

BELICA'S TRADITION

Written by

Reid Gillis

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reid.m.gillis@gmail.com
780-953-7880

SUMMARY OF STORY:

Cohesive communities can provide comfort, support and purpose to everyone within the group so long as they unquestionably accept traditional shared beliefs. However, maverick members often have but three choices: conform, flee or punishment. Outside groups may be a better fit for mavericks and provide similar benefits, but there is no substitute for family. Such is the case with **BELICA** and her family who live in the forest dwelling community of **WILLA** (the citizens of which are called **WILLATS**). A galactic peace keeping corporation called **UNIT UNITY** became Belica's new family; however, their lack of rules and high collateral damage has made the Willats see them as enemies.

The tension and rejection felt by Belica is personified in her sister, **SPARROW**. From a young age, Belica was a free spirited critical thinker who wore her heart on her sleeve. Sparrow was a stoic old soul who followed tradition to the letter. Sparrow's dislike turned to resentment when the town started looking down on the their family due to Belica's misbehavior. It reached a crisis when Belica fell in love with a Unit Unity soldier. She left Willa after their father, **YAWN**, disowned Belica. In Belica's absence, Yawn became ill and died before word of Yawn's illness reached Belica. Willats believe that parents who don't properly rear their children to follow tradition are not permitted into the afterlife. On his deathbed, Yawn was terrified of his inability to reach the afterlife, which Sparrow blamed Belica for.

LEMA, Yawn's wife, contacted Belica to inform her of Yawn's passing and request that she return. Willats take a sacred journey from Willa to the peak of a mountain both to give birth and to deliver the ashes of the deceased. Tradition dictates the eldest living child is responsible for being "**the carrier**" for their parent's ashes. Belica refused to return to Willa, finding facing Sparrow and the towns folk too difficult. Lema, her love unconditional, understood Belica's decision, but requested that Belica still be her carrier after she dies.

FADE IN:

INT. EMPTY SPACE - UNIT UNITY SPACE STATION - OFFICE - NIGHT

LT. BELICA (30's), blonde female, jovial, wearing white space marine amour. CAP. STEPHENS (50's), female, stern, wearing blue amour sits at her desk. Unit Unity is more a laxed police force with a large budget than a military.

BELICA

Captain. You wanted to see me.

CAP. STEPHENS

I got your request. Sorry to hear about your mother.

EXT. EMPTY SPACE - UNIT UNITY SPACE STATION

A personal military space craft piloted by Belica disengages from the Unit Unity space station and then flies away.

BELICA (V.O.)

Thanks cap. It's just too bad she has to spend eternity with my dad.

CP. STEPHENS (V.O.)

(laughs)

Before I can approve your time off though we need to fix an error.

BELICA (V.O.)

Sorry? What error?

INT. EMPTY SPACE - BELICA'S SPACE SHIP - NIGHT

Belica pushes a button and the ship goes into hyper space.

CP. STEPHENS (V.O.)

You wrote that you needed three months off.

BELICA (V.O.)

That's not an error.

CP. STEPHENS (V.O.)

Again, my condolences, but you're in the middle of negotiations.

BELICA (V.O.)

It's for a ceremony. A journey my people take when they die.

CP. STEPHENS

We keep the peace. More people die
if our leaders take extra time off.
Do your journey thing in month.

INT. SPACE IN ORBIT OF A PLANET - BELICA'S SPACE SHIP - NIGHT

Belica's ship comes out of hyper space. A planet is visible
through the ship's window. Belica pilots towards the planet.

BELICA (V.O.)

I'm not one for tradition, believe
me, that's why I left. But I need
to do this right.

CP. STEPHENS (V.O.)

Do what you need to. I can't deny
request for religious shit.

BELICA (V.O.)

Thank you. I guess.

CP. STEPHENS (V.O.)

I see you sitting in this chair
someday. But it's stuff like this,
or getting pregnant, whatever, that
makes you less viable.

INT. PLANETS ATMOSPHERE - BELICA'S SPACE SHIP - NIGHT

Belica pilots the ship through the atmosphere toward a lush
green continent. There are cities but no modern technology.
The only light comes from lanterns and glowing blue rocks.

BELICA (V.O.)

I'll try to do it sooner, but that
seems a bit unfair.

CP. STEPHENS (V.O.)

Well, having lax rules has
benefits and downsides. You can do
as you please in the field, I can
pick replacements as I see fit.

EXT. FOREST - NIGHT

A dark old growth forest lit by moonlight. CREATURES CALL AND
HOWL. Stars fill the sky. Belica's space ship lands.

A door in the spacecraft opens and out walks Belica. She
walks into the dense forest gun in hand.

EXT. FOREST - OUTSIDE WILLA PERIMETER - GLOWING ROCK - NIGHT

Belica nervously talks. It appears she's talking to someone, but we cut back to see she's talking to a glowing rock.

BELICA

Hey Sparrow, sorry to hear about...
I missed you, and I really miss
mom. Wish I could have... Can we
forget about... you having the same
emotional range as this rock.

Belica turns and stares at the houses on Willa's perimeter for a long beat. She SNIFFLES and wipes away tears.

BELICA (CONT'D)

Fuck. This is going to suck.

Belica looks up at the starry sky and EXHALES DEEPLY.

BELICA (CONT'D)

Doing this for you.

SPARROW (O.S.)

Belica? What are you... I, I didn't
know you were coming.

SPARROW (30's), brunette, female, stoic, traditional, and wearing leather amour walks from the town toward Belica.

BELICA

Sorry to hear about mom.
(a long beat of silence)
It's nice to see you.

Belica goes for a hug. Sparrow extends her arm for hand shake. Belica pauses, shrugs and then shakes Sparrows hand.

SPARROW

Unannounced and late.

BELICA

Couldn't decide what to wear.

They walk slowly toward a house. Sparrow doesn't respond.

BELICA (CONT'D)

See that's a joke because I only
have one suit so it's funny becau--

SPARROW

Why are you here? Really?

BELICA
I promised mom I'd be her carrier.

EXT. - WILLA - PATHWAYS BETWEEN HOUSES - NIGHT

Sparrow LAUGHS. A beat, Sparrow realizes Belica serious.

SPARROW
THIS, THIS is a joke. Being the
carrier takes years of training.

BELICA
Or one gun.

SPARROW
Go home. Haven't you embarrassed us
enough? All mom's friends must join
in the journey see her off. You
barley know them or the rituals.

BELICA
I will by the end of the journey.

A long beat of silence. Belica finally breaks the silence.

BELICA (CONT'D)
You can be my carrier for my ashes.

SPARROW
And which of your MANY friends
would join me?

A long beat of silence. Belica, hurt, looks at the ground.

BELICA
You're right. I don't wanna be here
and everyone hates me. Everyone
except mom. I'm here for her.

SPARROW
Do not pretend like you care about
mom or her wishes. You left.

BELICA
I'm here now. Some of us express
how we feel with actions. Like
crying, talking, or human emotion.

SPARROW
Crying is a luxury. Fine. Go
embarrass us and get killed. Just
try to die on the way back AFTER
you have delivered mom's ashes.

Belica SNIFFLES and fights back tears. That really hurt.

BELICA

Do I really deserve this?

SPARROW

You know what you did... I think
we're done here.

Belica watches Sparrow walk away between the houses.

GAMEPLAY START:

Player must go into Willa and find the funeral. They can either sneak in and avoid confrontation and clues, or stop to talk to Willats.

If the players talk to Wallats, they'll get a mix of passive aggressive insults, hints about the journey, or questions about a speech the carrier must give, which Belica hasn't prepared.

FADE OUT: