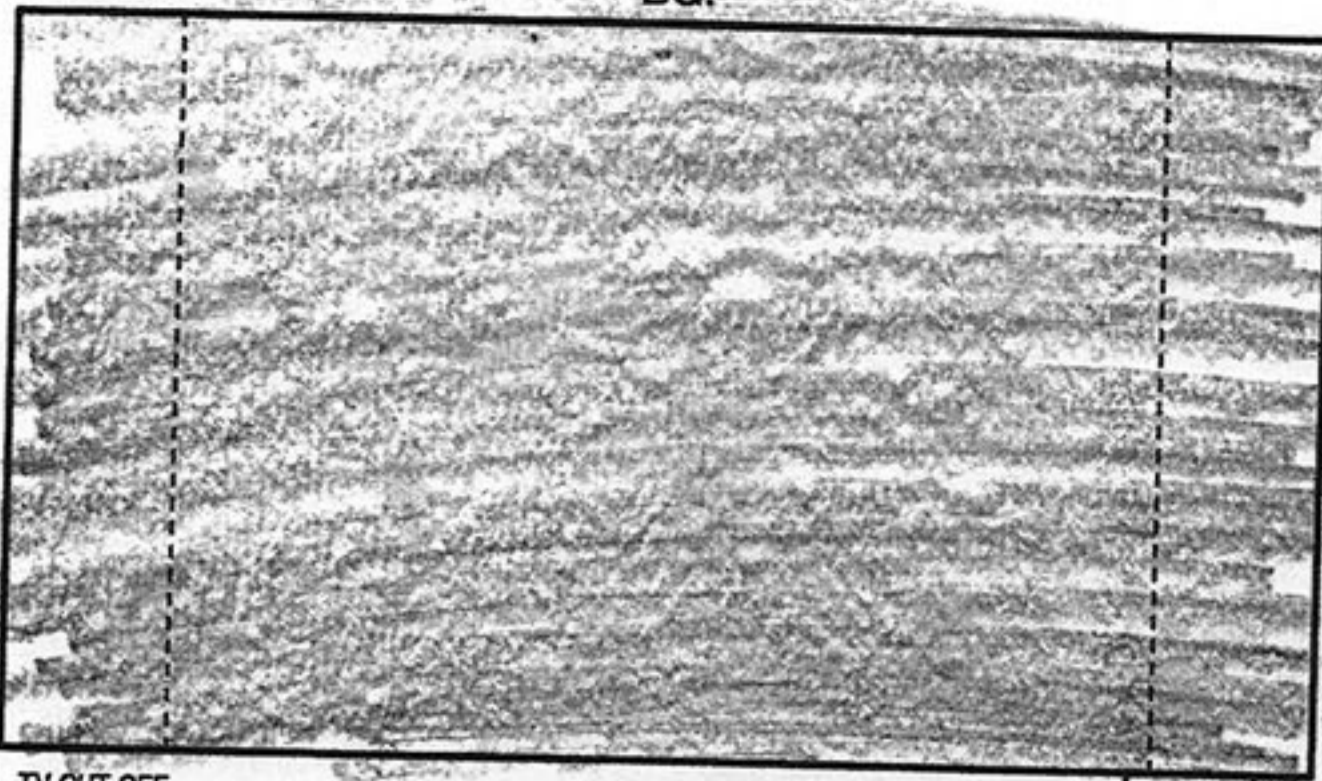
Image blurs -

dialog

PANEL 9

SCENE A137

BG.



action

-then goes black

dialog

TV CUT-OFF

TV CUT-OFF

PANEL 10

SCENE A138

BG.



action

Truck out from Angel lying in bed

dialog

(60) DOCTOR/VO: Mr. Worthington?

TV CUT-OFF

TV CUT-OFF

PANEL 1

SCENE A138

BG.



action

Pan as Warren reacts to doctor closing door

(62) WARREN: Doctor?

(63) DOC: I can help him with—

TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE A38

BG.



action

They walk toward each other

dialog

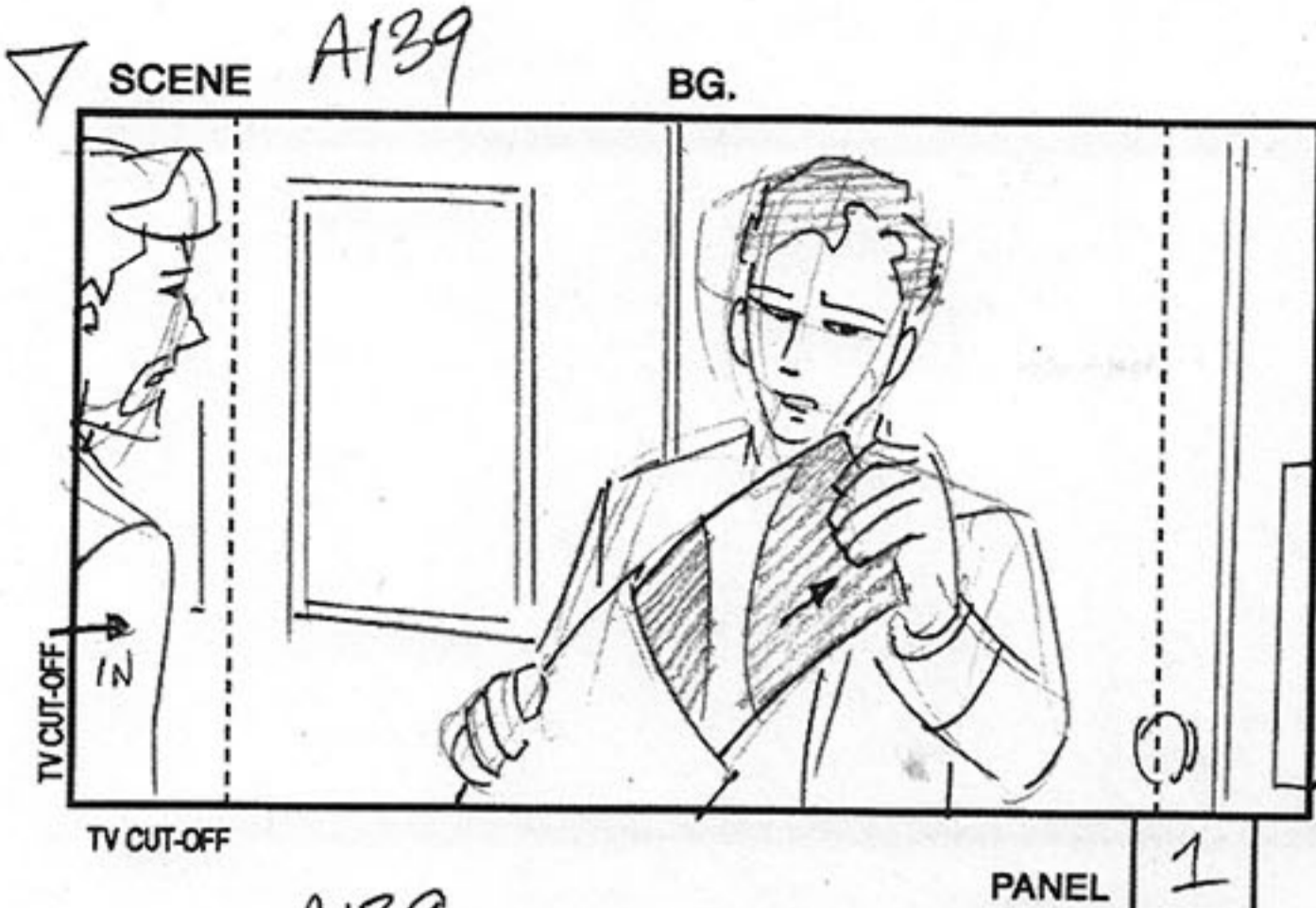
- the broken ribs and the concussion...

TV CUT-OFF

TV CUT-OFF

PANEL 3

Ep #: WX



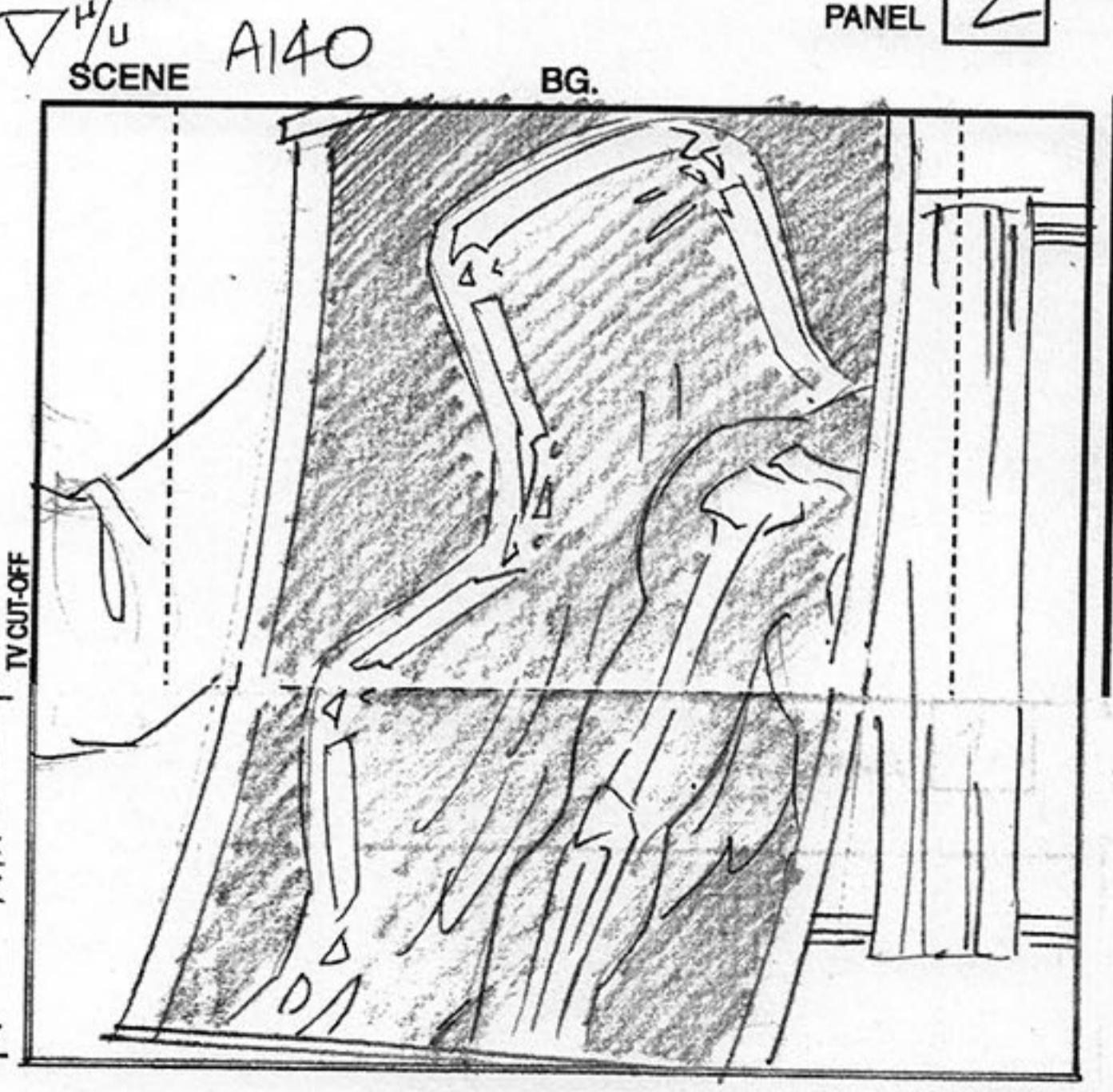
action
 Doctor pulls X-ray out of envelope

dialog
 But... the wings...



action
 Both look at it

dialog
 (64) WARREN SR.
 Wh-what about them?



action
 Pan down X-Ray to see broken wing bones

dialog
 (65) DOC/VO: The injuries are severe. I'll need to bring in an avian specialist.

on

ig

SCENE A141

BG.



action
Warren Sr. grabs X-ray

dialog

TV CUT-OFF

PANEL 1

SCENE A141

BG.



action
- pulls it closer

dialog
(66) WARREN SR.
No, save my son, but...

TV CUT-OFF

PANEL 2

SCENE A141

BG.



action
Pan left as he looks OS

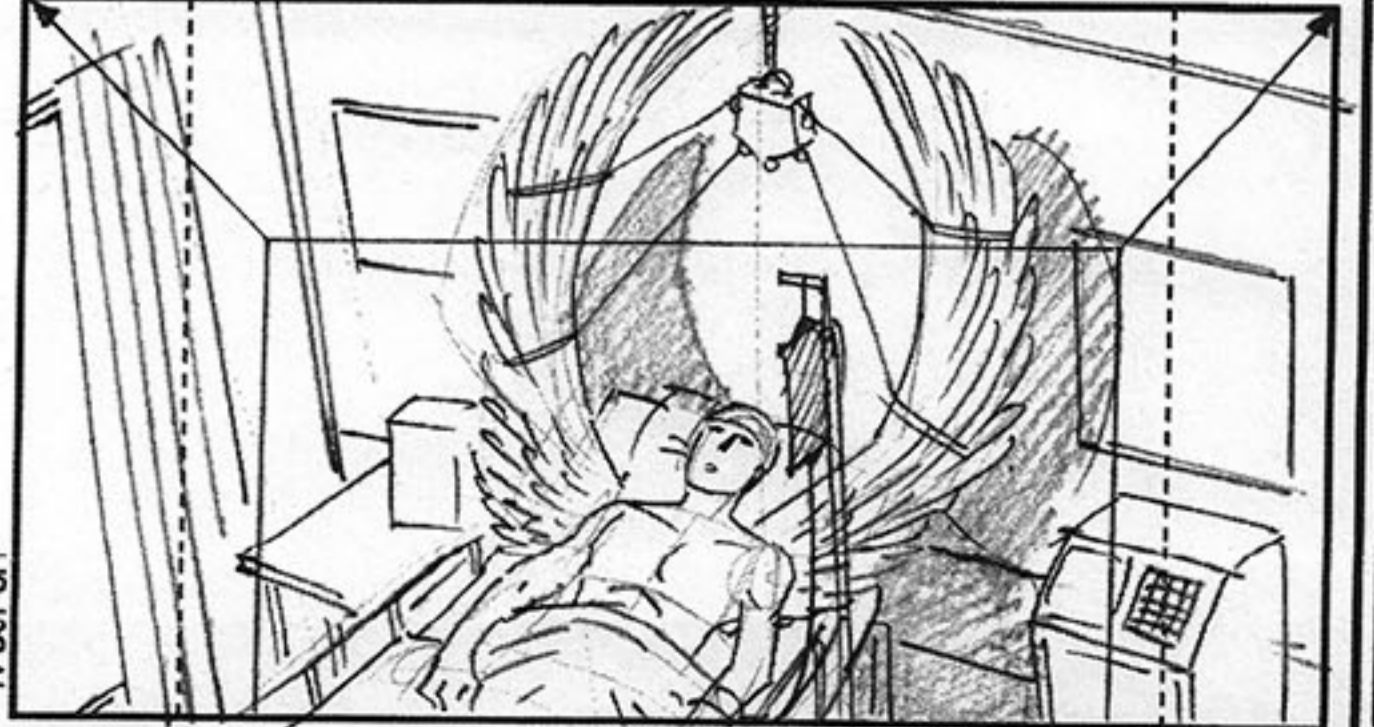
g
- not the wings.

TV CUT-OFF

PANEL 3

SCENE A142

BG.



action
Truck out from Angel lying with wings in traction

dialog

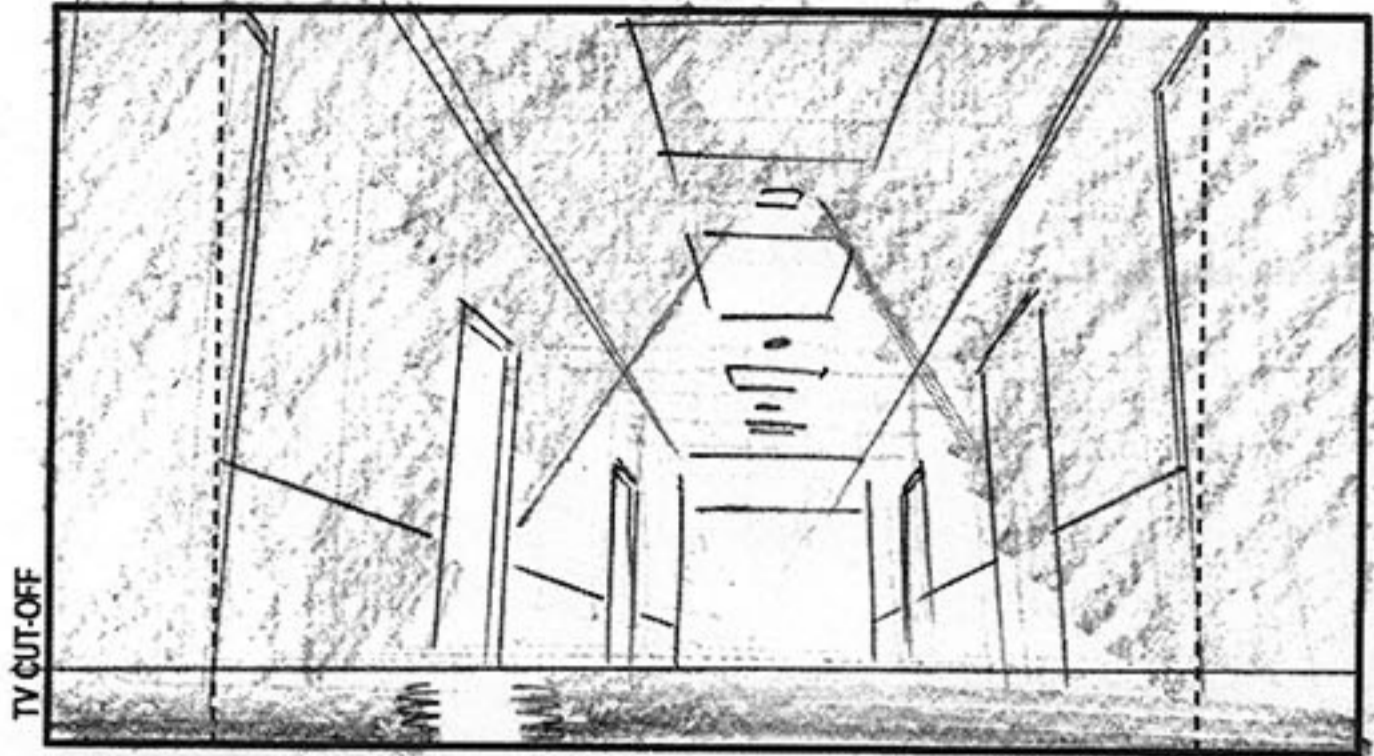
TV CUT-OFF

PANEL 1

END ACT (A)

START ACT (B)

SCENE B1 BG.



TV CUT-OFF

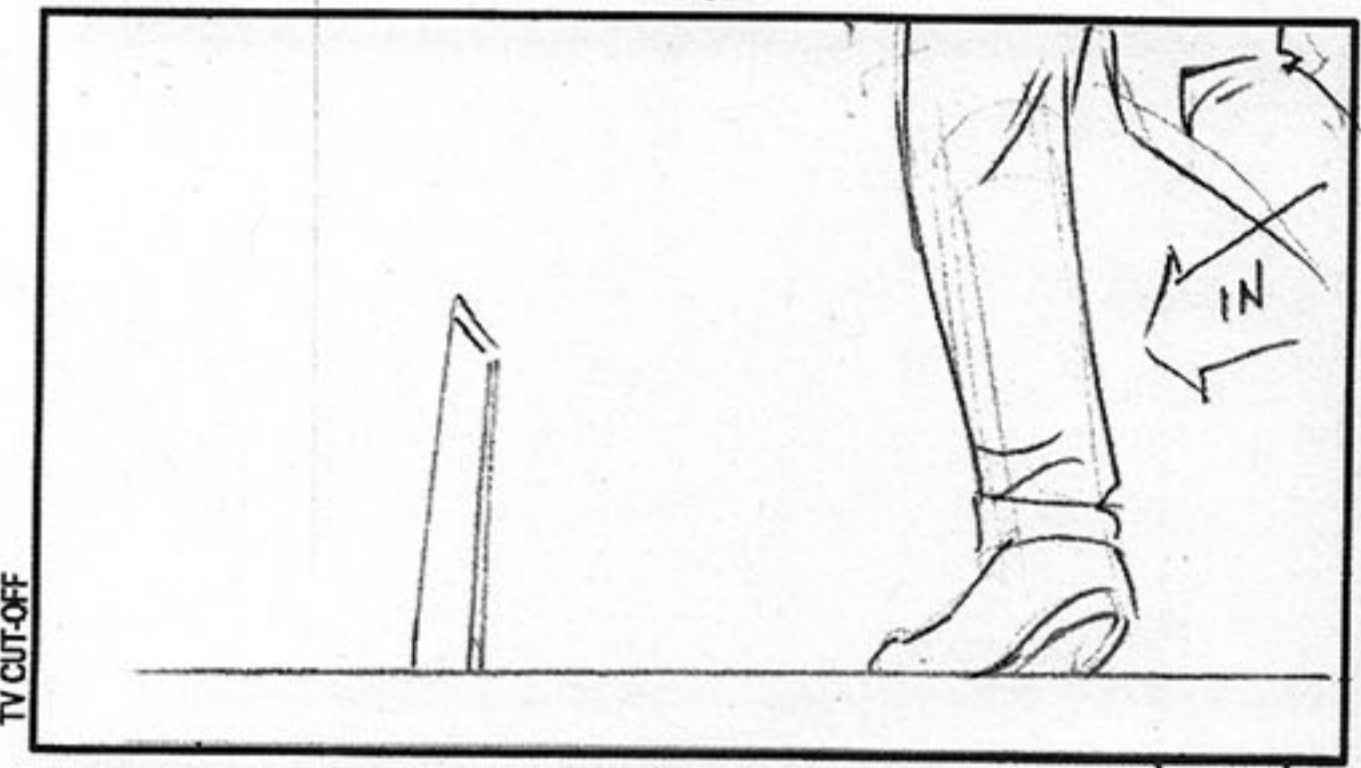
TV CUT-OFF

PANEL 1

action
Hospital corridor/night
(light comes from open room)

dialog
(67) ANGEL (VO): Nooo!
Nooo! What have you done?

SCENE B1 BG.



TV CUT-OFF

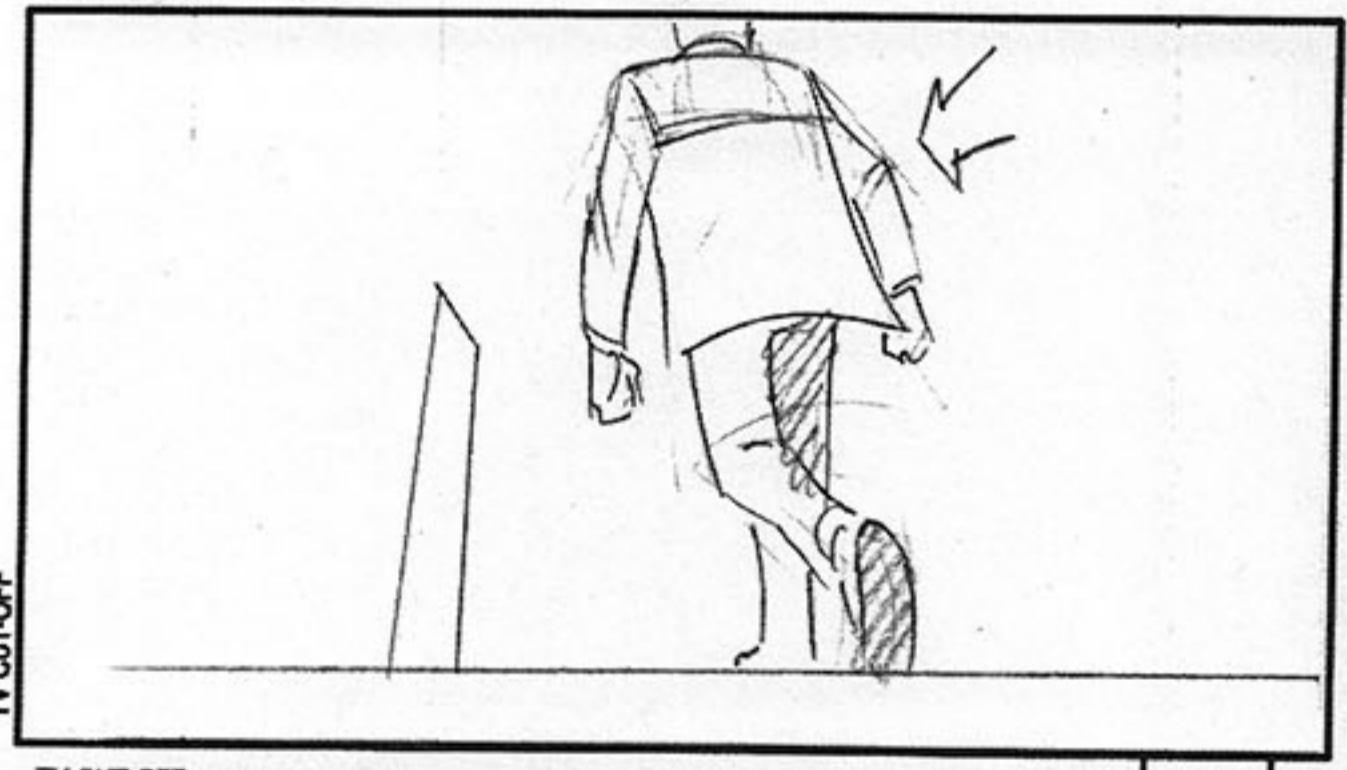
TV CUT-OFF

PANEL 2

action
Warren Sr. steps in close to cam

dialog
Where is he?

SCENE B1 BG.



