

THE FOX STODDARD ADVENTURES

Series Pitch Bible
Created by Terry Manley



LOGLINE

Being a freelancer in the outer systems isn't all it's cracked up to be and Captain Fox Stoddard is just trying to keep her head above water but when she accidentally stumbles into a deadly military conspiracy she has to gather her friends and all her wits in order to become the system's most unlikely hero.

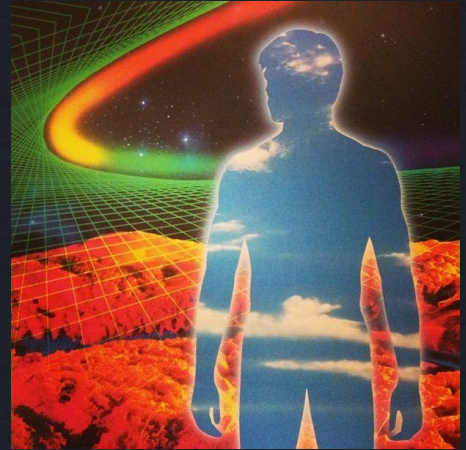
SYNOPSIS

Life in the outer systems of the galaxy in the not-too-distant future is not as glamorous as the stories make it out to be.

For freelancers like Captain Fox Stoddard, life out there is all about hustling for jobs, keeping your ship flying and trying to shoot first when you have to.

But there's bigger trouble brewing and when Fox discovers a plot to start a system-wide war, she is determined to save her chosen home, even if it means taking on the entire military singlehandedly. Luckily, she's got a motley crew of friends to watch her back.

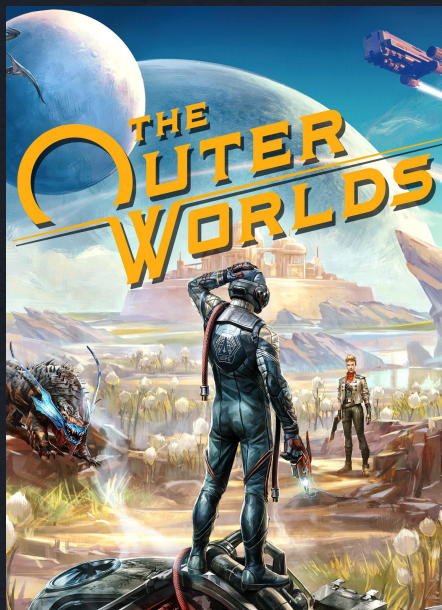
Fox never wanted to be a hero but under her scoundrel exterior is a heart of gold and she can't stand by and let the bad guys win.



SHOW CROSS



MEETS



MEETS



THE GOOD GUYS

FOX STODDARD

A classic swaggery scoundrel with a heart of gold.

Fox left Earth at the age of 18 in order to seek adventure in the outer systems and found...adventure but also a lot of waiting around for jobs. She's good at what she does, fast-talking and fast-shooting, but all her bravado just covers up her feelings of never being good enough. She's slow to trust people but once she does, she'll do anything to protect them. She's not super great at personal relationships and tends to keep things surface level.

The two people she trusts most are Jade, her longtime best friend, and Ellie, who she's in love with but is too stubborn to make the first move despite the feelings being very obviously mutual.

THE GOOD GUYS

JADE VALDEZ

Fox's best friend and engineer aboard the *Polar Pete*.

Jade grew up in an oppressive space cult but escaped after she was persecuted for coming out as transgender and bisexual as a teenager. She and Fox meet on a freelance crew and became inseparable, despite their opposite personalities.

Jade is outgoing, vivacious, flirty, and drop-dead gorgeous, even in her engineering coveralls. She's a brilliant and talented mechanic and engineer and often the voice of reason amidst Fox's chaos. She hates the Zion Fleet and any real authority but admits that Ellie might be alright, mostly because she knows what she means to Fox.

