

SUMMARY

When Astur's childhood friend is kidnapped for her rare magical abilities, Astur vows to become strong enough to bring her back safe and sound.

In a world of mystery and strife, Astur, Meera, and Awil are three best friends who come from humble beginnings and end up changing the world around them. Seeking to discover truth amongst mystery buried and abandoned for years, learning to defend themselves and others, utilizing the wondrous magic bestowed upon them called Blessings, the three friends go on separate journeys with new found families to achieve their goals. Astur's journey begins with making new friends, strengthening her own set of magical abilities called «Blessings» in order to become strong enough to track her friend and bring her back to safety. Little does she know, her friend has already been indoctrinated into a cult that works in secrecy to keep the continents at war with each other for their own benefit. What happens when Astur and the gang encounter these conspiracies? Will Astur bring Meera back or will she be too brainwashed to accept her rescue (anti-hero)? And how are her friends affected by the continents being on the brink of war (ie., backstories). Split across the continent, the story spans from the peaks of mountains to the dregs of marshes. Following characters from conquest to heartbreak, victory to disappointment, and from love to betrayal. As loyalties are made, truths revealed, and lies outed, follow the journey of this young rag tag team that starts first to rescue those dear to them, but soon to rescue the fate of the world itself.

Embark, discover, and find your inner Blessing.

This show will explore themes of adventure, action, comedy with heart, and organic romantic subplots. This show is directed to all age groups 9+. This show has a compelling narrative with an overarching plot that expands the high fantasy setting (worldbuilding) over several seasons with fluid character development as well. This is a story with original IP, so it is a completely original, creator-driven, passion project. The subtle education lessons that are seamlessly incorporated into the show will give this cartoon depth that pushes the boundary in not just making it a «kids show» but has the potential to become a cult classic. This show is influenced by my favorite fantasy novels, cartoons, and anime that I have seen growing up. I have also spent a large part of my time researching, reviewing, analyzing and critiquing fantasy stories for references. Knowing how to write interesting characters in a world with high stakes with natural development and villains that you love to hate (or hate to love), is my specialty. With that being said, please enjoy reading the rest of this show bible!



ASTUR

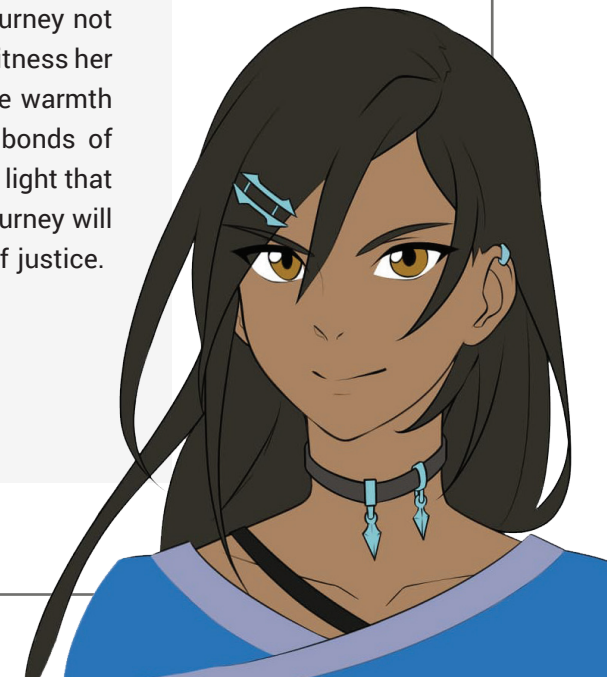
Astur (16) is a girl who holds trauma from early in her childhood with the loss of her mother and the ostracization of her father from the village that she calls home. Because the villagers assume her father was the culprit for her mom's disappearance while she was an infant, Astur has only known a meaner, stressed out and angrier side of her father. Although burdened with this heavy aura, Astur's perseverance not only allows her to overcome this, but the patience and friendship that she is shown along the way starts to heal her young heart.

One fateful night, Meera is captured and taken by mysterious mercenaries, all while Astur witnesses the crime. Unfortunately, they get away and this is where our story starts as Astur embarks on a mission to rescue her best friend



Meera. Despite the seriousness of her journey and the issues at heart, it's within her new found friends that Astur makes along the way that show her a lighter side of life. Astur finds the ability to keep radiance with her through the friends that she becomes acquainted with like: Eleanor, Deqa, Falis, and Filsun. These friends are the calming force and support Astur needs as she goes through this tale of redemption and rebellion. Unable to accept the face of evil before her, Astur has an overbearing responsibility that she's bestowed upon herself to prevent the suffering of others, especially the helpless that are caught in the currents of malevolence from others.

Astur is the type of character to rise against any challenge in her path. Even when beaten, and the light of hope would be lost for many others, Astur instead is able to rise and gloriously meet her challenges with a fierce tenacity. Counterbalanced by the warm hearts she meets along the way, join Astur on a journey not only of redemption and self-discovery, and witness her closed off mentality slowly soften under the warmth of friendship along the way. The growing bonds of friendship remind Astur that there's love and light that can be found rather than earned, and this journey will warm your heart while stirring your sense of justice.





MEERA



Meera (16) is Astur and Awil's best friend from the same village. Where Astur grew up in a home with untold secrets and a hostile environment, Meera was able to grow up in a loving home with a loving elderly woman that adopted and nurtured her to be a confident fiery girl. Meera is an orphan of enemy soldiers from the previous war that was taken in by the Roob Village, who are known for their generosity. As far as Meera knows, her parents were enemy soldiers that died in the battlefield, the very same battle that was responsible for the death of Awil's father, an esteemed soldier from the Tariq Region's military that was dispatched to this region to assist under orders of the Treaty of Tariq. By some chance of fate, both Meera and Awil whose ancestry come from outside of the Simoukou Region have found a home in the Roob Village and have experienced nothing but love and nourishment to the fullest extent.

Between Astur, Meera, and Awil, Meera is a shining light with a vibrant personality. The boisterous ring leader between her two somewhat introverted friends. While Awil drowns in his poetic thoughts, and Astur drowns in her self-doubt it is always Meera who drags them out to play and has routinely done so for the majority of their childhood. Meera's mere presence is enough to make Astur and Awil go red in the face, whether it's because she wants to playfight or her spontaneous acts of courtesy bring a slight blush to their faces. She is like the protective sister that neither of them had and is simply a fine character.

However, everything changes the night before Awil is to enlist in a Military academy... That night, Meera falls victim to a kidnapping. A merchant who is assisted by several mercenaries is under orders to take her while she

sleeps to sell her in the city of El-Mirya. It is unknown who could have ordered such a task, but it is clear that Astur's father turned a blind eye and even helped orchestrate the crime that night as he is caught in the act by his own daughter, Astur. An endeavor that is most confusing as Meera is well loved by the village and there is very little possibility that someone would reveal her secret to others. Because Meera is a child of the enemy soldiers from the Heartrend War, she has "Heart Blessings", one of three special, genetically inherited, powers that exist in this world. Currently, although the war might technically be over there is a cult called the Karmic Order who pay a good price to merchants who sell potential recruits. People like Meera. It is this night that changes everything for Meera, the bubbly, spunky, boisterous, protective friend that Astur and Awil know and love, becomes darker, indoctrinated into a cult, and loses the light that she once radiated.



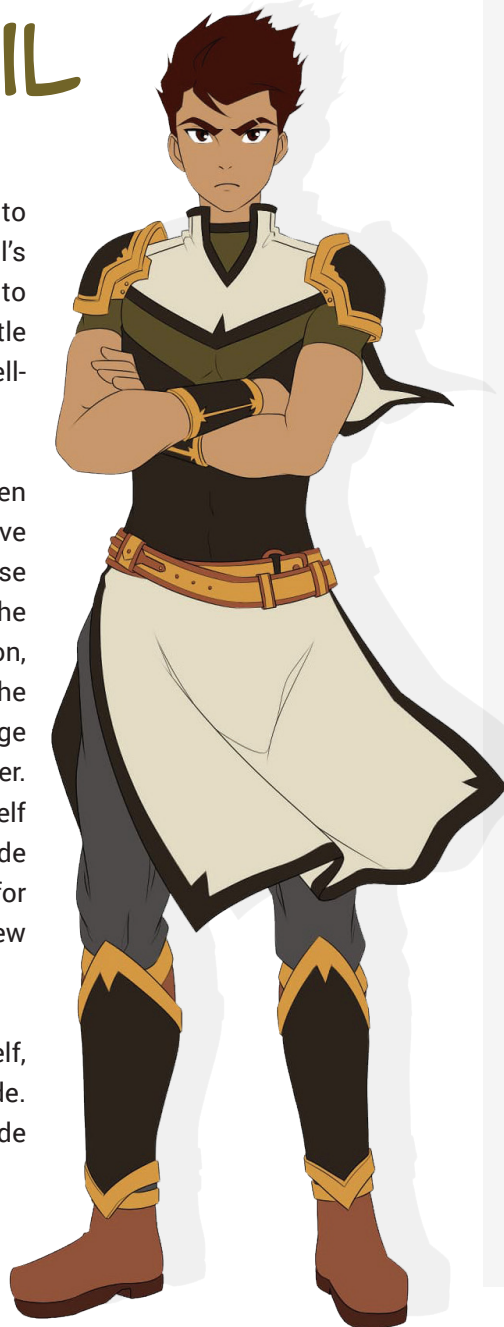


AWIL

Awil (16) is a fiery youth, driven to surpass himself at any cost. Awil's heart of passion drives himself to reach new heights, often with little concern regarding his own well-being.

Awil trains his body fiercely, driven on by memories of failing to save Meera, hiding as Astur went to chase after their friend. This being the catalyst to his fiery determination, Awil vowed since that day that he would be strong enough to change the world around him for the better. Awil's fiery will to better himself causes him to accept a multitude of dangers and uncertainties for the possibility of acquiring new strength.

While driven to better himself, Awil also has a protective side. When his new friend and comrade



Avesta is placed in danger, Awil can't restrain himself from embarking on a quest to save her. Evoking memories of his childhood inadequacies, Awil can't restrain the feeling of setting the story properly this time around, refusing to sit idly by and accept his helplessness in the situations around him. This drive at first presents Awil as a gold-hearted fighter with the tenacity of heart to better himself to help others in need. However, as time goes on and Awil's desperation for a rapid growth in power becomes consuming to his other morals, sliding gradually but steadily into a power-hungry frenzy, requiring development to satiate his growing fears that he will fall behind and become powerless. Follow Awil on a journey of self-redemption and growth similar to Astur's, but where Astur does not have a set role model for greatness, Awil slowly reflects on his own strength in comparison to his renowned fighter of an older brother. Awil is an example of what desire for strength and power mixed with insecurity can poison a person into becoming.



ELEANOR

Eleanor (16) is the guiding heart of the young friend group that Astur finds herself in, the charismatic outgoing heart of concern that centers everyone. An ambitious young girl who has always felt like an outsider in her village, her features betray the fact that her parents weren't native to the area like the rest of the children. Always seeking to befriend others, Eleanor grew up a relatively lonely life as an orphan. Desperate for a connection with others, it's not uncommon to see Eleanor attempt to strike up an earnest conversation with a stranger, only to find the stranger rather turned off by Eleanor's almost explosive eagerness to learn about new people.

Due to her sometimes overbearing nature for wanting to not only learn about new people



but attempt to befriend them, Eleanor can come off as somewhat incompetent and lackadaisical. While her close friends Astur and the others know deep down that it's just an endless desire to be accepted because of her lonely upbringing, in times of crisis it causes those who are rather unfamiliar with her to see her only as a liability. Maybe due to this, when combat situations arise, Eleanor is uncharacteristically focused when the safety of those that she cares about is in jeopardy, with some even remarking that it's almost as if she's replaced with someone else.

Even with the overbearing inquisitive nature, Eleanor's deep heart is the true root of the friendship that binds most of the cast together. Even when their issues and deep-seated traumas rear their ugly heads and cause the team to clash, it's Eleanor's desire for everyone to be happy that breaks through even the roughest disputes to calm everyone down and remind them what's important.