TV CUT-OFF

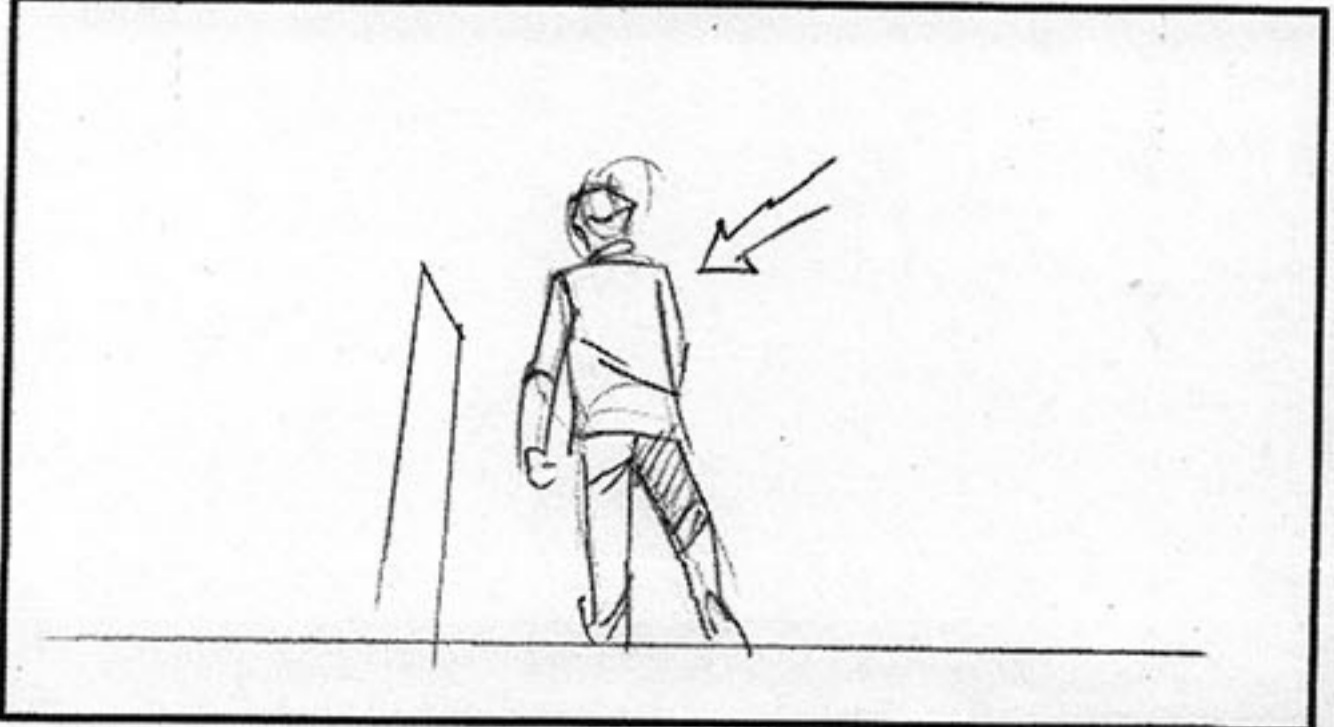
TV CUT-OFF

PANEL 3

action
He walks toward the open door

dialog
Get my father in here!

SCENE B1 BG.



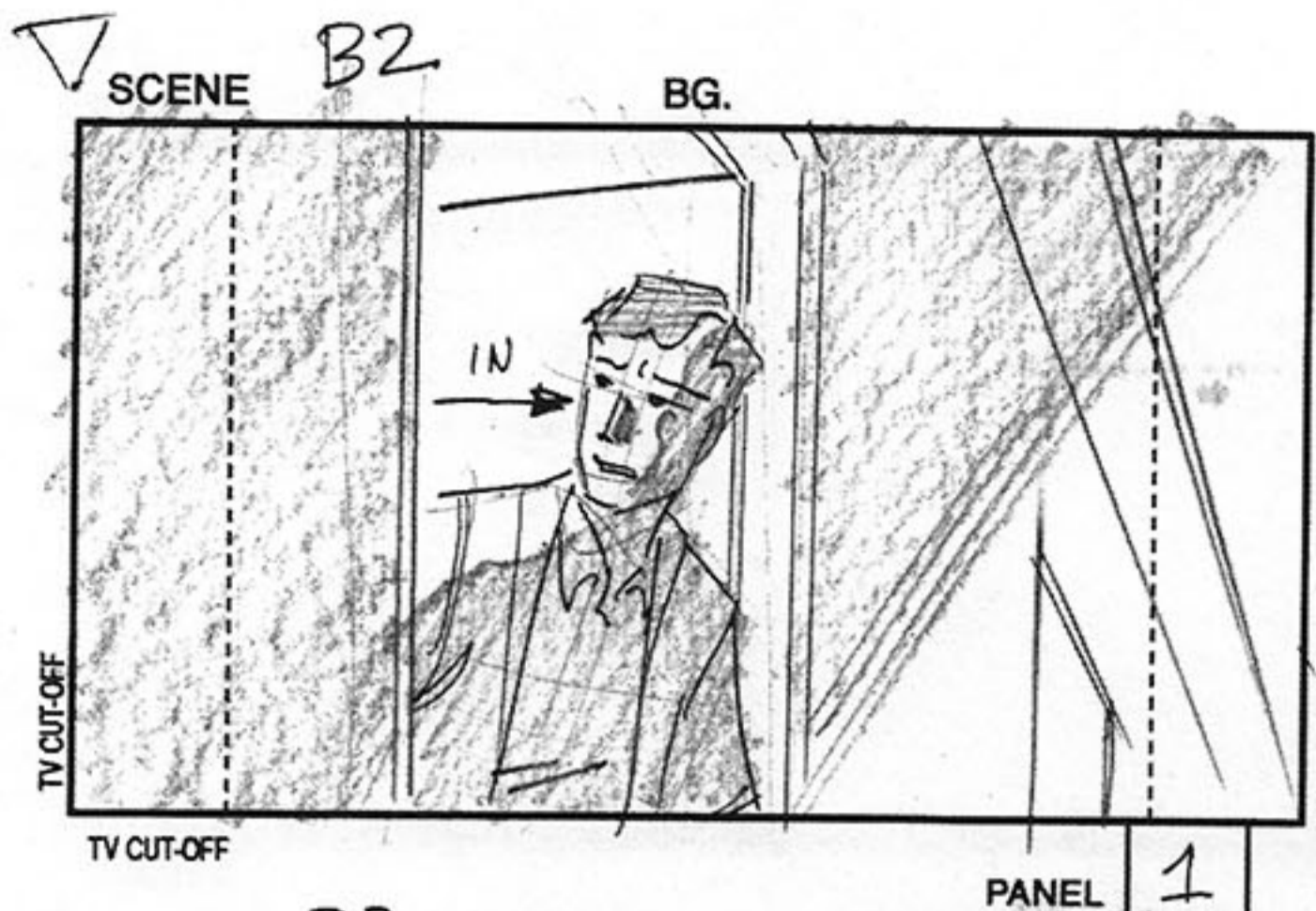
TV CUT-OFF

TV CUT-OFF

PANEL 4

action
Continued

dialog
Now! Find him!
Find him...



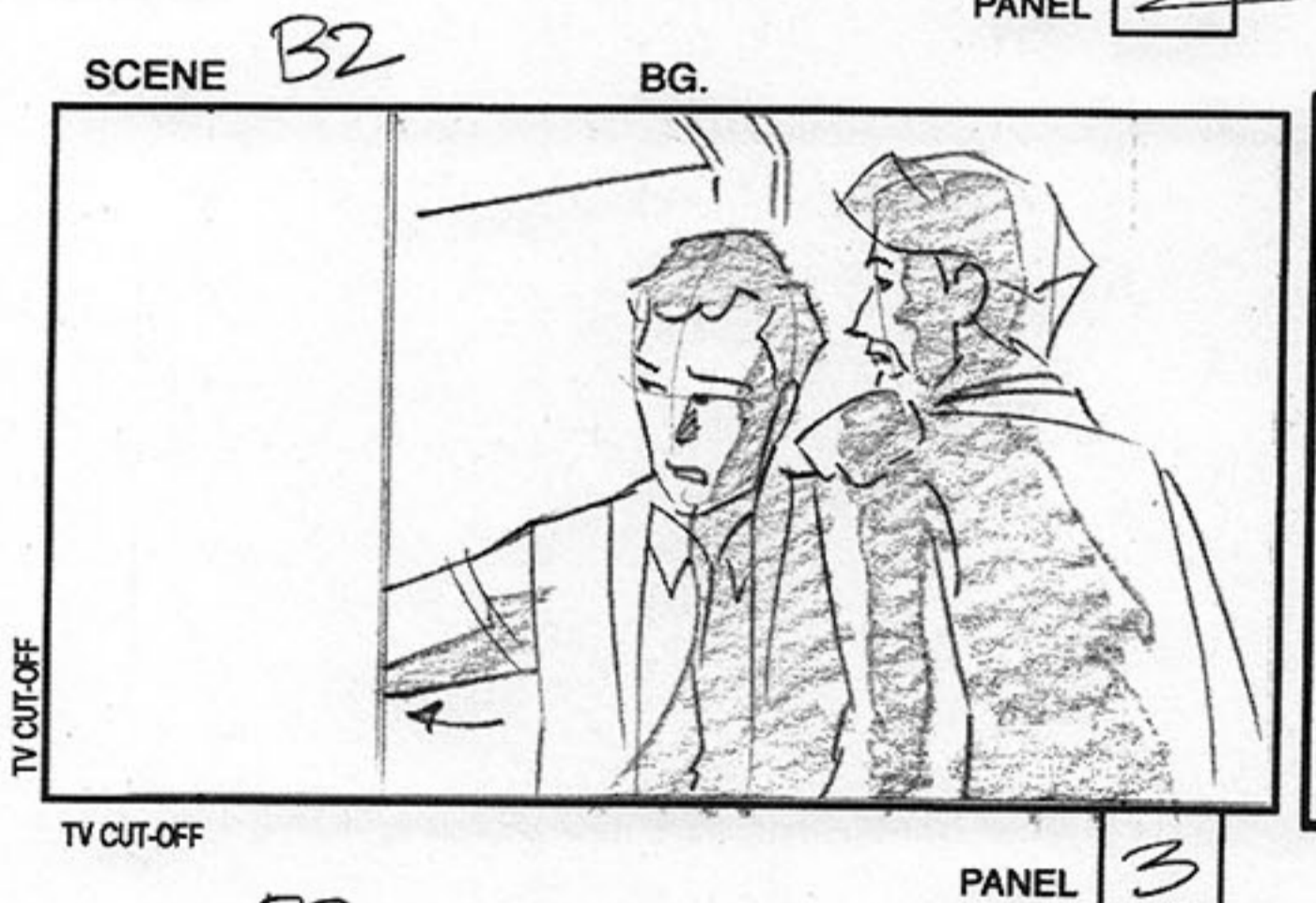
action
 Doctor emerges from Angel's room

dialog
 (con't /vo)
 I need...



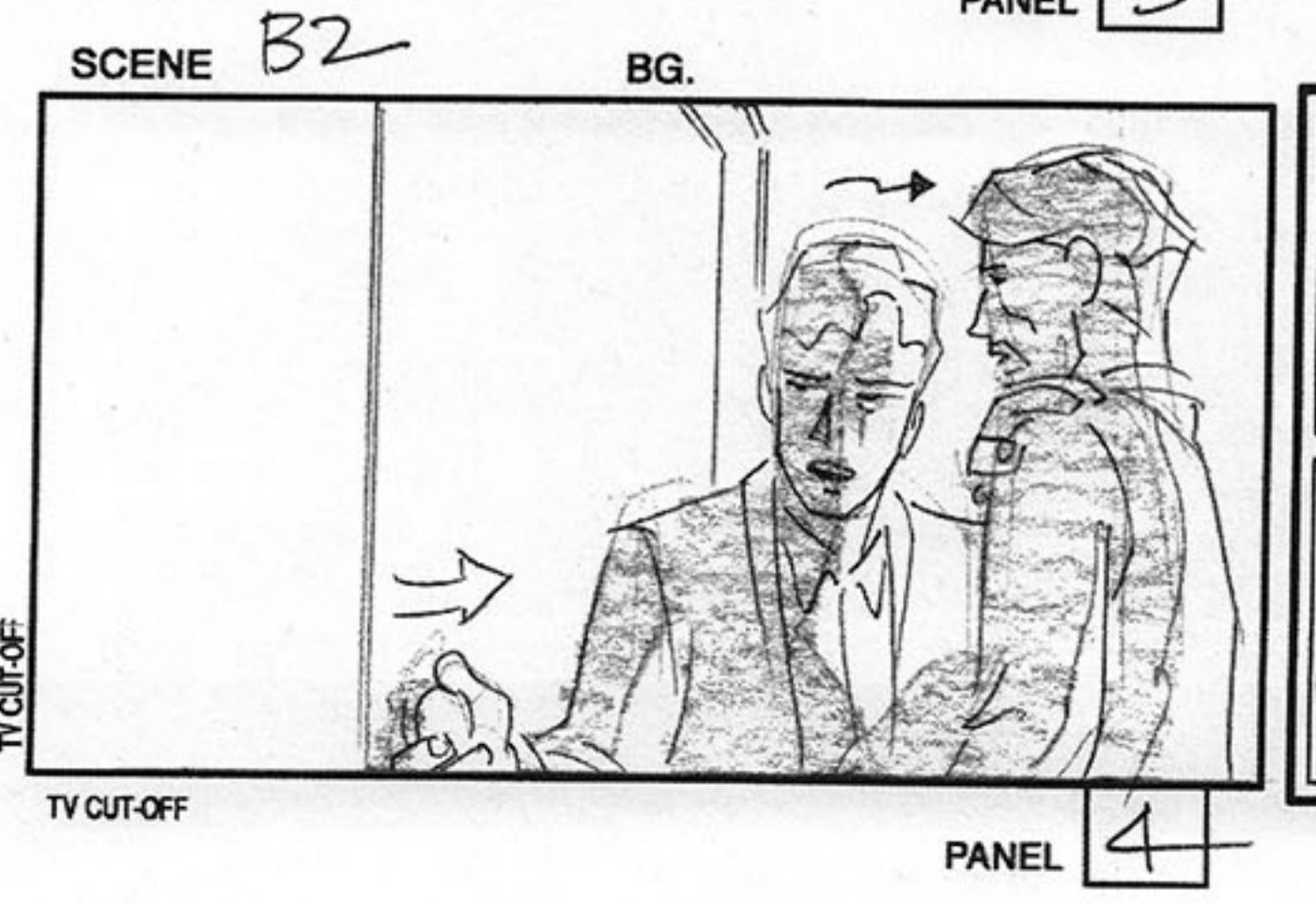
action
 He stops Warren Sr. from entering

dialog
 I need to...
 (68) DOC: Please take my advice-



action
 Reaches for doorknob-

dialog
 -Don't go in there right now.



action
 -pulls door closed

dialog
 (69) WARREN SR. - Will he be OK?
 (70) DOC: Physically? Yes.

H/O
SCENE B3

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

Close on doctor

dialog

But he's so emotional
I had to sedate him.

SCENE B3

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action

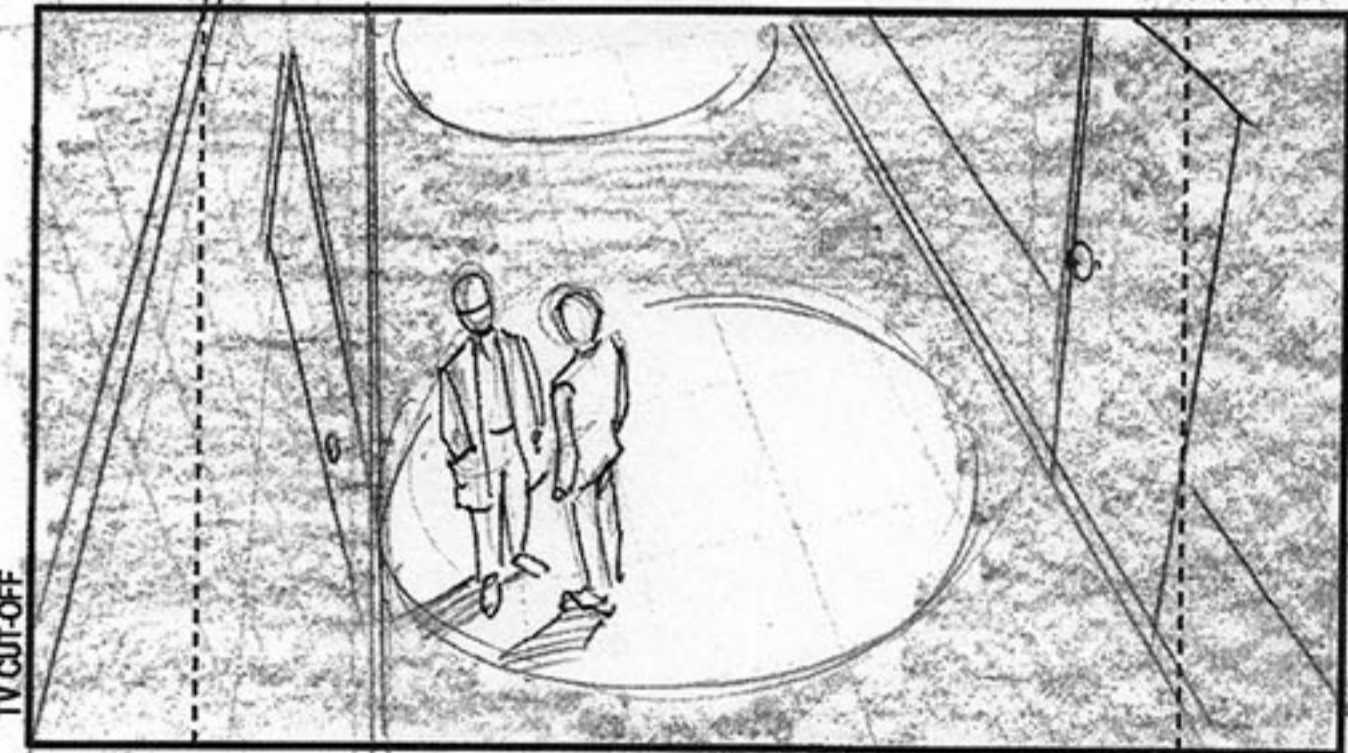
He lifts hand off
Warren's shoulder

dialog

Mr. Worthington...

H/O
SCENE B4

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

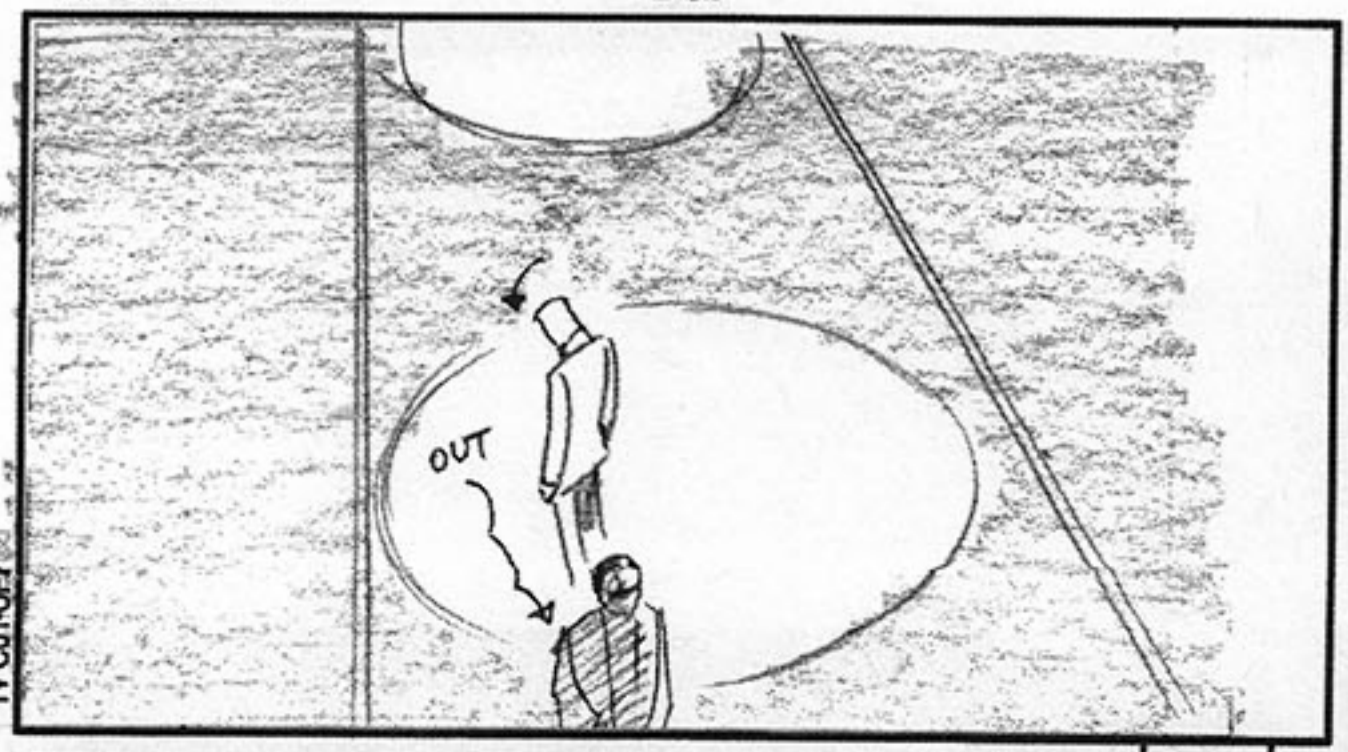
Wide on both in
corridor

dialog

I suggest you find a
good therapist.

SCENE B4

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action

Doctor walks away

dialog

For both of you.

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H/U
SCENE B5



action
Close on Warren,
looking sad

dialog

TV CUT-OFF
TV CUT-OFF
PANEL 1

SCENE B5 BG.



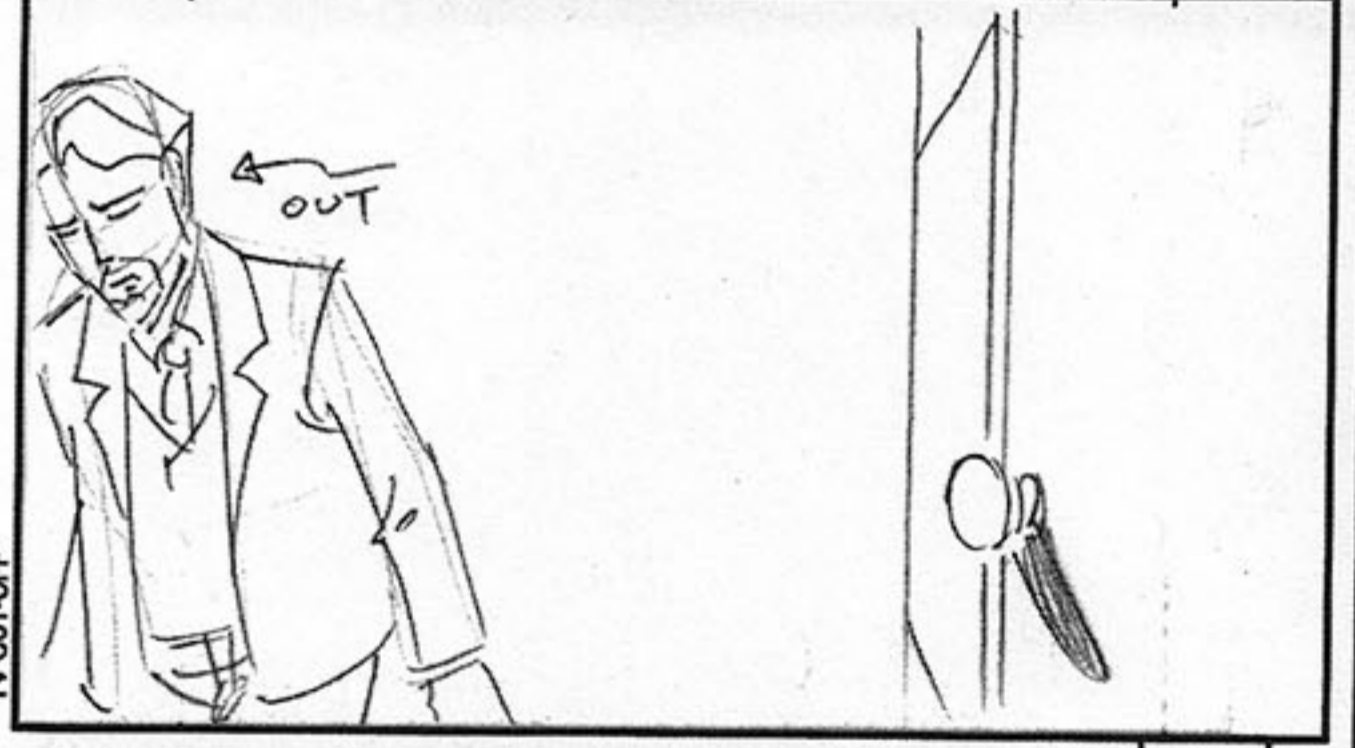
Pan to include
door to Angel's
room

(vo) Angel-
groaning

TV CUT-OFF
PANEL 2

PAN →

SCENE B5 BG.

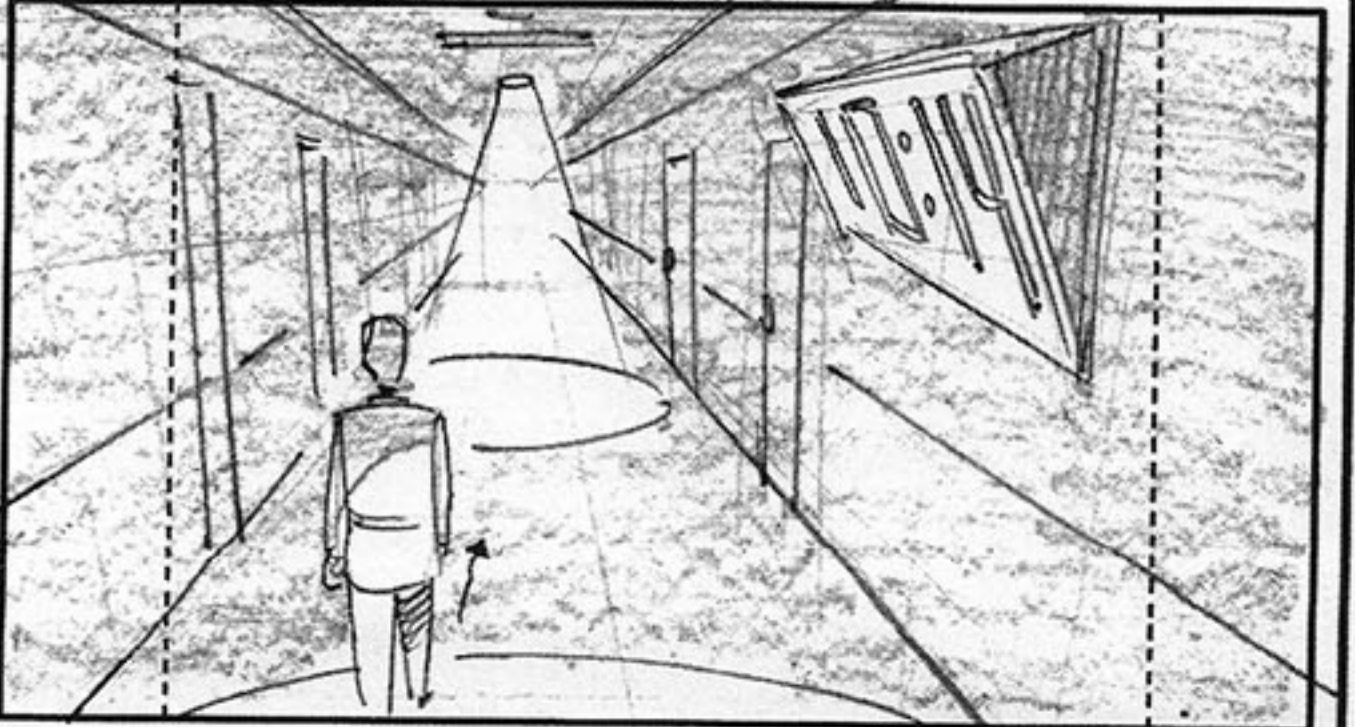


action
Warren walks away

dialog

TV CUT-OFF
PANEL 3

SCENE B6 BG.

