

AN INTUITIVE TOUCH

SERIES BIBLE

One-Hour Science-Fiction Crime Thriller

Created by Geoff McCue • Based on the novel *An Intuitive Touch*

Series Logline

After an isolated pharmacology researcher accidentally creates a compound that lets her hear thoughts through skin-to-skin contact, she must decide when invading a mind is justified—while a detective begins using her impossible gift to find people ordinary evidence cannot reach, and powerful men close in on the science that made her different.

The Series

AN INTUITIVE TOUCH is a one-hour serialized science-fiction crime thriller built around a simple but dangerous question: if you could know what another person was truly thinking, when would you have the right to listen? Sarah Truman does not read minds at a distance. She cannot turn the ability on with concentration. She must take an experimental compound and make direct skin contact. What she receives may be a thought, an emotion, an image or a fragment of memory—and what she learns may be impossible to prove.

The series combines an investigative engine with an ongoing conspiracy. Sarah, Detective Jack Morrow and Sarah's closest friend Chrissy Elliott confront cases in which conventional evidence has stalled, while Sarah's former mentor Werner Klemm pursues the scientific secret behind her ability. Each use of the gift can save someone, violate someone, mislead Sarah, or expose her to a mind she wishes she had never entered.

Tone & Format

Format: one-hour, single-camera drama. Episodes use a Teaser and five-act structure. The tone is grounded, intelligent and suspenseful: science-fiction treated as a real-world ethical problem, character drama carried by natural dialogue, and crime stories in which Sarah's ability creates leads rather than magical solutions.

The show should feel intimate even when the stakes widen. Touch is visual and dramatic: a handshake, a crowded hallway, an accidental brush, a comforting hand on a frightened person. Ordinary human contact becomes suspense.

The Rules of the Ability

- Sarah's ability is chemically induced; it is not innate supernatural clairvoyance.
- Direct bare-skin contact triggers the connection.

- Clothing and gloves block the connection.
- The effect is temporary; Episode 1 establishes an active window of roughly twelve hours after dosing.
- Distance breaks the transmission.
- Sarah can receive words, emotions, images and memory associations.
- Memories are fragments, not perfect recordings. Sarah can misinterpret context or chronology.
- Strong emotion can intensify the signal.
- Trying not to think about something may paradoxically make it more accessible.
- The person being read does not automatically know Sarah heard the thought, although Sarah's reaction can reveal her.
- The information is not legal proof. Police must independently corroborate it.
- Sarah's ethical rule is consent whenever possible, with an exception for immediate danger to life or safety.
- Repeated dosing remains scientifically uncertain and potentially dangerous.
- Sarah's newest rule: she does not do this alone.

Series Engine

A typical episode begins with a human problem that conventional methods cannot fully solve: a missing person, an unreliable witness, a suspect hiding crucial information, a victim unable to explain what happened, or a case in which everyone appears to be telling part of the truth. Sarah's touch can expose a direction, but the fragment must then be interpreted, corroborated and acted upon.

The dramatic tension comes from three questions: Should Sarah touch this person? What will she hear if she does? And what can anyone legally or ethically do with what she learns? Jack supplies procedure and skepticism; Chrissy supplies conscience and emotional truth; Sarah supplies the impossible lead. The serialized layer follows Werner, the people interested in Sarah's research, and the consequences of repeated dosing.

Principal Characters

SARAH TRUMAN

A gifted pharmacology researcher whose intelligence has always been easier for her to manage than people. The compound initially feels like relief: uncertainty disappears when she can hear what others really think. That temptation becomes the central danger. Sarah is compassionate, stubborn, analytical and capable of rationalizing a boundary violation when the stakes feel high. Her season arc is learning that possessing information does not automatically grant the right to use it—and that responsibility requires other people, not isolation.

CHRISSY ELLIOTT

A muscular bouncer and history professor who becomes Sarah's closest friend and ethical anchor. Chrissy is funny, blunt and emotionally perceptive without needing a drug. She challenges Sarah's rationalizations, protects her without infantilizing her, and insists that knowing a thought is not the same as knowing a person. Chrissy is the person most willing to tell Sarah no.

