

Champions; Protectors of Greece

In ancient Greece, humans and Gods lived side by side. That is until the Gods sparked a war that tore Greece apart, consuming mankind in fiery conflict. The only recourse was to sever the link between Gods and man.

But without Gods, how will we save ourselves? Sparta looks to conquer the entirety of Greece and Athens stands to fight them to the death. Each brandishing the name of peace and unity. The last chance for true peace in this world are the inheritors of the Gods' will, the new protectors of mankind, the Champions.



The Story

The origin of the world's first superhero, Hercules. The home of centaurs, phoenixes and mermaids. If you think about it, it's where our modern entertainment industry was born, this is the setting of our grand adventure, ancient Greece.

Champions is a fantasy adventure where viewers will experience the magical and wondrous world of Ancient Greece. In our story universe, Greece has severed its connection from the Gods and their meddling. Now a select group of humans, known as the Champions, have inherited the abilities of the Gods to help guide mankind and keep the world in balance.

Champions has no "villains" or "heroes", only individuals caught in webs of responsibilities, backgrounds and feelings. Every character is a product of their environment, motivated by what they believe is best. As the story progresses, lines will be drawn, erased and redrawn over time as characters grow and their worldview expands.

We follow three main characters: Cham, a boy who searches for truth. Lethe, a young man wrestling with his identity. Leandra, a girl looking for "justice" whilst trapped in Greece's eternal cycle of cruelty. And for all the power they each possess, in the end they're only human.

Tone & Style

The series will be 2D animation, incorporating 3D techniques for specific sequences and creatures. A season will span roughly 22 half hour episodes, each of which incorporates an A-plot, sometimes paired with a B-plot that focuses on our split story arcs with different characters. All the while feeding into the larger serialized narrative of the show across episode arcs while painting the world for the viewer.

The art style will be vibrant and naturalistic to illustrate the fantastical landscape of ancient Greece. Rolling hills, sprawling forests, marble monuments, small wood towns and large stone cities will characterize the world.

The tone will be like the vivid dreams of adventure we've all had as children. Sometimes exciting and mystifying and at other times intensely nightmarish. Inspired by my love for animated programming like *Avatar The Last Airbender*, and the grand adventures of *Star Wars*, we will immerse viewers into the rich cultural and mythological history of Greece. To deepen that immersion, cinematography will be lively with motion driving our shots. We will rarely stand still, making sure that characters or shots are in motion to breath life into the scenes.

The soundtrack should be orchestrated. Percussion, strings, and woodwinds primarily filling the melodies of this world. The final result should be music that can stand on its own apart from the visuals.

Fantasy

The world we are entering has long been tied to the Gods and their omnipotent powers. Magical creatures like centaurs, nymphs, harpies, hydras, cyclopes and many more call this world home. It is important that the fantasy creatures feel magical, yet at their core, share the same connection to this world that the humans themselves do.

The fantasy elements also live in our human characters. Whether its superhuman physical prowess, telekinesis, conjuring the weather, or elemental powers, their abilities are something greater than themselves. As such, if a character were to magically conjure fire, it should look visually distinct from fire you'd see on torches or in camp fires.



Characters

Cham – Cham will be our guide through this world. It is through Cham that our viewers will experience ancient Greece as he tries to find himself in society. He is 13, on the shorter side with a smaller build, blue eyes, darker skin, and wears garments of purple/grape with blue accents with his short brown hair worn up. Cham has washed up on the shores outside of Delphi with *NO* recollection of his past life or where he hails from. He has a strong ability for intellectual problem solving, coupled with zealous eagerness. Because of his telepathic abilities and general caring for others, he may be considered a heightened empath, leading him to make choices benefitting the common good above most else.

Leandra – 16 years old, 5”8 with a toned athletic build, fair skin, short/medium dirty blonde hair with amber eyes that either give off a soft warm glow or a fierce yellow tint that pierces the soul. She is the Champion of Zeus, raised in secret by her parents so she could have a normal childhood. At a young age however, her home and family were torn apart by the ravages of war. This has made Leandra into a tightly wound spring of a person. She is tough, decisive, and presents herself as mature for her age. However, what she has in physical prowess she lacks in emotional stability. The scars of her childhood not only run deep, but hide shallowly below the surface of her resolve.

