

# The **BOLD** and the **RONED**

**Created by Jason Bice**

DANIEL HURD

# The Story

Boney, an awkward skeleton boy who's never quite fit in with the rest of his town is exiled to the unfamiliar, but fantastic Outer Kingdom, for simply following his heart. (He, coincidentally, is the only skeleton that has one.) But he's not alone in this brave new world; He's forced his friendship upon Harper, a guarded girl-genius searching for her missing father. Together they quest across strange locales, battle zany creatures, and learn they can rely on each other along the way.



# The Format

Each 22-minute episode can serve as a standalone, but will also follow the overarching story as Harper and Boney's relationship grows and they pick up clues as to the whereabouts of Harper's father.

Stylistically, the show will be similar to "Regular Show", "Steven Universe", "Gravity Falls" and "Adventure Time". The humor will be family-friendly enough that parents and their children will be able to enjoy together, but also weird enough that dudes living in their Mom's basement will also love it.

Visually, it will adapt numerous video game tropes as well. For example, if Boney picks up an axe, a small "ATTACK +15" will fade in and out next to him like in a roleplaying game. If he does a trick on his skateboard, the name of the skateboard trick and points accumulated will appear on the screen à la "Tony Hawk Pro Skater". And if a new creature shows up to fight Boney, we might see a freeze-framed screen of the silhouette of said creature with the words "A New Challenger Approaches" blasting on the screen. These kinds of things will add a little extra fun layer to the world and set it apart from a lot of cartoons on today.

# BONEY

LVL: 3 HP 80/80 ATK: 15 DEF: 10

Boney is a twelve-year-old skelekid who's never quite fit in. He's smart, unassuming, and socially awkward. But the thing that sets him apart the most from everyone else in Skeletown is the fact that he was born with a heart, a rare condition and a fate worse than death in the skeleton community. (Skeletons are huge jerks.)

From a young age, Boney's mother made him wear a T-shirt to hide his heart and shield him from the cruelty and judgment that comes from being different. But being the only skeleton in town that wears T-shirts also kinda made him an outsider. So nice try, Mom!



# BONEY



His father, Boney Sr., was known as the “King of Tunnel Patrol” due to his record setting fourteen Wanderers defeated in a single raid. Unfortunately, the fifteenth got the better of him and took his head as a trophy, leaving Boney fatherless. Well, not entirely fatherless. His body is still there walking around. In fact, Boney and his father’s body tried to play a game of catch once. It did not go well.

