

Essence Shock



By
Bryan Beyer

Tagline: "Protecting Earth from Dark Stones"

Premise

One day a spaceship explodes out of space in a ball of light. The spaceship crashes in a mountain ravine and carries with it an alien species called Shocktarians. There spaceship crashed into an inter-dimensional storage location and this caused the shocktans to crash land on Earth. The spaceship also drag forth many small spheres called Essence Stones. The Essence Stones can combined with living creatures or machines to form powerful fighting machines. Many of the Essence Stones, called Dark Essence Stones, decide to conquer Earth. These Dark Essence Stones also want to find the components of the crashed starship so they can go bring more Essence Stones to Earth.

The Shocktans do not want Dark Stones to conquer Earth or find Transdimensional drive components. To stop the Dark Stones the shocktans form the

Shock Protectors. Armed with advance gear and knowledge of the enemy the Shock Protectors do there best to defend Earth from the Dark Stone menace. The shocktanians must also learn Earth's alien cultures and deal with humans. Not every human agrees with shock protectors and form there own groups to fight the Dark Stone menace.

Not all Essence Stones are evil. There are some Essence Stones who fight against the evil of there kind. These Light Stones are few and far between, but do there best to help defend the Earth. There is also one other question that all sides have to ask, what will happen when the Essence Stones creators come to Earth looking for there lost property? The future should be very interesting place to live.

Groups

Shock Protectors: This group is made up of the alpha shocktanians who decide to defend earth. They posses advance technology and good knowledge of there enemies. They lack knowledge of earth and have many miss-understanding of with earth customs. These are the “good guys” of the series.

Dark Stones: This is a group of made up of the evil essence stones. It is lead by Nu-Master. There current goals is to take control of earth and to find the missing components of the shock protectors trans-dimensional drive. They are the main bad guys of the show.

Earth Defense Force: This is an independent group out to stop both the dark stones and the shock protectors. Created by Luck Graystone of Graystone Electronic Technologies(GET). They appear in the second season of Essence Shock.

Shocktanians:

Shocktanians look just like humans except for the fact they have blue or green skin and blue or green hair. There home planet is far from earth and is ahead of earth when it comes to technology. Shocktanians can produce mild electric shocks through there skin a couple times a day but otherwise have the same basic abilities as humans. shocktanians personal names are generally one to three syllables made up of a consent vowel and another consent. The number of syllables depends on the age of the shocktanian. The shock protectors generally have English code names that they use most of the time.

From a cultural point of view the shocktan’s culture has similarities and differences to current earth cultures. There basic form of government is democratic and there are many different cultural groups living on there home planet. The main group that makes up the shock protectors is made up is generally informal and quit open with there emotions. It is not uncommon to find one group arguing in hall ways while another is enjoying themselves with a small party. Even though they are informal and open with there emotions they also are believe in discipline and privacy. It is not uncommon to find heated debate but it is considered quit bad to not do some ones chores. The level of there

informality get in the way of normal human culture even inside the US.

Another important part of there culture is forming groups to act as central portion of home life and government. These groups can range from a set friends to a group of families that live and work together. While the people inside the group are almost completely open with each other it is considered rude to discus group business outside of the group. Otherwise then these changes the culture is quite similar to American culture.

Essence Stones

Essence stones are generally foot round black or purple stones that can glow with power. These stones can fuse with either living or non-living transforming them into advance combat units. When combing with machines the essence stones produce a hybrid that works half way between the machine that was fused with and the essence stones original form. Animals will become more human like with cybernetic weapons growing from their bodies. Human transformed will gain armor and weapons or strange powers. Human transformed generally have personalities that mix there human and essence stone personalities. Name wise the character will have an English word with a modifier in front. This is Nu for male units, Na for female units of No for pure machines.

The Essence Stones where the central control units for advance fighting machines produced by the Tal'i'ent. Eventually some Essence Stones became highly violent and started large number of battles. These violent Essence Stones became the Dark Stones. There was another group of Essence Stones that tried to stop the fighting, they became the Light Stones. The Tal'i'ent put both groups of stones into storage, before the stones where spread though out the universe thanks to the Shocktanian ship crashing into there storage location.

Tal'i'ent

The Tal'i'ent is an four leg humanoid species that has achieved great power throughout the galaxy. The tal are generally white or red skinned with dark brown hair on there heads and backs. They have two large eyes and pointed ears giving them excellent hearing and sight. The species central government is a male dominated hierarchy with many nobles and semi-elected officials. The tal government is lead by a council of nobles and minister elected by the nobles families and upper middle class. As a group the tal are arrogant and can be single minded but are generally not super aggressive. They control a large portion of the galaxy and use that power to get what they want. Tall names are generally short with two to three syllables modified by male/female modifier in front and a rank indicator in back. Example: Nu-sel'e'eth-och.(Och is a noble rank).

Technology Notes:

The general level of technology used by both the shocktaniums and the Tal are considerably more advance then earth's technology. There general weapons technologies include multi-use energy rifles and advance armor that makes them immune to standard projectile weapons that earth uses.