Lethe – 19 years old 5’10 with a lean athletic build (not muscular but able), matte black hair and grey/marble eyes. The Champion of Hades. Lethe was born ill, always in a state of severe fever dream or unconsciousness. Because of this, he doesn’t remember much of his own childhood. Once the fever passed, he awoke in the care of King Damien of Sparta. From that day he swore his life to the king. His relationship with his step brother Ajax is strained by both their familial ties and having to work in the shadow of Sparta’s hero. He acts rather reserved, speaking only when necessary, and usually fails to garner the attention of others. Still, his reserved demeanor shouldn’t be mistaken for a bland nature. He has an extremely high perception of his surroundings and people which gives him a unique view of the world. He keeps these thoughts tucked away in the form of journal entries, poems and drawings kept in a small ledger he carries as his primary form of day to day conversation.

Ajax – 20 years old 6’2’ with broad shoulders and a large athletic frame, fiery red eyes and golden blonde hair. The Champion of Ares and heir to the Spartan throne, he has a regal appearance and is the most desired among Spartan men. His combat abilities, aided by his powers bestowed by Ares, are unrivaled by any man. While at the same time being every bit as refined in his manners and nobility as he is powerful. However, his true nature is that of a heinously egocentric person, which begins to leak out whenever he starts to lose composure.

The Oracle of Delphi – The Oracle is the oldest person in Greece. She is a telepath who holds a wealth of this world's history and knowledge, due to her connection to the god Apollo. She serves the society before the self and presents a calm and warm demeanor.

King Damien of Sparta – The acting ruler of Sparta, King Damien has set out on a quest to conquer Greece under one flag so that it will never again topple in on itself. He is an idealist of the highest caliber; in which he foresees no ends which do not justify the means.

Story

2-Part Pilot

Episode 1 & 2; *Far From Home*

After washing up on the shores outside of Delphi, Cham travels to the city of Delphi in search of answers from The Oracle. There, he has a chance encounter with a mysterious warrior, Leandra. Meanwhile in Sparta, King Damien meets with his sons Ajax & Lethe as we learn of their plans for the war and each other.

Season Storyline

Awakening – Throughout the season, we'll find our protagonists developing autonomy and learning how to best use it. Leandra and Cham, after a fateful encounter, travel the Greek countryside together. Leandra, who has been isolated either by her parents or master for most her life, tries to gauge the state of Greece. The people cry out for a Champion of peace as they're either conquered by Sparta, forced to hide behind Athens or fend for themselves in the space between. Yet Leandra wrestles with how she can bring about peace when her own scars still haunt her.

Meanwhile, if embarking on a journey with the Champion of Zeus wasn't stressful enough, Cham is desperately trying to understand his new environment, abilities and himself. With no memories or past of his own, experiences pour over him both the best and worst of humanity. How he processes and forms bonds with the world around him will ultimately dictate the future predicted for him by the Oracle of Delphi.

Lethe on the other hand has spent his entire life as a gracious and obedient son to King Damien. Every order, every teaching and everything he has come from the King. However, his encounters with the Oracle of Delphi will cause him to take stock of his life and poke at the bubble he's lived in. Slowly but surely, the leash this dog has worn for years is coming undone.

Leandra and Cham will make their way across Greece to her home of Thebes in search of guidance, before heading towards Mycenae in search of another Champion. Meanwhile, Lethe is forced to accompany Ajax in leading an army east to reinforce their front line. Culminating in the two forces clashing for control of the city of Mycenae, a battle which will become the catalyst in understanding how unprepared each of them is to face their reality.

Franchise Potential

The best part about adventures is the more you explore, the more discoveries are made that you never even dreamed about! Beyond the first season, our characters will come to accept each of their realities and decide how to move forward with this knowledge. Will they assist in Sparta's conquering of Greece? Will they side with Athens to repel them and to what end? Will they establish a new Pantheon of The Champions or will they discover the darker machinations at work both in and outside of Greece. There is an entire ancient world of magic and mystery waiting to be explored... or to come explore Greece.