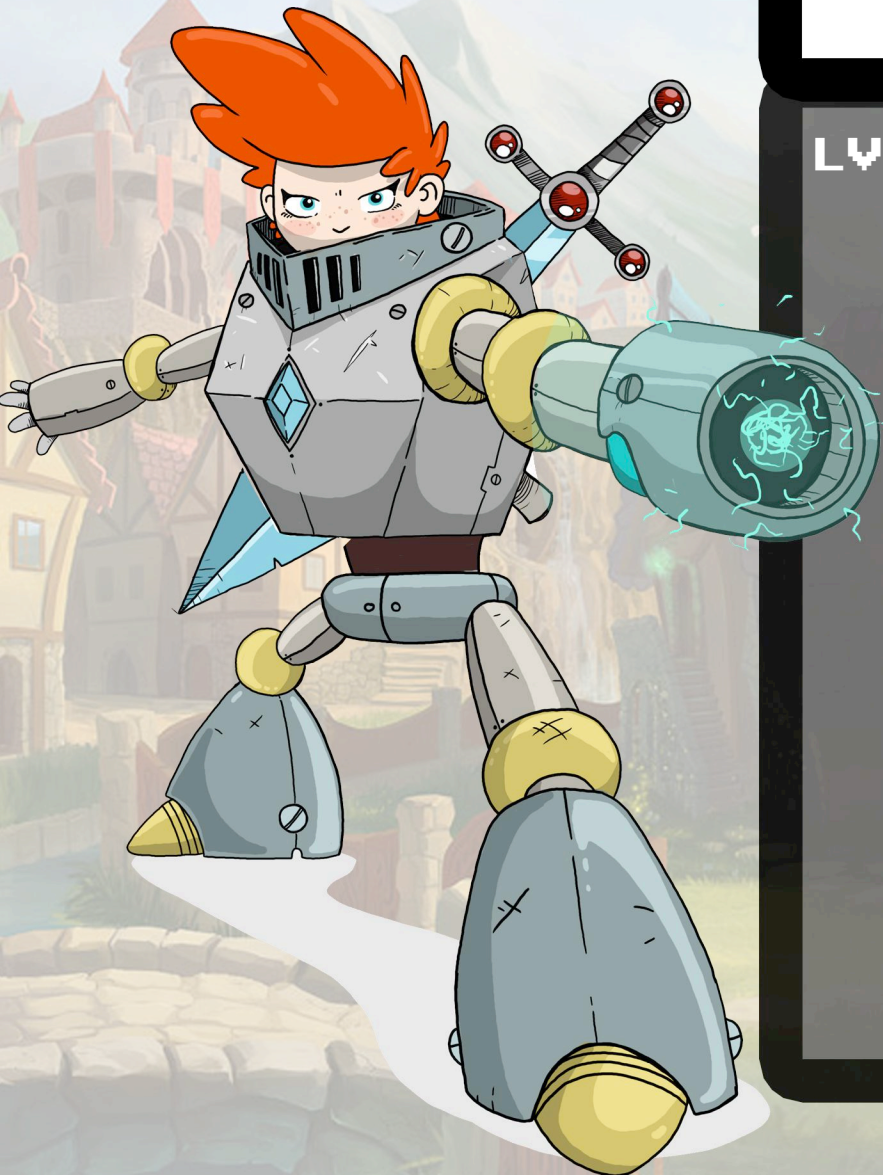
While the other boys at school have dreams of being appointed to “Tunnel Patrol”, Boney doesn’t want to follow in his father’s footsteps. He’s content listening to music, daydreaming, and performing sick skateboard tricks. That is, until fate brings out his inner warrior.

# HARPER

LVL: 5 HP 120/120 ATK:25 DEF:50

Harper, 14, is a guarded girl-genius with no time for nonsense and is sort of like a steampunk Inspector gadget in knight's armor. She is a brave and skilled fighter but has trouble keeping her sarcasm in check and often rushes into things without thinking them through.

Her father left her at "Miss Danielle's Charm School for Fair Maidens" and never returned. Harper hated the school and her prissy classmates and the feeling was mutual. When she wasn't in detention, she was probably doing something that would get her there.

