

DAYBREAKERS

Fighting the Darkness before the Dawn

Core Visual

A harsh, alien landscape. A settlement amid the arid terrain is under siege: explosions mark the air and columns of smoke rise from the skyline. The smoke rises to meet the gathering storm clouds hanging oppressively overhead.

Lancing in from TOP RIGHT are the DAYBREAKERS. We see them from a great distance: seven points of light, streaming like a prismatic meteor shower towards the chaos below. Their light is stark and brilliant against the dark sky and unwelcoming terrain. Sunlight dawns behind them as their approach pierces the clouds.

Central Plotline

The Daybreakers are cosmically-endowed peace keepers of the galaxy, stepping in when diplomacy is no longer an option. Their chief nemesis is the corrupting warmonger Starblight.

Themes & Tone

Daybreakers is a science-fantasy series, heavily leaning towards the latter. There are space ships, aliens, and interplanetary travel. But the crystalline power of the Daybreakers, and the mutative power of tenebrite, are very magical in nature.

The characters treat their world and scenarios with seriousness; no fourth-wall breaking winks to the camera. But the series itself revels in the fun and outlandish. This is actively mining the whimsy of the 80s toy-commercials-as-cartoons energy, but with a little more structure and purpose in mind.

Daybreakers

An elite team of peace-keepers granted amazing abilities by the Astral Observer of the Kaleidoscope.

- A.O.'s name too stoic for the theme? Or keep it notably reverent sounding?

When their powers are active they are largely uniform in appearance: black, contoured body with color-coded, metallic armor. A black, glassy dome covers their faces and displays rudimentary, color-coded emotive shapes.

When powered down, the black suit recedes to their torso and upper extremities, while the armor "relaxes" in a colored pattern. (Something akin to the *Star Trek* uniforms, maybe TNG?) Here their unique species details are clearly visible, and other clothing can be worn.

The powers, when manifested, are wireframe in nature. Flames are glowing outlines, earthen constructs are the texture, etc. They are not generating the actual elements, but facsimiles. Their effects on the actual environment, however, are real and overt.

- While visually distinct, it this hard to convey without it getting muddled? Will it stand out to the depth of field? *Green Lantern*-styled “constructs” work for a reason. Maybe starker outlines to make them distinct?

Names are all too cumbersome. I also put way too much time and thought into them to just junk them. I need to find a better solution - something simpler, punchier, but achieves the same illustrative goal.

Crimson Vitalis // Hearbeat

- **Real name:** TBD
- **Species:** Carnelian
- **Power:** Vitality, Life, Healing

Vital Crimson is the largest member of the team. When his powers are activated, he can heal wounds of any severity and provide stability to everyone within a radius. While active, his powers negate any damage received and convert it into raw strength. Due to his protective nature and size, he is a huge asset in a crisis but also sees the fastest drain on his reserves.

Carnelians are a fearsome looking race: subdermal armored plating, sharp and exposed teeth, and dense claws. However, they are generally a nurturing and community-driven species. Vital Crimson struggles to comprehend the in-fighting within the team, or the motivations of their enemies. Selfishness and exploitation are very foreign concepts to him.

Orcherous Flame // Flashfire

- **Real Name:** TBD
- **Species:** Spinelian
- **Power:** Flame - suppression, generation, combustion of varying intensities

They are potentially one of the most powerful of the Daybreakers, but you wouldn't know it by their work ethic. Burning Orcherous begrudges every order, every assignment, and completes their tasks with the bare minimum effort. The thing is, their power output is so high, even a token effort can be devastating.

They don't want to be a Daybreaker. Never did. (Why? Was the power meant for someone else, and they got it by accident/tragically? Did they accept the offer to solve an immediate problem, only to realize they'd made a bigger commitment? Why don't they quit? What keeps them there? Shame? Or, deep-down, they know they have a responsibility to uphold?)

Xanthic Storm // Galeforce

- **Real Name:** TBD
- **Species:** Citrine
- **Power:** Wind control: flight, gale summoning and directing

[Windy Yellow] is a slight and impish being who, at first glance, seems to be an unflappable optimist. Their sunny disposition and unwavering smile are charming - at first. But when you listen to what they're saying, your perception shifts. [Windy Yellow] is viciously sarcastic and gleefully sociopathic. Their contributions to the Daybreakers is out of whimsy, not any sense of comradery. While reliable, they're still an unsettling presence.

Verdant Geoforce // Earthquake (no, yuck, argh)

- **Real Name:** Jade ???
- **Species:** Human
- **Power:** construction of earthen-like constructs of varying consistencies/textures

Jade is the newest member of the Daybreakers and became the de facto leader out of necessity. Before she joined, the Daybreakers would act independently. Any victory was by luck rather than tactics. Her insistence on doing their job right took better with some more than others, but the results were undeniable.

Despite their string of successes, Jade feels uneasy in her role - both as a leader and as a Daybreaker. She doesn't understand why she was chosen out of all other humans (or all other species). Her inexperience with the greater galactic stage is the reader's window into the cosmology.