Jade is fiercely protective of Fox and would do anything for her because she considers her her only family. She's terrified of ever being found by the cult and as a result, is cautious in new situations.

THE GOOD GUYS

ELLIE MCGARRY

A commander in the Zion Fleet, Ellie is an exemplary officer and upholder of law...except when it come to a certain scoundrel freelancer.

With most people, Ellie is stoic and serious, a product of her military upbringing, but Fox brings out her dorky, playful side. Ellie has dedicated her life to the Zion Fleet and doesn't have much of a social life so when Fox comes along, it throws her and she doesn't know what to do with her feelings.

Ellie can be blind when it comes to the Zion Fleet and struggles with her loyalties between the Fleet and Fox which gets in the way of her being happy. She's scared she's not worth anything outside of her career and doesn't have any other identity. Fox is slowly bringing her out of that and helping her see who she could be outside of her work.

THE MOSTLY GOOD GUYS

CLAIRE FRAZER

An old friend of Fox's who now runs a salvage company.

A shrewd businesswoman with her ear to everything going on in the system, Fox turns to Frazer when she needs information or to make some quick cash with a salvage job.

Ellie dislikes Frazer and claims it's because she's a criminal but really it's because Fox and Frazer used to hook up when they were on their first crew together.

Frazer is a mostly loyal friend but can always be trusted to protect her payout.

BONNIE ROSS

Frazer's wife and the other half of Frazer Ross Salvage and Antiquities.

Ross is the muscle of the organization, a tough former mercenary who always gets the job done. While Frazer can talk her way out of any situation, Ross prefers to use her fists. Fox sometimes enlists Ross's help when she needs backup on tough jobs.

Ross shares Fox's love of cold beer and Fleetwood Mac and is often annoyed at Jade's outrageous flirting, much to Jade's delight.

THE BAD GUYS

ADMIRAL RODCHEK

One of the top leaders of the Zion Fleet in the Badlands

system and the shadowy figure behind the plot to bring war to the outer systems.

Rodchek is power hungry and sees any planet that won't bend to his will as an enemy, even if they're peaceful.

He frequently puts new restrictions on freelancers, which everyone ignores, as a way to exert more power over the

system. He tries to steer the Zion Fleet away from its origins as a peacekeeping organization to one of conquering and oppression which cause dissent among both the ranks and inhabitants.

LT. LARSEN

A subordinate of Ellie's who is always trying to sell her out and earn himself a promotion.

Larsen is slimy and underhanded and has it out for all freelancers, but Fox in particular. He's always trying to take a shortcut to glory and recognition but almost always fails and is frustrated living in Ellie's shadow.

He'll do anything to get the higher ups to notice him and is eventually recruited by Admiral Rodchek as a spy and part of his plan to incite a war.

PILOT

The outer systems of the galaxy are the new frontier and the wildest among them is the Badlands System. The Zion Fleet does its best to keep order but in a system full of outlaws, rogues, and scoundrels, they have their hands full trying to keep the peace.

Calling this frontier home is Fox Stoddard, swaggery, charming captain of the freelancer ship, *The Polar Pete*. Fox finds herself once again sitting around waiting for a job when her not-so-secret crush, Commander Ellie McGarry of the Zion Fleet, calls and asks a favor. Not being able to ever say no to Ellie, Fox heads down to a barren planet to follow up on errant distress call.

What she finds is a secret Zion Fleet munitions base and a transport ship that was supposed to have been blown up by the Trellians, a peaceful alien race native to the system.

Fox is shaken by what she's seen and meets up with Ellie to tell her what she's found. Ellie, who is a little too idealistic when it comes to the Zion Fleet, refuses to believe her and storms out.

Fox, now heartbroken and feeling betrayed, has a drink to drown her sorrows and then resolves to find some proof to convince Ellie. The next night, Fox and Jade break into the base and after a few close calls, manages to get enough proof but not do much else without risking everything.