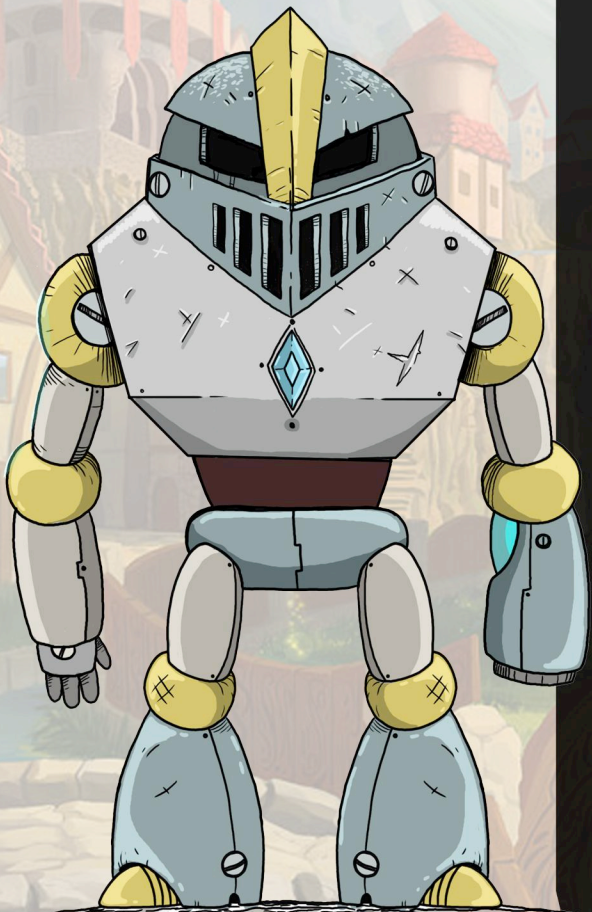


# HARPER

Convinced that something awful had happened to her father, Harper was determined to rescue him, knowing only that he had traveled to the Outer Kingdom. She spent her nights forging a mechanical suit of armor and busted out of the school the first chance she got.

The armor itself is about twice her size, and when she needs to step out, it automatically opens from the middle and collapses into a tiny backpack. On one arm she sports an arm cannon which she can set to shoot things like nets, bombs, globs of acid, via a panel on the arm cannon.

When out of the armor, she's still a forced to be reckoned with as she's more agile and wields a sword that can turn into a crossbow, axe, torch, etc.



# The Pilot

It all begins in Skeletown, a small desert community inhabited entirely by, you guessed it, skeletons. The town itself is surrounded completely by a mountain range and is built on a series of tunnels that connect the four Kingdoms. These tunnels are guarded by the town's mightiest citizens, the Tunnel Patrol. The Tunnel Patrol's sole purpose is to stop "Wanderers" from terrorizing their way through the tunnels and stealing the town's treasure by any means necessary and is the most coveted and violent job in Skeletown. The roller rink is also currently accepting applications.

In the pilot, Boney and his class go on a field trip to the last place he wants to be, the tunnels. Even on the ride there we get the sense he doesn't belong. His teacher, Mrs. Cadaver, scolds him for not paying attention, no one wants to sit with him on the bus so he has to sit in the seat with the hole in the floor, and he's mocked by Jerko, the school bully.

Jerko is literally big boned. He's loud, obnoxious, and knows how to work a crowd. Pretty much everything Boney isn't, Jerko is, and he is relentless in his tormenting of our hero.

# The Pilot

Boney's class arrives at the tunnel and while the other students are in awe of the mighty tunnel guards' weapons and armor, Boney is distracted by a plaque on the wall. The plaque serves in memory of his father, Boney Sr., who was known as the "King of Tunnel Patrol". Boney looks at it, solemnly. In fact, he can hear his father calling out to him, causing his little heart to begin beating faster. It turns out, it's not Boney Sr. calling out to him, but Jerko playing a horrible prank. As he and the other students laugh at his misfortune, Boney's heart begins to beat so heavily, it rips out of his shirt.

Boney's heart pounds so far in and out of his chest, it's literally throwing his body around. He finally gets it under control, but his secret is out. Everyone else in the tunnel has stopped dead in their tracks. Mrs. Cadaver faints, babies cry, and a skeleton throws up bones. All eyes are on Boney, until...

"Wanderer!" a skeleton guard screeches as he runs in from a far tunnel. From that same tunnel a bomb is fired directly at the guard and he explodes. Emerging from the tunnel is a mighty Wanderer, decked out in full mechanical armor, and equipped with an arm cannon. The Wanderer blasts a few more guards, and then aims the cannon at the skelekids.

