

HOMERBOUND

A GRAPHIC NOVEL PROPOSAL

By Amanda Lafrenais



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WHAT IS HOMERBOUND

The title 'WHAT IS HOMERBOUND' is rendered in a stylized, hand-drawn font. 'WHAT IS' is in a simple, outlined font, while 'HOMERBOUND' is in a thicker, textured font that looks like it's made of threads or fabric. A needle and thread icon is positioned to the right of the word 'HOMERBOUND', with the needle pointing towards the end of the word.

Porrima grew up safe and sheltered on Remnant Island, a mystic planetoid that circled a distant and mysterious Earth. One day, she follows her crush through a magic and forbidden portal, and the door crumbles behind her, stranding her on what turns out to be a chaotic and fractured planet. The reality she was shielded from on the island was Earth being held together with metaphorical and literal threads, a fractured planet full of magic and time-space anomalies - and she turns out one of them.

Displaced in more ways than one, Porrima joins her new friends & found-family on an adventure to not just mend and undo the tatters and Gordian knots that the tapestry of time-space has been left in, but prevent misguided forces that seek to unravel it further. Along the way, she finds herself navigating the lines between crushes and friendships, and grappling with her place in the universe - very literally, it turns out.

Market

Home-Bound is a fun adventure story mixing Sonic the Hedgehog with the flavors of early Dragon Ball and One Piece, with a specific focus on giving queer fans of those properties a world they can also see themselves in. It is also meant to appeal to Sonic game fans who always wanted a meatier story but left lacking, while appealing to those already accustomed to, and hungry for, whimsical adventures with an ever-present undercurrent of drip-fed lore - shows like Steven Universe, OK K.O.!: Let's Be Heroes, Star vs The Forces of Evil, CentaurWorld, and similar. It also has appeal to fans of weird magic systems. This universe has a heavy sewing and thread theme for a fun aesthetic that is also plot-relevant, as the timeline exists as a tapestry we are moored to by threads of time, space, and relationships.

It is the kind of story that balances slapstick moments with quiet decompression, that isn't afraid to be sincere about the corny aspects of being an emotionally developing teenager. In spite of its animal protagonists and fantastic silly themes, it aims to be a very human story about the threads that bind us, some of which happen to be literal. A theme also very integral to Home-Bound's climax is the idea that it is not the job of children to save the world, and they *should* be mad at the adults who do not step-up to protect them.

Format

A graphic novel for middle-school readers or YA readers, depending on the imprint and distribution. Can be color or black-and-white. Spans approximately 250-300 pages, written to be a complete story that leaves plenty of room for two outlined follow-up volumes if demand exists.

The Artist

Amanda Lafrenais is jack-of-all-trades queer comic professional from Texas, with over a decade of comic experience that spans writing, drawing, editing, marketing, prepress, video editing and even animation. Her inspirations from manga and children's animation are very obvious, and she's a useless repository for Sonic the Hedgehog trivia.

Amanda is currently creating the upcoming Iron Circus graphic novel "Spiral Guardian: Starry Knight." Her expanded resume includes original comics for the Smut Peddler series, tones on three Adventure Time graphic novels, Broken Telephone by Ryan Estrada, and a lot of ghost-writing. Not to mention her own dusty ancient webcomic, Love Me Nice.



She just wants to make a lot of cute gay stories and draw people crying big sloppy Ghiblis tears.

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CHARACTERS

Main Characters



Porrima (She/Her): 14-year-old rat girl from Remnant Island. Naive and big hearted, but tenacious and scrappy, for better and worse. Has a tendency to develop crushes easily, to her embarrassment. She just thinks everyone is so cool!

Porrima being so enamored with everyone seems to have resulted in her devaluing herself by comparison, lacking self-preservation as she repeatedly puts herself in danger in the place of others. This is exacerbated when she learns what she is as a Remnant, feeling she doesn't have a place in the world like the others, and therefore being expendable. It's so hard for her to understand that just because she isn't one of the "heroes," she deserves to have a life and doesn't have to justify her value and right to just exist.