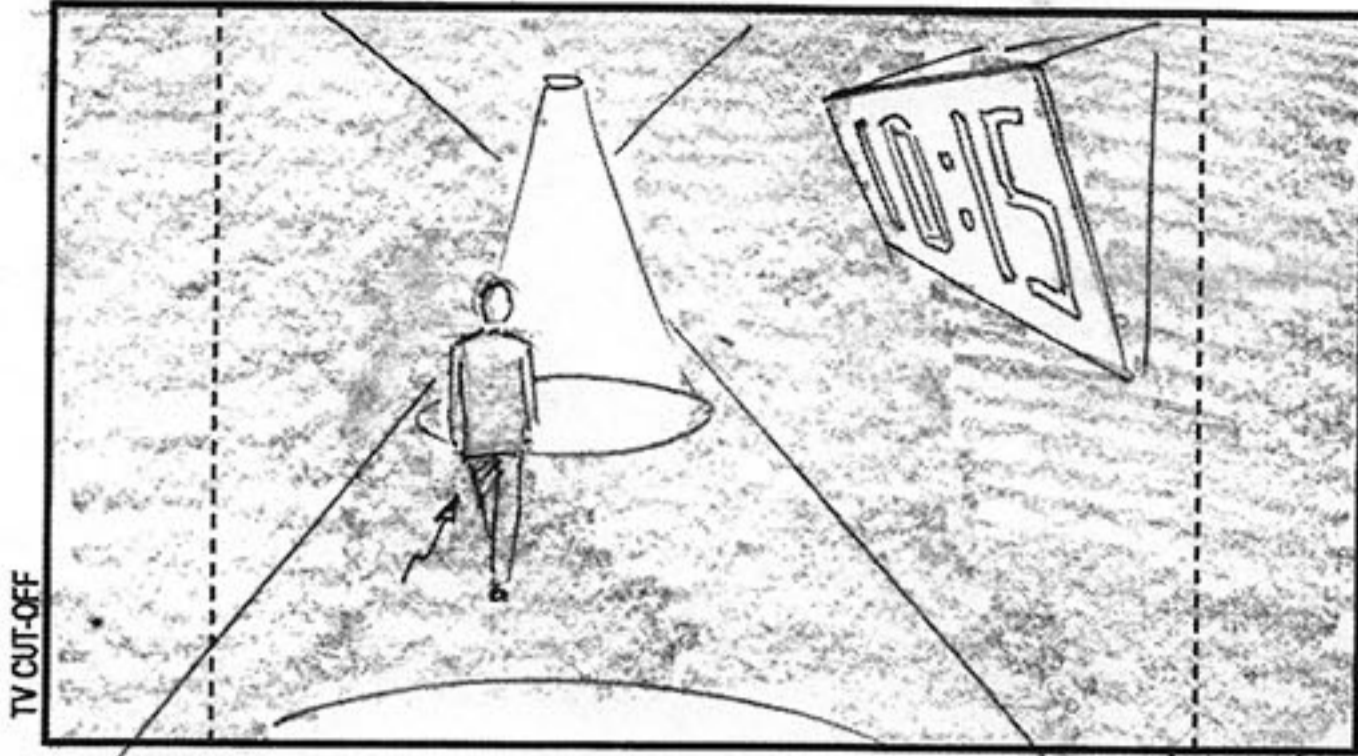


action
He walks away up the
corridor - Clock on wall
reads 10:14

dialog

TV CUT-OFF
PANEL 1

SCENE B6 BG.

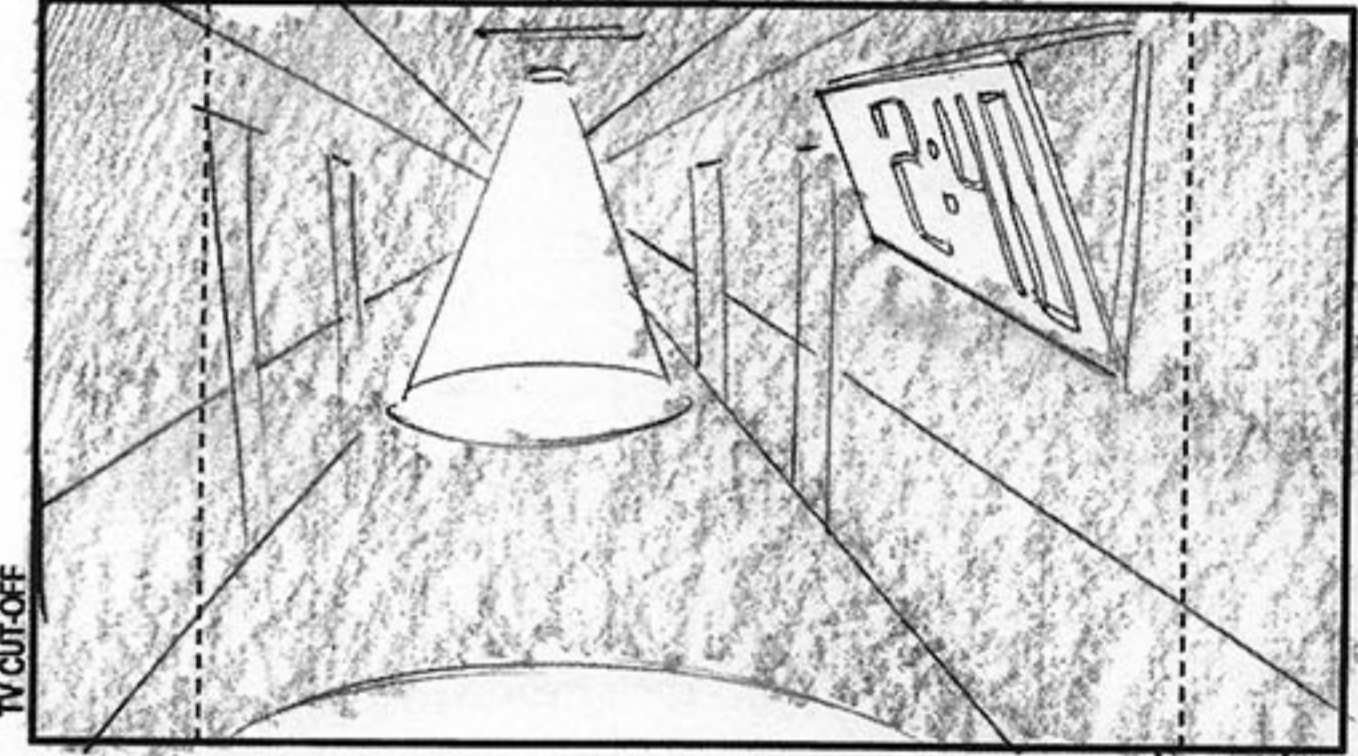


action
Clock changes to 10:15

dialog

TV CUT-OFF X DISS. ↓
PANEL 2

SCENE B6 BG.



action
Diss. to later - clock reads 2:40

dialog

TV CUT-OFF
PANEL 3

SCENE B7 BG.

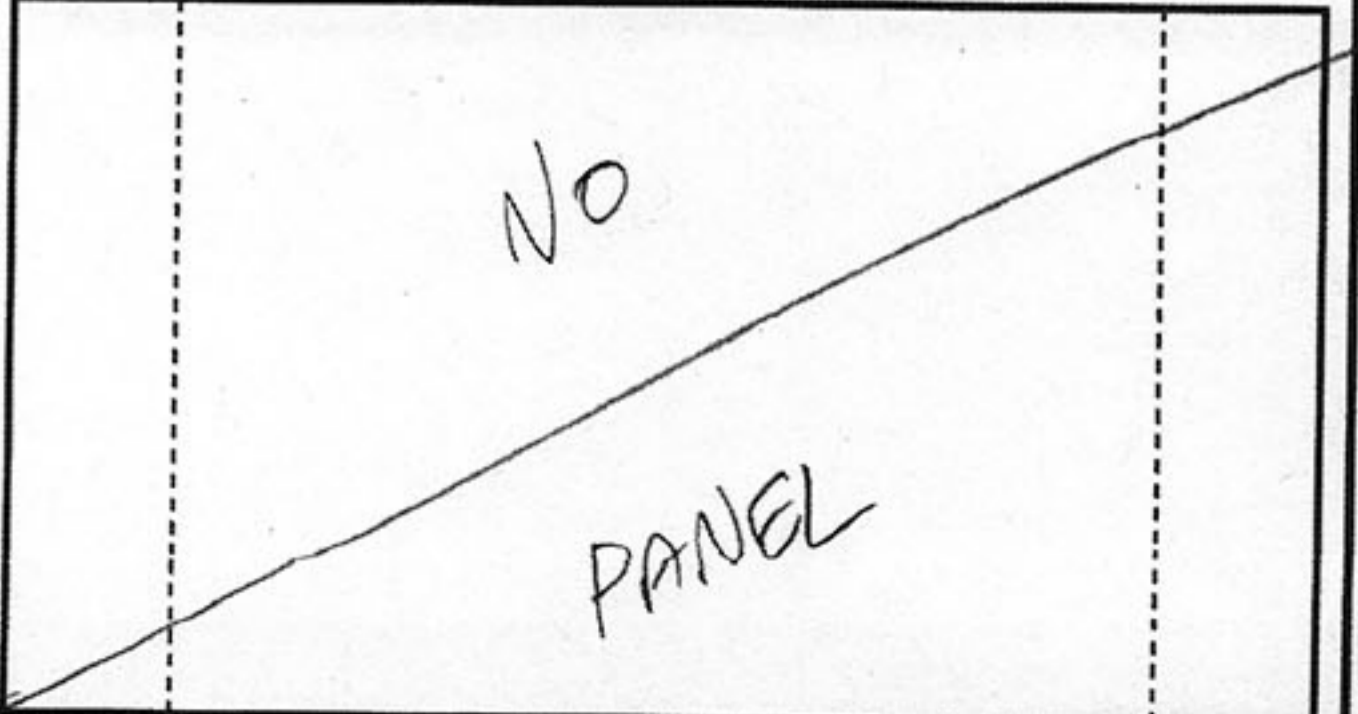


action
Downshot of Angel lying in bed - Moonlight

dialog
(71) SINISTER (VO): Angel...

TV CUT-OFF
PANEL 1

SCENE BG.



action

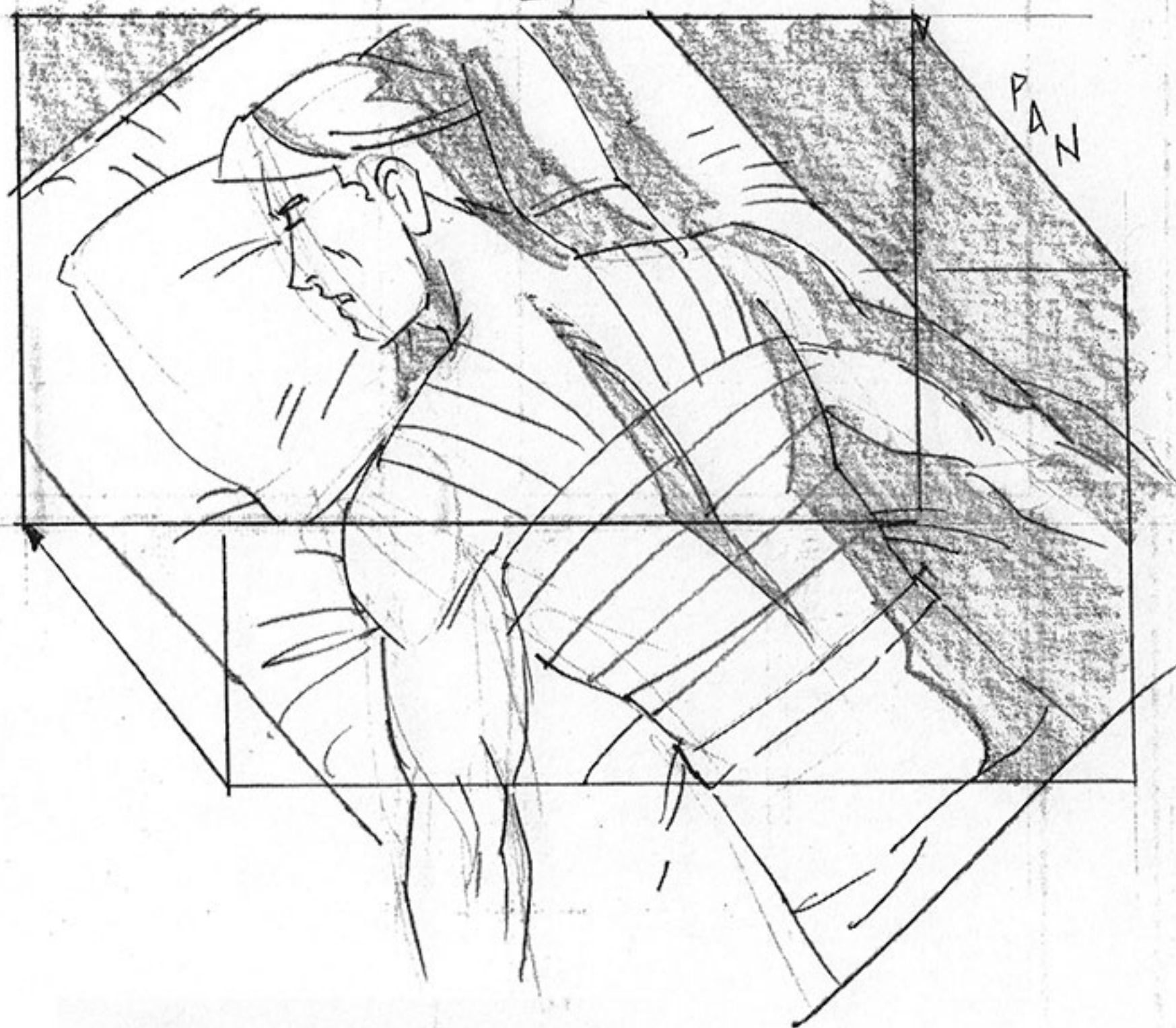
dialog

TV CUT-OFF
PANEL 1

Sc. B8

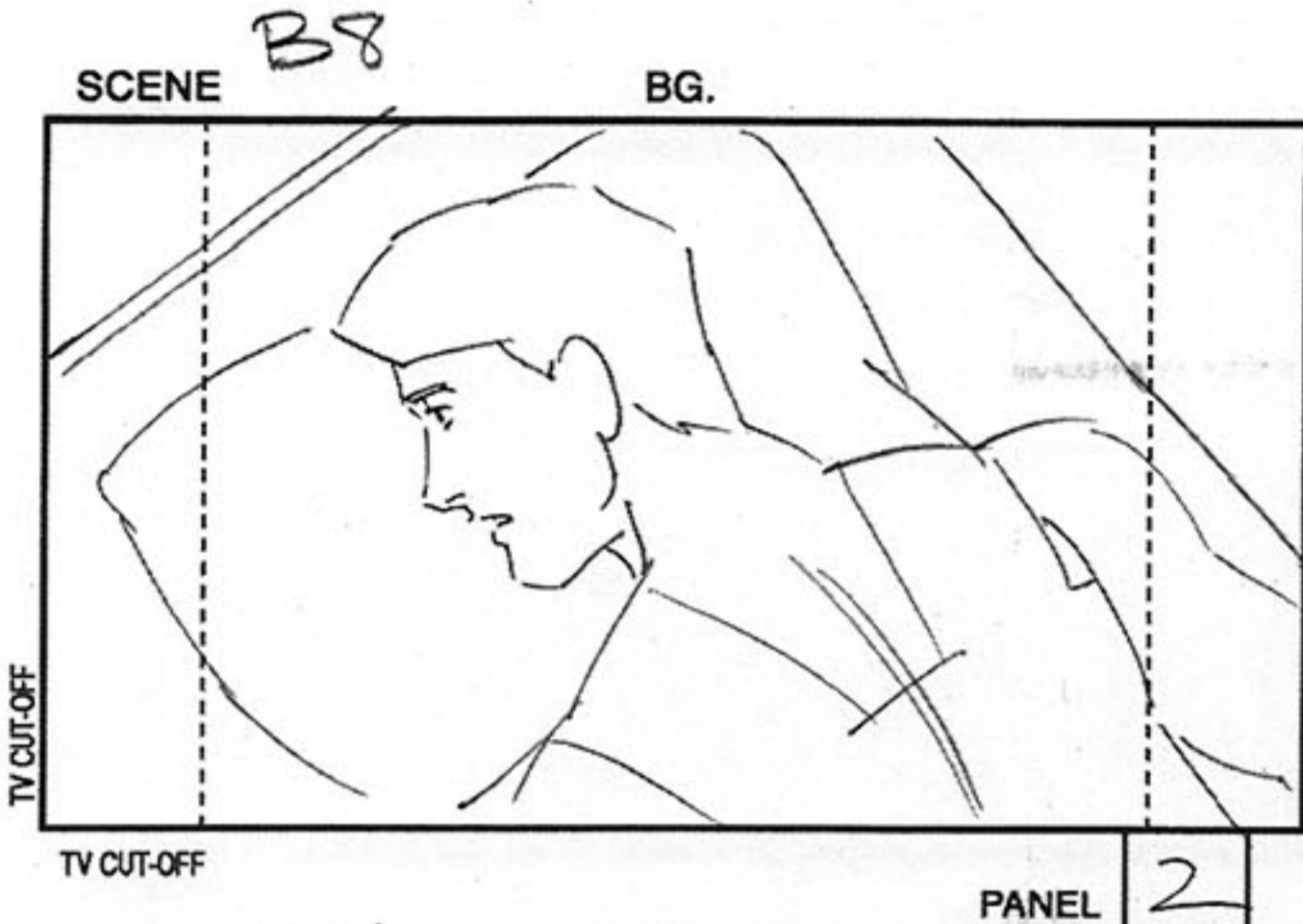
▽ H/U

Panel 1



Pan across
Angel's bandaged
back

⑦ Con't = Angell...



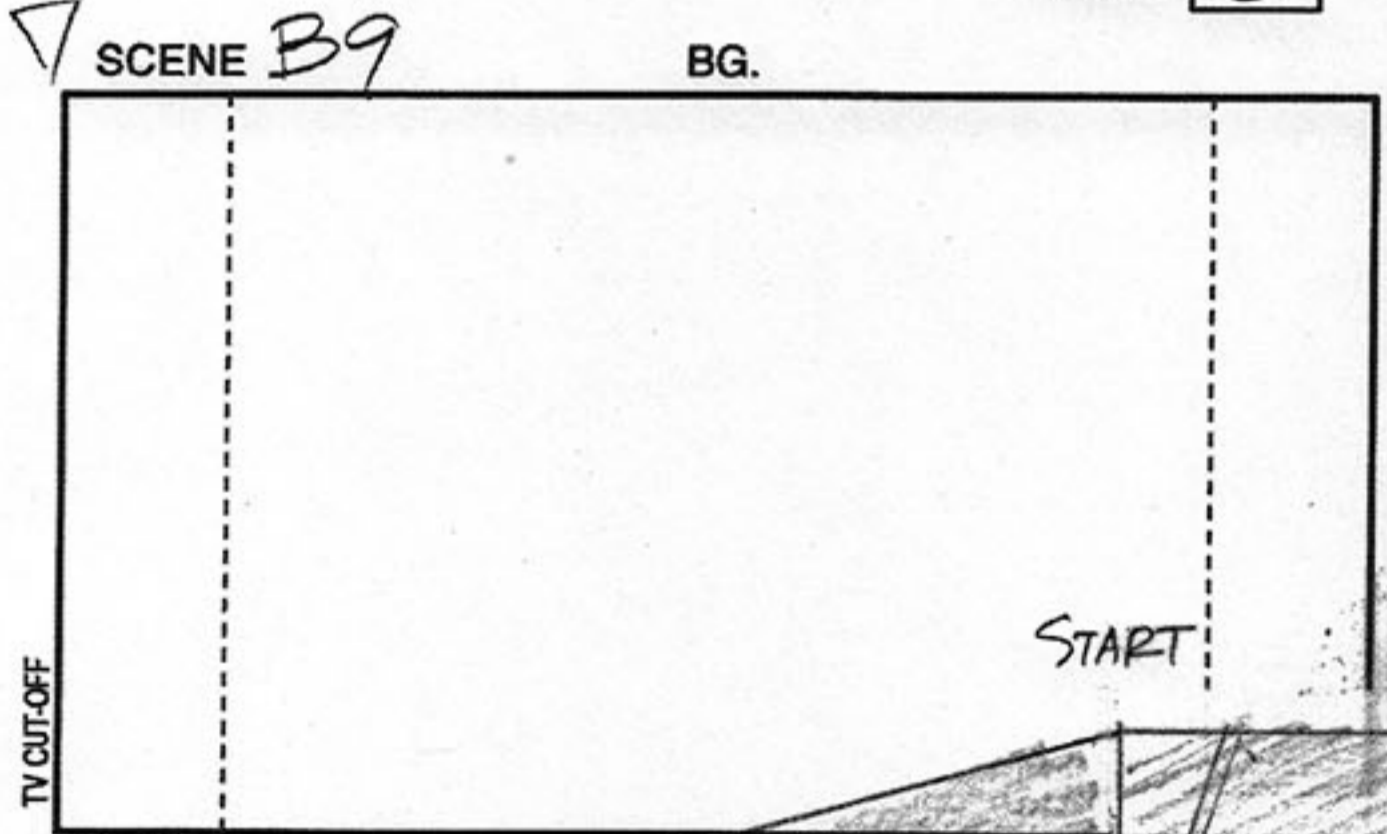
action
His eyes open

dialog
Poor, Poor -



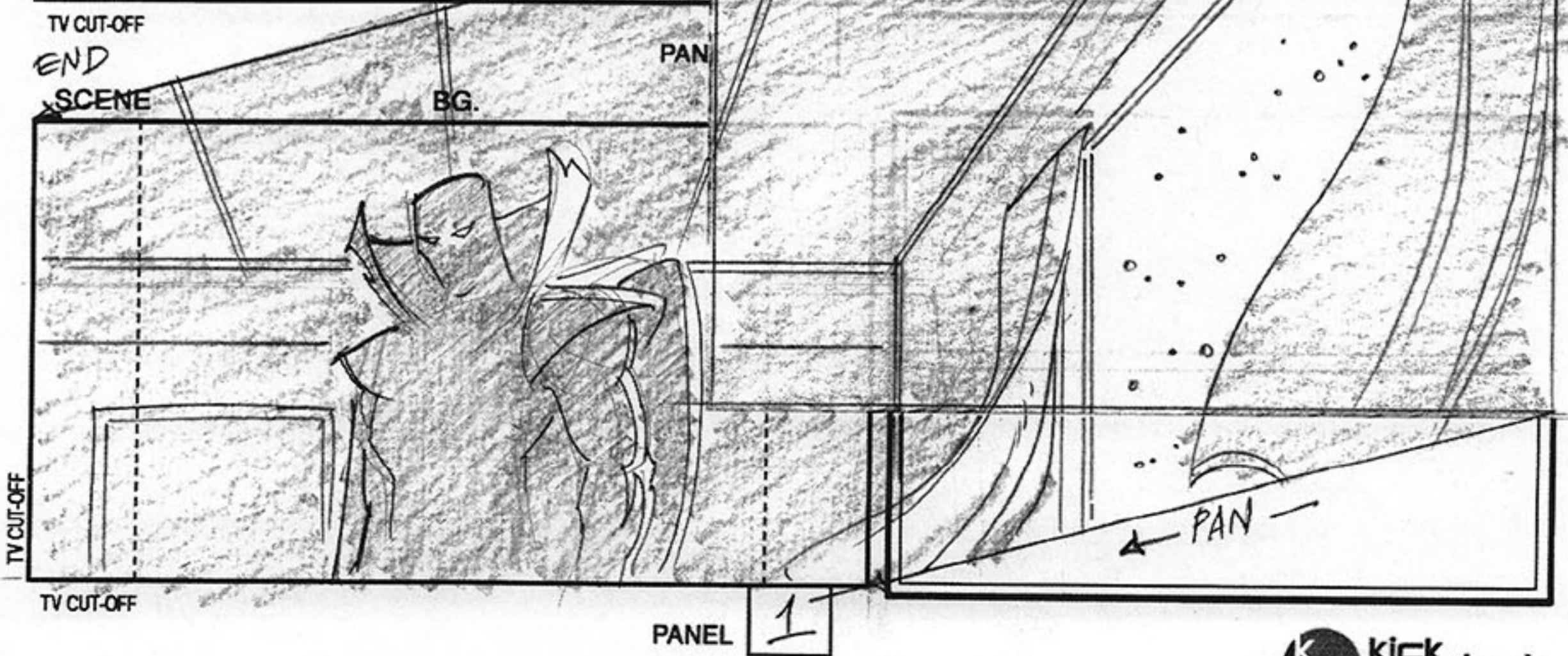
action
He turns, looks back

dialog
-fallen Angel.