# The Pilot

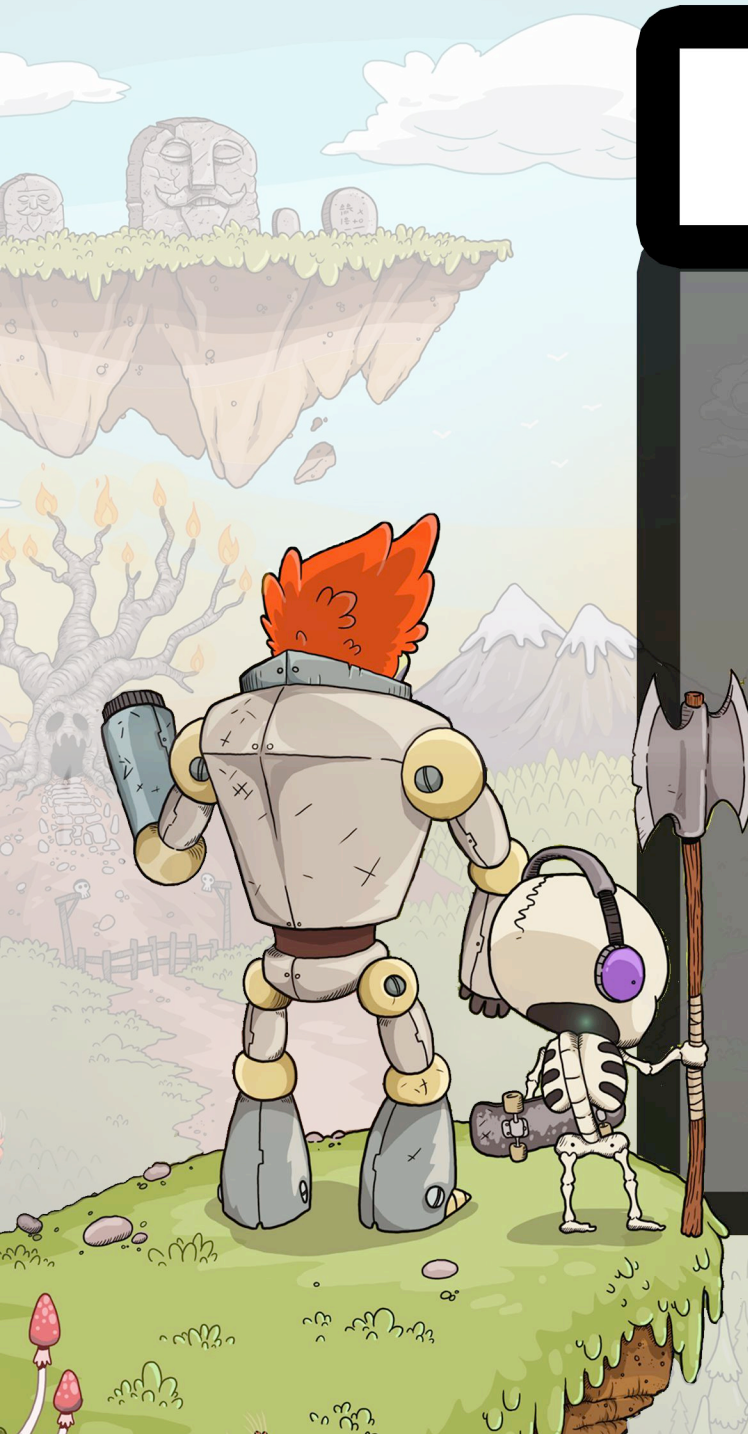
At this moment, Boney's heart begins to beat again, causing him to spring into action. He grabs an axe from a fallen guard, and just as a bomb has been fired, knocks it right back at the Wanderer. The Wanderer's armor mechanically opens and out steps Harper, who draws a comically over-sized sword. Boney is smitten.



That is, until she calls him a weirdo, at which point Boney is filled with such rage he takes her to the ground in a matter of seconds. He stands over her, about to strike a final blow, the skeletons in the rest of the cave are cheering him on, and for the first time Boney is fitting in with the rest of the town. But then he looks down at the girl, fear in her eyes, his heart starts to beat, and he just can't do it. He drops the axe and the girl escapes.