Power Sources:

The general power source for both species is fusion reactors. It is not uncommon to see both races landing in large bodies of water to power their ships. The Tal'i'ent have been known to use a strange crystalline substance they call stellar crystals to power their ships. These crystals are far more powerful than anything else any one has but are highly rare.

Drive systems:

The standard slower than light drive is the ion burst engine. This engine sends out high energy particles to move the vessel forward. Atmospheric travel is generally done by magnetic repulsion or plasma jet engines. Magnetic repulsion is generally slightly slower but does not produce a visible thrust. Plasma jets produce a bright thrust but can push a vehicle well past supersonic speeds. Faster than light drive is either hyperspace "push" drive or trans dimensional drive (T-Drive). Both engines move through hyperspace but the t-drive is faster and can move into other dimensions other than hyperspace or real space. The normal faster than light engines used are push engines with a few vehicles with a rare T-drive.

Weapons:

There are a large number of weapon systems available to all sides in the war. For humans the most common weapons are still projectile launchers, grenades and missiles. The EDF gains the ability to duplicate laser rifles and laser weapons using earth technology but each unit is heavy, very expensive and has a lower rate of fire and energy capacity when compared to the standard models used by Shock Protectors or essence stones. To overcome the heavy weapons and armor of their enemies the EDF produces a series of missile launchers and rocket grenades.

Shock Protectors have a large number of high-tech weapons to defeat the Dark Stones. When it comes to personal weapons one of the most popular is electro-blast pistols. These are short range weapons that fire off electric bolts that can be used to stun or kill a target. The next most popular weapon are laser rifles and plasma lasers. Plasma lasers use a high energy laser beam to super heat plasma and provide a path for the bolt to follow in the air. The weapon produces burns for both the laser and the high energy plasma the weapon produces. When it comes to melee weapons shock protectors have developed weapons that use vibrations to make a weapon cut better, surround the weapon in a sheath of plasma or electrically charge the hand held weapon. The standard heavy weapon is a magnetic gun that fires out small exploding pellets. The pellets contain a powerful explosive that provides a good shock wave but in a much smaller package when compared to earth grenades.

When it comes to personal weapons dark stones prefer to rely more on their internal weapons more than guns. When equipping human troops to assist them in battle they will use ion based weapons. These weapons generally fire off bolts of energy that explode on contact with an obstacle.

When it comes to heavy weapons both Dark Stones and Shock Protectors use similar technologies. For vehicle mounted weapons the basics include larger versions of laser and plasma lasers. For targets that require heavy fire power the use of a variety of

particle beams are used. One of the most common uses a high powered laser to both guide and increase damage caused by the weapon. Another heavy weapon used is magnetic rail guns. These are popular because of the many different choices of ammunition that can be fired from dumb heavy rounds to advanced self-guiding units. There is also a number of different missiles that can be fired to help round out weapons that are available.

Defenses:

The basic defense includes improved versions of ancient technology and advanced technology well beyond Earth's standards. For personal armor the Shock Protectors use advanced plastic metal composite plates over multilayered armor cloth. This armor provides good protection from both ballistic and most energy weapons. The EDF starts with a basic bullet-proof vest but slowly upgrades to light ceramic plate with enhanced Kevlar cloth. This provides good protection against ballistic weapons and some protection against energy weapons. The EDF armor generally covers less of the body when compared to Shock Protector armor and is generally heavier. The Dark Stones generally either depend on their natural built-in defenses or wear armored suits. Their human minions wear armor suits equivalent to the EDF or elite wear armor that compares to Shock Protectors. Vehicles are generally protected by energy shields that can absorb more damage than equivalent armor. Personal shields are quite rare mainly because the basic technologies cannot be reproduced on Earth.

Shock Protectors

The Shock Protectors are the top military units of Alpha shocktanians. This group is made up of the guards and officers of the crashed colony ship. This is made up of many teams that go out and fight the dark stones. The primary team is made up of the following members.

Directed Force(Dem-rad-ram): He is the no-nonsense leader of the team. He leads the team through example and expects the team to follow orders. He often gets in conflicts with other team members because he has no sense of humor and expects his commands to be followed. In social situations he is polite but often abrupt with saying what he has on his mind. He has been known to show kindness to people in trouble though. He has deep blue skin and hair and is highly muscular. He wears a gray uniform with blue and green plate armor over it during battle. His primary weapon is a heavy plasma laser rifle with long range scope. He generally also carries two electro-blast pistols either of which can stun or wound an opponent.

Flame Burst(Rem-Sel-Bur): He is the team's weapon and explosive expert and party animal. He is generally known for staying out late to party and telling bad jokes during combat situations. He never lets his jokes get in the way of his work and he has been known to use the jokes to make his targets make stupid mistakes. He is green-skinned with blue hair and is fairly skinny. He has a blue uniform with gray and blue armor plates. His main weapon is a laser rifle with an explosive pellet launcher. He generally

carriers an explosive package around with himself.

