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Writing Samples

–SAMPLE COPY LINES–

BRIDGERTON: Romance

A classic romance of modern proportions.

The delights of the upper class and the intrigue to go with it.

She's bringing salacious back.

This liaison will be dangerous.

With great promise, comes great scandal.

This miss is about to get the duke of her dreams.

He'll be her salvation. She'll be his undoing.

Lady Whistledown has the low down.

He'll fight his past to claim her future.

She is about to get a lesson in life, love, and legacy.

FREE GUY: Sci-Fi

They need a hero... They got Guy.

This NPC is breaking out of the game box.

Ordinary Guy. Extraordinary upgrade.

Can one Guy change his coding?

All in a day's hard drive.

His day just switched to hard mode.

This Guy is about to level up.

Jets. Explosions. Lattes.

From level 1 Guy to level 100 spy.

From zero to hero.

8 BIT CHRISTMAS: Christmas

A Christmas through rose colored aviators.

The gift that keeps on running out.

'Twas the *byte* before Christmas.

Christmas comes in 8 bits.

One kid. One console. One calling.

It was the best of times. It was the worst of Christmas's.

Christmas means comfort, joy, and gaming.

A nostalgic journey into an angsty adolescence.

Some gifts make you work for them.

A blast from Christmas past.

ENCANTO: Fantasy

An exceptional family with exceptional expectations.

One magic house. One magic Family. One magicless girl.

No one talks about Bruno.

A twisting trip down a fantastical family tree.

Where their magic fails, her will prevails.

No powers? No problem.

Can one girl save her family legacy?

A house with an attitude all its own.

From ordinary to extraordinary.

Will their blessings become a curse?

-Cryptozoic Character Creations-

Cryptozoic Project:

Type: Artifact, Automated Rocket Launcher

Focus: A rocket launcher on a weapons cart.

Action: A long cylindrical rocket launcher sits atop a stone fashioned weapons cart. The apparatus itself is a dark brass color while the rocket, half jammed into the head of the gun, is a darker shade of steel. The launcher is gas fed by a metal coiled line that runs from the back of the gun up to a thick gas canister attached to the top. A thick piece of thick leather is bolted to the bottom of the gun for a shoulder rest and two brass handles are at the front to balance and aim the launcher like gun. One handle has a metal flip up cover, protecting the trigger switch of the devastating weapon. Bits of long round rockets and additional metal attachments can just be seen laying on the cart around the Launcher at the edges of the scene.

Environment: A stone fashioned weapons cart.

Flavor: The name pretty much says it all, this device does random damage to attacking troops (show just the launcher, no creatures)

Type: Necrotic Cleric, Awakener Guide

Focus: A Necrotic cleric helping a new necrotic from its tomb.

Action: A slender ageless female Necrotic Cleric with diamond vex gem eyes stands next to the head of a stone slab inside a dark crypt lined with stone caskets. Her black hair is done up in a large, braided bun atop her head and wears a long black robe with black fabric wrapped down her forearms to the fingers, as well as around her neck and the lower half of her smooth porcelain face. The long nails of her slender fingers stick through the black gloves of her robe. A simple black belt decorated with ruby vex gems hangs around her narrow hips. She has one arm stretched out in offering toward a waking male Necrotic that struggles to stand from the stone slab. Her opposite hand holds two sharp hooked wand like tools used to place vex gems into the corpse's eyes to 'wake' them. The new Necrotic braces himself with one arm on the stone slab as he shakily stands. He wears rags of white beneath dusty disheveled ceremonial silver armor plates that adorn his strong shoulders, chest, waist, and feet. The former corpse has long straight white hair, about thirty years when he died, and eyes that twinkle diamond white with new Vex gem life.

Environment: A dark stone tomb and caskets.

Flavor: A female necrotic cleric. Her job is to guide new necrotic who have been "awakened." Show her helping a new necrotic stand from the stone slab where she implanted diamond gems in its eyes.

Type: Witch, Scourgecrag Witch

Focus: A crazed witch casting spells.

Action: A hunched crazy ugly old witch in tattered dark grey robes stands over a bubbling cauldron with human bones floating around in its venomously purple boiling waters. Her greying lackluster face is etched with age lines and her shriveled lips are stretched into a wicked smile revealing what remains of her gapped rotted teeth. Her eyes are black, soulless, and she wears a

large ruby vex gem amulet around her neck. Scraggly strands of black hair stick out at every angle beneath her pointy dark grey decrepit old witch's hat. She is hunched and looks straight ahead at us, her sharp nails raised to the sky as she summons wicked spells. A dark energy gathers, swirling around her left hand, while a fierce twisting bright blue spell launches from her left hand toward us. A snowbank with protruding black roots here and there takes up the background behind her. Shriveled black bushes fill the bottom foreground corners as though we have just pushed through the bushes and found her at the ready.

Environment: A snowy hill side.

Flavor: A horrible, ugly, curse-flinging witch who lives in a craggy, snowy area (like N. Scotland). Make sure she has a pointy hat!

Type: Elf, Elf Dramaturge

Focus: An elf writing at a table in a pub.

Action: A male elf with long pointed ears and slender features sits at a wooden table in a tavern writing. He has a quill in one hand which is rested to write on a scroll unfurled before him and is dressed in simple brown leather travelers gear consisting of a dark brown jacket and a peasant's shirt tucked into dark pants. His leather satchel lays on the table next to his parchment. The Elf's face is angled down toward his writing and his thin frame is relaxed. His hair is a chestnut brown, short, and perfectly styled back. Despite his smooth light skinned face, his bright golden eyes look toward us with a shifty smirk, his other hand craftily pulls a wicked looking dagger from his knee-high dark leather boot, ready to shank an unsuspecting enemy. Vague images of people dance in the fire light on the wall behind his table.