# The Pilot

The next day, Boney stands before a judge in a courtroom. The judge proclaims that, according to Skeleton law, any individual willingly allowing a Wanderer to pass through the underground tunnels shall be banished to the Outer Kingdom for eternity. Boney's mother won't even look at him and his headless father crosses his arms in disgust. Then two patrolmen escort Boney out of the courthouse, past the roller rink, and through the tunnel. Boney looks back once more before he is pushed out into the Outer Kingdom. He walks just out of sight, collapses, and begins to cry. A hand reaches down and Boney looks up to see it belongs to Harper, who is rolling her eyes in a "I don't know why I'm even doing this" kind of way. He takes her hand and they walk off into the sunset.



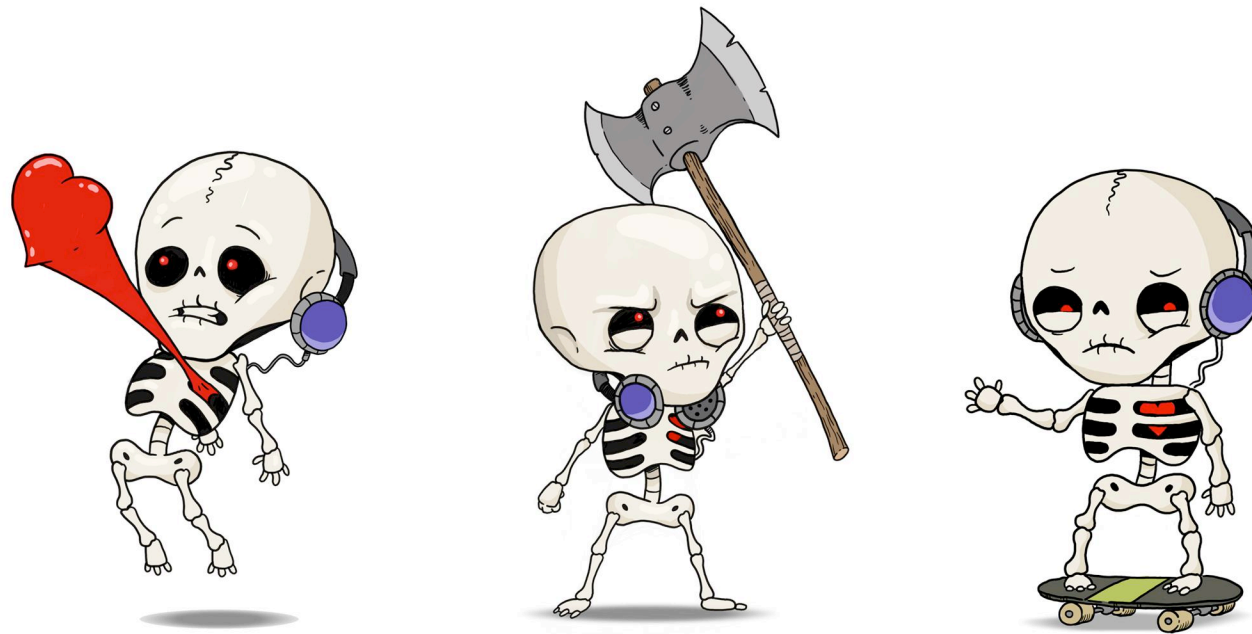
# The Rest

Each week, "The Bold and the Boned" will follow the adventures of Boney and Harper as the pair searches for Harper's missing father through this strange and magical land packed with lore. During their journey, they'll come face to face with ridiculous friends and foes such as Lionsnakes, Rain-Bros, Ninja-mimes, etc.