Last Song(Mez-Sun-Ras): She is the teams backup pilot and expert on essence stones. She uses here knowledge and personal inventions to extract essence stones from transformed machines. She is both a bookworm and highly inquisitive. She has been known to loose hours reading a book or go out off here way to hunt down new information. Sometimes this information seeking has lead her to take risks to find out new information. She has light blue skin with mixed blue green hair in a pony tail. She wears a black uniform with little armor excluding a few red and gray plates. Here main weapon is an electro repair that can be used as a sword or short range stun weapon. She also carries a single laser pistol. She generally pilots the teams main transport plain.

Fast Start(Mev-Zoom-Boom): The teams main pilot, He can drive almost anything with wheels or wings attached. When he is in the cockpit he is a hotshot pilot who can not be stopped. Outside the cockpit of a vehicle he is a quit and seems to be very wise. He will give out advice to other team members and be calm even in the worst situations. He has light blue skin with short dark green hair. He wears a gray uniform with green plates and wears a blue hued display over his left eye. He carries two electro-blast pistols and is generally flying or driving some vehicle.

Turbo Start(Gap-Toon-Boom): The teams main tank driver, He can drive almost anything with wheels or wings attached. He is the trickster of the team. He enjoys telling jokes and pulling of tricks on others. He especially likes doing this in combat. He also has a brother, Fast Start, who a member of the team. He has light blue skin with short dark green hair. He wears a green uniform with grey plates and wears a red hued display over his left eye. He carries two electro-blast pistols and is generally flying or driving some vehicle.

Victory Hand(Fel-Hit): He is the teams martial artist and close combat specialist. He is the second youngest team member looking like someone in their mid-teens. He is cocky and highly self confident. He will generally follow orders but has been known to go his own way at times. He argues allot with Directed Force because of his attitude but is respected because of his skill. He is not a show off but his self confidence is easily seen. His one major weakness is that he does have a fear of heights, one reason he when into close combat. He has light green skin and hair and wears blue uniform with black plate armor. His main weapons are two plasma sticks and vibro battle-ax. He carries a light electro-blast pistol as his backup weapon.

Unseen(Mar): Youngest member of the team, appearing to be in her young teens, is the teams espionage specialist. She generally appears to be calm and serous but at times she has been known to explode out in anger or take some wild risks just for the fun of it. She is the team member who tries most often to join earth culture and tries to make friends with human teenagers. She does enjoy taking some risks but generally does not take highly dangerous risks. She has Dark green skin and deep blue hair in latest earth styles. Her uniform is light green with white plates. Here armor can shift color making here almost invisible if she stands still. Her weapons are extending staff and stun disks.

Other Characters

Generic Shock Protector: A generic shock protector will be blue or green skinned with dark gray uniform with blue and gray plate armor. They carry laser rifles and a single electro-blast pistol as their backup weapon. They are generally brave and follow the orders of Primary team members.

Repair Robot Drones: These are fairly generic monkey like robots that do repair on ships and vehicles. They are in every episode and are generally used as comic relief during the show. They all have names like RRD-1 or Repair-23. (Repair-23 is a blue robot monkey with wings and very annoying personality.)

Shock Protectors Organization:

The shock protectors are organized into small teams that operate fairly independently from the other teams. The individual teams generally have 3 to 10 members who are generally specialist in some area. Each team is organized into battle groups of 3 to 6 teams. Currently there are about 40 teams with about 300 Shock Protectors. Over half of the teams generally stay at main base and act as security and defense of Deep Core. Most of the rest of the teams are spread into mission groups that travel around the world to deal with Dark Stones. Since there are only roughly two thousand shocktanians on the planet including children, this is a pretty good force.

Ranks:

From Highest to lowest:

Protector Master

General

Group Captain

Group Lieutenant

Commander/Team Commander

Sergeant

Team Member

Over all the structure is fairly loose when compared to normal earth military groups.

Vehicles of Note

High Speed “Thunder” Transport: This is a delta wing 'jet' aircraft that is used to transport the protectors with their other vehicles place to place. For the primary team Last Song is the most used pilot. Thunder is armed with two light plasma lasers and defense shields but is really a transport not a high speed fighter aircraft.

“Lightning Strike” CF-12 Combat Fighter: This is a small swing wing plane armed with lasers and internal missile launchers. The plane is white with blue and green trim. The plane can hold only a single person and is fairly tight but makes up for it by being maneuverable. The plane's main engine is a plasma jet engine. The plane can fold itself

up to fit inside the thunder transport and has the ability to launch from the transport in mid flight.

“Tiger Track” AT-41 Fast Attack Tank: This is a tank with armored glass cockpit, dual turret Plasma Laser cannons and rocket launcher. The tank has tracks in the back and wheels in the front. The tank has a crew with two people, a pilot and a gunner/commander. There is also room for a single passenger inside the armored glass cockpit. The tank contains a full sensor suite that make it useful for reconnaissance.

Dark Stones

Dark Stones are the organized force of Essence Stones that are out to take over earth and use its resources to produce new war machines to take battle to stars again and to punish their masters for putting them into storage. One major goal the Dark Stones is to gather up components to the Shock Protectors Transdimensional Drive so they can free more essence stones from their storage space. When their allies are released they will convert humans and Earth into an army of Dark Stones.

