

STARCHILD

- PITCH PACKET -



- CREATED BY HARRISON VON BARGEN -

WHAT IS STARCHILD?

STARCHILD is the story of a young girl, unknowingly caught between two very different worlds, who finds herself mysteriously abducted alongside a group of other kids she's never met before. Together, they must work through their many differences to hopefully find a way to return to their old lives, unraveling a galactic conspiracy dating back centuries in the process. As they attempt to find this girl's purpose and place in our universe, our protagonists will discover many new things about themselves, each other, and the world they *thought* they knew...



BUT WHAT IS IT REALLY?

STARCHILD is a coming-of-age, science fiction hour-long television series ideal for the modern television/streaming landscape. It's structure is similar to that of other hour-long TV dramas, such as *LOST*, or *Orange is the New Black*, in that each episode will follow the main plot as it develops in the modern day world of the diegesis, while also occasionally flashing back to the pasts of certain characters within each individual episode; this is done so that each character is given the opportunity to become a well-rounded, believable, and fully fleshed-out person, as this is a primarily character-driven series. It is inspired by the aforementioned series, as well as more genre-specific influences, such as *The Breakfast Club*, *Close Encounters of the Third Kind*, *The Goonies*, *E.T.*, *Arrival*, *Super 8*, *The X-Files*, etc. To give you a better idea of what the series will look/feel like, we've gone ahead and made a "proof-of-concept" trailer which can be found at the following link: <https://youtu.be/0d-iGqvzhnM>

WHY WILL IT BE SUCCESSFUL?

- ***It's got a unique hook*** – Near the end of the pilot episode, the real hook of the series is revealed to both the audience and our protagonists: not only have they all been abducted by aliens, but they were also all taken in different decades of the past. While stories involving extraterrestrials aren't too uncommon these days, this specific aspect of the story is something that hasn't been played around with too much within the science fiction genre as a whole, and will lead to some interesting story possibilities.

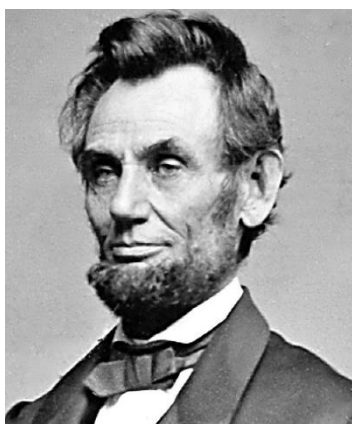


- ***The Nostalgia Effect*** – If you ask anyone in this industry what one of the biggest trends in entertainment of the past decade has been, odds are many of them will say the same thing: *nostalgia*. Just look at some of the more successful films and series to have come out in the past few years: *Stranger Things*, *Guardians of the Galaxy*, *GLOW*, *Captain Marvel*, *Fresh Off the Boat*, *The Goldbergs*, *Bumblebee*, *Sing Street*, *Drive*, the list goes on and on. But the one thing they all have in common is using nostalgia to increase their market and audience appeal in some way or another; it could be the way characters dress, the references they make, the soundtrack used, etc.

However, what the aforementioned hook of the series allows us to do differently with *STARCHILD* in comparison to the rest of these series, is take this use of nostalgia and turn it up to 11. Given the structure of the series, each episode will be flashing back to the past of a specific character, and by extension, to a different decade of the past. This allows us to maximize that nostalgia appeal by featuring a variety of different eras in history, and giving every audience member something from their past that they can understand and relate to, regardless of if their 16 or 65.

- ***A wide range of characters to fall in love with*** – In a similar sense, we plan to capitalize on market appeal by utilizing a very colorful cast of characters, featuring a wide range of ages, races, backgrounds, beliefs, and personalities. In the same way that *Friends* famously created each of their main cast of characters so that every member of the audience would have a specific character they could relate to on a more personal level, *STARCHILD* aims to take that to the next level. By carefully selecting the various characteristics of our main characters, we hope that everyone who watches will have at least one character they can see themselves in; whether you like Benson because you're clever just like him, or Marcus for his taste in music, or Quinn because you grew up in the 90's too, doesn't matter as long as everyone watching has something and/or someone they can relate and hold on to as they watch the story develop.
- ***The flashbacks come from within the story*** – Unlike most shows that make use of the flashback format (including the ones previously mentioned), *STARCHILD*'s use of flashbacks comes from within the diegesis itself. In a similar way to how *Arrival*'s flashback sequences aren't what they initially appear to be, it will eventually be revealed in the series that Artemis is actually the one triggering and watching these visions of her fellow character's pasts alongside the audience; this is just one of her many abilities that she will learn of and attempt to gain control over throughout the series.
- ***Integration of the diegesis and our own real world*** – Great effort has been put into the development of this series' overarching plot, so that it could ostensibly be happening in our own world without us even being aware of it. Many episodes make reference to real life people, places, and events that actually exist; including the fact that many of the alien's past "star child trials" have been actual figures from our own history and legends, such as Joan of Arc, Abraham Lincoln, Martin Luther King Jr., and even the son of god himself...