When on Earth, Porrima manifests the ability to explosively teleport. It creates a forceful implosion in the place she left, and an outward explosion wherever she appears due to air rushing to fill her space or being pushed out. Unlike the other characters, this is not due to being Darned: because she has no threads connecting her to Earth's reality, reality "forgets" her context and let's her blip around, though she doesn't always return as the right size, shape, or even in one piece. Using this is a constant gamble.

Tassel (She/Her): A 16-year-old rabbit girl, and Warp's current right-hand gal. Brash, confident, courageous but hot-headed. She is as married to her job as much as a teenager can be, and wraps too much of her self-worth into it after becoming estranged from a bad home life.

She has earned the trust of Warp, and wears that as her greatest achievement, the source of most of her confidence. She is one of the rare Darned with a super-power and no drawback: she has explosive kicks and this lets her kick hard, jump high and even pull off video-game-style double jumps.



When the story's climax hits and Tassels find Warp unwilling to help, her faith is shattered and direction questioned, and she has to think about doing what's right without being told.



Twill (He/Him): A 15-year-old stoat boy. Educated, catty and frequently coy. He grows to really enjoy reading Porrima and teasing her, because frankly it's very easy to do.

His respective ability is super speed, both in the form of running but also his kicks, which can be blade-like. Like Tassel, this comes with no drawback, and their rivalry is partially due to their similar abilities while vying for the same position. One of Porrima's crushes in spite of her frustration with him - this crush may even be grudgingly reciprocated.

Twill has lofty goals of inheriting his head-witch mother's estate and powers, so that he can use the privileges she and her supporters have squandered to help more people. This is a source of conflict for him, as he truly loves his doting mother, he just can't agree with her.

Hitch (She/Her): A 15-year-old capybara girl, and Tassel's work partner and best friend. Soft-spoken, calm, and inhumanely patient even with Porrima's overwhelming emotions and Tassel's rambunctiousness. Basically "Team Mom." She's incredibly smart and the essential engineer of the group.

She also seems to be superhumanly strong, but this is her ability as a Darned in effect: anything she touches can defy gravity, allowing her to lift large and heavy objects effortlessly. Unlike Tassel, her power has a drawback, as she cannot control it perfectly and without the weighted boots she wears she's at risk of drifting away uncontrollably. She has an intense anxiety over this, and deep down wants their mission to be over so she can quit and retreat somewhere safe and quiet, where her anxiety can't be realized. One of Porrima's crushes.



Supporting Characters

Warp & Weft: Other-worldly sisters who maintain the integrity of space-time in their own way, who can communicate psychically across the portal's divide. Warp stays on Earth, trying to collect and counter the damage caused by Yearn Balls, recruiting people to help. [REDACTED] . The two have a strained relationship.

Bobbin: Weft's right-hand man and Porrima's guardian. He is stoic and calm at all times, even when ribbing Porrima. In spite of his coldness, he views Porrima as a daughter and deeply regrets allowing her to fall into danger. As would be revealed in a later book, [REDACTED] .

Lady Spindle: An elderly mad scientist, and one of the only humans on Earth. She has been Warp's antagonist for a long time, leading her own recruits to beat her to collecting Yearn Balls. She thinks she has a better idea to fix the damage of the world. [REDACTED] .

Lace: A chinchilla girl with ice powers. She is deadly serious, and the biggest opposition from Spindle's minions, deeply believing in her cause to fix the world. As with all of Spindle's recruits, she has a terrible drawback to her powers that has been mitigated by the scientist's intervention - though she lost a leg to her own cold powers before Spindle could enter her life. In continuations, we would learn more about this, [REDACTED] .

Buckle: A huge non-binary rabbit who works for Spindle. They actually seem to view her more like a mom than a boss, and tend to refer to her as such. Frankly Buckle doesn't have a mean bone in their body, simply opposed to the protagonists because they oppose Spindle. They're very jovial and inviting to the protagonists when not engaged in fights. Buckle has a form of super strength that taxes and damages their muscles, mitigated by wearing tech from Spindle. They tend to plead for upgrades to their gear, like lasers or nerf guns, but to no luck.