Nu-Master: He is the undisputed leader of the Dark Stones. He is a transformed human who stands 8 feet tall with dark gray metal arms, dark blue body suit with black leather boots and a dark purple “crown” on his head. He also has black hair with white skin. The crown is his essence stone and it sometimes glows with purple light. Nu-Master does not have any visible weapons but can fire energy blast from his arms and project a force field to protect himself. He can communicate with other essence stones using hyperspace radio built with himself. He is a highly charismatic leader, using both words and actions to inspire Dark Stones to fight hard to defeat the Shock Protectors and capture the T-Drive components needed to free the rest of the Dark Stones. He will also spare the lives of subordinates for failure but does not take well to any treachery and punish anyone using it with severity. Occasionally he will go out and destroy objects or enemies, for he does enjoy watching the destruction of others who fight against him.

Before his transformation Nu-Master was a political prisoner in a South American jail. After his transformation he used his contacts to start building ties with underground to help with the Dark Stone's goals.

Nu-Slasher/Nu- Watcher : Head of Espionage for the Dark Stones. He is a human transformed who appears to be a normal human with blackbody armor with cutting blades on the forearms and elbows and has white hair. His essence stone glows blue right over his heart. Besides the cutting blades on his arms he also has multiple knives on his body and can fire stun blast from his left arm. Nu-Slasher is always very watchful of everything that goes around him. He prefers to make careful plans and to study an opponent rather than attack straight head on. He will use an enemy's weakness against them and try to keep to the shadows when he can. If threatened he will take direct action and eliminate the problem. He is loyal to Nu-Master, for now. His own main desire is to convert his sister, Na-Crystal, to his side in the war. (Nu-Watcher was a replacement name used in some areas because slasher was considered to violent a name.)

Na-Strips: She was a female tiger before her transformation. She is now roughly

humanoid tiger with metallic claw-hands, orange body armor and shoulder mounted plasma gun and net launcher. She does not have a visible Essence Stone but her eyes will glow red in times of heavy emotion. She does not think much like a human. When not hunting or doing an assignment for the Dark Stones she is probably resting. She believes in conserving her energy for use with only important matters. She is also a masterful hunter and enjoys going on hunts for prey, including humans. She will only take orders from people stronger than here, like Nu-Master.

Nu-Heavy: This is a transformed bear. He has metallic claws plus metallic tentacles to be used as his main weapons. Besides his claws and tentacles he has a pulse laser on his right arm and an ink launcher on his left arm. This ink launcher fires an ink which increases a person's weight making it difficult for a person to move. Nu-Heavy is dumb, cowardly and loyal to Nu-Master. He will do what is told but will complain if it puts him in danger.

No-Battler: This is the Dark Stone's Heavy Combat Command Unit. Battler is a transformed tank with twin forward claw/hands on short arms which also carry small lasers. The main gun on the turret can fire either high explosive shells or heavy laser guided particle beam that can destroy any earth tank with a single shot. Its armor is black with red markings. The essence stone is hiding inside the old driver's compartment and can sometimes be seen glowing with red light. No-Battler is highly aggressive and independent, it likes to go in and win the battle quickly. Battler is intelligent enough to come up with good battle plans to deploy troops but can attack before it is truly ready. He will sometimes ignore orders if he feels the orders are not strong or aggressive enough. He is not truly traitorous though, just impatient.

No-Racer: No-Racer is a transformed sports car. It has a blue body with a round sensor turret on the hood and robotic arms that fold into its trunk. Racer also has four robotic legs that can extend from the car's bottom to allow the machine to go on all terrain. Racer's essence stone glows bright green to where the driver seat used to be. Racer has enough room for a human in the old passenger seat. Racer is protected by an energy shield and can fire laser out of its headlights. The machine can also use magnetic force beams to push or crush opponents. Racer lives and drives fast, he also thinks he should rule everything. He has come up with many plans to try to take over from Nu-Master, but is smart enough to make sure someone else gets the blame. He often works with Nu-Slasher for reconnaissance since he looks like a sports car.

No-Dark Cruise: Dark Cruise is a transformed ocean liner. The ocean liner looks something like its original design but is equipped with gray armor plate over windows and many globes on its surface. The globes contain weapons and sensors. The weapons are either lasers, laser guided particle beams or magnetic acceleration projectile launchers. Besides the guns the ship now has limited flight capacity using magnetic levitation but it is a fairly slow method of movement. The cruise ship's defenses include a stealth field to make it invisible to radar, the ability to create mist to make itself look like a cloud when flying or cover the mist when in the water. Dark Cruise also has a low powered shield to defend itself. The No-Dark Cruise personality is confused because

three Essence Stones combined each with its own personality. The ship has been known to argue with itself and to take stupid actions when not being directed by someone with higher command status. Dark Cruise stores large number of vehicles and creatures and can produce small battle robots to help Dark Stones in fights.