Furthermore, we've done extensive research into many reported happenings and conspiracy theories involving extraterrestrials in order to try to make our story as accurate as it can be according to these "facts and firsthand accounts." To give some examples of what we mean by this, each of the three alien species we'll be featuring extensively within the series are based upon the three types of aliens real-life, supposed abductees have reported encountering: *the Whites*, *the Greys*, and *the Reptilians*. Eventually, we'll also learn that one of these aliens was responsible for the *Roswell Incident*, a real historical event that happened in New Mexico in 1947, that many claim to be one of the more solid pieces of evidence in support of the existence of aliens.



- **Future seasons/franchise potential** – While the overarching story of this first season of the series was developed with the intention of providing a satisfying beginning, middle, and end, with no ends left untied, the potential for future seasons is definitely still there. A lot of work has been done to make this world feel realistic, grounded and interesting, as well as develop these characters into believable people whose stories will continue to move forward even after the credits have rolled. So while no plans past the season finale have been set in stone at the time of writing this, more stories within this world, and involving these characters, are certainly a possibility.
- **An incredible, genre/decade-spanning soundtrack** – Given the amount of different time periods we're hoping to feature throughout the series' many episodes, one of the primary ways we hope to make these temporal transitions manageable and understandable for general audience members is to make use of real world music from those specific eras in order to immediately ground the story within that given time period. Some of the artists whose music we hope to be able to utilize in the series include:















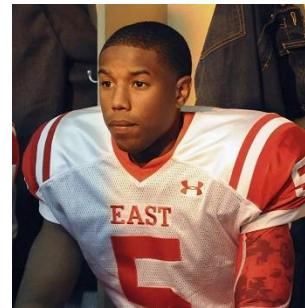




THE CHARACTERS OF STARCHILD:

The Abductees – *Our adolescent protagonists*

- **Marcus Hobbs** – 18, strong willed, stubborn, and a bit selfish. He was chosen as a candidate for Artemis’ gene pool for his strength and confidence. Initially, he is very antagonistic and untrusting toward his fellow abductees, but gradually begins to open up to them as they learn more about his past. He was abducted in Texas, October 2017.



- **Theodore “Teddy” MacArthur III** – 16, incredibly creative and uncontrollably curious with an unfortunate habit for not being able to shut up, especially at the worst times. He was abducted in Ohio, August 1979, due to the alien’s interest in his extreme curiosity and creative-thinking in tough situations.

- **Quinn Rutherford** – 17, the stunningly beautiful prom queen of the group of abductees, who’s intelligence, utility, and loving nature are constantly being underestimated because of how she looks. She was chosen by the aliens for her beauty, kindness, and poise, being abducted in California, April 2000 at her senior prom.



- **Mai Kojima** – 14, she is the group of abductee’s voice of reason and responsibility, and is fiercely protective of her little brother, Benson, due to the fact that they grew up in a house with an abusive father. She was chosen by the aliens for her sense of responsibility, and was abducted just moments after her brother in New York, July 1969.

- **Benson Kojima** – 12, fiercely intelligent and clever, but nearly mute, preferring rather to just listen and observe his surroundings. He was chosen as a donor for Artemis based on his intelligence and aptitude for technology, being abducted in New York, July 1969, just hours after watching the Apollo 11 moon landing on live TV.



- **“Artemis”** – 15, very friendly but naïve as she remembers very little about her past. Artemis is actually a genetic amalgam, created using the DNA of each of the other abductees, as well as a bit of alien DNA, so she can one day lead the human race into assimilation with the wider galaxy. As the series progresses, she’ll begin to discover all of her latent abilities, including the ability to read people’s auras like Enok, and even see their memories.