FILSUN



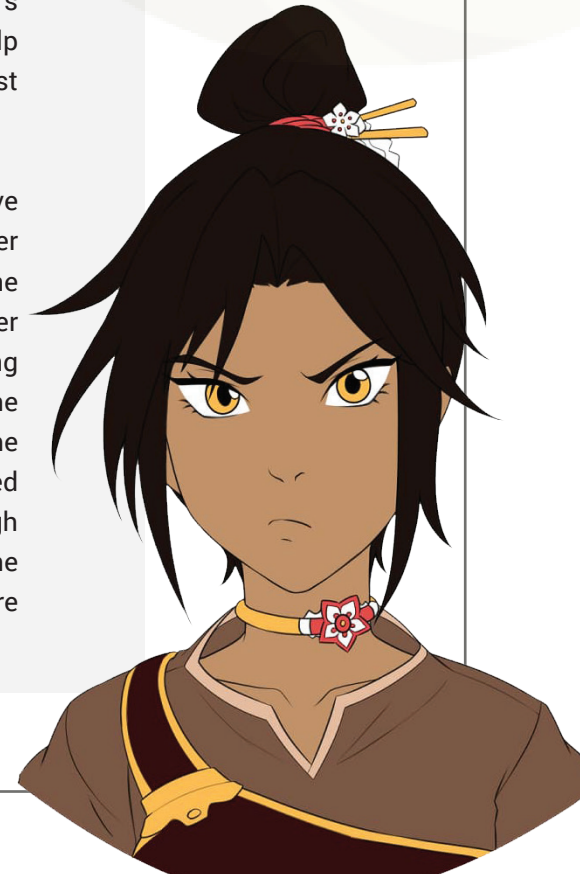
Filsun (16), is a troubled young girl, and the younger sister of the devious Cyra. Growing up in Cyra's shadow made her a constant disappointment in the eyes of her father. Her mother, whom she does not share with Cyra, ignores her well-being for the most part. Filsun harbors resentment toward Astur due to her position as a "victim" from the actions of Astur's father. The reason Filsun harbors this hatred is because of her own compliance when it comes to her sister's business committing crimes of their own. Filsun is in a state of perpetual conflict in which her older sister has bullied her for years and commits heinous crimes but she sees her own weakness when she sees Astur's devotion to clearing her family's name and righting the wrongs she has witnessed. Combined with



Filsun's recurring nightmares that Cyra has cursed her with, her trauma and insecurities mix together to create an exhausted and angry young girl.

Filsun has goals of her own, similar in a way to the fiery spirit of Astur. However, where Astur's steely will drives her forward in her search for redemption of her family name and the safety of her missing friend, Filsun's doubt and troubled mind keep her from gaining the courage and motivation that she needs to press on alone. Maybe even more so than anyone else in the young friend group, if it wasn't for the tight connections and bonds that she forms with the other girls, Filsun might just lose her way due to the oppressive cloud that her sister's presence has laid throughout her life. With the help of the others', Filsun is able to stave off the worst of her depression.

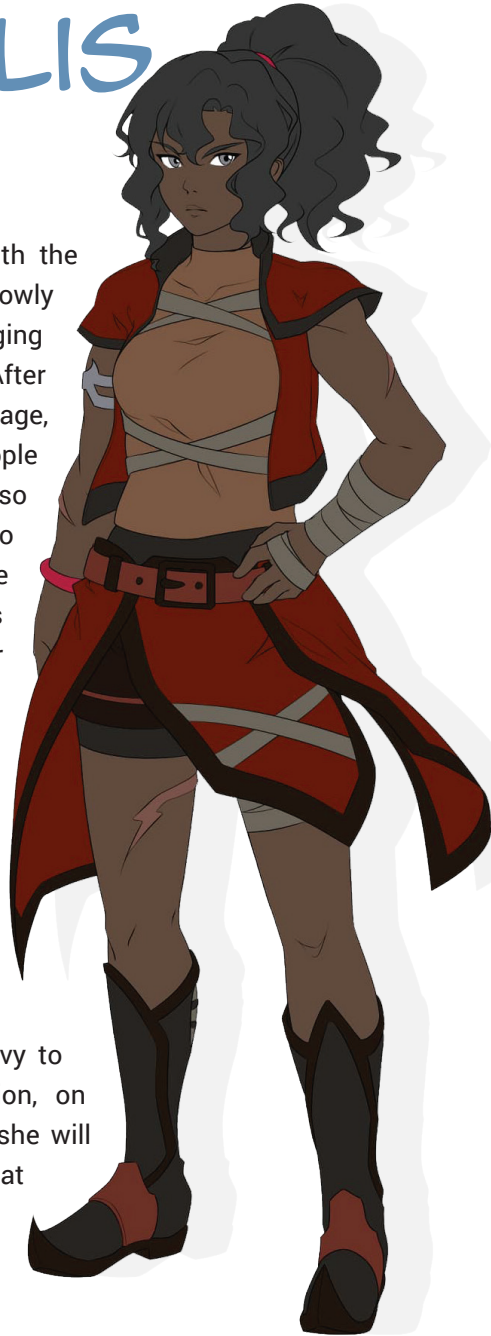
However, a life of living under a manipulative shadow of your overwhelmingly successful sister takes a toll that not even friendship can pull one from the dregs off. As Filsun struggles with her inner demons of self-inferiority and procrastinating nature due to her fear of failure, the dangers of the world don't cease to give this young woman time to deal with the emotional baggage life has handed her. Will Astur and Eleanor be able to break through the depressive shell, and help save Filsun from the manipulation and deceit of her older sister before it is too late?





FALIS

Falis (16) is a driven girl, with the dedication to bring herself slowly forward out of an upbringing that is strewn with tragedy. After losing her parents at a young age, she aspires to avenge the people that had been taken from her so unjustly. Dedicating her life to bettering herself to better take on this task, Falis manages to befriend the group of Astur and the others, assisting them on their journey and making it her own as well. Even with others around her and new people in danger that she feels driven to save, Falis is unable to keep her personal mission from occupying the fore-front of her mind, with her eyes and ears always privy to pick up scraps of information, on the off chance that one day she will stumble upon the truth of what happened to her family in her young age. Due to the tragedy



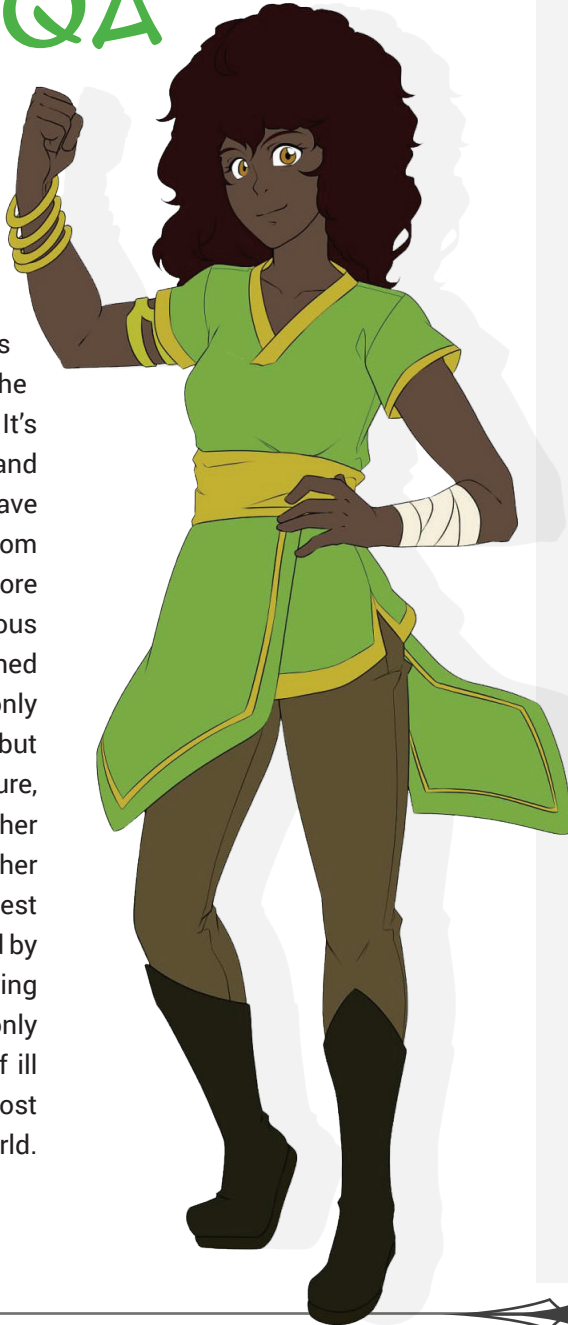
in her past, Falis has developed quite a stoic appearance in her daily life and a fiery temper whenever she perceives there to be any danger. Always one to rush in head first, Falis's hot headed courage bolsters the fighting spirit of those that she is with, which causes most of Falis's friendships to be greatly forged whenever battle is involved. Able to be a beacon of hope in an otherwise soul crushing situation, Falis is the one her friend's turn to for inspiration when the situation has seemed to all but defeat them. While lionhearted and ever vengeful, her despairing past has left the young woman a bit emotionally injured. Hard to trust new people, and often keeping people at bay due to the trauma she suffered, a lot of people think of her as tsundere, with her alternating between a cold exterior and fiery temper. Her friends, however, see past that exterior to the heart of a dedicated, suffering young girl searching for justice and answers.





DEQA

Deqa (16), while having the spirit of a fighter, has bright intelligent eyes that seem to drink the whole world in, absorbing what she sees and hears for information. The perceptive one of the group. It's due to Deqa's quick thinking and extensive knowledge that have saved her and her friends from almost certain danger, more than once. With an adventurous nature, Deqa's heightened sense of perception is not only due to her burning intellect, but also due to her restless nature, constantly looking around her and needing to be aware of her surroundings. Deqa's biggest fear is being caught off guard by a threat when she isn't paying attention, believing that it only takes one wrong moment of ill spent attention that could cost someone their entire world.



This trait is reminiscent of what had happened to her best friend Falis when they witnessed the death of her parents, Deqa was the one to get Falis to flee with her into the woods to avoid certain danger. constantly reading, Deqa is more often than not found with her friends with her nose buried in a book, back to the wall for her own sense of comfort. Deqa is often found in the company of Falis, reading nearby, more often than not actually glancing over the pages and watching her dear friend rather than actually continuing with the time on hand. Her constant tension is apparent on her face, kind hearted as the young girl is, the concern is always presently broadcasted on her face to any who see it.





TYSON



Tyson (16) is a religious dude who clashes with Awil at first. He doesn't like how Awil is the opposite of him, with the way Awil is poetic, likes to sing, and doesn't like conflict. The complete opposite of Tyson who grew up with 3 older brothers, all of whom joined the army right away and grew up embracing the fact that being a macho-men is a way to gain respect. He is best friends with Avesta but they share a cat-and-mouse relationship where they are always bickering. Tyson harbours a crush on Avesta but he would never make such a thing so obvious. Although Tyson



does not have any blessings he is an adequate fighter that specializes in wrestling maneuvers. As the series goes on Tyson goes from a cocky macho-man to someone that becomes a truly dependable and reliable soldier that his peers look up to.





AVESTA

Avesta (16) is one of the first characters who doesn't give Awil the cold shoulder when it's revealed that he is Dalmar's younger brother. She quickly becomes friends with him as Awil is the only one who really takes an effort to understand her. Turns out, Awil was close friends with two other girls back in his village, which makes him a lot more open to getting to know Avesta and be friends with her. Avesta is one of very few girls in the military academy. The only reason she was allowed to join is because of her heart blessings power, which gives her the ability to heal. Her career route is to become an asset to the military by becoming a healer. Avesta does suffer from insecurity sometimes when she thinks she isn't as feminine as the other girls. She wants to make an effort to change to get Awil's attention as she develops a crush on him. However, maybe her heart will change as the series goes on?





HIRSI

Hirsi (26) is a former member of the same Kaif Agha (espionage) squad as Dalmar and Zola. She invented the “image make” power that allows one to use light from a solar source to distort the way an opponent perceives her position in a moment of battle. This ability cannot be countered by blocking an illusion or using your senses making her a very powerful opponent. Hirsi is a great fighter but she excels even more in her research. In a moment of weakness during that mission that led to the disbandment of her squad in the Kaif Agha she was unable to protect her commander. Her lack of stamina in manipulating the Soul Blessings was the reason why. Underneath her cloak she hides a permanently scarred arm covered in bandages from that fateful night. She invented a way for one to prolong their Soul Blessings (lightning & fire) abilities without allowing it to harm the user, but it does not come without a bit of a sacrifice.



