

THANK THE LUCKY STARS!



When an alien with the power of the Sun is marooned on our planet, an astronomy student takes him on a roadtrip across the American South in hopes of getting him home. But is home a place, or a person?

Thank the Lucky Stars! is an animated adventure series for a young adult demographic. It stars (*literally*) Chance, who's part of a mystic celestial race called 'Stelloids,' and his new-found human friend Celina on the tag-team adventure of a lifetime, that tells a story about belonging, faith & hope, and awesomely powerful aliens.

It's inspired by all those times people have looked up at the night sky and questioned their place in the universe, with the thought that perhaps some aliens out there are doing exactly that at the same time.

THESE "STELLOIDS" YOU SPEAK OF... PITCH THEM.

Space is big. Space is lonely.

Building on the tried and true tale of aliens stranded on earth with a desire to get home, *Thank the Lucky Stars!* tells the story of an alien who rejects his people's violent past and decides he prefers earth to the cruel, unforgiving cosmos. What initially presents itself as a 'boy and his dog' dynamic between Celina, our human hero, and Chance, begins showing hints at a universe far greater than just the two of them, with its own threats in the form of beings just like Chance but FAR less gentle and considerate. Through this, we learn why Earth of all planets is so special to Chance.



Basically, imagine the emotional hook and throughline of *E.T.: The Extra-Terrestrial* meeting the lore and action of *Superman*. These two concepts collide in the form of the story's main feature: a race of belligerent, flaming aliens called 'Stelloids.' Season 1 of *Thank the Lucky Stars!* aims to answer one main question: What are Stelloids?

Stelloids are humanoid beings with the biology of actual stars - hot to the touch, able to survive just fine in the vacuum of space, metabolising via nuclear fusion within their heart. Most striking are their perfectly spherical heads and beautifully flowing manes of hair that have the look and feel of fire. Chance and Orai are this season's *shining* examples.

Physically speaking, they are extremely durable - though they do have some weaknesses: mainly **water and sharp objects**, which greedy folks will use to take advantage of them as energy sources.

Socially speaking, the Stelloids are proud, passionate and aggressive - this might stem from the fact that they once had a galaxy-wide empire, now reduced to a population of only about a hundred aboard a wandering space sanctuary. They express love through camaraderie - in stelloid culture, the greatest gesture of love, platonic, romantic, or familial, is to die for someone... or kill for someone.

Finally, Stelloids can enter a special state called 'flaring up.' When a stelloid flares up, they harness their negative emotions - usually fury - to greatly heighten their physical capabilities. They turn entirely white, shining extremely bright, and gain blinding strength and speed - this does come at the cost of some of their lifespan, however.

MEET THE MAIN CHARACTERS!

CHANCE

WHAT IF E.T. DIDN'T WANT TO PHONE HOME?

Chance is a yellow stelloid who finds himself marooned on Earth after being separated from his home vessel during an attack. Initially, he's a ball of nerves - curious, hypervigilant, skittish, and freaking out at the drop of a pin. However, he's very receptive to kindness, immediately imprinting on anyone that shows the tiniest drop of sympathy. He becomes very clingy towards Celina once she begins helping him out and including him in her daily routine, almost like a cat.

His shyness also makes him non-verbal to a high degree, communicating mostly through general sounds and charades. The more he travels with Celina, however, the more he warms up to using his words, though his English remains very much broken and shaky. However, beneath the mask is a surprising well of repressed anger, especially towards those who seek to capture him. It seems like he's dealt with a lot of bullies during his travels through space, albeit never having the courage to stand up to them. With three different parties after him during his journeys on Earth, his fear and rage is a ticking time bomb.

Basically, Chance is the antithesis to what a stelloid should be. He lacks pride in himself, has no sense of identity (heck, he picked the name out on the spot), is very lonely, and chooses flight over fight. He's spent his entire life running away from those who want to take advantage of him, and craves a peaceful life of security and company. His motive has always been to 'go home.' He finds that home on Earth, more specifically in Celina, and hates the idea of anyone coming to take him back to his old life.

He's a Stelloid by nature, but socialised as a human.



CELINA

WHAT IF THE FISH WANTED TO BE OUT OF WATER?

Our other co-protagonist!

Full name Celina Marín, she's an astronomy student living in sunny Florida who's always dreamed of what life could be like out in the cosmos. Her life gets turned upside down when an alien literally appears in front of her - and seems to need her help.

Celina's always been the type of girl to shoot for the moon and reach for the stars. Avidly passionate about all things relating to space, she's an idealist and a dreamer who very much looks forward to the future. Unfortunately, due to her youth, she's got little experience in the real world, creating a sizable gap between her wants and her actual capacity to drive change.