The Aliens – *Our watchful observers*

- **Enok** – the mildly-quirky, but extremely wise leader of the team of aliens assigned to assimilate Earth and its inhabitants into the larger galactic community; he is an Annunaki (AKA a “White”), with a long and storied past filled with secrets. He possesses the ability to manipulate his aura and read others’ around him (just like the rest of his species) allowing him to essentially communicate the most complex thoughts and ideas to others without even speaking a single word. However, he is also fascinated by the antiquated complexity of human communication, specifically in how we use it in our various forms of entertainment.



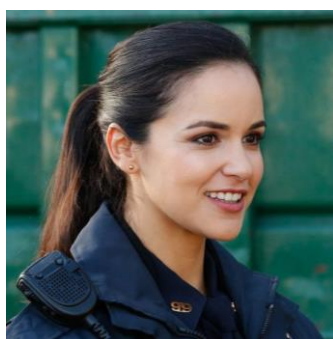
- **Chamellia** – Enok’s Draconian (AKA “Reptilian”) second-in-command during their assimilation mission on Earth. She is a part of a small subset of her species, who possess extreme camouflage abilities, allowing them to change their appearance and bodily structure to mimic any organism they see. However, she experienced a flight malfunction while on a solo recon mission in 1947 and ends up crashing in Roswell, NM, subsequently being captured and tested on by the government, leading to the founding of MAJESTIC 12.

- **Xuri** – the third and final member of Enok’s Earth assimilation team. Being a Santillian (or “Grey”), he is naturally the team’s primary pilot and mechanic, as the species is naturally gifted in these areas, preferring to spend his time amongst machines rather than his fellow team members (perhaps because he isn’t biologically capable of speaking their same languages). He mainly communicates in grunts and physical gestures, and will serve as comedic relief for much of the series; Benson and him will form a bond over their mutual love of technology and not talking.



MAJESTIC 12 – *Our mysterious antagonists*

- **SAC Colt Redlum** – the MAJESTIC 12 special agent assigned to track down the kids after they discover the crash site of the escape pod in the desert. He’s tired and grizzled, being in his late 60’s, and starting to lose passion for his job. He originally joined the mysterious organization after becoming obsessed with UFOlogy due to an abduction experience he claims to have had as a child that lead to his father’s death.



- **Special Agent Olivia Valdez** – Redlum’s new rookie partner that he isn’t too enthused about having to drag along with him everywhere he goes. Despite her partner’s distaste, Valdez is an extremely smart and capable new agent, who often provides a different and helpful perspective to Redlum’s more pessimistic worldview.

- **Director Evangeline Klass** – the mysterious leader of MAJESTIC 12; she is fierce and uncompromising. Director Klass refuses to let anything get in the way of her goals, even if it means *disposing* of some kids...



- **“Kilo”** – standing at over seven feet tall and made almost entirely out of muscle, Kilo was MJ12’s 11th attempt at genetically creating the perfect super soldier, and one of the few that was unlucky enough to survive all this time. Despite his strength and size, his appearance is somewhat disfigured and he has the mind of a child, only being able to communicate through simple phrases. He’s been mistreated by MJ12 personnel for many years and has been traumatized by this, but will eventually form a close friendship with Teddy.

- **“Yankee”** – MJ12’s 25th attempt at genetically creating a perfect super soldier, and their first try in which they actually achieve some success. Yankee is an unfeeling, killing machine who does whatever Director Klass orders him to do, no matter what it may cost.



Miscellaneous – Those we'll meet along the way

- **Barney and Betty** – the elderly couple who own the land on which the kids initially crash their escape pod. They nurse the kids' injuries, give them supplies for their travels, and tell them stories they've heard in the past about extraterrestrial happenings in the area to warn them to watch out for MJ12's interference.



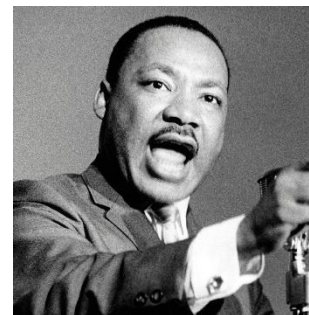
- **Jason Schneider** – the star wide-receiver on Marcus' football team with an extremely punchable face. He is arrogant, overly-confident, and does not get along with Marcus, the quarterback. He's arrested after getting into a fight with Marcus right before he gets abducted, because everyone assumes he went after Marcus again afterwards and killed him since he's now gone without a trace.