Gleek: A very odd stoat girl, and Twill's cousin. She has big "goblin energy," reveling in chaos and finding fun in most things. Gleek named herself after her Darned powers, which allow her to be a living cauldron - she can create potions by consuming ingredients, which she spits as attacks. The downside is she is immune to any medicines and cures, needing Spindle's help if she ever gets injured or sick. Of all of Spindle's recruits, she has the least skin in the game, seemingly only along for the ride because she really likes antagonizing Twill for fun. His line of the family won the favor of their matriarch, which she takes issue with until later learning in later books the two share similar goals in the end.

Synopsis

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Continuations

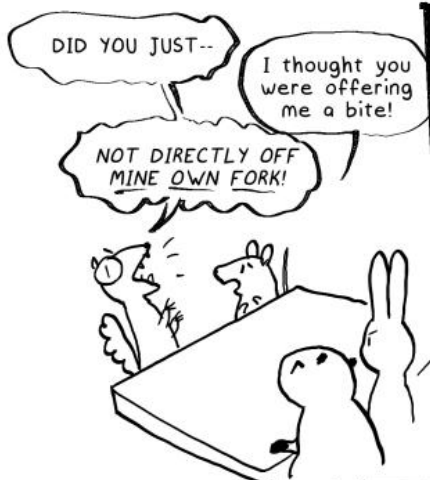
The story has been written with at least one more volume in mind, and with plenty of unexplored content for a potential third.

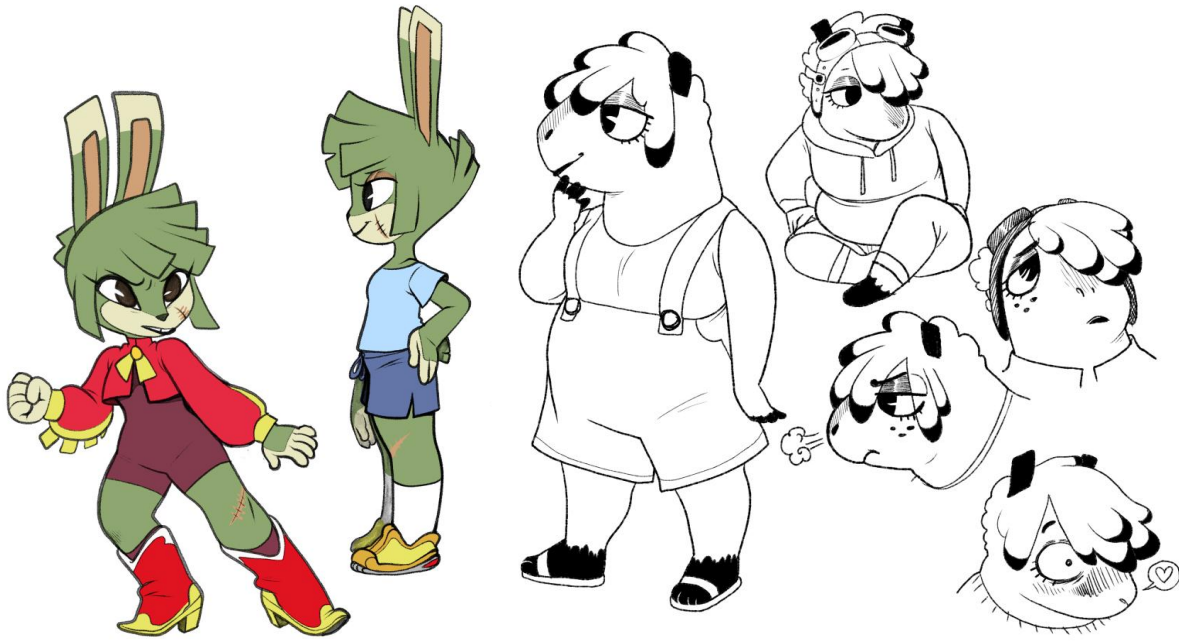
Book 2:

Book 3:

CONCEPT ART











SAMPLE PAGES

