

zero division

SERIES OVERVIEW

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Logline:

An Area 51-adjacent research team investigates unexplained phenomena and attempts to find meaning in an ambivalent universe, all while alien forces are conspiring to kick them in the dick.

characters:

wolf:

The leader of Zero Division, the US Military's paranormal investigation team at Jackass Flats Research Base. He looks like he's in his fifties, though there are strange hints that he's much older. He's been working with government secrets for years, and now he knows too much for them to let him leave. Wolf sees himself as a captive of the military, and resents the hell out of them for it. Wolf isn't an easy guy to work for—he often lords his brilliance over the rest of the team, and he's big on withholding information and lying to get what he wants (though he's always upfront about the fact that he's manipulative).

Wolf's always the smartest guy in the room, and he hates that. He's bored with always knowing what's next and only gets excited when he's surprised or proven wrong. When his research starts leading him to questions he can't answer, he finds not only a revitalized sense of wonder, but also a newfound appreciation for his team.

Acutely aware of the statistical insignificance of human life in the universe, Wolf has little regard for ethics or social norms. But while he constantly discusses the meaninglessness of human life, his actions speak otherwise—he's (almost) always loyal, and though he'd never admit it, he can't help caring about the people close to him.

abigail:

The biologist. At nineteen years old, Abigail is by far the youngest team member at Jackass Flats, though definitely not the least accomplished. A prodigy who earned two PhDs as a teenager, Abigail missed out on anything resembling a normal childhood, so she struggles with pop culture references (and non-awkward human interactions).

Despite her irregular upbringing, she's a warm and emotionally intelligent young woman. This often puts her at odds with Wolf. Out of the whole team, Abby's the only one who regularly stands up to Wolf and argues with him, though she rarely gets the last word. Later in the series, we'll find out that Abigail is secretly a clone of Wolf's mother. While he'd originally planned to raise her as his daughter, he wasn't suited to fatherhood and gave her up for adoption, manipulating her life from afar before recruiting her to his team.

Jorge:

Wolf's assistant. He's an award-winning young physicist with daddy issues who's not quite quick enough to be Wolf's intellectual equal. Wolf constantly fucks with him and doesn't let him in on his plans, which drives Jorge nuts. Sometimes he thinks that Wolf is grooming him to be the next leader of Zero Division, though other days he's convinced Wolf just keeps him around to make his life hell.

Jorge admires Wolf, and he has a lot to prove. Trying to impress his boss, he eventually goes behind Wolf's back to make contact with aliens on his own. Jorge keeps this work a secret, inadvertently endangering the entire planet.

Katrina:

The bodyguard. A tough MP, Katrina protects the team, though she also has orders to kill any of them that reveal classified information. She and Wolf have a bodyguard-with-benefits arrangement—they both claim their relationship is strictly sexual, but Katrina is one of the only people whose advice Wolf respects.

Katrina is fun-loving and kind, which makes for an odd contrast with her badass job. She'll be your best friend at the lab, but if you fuck with her or her mission, she'll put you down immediately. She's (rightfully) confident in her abilities, and not overly-excited by the mysteries the team encounter: keeping everybody alive often takes all of the focus she's got.

Nasrin:

The team's linguist and translator. She speaks twenty languages and proves adept at communicating with cryptids, making her indispensable. However, Nasrin's skills aren't often needed on base, so she passes the time by partying and looking for fun new drugs to experiment with. Even when they're out on missions, she's always laid back and looking for a good time.

Wolf respects her because, like him, she's snarky and acts like nothing really matters. Though you wouldn't guess it from her outward behavior, she's got deep-seated philosophies behind the way she acts. Nasrin's would be happy to lay out her postmodern neo-pragmatic ideology, but no one's ever wanted to hear it.