Combat Attack Robots(CARS): These are 4 foot tall robots that act like mass cannon fodder for the Dark Stones. They run on simple artificial intelligence software and follow the orders of any Dark Stone. They run on four large rubber wheels with a thin upper body. They have 2 arms, one ending in a small claw the other ending in an small ion blaster. Some models carry explosive pellet launcher instead of the ion blaster. Some models have backpack mounted missile launchers carrying 2 missiles. The units are black with green and brown highlights.

Aerial Interceptor Robots Planes (AIRplanes): These are small tilt engine planes that the Dark Stones use as their main air coverage weapons. The units have a bulky central body with two tilt engines in the units rear and two on the units delta wings. Each one runs on a modified CAR AI system and generally swoops down on opponents in units of four. The units are armed with missile launchers on each wing, an ion gun turret on the bottom of the craft and twin lasers mounted on the front of the craft. Like the CARs each unit is black with green and brown highlights.

Other Dark Stones: There are many other Dark Stones seen throughout the series including a transformed dump truck. Most of these units are seen in only one or two episodes and then are forgotten about. Some of the other transformed vehicles includes two helicopters and a transformed jet fighter. (The comic book version included a much larger variety and much larger numbers then provided by the cartoon series. This includes a whole division of transformed tanks and military vehicles.

Other Characters and Groups

Na-Crystal: She is a human who became a Light Stone at the same time her twin brother Nu-Slasher became a Dark Stone. She has red orange hair with fair skin, the only evidence of her transformation is a crystal that glows orange in here chest and light crystal armor on here arms. She can project a force field around here body for protection and can fire beams of light out of here forearm armor, like here brother she has extending cutting blade come from here forearm armor. She also has a limited flight using magnetic levitation but she has to stay close to the ground and move slowly, slower then she can run. Her personality is outgoing and adventurous most of the time. She enjoys being in the outdoors and many sports. At times she can show both sadness and guilt over both her and her brother's transformation. She stays out of the war for the most part but does occasionally enter battle against the dark stones, especially to get her brother back.

Nu-Historian: Historian is another transformed human, but no one knows whose side he is on. Historian is an average looking human with brown hair, fair skin and brown eyes. The only evidence of his transformation is gray spots on his body. He is known to be

sensitive to electromagnetic radiation and trans dimensional signals. He is a walking sensor network but has no offensive capacities and can produce only a very light force field to protect himself. He has been seen helping Earth Defense Force and Graystone Electronic Technologies, he has at time helped both Essence Protectors and Dark Stones. His main goals seem to protect human life and limit the war between the two different groups. Most of the time he is quiet and stays out of peoples the way, but has been known to tell people what he thinks. He has been known to say what he thinks are fooling plans and even tell off important leaders when they do less then intelligent things. He was originally created for the comic books but ended up in the series in a few episodes.

Luck Graystone: A rich business man and inventor has a major problem with both the Shock Protectors and Dark Stones and there little war. After one of his businesses is destroyed by a major battle he promised to stop both sides. He is highly intelligent and resourceful he uses his assets to create the Earth Defense Force. He has great compassion helping many people hurt by the battle between the two groups. He is black and has a family and lives in a big and well protected mansion.

Earth Defense Force: There is no consent soldiers seen trough out the series but the EDF is scene in many episodes. The group wears brown military uniforms with EDF markings on each shoulder with brown helmets. Their weapons varies trough out the series starting with conventional rifles at the start of the series ending with laser rifles carrying under barrel rocket grenade launcher. The EDF can be found fighting the Dark Stones or getting in the way of the shock protectors. The group will work with the shock protectors from time to time, but they do not like the shock protectors.

Light Stones: Light stones represent a group of Essence Stones who oppose Dark Stones and who for the most part go to protect humans. Unlike many of the other groups Light Stones are not very organized, in fact most groups are independent. The light stones do vary in abilities and looks as much as dark stones and so do their attitudes. There are no “generic” Light stones, they all vary in look and ability. There are more Dark Stones then there are Light Stones.

Locations:

Deep Core:

This is the main base of the Shock Protectors. The base is constructed high in the Rockies where the original ship carrying the Shock Protectors originally crashed. The base is made up of two large spheres with a connecting structure between the two spheres. One sphere is the main command center, living quarters and medical wings of the base. The second sphere contains the repair and landing bays along with the main fuel and power plants. Each sphere is about three hundred feet round and fits tightly into the mountains. The connecting structure does not touch the ground and is fairly complex look to it. Around the main base there are a number of smaller buildings and odd pieces that were once part of the ship. As each season comes these new buildings include factories, weapon stations and a visitor’s center. The base also has an underground jail/storage facility to contain capture dark stones. For defenses the base includes a whole

range of force fields, plasma laser cannons and magnetic rail guns.

Dark Home:

During the end of the first season and all of the second season Dark Stones control a South American country they call Dark Home. The original name of the country was Montañas Hermosas del Rey but the Dark Stones change the name when they took over. The country is made up mostly of great mountains and large Tropical Forest. The dark stones have built many factories and military bases including a huge artificial mountain that serves as the main base of their power. The villages and cities are generally dirty and primitive when compared to the highly advanced tech that the Dark Stones possess and produce on a daily basis. The country's defenses include retro-fitted middle 20th century fighters and tanks along with shield generators. Most of the time Nu-Master or one of his many toadies rules the country with an iron fist.