- **John MacArthur** – Teddy's older brother who witnessed his abduction in person the night it happened. He took the film that was captured of the incident and used it to become a successful and well-known journalist/author/UFO expert/conspiracy theorist. This gave him somewhat of a cult following, and he still hopes to one day find something that could help explain what happened to Teddy.



- **Alecia Hobbs** – Marcus' annoying younger sister and the last family member he'll see before being abducted. Once he returns, he's shocked to find that she is now his *older* sister and even has her own child, making Marcus even more uncomfortable with the events he's been forced to endure.

- **Previous Star Children** – through the use of Enok's aura manipulation abilities, we'll get to see visual retellings of his memories throughout the centuries as they try to assimilate Earth, including the many failed Star Child attempts they've already gone through.



THE EPISODES OF STARCHILD:

The following pages provide summaries of what will happen to our characters in each of the 12 episodes within the first season of the series. Every episode is broken down by act, and each one is named after the character/event that will be covered through flashbacks in that episode.

EP:	1 – Marcus	2 – Quinn	3 – Mai/Benson	4 – Teddy
TEASER	<ul style="list-style-type: none"> - Brief intros to the main six kids after they awaken from cryogenic sleep on the alien mothership. - They're running from someone who's out to get them and freaking out. - They discover an escape pod, opening its viewing window to reveal a stunning view of Earth. 	<ul style="list-style-type: none"> - The kids crash on Barney and Betty's property; they help them escape the wreckage. - All the kids seem to be mostly unharmed, until Artemis discovers Quinn lying unconscious in the rubble, her face torn up pretty badly. 	<ul style="list-style-type: none"> - We rejoin the kids in the desert as they continue to run from the many MJ12 agents. - Artemis, Teddy, and Mai are eventually captured and taken away by the agents. - Quinn, Marcus, and Benson manage to escape, but lose the majority of the supplies they were given in the process. 	<ul style="list-style-type: none"> - Artemis and Mai struggle to drag a delirious Teddy with them thru the desert, while trying to dodge MJ12's search parties. - Teddy passes out from pain just as they think they've been caught; but it turns out to be a car full of friendly hippies who offer to take them to their nearby camp.
ACT ONE	<ul style="list-style-type: none"> - Flashback to Marcus winning his high school football game in 2017. - He gets into a fight with his teammate, Jason, at a post-game party. - Marcus wins, then leaves and is abducted soon after. 	<ul style="list-style-type: none"> - Flashback to Quinn preparing to go to her senior prom in 2000. - She gets into an argument with her parents and storms off to the prom, upset. - At prom, she has another fight with her boyfriend and runs out crying; she's abducted moments later. 	<ul style="list-style-type: none"> - Flashback to Mai on the night of the Apollo 11 moon landing in 1969; she witnesses Benson get abducted, after he goes to investigate a noise outside. - Mai frantically runs outside to chase after her brother, but is also abducted just minutes after Benson. 	<ul style="list-style-type: none"> - Flashback to Teddy in 1979, as he films a fan made sequel to the newly released, <i>STAR WARS</i>, with his friends and brother, John. - He's abducted from behind the camera in the middle of filming a scene; part of it is caught on tape.