Blodmann:

The military's executive officer (XO) that serves as the team's office manager and liaison between the scientists and the government. Blodmann is by far the least intelligent of the bunch, but he's constantly trying (and failing) to be a useful member of the team. His first loyalty, though, is always to the military. He follows orders without question and refuses to lie to his superiors, which makes him a huge pain in Wolf's ass.

Having been popular his whole life, Blodmann really wants people to like him—he brings donuts for everybody's birthday and works hard to cultivate a family dynamic among the team. Nasrin thinks Blodmann is cute and is always flirting at him, which makes him extremely uncomfortable. In a lot of ways, Blodmann is Wolf's antithesis, as he's ignorant but well-liked and relatively happy with his life.

Tone, world, & themes:

Tonally, Zero Division is a mix of X-Files and Archer—while many of the plots are based in action-packed science fiction, the main story engines are the characters and their relationships. The jokes are meant to be smart and funny, but always driving the story forward.

The world of the show is meant to be eccentric and a little ridiculous, but rooted in reality. While crazy things are possible in this world, they're always possible through science. The show will never get bogged down with plausible scientific explanations for things, but we want to maintain clear rules for how the show's world works.

Thematically, Zero Division explores a variety of topics. It will get into stuff like the nature of reality, the value of knowledge, and the importance of listening to diverse points of view. Of course, we'll also be dealing with more lighthearted themes, like dealing with universal insignificance, making a Faustian bargain with the government, and maintaining your chill while ass-bag aliens try to destroy your planet.

season overview:

Each episode of Zero Division will feature a story of the week combined with a more serialized arc that plays out through the course of the season. Wolf will often choose to investigate unexplained phenomena in areas he thinks could help him with his secret research into Dreamtime and the origin of the extraterrestrial threat.

Characters will also change as the episodes progress. Their experiences together will shape their interactions and the group dynamic will develop accordingly. Wolf will have the most pronounced character arc through the season, as he learns to trust his team, rekindles his passion for scientific discovery, and stops being such a manipulative cock to the people who care about him.

possible episodes:

youth in eurasia:

The team travels to Siberia to de-activate a stolen nuclear warhead Wolf designed in the fifties. There, Wolf encounters an old friend of his, an ex-Nazi scientist. She's the only other person Wolf gave his immortality drug to (he wanted to always have someone to play checkers with). While his team races to stop the bomb, Wolf tries to fulfill his friend's strange request: help her find a way to die.

messing with darpa:

There's a weapons research team from DARPA visiting the Flats, and Wolf's got serious beef with them—they've got ten times the budget of Zero Division and they're all free to leave base whenever they want. They're huge assholes about this to Wolf, who decides to wage a completely warranted and completely immature prank war against the cocky weapons team. Meanwhile, Abby gets closer to discovering the truth about her mother (or, more accurately, the woman she was cloned from).

no country for old mothmen:

When the team travels to West Virginia to investigate reports of alien activity, Katrina is taken hostage by a group of malevolent Mothmen and She-Mothmen. When they discover that one of their own is frozen in the Nevada desert, they take up arms and besiege the campground where Wolf and Nasrin are catatonic, having traveled to Dreamtime to make contact with the Aborigines from the pilot. It's up to Jorge, Abby, and Gus to protect Wolf and Nasrin, rescue Katrina, and quell the Moth-Person uprising.

ghost protocols:

The team is ordered to investigate a supposedly haunted house, and Jorge, Nasrin, and Abby are super excited about it. This pisses off Wolf to no end: despite having seen all sorts of insane creatures, he's a staunch believer that ghosts are "make-believe for stupid babies". When they make it to the house and strange things start happening, Wolf's forced to rethink his position.

aboriginal sin:

Wanting to speak to the Aborigines in person, Wolf manufactures a reason for the team to travel to Australia: "There's a bloodthirsty, um, Werewolf-kangaroo hybrid terrorizing the Outback". When they arrive, Wolf is surprised to find the Aborigines are not what he expected, and the team is surprised to find that were-kangaroos are not, in fact, bullshit.