DETECTIVE JACK MORROW

A grounded detective who encounters Sarah through the Amy Mercer disappearance. He does not accept the impossible because Sarah says so; he accepts that something is happening because her information repeatedly leads to verifiable evidence. Jack becomes Sarah's bridge into investigations while insisting that her impressions must be corroborated. His growing trust in Sarah is professional first, personal underneath.

LIEUTENANT PETE TOWNSEND

Jack's seasoned superior. Pete is pragmatic, procedural and resistant to anything he cannot put into a report. Once confronted with evidence, however, he adapts. His function is not to mock Sarah's ability but to ask the institutional questions: What can police lawfully do with this? What survives in court? Who is responsible when an impossible lead is wrong?

WERNER KLEMM

Sarah's former mentor and a regretted former romantic encounter. Brilliant, controlled and proprietary, Werner sees extraordinary science as something to be acquired before others understand its value. His interest in Sarah is personal, scientific and increasingly obsessive. Unlike Vargas, Werner is not primarily motivated by immediate profit; he wants to understand what Sarah has become and ultimately control access to it.

VICTOR VARGAS

A sophisticated criminal operator whose legitimate-looking properties and shell companies conceal a network involving vulnerable young women. Vargas recognizes that Sarah's ability could be monetized, weaponized or sold. His encounter with Sarah turns her from a curiosity into a threat.

ALBERT DANTE

A casino owner introduced when Sarah tests the limits of her gift for financial advantage. Albert notices the pattern others miss: Sarah changes after physical contact. He is best used as a recurring wildcard—neither a duplicate of Werner nor Vargas, but a man fascinated by anomalies and leverage.

AMY MERCER

The missing teenager whose case transforms Sarah's ability from private experiment into public responsibility. Amy is not passive: she observes, resists, engineers an escape attempt and helps create the opening that leads to her rescue. Her memories reveal that her kidnapping is part of something larger.

Season One Arc

Season One follows Sarah's transformation from researcher hiding an accidental discovery into an unconventional investigative partner who understands that her gift cannot remain purely private. The Amy Mercer case gives Sarah proof that the ability can save a life. It also exposes her to a larger trafficking operation, links Werner to people surrounding that operation, and makes Sarah visible to adversaries who understand that her research has value.

The season repeatedly tests Sarah's rules. Some cases reward restraint; others punish it. Some people willingly offer a hand. Others must never be touched. Sarah becomes better at interpreting fragments but increasingly aware that skill can become dependency. Jack must protect the integrity of his investigations

while using information he cannot explain. Chrissy becomes the person who recognizes the psychological cost before Sarah does.

Werner's season-long objective is to identify the compound, understand the mechanism and bring Sarah back under his influence. The criminal-network story intersects with that pursuit without reducing Werner to a conventional trafficker. His presence around Vargas's operation is connected to Sarah and the science. By the end of the season, Sarah must choose whether protecting the discovery means destroying it, exposing it, or accepting that other people may already know enough to reproduce it.

Episode Guide — Season One

1. DISCOVERY

Sarah Truman's work with a rare frog secretion and antipsychotic research produces an unexpected effect: after dosing herself, skin-to-skin contact lets her hear thoughts. She tests the phenomenon with coworker Caden, nearly loses control in public, meets Chrissy Elliott, and begins writing rules. Sarah removes key materials from the university and tries to bury the discovery—while former mentor Werner Klemm learns that she is hiding something.

2. WHAT PEOPLE HIDE

Sarah takes the compound before a casino outing and discovers how easily the gift can become cheating. Casino owner Albert Dante notices that her behavior changes after physical contact. Back at the university, Sarah resists deliberately reading a student who falsified research and solves the problem conventionally. Then Lisa Mercer arrives searching for her missing daughter Amy. A consensual touch with Amy's friend Megan gives Sarah the first real lead—and brings Detective Jack Morrow into her life.