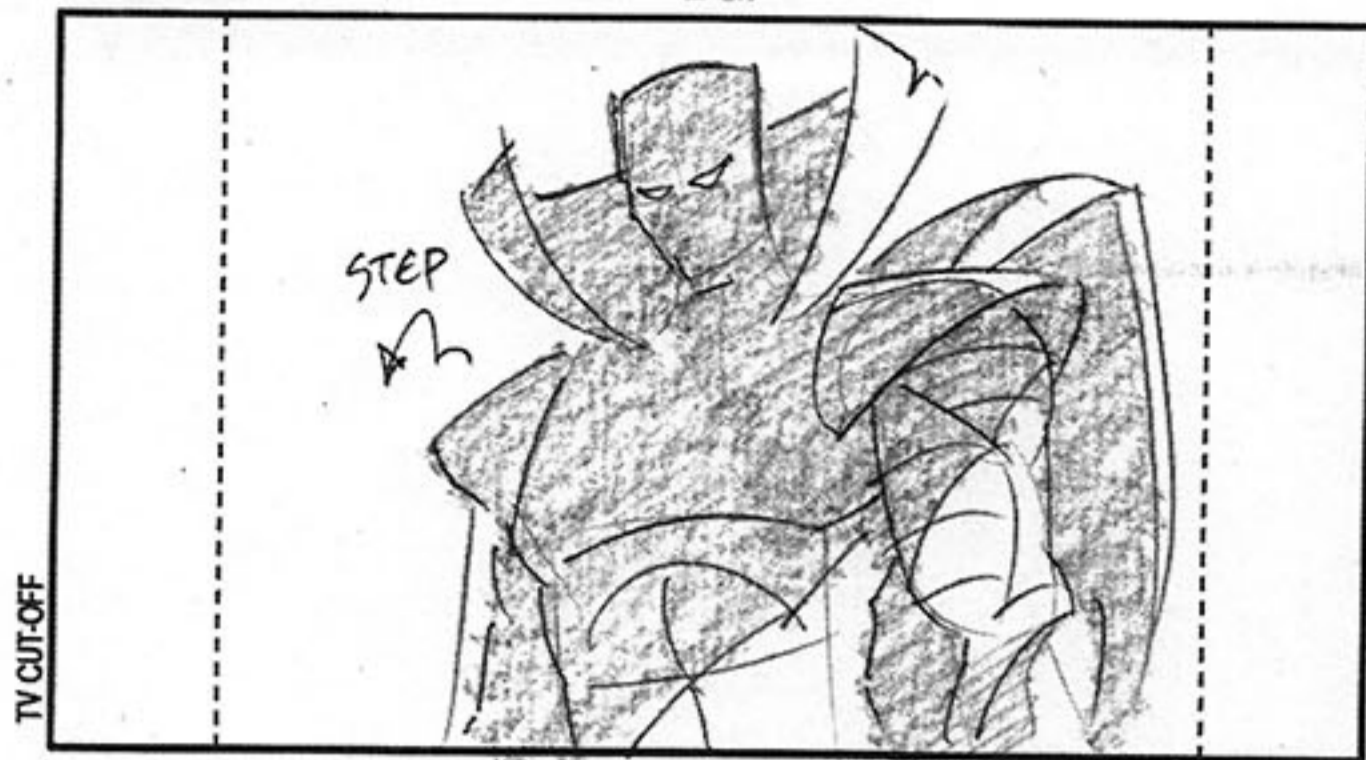


action
Pan from open window to SINISTER standing in shadow

dialog (73) SINISTER: I've heard your cries -



SCENE **B9** BG.



action
He steps forward

dialog
-and have come to help.

TV CUT-OFF TV CUT-OFF PANEL **2**

SCENE **B10 (Match B8)** BG.



action
Angel looks alarmed

dialog

TV CUT-OFF TV CUT-OFF PANEL **1**

SCENE **B10** BG.

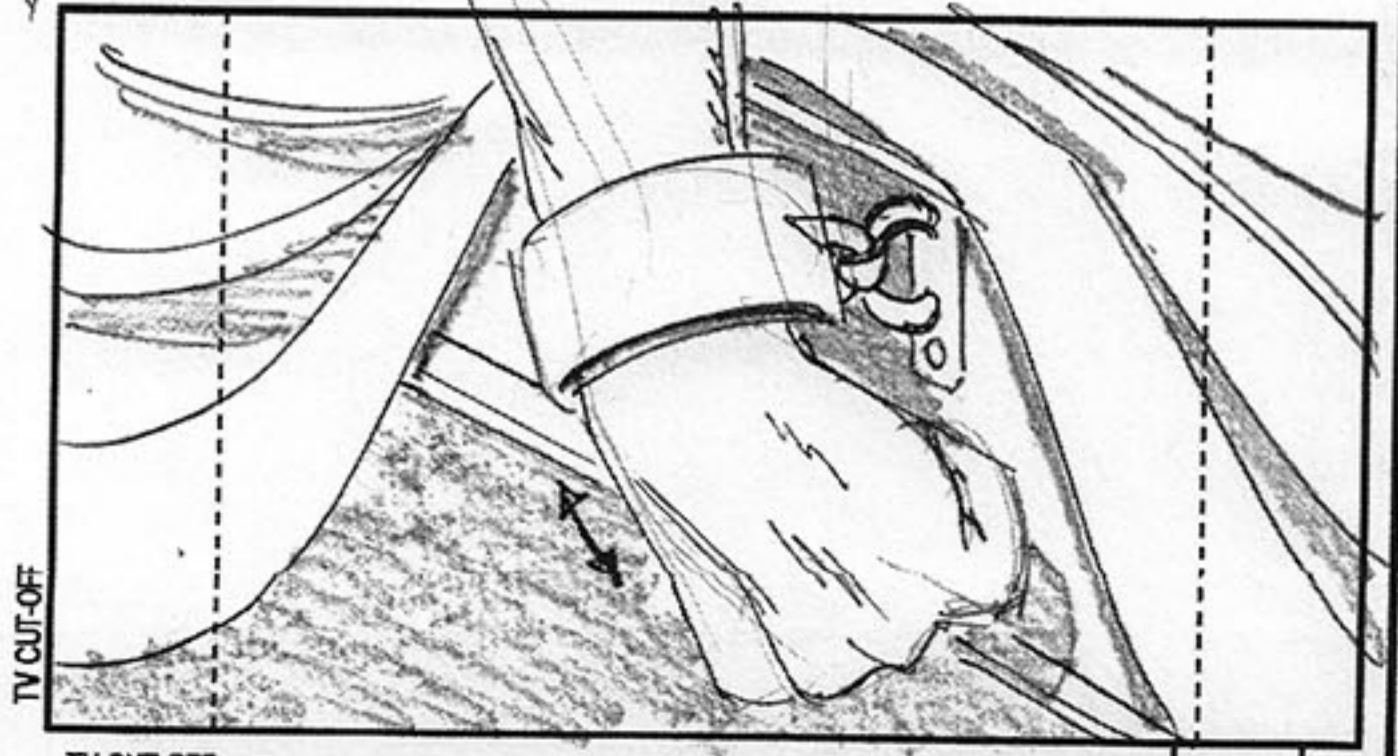


action
Tries to raise his hand, but can't — he looks down

dialog

TV CUT-OFF TV CUT-OFF PANEL **2**

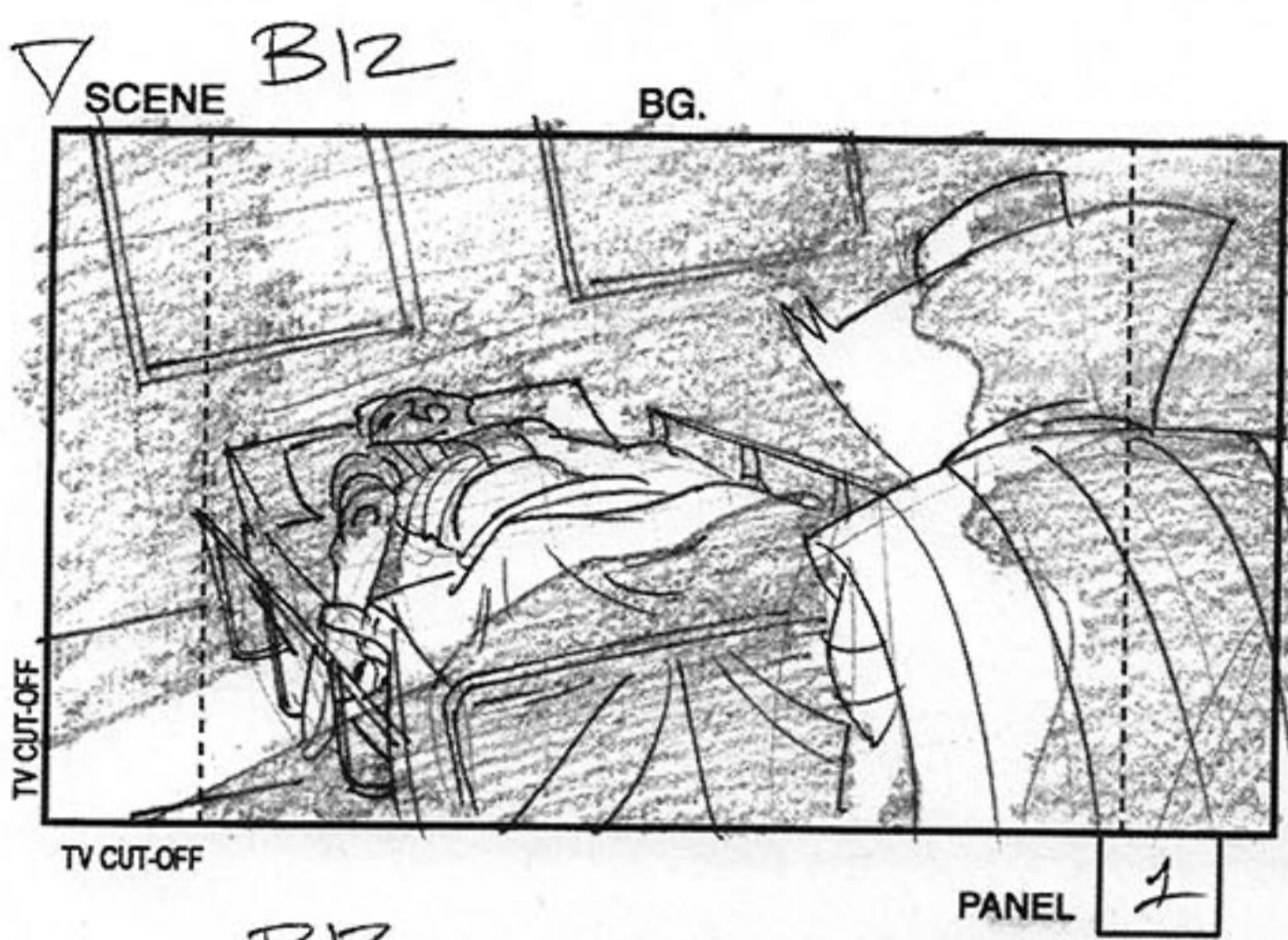
SCENE **B11** BG.



action
CU of hand in shackle shaking up & down

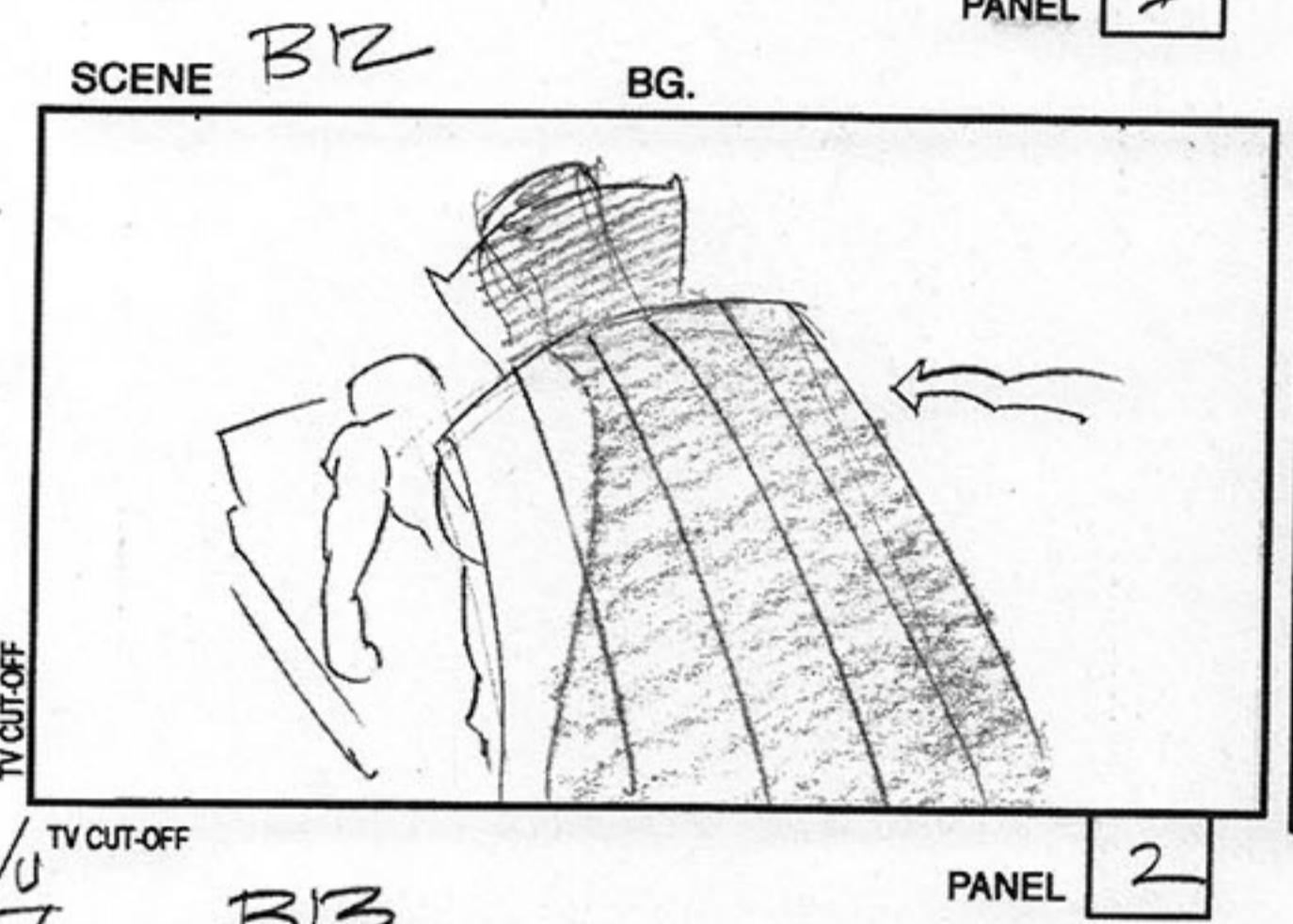
dialog

TV CUT-OFF TV CUT-OFF PANEL **1**



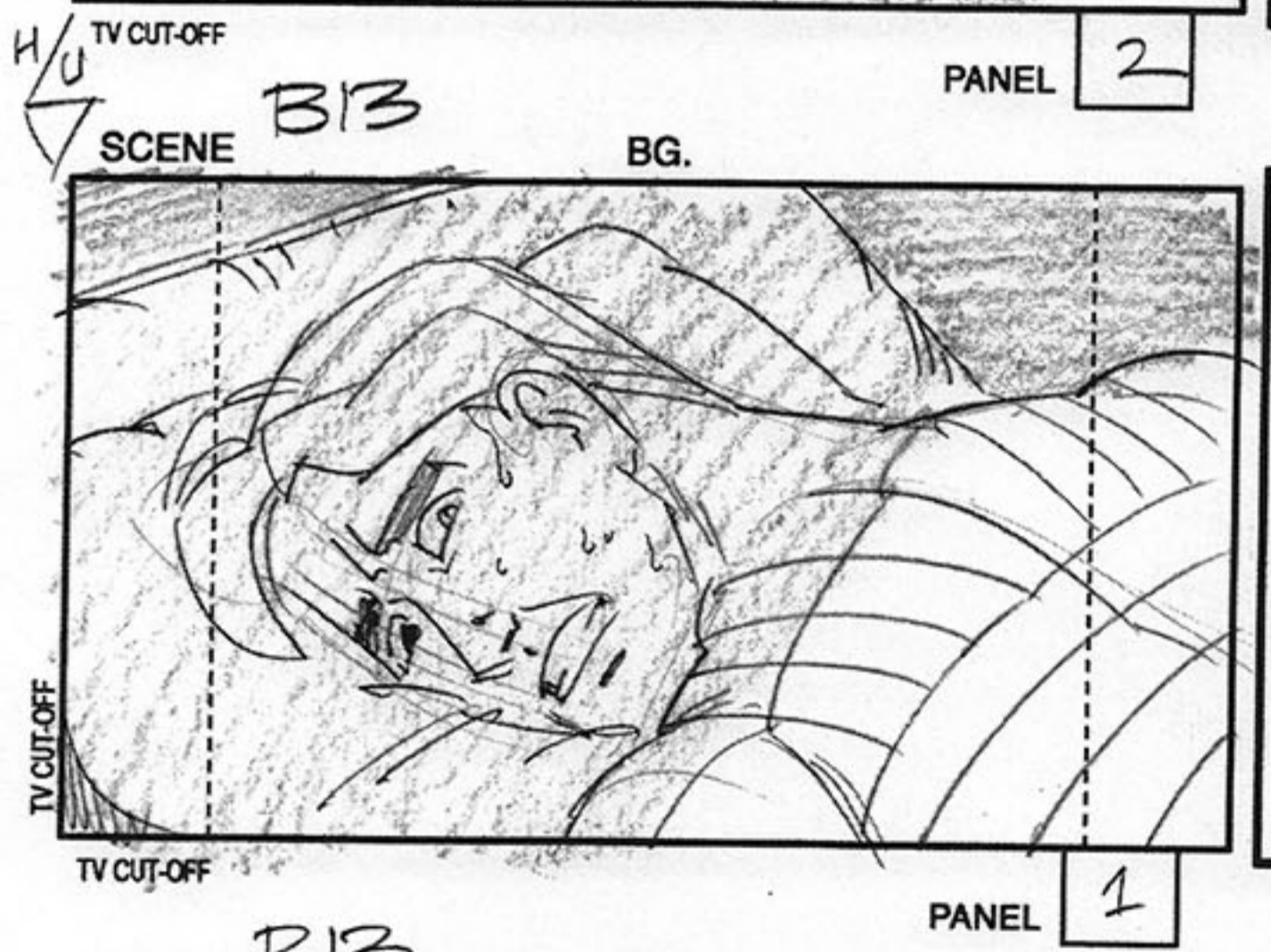
action
Sinister looks toward Angel in bed

dialog
(74) ANGEL: Who are you?



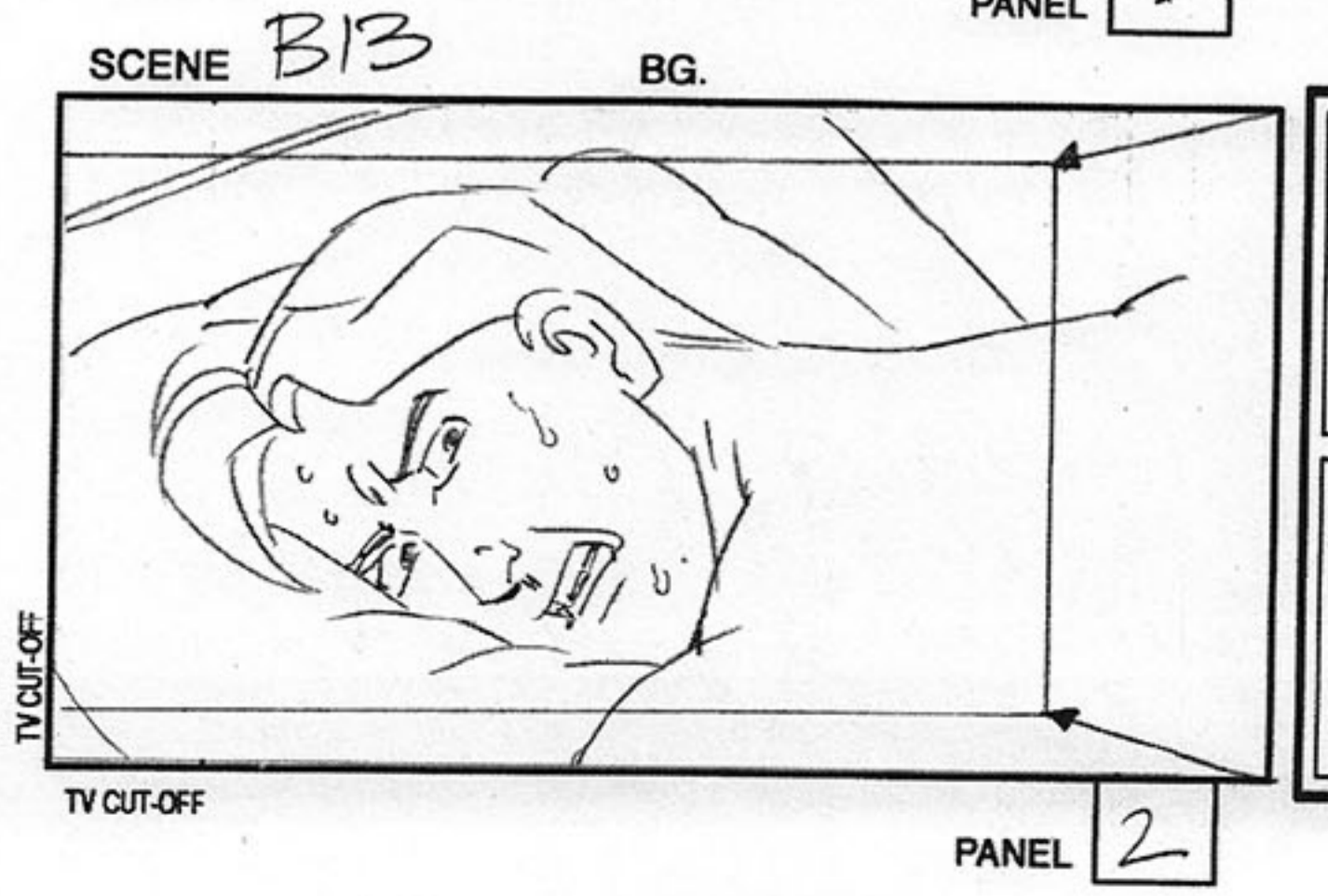
action
He advances

dialog
(75) SINISTER: Just someone -



action
On Angel, sweating

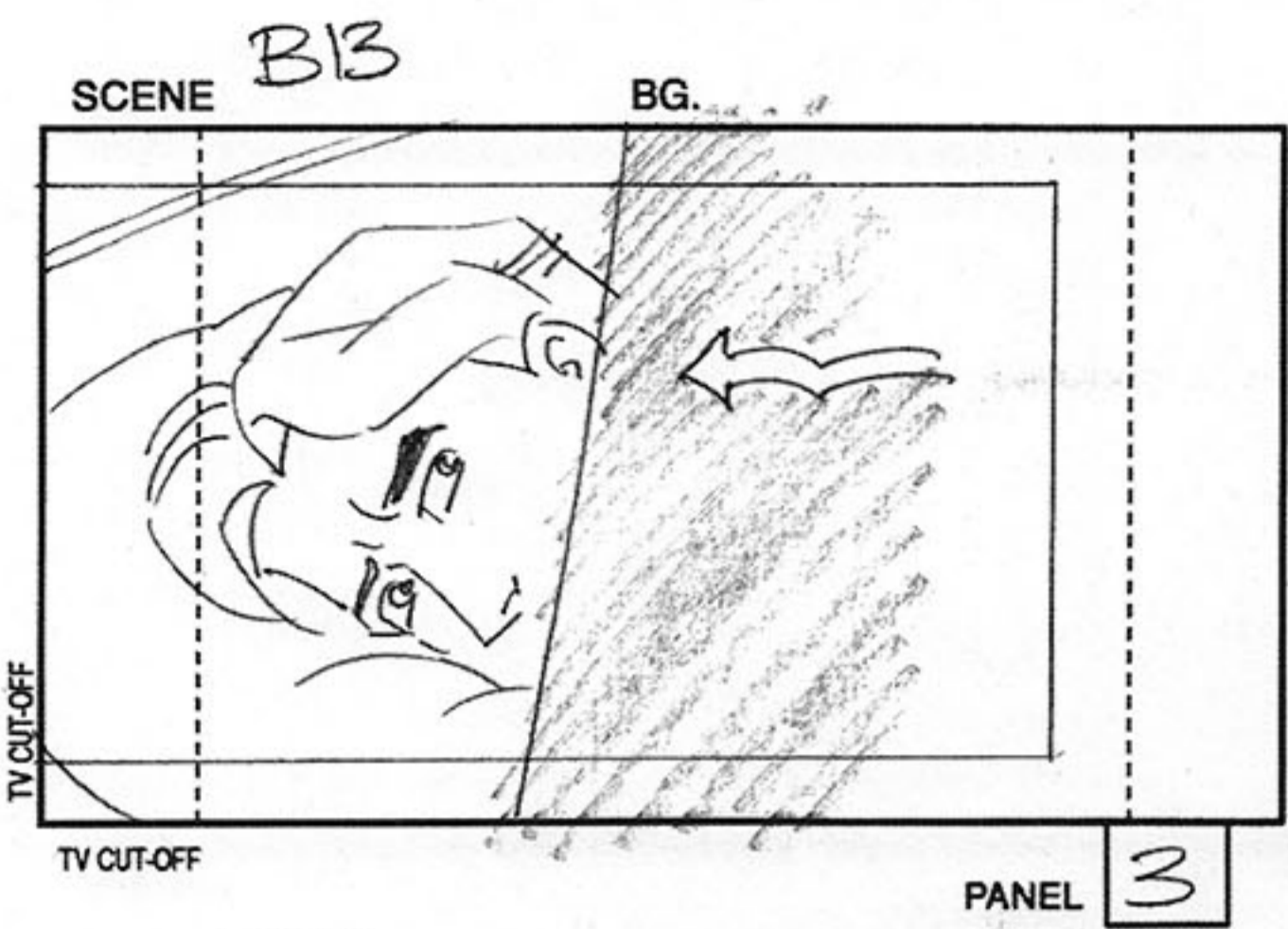
dialog
Con't/VO: Who can restore what's been taken from you.



action
Truck in

dialog
(76) ANGEL: Tell me your name!

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action
Sinister steps in,
stops

dialog
77 SINISTER (VO):
Nathaniel Essex.



action
Angel's eyes narrow

dialog
78 ANGEL - Sinister!



action
Pan up to Sinister

dialog
79 SINISTER: So you've
heard of me.

action

dialog

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SCENE B14 BG.



action
He folds his arms

dialog
Then you know I can do what I promise.

SCENE B15 (Match B13) BG. PANEL 2



action
On Angel, scared

dialog

SCENE B15 BG.

PANEL 1



action
Truck out as he yells

dialog
(80) ANGEL: NURSE!

SCENE B15 BG.

