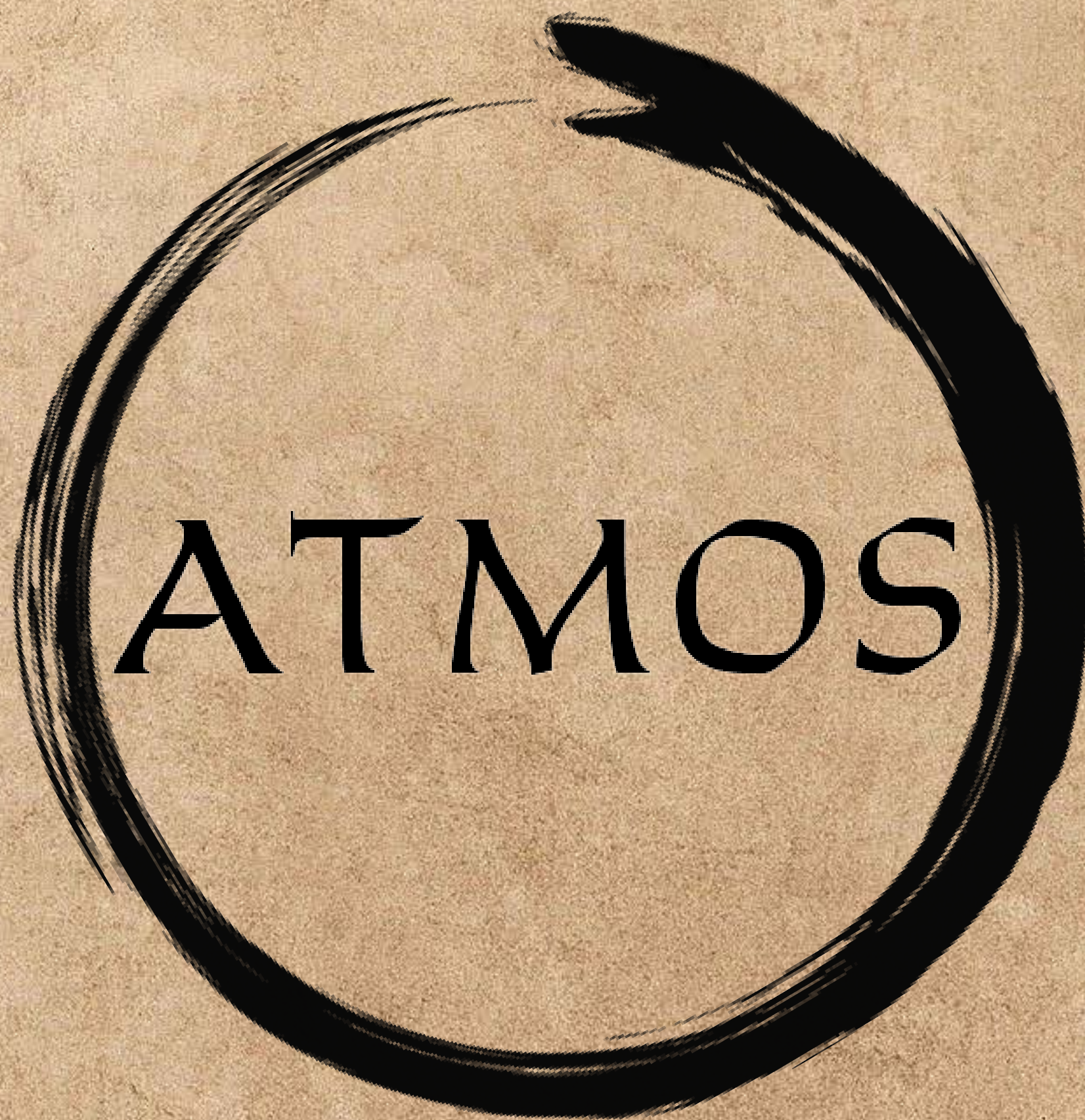




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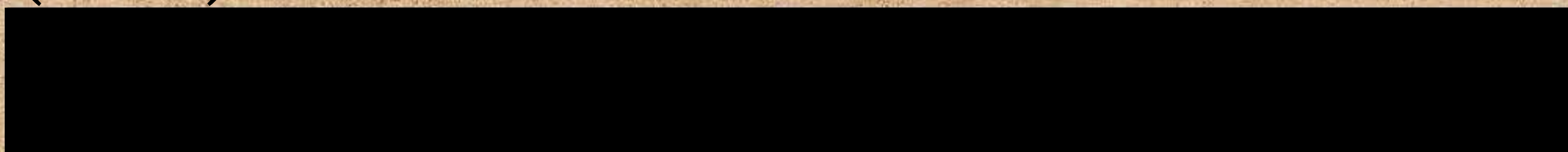


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ONESHEET

After two years, the war between the fantasy continents of Atmos and Zethar has reached a turning point. The captain of the royal guard, Emilia, leads an ambush defeating the evil Zethi general, Lord Shenrak... or so the people think.

Only Atmos' higher-up leaders know the truth, Shenrak escaped and is unable to retreat back to Zethar. Now Emilia (along with her best friend and a mysterious ranger) has been sent to hunt Shenrak down.

THE WORLD

Atmos' story is rooted deeply in its world. The continent of Atmos has 5 regions; the North, South, East, West, and the capital kingdom at the center. Each region boasts unique environments and cultures, from a mountainous icy tundra, to divey swashbuckling port towns. and a chain of islands reminiscent of medieval era Japan.

CHARACTERS

With an "Avatar: The Last Airbender" style adventure A-plot and a "Game of Thrones" style political drama B-plot, Atmos' drama is driven by its diverse cast of protagonists and supporting characters.

A-PLOT PROTAGONISTS

EMILIA- Stern, diligent, and loyal to a fault, Emilia is the perfect soldier, but what seems like patriotism is her insatiable vendetta against Shenrak.

ANNA- Emilia's closest friend and confidant. As the oldest of 8 siblings, Anna is a natural caregiver, often playing the role of mediator between Emilia and Griffin.

GRIFFIN- A stranger to Emilia and Anna. Born in Zethar but raised in Atmos, Griffin acknowledges (even boasts) his "outsider" nature. He is cold and acerbic, and as head ranger he exists outside the chain of command which leads to him constantly butting heads with Emilia.