After the disbandment of her squad in the Kaif Agha, she opted to enter the Shield Society and become a member. The Shield Society is an elite group of fighters that operate in the Simoukou region and offer military-grade support for paid missions and tasks, and sometimes volunteer work. During the beginning stages of Cyra’s company, she had hired the Shield Society for bodyguard services which is how Hirsi and Cyra are acquainted. After not finding any fulfillment, she decided to teach young girls from Simoukou who would like to enter the army and participate in the Kaifju trials or teach them the ways in which they could make better use of their abilities. Dalmar wholly supported this endeavor and got an official royal stamp for Hirsi’s school so it could be recognized as an official academy.

Hirsi is the youngest to ever be accepted into the Kaif Agha and is a fierce and perceptive warrior. The disbandment of the Kaif Agha squad consisting of Hirsi, Dalmar, Zola, Duran, Tomas and the late Commander was disbanded in shame and embarrassment, but to say that they were not the most feared squad the continent has ever seen since the Allmasters reigned would be a lie. Gifted in the ability to teach her students the importance of knowledge, habits, the kaif system, and humility, she gives a loving aura of guidance for her students like an older sister or aunt. Although Hirsi can be a little harsh or tactless, or that she may close off when it comes to her personal life and emotional decisions, on the battlefield she keeps a steady head and there is no better companion to be had to have your back.





DALMAR



Dalmar (29), a commander in the Continental Alliance, the Tariq region's prominent military and also a Kaif Agha case cleric. As a former member of one of the strongest Kaif Agha squads, and after the disgraceful disbandment of their team, the military could not afford to lose Dalmar to retirement. Stuck doing desk work, he assigns and investigates the paperwork for a wide variety of cases and coincidentally finds himself involved in nearly all the side-plots of the series (investigates the attack that ruined Falis life, Meera's kidnapping, Cyra's corrupt business practices, etc.). With the stress of combat taking its toll, Dalmar finds a sense of fulfillment in his new role than in battle.

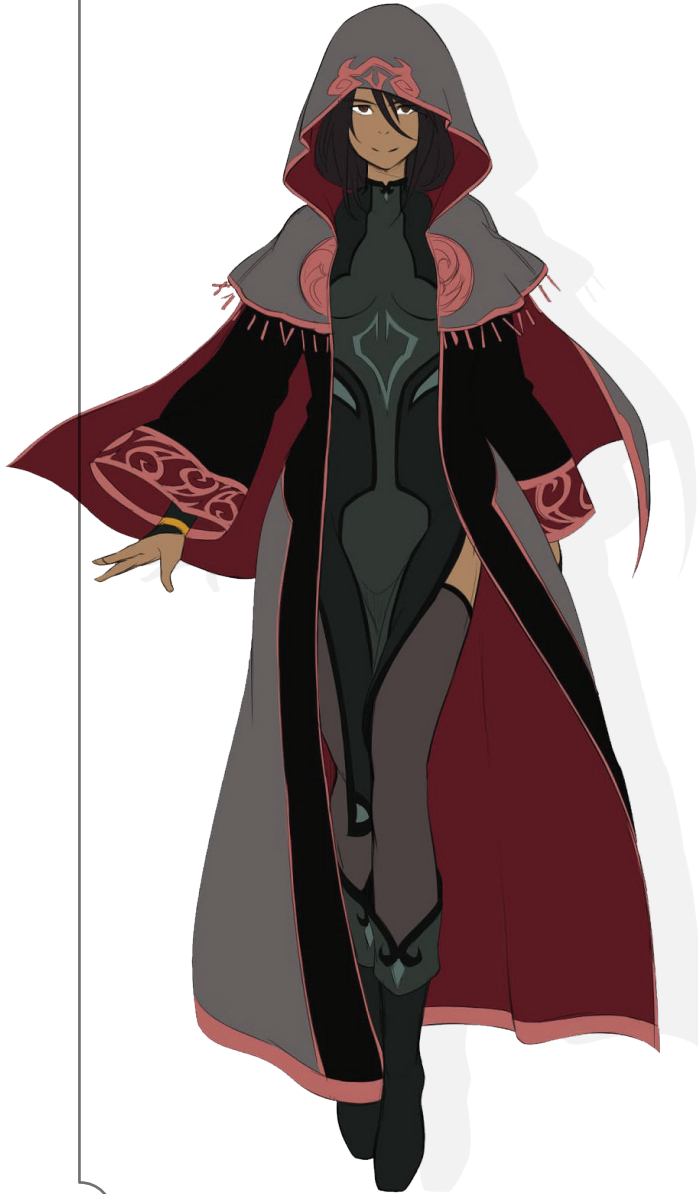
As the older brother of Awil, he assists in training his younger

brother in the styles of combat. Wanting nothing but for his younger brother to succeed, when Dalmar is not preoccupied with the various war efforts, then Dalmar spends his time training his ever growing but self doubting younger brother. Over time as he watched his brother grow, Dalmar has become concerned for his brother's venomous desire for new power.





ZOLA



Zola (29) is a former member of the same Kaif Agha (espionage) squad as Dalmar and Hirsi. Zola comes from a prestigious ancient clan in which her people believe they are “one” with the Earth. They seek eternal life. The toxic ritual that Zola must participate in as a child is being forced to have a seed from the fruit of their family’s sacred tree go through her nasal cavity to her lungs which very few family members survive. With this ability the seed is able to grow in the lungs enough for a root to tap into her own heart and bloodstream, with this procedure, it becomes a vessel in Zola and gives her powers. Zola is the last of her tribe but not the last of her clan. While her tribe was attacked and massacred by the Tariq military, she was able to survive thanks to her parents quick thinking and her maturity in staying quiet as they hid her (other children who hid revealed themselves to the enemies too easily). Zola was the last surviving member of her tribe since the Heartrend War. As an orphan she migrated to the very same continent that orchestrated this devastating attack and swore loyalty to her new home. Zola is a member of the Karmic Order in the present timeline. The disgraceful disbandment of the Kaif Agha squad she was in is precisely due to her betraying them and joining the Karmic

Order. Her motives are unknown and unclear but she must have her reasons, or so Dalmar and Hirsi believe, and will cling onto this theory. The rest of her peers and the popular opinion of those who knew her and are in the military is that due to her background, it was only a matter of time before she’d betray them to go back to her “real” country. Zola is now mentoring a girl named Meera with a fiery personality and naive outlook on life. Although Zola wants nothing more than to just keep Meera the way she is, however, Zola makes it her responsibility to guide her in her own way. To show Meera that reality is harsh, cruel, and the only way to shape our environment in the way we want to, is to experience the worst one possible, and never want to go through that again.



MAP OF THE WORLD



LORE

On this planet there used to exist titans. These titans come in many forms, some are winged humans who have shining etheric bodies (like angels), these titans have a divinity for Soul Blessings. There are titans who have three eyes, long pointy ears and skin so pale they can see their own veins (like elves). These titans have a divinity for Mind Blessings. And lastly, the titans who look like humans except they are one-eyed giants with an incredible amount of tolerance from pain and injuries (and able to self-heal). These titans have a divinity for Heart Blessings. The titans enjoyed many years of peace and tranquility. Despite having a specialization (Heart, Mind, Soul), the titans could tap into and access all 3 of their Blessings but they rarely do as it would release a lot of gravitational pull towards the Earth. The titans don't have to speak to each other when communicating because they could read each other's minds. This amount of peace and freedom slowly descended into carelessness when the titans who specialized in Heart Blessings (giants), began to let loose and cause destruction on the Earth. Their games began to cause avalanches, earthquakes, and floods (this devastated nature) which angered the Angel titans. It broke the meditation of the Elf titans which angered them as well. The Giants refused to back down when they were told to stop. The Angel and Elf titans teamed up to go to war against the Giants. Because the

Giants began to feel outnumbered, they started to tap into the divinity of their other specializations like Mind and Soul even further which caused them to increase in size tenfold. The amount of energy and mass being released in the Great Titan War caused the magnetism of the Earth to draw in asteroids from orbit. The devastation it caused on the planet saddened the Titans as they all had animal companions who were dying out now due to this tragedy. The sky had turned to ash, the forests were burnt, and animal and plant life was on the verge of extinction. The titans decided to work together to use their power for good and protect what was left of their planet. The elf titans could see beyond reality and conjured up an illusion of a separate plane that would exist in this world. The angel titans could create a new reality and put life and energy into the new plane. Whereas the giant titans could alter the reality to rip open the new plane. The giants quite literally ripped open a portal with all the strength of the titans powers included, to let the animals and titans go free. In one final act of vengeance, the Elf and Angels made it impossible for the children of the titans (humans) to have a child that will possess more than 1 blessing. The elves bloodline is the strongest and thus the carriers of this gene is the most there is in the new world. The angels bloodline is the 2nd strongest. And the heart blessing gene is the rarest. Where carrier's

of this gene sometimes even skip a generation. The scarcity of giants when the portal was created made them even more rarer. Eventually the titans died out and have become a myth to humans. Although they believe the blessings and divinity they have comes from The Ripped World many, do not know the original lore. Due to the animal companions being freed into the human world, some people believe the stone statue of the Wise Turtle (the Elves companions were turtles!), and the immortal Phoenix Spirit (the Angels companions) of the forest, are the originators of the Blessings and are Gods. Humans have discounted this theory because there is no evidence of the Lion companion from the giants. Although the Giants' companions are actually Lion's that wander in dreams (hence no physical being). Humans have even gone so far to say that the Heart blessings are merely a mutation of the Soul and Mind blessings, due to the scarcity of the Heart blessings trait. Humans have even said that because people with the Blessings of the Heart are weak and can only heal, they are the most useless of the 3 Blessings when in reality this is not true. The humans of the material world have come up with their own reasoning and it's because of all this ignorant discourse and discrimination that the radical ideology behind the 1st Heartrend War was able to have any merit

STRUCTURE OF MAGIC SYSTEM

Mind Blessings are abilities bestowed upon those of elvish descent, and it allows the wielder to not only see the raw elements that compose the world around, but manipulate it like a maestro before an orchestra. Their mastery of mental manipulation manifests further in the ability to project illusions and images directly into the minds of their targets, even navigating seamlessly over the barriers of language. The images that they can project from their mind are able to convey not just images and ideas, but full memories of events, given clarity to situations that words can never fully express. Highly sought out for their unparalleled ability to communicate, it's not uncommon for even the most hermit of Mind Blessing users to take up part time work in using their abilities to draw meaning from enigmatic findings around the world. Generally satisfied in life such that wanderlust finds rare appeal amongst the children of Elves, they are often called upon the court of nobles and law alike for their insight and ability, and so it is of common opinion that any native of Tariq seen outside its borders must be in the pocket of some local nobility. Even with their great insight, there is a prevalent societal plague of corruption that runs veins throughout the structure of Tariq. Having taken guidance from their ancestral guide, the wise turtle, however, since time, it has of late fallen to nothing more than a token deity that people demean with increasingly superfluous requests from an ancient being that used to be the pinnacle of spiritual guidance to their people. Due to this severance from tradition in a slow, corrosive manner, it has said the flow of magic that empowers the Mind Blessings has become sluggish and it's pull into this world has weakened over centuries.

Soul Blessings are abilities genetically gifted to those descended from the Angels, who are able to manifest raw energy from their bodies in the form of

the elements themselves. Whether it be creating light with a radiance bright enough to challenge the sun, or an inferno that barrels forward with the angelic descendant in its epicenter, the sight of one with a Soul Blessing channeling the depths of their inner spiritual strength is an amazing spectacle to behold. With the actions of their ancestors bringing consequence to their line even now, those whose ancestors joined the war against the giants in the days of old are further bestowed with a "Dogma", a unique manifestation of the inner self that manifests to the user, and can be conversed with for guidance. Veiling its purpose at first to the person who manifests them, this mental projection caused by their Dogma is a manifestation of pure devotion to the aspect that the angel represents, and fervently advises the user to actions that best represent their ideals. The Nine Dogmas vary from the purely benevolent to the cold steel of justice. Benevolence is shown in the Angel of Mercy (representing compassion and mediation), the Angel of Purity (representing adamant morals and virtue), the Angel of Illumination (representing knowledge and revelation) and the Angel of Salvation (representing hope and good faith). There are Dogmas that represent resilience outside of moral strength, such as the Angel of Survival (representing one's will to live at any cost) and the Angel of Balance (representing communion with nature). The final three Dogmas will doubtless bring the user to conflict and yet they strive to carry them through. The Angel of Protection (representing steadfast and steadfast protection), the Angel of Duty (representing commitment of the utmost nature to vows and promises), and the Angel of Death (representing the need for justice to be delivered to the guilty). With this diversity, those gifted with Soul Blessings tend to be the most varied from each other.