PANEL 2

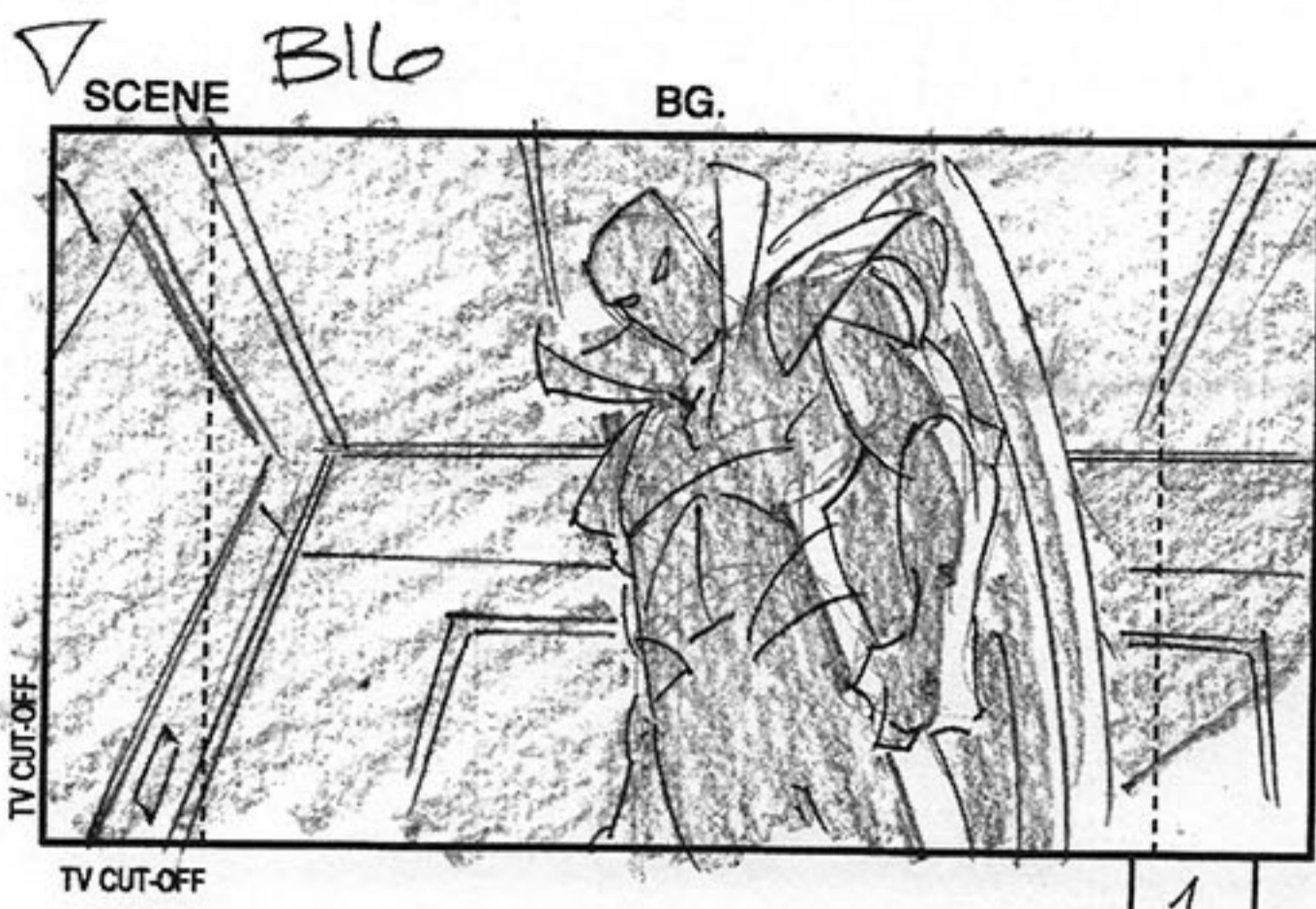


action
Sinister steps OS

dialog
NURSE!

PANEL 3

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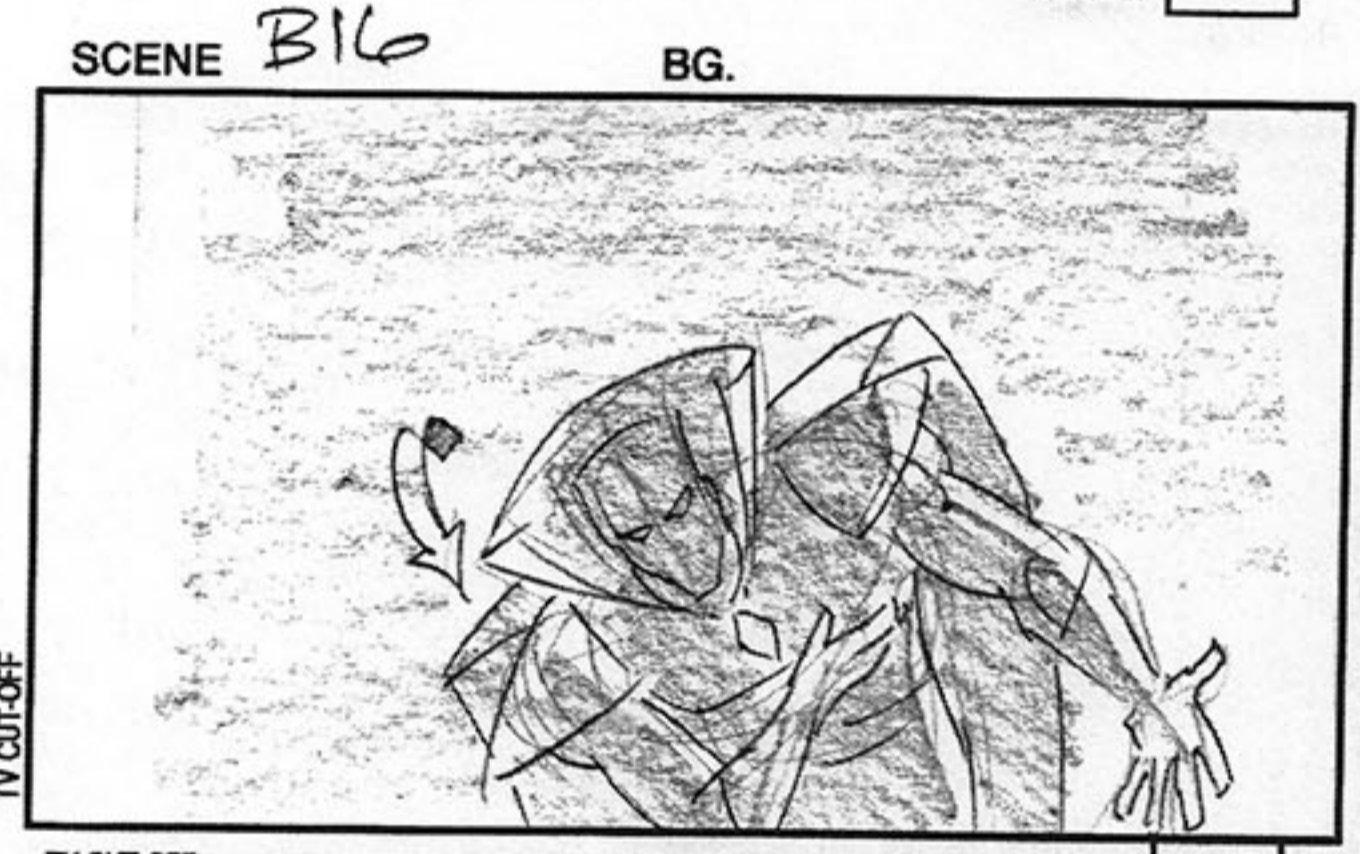
action

Upshot of Sinister

dialog

(81) SINISTER: If you want your wings back—

PANEL 1



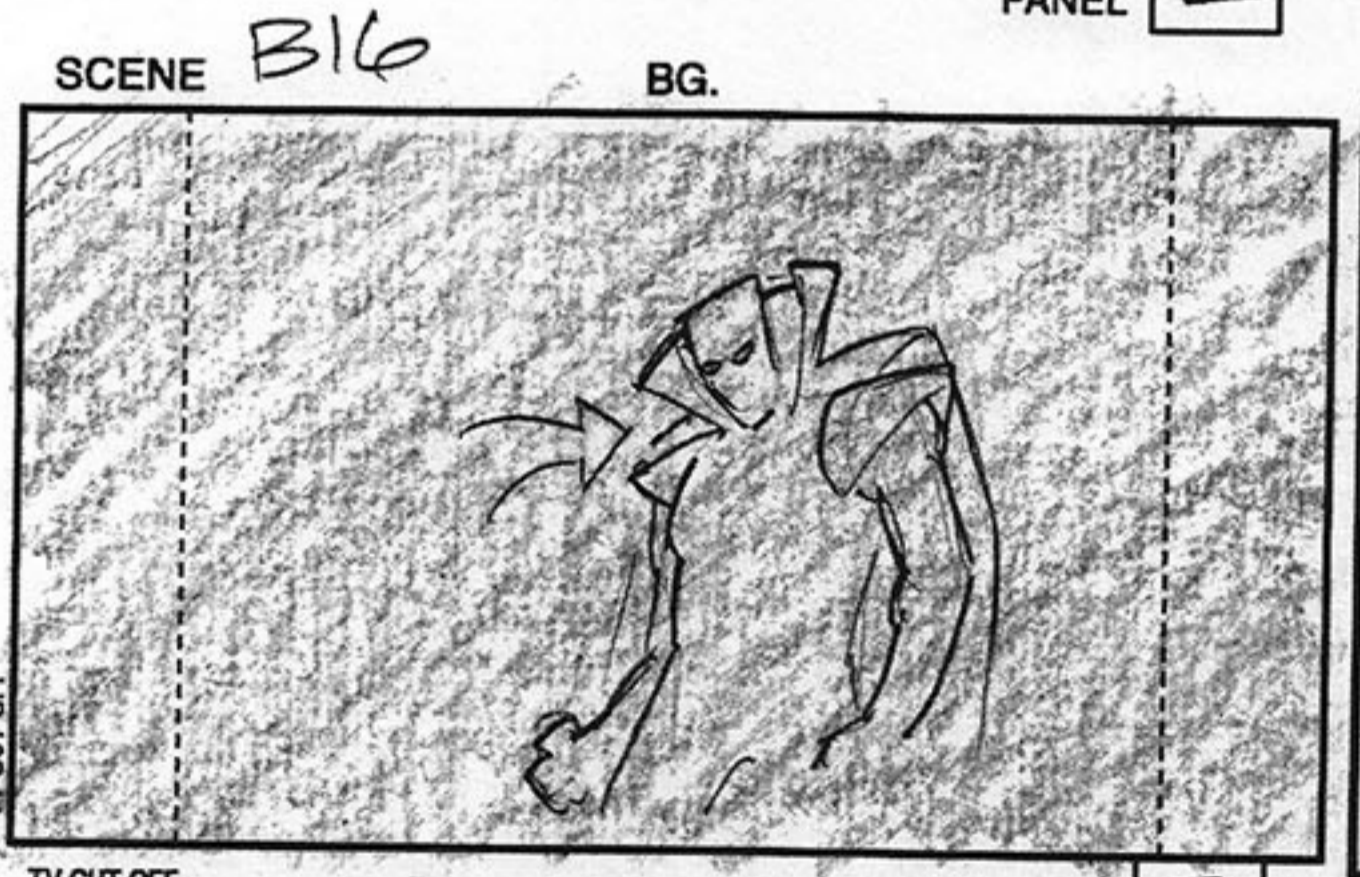
action

He bows

dialog

you only need to ask.

PANEL 2

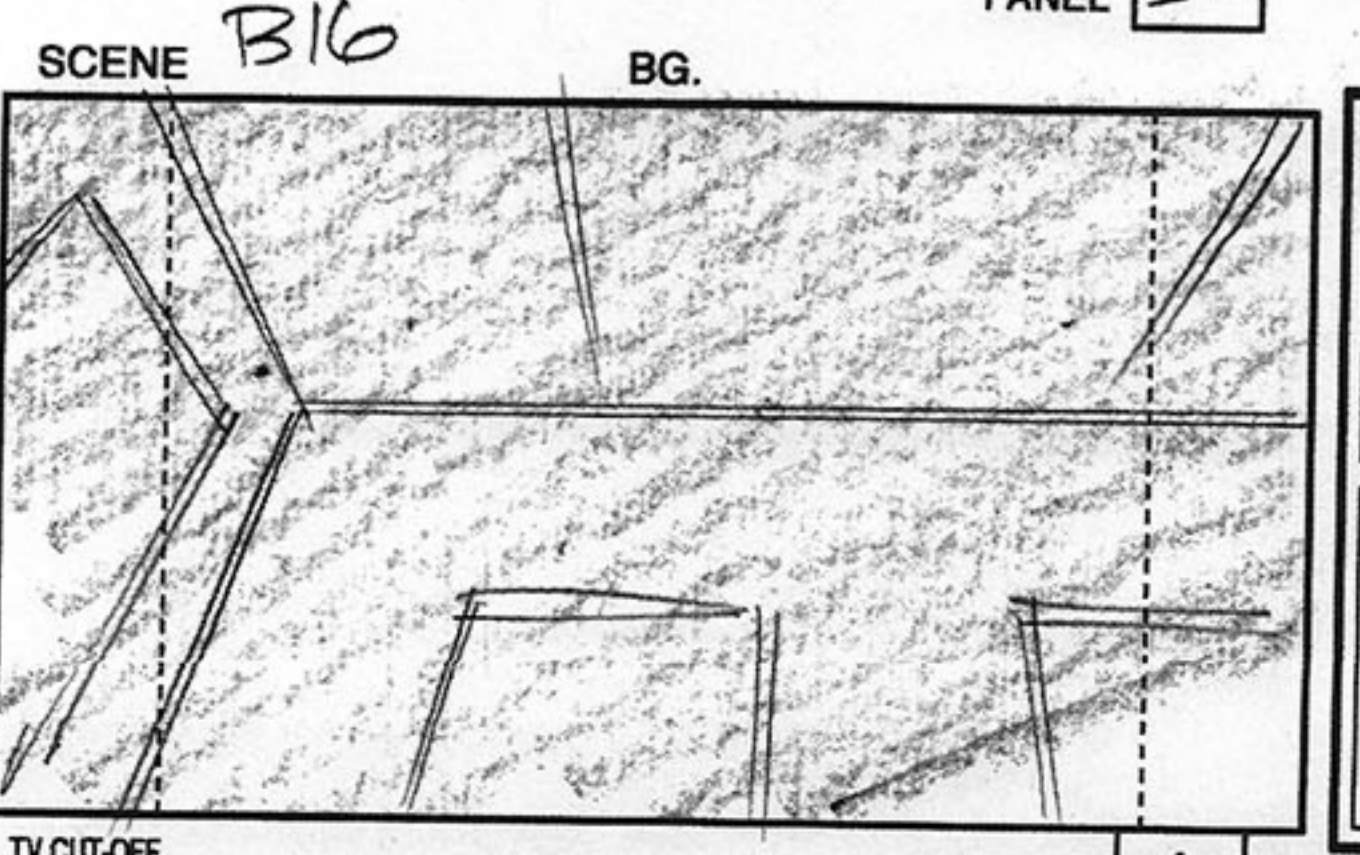


action

— steps back into shadow —

dialog

PANEL 3

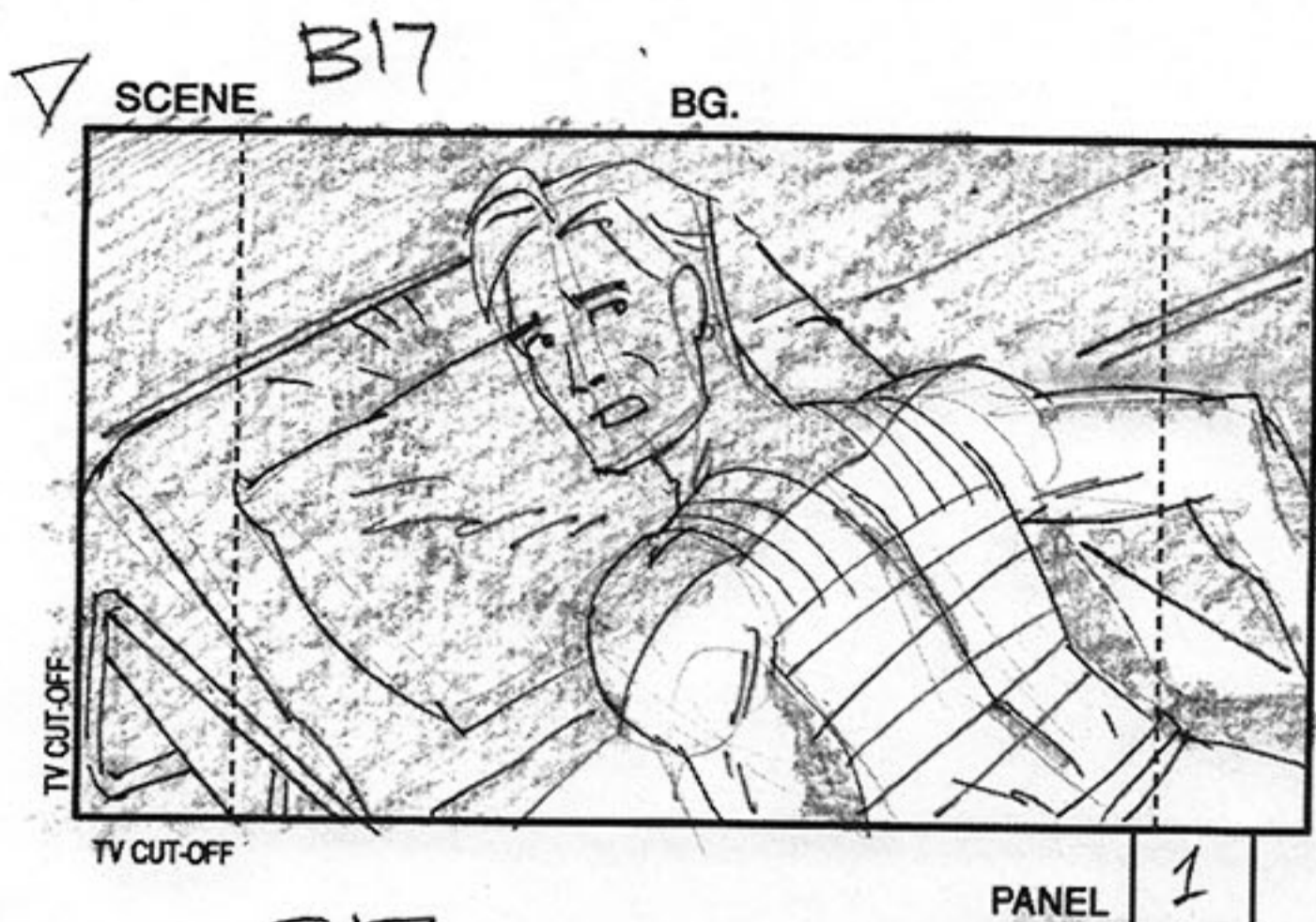


action

— and FADES

dialog

PANEL 4



action
On Angel,
distracted

dialog

PANEL 1



action
He lifts his hand,
confused

dialog

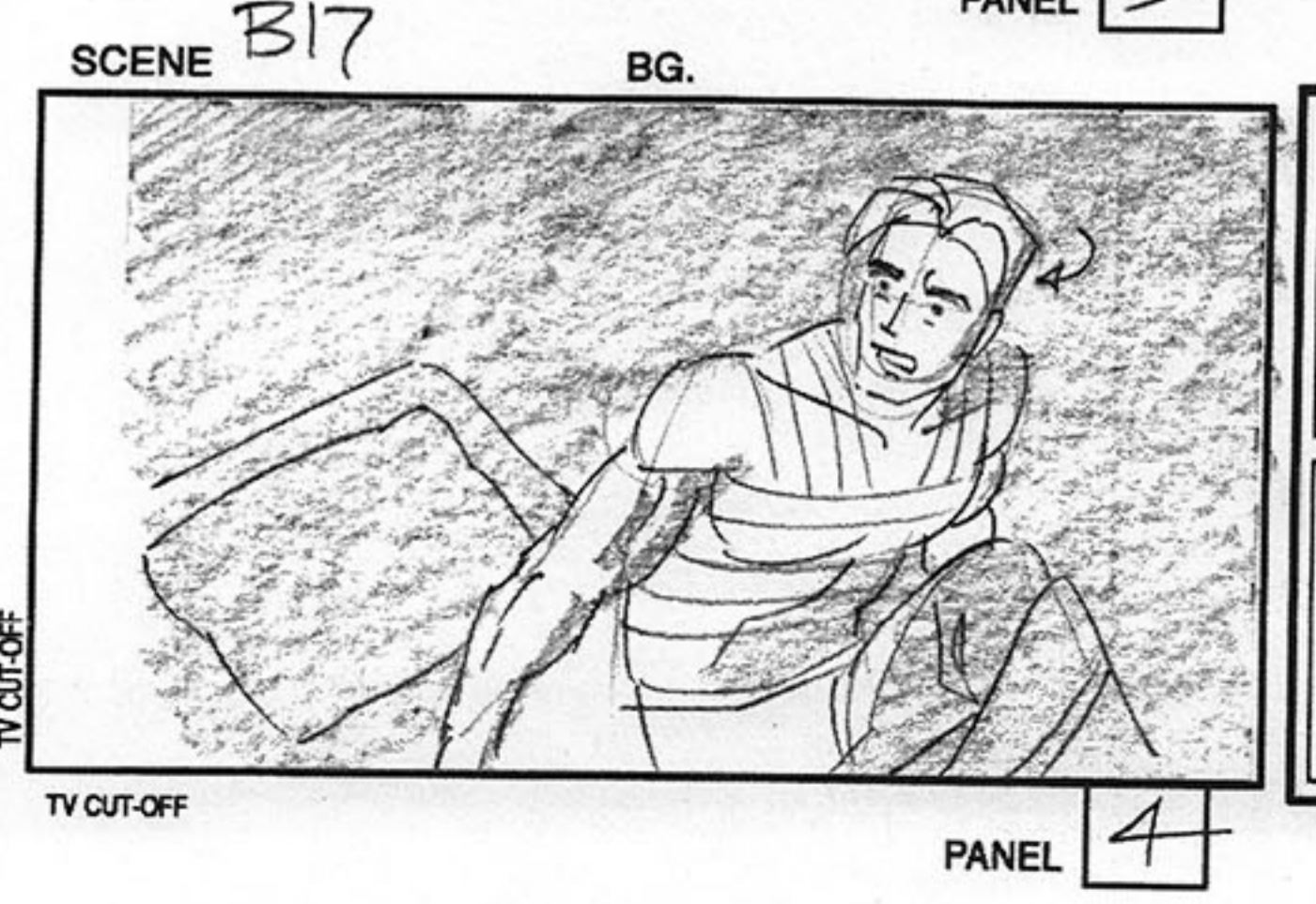
PANEL 2



action
Truck out as
he sits up

dialog

PANEL 3

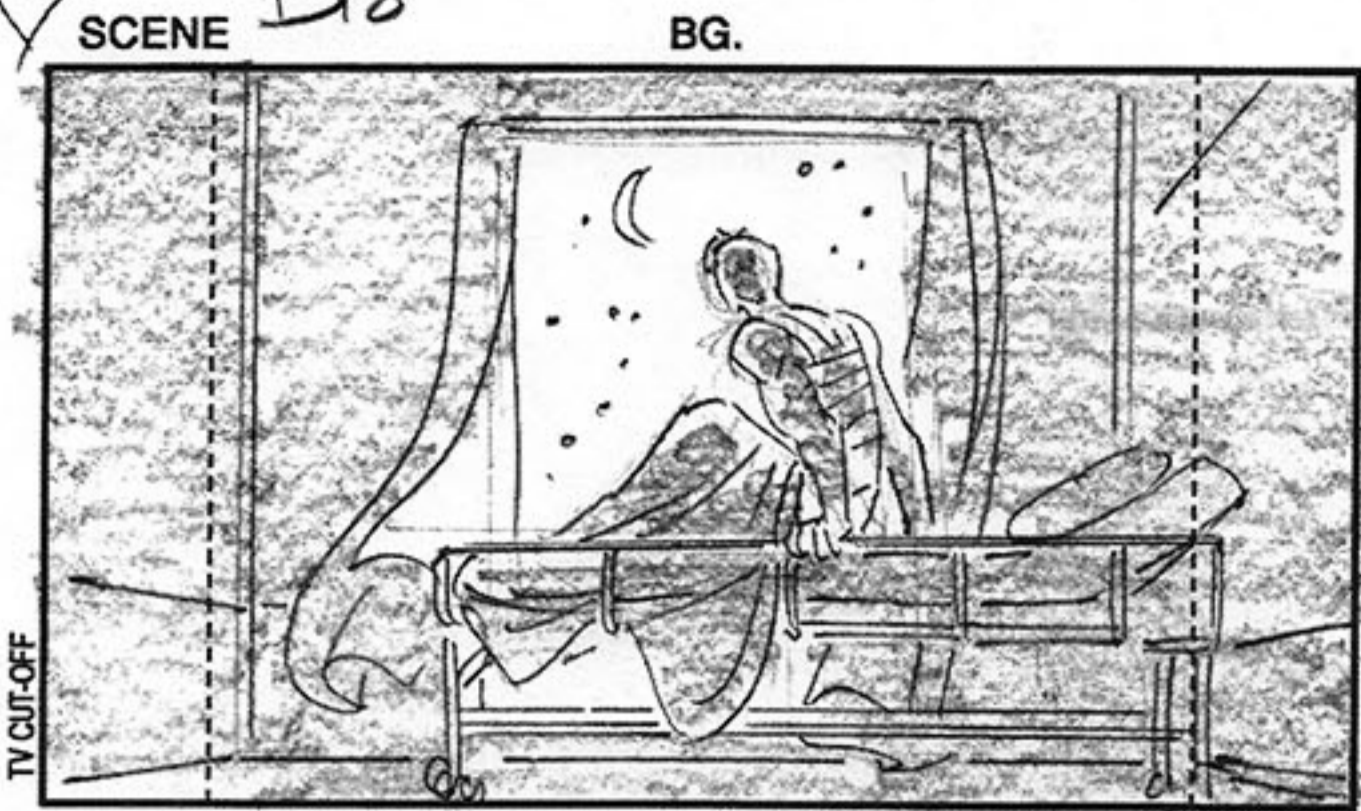


action
-looks OS

dialog

PANEL 4

H/U
SCENE B18



action
He looks out window at night sky

dialog
NICK - LAST TIME WE SAW THE MOON IT WAS FULL - NOW IT'S A COUPLE WEEKS LATER (RECOVERY TIME) change if necessary!