Environment: The fire lit wall of a tavern.

Flavor: This elf rogue/bard is a playwright but can also handle himself in a fight.

Type: Artifact, The Void's Wager

Focus: A man reaching into a box holding a dark void.

Action: An ominous ornately carved black metal box is in the right foreground on a wooden table with the lid open. Inside the box we can see a black swirling void, so strong it sucks the very dust from the air around it in twisting streams. A human man stands behind the box and stone stable with dark brown eyes and strong features is seen waist up reaching toward the box in fear, as though it is somehow making him reach out to it. The man has short dark black hair has a stress streak of grey at the temple, thick black eyebrows. His long, pointed face is panicked as he reaches toward it, his teeth gritted and his eyes wide. He wears a long sleeved dark grey shirt buttoned at the front with metal toggles. Leather straps to a holster on his back cross his broad chest. The man looks disheveled, as though it had taken him some effort to get to this point and is in over his head.

Environment: A stone crypt.

Flavor: A box with a swirling black void, and a scared-looking guy who is extending his hand, about to reach into it.

-Cryptozic, Equipment Art Descriptions-

Card Name	Card Game Text	Card Theme	Item Type	Item Game Text	Item Rarity	Item Name	Art Description
This is the name of the card.	This is the card's basic mechanics.	The card's general artistic theme.	The type of equipment.	This is the mechanic that is added to the card when this piece of equipment is added.	The rarity of the equipment. The rarity ranks are Uncommon, then Rare, then Legendary	Create a name for the item	Add the description of the item for the artist to draw (64 x 64 pixels max).
Orson's Dream	Look at the top X cards of your deck. You may put a troop from among them into your hand, then put the rest on the bottom of your deck.	dream	Head	Troop permanently gains +1/+1 as well.	Legendary	Orson's Dream Helm	This helm is made of thick dark leather and is open at the face. The edges of the helm are thick, fuzzy, and hard to look at. A swirling vortex like symbol is etched into the center of the forehead.
Orson's Dream	Look at the top X cards of your deck. You may put a troop from among them into your hand, then put the rest on the bottom of your deck.	dream	Gloves	The cost of the Troop is reduced by 1.	Rare	Slight Of Hand Gloves	This glove is made from thick dark leather and rises to its wearers mid forearm. The edges of the glove are thick, fuzzy, and hard to look at. A swirling vortex like symbol is etched into the back of the glove.
Orson's Dream	Look at the top X cards of your deck. You may put a troop from among them into your hand, then put the rest on the bottom of your deck.	dream	Chest	CIP: Gain 2 Life.	Uncommon	Concocting Chest Plate	This chest plate is made from thick dark leather and covers its wearers torso. The edges of the chest plate are thick, fuzzy, and hard to look at. A swirling vortex like symbol is etched into the upper center of the chest plate.
Stealth	Target troop is unblockable this turn.<p>Draw a card.	stealth	Chest	Effects are permanent.	Legendary	Chest Plate of Silent Strike	This thick black metal chest plate is forged with a defined muscle structure and covers its wearers chest and shoulders to the upper forearm. Thin sharp designs are etched into the metal around the edges.
Blood Pathogen	Whenever your opponent would choose a card to discard, he instead reveals his hand and you choose the card for him.<p>Whenever an opponent discards a card, deal 2 damage to that player's champion.	disease	Weapon	TBD	Uncommon	Staff Of Infection	This long metal staff looks corroded and rusty. Rust stains decorate the edges and look more like dried blood than actual rust. A ruby tops the staff. Sharp designs are etched into the metal around the jewel.

CBR Test Article:

Topic Pitch:

The 10 Things Marvel Does Better Than DC.

10 Worst Movie Deaths in Cinematic History.

The Mandalorian VS Book of Boba Fett, 10 points of confusion.

Test Article:

10 reasons why Movie Batman will never defeat Comic Batman.

In the 80 plus years that Batman has graced our lives and imaginations, he's been the star of comics, TV, movies, and even radio plays. Though everyone will have a favorite batman from some different time and format, the most venerable is undoubtedly the Batman of comic book fame.

Whether it's his seemingly endless plethora of eclectic villains or his infinitely inventive ways of solving crime, our comic bat just can't be beat. Though there are many iconic moments in the movies, the magnitude and depth of Comic Batman has never fully been achieved.

10/10

The Joker

Unlike some movie iterations of Batman, our Comic Bat will never willingly choose to end the life of the clown prince. His superhuman ability to hold back from the brink of murder is the fundamental core of Batman's essence. While it's debatable whether Batman actively kills the Joker in movies or just has no care for if he lives, our Comic Bat will always try to save those he pursues. Which gives him the very depth of character we know and love.

9/10

The Batusi

It is highly unlikely that Comic Batman would ever be caught dead doing the Batusi (made famous by Adam West in the 1966 television episode.) Not that Batman doesn't partake in his own level of silliness over his comic span. Having his own dance move is an especially interesting take in batman's cinematic history. And though it will live forever in our memories, the Batusi was never a dance craze to sweep the nation.

7/10

Logic

There are so many more things that the comic bat can and has done. The realm of logic seems to have no limit there. As where in the movies, film makers feel a need to keep the bat somewhat grounded. It likely keeps the entry level for potential new bat fans low. Not the case in the comics. From certain death traps and unwinnable situations to toxic planets and un-survivable timelines, the bat is always prepared.