Fox shows the proof to Ellie who is distraught at this new information. Fox promises to help her do what's right. Ellie is comforted by this but every one of her core beliefs are now thrown into question. Together, Fox tells her, they can figure this out.

At the end, we see a shadowy figure pinning up a picture of Fox on a board along with pictures of the Zion Fleet base, the Trellians and the Badlands system.

EPISODE CONCEPTS

1.1 “JUMP”

When Ellie asks Fox to check out an errant distress signal on an abandoned planet, Fox does it, thinking nothing of it but when she stumbles on to a missing transport ship and secret Zion Fleet base, she uncovers a conspiracy that could throw the whole system into war.

1.2 “I WANT A NEW DRUG”

Fox, Jade, and Ross get caught up in a drug deal gone sideways but when Ellie and Frazer try separately to rescue them, they make it worse and Fox has to be the one to get them all out of trouble.

1.3 “JESSIE’S GIRL”

Ellie’s ex-girlfriend, a private investigator, turns up to ask for Ellie’s help on a case and Fox decides to tag along, first out of jealousy, and then because the case might have a link to the secret Zion Fleet base.

1.4. “MONEY FOR NOTHING”

Fox takes what she thinks is an easy transport job but it turns out to be a set-up and she learns that someone somewhere knows she been poking around the secret base. Meanwhile, Larsen tries to set up Ellie for a failure but she’s rescued by Frazer of all people.

1.5. ”EDGE OF SEVENTEEN”

A job takes Fox and Jade a little too close to the cult that Jade escaped from and as the two navigate the situation, we see flashbacks of Jade’s early life there.

1.6 “JUKE BOX HERO”

Fox goes off to follow a lead on her own despite warnings from her friends and when she inevitably lands herself in trouble, Jade and Ellie have to put aside their differences to work together in order to save her.

FUTURE SEASONS

SEASON 1

After Fox finds a secret Zion Fleet base and uncovers a conspiracy by the top brass, she and her ragtag group of friends must rally together to stop an unnecessary war that could throw the who system into chaos. Well, more chaos that it already is.

SEASON 2

The Badlands system does, in fact, fall into chaos. With the Zion Fleet in flux, gangsters from the next system over see it as an opportunity to take over and try to muscle their way in. Fox leads the fight to keep them out and keep her system peaceful and only minimally criminal.

SEASON 3

With things finally calmed down in the Badlands system and things getting serious with Ellie, Fox finds herself planning for the future and confronting her past...and having her past come to confront her.