Cobalt Tidal // Wavebreaker

- **Real Name:** TBD
- **Species:** TBD
- **Power:** Water generation and control

Really need to figure out this one's gimmick. Who are they?!

- Mysterious straight man/foil to the larger than life team?
- Monstrously evil convict who is hiding from the law as an always-on-duty Daybreaker?
- Undead Daybreaker kept alive by power and nothing else?

[Indigo] Freeze // Frostbite (argh no yuck)

- **Real Name:** Lapis
- **Species:** Triot
- **Power:** Ice creation and manipulation

The cocky and swaggering "twi'o" to Lazuli. Like all of their kind, they were born of the "twi" or "three minded" - twins born with a shared secondary brain of the triplet (or "twi'u"). The connection allows for telepathic communication between them, both active and passive.

While he may not show it outwardly, he's thankful for Jade's direction and organization. He felt he had a duty as a Daybreaker, but now he feels like he has a mission. He doesn't get along with the rest of the team too well, but he doesn't push things...much.

Violaceous Thunderbolt // Thunderbolt

- **Real Name:** Lazuli
- **Species:** Triot
- **Power:** Electrical generation and routing

The curt and brilliant “twi’a” to Lapis. She is the most devoted of the Daybreakers, having learned how to extend her abilities into amplifying constructs, e.g. guns for lightning shots, or relay towers for circuits. This comes from both her studiousness and her exceptional analytical mind. Because she’s so far ahead of the curve, she’s often impatient with everyone else needing time to catch up to the conclusion she made ages ago.

VILLAINY

Starblight

The principle big bad. His confrontation with the Daybreakers is the endgame; all other vices in the galaxy are tied to him in some shape or form. He sits atop an obsidian throne, which grows from the dormant core of the Void Star. The Void Star is a brown dwarf, but afflicted with a strange darkness.

- Whole thing is made of tenebrite?

Where he ends and the throne begins is unclear. When at rest, he is statuesque with only faint, glowing lines detailing his musculature and features. When awakened, these lines ignite and expand. His fiery interior lights him from within and gives him the appearance of a living suit of obsidian armor. His hair loosens and wafts like a smoky crown around his head. When fully active, this visual motif expands down the throne and to the surrounding terrain, revealing hexagonal tiles.

These tiles are the ceiling of his Vaults, where he keeps the damned souls he’s claimed over the years (eons?). These cursed minions are kept in stasis until he has use for them. If they succeed in their mission, he will grant them the sweet release of death. Few are loyal to him, all are bound.

Starblight empowers his minions with tenebrite, an obsidian-like substance cultivated from the Void Star. Ultimately it’s revealed that all of it - Starblight, tenebrite, the Void Star - stems from the Kaleidascape. (failed attempt at recreating its power? Fallen hero? The waste produced by the Kaleidascape’s power?)

Webmaster (Minion)

Starblight's chief attendant. A centaur-like spider-person, he is a sniveling yes-man. He lives in the catacombs of the Void Star, monitoring the galactic strands that span the cosmos and tied to a tebebrite system. (He is a loyal servant of evil? He's a former comrade with misplaced loyalty? He's a scumbag looking to betray Starblight and take his power?)

Webmaster's prayer:

*O Starblight, O Starblight
Master of the tenebrite
I wish and pray with all my might
You grace me with thy will tonight*

Stimcyl (Minion)

A unique, predatory single-cell creature capable of uncanny metamorphosis and mimicry. Just a taste of the target's cellular composition and they can all but replace the target. Their exposure to the Daybreaker's power intrigues them, and wants to understand/partake more of it. Because of their connection to Starblight, they figure out the correlation between him and the Daybreakers.

Trihard (Minion)

A snarling brute of an enforcer. He's a big ol' triceratops man.

Harvestar (Minion)

A humanoid machine once employed by a long-dead species to harvest every possible resource from their world and others. One fateful day, its line ran out of targets, and so turned on their creators - the only remaining resource left to gather. In the ensuing war, everything and everyone was destroyed - except Harvestar. Now it serves a new master.

Za'ni

The most overt threat to the galaxy. "Za'ni" is the name of the species, the empire, and the homeworld. They are a gaunt, pale species with piercing blue eyes and lank, golden hair that falls only from the back of their heads. There was once more diversity among them, but it was bred out generations ago.

- Daybreakers find a long-lost enclave of Za'ni from before things went to hell?

On paper, they are a fascist meritocracy - anyone can rise through the ranks with enough hard work. In practice, the elite ensure like-minded and personal connections thrive while exploiting the working classes from cradle to grave. They are constantly invading and conquering other worlds to keep their socio-economic system active and unchanging.

Overseeing it all is the Emperor, who chooses their successor from a pool ratified by the upper echelon of elite. Each emperor flies alone to the Void Star, where they become the latest minion of Starblight, orchestrated by puppet-master Webmaster. (Starblight is sewing misery throughout the galaxy specifically to lure out the Daybreakers?)

(Elite character who actually did manage to rise through the ranks, so he thinks the system works. Honestly can't understand how other races can function with diversity or equality)