Season One

Season one introduces the whole group of shock protectors and dark stones. It is dominated by introduction and episodes defining the characters. There is plenty of action going around but overall it is fairly subdued in overall damage to the whole world.

Episode 1: "The Shock felt around the world"

The basic introduction episode for the series. Has the destruction of the storage sell of the Essence Stones, the awakening of Nu-Master and creation of the Shock Protectors. Also has a transformed garbage truck for the first major dark stone seen in combat.

Episode 2: "The Light and the Darkness"

2 twenty year olds are camping out in the wilderness when they see fireballs crash landing near them. The two seek out the landing site and transformed into Na-Crystal and Nu-Slasher. Responding to reports of strange happenings in the area they land and find the brother and sister fighting. The shock protectors enter the fight finding out about the light stones. In the end Nu-master appears and helps defeat the Shock Protectors.

Episode 3: "Voyage over Dreadful Waters"

There is a cruise on in the Caribbean and everyone is having a good time. The ship ends up becoming No-Dark Cruise and it's up to Shock Protectors to stop it. The battle includes the introduction of Nu-Heavy and Na-Strips.

Episode 4: "Viva Lost Wages"

Flame Burst and Victory Hand are both in Los Vegas to relax and party. They run into problems because of them being aliens and not understanding earth culture. Also Nu-Slasher is going to see mobsters to try to seek the mob's aid. Of course conflict follows.

Episode 5: “The Gray Stone Destroyed”

Graystone Electronics Technology Corporation is analyzing a piece of a T-Drive that crashed near one of their factories. Nu-Master leads a team to bring the component back to Dark Cruise. The Shock Protectors appear and a large battle commences. During the battle Nu-Historian appears and will give Nu-Master the component if he leaves the battle. Nu-Master takes the deal and gets the T-Drive part. This episode also introduces Luck Graystone.

Episode 6: “Dances and Chases”

Unseen makes friends with some local teenagers from around Shock Protectors base. She and Victory Hand hang out with them including going into the woods. Problems ensue as anti alien nut, No-Racer and slasher appear and start causing trouble for the group of teens. Episode includes Na-Crystal showing up to help the teens.

Episode 7: “War and No Peace”

T-drive components are found in South America so the Shock Protectors appear to gather them up. Of course the Dark Stones are there to capture the components and begin their conquest of the world. Both sides are hampered by the EDF first appearance and Nu-Historian appearing. The episode includes great destruction to the local city and show the Shock Protectors helping rebuild the city in the end of the episode.

Episode 8: “Force and Directions”

Directed Force is out looking at a US Military Base during a war demonstration giving for the public. One of the tanks is taken out by an energy weapon fired by No-Battler. This is also the first appearance of CARs. Can Directed Force help the US military fight off this enemy till help arrives?

Episode 9: “Song of Knowledge”

Last Song is exploring a museum when she runs into some off Duty EDF. Conflict come to past but Last Song leaves and enters a Library and ends up helping one of the EDF's members children with their homework. Can Last Song find peace with the child's parents.

Episode 10: “Technology for Sale”

A black marketeer is selling T-Drive components. Everyone shows up trying to gain the components. A three way battle begins between the EDF, Dark Stones and Shock Protectors. Nu-Historian destroys the components, but the conflict continues.

Episode 11: “Tiger and Regret”

Both Unseen and Victory Hand are hanging out with friends from episode 6. Unseen has to deal with her friends being captured by Na-Strip and Nu-Heavy and must defeat Na-Strip in a hunt without her weapons. No-Racer and Nu-Slasher separate out Victory from his friends, slasher challenges Victory to a fight but uses all his cunning to defeat Victory Hand in the fight to try to break his confidence. Uns Montañas hermosas del reyeen's friends free themselves to help her, Victory defeats Slasher in the next fight

but is force to look at himself in a different light.

Episode 12: “To Race or Not To Race”

No-Racer makes an agreement with No-Battler that Battler will secretly support No-Racer in a bid for power if No-Racer can defeat Fast Start in a race. The race is set up by Nu-Master as a challenge for a set of Essence Stones. The EDF thinks the race is a good Idea since it will limit damage for at least one battle. The race is on, but during the race both Nu-Slasher and Nu-Master go missing. Directed Force wanders where they have gone?

Episode 13: “Darkness Home”

Many new Dark Stones appear in a South American country. The Shock Protectors go down to investigate. A battle ensues between the new Dark Stones and Essence protectors, the Essence Protectors win but are suddenly surrounded by the countries army, which includes CAR's and advance energy weapons. The leader of the country made a deal with Nu-Master to provide a new home for the Dark Stones in exchange for technology. The Shock Protectors get the leader to agree to remove the Dark Stones but Nu-Master leads a rebellion against the government.