B-PLOT PROTAGONIST

ARIUS- The future king of Atmos. Arius remains in the capital studying under the current king's various royal advisers, not all of whom are to be trusted.

TARGET AUDIENCE

Atmos will be an animated series intended for older teen/young adult viewers, the series plays on the romanticized tropes of black-and-white, good-versus-evil fantasy tales, and as the story develops the A-plot protagonists become disillusioned to the politics of war while the B-plot protagonist is manipulated and groomed as a tyrant. Violence is realistic but not excessive. Rare unobtrusive profanity. Likely TV-14, TV-PG with small changes.



THE WORLD OF ATMOS



HISTORY

Ten years ago, King Nostrum ended Atmos' age-long war, by uniting the 4 nations against a common enemy, Zethar. An era of peace followed, until 2 years ago, when the evil Lord Shenrak led a Zethi invasion on Atmos' eastern shore. Our story begins at a turning point in this war; Shenrak is behind enemy lines, where Atmos' royal army prepares an ambush.

TECHNOLOGY

Atmos takes place in a medieval-style era with entirely realistic technology. Swords and shields, bows and arrows, no firearms. The only fantasy element that separates Atmos from reality is Shards.



LIGHT



FORCE



FLAME



LIGHTNING



DEAD

Shards are a mineral mined in the mountains of Atmos that work similar to batteries. A Shard can store and expel one of four types of energy: light, kinetic, flame, or electric (energyless or "dead" shards without energy are black).



THE NORTH

The northern region of Atmos is a mountainous icy tundra. Populated by a proud viking-like people.