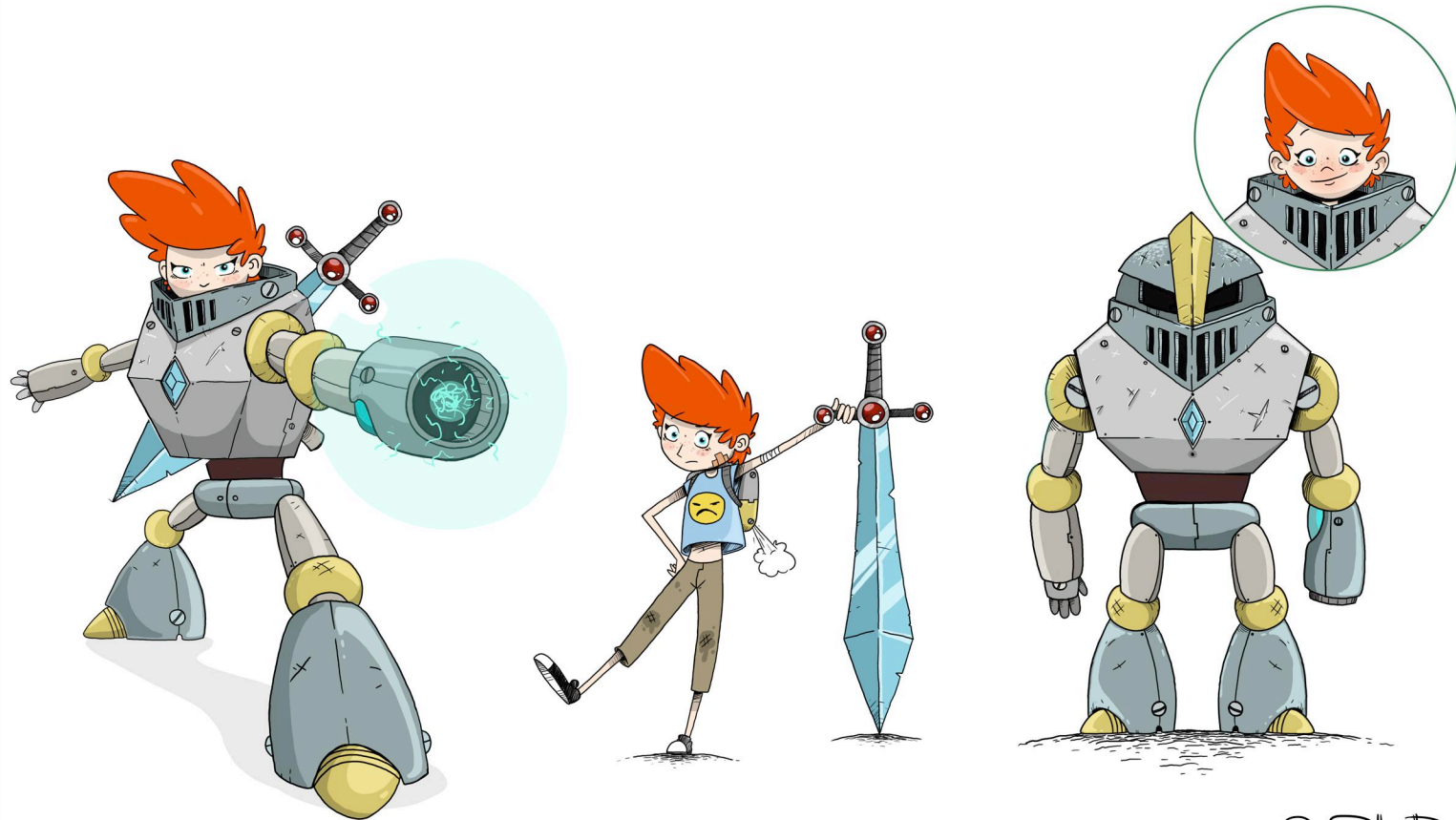
At season's end, Boney and Harper will discover her father was captured by an unknown evil and has been trapped in a faraway castle. And in a not-so-surprising twist, Harper's father was the Wanderer who stole Boney's father's head. But then in a bigger twist, it's revealed that Harper's Father and Boney's father's head are now in a loving relationship, having been locked up together for the past few years.

# The Art



  
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