ACT TWO	<ul style="list-style-type: none"> - Marcus awakens on the mothership, extremely confused and disoriented. - He discovers Teddy and Quinn in a similar predicament. - They try to figure out what happened to them, but can't. So they continue to explore. 	<ul style="list-style-type: none"> - A bandaged Quinn awakens in the couple's home and begins to come to terms with her face. - The couple tell the kids stories about aliens in the area they've heard in the past, including a strange organization, called MJ12. - The kids start to worry that MJ12 may be coming for them. 	<ul style="list-style-type: none"> - Mai jolts awake in a holding cell at MJ12 HQ with Artemis, and is hysterical over losing Benson again. - Meanwhile in the desert, Benson is caught between Marcus and Quinn as the bicker over what to do next: try to get back home, or save the others from MJ12. 	<ul style="list-style-type: none"> - Teddy wakes back up inside the hippie camp with Mai and Artemis; his arm is in a sling, but he's doing much better otherwise. - They learn that the hippies belong to a commune of people who are obsessed with UFOlogy; the kids learn a lot about aliens from them.
ACT THREE	<ul style="list-style-type: none"> - The three kids find Mai and Benson next, but are still clueless; they do find all of their old belongings though. - They discover they're in outer space, but Artemis interrupts them before they can really freak out. - Artemis accidentally causes them to also realize they were all abducted in different time periods; they don't know what year it is now either. - They have a brief encounter with Xuri and run away in fear. 	<ul style="list-style-type: none"> - The couple gives the kids some supplies and sneaks them out as they see MJ12 agents approaching. - Agents Redlum and Valdez investigate the crash site, and end up questioning the couple. - Betty and Barney try to cover for the kids, but are eventually dosed with a chemical that makes them reveal where the kids went. 	<ul style="list-style-type: none"> - Teddy awakens in a separate MJ12 holding cell, and finds he has an intimidating cell mate, Kilo. - Teddy is initially scared of Kilo, but eventually befriends him before being taken away to be questioned by Director Klass with Artemis and Mai. - Meanwhile, Quinn and Benson bond over surviving in the desert and making plans to save the others; Marcus refuses to contribute. 	<ul style="list-style-type: none"> - Back in the desert, Marcus is finally starting to warm up to Quinn and Benson; he bonds with them while they teach him some foraging skills. - A "Han & Leia"-style romance begins to bloom between Marcus and Quinn; Benson teases them about this, but neither will admit it. - They finally see a small town on the horizon after days alone in the desert; they set off toward it, excitedly.
ACT FOUR	<ul style="list-style-type: none"> - We're now caught back up with the teaser and rejoin the kids in their escape pod. - After some struggling, Benson manages to get the pod turned on and working. - They end up crash landing in a desert back on Earth. MJ12 begins to investigate the crash. 	<ul style="list-style-type: none"> - The kids argue amongst themselves in the desert, trying to decide what they should do next. - They're suddenly ambushed by MJ12 and scurry all over the place, trying to avoid capture. 	<ul style="list-style-type: none"> - Shaken from their investigation, Artemis, Mai, and Teddy are returned to their cells. - Artemis is visited soon after by Chamellia (disguised as an MJ12 agent). - With Kilo and Chamellia's help, they're able to escape; but Teddy is badly injured in the process and their helpers are forced to stay behind. 	<ul style="list-style-type: none"> - After recounting their story to the hippies, they suggest they meet their leader, who can put them under hypnosis to see if they can remember any more details. - Mai refuses, but Artemis and Teddy accept; the hippies call for their leader to join them, revealing that he is actually an older version of Teddy's brother, John.