Heart Blessings are known throughout the world as not only the most powerful and awe-inspiring abilities, but steeped in the heavy price of blood magic to produce its most extravagant results. While being gifted with the irreplaceable ability to heal the maladies and harm of others, it does little to stem the fear that others have regarding the hidden capacities that the Heart Blessing user might be hiding. Able to manipulate reality even more thoroughly than the other two Blessing types, those with Heart Blessings have been known to attempt many magical “experiments”, corrupting and combining elements and creatures to create things that should have never blighted their reality. Abominations aside, the further possibility of extending their natural life span in return for consuming the blood of the living, being able to manipulate the bodies and well being of others from far away locations with naught but a taste of the victim’s blood, and being able to use blood to summon despicable horrors that crave nothing but carnage and woe, it is a perilous thin line that many individuals with Heart Blessings must walk to live a comfortable life. While the truly gifted are able to forsake a society that eyes them with fear and caution, those who have only a grasp on their inner spiritual strength do their best to only advocate the benefits of their abilities, to ease the tension between neighbor and themselves. Due to this predisposition of most people toward those with Heart Blessings, the personality of these individuals seems to be rather rigidly defined and polarizing. While those of only moderate ability tend to be soft spoken, reactionary, and ever watchful, the truly powerful are known to be arrogant, boisterous, and unafraid to display their abilities if someone they encounter makes the ill-advised choice of invoking their wrath.



Soul Blessings (Energy manipulation + Astral projection)	Mind Blessings (Particle manipulation + Brain manipulation)	Heart Blessings (Blood manipulation)
Fire	Levitation of Solids	Healing abilities
Lightning	"" Liquids	Sire
Light	"" Gases	Human & Animal experimentation
Plasma	Gravity	Bone manipulation
Solar Wind	Illusions	Vampirism
Aurora	Memory	Blood location spells
Sound	Language	Castors of Charms, Spells, and Curses
Potential Energy (ie. Elastic Energy)	Can enhance senses	

CONTINENTS



Tariq is the continent that constitutes over 70% of the world's total landmass, and contains the Northern Heartland, the Tariq region, and the Simoulkou Region. The regions are distinctive not only for their unique geographic qualities, from the sands of the Red Desert to the forest of Khardia, but also due to their various cultures. To the west in the Simoulkou Region are many people gifted with Soul Blessings from their Angelic heritage, those gifted with the Heart Blessings making up the eastern Northern Heartlands. It is there that the turmoil that thrust the world into dismay via the "Heartrend War". Tariq sits at its center, and descends below the major landmass to the islands that dot the waters from the Aspidia Gulf, past the Sapphire Fjord to the Southwest Sea. In the central part of the continent, those descended from elves and gifted with the Mind Blessings make up the majority of the population. While the continent is

most naturally bountiful in its center location that the continent is named for, it is also where the most strife occurs. Due to its intense population density and callous population that had slowly grown more xenophobic before the war, many who study the ancient tradition are alarmed of what they call "apparent" signs of cultural decay, noting the natives to the continent treating sacred rituals with flippant and shallow faiths. Between this internal tension and their occasionally malicious treatment of the neighboring territories, the residents of the Northern Heartland eventually banded together under a single banner in retaliation. While unprecedented in its violence, and most would agree a surprise to everyone, Tariq would find its bountiful lands scarred and tarnished from the war, with only the bastion of security in Simoulkou stopping the revolt from consuming the continent.



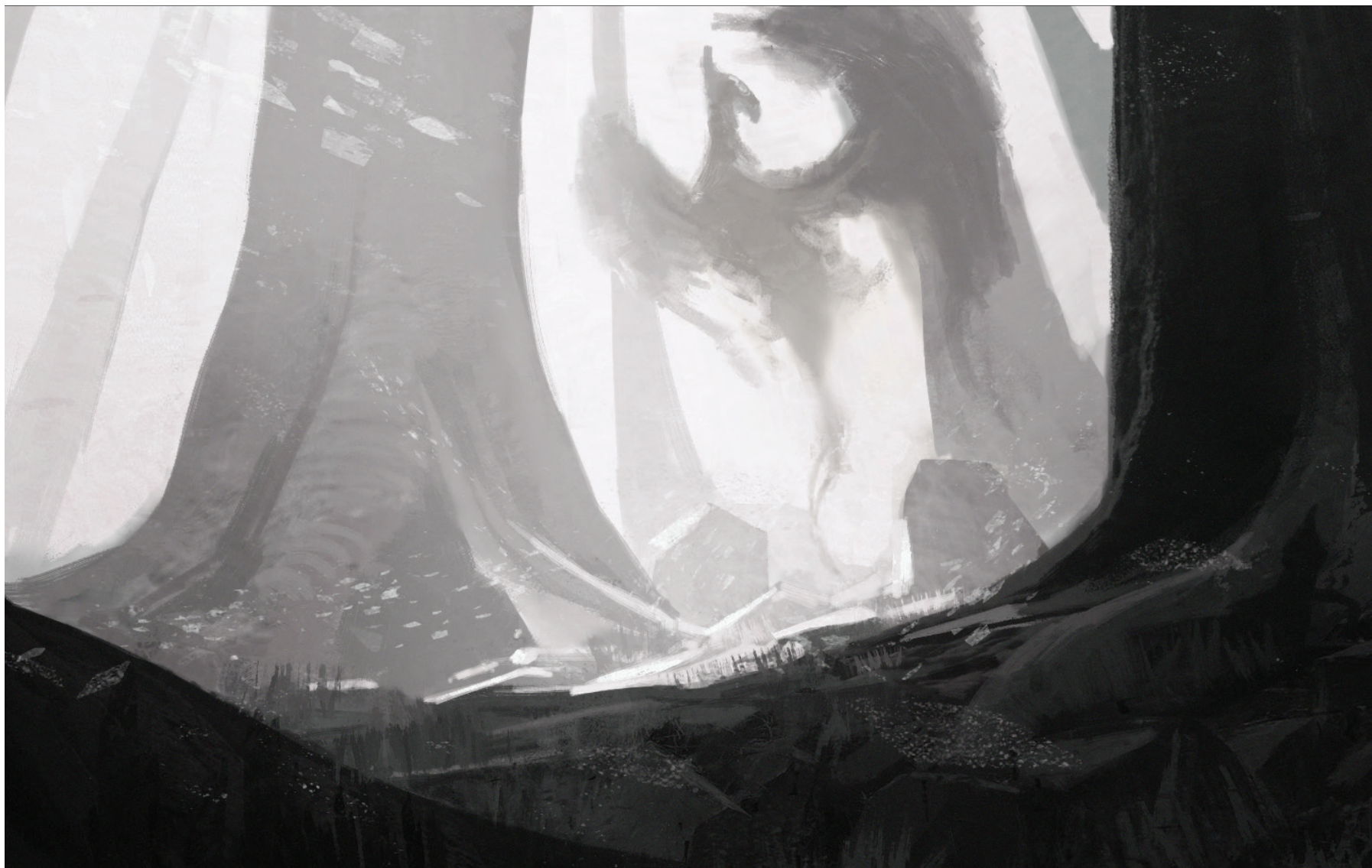
Garrouhan lies to the Northwest of Tariq, and to the world at large. Mostly forested highland, it's remote location and relatively small size keeps it far removed from the conflicts of Tariq. Tensions however are not an alien concept to the island continent, with Hawaryuu dominating the East with the Fei Dynasty controlling the lands to the west. The two halves are separated by a great river, with a delta of disputed land lying to the north. There are also small islands that dot the Gulf of Eve and the Northwest Sea that have their own independent government, separate entirely from the two major powers to the continent proper. Many of the residents of the continent have an affinity for Soul Blessings, and are of Angelic descent. While the Wise Turtle is relevant in the Tariq

region, the Phoenix that blesses the land of Garrouhan is fickle in its appearance. Often to the opinion of a native of Garrouhan, it is because the Phoenix desires the respect that it deserves as a symbol of divinity. Therefore, unlike its laxer kin the Wise Turtle, the Phoenix is noted to definitively not appear in any shrine that is desecrated with any trash or waste. Only a well-tended and properly established shrine and forest can any resident of Garrouhan hope to gain a glimpse of the Phoenix. The spiritual nature of its native population makes an appearance rare but not miraculous in nature, and because of this the mutual respect and bond hold either side of the continent from devolving into the tension and turmoil that was gripping the rest of the world in its dire grasp.



Southern Heartland is, similar to Garrouhan, removed from the happenings of Tariq at first, but because of the conflict with the Siege of Hightower, the risk of potential invasion became a grave possibility after the first Heartrend War. This continent has its own share of woes, with raids from Drakes plaguing Kernillia's land and wherever they so chose to roam. Despite the risk, the land itself is bountiful away from the eastern area encompassed in a tundra, with the western lands of Kernillia to the Rock of Gilstar are well established. The King presiding over the lands, fearful of the militarized nature of its inhabitants due to the natural danger

of the land, steadily grew more paranoid over the passage of time. As the Heartrend War caused Tariq to dissolve into chaos, it caused the steady growth to feed into a frenzy, causing what most considered to be a vile and treasonous action by the King. Fearing for his own reign, he enlisted the assistance of a shaman of devious reputation, causing the continent of Southern Heartland to have its longstanding truce with Tariq finally become severed. Manifesting and exacerbating the very tension and turmoil he sought to avoid, it wasn't long before the continent of Southern Heartland is thrown deep into its own inner turmoil.



The Pheonix Spirit



The Capital of Kernillia



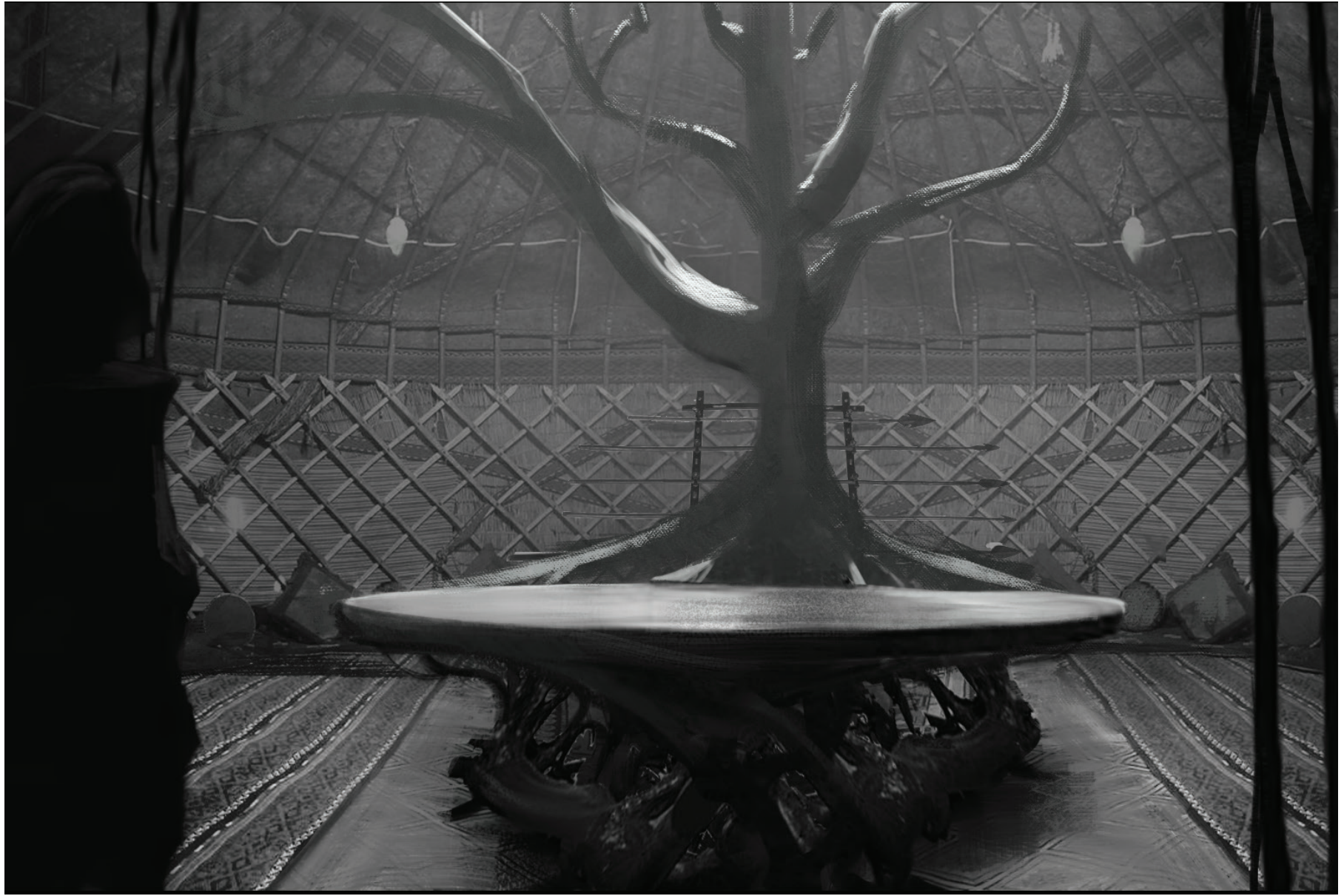
The Wise Turtle













MILITARY RANKING NAMES

	Non-Blessings
1st Rank	Tributes / Members – Tyros
2nd Rank	Knight – Battler
3rd Rank	Commander – Commandant
4th Rank	Grand Knight – Grand Battler / Platoon Lead