Although shards are mined in the northern region's mountains, the north does not have the resources to shape and charge shards. Outside of the capital, only the wealthiest of Atmos' citizens can afford shards.



Northerners wear mostly leather and furs. Wood being scarce in the north, their weapons and structures are frequently made from fossil and bone.



Being from such a harsh environment, northerners adopt a sort of "might makes right" philosophy. They look down on the other regions of Atmos, believing grit and constitution make the north superior.



THE WEST

THE WORLD

The western region of Atmos is a collection of marshy woodlands and divey port towns inhabited by cutthroat pirate types.



Poorly governed to the point of near-lawlessness, organized crime runs rampant in the west. Rival gangs fight for territory while corrupt officials are bribed to look the other way.

Despite its dilapidated appearance, the west is second only to Atmos' capital in wealth. All the rivers throughout Atmos flow eastward, making the west the hub of trade. When westerners aren't wearing their working rags, they often don ostentacious clothes and expensive jewelry





THE SOUTH 5

The southern region of Atmos is a chain of tropical islands with a culture inspired by edo era Japan.



Although the south remains neutral in regards to the war, it still maintains trade agreements with the other regions of Atmos.

The southern islands' geography makes the south a naturally well-defended stronghold. Little of the population is trained as warriors, the majority of southerners opting for more peaceful lives taking up agricultural and artistic professions.





The East

The east is Atmos' largest region, with rolling wheat fields and grassy plains.



The east is Atmos' main source of agriculture, its people dress plainly in canvas and leather, and they live in buildings made of stone with wood thatched rooves.





THE CAPITAL

7

Established at the center of Atmos' mainland by King Nostrum after unifying the 4 surrounding regions, the capital kingdom of Aldorr is a bustling city of towering skyscrapers.



The hub of Atmos' wealth, most of the capital's buildings boast high ceilings and immaculate wide open interiors. While other regions rely on torches for light, the capital has so much wealth that light shards are practically ubiquitous.



Dressed for perpetual comfort and fashion, residents of the capital are often seen in white or blue robes with silver and gold accessories.





ZETHAR

8

The continent across the ocean east of Atmos, discovered by Nostrum just before he unified the regions of Atmos. Zethar's coasts are surrounded by jagged stone structures that prevent larger ships from reaching the mainland.



Natives of Zethar can be identified by their golden brown skin and stark white hair.



From a more primal society, Shenrak's Zethi warriors make armor and weapons from obsidian and shale-like stone, resulting in jagged asymmetrical designs.





THE CHARACTERS

With an “Avatar the Last Airbender” style adventure serving as the A-plot, and a “Game of Thrones” style political drama as its B-plot, Atmos’ story relies heavily on its characters and the relationships between them.

A-PLOT:

Emilia: The A-plot protagonist. She’s loyal and disciplined, a born leader and stick in the mud.

Anna: Kind and shy, she’s natural caretaker and the least assertive person in Atmos.

Griffin: Reclusive and acerbic, he only ever talks to hurt your feelings, only ever exerts himself to hurt someone.

B-PLOT:

Prince Arius: The B-plot protagonist. Eager but naive, he checks all the boxes of a great future leader, but is too insecure to inspire or intimidate.

Zara: Elegant and cunning, she knows how to play people and is more than patient enough for the long con.

SUPPORTING:

The three emissaries: the representatives of Atmos’ outer regions.

Shenrak: The evil Zethi general, known as “the demon”.

King Nostrum: Unifier and leader of Atmos.

General Aurron: The royal army’s most decorated warrior.

Jolee: The capital’s wisest Magi and expert on shards.

Bowen: A curious tinkerer protective of his siblings.

Baxi: A sharp-tongued, Zethi-born westerner.

Ichabald: Nostrum’s snootiest royal adviser.

Akari: The southern emissary’s aide and Anna’s girlfriend-to-be.

Kassadin: The Zethi boogiemer. Shenrak’s right hand man.