EP:	5 – <i>Artemis</i>	6 – <i>SAC Redlum</i>	7 – <i>Assimilation</i>	8 – <i>Director Klass</i>
TEASER	<ul style="list-style-type: none"> - Teddy reunites with John, learning he became a UFOlogy expert after witnessing Teddy's abduction. He used this to start a successful career as a journalist/conspiracy theorist and gained quite the following. - John promises the hypnosis is safe and gives them a psychedelic mixture to aid the process. 	<ul style="list-style-type: none"> - Agents Redlum and Valdez investigate the many desert towns near the crash. - Redlum spots Marcus but he escapes; Redlum fumes. - This leads to Valdez asking about Redlum's past and how he got to MJ12. - Redlum starts to give out a few details, until he suddenly gets a sharp pain in his head and passes out. 	<ul style="list-style-type: none"> - A week later, Jason is released from prison with intentions to get revenge for his wrongful imprisonment. - Meanwhile, the kids' story is the talk of the whole world. - Marcus is back at home with his family, but is struggling to readjust to all the change. - He becomes depressed and dodges all the press outside his house to go for a walk one night; he gets abducted again. 	<ul style="list-style-type: none"> - Klass continues to try to question Artemis, but she still doesn't know very much about her past. - Klass gradually becomes more and more frustrated, her interrogation techniques becoming more aggressive as well. - With her stress levels rising, Artemis accidentally triggers her powers and begins to invade Klass' mind.
ACT ONE	<ul style="list-style-type: none"> - After being put under, Artemis starts to have a terrifying trip; after seeing flashes of her origin and past with the aliens, she begins to understand herself a bit more. - She also sees occasional flashes of the other kids' pasts that we've previously seen in past episodes. 	<ul style="list-style-type: none"> - Flashback to Redlum on a hike with his father at Mt. Saint Helens in 1980, as it erupts. - His dad hangs off a cliff after the eruption; Redlum tries to save him but is abducted before he can. - Redlum is returned to the same spot hours later, right next to his dad's corpse among the ashes. 	<ul style="list-style-type: none"> - Marcus panics as he wakes up on the mothership again, but calms down when he sees Quinn, Mai, and Benson. - They inform him the aliens abducted them again because MJ12 took Artemis and they need their help to rescue her. - They stop at John's camp to get Teddy before heading back to MJ12 HQ. 	<ul style="list-style-type: none"> - Artemis sees glimpses of Klass' past, as well as the history of MJ12 and flashes of what this "master plan" of theirs is; various tech/weapons advancements that worry Artemis a lot. - Klass manages to shove Artemis out of her head and angrily asks what she just did, when an alarm starts wailing; the base is under attack.
ACT TWO	<ul style="list-style-type: none"> - Back in reality, Artemis' body starts convulsing; John calms her and tells his followers to check on Teddy. - Teddy is having a wonderfully colorful and musical trip in stark comparison to Artemis', until she appears in his trip too and talks to him. - After snapping out of it, they realize Artemis somehow has the ability to communicate telepathically, and wonder if she can use this new talent to find the others. 	<ul style="list-style-type: none"> - Redlum comes back to, claiming it was nothing and insisting they continue their searching, despite Valdez' concerns. - After learning of Redlum's location, Artemis gives the okay to go rescue Marcus, Quinn, and Benson. - John drives until they find them; Mai and Benson have a loving, sibling reunion as the rest of them watch. 	<ul style="list-style-type: none"> - Once Teddy wakes up again after being abducted, we're formerly introduced to Enok and Xuri. - Enok uses his powers to show the kids the real reason why they, the aliens, are on Earth; he tells them Artemis' survival is essential to Earth's future. - Enok also informs them that they recently discovered one of their old teammates is being held captive by MJ12 too, as she sent them a distress message warning about MJ12's "master plan". 	<ul style="list-style-type: none"> - Xuri and Benson use one of the alien's recon ships to provide cover fire as Enok and the other kids sneak in. - They use their weapons and Enok's powers to make it to the control room where they speak to Chamellia in her cell over the intercom, learning that Artemis is in the interrogation room. - Enok remotely unlocks all the cells and tells Chamellia to meet them at Artemis' location; unbeknownst to them, Kilo gets released too.
ACT THREE	<ul style="list-style-type: none"> - Very weak, Marcus, Quinn, and Benson make their way into the town; Marcus tries to steal some supplies. - Redlum spots Marcus while he questions locals and gives chase, but Marcus escapes. - He reaches the others as they all suddenly feel a sharp pain in their heads, as Artemis attempts to communicate with them. 	<ul style="list-style-type: none"> - After returning to John's camp, the kids ponder what to do next; some want to return to their homes, but others don't have a home to go back to anymore, or even a family. - John says there's little chance MJ12 will let them be, regardless, unless they reveal their story to the world so that MJ12 can't "make them disappear" like they do to other people they consider threats. 	<ul style="list-style-type: none"> - Artemis is taken back to her old holding cell, which she now shares with Chamellia; they start to talk but are interrupted by Klass as she pricks Chamellia with a chemical, causing her reptilian form to be revealed. - Artemis is startled by this, but is quickly taken away by Klass for more questioning. 	<ul style="list-style-type: none"> -Klass continues to grow more threatening with her questions, ignoring the other agents' warnings about the attack outside. - Meanwhile, Chamellia reunites with Enok and is introduced to the other kids. - She scolds Enok for losing Artemis as they enter the interrogation room to confront Klass.
ACT FOUR	<ul style="list-style-type: none"> - They inform her of their location and MJ12's presence in the area. - Artemis repeats this info and John offers to drive to pick them up as it's not too far, but Teddy suggests she use her powers to spy on Redlum's location first. 	<ul style="list-style-type: none"> - After some debate, the kids agree to John's plan; he begins to interview each of them. - He publishes their story and it starts to blow up, getting coverage everywhere. - A broadcast of their story shows on a prison TV, where a much older Jason watches, having been convicted for "killing" Marcus back in 2017. 	<ul style="list-style-type: none"> - Together, the kids and aliens come up with a rescue plan; unfortunately the ship has very few weapons to use though. - Teddy uses some creative problem solving and suggests using the items of past abductees for their attack; they sift through the many items, finding things like spears, katanas, muskets, WWI grenades, etc. They're all set. 	<ul style="list-style-type: none"> - Enok tries to subdue Klass with his powers but is shot by Redlum, who enters with even more agents. - A big fight breaks out and the kids start to lose their edge; all seems lost until Kilo breaks in and destroys all the agents. - Xuri and Benson crash through a nearby wall, allowing all of our heroes to barely escape with their lives.

