Home-Bound

Pitch Packet - July 2020

Logline: Cute, queer cartoon animals embark on a fun adventure to stop spacetime from *literally* unraveling.

Right: concept art (not current)

Summary: Porrima is a young rat girl from Remnant Island, a planetoid magically shielded from the chaos of a fractured Earth that is held together by literal threads. After a series of accidents fueled partially by her own curiosity, Porrima becomes stranded on Earth. Though distraught, she quickly finds herself in the company of Tassel, Hitch, Twill and more: an adventurous guild seeking to repair and prevent Earth's fracturing. Their mission is to stop the misuse of wishes. All granted wishes are facilitated by a kind of magic that leaves reality in tatters and Gordian knots, allowing for both fantastic and terrifying anomalies to reshape the world. Across many fun and challenging



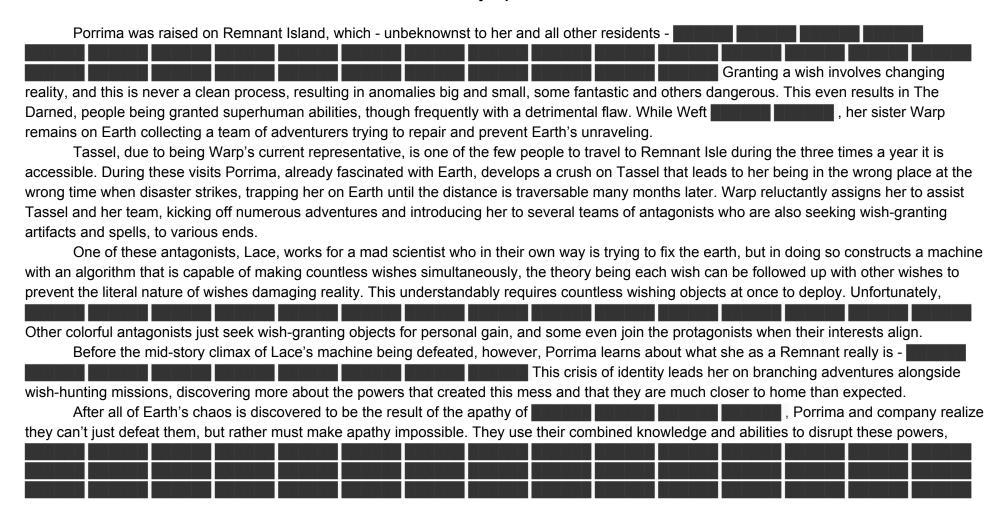
adventures, Porrima grows to become a valuable member of this team, but along the way uncovers the reality of Remnant Island, and consequently her own reality as a being unmoored from time and space. In the end this personal growth and many revelations lead Porrima and her friends to finally confront the source of chaotic magic and mend what is broken.

Format: For readers 12+. Can be color or black-and-white, all art and writing by Amanda Lafrenais. Between 300 and 500 total pages depending on the number of episodic adventures and story beats kept/cut. The kind of story that could easily span multiple graphic novels if allowed to expand.

Meta: A fun adventure story mixing *Sonic the Hedgehog* with the flavors of early *Dragon Ball* and *One Piece*, with care taken to cater to the oft ignored queer fans of those properties - myself included. Continuing that, I have been a lifelong Sonic fan, but media and adaptations have always been disappointing - either far too grim and serious, or nothing but crude slapstick. This comic is my attempt to fulfill the desire of creating something that feels like what my ideal Sonic comic would be, but supported by my own original ideas. An episodic adventure story with real stakes and consequences, of course, but not to the detriment of the fantastic, the whimsical, or even character development that is rooted in quiet moments. I feel like young readers and adults who love *Steven Universe* or even *OK K.O.!: Let's Be Heroes* would also appreciate this story and its style/tone. There is a sewing theme to names and concepts throughout that is just for fun. Another part of the story important to me is Porrima developing numerous crushes - the fickleness of the hearts of teens tends to be portrayed with condescension, as opposed to a normal part of growth, and so rarely without annoying love triangles.

Next: Synopsis

Synopsis:



Next: Characters

MAIN CHARACTERS:



Porrima: 14-year-old rat girl from Remnant Isle. Naive and big hearted but tenacious and scrappy, for better and worse. Has a tendency to develop crushes easily, to her embarrassment. She just thinks everyone is so cool. She believes that everyone is good deep down, and this is as much of a good quality as it is a handicap in certain parts of the story. Her biggest struggle before her identity crisis in the latter half is her powerlessness to help people as a scrappy, tiny sheltered kid. As the story progresses she develops a teleporting ability with some major drawbacks. First, teleporting creates a forceful implosion in the place she left, and an outward explosion wherever she appears due to air rushing to fill her space or being pushed out. Second, due to her being pushed out. Second, due to her being pushed out. Second, due to her being pushed out. Second in one piece. Using this is a constant gamble.