	Blessings - Kaifju Division	Special
1st Rank	Tributes / Members – Tyros	
2nd Rank	Kaifju Class - Kaifju Battler	Medics – Healers, Medicos
3rd Rank	Commander – Kaifmaster	
4th Rank	Espionage - Kaif Agha (spies entrusted by the king)	Royal Guard – Aegismen
5th Rank (1 Person)	Field Marshal – Kingsman	



CYRA'S VAINOTOR GROUP

Cyra is a devious woman of high aspiration, leading the merchant company Vaintor Group. Her company spreads ideals of mediation and pacifism, selling wares of domesticated and decorative means to the public eye. In the underside of its dealings, however, it fills its name even fuller in the dark dealing of incenses that can cease the spiritual connection of one gifted with a Blessing, rendering them unable to access their supernatural abilities. An active advocate for the prison system that veins throughout Tariq, to quell those who would dare rebel against the system. Relishing in the sense of power that this gives her, Cyra is not above using Filsun to do any nature of devious tasks, lording over her not only due to their familial bond but also the immense amount of power and authority that she's managed to accumulate for herself. Funding herself through both aspects of her business, it becomes harder for Cyra to hide the nature of her dealings as her influence grows, which is met with a growing sense of apathy from Cyra to hiding it. In her perspective of the world, if her dealings are known well around after she's firmly established herself in a position of power she can't easily uproot from, then the need for veils and false perceptions has come to an end.



THE ALLMASTERS

The Allmasters are the organization of sentinels and warriors that ultimately were able to quell the previous war, (Heartrend War), although not without great loss to their ranks. Most of their upper echelon were either killed in the war or assassinated soon thereafter, those who remained alive quickly went into hiding for their own assorted reasons. Due to the nature of how all these events transpired in such a short, chaotic period of time, the true number of survivors is a hotly debated question not uncommonly heard rolling out into the hot desert evening of a Simoulkou tavern. While an international peace force, their heavy presence around the world is soon to become a myth. The last operative to be spotted was over a decade ago. The Allmasters were known as peacekeepers that helped bring peace to the world in the past, especially when warring city-states had little hope of conflict resolution amongst themselves. Unknown to most, the Karmic Order is responsible for their disappearances as the organization plotted and executed most members of the Allmasters ranks, an extremist group that was able to best the strongest warriors in the world. This begs the question, how could they have done it?

INFORMATION ON THE FIRST WAR: THE HEARTREND, THE UPCOMING SECOND WAR: WAR OF CHAOS

&

CONTINENTAL ALLIANCE + TREATY OF TARIQ

&

KARMIC ORDER (CULT)

Our story pans in during the aftermath of a great conflict in the Tariq Region after the first Heartrend War which ended 13 years prior. In this war, Heart Blessing users in the Northern Heartlands banded together in the face of continued discrimination in the rest of their society, while under the leadership of Vicnil Genishi, to start an uprising that would later be referred to as the "Heartrend War". This newly found unity militarized itself under their charismatic leader, whose sights grew beyond unity and soon to control over their "rightful domain" (take over the continent and breed new warriors with heart blessings). At first devastating the lands of the continent, the feverishly growing desire for conflict and bloodshed to right ancient wrongs and discrimination, it wasn't until this conflict stretched as far as the westernmost region of Simoukou that they were met with a force large enough to halt their ceaseless advancement. Toward the end of the war as they had begun to lose their prowess, there came a great cost. The long existing but always fragile allied relationship with the Southern Heartland continent and the Tariq region was disassembled. By the time the assassination of the upper echelons of the Continental Alliances' military leaders as well as the Allmasters had taken place, the Heart Blessing combatants had already begun to revert to guerilla warfare and dark manipulation after they were forced to disband in a forceful military encounter.

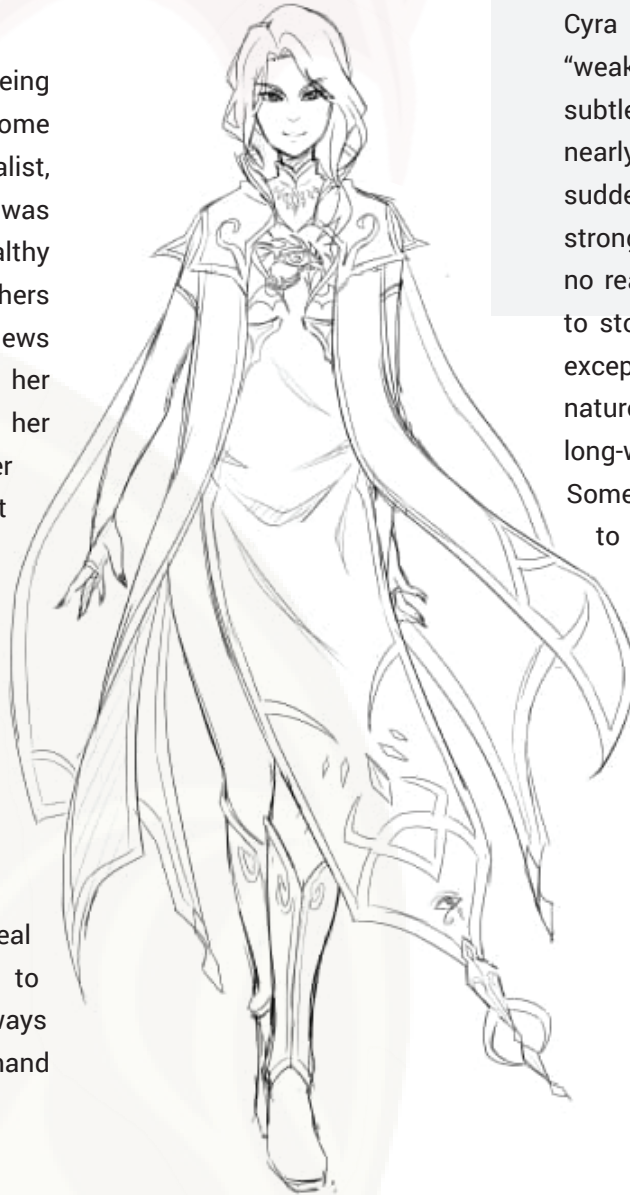
The aftermath of this conflict completely shook the foundation of the world, with immense scars for all participating kingdoms. It wrought festering and birthing new woes for the decades to come.

With the fall of the Allmasters that stood as heroes to the public in the aftermath of the Heartrend War, public faith and security evaporated nearly overnight. Desperate for survival, those who did not perish in the war or to the deceit soon thereafter, the remaining members of the Allmasters, took to the shadows without explanation, either in fear of their life or to better serve their country and people from afar while still being in the land of the living. To the public at large though, while the uprising had ceased, so had the protection that saved them, and the fear of the war left its shadow over the land far after it had ended. Not to mention the constant presence of the Karmic Order looming in the shadows, it is only a matter of time before they rebuild their army and strike again. Travel is suppressed and unwelcome throughout the Northern Heartlands, and it is near impossible for a Northerner to enter the Southwest region without any trouble. The world began to stagnate in this fear, and deep within its lands tension began mounting once more, only now there are no steadfast champions to stand before them. If war were to envelop the land again, calamity might be the only fate beyond that horizon.



CYRA

Cyra (24) has led a life of luxury, being born into a family well off in her home village. A tactful conversationalist, Cyra's gift of the silver tongue was even more of a boon than her wealthy heritage. Often able to get others to agree with her, even if their views are opposing, serves Cyra well in her profession as a merchant, using her gifts and products to swindle her opinions into the ears of prominent politicians. An outspoken believer in the Free Market and the survival of the fittest natural of capitalism, Cyra's biggest concern is always the prying eyes of the military in her business affairs, something that even Cyra's silver tongue can't always rescue her from. Her deceptive nature knows no real bounds, with Cyra being willing to use anyone to her advantage, always seeking to maintain the upper hand

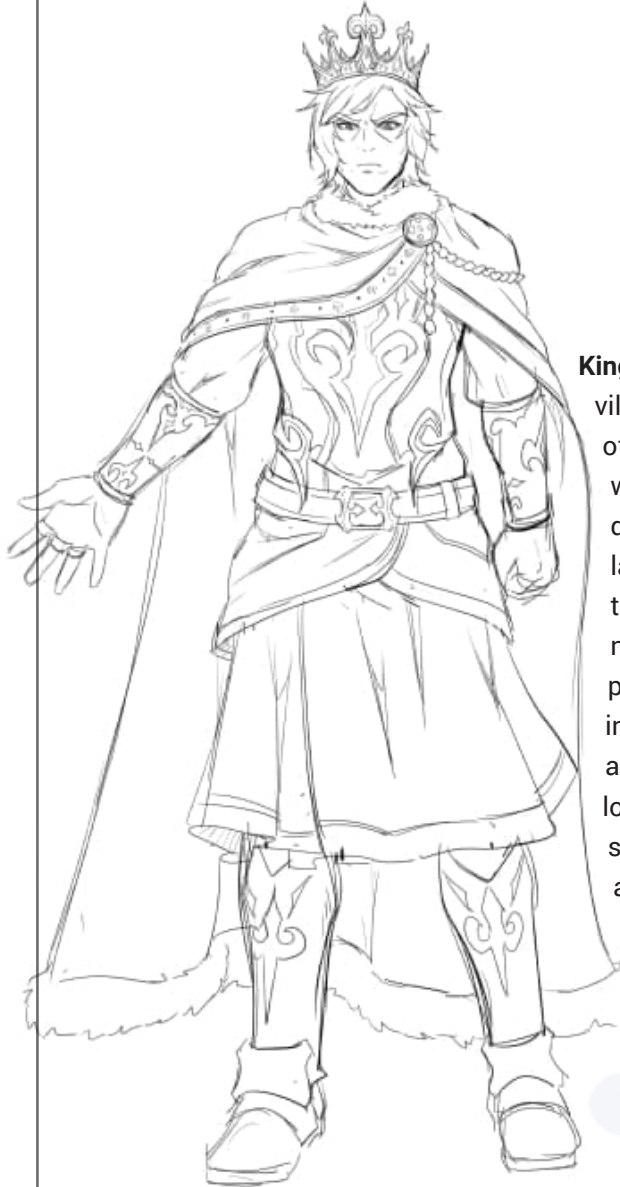


that she's known all of her life. When even her silver tongue and her coin purse fail her, she resorts to fear. With her charismatic nature, Cyra is able to narrow in on an individual's "weak point", and is quite talented at making subtle hints of misfortunes to come that nearly all who receive this treatment find a sudden change of heart to their position. Her strong will and devilish nature truly know no real bounds, and familial ties do nothing to stop the abuse and control. Filsun is no exception to Cyra's tactics or manipulative nature, constantly at the brunt of some long-winded scheme that Cyra is behind. Somewhat difficult to prove, as Cyra's ability to cover her tracks and hide her actions or at least their intent. This ability developed even further over time with age, making Cyra slowly become a rather heavy force to be reckoned with in certain circles.