A lot of how she understands the world works is through the media she consumes, and that informs her sense of justice and what is 'right' - there's a reason why her immediate thought upon seeing a lost alien was "I need to get him home." Her instantly dropping everything at the slightest hint of adventure indicates that she's pretty impulsive, too. Celina acts as Chance's best friend, but also foil - whilst he's an alien who wishes to settle down in one place, she's a human who wishes to escape her rock and explore the universe.

As she travels with him, her motives will evolve from wanting to do the right thing for the right thing's sake, to becoming genuinely invested in the personal stakes that the universe holds for her and Chance.



MEET THE SIDE CHARACTERS!

What good's a star with no planets to orbit it, huh? These two humans are here to support Celina through this very important time in her life...

NEWT

Newt is one of Celina's many housemates, studying in the same university as her. He's very much down to earth and has no time for frivolities like Celina does. A self-professed 'xenoskeptic', it's not uncommon for him to be the ground zero of many debates around the students' household.

It would seem like his and Celina's worldviews would clash too much for them to be compatible as friends, when in fact they're very good pals. As stoic as Newt is, it's never his intention to hurt people's feelings, and when Celina up and disappears on her little adventure, he worries that she ran away from home because of him. Unfortunately, his call to report a missing person becomes one of the reasons why Chance gets another target painted on his back...

MR. MARIN

This is Celina's father, who happens to be the head of a space agency. A lot of Celina's passions and interests seem to be inherited from him. He never makes an on-screen appearance, as he's hard at work during the Chance incident, but Celina often writes letters to him - almost daily, and by the time she's on the road with Chance, she begins mailing diaries to him. From these letters, one can learn that his first name is Elio, he's a Spanish immigrant, he's a Pisces, and his favourite genres of music are disco and funk.

The bond between this father and daughter seems very strong. In fact, every episode begins by reciting one of Celina's letters to him.



MEET THE BAD GUYS...

An alien with limitless energy's going to attract attention from all the worst places. It looks like a veritable rogue's gallery of foes, both human and alien, will be after Celina and Chance for their own greedy reasons...

HUNTER 51

WHAT IF MYTHICAL CREATURES WERE REAL, BUT CAPTURED AND COVERED UP BY THE GOVERNMENT?

A secret agent bounty hunter who's so mysterious, not even his real name is known. Hunter 51 works in the Capture of Cryptid Creatures, a secret government division tasked with containing supernatural animals. When he receives reports of a shape-shifter causing havoc throughout cities in the American South, he suits up to catch himself a changeling... but things get messy for our heroes when the creature's appearance matches Chance! The ante is up for 51 as he believes he's about to catch the most powerful of myths: an angel. And who knows what devious weapons 51 could create by harnessing the raw energy within a Stelloid?

Hunter 51 is a villain whose simple motives of "doing his job and maintaining his perfect track record" are counterbalanced by his sheer intellect and threat level. He challenges Chance's belief that Earth as a whole is safe for him, and in fact it might just be another place where he'll be exploited for his innate energy. This in turn pushes him closer to Celina. There are good aliens and bad humans, and 51 fills that role.

ORAI

WHAT IF THE CHOSEN ONE WAS A MASSIVE PRICK?

Orai is a Blue stelloid who lived on the same vessel as Chance prior to the attack. He seems to be among the most senior of that group of stelloids, second only to his mother that he mentions from time to time. He has the demeanour of a superhero, always with his chest puffed out and speaking like he runs the place.

His ego, much like an actual star, is visible from space. His motive for being on earth is to hand-deliver Chance back to the *Almagest*, his home ship. Orai sees Chance as little more than a mission to complete, and is indifferent to him as a person. Chance's refusal to come with him angers him on behalf of his own people, stoking a rivalry between the two.

Interestingly, Orai refers to him by his stelloid name: Vago. Chance despises this.

Orai represents the exact archetype of the Stelloid. He is motivated by pride for his race, and that his endangered people should stick together, resorting to aggression to make things go his way. He acts for the collective's greater good, when unfortunately Chance has been rejected by said collective - literally, as it seems like there's a history of bullying by Orai's friends directed towards Chance.

As the Stelloid way of thinking is very martial and combat-focused, it will take a threat greater than the two of them to get them on the same page, if not for just a moment. Thankfully, there is one not too far away...

NIGHTCORE

Nightcore is the reason everybody's in this mess in the first place. An assassin from the stars who was hired to capture Stelloids for some nefarious reason, he's turned his attention towards Earth to capture the one weakling runt separated from the rest of his group.