TV CUT-OFF
PANEL 1

SCENE B19

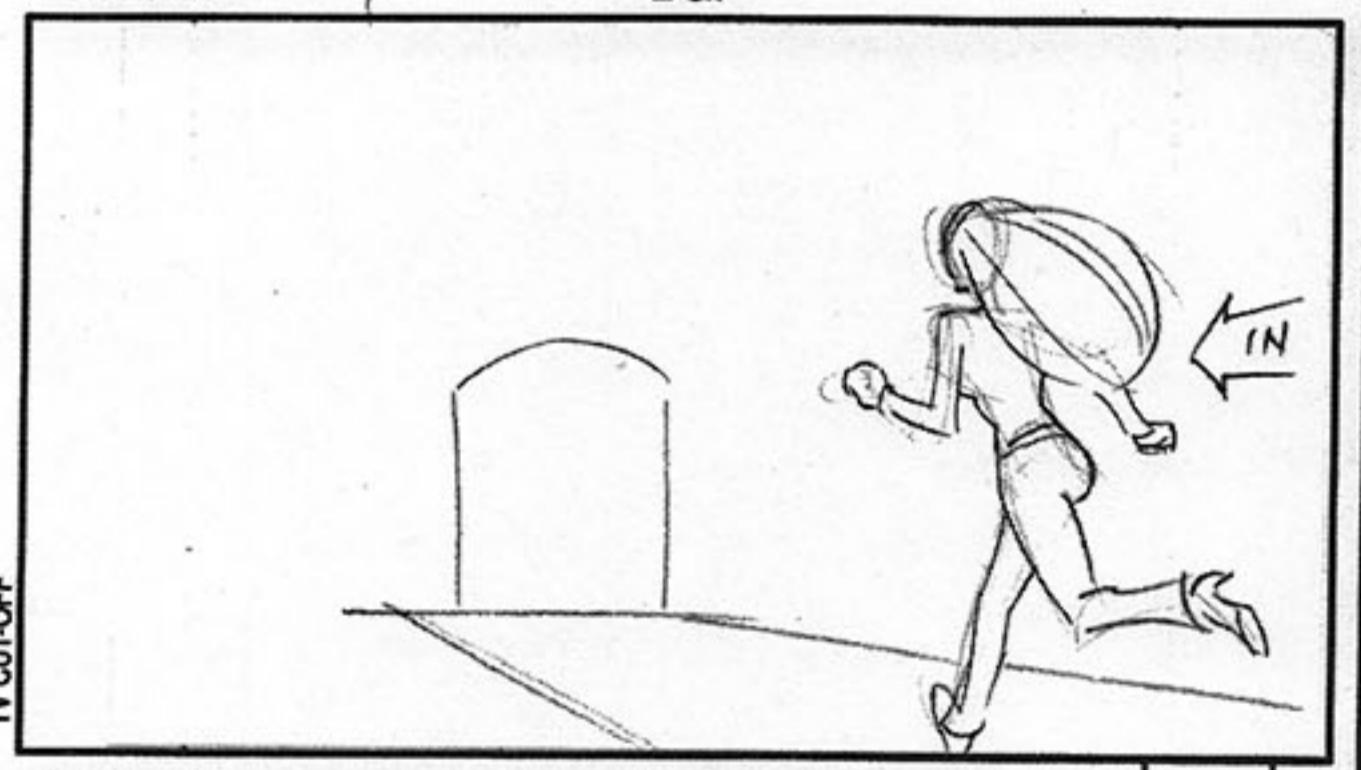


action
X-Mansion - entryway

dialog
SFX: POUNDING ON DOOR

TV CUT-OFF
PANEL 1

SCENE B19

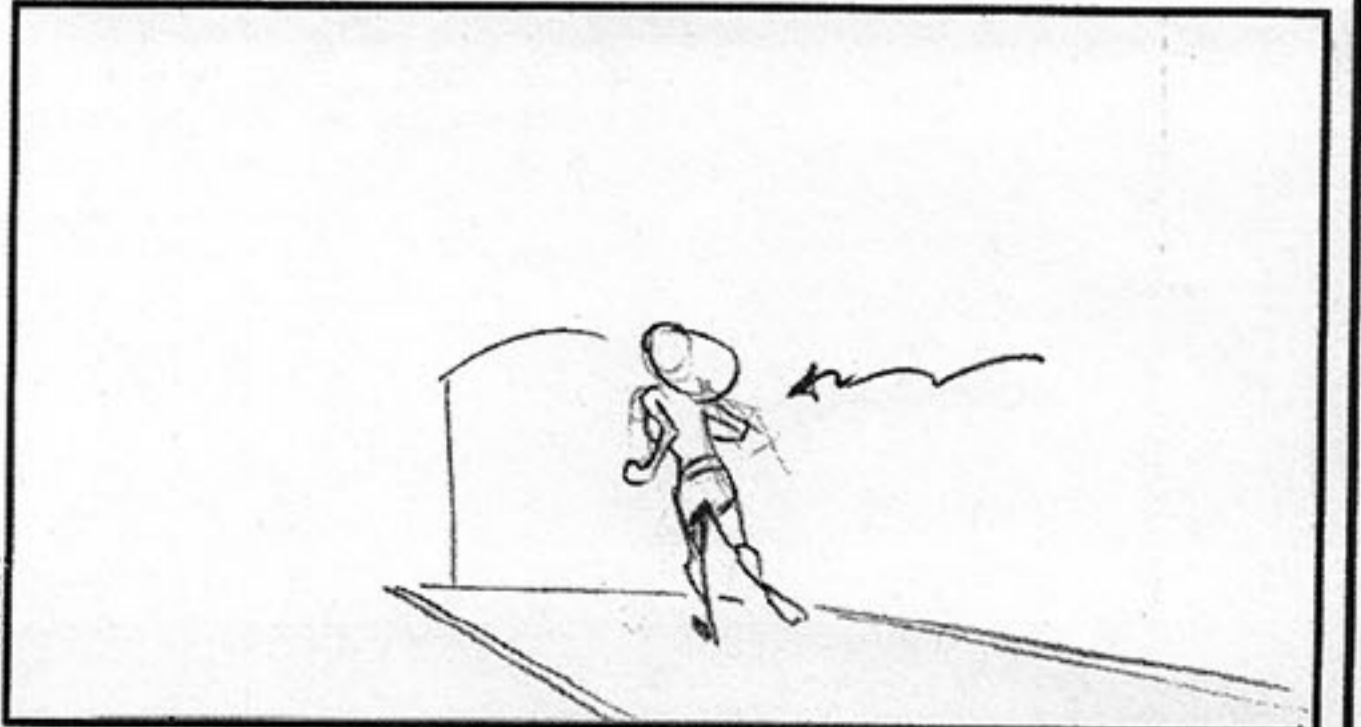


action
Storm runs to door

dialog

TV CUT-OFF
PANEL 2

SCENE B19



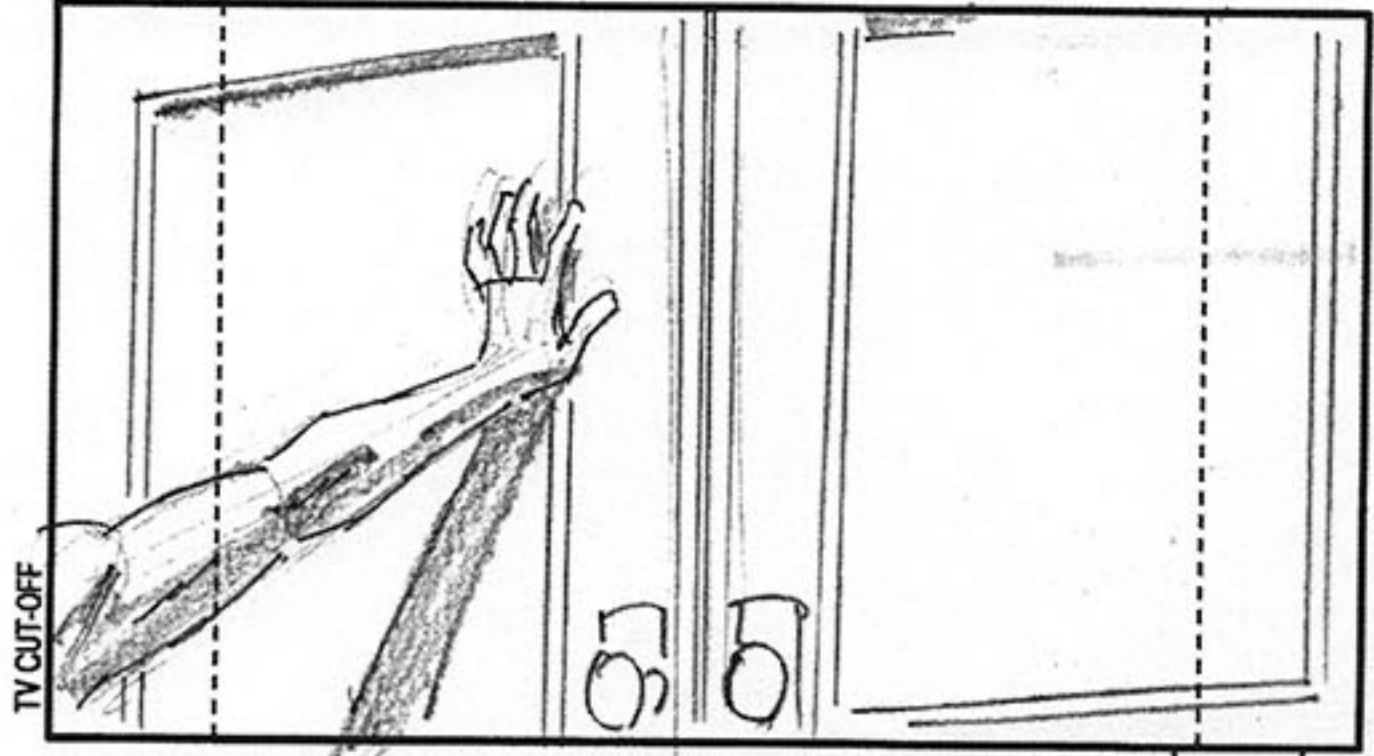
action
Continued (end pose shown)

dialog

TV CUT-OFF
PANEL 3

SCENE B20

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
Outside-Angel's hand on door

dialog

SCENE B20

BG.



TV CUT-OFF

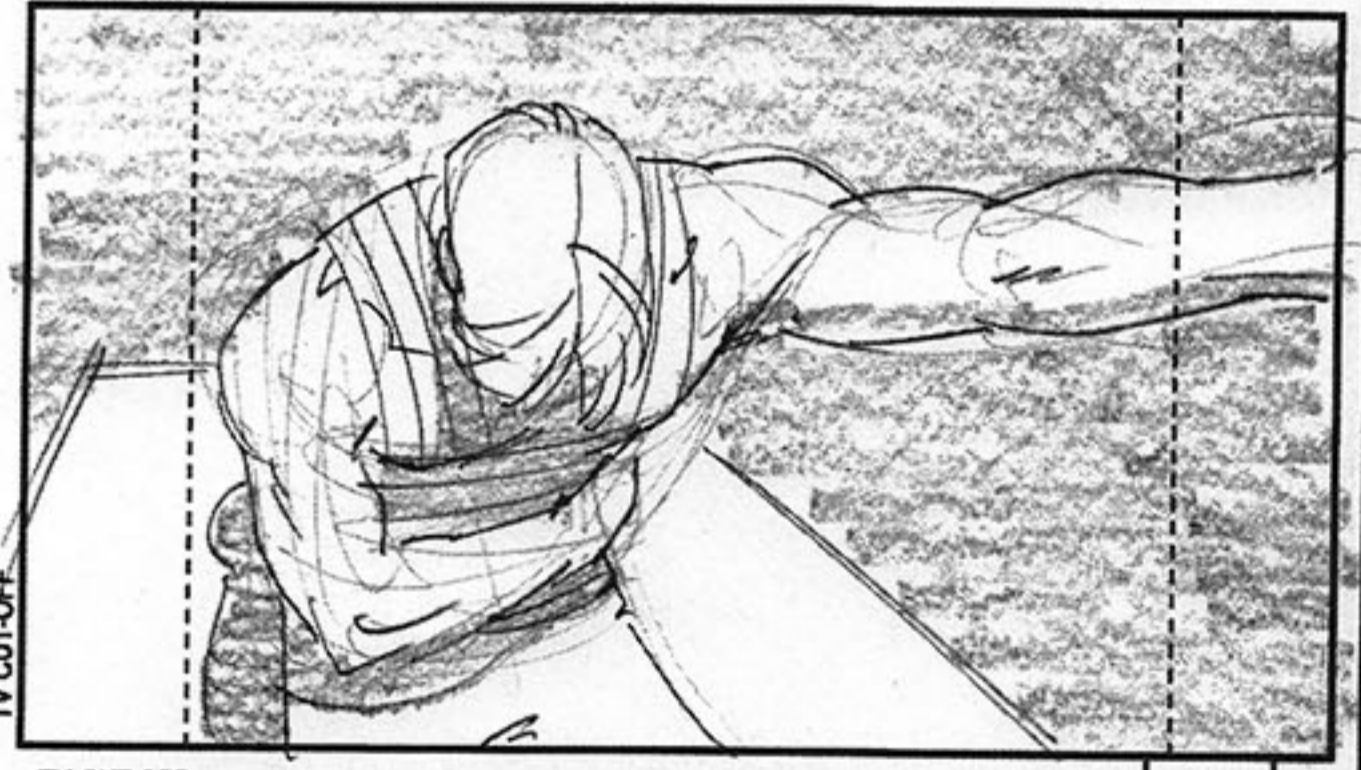
PANEL 2

action
Storm opens it

dialog

H/U SCENE B21

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
View of Angel outside

dialog

SCENE B21

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action
He looks up

dialog

SCENE B22

BG.



action

On Ororo,
shocked

dialog

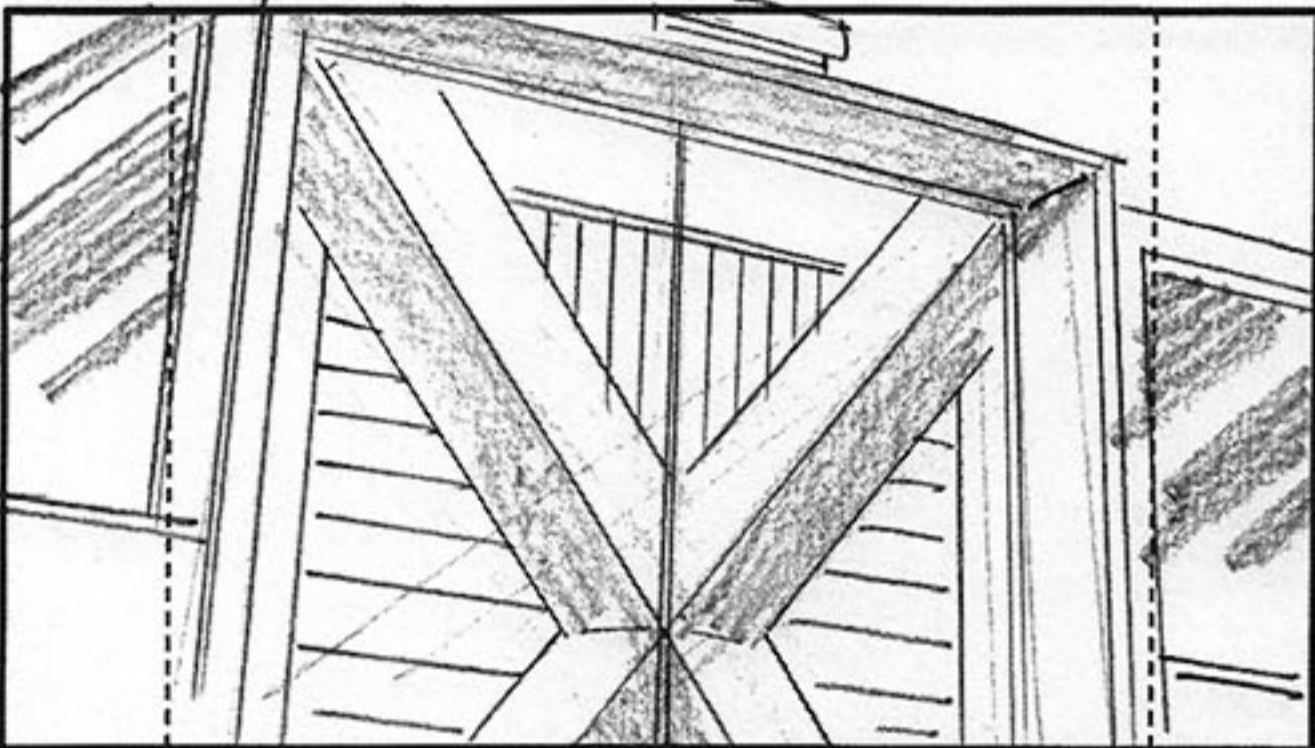
(82) ORORO: Warren!

TV CUT-OFF

PANEL 1

SCENE B23

BG.



action

Inside infirmary -
view of door

dialog

TV CUT-OFF

PANEL 1

SCENE B23

BG.



action

It opens, revealing
Logan

dialog

TV CUT-OFF

PANEL 2

SCENE B23

BG.



action

He steps in

dialog

(83) LOGAN:
How is he?

TV CUT-OFF

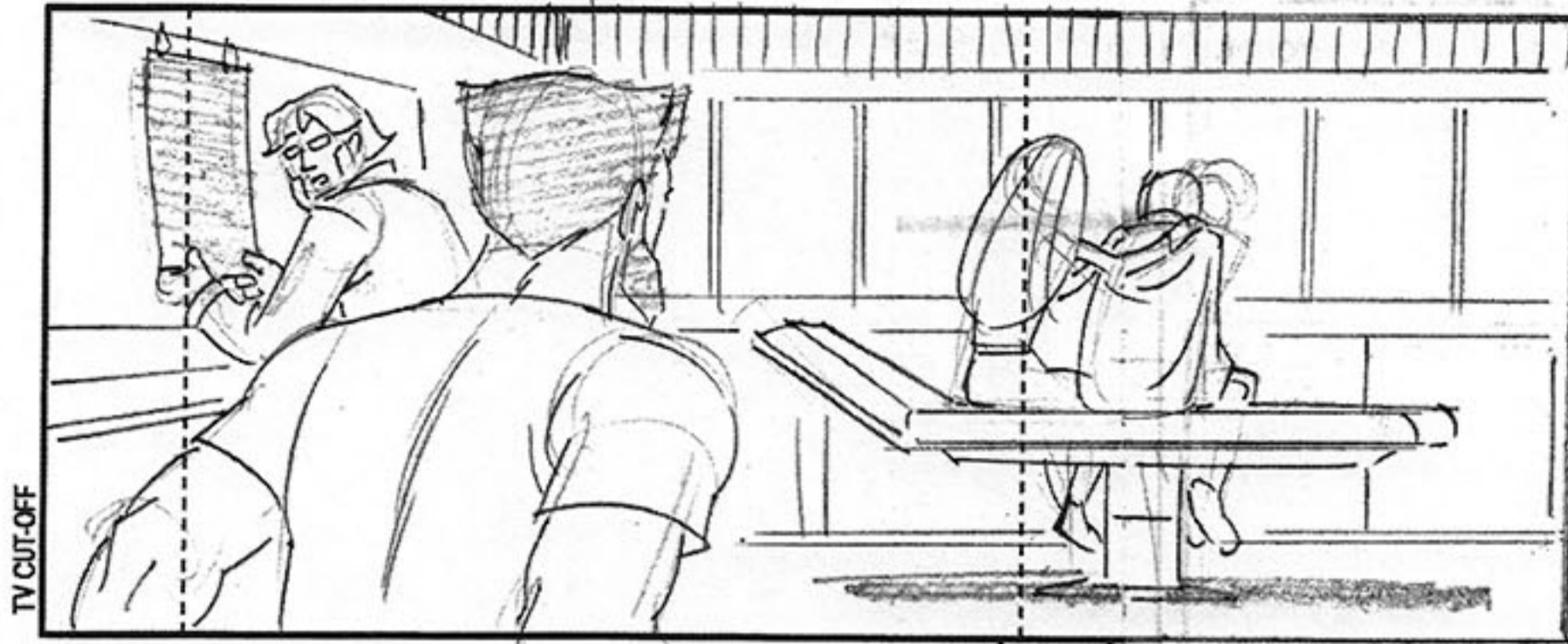
PANEL 3

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H/U
▽

SCENE B24 BG.

PAN →



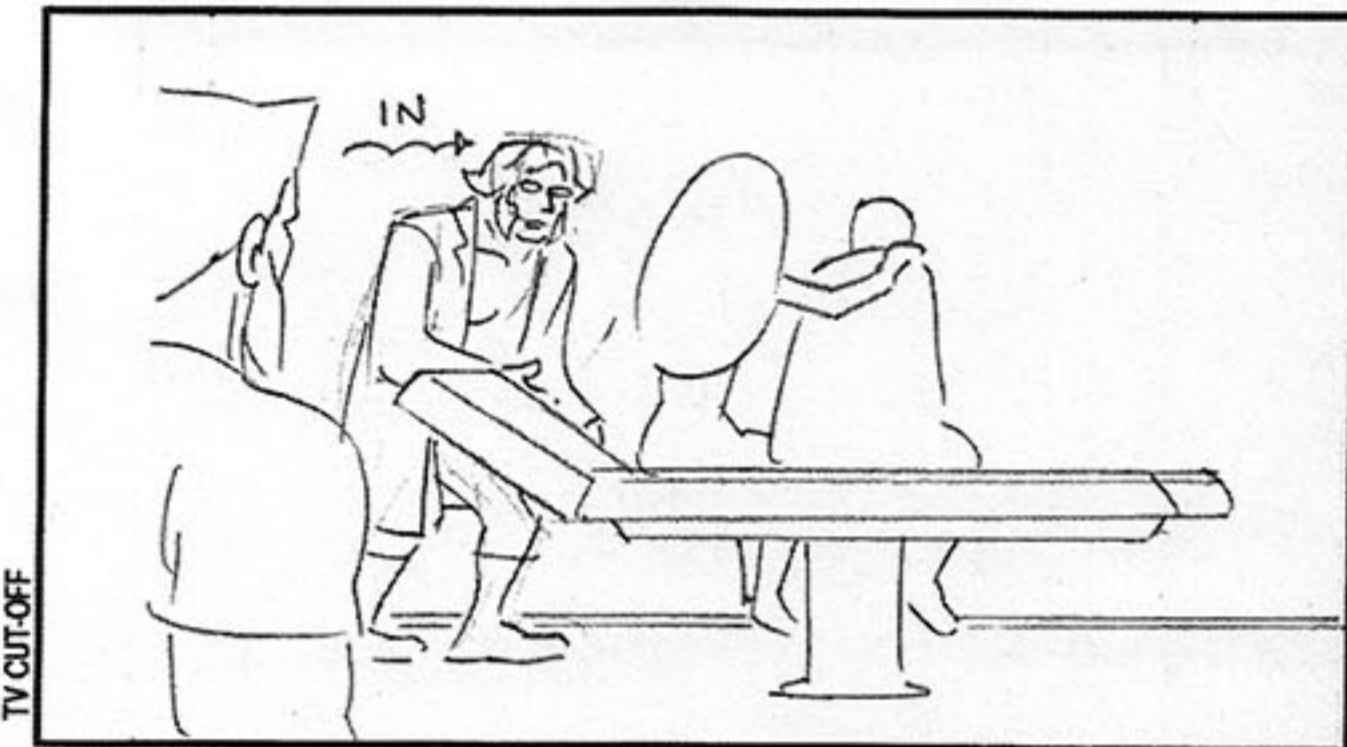
Pan away from Hank to Ororo & Angel on table

(84) HANK: His injuries are serious.

TV CUT-OFF

TV CUT-OFF PANEL 1

SCENE B24 BG.



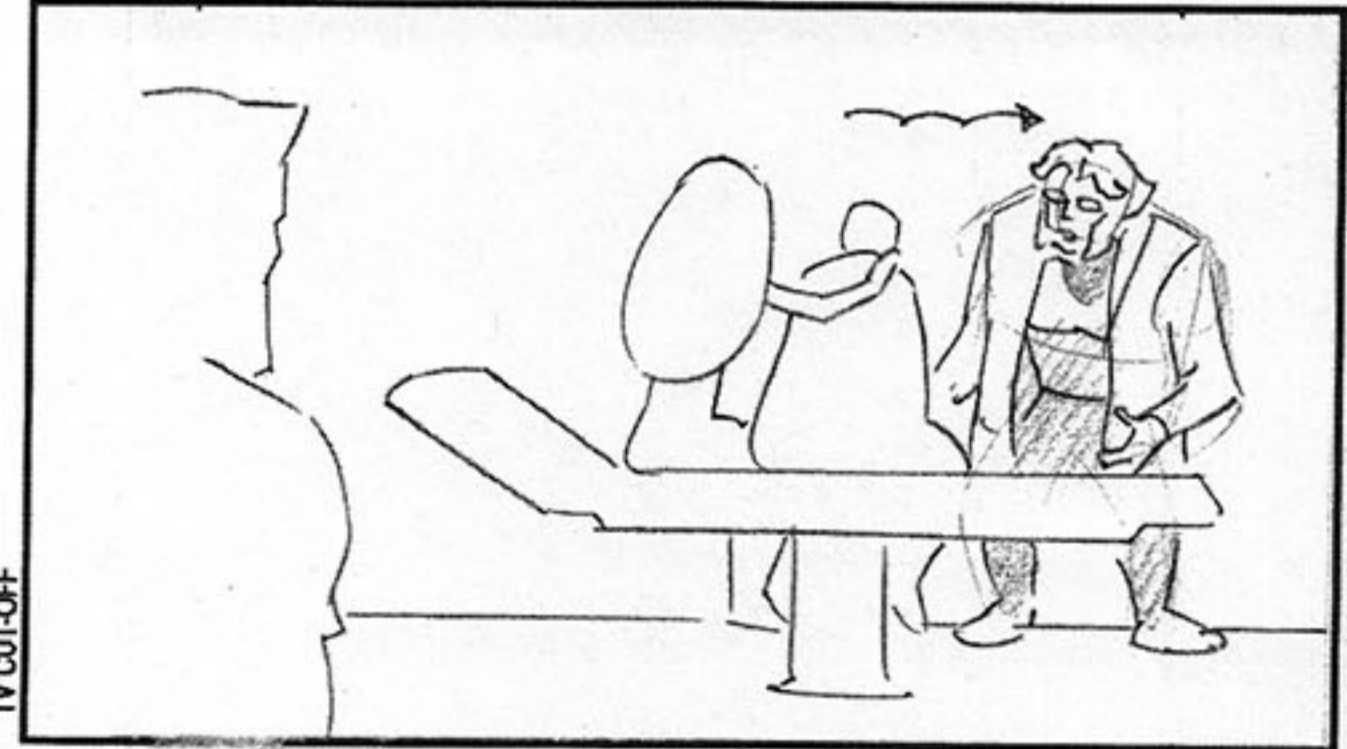
action
Hank approaches them

dialog
Angel, all things considered, you-

TV CUT-OFF

TV CUT-OFF PANEL 2

SCENE B24 BG.



action
-stops near Angel

dialog
-shouldn't have left the hospital.