KING ARTUR



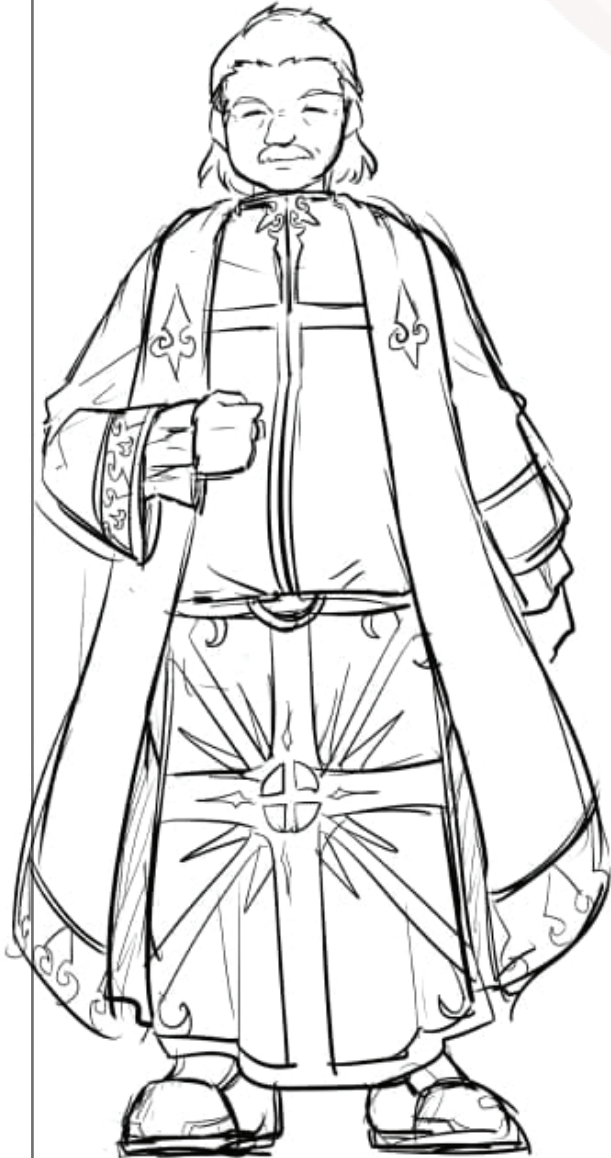
King Artur (45) is the catalyst to every justification the villains in this story have to be evil (with the exception of Cyra's story arc). In the first Heartrend War, King Artur was naive, young and in love. He had no interest in the devastating politics and war that plagued the Tariq lands. That is, until Lord William had fed him rumours that the men in court were doubtful about whether or not King Artur's bloodline could carry the nation into a prosperous time due to its scarcity. King Artur was next in the line of succession but the rest of his family had already passed. It was up to him to create an heir. His lover, Priscilla, was currently pregnant but he was not sure if it would be a boy or girl. As she went into labour and the baby turned out to be a girl, Lord William urged the King to have another baby with a consort/mistress so his family would not be in danger of a coupe. The King loved his wife but for their safety he had to go

through with this plan. Lord William discovered a way to have a one hundred percent certainty that the next pregnancy would result in boys. This plan involved extracting the Shaman in the Northern Heartland who specialized in using his blessings on babies and the womb. By extracting one of the most revered shamans responsible for plaguing the lands of Tariq, King Artur would declare himself an enemy of the Tariq Region. Lord William devised a full proof plan in which he would send troops to disguise themselves as allies to the Tariq region, then betray their trust by rescuing the shaman so he could perform his abilities on the mistresses. What resulted in this extraction, were his troops getting left behind while the shaman had made his escape. Despite King Artur having the potential to be an honourable man, it is these series of decisions that have shaped the beginning of the second world war, the War of Chaos.





LORD WILLIAM

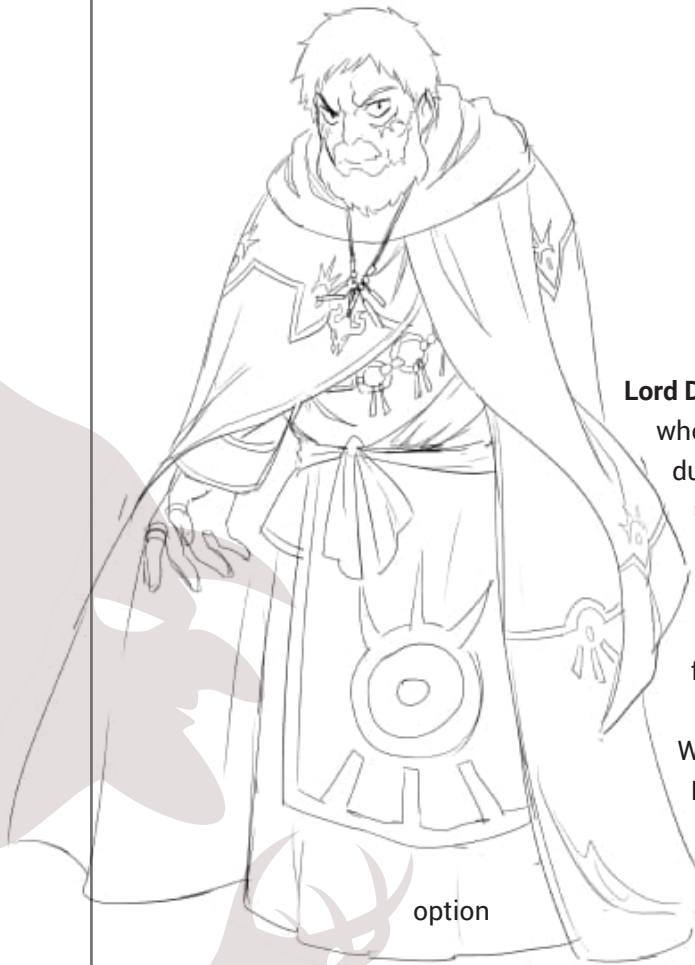


Lord William (52) is Keeper of the Rolls for the Kingdom of Kernillia, and is King Artur's most trusted confidante. Think a combination of Lord Varys and Littlefinger from Game of Thrones. William is responsible for keeping track of the logistics and morality of the army as well as the people's feelings about the king as a leader (including the men in court). Always donned in regal attire, the Lord is respectable in all hours of the day, but there is a looming sense of bad news that comes with his aura. There is definitely more to Lord William's motives than what he lets on, and that unpredictability is what makes him such an interesting character in the story.





DAANISH



option



Lord Daanish (56) is one of many esteemed shamans who followed the leadership of Vicnil Genishi during the Heartrend War. Daanish specializes in using his heart blessings to conduct not just human experimentation, but human sacrifices and tests the limits of the heart in both it's capability as a home for emotions and a home for life.

When Daanish is sought out during the Heartrend War by an elite team of soldiers from the Kernillia army, he has no reason to object such protection from this employ as his only would be to wait for his inevitable execution

by the Tariq region's Allmasters who had just gotten dispatched in that time. In exchange for his successful services Daanish asks for collateral so that he will be safe for as long as he goes in hiding. Daanish, in the sleaziest way possible, asks for the first-born daughter from Artur and Priscilla. Priscilla madly objects to such an offer but Artur eventually gives in. Having access to Artur's first born daughter means her royal blood can fund his getaway and retirement. In this world, gold pieces are used as currency but must be legitimized by a centralized government using a stamp/trace of royal blood or in the case of the Tariq region, the emperor's blood using the power of Heart Blessings. All in all, for the past 16 years, Daanish has enjoyed fruitful luxury all while holding the King's daughter as hostage as insurance for his safety. Will King Artur and Priscilla's daughter, Giselle, ever reunite with her half-brother princes (Duncan, Declan, Patrik, Artur the 2nd)?





NIKHIL



Nikhil (51) is a very wise man who specializes in using Heart Blessings via voodoo manipulation. He is one of Daanish's peers from the Heartrend War and one of a few shamans who avoided punishment in the execution trials. Nikhil is now an elder in the Karmic Order and he was the one that was responsible for not only killing Dalmar's father in the first war, but he had used his blessings to control his father's movement making him massacre his own comrades on the battlefield. Today, Dalmar is a respected Kaifmaster who has made it his life's mission to catch the one responsible for his father's murder. The mysteries of Nikhil's power are unknown to most because once they are in contact with him they do not survive. He is an eccentric man that is intensely focussed on his studies of black magic with little to no regard to the welfare of others.

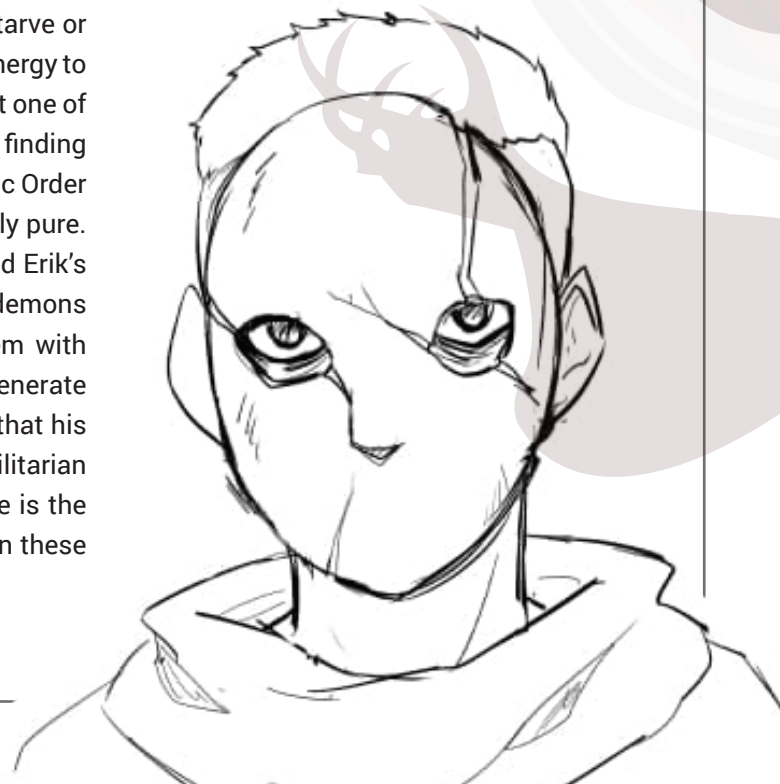




ERIK



Erik (38) is the final boss of Astur's Rebellion. The mastermind behind the new Karmic Order and its leadership. He is a thin man who used to be a general in the Kernillian army. He is nicknamed "forsaken", as he was betrayed by his own kingdom and not given reinforcements for their mission during the Heartrend War. The Siege operation had actually been an extraction one, and kept hidden from all of the troops but one man. With nowhere to go, Erik and his men had to barricade themselves in the Hightower in the Kingdom of Matra. With no food the men had ended up starving, but not Erik. Erik's despair and desperate will to exact revenge had given him the ability to find a resolve no matter what. As a result of this situation he resorted to cannibalism to survive and awakened his Heart Blessings that gave him the ability to heal his own body after consuming human meat. Erik had to watch his men starve or kill themselves until he was the last one standing. With the energy to fight again, he dons a mask to hide his identity and seeks out one of the four grimoires that are supposed to be in this land. After finding the grimoire, Erik spends the next decade reviving the Karmic Order and realizes that all chaos is, is a way to find out who's really pure. Erik's grimoire conjures up blood demons (made of mud and Erik's blood) via a ritualistic blood pact. The presence of these demons with "demonic hearts" can affect the humans around them with their aura and cause a shift in behaviour that resorts to: degenerate behaviour and bad deeds. What makes Erik intimidating is that his God Complex shows that his reasons can be justified in a utilitarian point of view, but lack in execution and human morality. He is the antithesis to everything Astur believes in, the clash between these two will make for a very interesting battle.