EP:	9 – <i>Chamellia</i>	10 – <i>Enok</i>	11 – <i>Finale pt.1</i>	12 – <i>Finale pt.2</i>
TEASER	<ul style="list-style-type: none"> - The kids and Aliens regroup aboard the mothership, and everyone’s injuries are treated. Enok is in bad shape, but stable. - They’re unsure what to do next, as they have little info about what MJ12’s plans are. - Chamellia tells Enok to use his powers to project her memories for the rest to see what MJ12 has been up to over the past few decades. 	<ul style="list-style-type: none"> - Flashback to Earth’s first Star Child trial back in 0 BC; a younger Enok is concerned about how humans are reacting to the Star Child compared to past assimilated planets. - He curses as his concerns turn out to be warranted; the Star Child by humans. - An alien teammate assures him some planets just take a couple more tries than others. 	<ul style="list-style-type: none"> - At Marcus’ house, Jason holds Marcus’ family hostage, trying to find out where he is; they say they don’t know anything outside of a phone call they got from him the day prior saying he was back in Nevada. - Jason storms out with a vengeful look on his face and starts his drive toward Nevada. 	<ul style="list-style-type: none"> - Yankee stealthily approaches John’s camp, fully geared up with weapons and armor; he’s an unfeeling, killing machine. - He easily takes out the hippies John forced to guard the perimeter for the night and continues his approach. - He uses binoculars to spy on the camp, spotting the kids and Artemis; he radios Klass telling her he found his target.
ACT ONE	<ul style="list-style-type: none"> - Flashback to Chamellia’s crash landing in Roswell, 1947, which lead to MJ12’s founding. - Montage of her memories throughout the decades as she’s held captive at MJ12 HQ. - MJ12 studied her biology and the technology on board her ship for years, just now beginning to understand it. - They plan to use this knowledge to create a genetically perfect army for the U.S. government. 	<ul style="list-style-type: none"> - Enok reluctantly agrees to his teammate’s statement, saying they’ll get it on the next try. - We enter a montage of Enok and his various team members over the centuries as they fail again and again, each time their Star Children being killed by the humans before they can achieve their true purpose. - Enok grows increasingly more discouraged; Earth now has a reputation for being impossible to successfully assimilate. 	<ul style="list-style-type: none"> - Artemis wakes up in a cold sweat inside of her MJ12 cell; she wonders if what she saw was real or just a dream. - She sees one of her typical guards approaching her cell and prepares herself to endure more torture and questioning. - She gets confused when the guard locks the door behind her and gives her a concerned look, until her appearance morphs, revealing its Chamellia; Artemis lets out a sigh of relief. 	<ul style="list-style-type: none"> - The kids and aliens make final plans for how they’re going to subdue Yankee when an explosion goes off in the camp, injuring Artemis, Mai, and Marcus, and killing Xuri and some of John’s followers. - A huge fight breaks out as Yankee appears amongst the chaos, taking on anyone who gets in his way. He eventually is stopped by Kilo, an even match, but even kills him as well after taking a few hits. Teddy cries.
ACT TWO	<ul style="list-style-type: none"> - Back on the mothership, Chamellia explains that if this plan comes to fruition, it will drastically decrease the chances of Earth successfully assimilating without mass loss of life. - Enok suggests they find a way to destroy all of MJ12’s research before that can happen. - Chamellia explains that its already begun; MJ12 just had their first real breakthrough. 	<ul style="list-style-type: none"> - We now join Enok in 1968, he and Xuri are the only remaining team members on Earth now; they struggle to cover for Chamellia’s duties ever since she went MIA. - Xuri gives Enok data showing that Earth’s nuclear prospects are growing worse ever since WWII; he estimates we have about a century until the humans blow themselves up into oblivion. 	<ul style="list-style-type: none"> - Chamellia sneaks her out of the holding block where they meet with a disguised Enok; Xuri climbs out from under his jacket as he informs them they just destroyed all of MJ12’s genetic manipulation research. - However, they weren’t able to find the soldier prototype and destroy it too, so there’s still a loose end; but for now they need to get Artemis to safety. 	<ul style="list-style-type: none"> - Klass tells her agents to start gearing up to go to the camp, as she yells at Redlum and Valdez to drive her over there immediately. They comply. - Valdez gives Redlum a concerned look, as Klass rants about how much she wants to kill the kids for all the trouble they’ve caused her; Redlum nods silently as they arrive at the chaos happening at the camp.