TONE

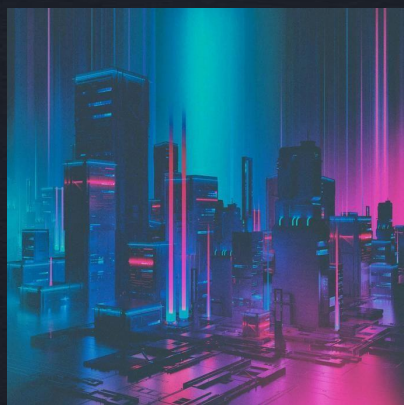
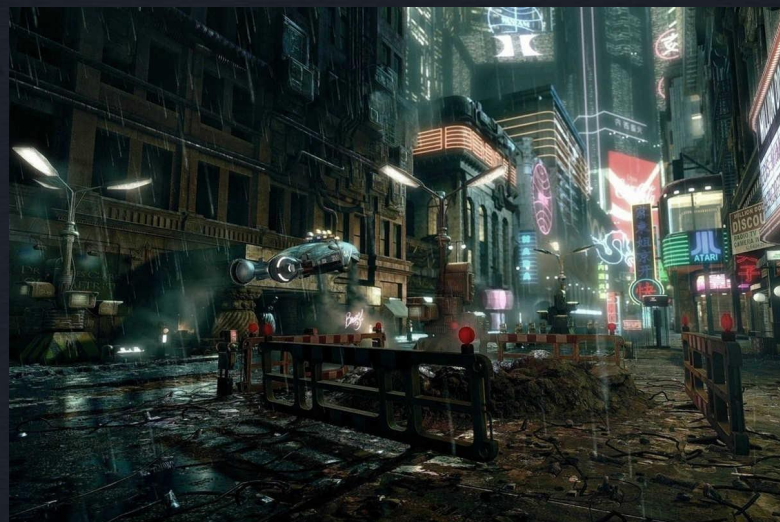
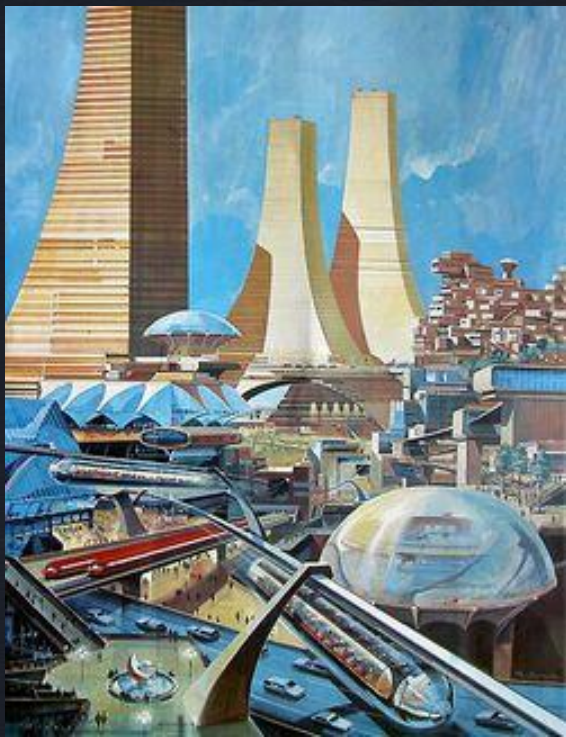
The Fox Stoddard Adventures is a classic space adventure that doesn't take itself too seriously.

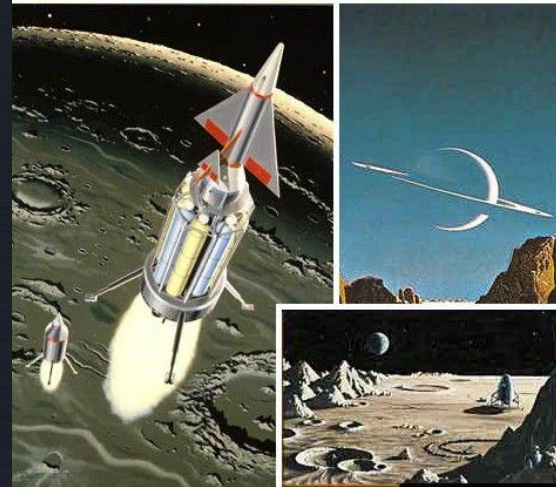
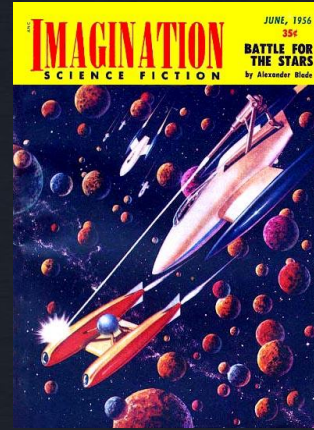
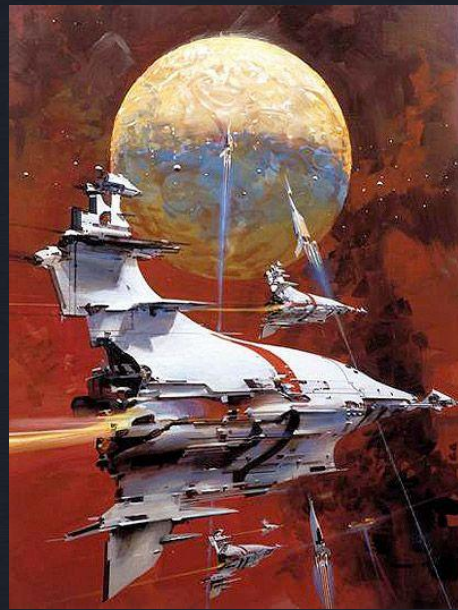
The series visuals have a 1980's retro-futurism feel and it takes place in a worn-in universe. It has the feel of *Firefly* and *Cowboy Bebop* with elements of *The Outer Worlds* and a dash of the ridiculousness of *Red Dwarf*.