SEASON LIST 1 - 4

Season 1

The first season is the most lighthearted of the planned four. In this season the tone and theme of the show is set. Much like Avatar the Last Airbender and other cartoons with overarching plots, there are going to be “mini-mysteries” and symbolism that starts as early as the first episode that will encompass a feeling of fulfillment for viewers who recognize the intended full-circle moments that appear towards the end of the show. Furthermore, in this season, the characters’ voices will be shown. What I mean by this is that angry characters will stay angry with a crack of vulnerability showing (not enough to declare that they have been through full development), determined characters will recognize their hunger can lead them astray or lead them blind to their true purpose, proud characters will continue to feel pride with a touch humility that leaves them humiliated, and in showing these traits in its purest and extreme state, the viewers will feel even more gratification when these characters go through their full character developmental process which consists of the characters becoming the opposite of who they once were (while retaining their personalities and voices). This season will explore the more comedic moments and banter between the friend groups (Astur, Eleanor, Filsun, Falis, Deqa) + (Awil, Tyson, Deqa). In contrast, Meera will go through a darker period as she is associated with the villains plot line. Meera starts off as a minor antagonist and slowly becomes a complicated deuteragonist who redeems herself in the eyes of her friends and the viewers. With the camera following the POV of our three main characters Astur, Awil, and Meera, we are able to empathize with their respective journeys and feel gratification when their stories come to a conclusion. In the first season, Meera is taken and initiated into a cult. Astur makes it her mission to bring Meera back, but to do so she must train to become stronger and so for 3 years she does

just that. Awil is enrolled into a military academy, in which after 3 years he will participate in the trials to become a Kaifju soldier. After the timeskip that happens in episode 3, our main characters have grown. Meera has become one to harm others for the sake of her profession and to stay alive, Astur has become protective of her friends and is unable to harm others, while Awil has allowed his performance in the kidnapping of Meera to consume him and so he overcompensates for that moment of cowardice by becoming a fearless leader for his comrades. Insecurity cripples Awil, obsession and doubt blind Astur, and hopelessness for any justice in the world turns Meera’s eyes void. After the timeskip, instead of all 9 of Hirsi’s students going to this year’s Kaifju trials (Dalmar sponsors this military academy of Simoukou girls), 5 of the girls opt out to go to the sacred turtle for pilgrimage. This turtle offers the chance to answer 1 question and receive the answer they are looking for (this wordplay is important to note as the turtle answers in riddles). Astur had always planned to go on this journey when she finally became stronger to ask the turtle where Meera is. Eleanor has no interest in joining the military and goes with her best friend Astur on this journey. The stoic Falis and booksmart Deqa have a similar backstory in that they are seeking answers for an incident that has affected them, so they go too. Filsun was supposed to go back home when she became strong enough to run the family business in her sister’s stead. Ever since her older sister Cyra went on to create her own company and achieve massive success the parents’ luxury business has shrunk and the mother is eager to have Filsun stay and do what was once Cyra’s job. However, after an incident with Hirsi withholding some of Filsun’s letters from home, Filsun decides to forge her own path and go with Astur and her friends on their journey. With no real purpose, Filsun is the butt of many complaints from the other girls. The climax and test of their loyalty to each other happens when Falis and Deqa discover that Cyra’s company could be a reason they

suffered a great loss years ago. With tensions rising, Falis is unable to control her powers while Astur's power comes into fruition to help them escape out of tough situations. In a sad farewell episode Filsun leaves the gang to join her evil sister's company, and this absolutely disappoints and angers the gang as they have spent the journey empathizing and getting to know each other. There are many flashback scenes of Filsun that make you sympathize with her situation. Astur, Falis, and Deqa realize they still have a lot to learn about their powers and the second season ends with them deciding to go to Garrouhan. Meanwhile, the villain of this season is Cyra (Filsun's older sister) with her company Vaintor Group, as well as the Karmic Order cult's minor appearances but explosive attack in the season finale. When the Karmic Order's terrorist attack gets attention from the continental

Season 3

Throughout this season the characters come to a resolution with their character development arcs (or so it may seem). This season represents the "calm before the storm". Astur and the gang become reunited after spending a season and a half apart from each other which makes for a sentimental reunion. Astur and the gang play a critical role in defeating the Karmic Order and begin to have political presence in war affairs. The Karmic Order have gotten stronger and in the season finale conduct a massive terror attack akin to what happened in the season 1 finale where they destroyed a monument, except this time they assassinated many world leaders at a continental alliance summit. The same summit where Astur makes a speech and pledges the "Guardian Law". Power scaling increases organically as the show goes on.

Season 2

While Season 1 focuses primarily on the relationships between people, season 2 is the season where the characters explore their own powers, limits, and understanding of the magic system. This season is full of lore, persona, and ends with an emotional battle between Falis (descent into madness) vs Astur, and Awil vs Meera. In this season more of the world is explored as well as the connection between secondary characters like Dalmar, Cyra, Hirsi, Zola and their history. In this season Filsun is caught between staying loyal with her sister or her teacher. Eventually she stays loyal to Hirsi which creates an emotional training arc between the two. Meera and Zola have a lot more presence in this season along with the severity of the villains of the Karmic Order and an introduction to the royal family in the Southern Heartland/Kernillia.

Season 4

In the season finale the final boss and leader of the Karmic Order is defeated and all the character arcs come to a close. There is a relapse in some of the characters development in this season where they regres. As one may know, organic character development doesn't go from bad to good overnight, there will be times where a character who we think has changed for the better makes a bad judgement call. Not only is the Karmic Order defeated but also the Southern Heartland co-conspirators who helped the Karmic Order get so strong from behind the scenes receive their justice as well. The series comes to a close with the reunion of Meera and Astur, finally, in a hospital as the final battle puts Meera into a coma that she will wake up from within 3-6 months. Falis, Eleanor, and Deqa return to the Fidis village but not before a tear jerking farewell moment between our heroes Astur and Eleanor who played a vital role in defeating Erik (the final boss). Filsun becomes an apprentice to Dalmar and receives a lot of the glory that Astur and Eleanor should have deserved/shared. Filsun is humble and changed from season 1 so she does not care for the titles and fame. The story comes to a satisfying close along with all of the side-plots and mini-mysteries that were scattered throughout being solved once and for all.

EPISODES 1-3, 3-PART PILOT

Episode 1 - Pilot Pt. 1

Astur, Awil, and Meera spend their last day together before Awil's older brother comes to escort him to the military academy. Suddenly, Meera is taken in the night. Astur and Awil witness the crime and are hot on the kidnappers' tails. A frightened Awil turns back prematurely to get help. Astur continues on with all her might and unlocks her soul blessings, but is still unable to rescue Meera. When witnessing the crime, Astur remembers back to when her father was meeting with the same men who took Meera. She discovers that he was in on the kidnapping and essentially disowns him but is unable to rat him out to the villagers who already hate him for fear that he might be killed. The next day Dalmar arrives with his friend Hirsi in a village that is in commotion. Dalmar hears of what happened and is suspicious of Astur's father but reassures everyone that he will do his best as a high ranking officer in the military to take this case seriously and find Meera and the culprits. Meanwhile, Hirsi, who has come to recruit Meera from all the good things Dalmar has said about her, shows interest in Astur and her bravery and recruits her to her own military academy that is sponsored by Dalmar. She promises that in a few years she can help Astur to hone her skills and control her soul blessings so that should she be in danger again (or chasing it), she could hold her own. Astur has a new found determination to rescue her friend once she becomes stronger. Awil beats himself up over turning back to get help because with Astur unlocking her soul blessings, they might have stood a chance together. Dalmar gives compliments to Astur. A compliment that Awil craves and Astur thinks she does not deserve because her father is partly responsible for the kidnapping but she is too conflicted to tell anyone this secret. She vows to undo this bad deed to clear her family name and to bring one of the most precious people in her lives back to her. And thus the story begins to unravel...

Episode 2 - Pilot Pt. 2

Meera finds herself being taken very far from home. She spends most of this episode in the dark of where she is or what's going on as she's taken like cargo. By the end of the episode, she reaches her destination. Astur makes it to the village where Hirsi trains her students. Immediately she is pulled into a conversation by Eleanor. Someone who is clearly not native to Simoukou. Eleanor talks a lot and overshares. Astur who is still traumatized by the incident a week prior is unable to give meaningful replies to the bubbly girl. Eleanor who is an orphan and has grown up in the village all her life is the one to show Astur around. Hirsi warns her not to keep her up late as training starts the next day. Eleanor points out minor characters and main characters, until Filsun makes fun of Eleanor (akin to how a bully acts). Astur doesn't come to Eleanor's defence. As Astur explores, it finally becomes nighttime. This is when Astur's shell breaks and she has a heart to heart with Eleanor and tells her deepest secret that she was holding back. The secret is her father was responsible for her best friend's kidnapping. Filsun overhears their conversation that night as she struggles with night terrors and happens to hear their footsteps as they snuck out. It is not revealed to the viewers that Filsun suffers from night terrors and trauma yet so we just assume she was out late at night wandering. The next day is the first day of training. As usual Filsun is late for lessons but Hirsi doesn't punish her (we find out why in future episodes). Astur performs really well. When Filsun gets frustrated and Hirsi is out of earshot, Filsun spills that Astur is a fraud for a comrade because she would let her friend get kidnapped by her own father. This causes the two to fight. Astur asks how she knows that and Filsun frames Eleanor. Even though Astur does not believe that Eleanor would tattle to Filsun she still lashes out at Eleanor for a totally different pent-up reason. She grills Eleanor for her overly

friendly attitude. Astur and Eleanor's argument causes them to be awkward for the rest of the day. The next day Astur, Eleanor, and Filsun's performance in the drills end up ruining the team's performance and so Hirsi punishes the whole group. While on punishment the girls end up making up again. Meanwhile, in Awil's POV he is introduced to his instructor Commander Duran and his platoon where he is introduced to the goofy Tyson, tsundere Avesta, and the rest of his squad. Awil stands out from the platoon when Duran puts him on the spot and says he will not get special treatment for being Dalmar's younger brother. No one from the squad pays him mind except for Avesta and Tyson who are intrigued by him. After some drills, civilian work, and sword training that entails a bit of conflict with the rest of the squad, the three end up becoming close by the end of this episode

Episode 3 - Pilot Pt. 3

After another grueling morning of training, Hirsi says they'll spend the rest of the day doing book work which makes the girls groan. Hirsi gives them a lesson on "ilm" (knowledge) and the importance of wisdom. This is one of three lessons Hirsi gives in the series that give insight to the magic system (ilm, dogma, kaif (pronounced-kife)). We get a little insight into Falis and Deqa and the minor characters as well this episode. Hirsi wants them to take it easy because today is the upperclassmen's farewell party. Hirsi will be escorting some of the older girls to the military for the Kaifju trials and before they go it is tradition for the graduating girls to fight Hirsi, which is an exciting event for the younger trainees. Meera is taken to a cult recruitment camp. She fights her captors but she's too weak and gets taken down easily and given chains (like handcuffs) and put into a line with other young kids, tweens, and teens. Her insistence on fighting brings her to the front of the line for evaluation. There are only two categories, girls to be married and boys to go into battle. Meera doesn't want to do either but prefers to battle. All the commotion grabs the attention of a high ranking cult member named Zola. Zola asks where she's from (she's intrigued by Meera's foreign accent that sounds similar to Dalmar's an old friend of hers but as Zola is a villain for the beginning of

the series this is unknown to viewers), and Meera says she's from the Roob Village. Zola uses her rank to allow Meera to participate in the rite of passage for all battle recruits. The rite of passage is quite simple. There are about 20 recruits. Each one will have to enter a forest and kill a beast and bring back a trophy to prove they killed it. Meera finds an already dead white tiger with only one protruding fang. She assumes a recruit has killed it and brought back the missing fang as their trophy. Then she hears a faint meow-ing. Meera uses her wits and brings back the baby white tiger that was left behind. She argues that no alive white tiger would allow their baby to be taken unless they were dead. That evening, Meera is led to a shelter with Zola in the room. Zola gives her an ultimatum, either join her on her mission or stay in the camp as a recruit. Meera decides to go with Zola. Zola sadly says there is one thing that you must do before I am given permission to take you on my quest. That's when some women enter the room and Zola hands Meera a plant and tells her to chew on it. Then she lights some incense in the room. Meera becomes drowsy and is restrained by the oak table in the room. Meera starts screaming, asking what's going on. Zola explains that these women are the best healers in the camp and that she is in good hands. Meera asks what they're going to do to her. Zola explains, if a girl were to become a battle recruit then she must give up her identity as a potential bearer. In other words, they are going to take out Meera's womb, luckily the plant Zola had Meera chewing on has made her drowsy. Zola exits and the women start the surgery with Meera's screams in the background. The younger girls are watching the older girls fight Hirsi - mid fight is when a transition happens and the timeskip occurs. It is now Astur and her friends fighting Hirsi 3 years later but in the day time. After the fight the girls are all packed and are ready to head on their journey to the pilgrimage of the sacred turtle where they can have an answer to one question (in which they hope to ask the turtle where Meera is so Astur can rescue her). They say their goodbyes to the 4 minor characters who will be entering the Kaifju trials with Awil in a few months. But then, Filsun catches up to them after they leave the perimeter of the village and announces she will accompany them, much to the gang's (Astur, Eleanor, Falis, Deqa) reluctance at first they allow her to come, making up a team of 5.