TV CUT-OFF

TV CUT-OFF PANEL 3

H/U
▽

SCENE B25 BG.



action
Upshot-Angel rocking slightly on table

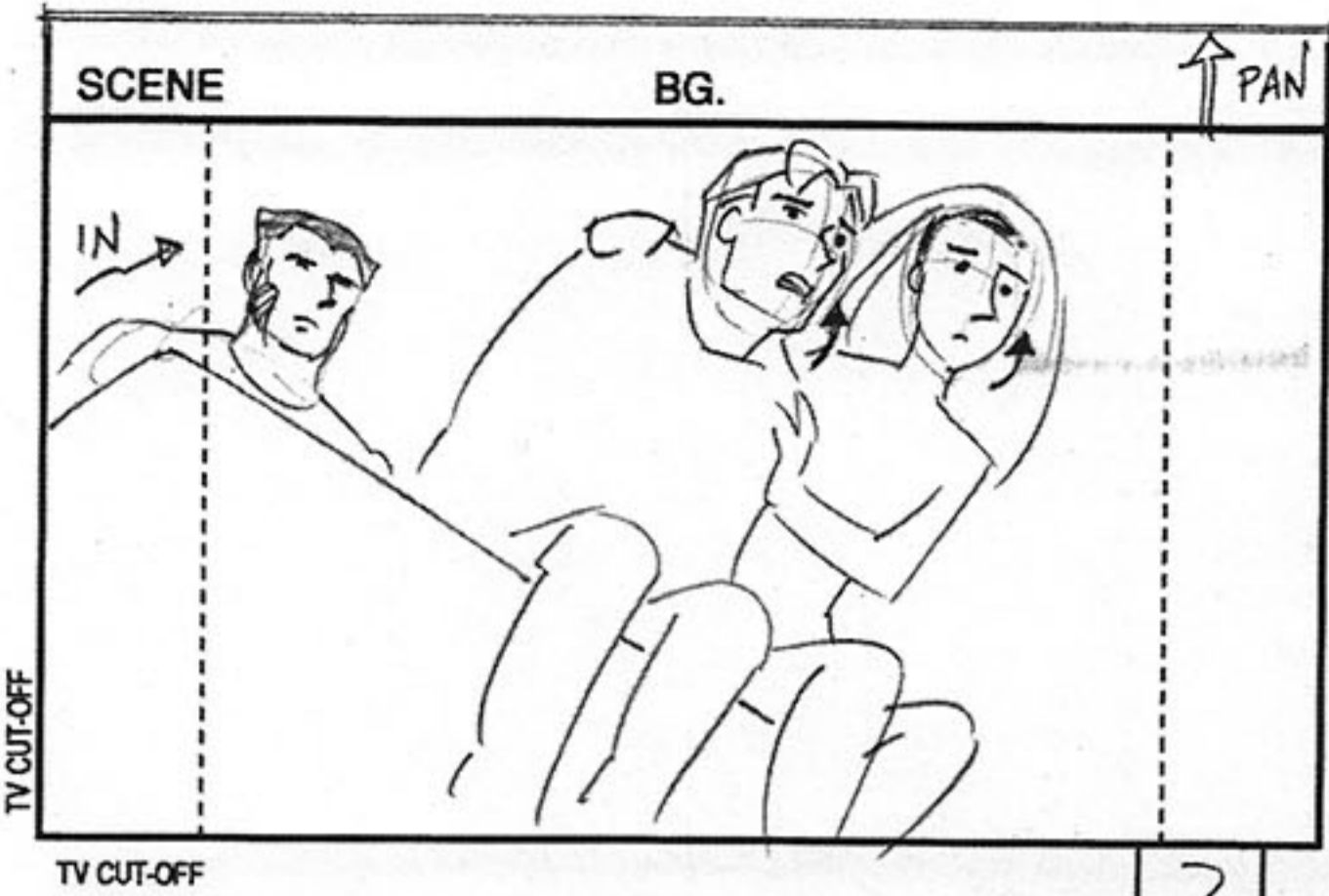
dialog
(85) ANGEL: I... I couldn't stay there. Not after-

TV CUT-OFF

TV CUT-OFF PANEL 1

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B25



action
All look at Hank as Logan steps in

dialog
Just tell me, will they grow back?

PANEL 2

SCENE B26



action
On Hank

dialog
(86) HANK: Given time, perhaps.

PANEL 1

SCENE B26



action
He turns toward X-Ray

dialog
But... it's like losing

PANEL 2

SCENE B26



action
-turns back

dialog
-a limb, and -

PANEL 3

SCENE B26 BG.



TV CUT-OFF

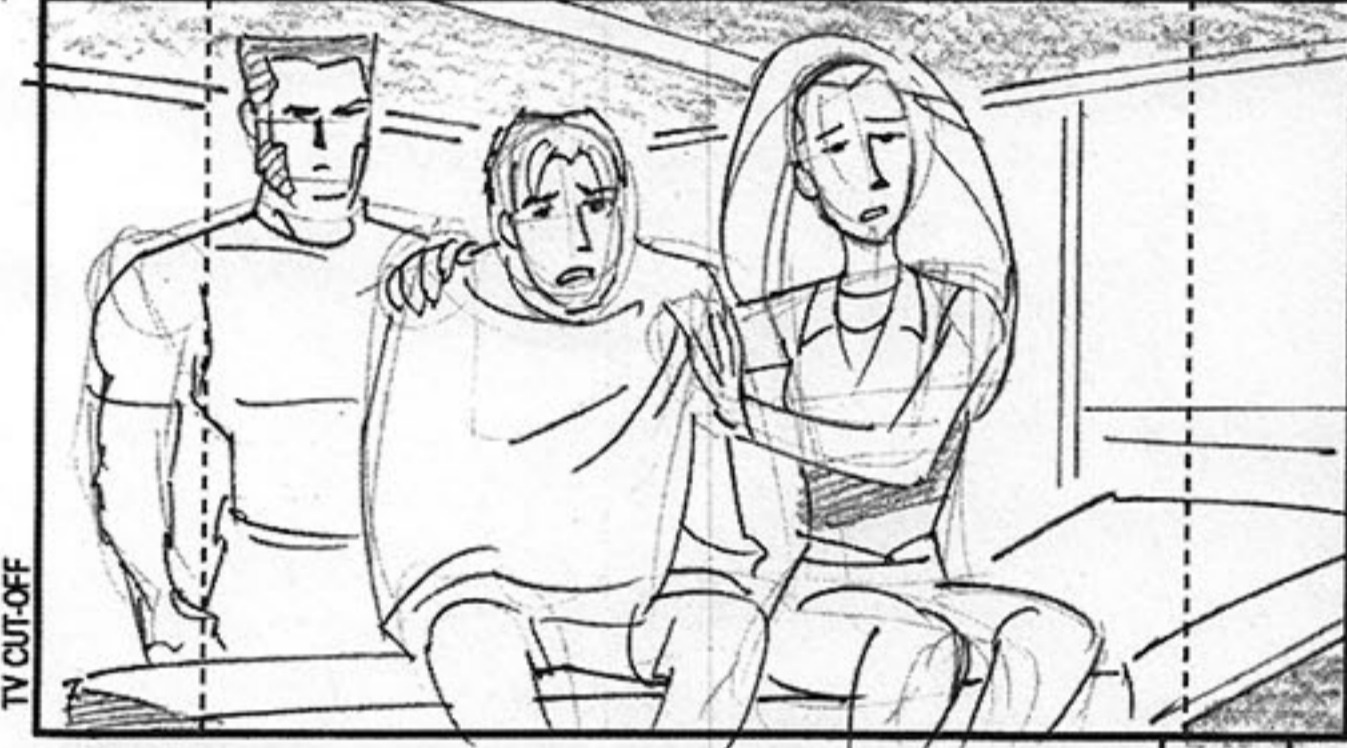
TV CUT-OFF

PANEL 4

action
-gestures silently

dialog

SCENE B27 BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
On the others,
speechless

dialog

SCENE B27 BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action
Angel looks away

dialog
(87) ORORO: Warren, right
now what's important is
that you heal.

SCENE B27 BG.



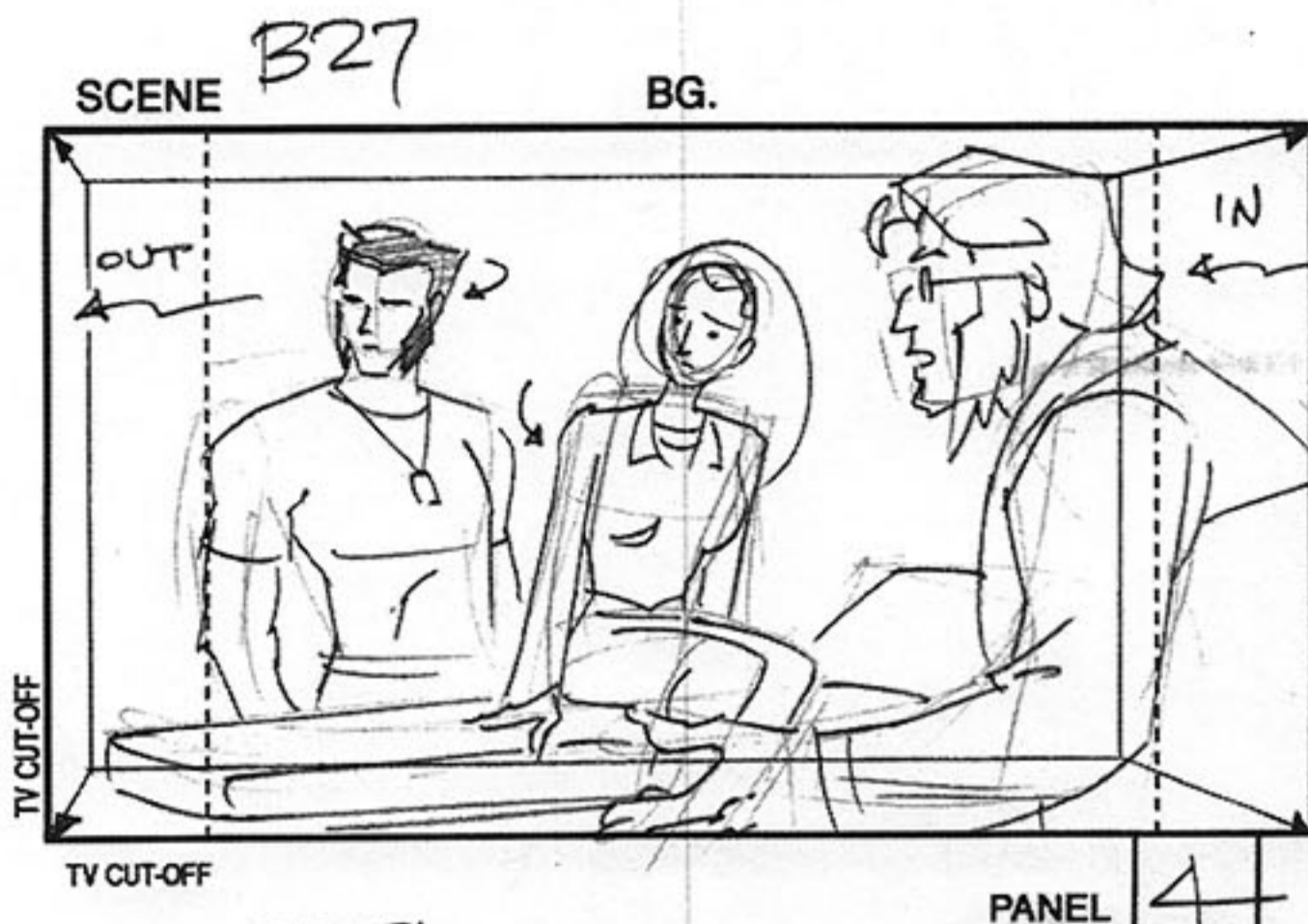
TV CUT-OFF

TV CUT-OFF

PANEL 3

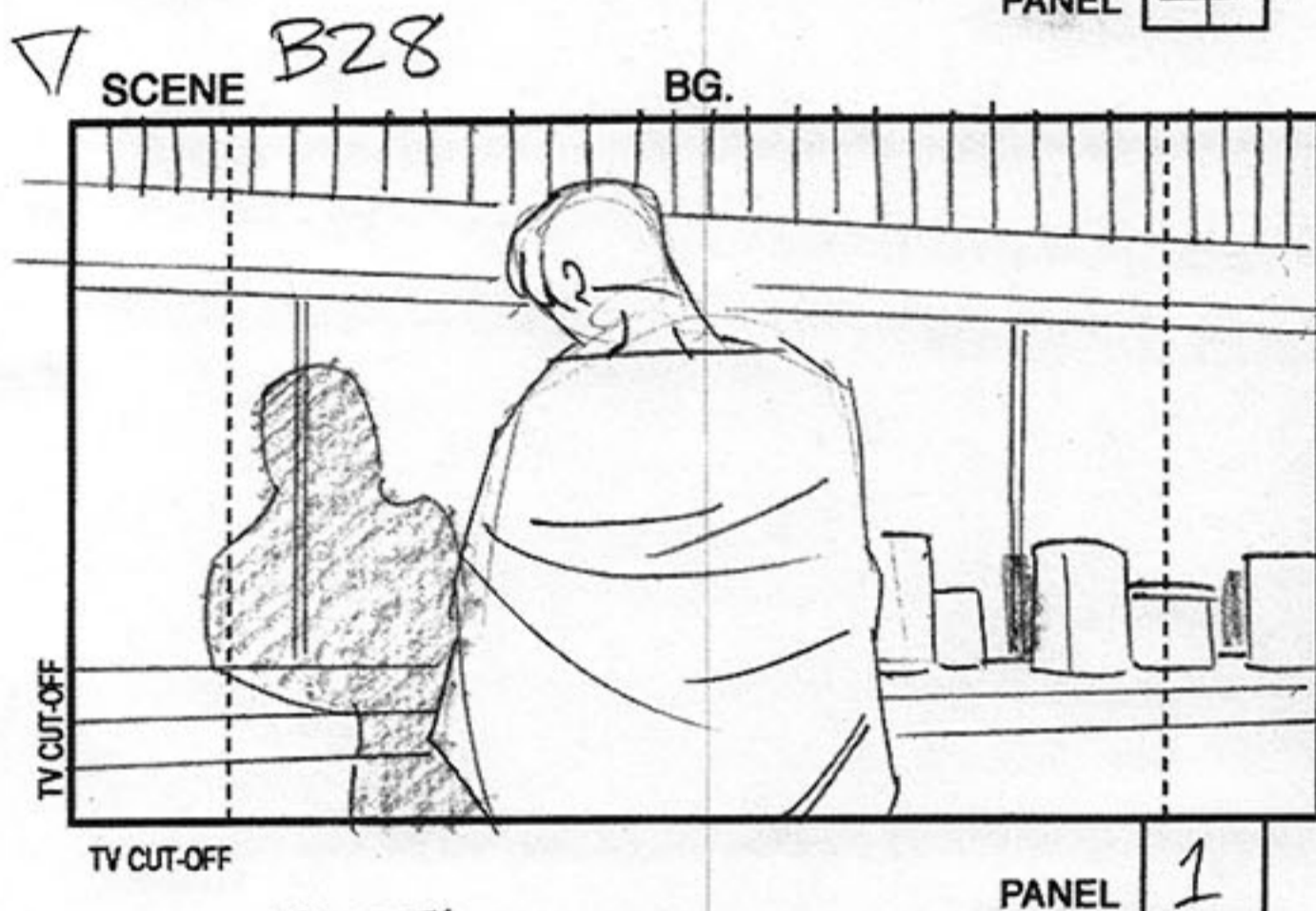
action
He gets off the table

dialog
Everything else can wait.



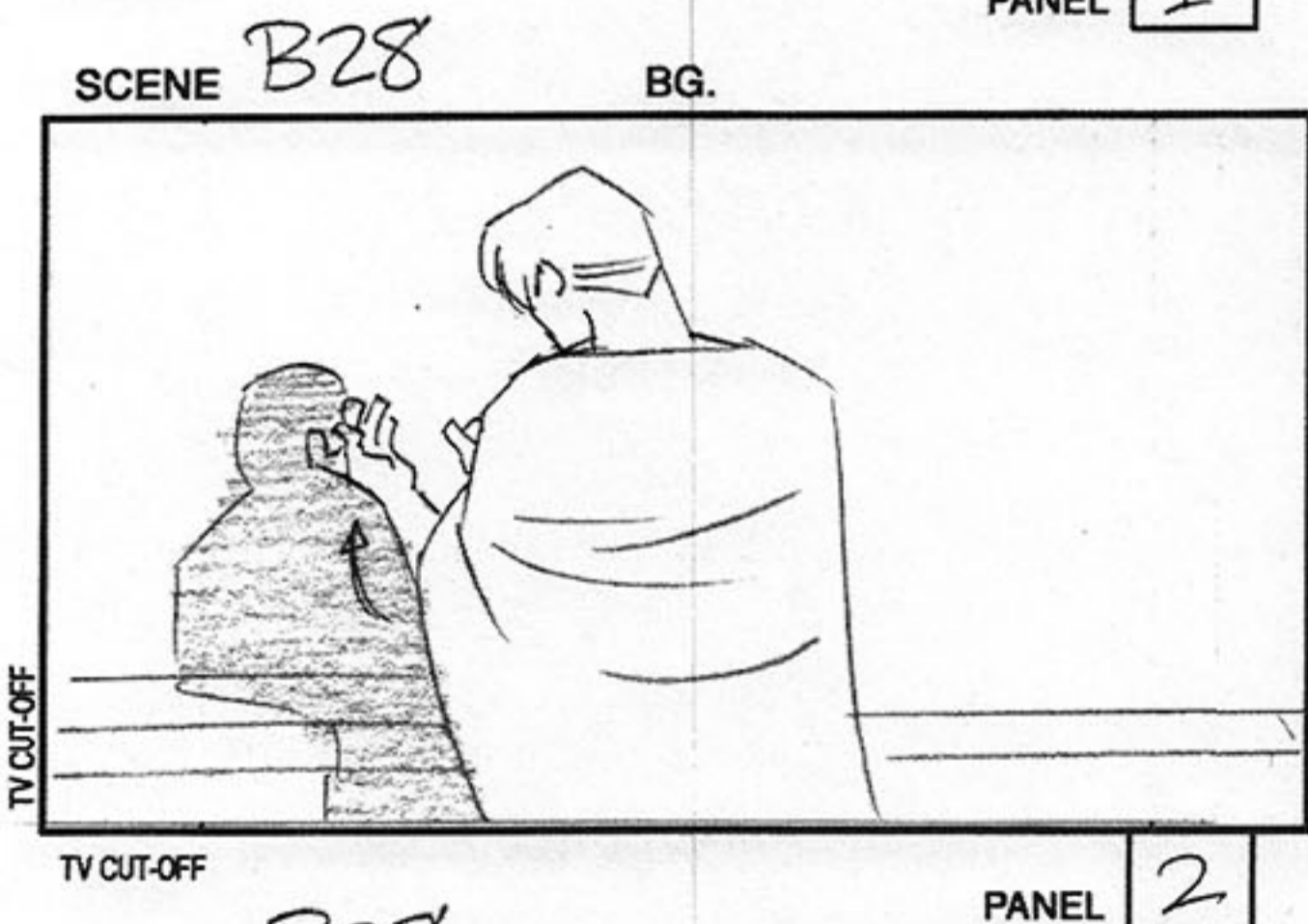
action
Truck out as Hank steps in

dialog
(88) HANK: She's right. We'll take care of you here.



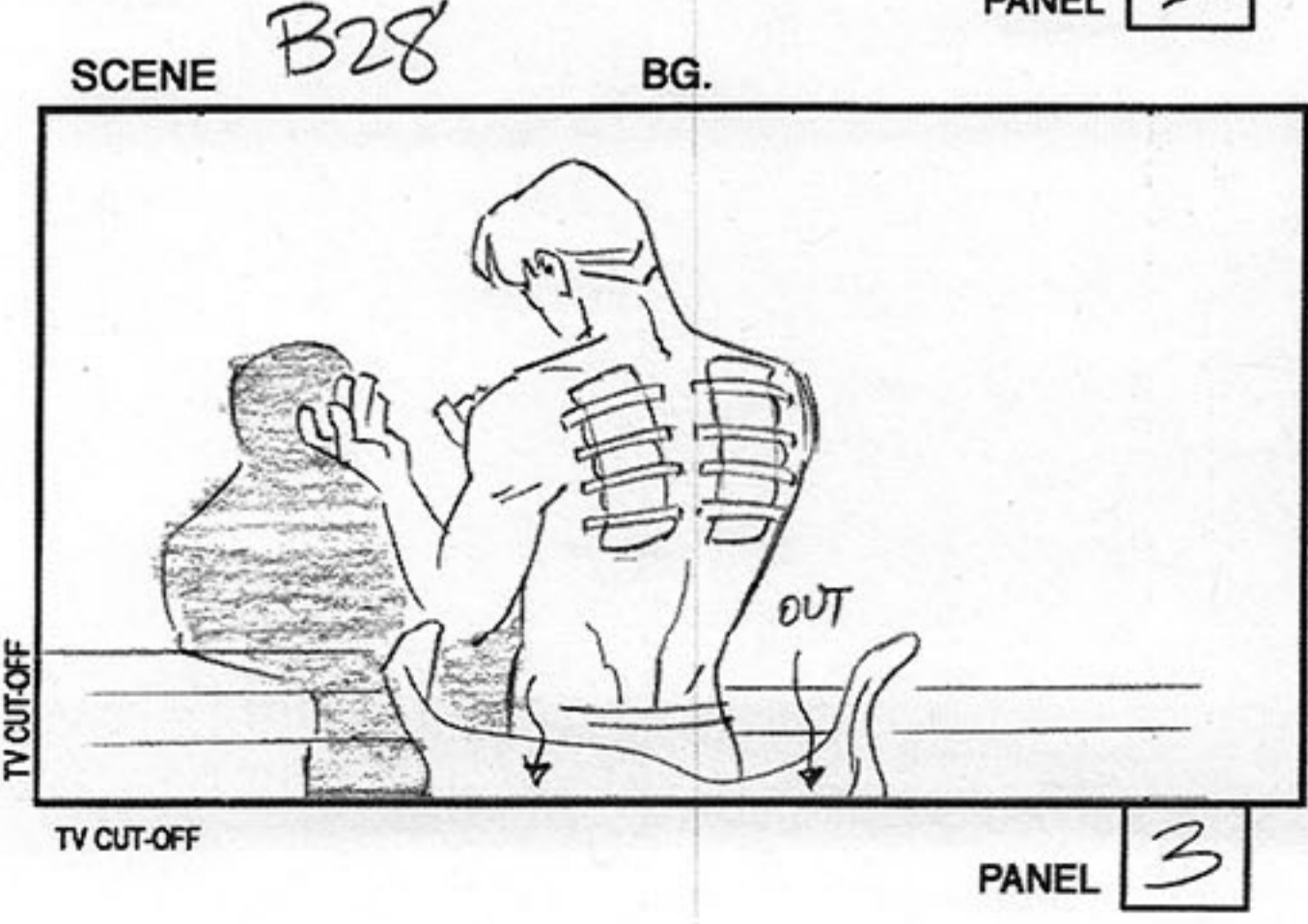
action
On Angel, looking away

dialog
(89) ANGEL: Someone came to me.



action
-raises his hands

dialog
He said he could give me-



action
blanket slips off, revealing bandages

dialog
-back my wings.

SCENE B29

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

The others look at him

dialog

(90) LOGAN: This magician got a name?

SCENE B30

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action

Closer on Angel

dialog

(91) ANGEL: Essex.

SC B31 (Match B29)

PANEL 1



TV CUT-OFF

TV CU

Pam

SCENE B31

BG.

PANEL 1

action

All exchange looks - Hank straightens

dialog

(92) LOGAN: Sinister?



TV CUT-OFF

TV CUT-OFF

PANEL 2

action

Logan rises

dialog

C'mon, Angel, you know better than that!

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H/U
SCENE B32

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
Logan looks toward Angel

dialog
-he's bad news!
(93) ANGEL: But all of his work...

SCENE B32

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

PAN

Pan as he turns to Hank

He knows mutant DNA better than anyone!

H/U
SCENE B33

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
Hank grips his glasses

dialog
(94) HANK: That's because he-

SCENE B33

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action
-removes them as he steps forward

dialog
harvests it by force in his barbaric attempts-

H/U
SCENE B34

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
Hank speaks to Angel

dialog
- to create the perfect mutant.

SCENE B34

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action
- grabs his shoulder

dialog
He's an evil man.

SCENE B35

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 1

action
On Logan and Ororo

dialog
(95) LOGAN: And helping you is the-

SCENE B35

BG.



TV CUT-OFF

TV CUT-OFF

PANEL 2

action
Logan gestures

dialog
- last thing on his mind.

SCENE B36 (Match B34) BG.



action
Angel reacts

dialog
(96) ANGEL: But I can't-

PANEL 1

SCENE B36 BG.

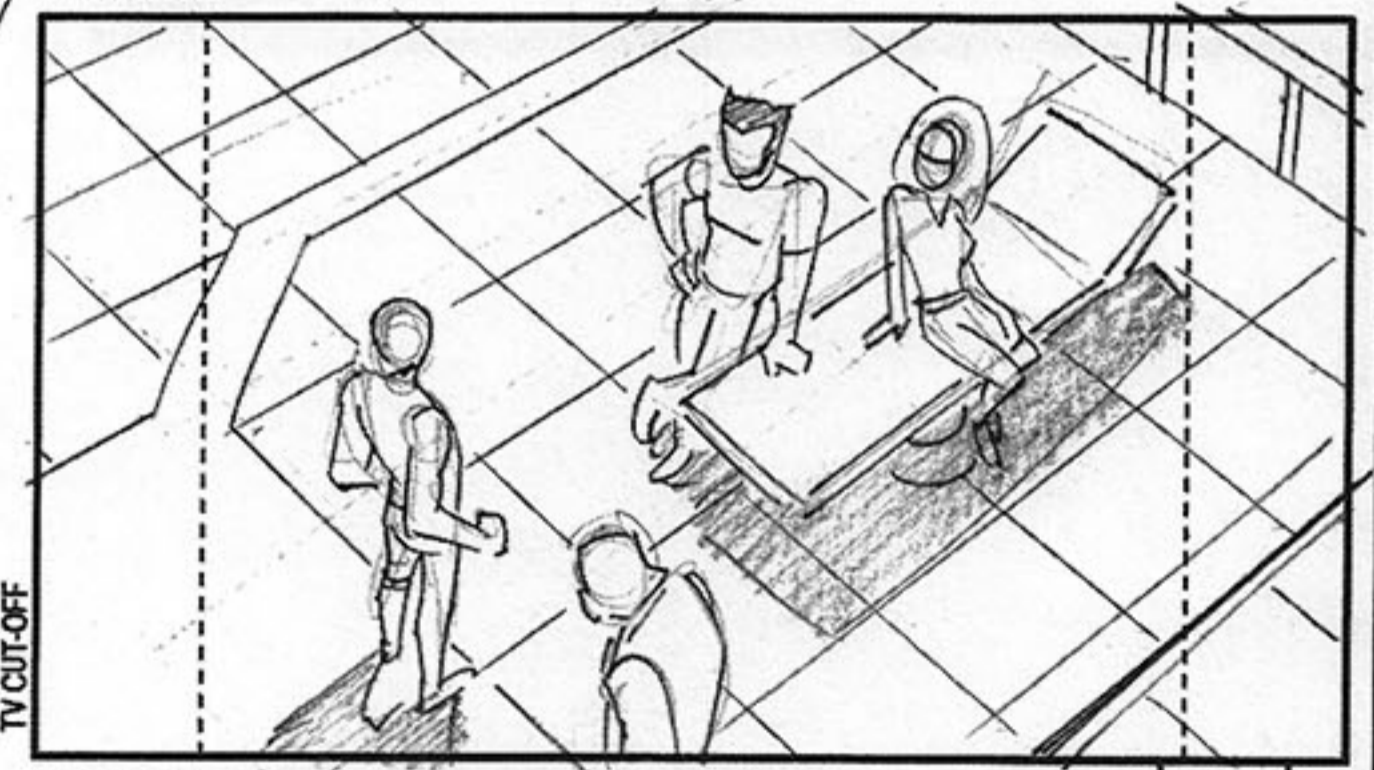


action
-turns away from Hank

dialog
-LIVE like this!