ACT THREE	<ul style="list-style-type: none"> - At MJ12 HQ, Klass interrogates Artemis some more as she had some scientists do painful tests on her. - Many agents watch and listen, including Redlum and Valdez; Valdez is uncomfortable about torturing a child and tries to speak up, but Redlum hushes her, saying not to mess with Klass’ plans. - Artemis finally gives up what she knows about the alien’s “star child” plan. 	<ul style="list-style-type: none"> - As Xuri finishes his report, they get an emergency news alert; the star child they currently have deployed was just assassinated (MLK). - Enok uncharacteristically rages, but calms himself down. He tells Xuri that if the data he was just shown is correct, they only have one more chance to deploy a star child and get it right. - They begin to search for DNA donors for the new Star Child. 	<ul style="list-style-type: none"> - Klass walks into the holding block and is furious when she sees Artemis’ cell is empty. She starts screaming and sounds the alarms. - Artemis and the aliens escape the base’s perimeter as they hear the alarm start to wail; they’re met by John and Teddy in a car who drive them back to John’s camp. - Artemis and Teddy have a very excited and happy reunion. 	<ul style="list-style-type: none"> - They quickly storm into the camp to find a standoff between Yankee and the aliens/kids. - He shoots Chamellia in the leg and she goes down; Enok goes to her aid, allowing Yankee to grab ahold of Artemis, sticking a gun against her temple. - Klass orders him to do it as the kids cry out otherwise; he’s about to pull the trigger as Valdez gives Redlum another look. He nods once again and shoots Yankee in the head.
ACT FOUR	<ul style="list-style-type: none"> - Klass tells Artemis none of that is going to happen. - The scientists tell Klass they have what they need from Artemis and she goes to another room where we see our first glimpse at their first, working super soldier prototype, <i>Yankee</i>. - Meanwhile, the kids ask the aliens to tell them what went wrong with their past Star Children so that they can avoid making the same mistakes; Enok aggress to tell them. 	<ul style="list-style-type: none"> - We rejoin Enok back in 2032; him and Xuri teach Artemis lessons about humanity. - They wipe her memories of everything but the lesson’s contents each time. - They’re about to put her back into stasis, but then get an emergency transmission from Chamellia and run off to respond as fast as they can. - Artemis wanders the ship until she finds Marcus and accidentally releases him. 	<ul style="list-style-type: none"> - Klass is informed that they can’t find Artemis anywhere; she gives the go ahead to deploy Yankee to retrieve her, <i>dead or alive</i>. - Hours later, Artemis catches up with her fellow abductees at John’s camp, as the Aliens ask her what she knows about MJ12’s plans/prototype. - Meanwhile, Jason speeds past the “entering Nevada” sign as he zooms toward John’s camp, a pistol lying next to him. 	<ul style="list-style-type: none"> - Yankee goes down and Klass shoots and kills Redlum as he finally finds some inner peace. - Klass storms over to Artemis and aims her gun at her. In her terror, Artemis emits a mass wave of her powers, causing everyone to see flashes of the kids pasts, including Jason. - Jason gains some empathy from seeing these flashes and has a change of heart, shooting Klass and saving Artemis instead of killing Marcus.

Thank you for taking the time to read through our pitch and considering *STARCHILD* for one of your prospective future projects. We greatly appreciate it and are eager to hear back from you should you have any questions or concerns for us; please feel free to reach out at any time in any way you prefer, using the contact information provided below.

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