

Nemu

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Long line

Strange, funny and heartwarming no crying until the end-
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Description

Nemu is about four kids who one day find themselves on a floating island, from which the title comes. Through the island's power to travel through the world, the gang journeys to different worlds, hoping it will take them back to their respective worlds. But while they adventure, it won't be easy, as this trip faces many dangers ranging from evil nomad gods to malevolent entities. It looks like they're going to have to work together so they can survive.

Characters

Marcus

Age :13

Gender :male

Rpg class : fighter

Main weapon : shield braces

Info

A born fighter, Marcus is the leader of the group due to being a serious and calm nature unlike the Burai and wilt who are quite childish in their action, but this doesn't make him a sourpuss. Unlike the other Marcus rather fight using hand to hand combat then any weapon as a result this leave him the most open for attack but don't worry as he uses shield braces to block sword and projectile, but he has good agility to dodge danger situations.

World backstory

Marcus was born in a world similar to Viking culture. It's a world where you're either born strong or weak. Lucky Marcus, who was born strong, was subjected to training at age 11. This is how we get the Marcus we have now, as he was forced to grow up training day after day and placed in dangerous situations one after another.

Karena

Age 12

Gender : female

Rpg class : red mage

Main weapon : staff and magic

Info

Karena is a nomad in training, but despite that, she is quite skilled in other areas, such as having information on the world and being more skilled in black magic than in white magic. This helps the gang when exploring an island or understanding a certain culture and location.

World backstory

Karena spent most of her life on the move with her teacher named Alzeus, but before meeting him, she was born an orphan on the streets in a different world. She was found by Alzeus, who took her in as a nomad on a train traveling across the world while he taught her magic and knowledge outside the world she was born in.

Burai

Age 9

Gender :male

Rpg class: wildcard

Main weapon : the zolden

Info

A literal jack of all trades, Burai is the youngest of the group and the first one to appear on the island itself. He has also been there the longest, having been there for 10 weeks, using his dracon ability to survive and to build the treehouse that can be seen in the middle of the island. Despite surviving the longest and having a sense of smarts, he is quite a trickster and rather childish in his nature, mostly taking situations less seriously compared to Marcus and Karena. Burai can fight like the others, using his dracon ability and possessing a high level of sword combat with a weapon called the Zolden, a

blood-colored katana that can transform at the user's will, something that Burai has and uses.

World backstory

Burai was born in the world called Ganihm, a world where dragons and dragon humanoids called Dracon exist. He was born on the continent of Rian, a place inspired by a mix of ancient areas of China and Japan. Burai, just like Karena, was an orphan, but unlike Karena, he was dropped on the doorsteps of a mountain temple. There, one of the people there named Akai took him in, acting as Burai's only father figure in life. However, as Burai grew older, he began to act mischievous around the temple, enough to ignore the elder. One day, while Burai was walking around, he heard a voice that led him to a forbidden area where he found the Zolden with ease. He pulled the sword from the rock, which caught the attention of the elder, leading him to be banished to Nemu. This is where we see him today.

Wilt

Age 7

Gender : male

Rpg class: shaman

Main weapon : a magic axe

Info

The second youngest of the group, Marcus's younger brother, unlike Marcus, is quite innocent in the way he acts compared to something Marcus tries to protect early on.

Wilt's main weapon is a magical axe that uses the ability of the dead, but that part about talking to the dead is something he could always do.

World backstory

Wilt was born 2 years later than Marcus, but while Marcus was born to be a warrior, Wilt was seen as weak and was destined to work in the villages while his brother went off to train, splitting the brothers. In the meantime, Wilt

learned to harvest, cook, and even hunt a little, but he preferred to live a quiet life. However, that didn't stop him from dreaming of being a warrior like the others.

Ursula

Gender :female

Race : dracon

Age 13

Main weapon : the milkyway blaster

Rpg class : ranger/dark knight

Personality :

General bio

Ursula is a member of the Perez group and the only child to be used in magical experiments or used to fuel his shadow army. This is unknown to the gang, but things suggest she is doing this out of a sense of a greater goal, seeing how she joins without disapproval. She has the ability of using her shadow sort of like a stand or persona along with hiding or manipulation, but when she uses this, her horn disappears. But despite this power, she uses a cosmic gun-like weapon known as the Milky Way Blaster.

Dragon backstory

Both Ursula and Burai are the same race but come from a different dragon lineage. This dragon is known as the laron, a dragon known to use its shadow to attack prey. This resulted in some bad things: the breaking of a law. This transgression

resulted in a country's outright massacring of laron species along with enslavement of Dracon, who are found related.

World backstory

Ursula was born in the country of Qalunten, a place with a culture inspired by steampunk. For the rest of her life, she spent her life on the run, growing up in a world where people like her are hated. This results in a pessimistic and brash personality. While on the run, she learns of a weapon called gastash, and out of a sense of power and to stop people like her from being subjugated anymore, this is where Perez comes in, as one day she gets picked up on the island, and he instantly sees her pain. He exploited that to his benefit, giving the reader the reason how she joined.

Setting

The main setting is Nemu, an island floating through the sea in a world where there are no other islands around it because it can travel to and from the world, magically attaching itself to an island that fits its shape. Not much is known about the island besides that, but the gang would later learn that the

island and the world it mostly floats through are places where people learn and work to better themselves.

Details

Nemu will start off as an episodic arc of the week with light serialized elements, but after the first saga, it will go for a more serialized narrative. The first issue will be 53 pages, but every issue after that will be 13-19 pages on average. The main age group is all ages, so from kids to adults, with the rise of graphic novels and manga sales, and Scholastic Graphix line still doing well despite the perception that kids don't buy comics being somewhat wrong. So pitching this comic didn't come with the "what if" because research shows.

Current plans pre and post

Currently, we are planning to use Kickstarter to fund the first 5 issues, with the first issue being 53 pages and issues 2 to 5 being 13 to 23 pages each. The first 5 issues will contain the narrative of the first arc of the first saga. Also, each issue will be published on Amazon and global comic platforms, with the global comic version of the first issue being free.

Plans if we continue past the 5th issue.

If we continue past the first five issues, then we get to make more. In terms of what, well, here is a summary of the three sagas I have planned.

Saga 1: new name here

This is where it all begins: four kids from different worlds one day wake up to find themselves on a floating island. Despite the island's weird oddity, they stay hoping to get back home, using the island's power to travel the world at random, but it won't be easy. As a villainous group slowly makes themselves known to the four, plans emerge that may hint at why the gang is on the island in the first place.

Saga 2 : mountain of the gods

With the defeat of the cult, the gang finds a new mission, a mission they soon put on hold as the four find themselves on an island of Amazonian women who are at war. Despite their situation being forced, they soon discover that this situation escalates as superpowered humans calling themselves gods

reveal themselves. Knowing the true culprit, the gang gears up to fight while saving a friend.

Saga 3: the end

And then there were four: the gang, after their victory, soon finds themselves at the end of the road as the world tree on the island transforms into a smaller state, giving the gang an easy way to traverse the island. However, they soon find out that placing the world tree back won't be easy, as they see why the world tree was transported into their care. It's time to reach the end.

Preview images



BURAI