PANEL 2

H/U SCENE B37



action
Downshot of them all

dialog
(97) LOGAN: I understand that. But Sinister is not the answer.

PANEL 1

H/s SCENE B38



action
On Angel, enraged

dialog

PANEL 1

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SCENE B38 BG.

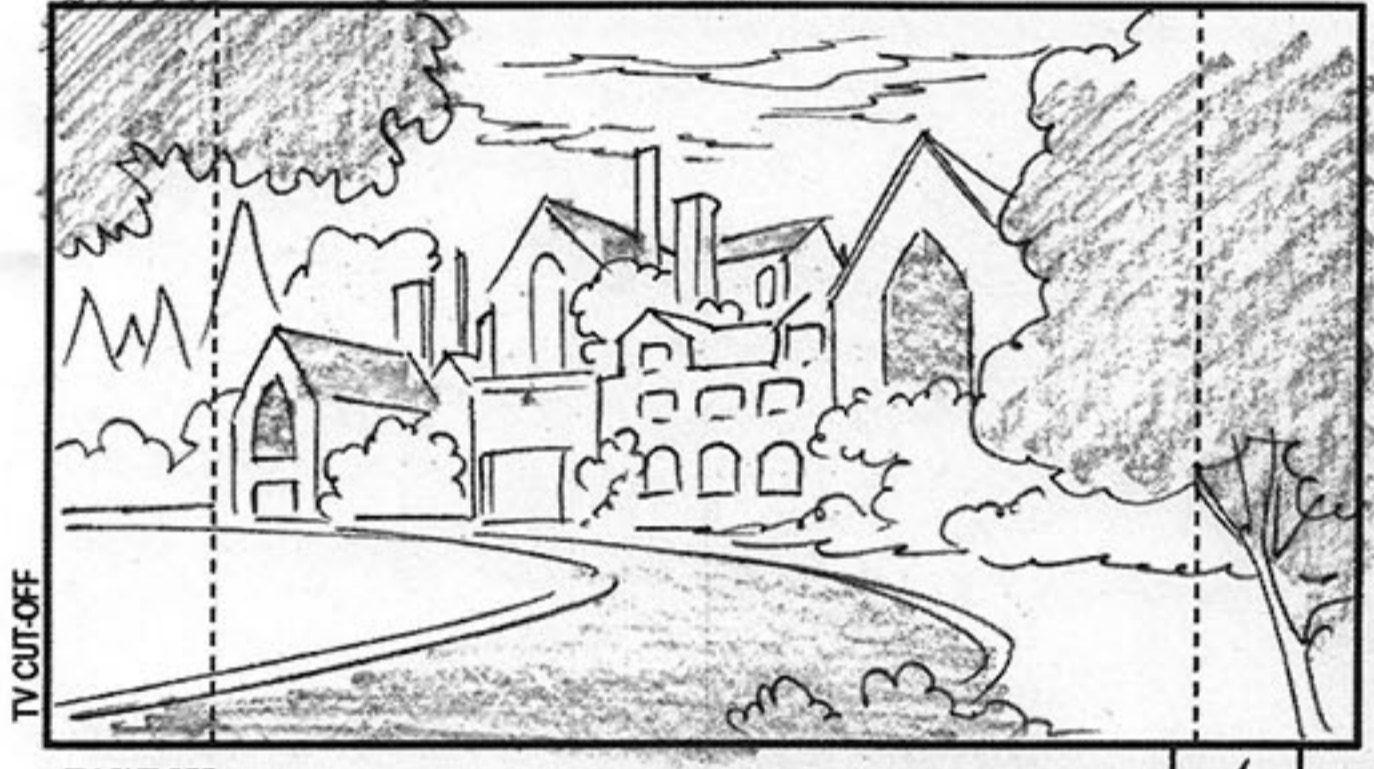


action
He turns away

dialog

PANEL 2

SCENE B39 BG.

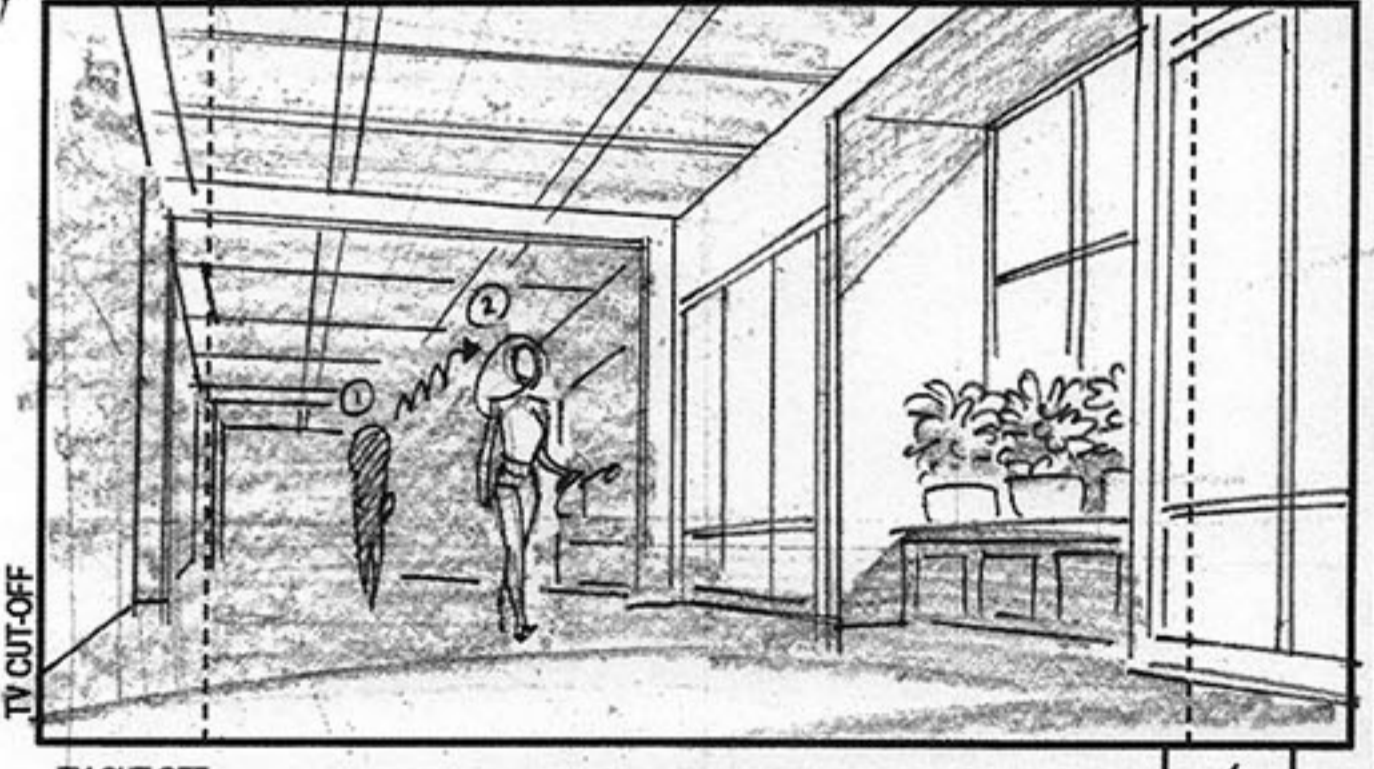


action
X-Mansion / Day

dialog

PANEL 1

SCENE B40 BG.



action
Upstairs hallway - Ororo walks toward plants in window

dialog

PANEL 1

SCENE B41 BG.



action
Outside window - she steps in, waters plants

dialog

PANEL 1

SCENE **B41** BG.

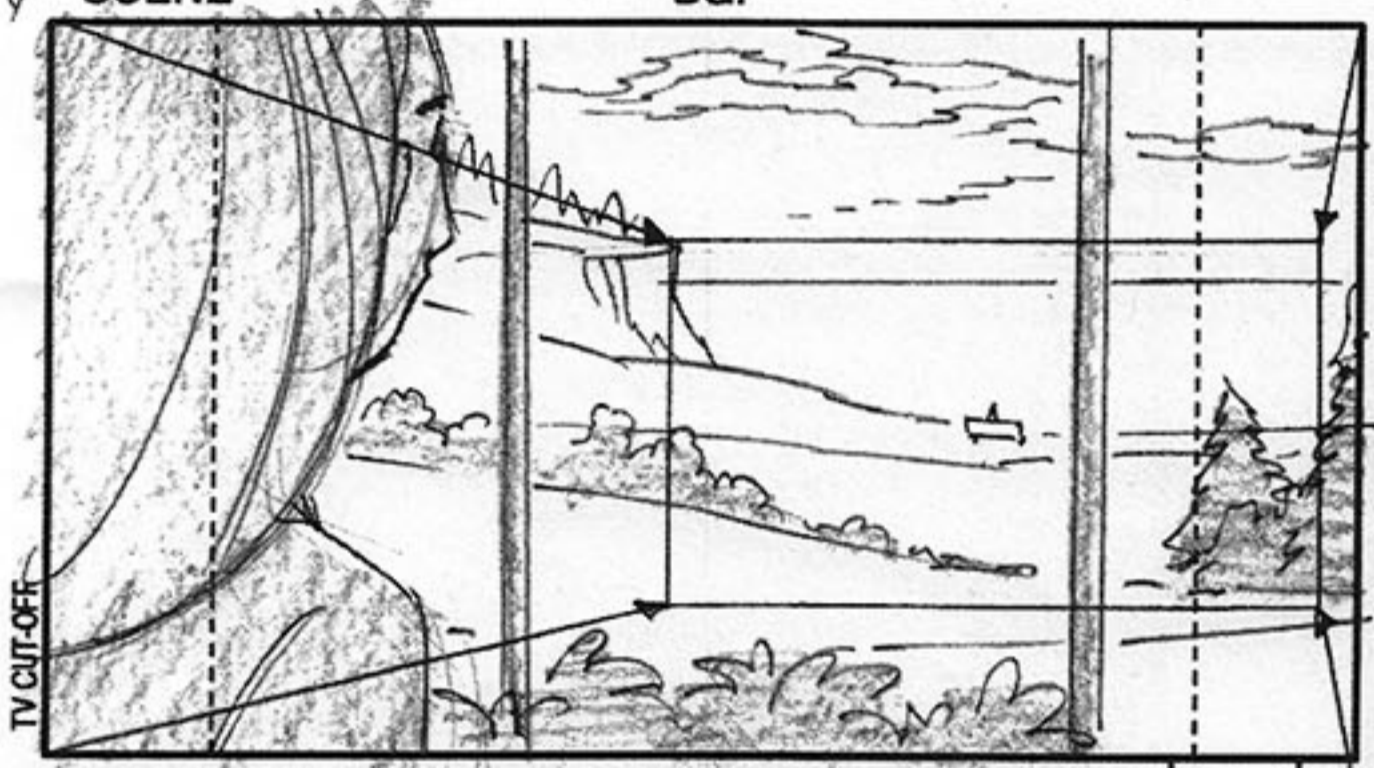


action
She looks out

dialog

TV CUT-OFF
TV CUT-OFF
H/U
PANEL **2**

SCENE **B42** BG.



action
Truck in on view of bench near cliff edge

dialog

TV CUT-OFF
TV CUT-OFF
PANEL **1**

SCENE **B43** BG.



Cut to reverse - Angel sits forlorn on bench

TV CUT-OFF
TV CUT-OFF
PANEL **1** PAN →

SCENE **B44** BG.



action
Close on Ororo, sad

dialog

TV CUT-OFF
TV CUT-OFF
PANEL **1**

SCENE **B44** BG.



action
She looks down

dialog

TV CUT-OFF PANEL **2**

SCENE **B44** BG.



action
Starts to walk away

dialog

TV CUT-OFF PANEL **3**

SCENE **B44** BG.



action
She glances out again

dialog

TV CUT-OFF PANEL **4**

SCENE **B44** BG.



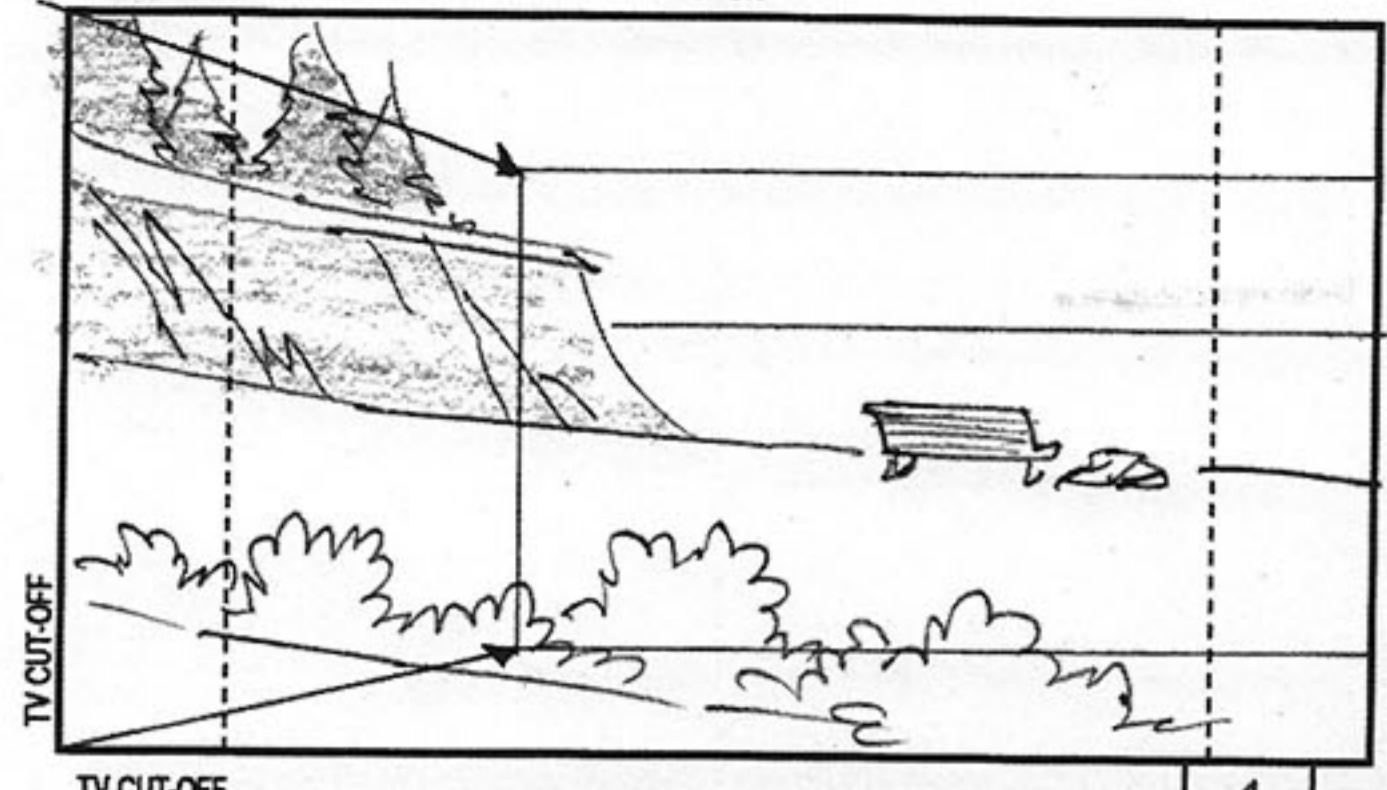
action
- stops in surprise

dialog

TV CUT-OFF PANEL **5**

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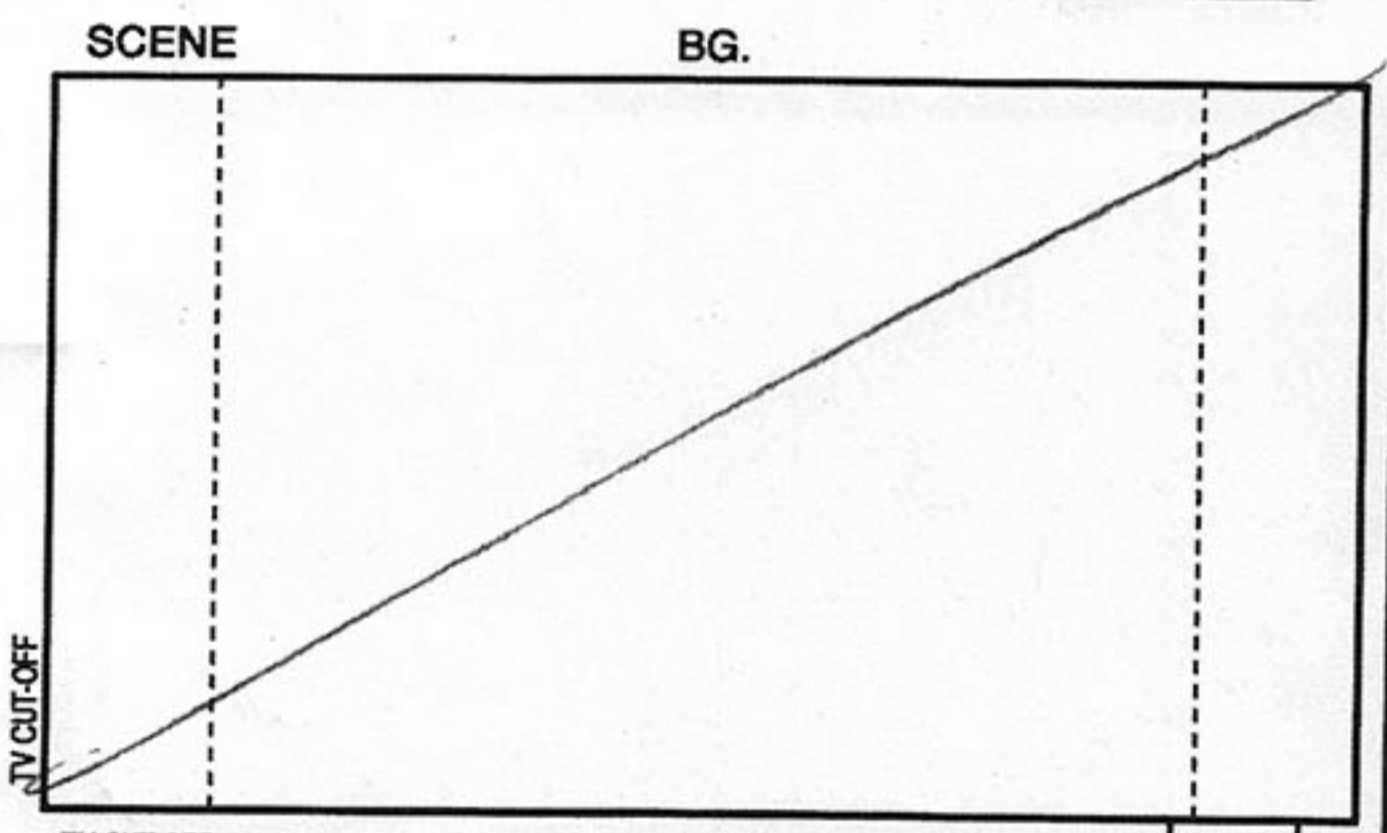
SCENE B45



action
Truck in on EMPTY BENCH - blanket lying nearby

dialog

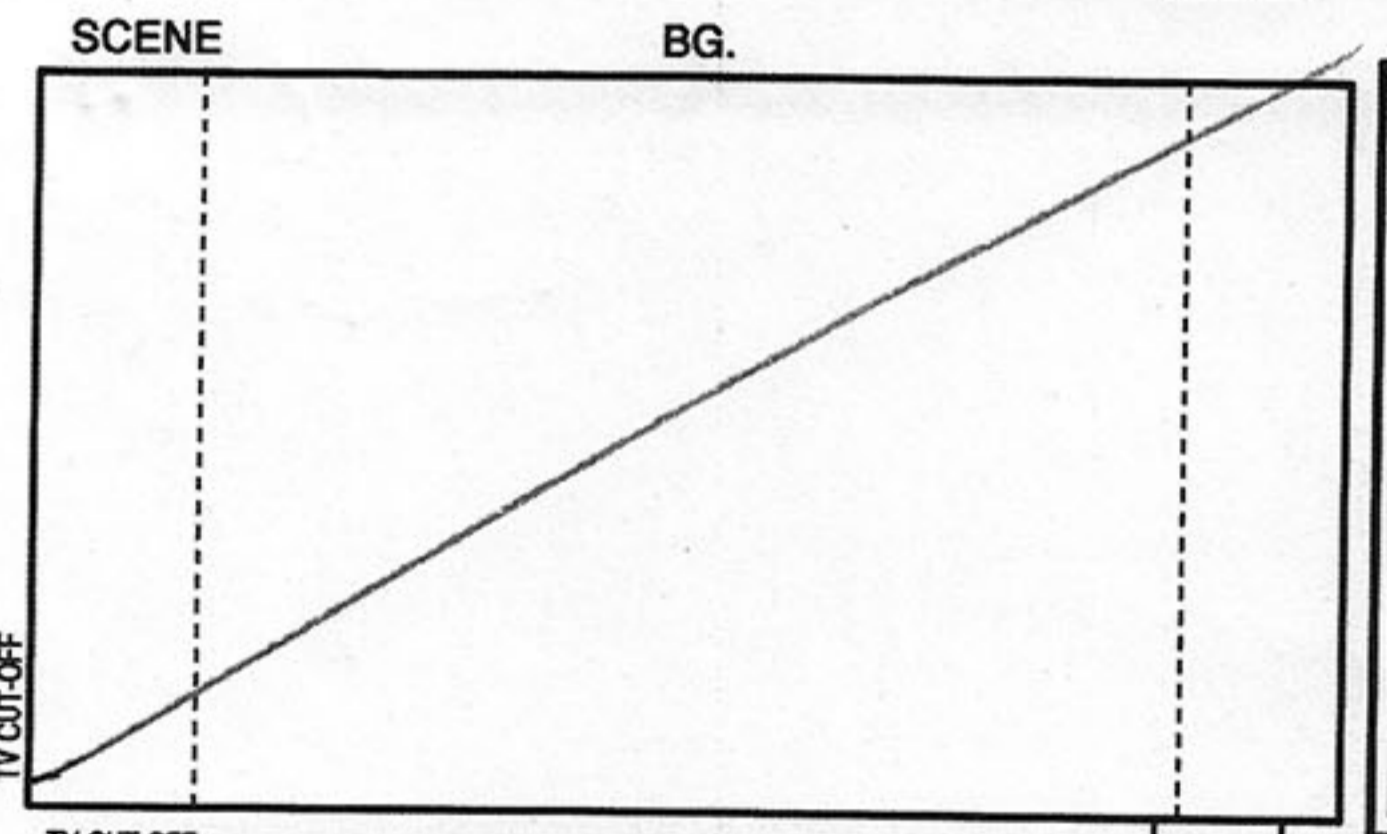
PANEL 1



action

dialog

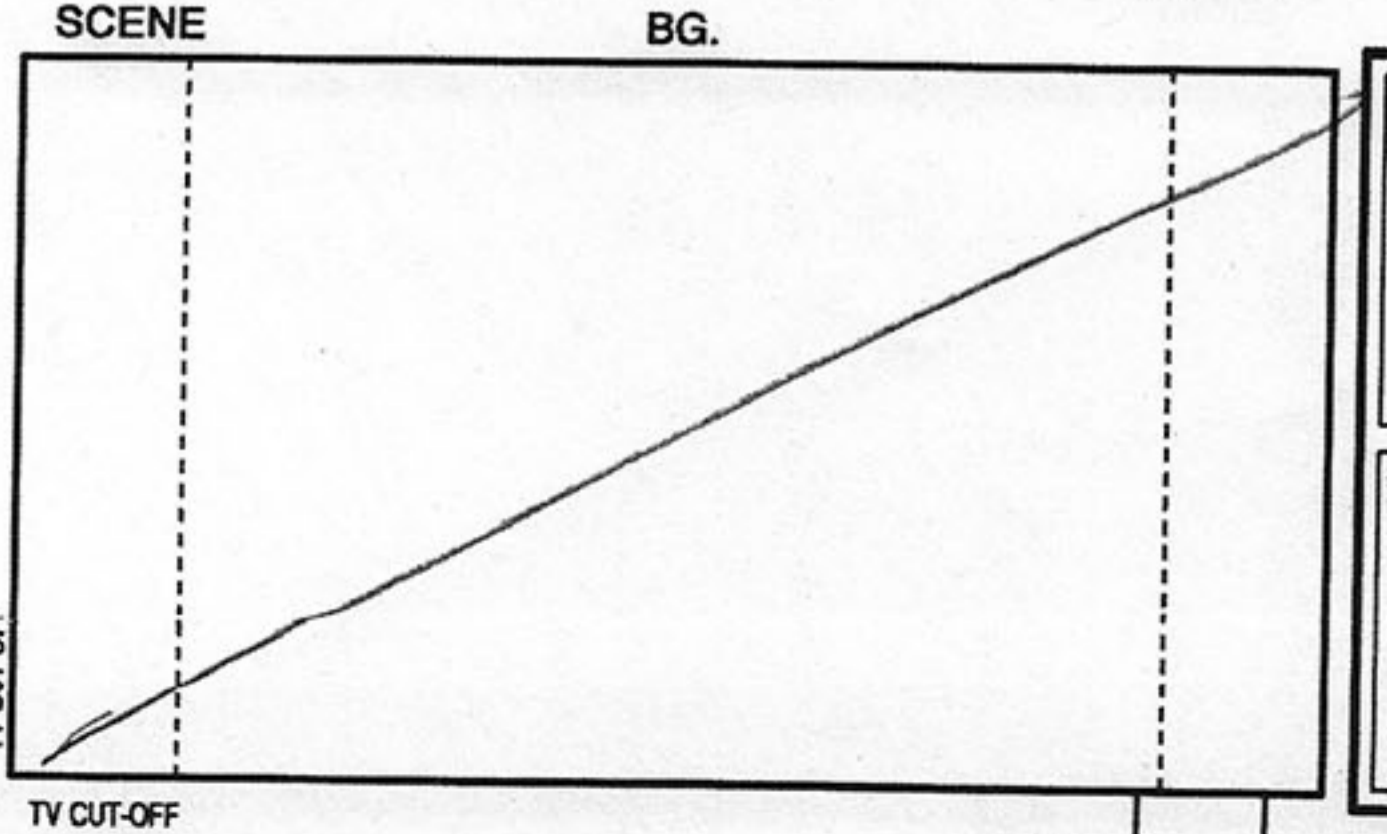
PANEL



action

dialog

PANEL



action

dialog

PANEL