

N.E.R.D.S.

By

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N.E.R.D.S.  
Crime Drama  
Superhero  
Comedy

### Logline

A terrible accident leads a young billionaire taking action in an attempt to change the law. With the help of an elite team of misfits, he builds up support and creates some dangerous enemies...

### Tagline

When you think of superheroes, you don't think of these guys...

### Synopsis

N.E.R.D.S. begins in London, England, with a familiar beginning of the protagonist (JAKE) losing their parents and wanting to avenge them, in this case, by forcing the law to be changed. \_

A highly skilled computer hacker known as BLACK KAT tells Jake that she owes his parents for their help and that she can assemble a team to help and there is a plan to help him achieve his goal.

The team consist of eccentric, but brilliant individuals. Socially-inept genius' aiding the lead character in his task of changing the law. Essentially, the team use science and their rich benefactor to create a superhero.

The plan requires the use of Jake's inherited businesses and their assets to gain control and create distractions as the movement gains support, with the ultimate end game of forcing change. **They are arrested for terrorism.**

Toward the end of the first story (or halfway point) actions lure the general public into a certain area of London, near the Tower of London. This ploy is to kill these innocent citizens, using the artillery of a real-life decommissioned warship, HMS Belfast, as well as exploding petrol tankers in the sky.

The perpetrator reveals that **they are not supporting Jake, not part of the N.E.R.D.S., but are, in fact the antagonist, THE GHOST.**

The Ghost establishes dominance through orchestrating a series of truly devastating acts of

terrorism.

As the story goes on, it is apparent that the government, police and military are unable to control or even cope with The Ghost.

This time, with full government backing, funding and support, The N.E.R.D.S. are able to create more (real/possible) fantastical creations such as magnetic suits, jet packs, invisibility suits and home-made, easily-used weaponry.

Battles commence in somewhat of a civil war across the entire country, with all manner of people committing all manner of destructive acts. Other wealthy, would-be terrorists get in on the act, with attacks occurring unguided and unexpected by The Ghost.

Once The Ghost accepts that the attacks are too much, they agree to meet with Jake. **It is then revealed that The Ghost is Jake's younger brother Casper.**

It is brought to the N.E.R.D.S. attention that the leader of many atrocities across the country is known as 'NRK' [Anarchy].

The N.E.R.D.S. band together and are able to overcome NRK and his small army of loyal fighters, including the tanks he has acquired. **The final battle is an epic and explosive affair,** worthy of any superhero tale, yet vaguely plausible in its roots.

The film ends with public commendation of the Nerds from the government, followed by Jake telling the N.E.R.D.S. it must be the end for them as crime-fighters. Casper, however, has other ideas and Black Kat takes Jake on a date.

In somewhat of a post-script/post-credit scene, the viewer witnesses the rage of a group of deadly-named anarchists (Famine, War, Pestilence & Death) expressed via an internet forum, hinting at the first sequel.

### Tone

N.E.R.D.S. is an amalgamation of a tongue-in-cheek look at the cornier, older comic book films (think 1966 "Batman" film) and the gritty realism of more modern attempts, such as The Dark Knight, Kick-Ass and Kingsman.

There is an abundance of pop culture references throughout, some subtle, some very obvious. All of these add to the "real world" experience and a chance to keep the characters grounded and more believable.

**NB.** All the technology used for the suits and gadgets is based on real-life inventions, with the exception of Jake's magnetic power on his super-suit (magnets do not react like that).

## Characters

**Jake Chadwell** (22 years old, Billionaire, tall, handsome, athletic, brown groomed hair)

– Following the death of his parents, Jake is shocked at the sentence the received by the perpetrator. Due to this, Jake decides to do everything in his power to have the law changed.

Initially, he wants to change it legally, through the proper channels and his parents' connections. Unfortunately for him, you do not always get what you want.

Jake is willing to do much more, go much further, breaking all sorts of laws, mostly through naivety, to get the result he wants.

He is very intelligent, but not as smart as he thinks and nowhere near as cool as he thinks.

**Casper Chadwell** (16 years old, also Billionaire, very pale, blonde hair, handsome)

- Casper is Jake's brother and is crushed by the death of his parents and is angry, much angrier than Jake.

He also wants what he sees as justice, but is willing to take a much more violent approach.

Casper has a genius-level IQ and an expert hacker.

**Black Kat** (Late teens/early twenties, Medium height, attractive. Black hair with a red streak. Dressed in black hoodie, black jeans and boots. Unless otherwise stated, always looks moody)

- A mysterious female hacker who contacts Jake to help him, in order to repay some sort of personal debt she feels she owes his parents (revealed in third film).

Black Kat holds no respect at all for authority and is willing to do anything to get what she wants.

A sassy, moody bad-ass, she commands the respect of the rest of the N.E.R.D.S., including Jake.

## Additional Characters

**Harrison** (Jake's Butler, 50's, fit, ex-army)

**The Prophecy** (Mid-to-late thirties, morbidly obese, stereotypical nerd/slob; expert hacker)

**Doc Brown** (early to mid twenties, British-Asian Engineer with wild spiky hair)

**Harry** (early to mid twenties; white young-looking with round glasses, Engineer)

**The Silence** (early to mid thirties, tall, thin and pale. Dark clothes and a trilby, Engineer)

### Villain

#### **The Ghost**

A person (male) wearing some sort of white and black mask, possibly a cloth one with a black hoodie.

### Continuation

There are synopsis' for two further films, branching out further afield to include Europe and the rest of the world.

The scenarios become ever-more absurd, though **always** using real, if relatively unknown, technology and weapons.

The second film would begin with the "Four Horsemen" hackers mentioned previously.