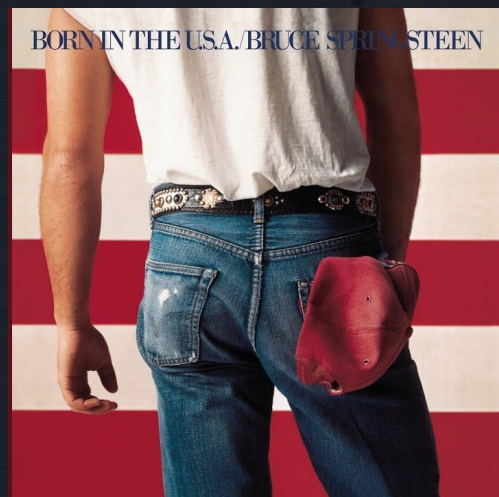
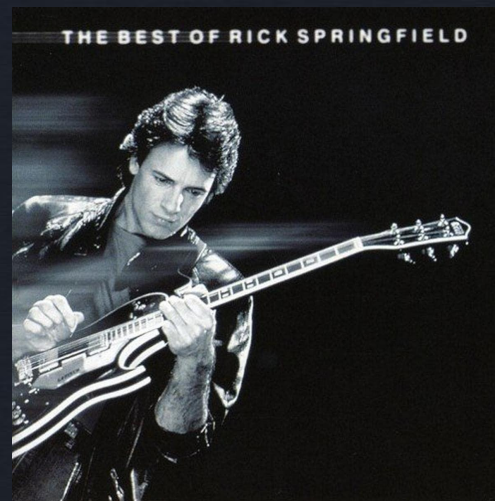
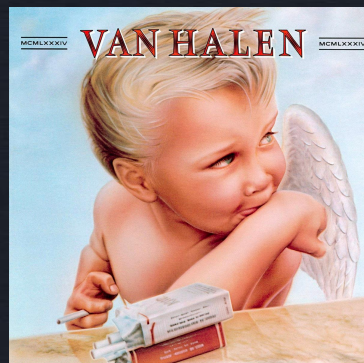
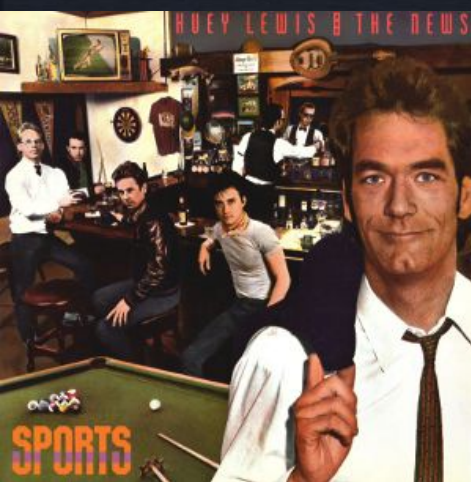
80's music plays a big part in the feel of the series with each episode being influenced by an 80's song. The songs will make an appearance in the episodes at crucial moments, sometimes to play up the drama, and sometimes to add to the humor.



THE WORLD







THE FOX STODDARD ADVENTURES

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