Tassel: A 17-year-old rabbit girl, and Warp's current representative. Street-smart but book-dumb, courageous but hot-headed. She is as married to her job as much as a teenager can be, and wraps too much of her self-worth into it - she's even gone as far to estrange herself from her family in pursuit of it. She has earned Warp's trust through hard work, and is terrified of messing that up, which is sometimes a danger due to Tassel's acting before thinking often. She is one of the rare Darned with a super-power and no drawback: she has explosive kicks and this lets her kick hard, jump high and even pull off video-game-style double jumps. One of Porrma's (very unreciprocated) crushes. She herself has a crush on a secondary character.

Hitch: A 16-year-old capybara girl, and Tassel's partner and best friend. Soft-spoken, calm, and inhumanely patient even with Porrima's overwhelming emotions and Tassel's rambunctiousness. Basically "Team Mom." She's incredibly smart and the essential engineer of the group. She also seems to be superhumanly strong, but this is her ability as a Darned in effect: anything she touches can defy gravity, allowing her to lift large and heavy objects effortlessly. Unlike Tassel, her power has a drawback, as she cannot control it perfectly and without the weighted boots she wears she's at risk of drifting away uncontrollably. She has an intense anxiety over this, and deep down wants their mission to be over so she can quit and retreat somewhere safe and quiet, where her anxiety can't be realized. One of Porrima's crushes. Dated Tassel briefly, but couldn't handle her inability to detach herself from work - still best friends tho.

Twill: A 15-year-old stoat boy. He is an auxiliary member of Tassel's team due to their butting heads, but is needed when Porrima joins the group. Outwardly he is well-spoken and refined due to his upbringing, with no effort to repress his traits or interests which many would consider "feminine." However he makes no effort to hide his mercurial pivoting between being an educated gentleman with an extensive and exploited vocabulary to a catty hyena wildly cackling with or even at his friends, no matter how unbecoming it is of him. He constantly butts heads with Tassel due to her pushy nature and obvious beef with him. Their relationship would be pure antagonism if they didn't care about the same people and the same goals. His respective ability is super speed, both in the form of running but also his kicks, which can be blade-like. Like Tassel, his comes with no drawback, and their rivalry is partially due to their similar abilities while vying for the same position. One of Porrima's crushes in spite of her frustration with him - this crush may even be grudgingly reciprocated.

Next: Art/Sketches

CONCEPT ART / MISC SKETCHES:

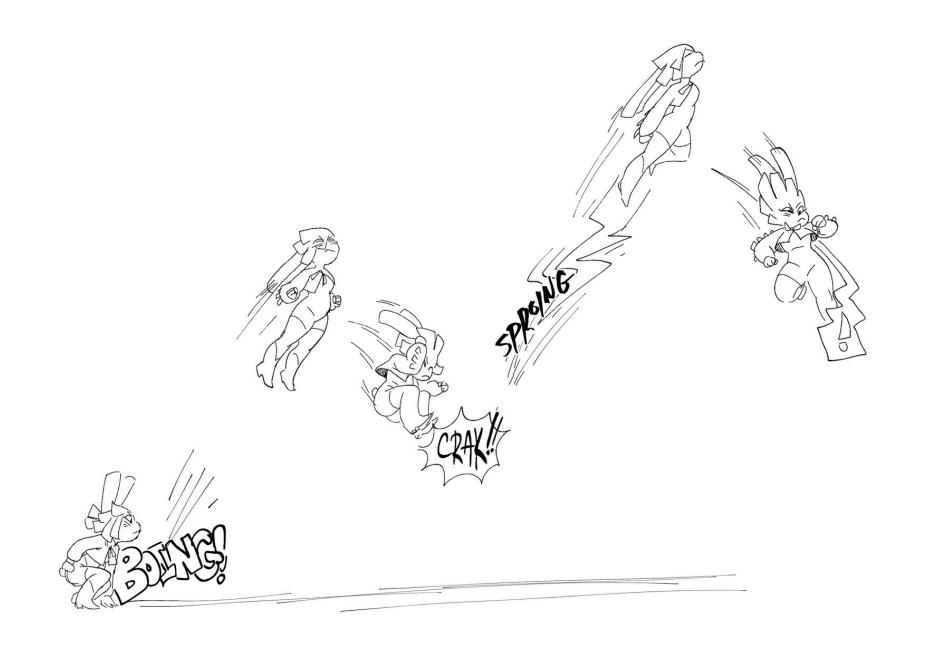
Note: many of these are old and designs have since changed.











I surmise the core of why you develope "crushes" on those you percieve to be "cool"...

Is because you are singularly and emphatically "not cool."

I mean, that is why you like ME so much...

I DO NOT--