Season 2 “Military Might”

Episode 14: “Darkness Home Revealed”

The army deals with the rebellion as the Shock Protectors go after the Dark Stones. The battle is fierce, There are dog fights in the air, Victory Hand takes on Nu-Slasher and there is a running gun battle between Directed Force and Nu-Master. When the new Dark Stones reappear and help chase of the Shock Protectors. A huge fortress is revealed for the Dark Stones, with there own country surrounding it.

Episode 14: “War with Self”

After the big battle a giant argument come forth between the shock Protectors. Each goes separate ways to cool off. They visit friends and talk to allies gained from there adventures. The matter is soon resolved as new transformed machine arises near the base the Shock Protectors reunite to defeat it.

Episode 15: “A Brother's Love”

Fast Start and Last Song go out for a night on the town. The two are captured by Nu-Slasher. After their capture Slasher calls his sister so she can come and rescue them. Using a set of traps and knowledge of his sister, slasher tries to convert Crystal to his side. In the end he gives his sister a choice between her life or the two Shock Protectors. Crystal gives her life for the two, her brother is not happy...

Episode 16: “Rush and Boom”

In Nu-Masters new home country (now called “Dark Home”) a factory for the construction of T-Drive components is nearing completion. The Luck Graystone calls in the Shock Protectors in to help him destroy the factory. As an air battle takes place above, Nu-Historian and Fire Burst go in to destroy the factory. The two have to

deal with many obstacle, including many Dark Stones. When the factory is destroyed it looks like a new day of understanding will form between the EDF and Shock Protectors.

Episode 17: "Same Old, Same Old"

Many false reports T-Drive components and Dark Stones lead the entire group on a less than merry chase. When the last one is real, will the tired team bother to show up?

Episode 18: "New Leader, New Problems"

Directed Force is sick so a temporary being leader of primary team. A temporary new leader called Storm Leader is put in charge. He is much more hard-nosed and stubborn than Directed Force and puts the team through humiliating drills. When a combat situation comes up will he prove not to be much of a leader.

Episode 19: "Going Down the Road"

This episode is basically a road trip between Fire Burst and Fast Start. The two get on each other's nerves through out the drive. When a school bus gets in trouble, both of them have to work together to save it. This includes a good ole boy corrupt sheriff.

Episode 20 : "Let Chaos Reign"

A major T-Drive component is found in a major city. The shock protectors and Dark Stones have a major fight over it. The EDF shows up and attacks both sides hoping to break up the battle. Includes Nu-Historian helping the EDF.

Episode 21: "To Protect Life"

Nu-Master decides that Luck Graystone is bringing too much trouble and sends out Nu-Heavy and Na-Strips say high to Luck's kids. The Shock Protectors go to defend the children, including a developing friendship between Luck's eldest daughter and Victory Hand.

Episode 22: "Shock into Light"

All of the free light stones meet to discuss their future in the world. The Shock Protectors are invited to be part of the discussions. The Dark Stones are not happy about this and send in representatives to try to break it up. There is both battle and political intrigue for this episode. It also represents the first meeting between Na-Crystal and Nu-Historian.

Episode 23: "Boxing for Glory" AKA "Forget this Episode Ever Existed"

To relax the Shock Protectors go out to a boxing match and find many of the Dark Stones have gone to the same match. A fight develops between the two groups and both Nu-Master and Directed Force enter the boxing ring to settle the score. (This is voted the worst episode of Essence Shock. When the show is released on video tape years later this episode disappears.)

Episode 24: "Tiger, Tiger who Hunts You?"

Na-Strips goes out and hunts in Europe for her prey. The shock protectors go out to stop her. The hunt for the tiger is difficult but they finally find the cyborg cat. In the end Unseen takes down the cat.

Episode 25: “Remove thy Heart”

Last Song creates a machine that can extract a vehicles Essence Stone. The Shock Protectors and the EDF go out to hunt and capture some Dark Stones to test the units on. In the mean time the Dark Stones go to counter this new device. The device is destroyed but No-Battler losses his essence stone.

Episode 26: “Light United”

The Shock Protectors and EDF goes out to finish the Dark Stones. There is a massive sea, air and land battle. No-Dark Cruise is practically destroyed, Victory Hand and Na-Crystal capture Nu-Slasher. A meeting between Directed Force and Nu-Master and No-Racer getting crashing into a Palm Tree as he runs from the battle. The good guys win in the end, But Nu-Master is missing.

Movie/Season 3 “Darkness Shall Rise”

Nu-Historian is seen outside the main base of the Shock Protectors looking toward the sky. Else were the now captured live Dark Stones are being feed in there prison sells but seem to happy. All at once the sky burst with colored light, as new essence stones rain down on the earth. Nu-Master has gained control of a T-Drive and has freed more of his “brothers”. The Shock Protectors and scramble to face down this new menace. The Protectors are forced out of there own base and must make plans to defeat the new Dark Stones that are rising up all over the world. Soon the old dark stones are freed and a new battle begins between the Shock Protectors with help of the EDF and newly awoken wight stones versus the Dark Stones. The good guys are forced back from the enemies greater forces.