EMILIA

Emilia is the captain of Atmos' royal guard. She is disciplined and loyal to a fault. She respects nothing more than the chain of command and follows orders without question. She is the perfect soldier, but without the guidance of a commanding officer, she tends to haphazardly throw herself at her problems.

Born and raised on the shores of Atmos' eastern region, [REDACTED]

[REDACTED]. Emilia's vendetta against Shenrak has been her drive and motivated her to attain the rank of captain in just two years [REDACTED]





GRIFFIN

Griffin is cold and reticent, only speaking to attack your insecurities with a snide remark. As one of General Aurrón's rangers, Griffin exists outside the chain of command, making him the perfect thorn in Emilia's side.

Evident by his stark white hair and golden-brown skin, Griffin is a Zethi by birth but has spent most of his life in Atmos. Griffin never divulges to Emilia and Anna where he is from



 Griffin laughs off anyone's attempt to be sincere with him. He insists there's nothing more to him but he can only fool himself for so long.



ANNA

Anna has been Emillia's best friend since she pulled Emilia out from the wreckage of Shenrak's first strike two years ago. When Emilia enlisted in the royal army, Anna joined as a medic, and she has since always been there to put back together a broken Emilia.

Anna is kind and non-confrontational. As the oldest of many siblings, she is a natural caretaker, which is supplemented by her knowledge of medicine she acquired from her father, a travelling surgeon.



As the season progresses,



ARIUS

Arius King Nostrum's only son, and the future king of Atmos. Arius has lived a sheltered life since birth, and all the galant tales of his father unifying Atmos have built up deep insecurities in Arius over time.

Arius is eager to prove himself to his father and his people. Forbidden to join the battlefield by his father, Arius tries to make up for his lack of experience with research.





THE EMISSARIES



The emissaries are representatives of Atmos' regions to the capital, and each one is the personification of their respective region's culture. A stoic and impatient mountain of a man from the north, an aggressive sharp-tongued diva from the west, and a jovial but reclusive blind man from the south. (The east has been without an emissary since Shenrak allegedly killed her just after invading).

Each of the emissaries plays a role in both A and B plots, giving orders to Emilia, Anna, and Griffin, as well as teaching lessons in leadership to Arius.



THE LOCALS

CHARACTERS

The locals of Atmos' different regions act as supporting characters in both A and B plots to build the world and develop the main characters.

The Capital

Aurron - Head General of Atmos and best friend to King Nostrum

Zara - Nostrum's royal advisor

Jovani - Atmos' foremost Magi (a researcher of shards)

Phae & Theon - Teenagers and peaceful protesters in opposition of Atmos' royal family

The East

Bowen - A tinkerer and blacksmith, wants to become a Magi

Elda & Meda - Bowen's kid twin sisters, both members of a Zethi sympathizer group

The North

The West

Praxi - A Zethi-born mercenary working for the western emissary

The South

Akari - Assitant to the southern emissary



SEASON 1 OUTLINE

Pilot & Inciting Incident:

[REDACTED]

A-plot: Emilia, Anna, and Griffin explore the Eastern, Northern, Western, then Southern regions

[REDACTED]

B-plot: Arius is mentored by the different leaders of Atmos.

[REDACTED]

A-plot Ending:

[REDACTED]

B-plot Ending:

[REDACTED]



SAMPLE EPISODES

PILOT PTS. 1 & 2

FROM FIRE PT. 1: Two years into the war, Atmos' leaders get word that Shenrak will [REDACTED]

[REDACTED]

FROM FIRE PT. 2: [REDACTED]



SAMPLE EPISODES

MID-SEASON EPISODES

PLAYING WAR:

WOLVES AND WEAPONS:

ERRAND BOYS:



SAMPLE EPISODES

FINALE PTS. 1 & 2

[FINALE SETUP]:

(FINALE pt. 1):



SAMPLE EPISODES

FINALE PTS. 1 & 2

[REDACTED] (FINALE PT. 2):

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]