Nightcore is not a Stelloid. Rather, he's another species of alien which is made out of antimatter that has the ability to shapeshift. He can replicate anything, with the caveat that his mimics have a dark blue tint, and if it has a voice, it's pitched up slightly. His preferred physical form to mimic is Chance, which is causing a lot of Nightcore's shenanigans to be pinned on the poor guy's back!

This little bugger has one motive above all else: to incite panic and chaos. Stealing the forms of people nearby to confuse and deceive, he takes advantage of the noise and riot his actions make to swipe what he wants.

Nightcore is another foil for Chance. Whilst Chance is having a struggle regarding his identity and place in the universe, (is his place with his people, or on Earth?) Nightcore gives others identity crises by stealing their forms and using them as his own. He's like the walking manifestation of imposter syndrome.



ROAD TRIP ITINERARY!

Chance and Celina's journey to the west is action-packed. Using a road-trip as a framing device, each episode acts like a mini-destination of the journey, with the following main story beats all being covered:

- Nightcore attacks the *Almagest* in order to capture Stelloids. Whilst the ship escapes to the Moon, Chance falls to Earth.
- Celina and Chance meet when she finds him curled up tightly on her bed.
- Celina unknowingly gives Chance his new name, along with her hoodie.
- Nightcore picks up on Chance's unique heat signature and follows him to Earth.
- Chance follows Celina around in her daily college life as she devises a plan to get him home. She discovers the existence of a large array of satellite dishes in the desert to the west capable of transmitting messages to the moon.
- Nightcore runs rampant in a nearby city whilst disguised as Chance.
- The Center for the Capture of Cryptid Creatures receives reports of Nightcore's actions, sending Hunter 51 to investigate.
- Celina departs with Chance on a road trip across the desert towards a Very Large Array without notifying her friends.
- Orai, flying in from the *Almagest*, intercepts Chance mid-journey, urging him to return with him. He refuses, causing Orai to give chase before losing him.
- Orai demonstrates the Stelloid ability to 'flare up' for the first time, causing a huge forest fire.
- Newt, having not seen Celina in days, declares her missing.
- Hunter 51 chases Celina's car on the road, believing his bounty to have kidnapped her.
- Nightcore joins the road trip disguised as a fellow alien enthusiast.
- Celina and Chance get separated in the forest. Nightcore reveals his true form to Chance.
- Orai catches up to Chance and Nightcore, and the three fight each other.
- Hunter 51 finds the three of them, and manages to contain Orai. Nightcore incapacitates Chance before taking Orai's form and attracting Celina's attention.
- In the CCC's headquarters, 51 tries to question Orai before he attempts a breakout, discovering his huge source of power.
- Celina finally takes Chance and the imposter to the array of satellites in the canyon.
- 51 arrives in a tank that uses Orai as a living battery, and Nightcore takes Celina hostage to make her send the message out and lead Chance's kind into his hands.
- Chance makes a final stand against both Hunter 51 and Nightcore, where he displays his ability to Flare Up at last- but he can barely control the form with his overwhelming fury.
- Chance uses his ability to break Orai free and trap Nightcore under rubble. 51 finally captures Nightcore as the Stelloids escape.
- Meanwhile, Celina hijacks one of the Satellite dishes to transmit her message towards the *Almagest*. She nearly trips and falls off, but a re-invigorated Chance flies up to save her.
- Orai and Chance share a genuine exchange, thanking the latter for rescuing him.
- Celina, Chance and Orai take a walk through the desert at sunset waiting for the *Almagest*, when a new star appears in the sky next to the moon. The station is on its way...

WHAT ABOUT THE FUTURE?

If *Thank the Lucky Stars!* is actually lucky enough to be told, Season 2 would pick up right where Season 1 left off, with a completely new status quo.

Season 1 was a fish-out-of-water story for Chance.

Now, however, Celina would be the odd one out, taking a ride on the *Almagest* with Chance and the rest of the Stelloids as they scavenge space for repairs to their ship.

In this season, we'd learn much more about Stelloid culture, history, and motives, going on a grand tour of the Solar System to learn that many of our neighbour planets were actually Stelloid Colonies!

We would meet Orai's mother, the captain of the ship, who would become an extremely important mentor/mother figure to Celina, and we'd also explore further the bad blood between Chance and Orai and where that came from.

But most disconcerting of all... we'd not only learn who Nightcore's boss is... but that he didn't work alone.

THANKS FOR READING! UNTIL WE MEET AGAIN!