Nu-Historian appears to Nu-Master and tells him that he has not truly won but has brought down a greater danger to the Earth. All over Earth the skies light up with T-drive exit points as the Tal'i'ent appear along with Essence Stone enhance battle machines. A three way battle starts, forcing the Earth based groups to unit to try to defeat Tal's superior forces. In the end Directed Force, Luck Graystone, Nu-Master and Nu-Historian meet with the Tal's leader and make a peace agreement. One last battle between a Tal, Directed Force and Nu-Masters decides the end of the battle. Directed Force wins. The Tals agree to leave earth with most of the essence stones. The live dark stones are left under earths care.

Episode 27: “Post-Game Rap Up”

This episode is mostly comedy, it include CARs and Repair Drones talking and complaining about there bosses. A robot game of baseball(CAR units use their guns) and interview with some of the cast members. This episode is only seen by people who buy the movie on tape.

Back Story:

During the late 1970's the Noble Product Corporation bought out the toy maker Make Real Fun. Noble was a pretty big corporation who wanted to expand into the children's toy market. The lead designer Karl Steward had a few new toy designs for the company's action storm military line and some test for "Real" Alien invasion line. Both of these lines were slowly losing ground so the new designs were not produced. When the 1980's hit and new action figure toys appeared Karl Steward looked at the old designs and thought they could become good products in the current market. Noble Product Corporation had it Stellar Comic come in to work with Karl to make up a story for the toys. As ideas went back and forth it was clear that Karl and lead writer at Stellar, Max Tanner, had different ideas about the basic story of the toy line. In the end the first few toys of the Essence Shock toy line came out.

The toys sold well and Stellar Comics created a comic book that appeared in 1982. The first toys included some of the humanoid dark stones and the shock protectors. The shock protector toys actually looked more alien than what was in the comic's books or television show. At the end of 1982 Karl Steward retired and Max Tanner gained more control over both the toy line and story. He worked with the toy designers to come up with new Dark Stones including vehicle dark stones. By the end of 1983 work had started on the Essence Shock cartoon show. When it was released in 1984 the show and the toy line were both a success. The show actually missed much of the controversy of other shows at the same time period by some strange miracle. When the new season started for the 1985-86 season parents groups noticed the violence of the show and started protesting the show. One of the most controversial episodes was from the first season, "The Light and the Darkness". The company actually gained sales so kept producing the toy line. They also started to produce the Essence Shock movie. The movie took longer to produce than was originally expected at this point sales of the toy line was slowing down. When the movie was released it was a flop, the toy line was oversaturated with new toys and cheap knock offs produced by competitors. So in 1989 both the toy line and the new seasons were canceled. The comic line continued till 1992 and as the internet developed new interest in essence shock was spawned. By then Noble was on bad financial legs so sold the rights to essence shock.

Designer Notes:

Well this was the first series I designed for Cartoon Action Hour and I wanted something that was flexible and slightly different yet reflected some of the show from the eighties that I enjoyed. I do not know how successful on being different but I do think that the series does provide many areas for the story to go. The central story is

fairly simple good versus evil and story of people cleaning up a mess they create but I do provide plenty areas for side stories. For normal stories players can use Shock Protectors and go out to face the evil of the dark stones. For something a bit different the characters could play Light Stones who while powerful will have to earn the trust of the people around them. Theoretically the players could also be members of the EDF and bring the fight against the alien invaders.

While I give my basic idea of how the series would have played out. One possible version could be far darker, more along the lines of how the comic would have played out. The shock protectors should have a harder time to adjusting to Earth and have many problems with people distrusting them. The EDF should show up earlier and cause far more trouble for our heroes. The last part is to play up the appearance of the Light Stones and their interaction with the dark stones. Have one character be a converted human light stone, have a dark stone pretend to be a friend ect. Another way to go with the series is to make it more light-hearted. To do this drop out the EDF and humans that has great distrust for the shock protectors. Another thing that could be done is to encourage more comedic characters and play up any stereotypes the characters might have. So basically take this series and have fun with it.

Series Guide:

Character Points: 100 Points

General Guidelines:

Characters are assumed to be mainly shocktanians who are shock protectors. Besides the character's natural electric attack SA the character should mainly use technology to fight. The basic traits should cover shocktanians with possible story hooks from their lack of knowledge of earth. Other possibilities include being human friend or member of EDF. They should be played as normal humans. The last possibility is playing a light stone. A light stone is fairly wide open, going from transformed humans and animals to intelligent vehicles and machines.

Default Size: Medium

Default Vehicle Size:

Maximum Trait Ratings: 4 normally up to 4(1) with SA's for shocktanians/humans.

Light Stones have maximum of 4(2) for vehicle versions.

Required Traits: None

Disallowed Traits: None

Special Abilities

Types of SA's Allowed: Gadgets, Weapons, Racial Abilities, Vehicles and Animal Companions

Other SA Guidelines:

When building a shocktanian remember that each member of the race can produce a small electric blast for self defense. This attack should be touch or short range at best but basic damage can vary but should be fairly weak. Other wise humans and shocktanians should be constructed as fairly normal with gadget based SA.