3. THE VARGAS HOUSE

The search for Amy leads through Daniel Sutter, Victor Vargas and a Pier Nine warehouse. Sarah's touch reveals locations but also exposes her ability to Vargas. Police locate the farmhouse where Raymond Vale is holding Amy; Amy attempts her own escape and is rescued. Her memories reveal other girls, a scarred woman, and Werner's presence. Ray points police toward a second distribution site. Sarah and Jack agree to work together when ordinary investigation reaches a wall.

4. THE BLUE ELEVATOR

Police raid the industrial site identified by Ray. The building has been stripped, but evidence confirms that multiple girls passed through it. A traumatized survivor offers Sarah a hand, and Sarah receives fragments pointing to Celia Rusk, the scarred woman from Amy's memories. The case teaches Sarah that a victim's thoughts can be truthful and still incomplete. Werner quietly begins tracing the missing university samples.

5. SECOND TOUCH

Jack brings Sarah into a case unrelated to Amy to determine whether their unusual partnership can work beyond a single emergency. A witness who appears deceptive is actually protecting someone for reasons Sarah initially misreads. The mistake forces Sarah to confront the difference between hearing a thought and understanding a life. Meanwhile, Albert Dante reappears with information about who has been asking questions about Sarah.

6. OLIVE

Repeated exposure to other people's fear and guilt begins stirring Sarah's own buried memories. A case involving a young woman in danger triggers Sarah's unresolved guilt over Olive, a childhood friend whose death shaped Sarah's need for control. Chrissy pushes Sarah to seek help rather than dose again. Werner uses Sarah's emotional vulnerability to reopen their old mentor-student bond.

7. THE NETWORK

Evidence from the blue-elevator site connects Celia Rusk to a broader pipeline operating through legitimate businesses and temporary properties. Jack and Pete need Sarah's leads but become increasingly concerned that her involvement could compromise prosecutions. Sarah learns that someone inside the network has detailed knowledge of her compound's effects.

8. CONTROL GROUP

Werner offers Sarah what she once wanted: a private laboratory, unlimited funding and the chance to study the phenomenon safely. His scientific arguments are persuasive because some of them are true. Sarah considers whether controlled research could reduce the danger of self-experimentation, while Chrissy and Jack suspect Werner's definition of partnership still means ownership.

9. THE TRUTH BENEATH

Sarah and Jack close in on Celia and discover that the trafficking network and Werner's scientific agenda overlap at a point neither expected. Sarah is forced to touch someone carrying memories of several crimes at once, overwhelming her ability to separate fact, fear and association. A trusted assumption about the compound proves incomplete.

10. CHOICE

The season converges on Werner, the remaining network and the future of Sarah's research. Sarah must decide whether to use the compound when doing so may permanently harm her—and whether the discovery can remain secret now that others have seen what it can do. The immediate criminal threat is resolved, but evidence suggests the science has already escaped Sarah's control, launching the next season.

Future Story Possibilities

- A suspect sincerely believes a false memory, forcing Sarah to confront the limits of subjective truth.
- A person consents to being read but later regrets what Sarah learned.
- Sarah touches someone who recognizes the physiological signs of the compound and understands what she is doing.
- A case requires Sarah not to touch the most obvious suspect because doing so would expose her ability.
- A medical or neurological consequence appears after repeated dosing.
- Another researcher attempts to reproduce the compound with different or unstable effects.
- Albert Dante offers information Sarah needs in exchange for a favor, testing whether he is ally, opportunist or future adversary.
- Jack must testify about a case solved through information he cannot disclose without exposing Sarah.

What the Show Is About

At its core, AN INTUITIVE TOUCH is not about knowing what people think. It is about what we owe one another when privacy disappears. Sarah begins believing that certainty will make human relationships easier. The series keeps teaching her the opposite: intimacy is not information, truth without context can wound, and trust matters precisely because we cannot normally know everything.

That tension gives the show both its weekly suspense and its emotional longevity. Every handshake can open a door. Every door may reveal something Sarah was never meant to know.