SAMPLE EPISODES

Episodes 4 & 5

Astur and the gang make it to Filsun's village and meet Filsun's mother. Filsun confronts her parents, telling them she does not want to inherit the family business. Her parents do not react lightly to her decision. Meanwhile, we are introduced to Cyra (and her evil deeds) for the first time as she goes to a business summit. When she cannot get the deal she desires from a certain company she compensates for the loss by taking over another company by force.

A Typical Episode (action packed)

When the girls make it to a bazaar, they have their first run in with some Karmic Order members. After witnessing their crimes on innocent travellers, they cannot just let it go. One of the men has super strength, while the other has the ability to camouflage his skin (invisibility). While Astur and Filsun struggle with the man with super strength, it is Eleanor's shield that absorbs weight that ends up saving the day. Meanwhile, Falis and Deqa have a more difficult opponent, one that they cannot see. Falis uses her ears to predict where the opponent will attack next and uses her soul blessings to lower the motion energy of his attack. Deqa assists from a far range with her bow and arrow to create a cloud of dust to increase Falis' sight of the opponent. Awil continues his special training with his new mentor who teaches him to fight with traditional persian Mil clubs that become a signature to his fighting style and character design.

A Typical Episode (insight to characters' personalities, fluff)

In this episode Astur and the gang meet a charismatic collector who may have a magical item that could answer any question they so desire. This would deem their quest to get to the wise turtle unnecessary if they could get this magical item off of him. So they attempt to negotiate with him in their own unique way. Threats, bribery, guilt trip, begging, logic and seduction are some of the tricks they use which make this a comedic episode. Awil, Tyson, and Avesta are invited to a festival from a city they helped in the past. Avesta becomes insecure with her appearance after she is mistaken for a boy. In this episode a jeweller gives her an enlightening lesson on femininity.






A Typical Episode in the 2nd half (gets darker)

Astur and the gang face off with two of Cyra's employees as they get closer to the capital where the Wise Turtle resides. In this episode Filsun experiences flashbacks of the torment Cyra put her through. The group becomes in danger when Falis is handicapped from using her dogma as she realizes she cannot control it. As tension rises Falis orders Astur to unleash her dogma powers and as this fight scene climaxes Astur begs her dogma (which is like an inner persona) to help her and it ends up coming to the rescue. Astur and Falis have a moment of realization when it comes to their dogmas. Meera is introduced to a demon conjuring ritual using a grimoire page, with the discovery of the book they will be able to unleash an unlimited amount of demons. The cult's secret weapon in terrorizing the continent is revealed.

CHARACTER DEVELOPMENT ARCS

Brief Character Development Direction

How each character in Astur's group exhibits the traits of each of the five hindrances according to Buddhist beliefs.

Character	Flaw/Hindrance	Description of Flaw	Development Process
Astur 	Doubt	Lack of conviction or trust in herself	Precise investigation counteracts doubt
Filsun 	Sloth-torpor/dullness/heaviness	Wants to strive but cannot because the mind is so unwieldy	Course examination counteracts sloth-torpor
Falis 	Ill will	Thoughts related to hatred, resentment, revenge	Well-being counteracts ill-will
Deqa 	Restlessness-and-worry	The inability to calm the mind	Bliss counteracts restlessness-worry
Eleanor 	Sensory desire	Wanting to seek happiness through the five senses (seeks shallow fulfillment through love)	Single-pointed attention counteracts sensory desire



Throughout the show each character's flaw will be addressed, even in characters like Eleanor who exhibit more minor flaws, the symbolism will be present. For example, her desire to want shallow affection from others (love, friendship, parental love) comes from her background as an orphan. She is attracted to people the way butterflies are attracted to colour. As the series goes on and she is rejected with her advancements over and over again, she stops seeking fulfillment from others and starts creating joy within herself. The way a bee nourishes itself with flowers and creates its own beauty (honey) is the type of symbolism that Eleanor's character development will show. Characters like Falis who suffers PTSD from witnessing her parents murder will go through the 7 stages of grief. Deqa suffers from over-worrying after the burden of looking after her best friend, Falis', well-being and ends up indulging in a magical substance that she

suffers an addiction from. Filsun suffers trauma from all of the bullying Cyra conducted on her and she suffers from anxiety, insomnia, and insecurity. She overcompensates by hiding her problems but when she confronts Cyra in later seasons, there is symbolism in how the dark shadow illusions Cyra uses become countered by the white stallion illusions that Filsun uses. White horses symbolize daydreams, while Cyra's illusions are reminiscent of the black shadows she put in Filsun's room when she was younger so she would have nightmares. All in all, development is something I do not shy away from and I've relentlessly studied cartoons like Avatar the Last Airbender so that I can bring out the best storytelling themes possible.

CHARACTER DEVELOPMENT ARCS

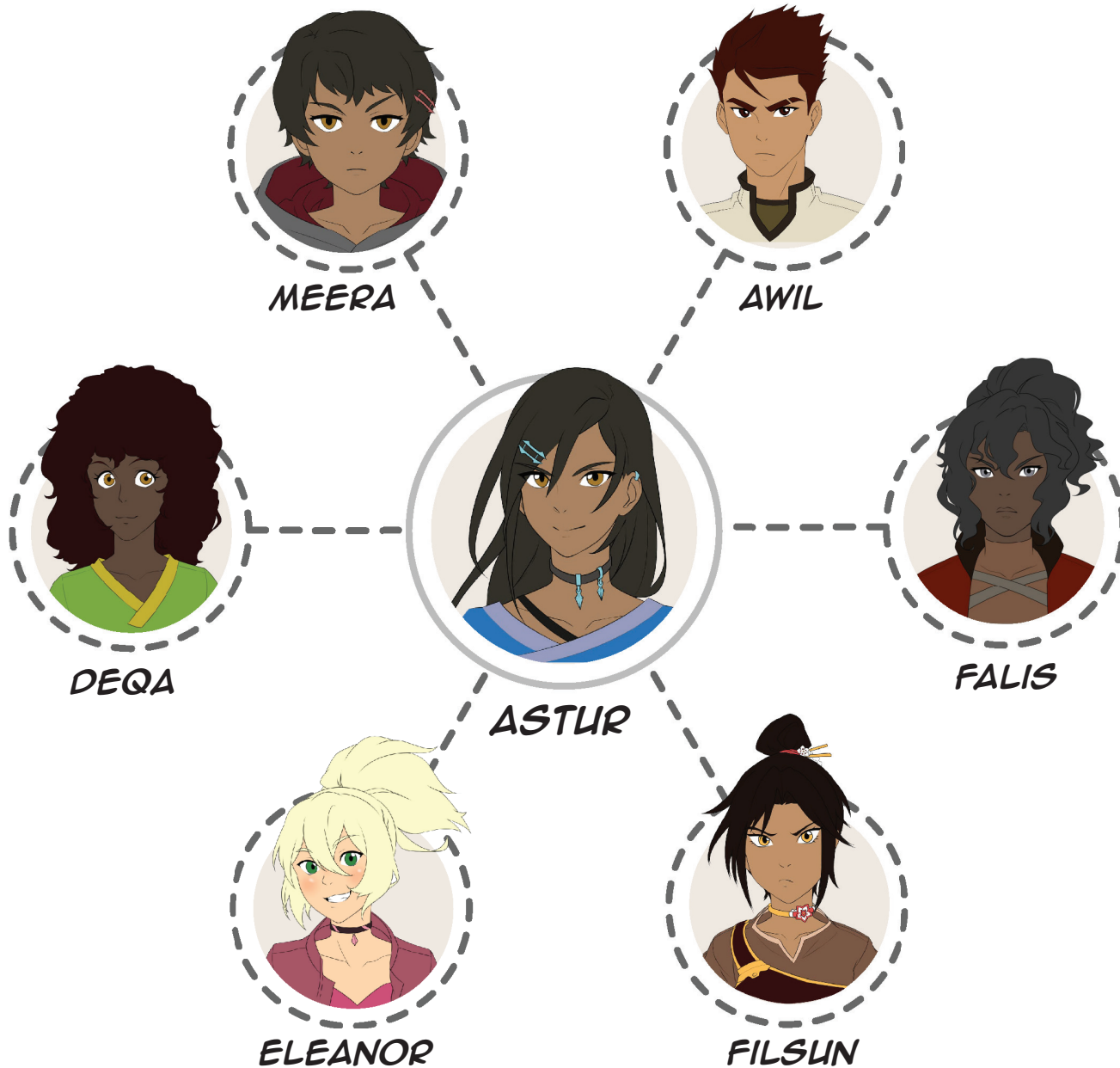
Brief Character Development Direction

Pride, Shame, and Humility. How Awil and Meera develop the feeling of humility whilst on opposite spectrums of each other's flaws.

Character	Flaw/Hindrance	Description of Flaw	Development Process
Awil 	Shame	Insecure, afraid, angry, ashamed	Gains humility in that he gains self-compassion. Instead of beating himself up for his flaws he forgives himself for his shortcomings
Meera 	Pride	Can only focus on her own achievements (i'm better than them) and failures (how could they betray me?)	Gains humility in that she steps outside of herself and sees humility in others as she would see herself. So she learns to establish value in other people.

The Dalai Lama once said, "In life, pain is inevitable, but suffering is optional." At first, Meera lives by this philosophy but to the extremes. She has a lot of pride that starts off in moderation, which translates to confidence. As she becomes indoctrinated into the cult this turns to pride. When she finds out the truth about who sold her secret out, she is manipulated into having extreme thoughts of betrayal which turns to pride. The lack of humility makes her ignore the vulnerabilities of others.

Whereas for Awil, he lacks pride. His source of shame is from insecurity, fear, and anger. Until he learns to show compassion towards himself, his shortcomings is his lack of humility in a totally different way from Meera's. Without self-compassion Awil will never be the hero he aspires to be, he needs to forgive himself. Meera needs to mirror her pride towards others and give them the same intrinsic value that she gives herself.



Astur to Meera and Awil > Sisterhood/
Brotherly Bond

Eleanor > soulmate - the person who stays by astur's side through thick and thin and tied together by fate and destiny

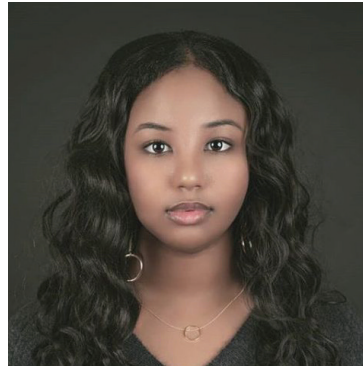
Filsun > rival - despite both having bad parents, astur had her friends growing up while cyra was a cynical maniacal bully towards filsun. Their paths diverged in this way and created a rivalry between these two characters because of how alike and different they are

Falis > antithesis - what if astur went on a dark path? The guardian angel (astur) vs the executioner (falís)

Deqa > best friend - a confidante to astur

**THANKS
FOR READING!**

ABOUT THE AUTHOR



My name is Sara Eissa. I have a bachelor's degree in Film Studies, and I have been an avid cartoon and animation watcher my whole life. To gain perspective when creating my own television series I have watched every genre so that I could have a clear grasp of recurring storytelling themes. From researching via textbooks, video essays, along with my own analysis of other cartoons, I believe that Astur's Rebellion does not fall short with its competitors in the slightest. There is heart, action, adventure, comedy, romance, but most importantly there is replay value. Nowadays, children rewatch the same cartoons and episodes on streaming sites while waiting for new content. I have faith that Astur's Rebellion will be capable of not only retaining its audiences' attention by replaying episodes but also amass a dedicated fanbase for the show. Astur's Rebellion has a fine amount of male and female role models in the show for all youth to enjoy as well as a plethora of different cultural themes. The show's most defining selling point is the strong bonds between the characters. The emotional weight of the story will carry over the course of a planned 80 episode run and conclude with an ending that shall leave everyone satisfied. Thank you for reading, and please feel free to reach out!

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