

SAVORIS SCIPIO

TRENTON WOODBERRY

SOME SPILLS DON'T WIPE CLEAN

WHAT DO  
WE  
DO NOW?



Silly Dreamers  
Indie Productions

# EXECUTIVE SUMMARY



## FORMAT:

Half-hour TV series (Pilot Script Complete)



## GENRE:

Dark Drama, Crime, Workplace Thriller



## TONE:

Tense, character-driven



## VISUAL STYLE:

Contained, gritty but colorful. Realistic lighting with moments of stylized surrealism.



## SETTING:

Florence, South Carolina (Small-town) / Single-location retail space



## EPISODE COUNT:

Limited Series (6–8 episodes), with potential for expansion



## TARGET AUDIENCE:

Ages 18–45, skewing toward millennials and Gen Z. Viewers who enjoy dark dramas, workplace conflicts, and contained thrillers. Fans of shows like The Bear, Barry, and Severance



## ESTIMATED BUDGET (PILOT):

Low to moderate (\$200K–\$400K depending on cast/location)



# LOGLINE

After an **embezzlement scheme** spirals out of control, a small-town paint crew is forced into a reluctant alliance with a blackmailing auditor. As the money grows and the crimes mount, the crew must cling to each other while navigating betrayal, secrecy, and the dark lengths people will go for **fortune**.



# SYNOPSIS

**A crew of paint store employees stumbles upon a loophole in the company's bookkeeping and seizes the chance to quietly siphon money for themselves. But just as the scheme gains momentum, a surprise visit from an auditor puts everything at risk. Instead of turning them in, he offers a chilling proposition: cut him in, or go down.**

Backed into a corner, the crew agrees and soon their quiet lives explode into a whirlwind of fast money, forged identities, and increasingly dangerous jobs. With each cover-up more extreme than the last, they find themselves deep in a world of crime they never intended to enter. But as the stakes rise and loyalties are tested, they begin to question who they're becoming and how far they're willing to go to keep their secret alive.

At the heart of the chaos, the crew turns to Geoffrey — their most reluctant member — to lead them out of the wreckage. But escaping this web may require sacrificing more than they ever expected. What started as a hustle has become a reckoning.



# GEOFFREY

(MID-50S, AFRICAN AMERICAN)

**Geoffrey is smooth, soulful, and calculating; an old-school man with a taste for jazz, funk, and planning every move three steps ahead. He's disarming in conversation, effortlessly charming, and always reading the room. But behind his calm exterior lies a long-brewing storm.**

Decades ago, Geoffrey's father owned the very paint shop where Geoffrey now works. That was before Color Crafters, the faceless corporate giant, took it all. They seized the land, destroying his father's reputation, and left his family with nothing. Geoffrey never forgot. He's spent years crafting a plan to take everything back, quietly funneling money through an embezzlement scheme to one day buy the store back with the company's own money. But he won't stop there. He wants the whole operation to fall.

To everyone else, Geoffrey's just another employee with a cool head and a charming smile. But this is personal. He's not just stealing, he's reclaiming.



*Think Uncle George in Lovecraft Country*



*Think Will Poulter in The Maze Runner*



## BILLY

(LATE 20S, CAUCASIAN)

**An impulsive but improving employee. While often childish, he's learning what it takes to be a leader. As tensions rise, he starts trusting his gut and thinking on his feet, proving that under Geoffrey's influence, he might just become something more.**

As the kind of guy who wears his name tag like a badge of honor, Billy a Color Crafters associate by night and a Boy Scout counselor every other night. What pushes him into the embezzlement scheme isn't greed, it's love. He's determined to gain custody of his ex-girlfriend's young son, a kid he helped raise before addiction drove her down a dangerous path. The courts aren't on his side, so Billy knows he'll need serious money to fund a legal team, and to build the kind of life the boy deserves. But when the stakes rise and danger becomes the norm, Billy's Boy Scout optimism hardens. He trades knots for firearms, ready to protect his crew at all costs. Billy is usually the first to jump in and maybe the last to walk away.

## FAYE

(EARLY 20S, AFRICAN AMERICAN)

**A high-strung, anxious new hire who never expected to be thrown into a situation like this. She just wanted a job. Now, she's trapped in a conspiracy she barely understands. But when push comes to shove, her sharp instincts may make her the wild card.**

Faye doesn't exactly scream "criminal." But pressure has a strange way of shaping people. As the stakes rise, Faye finds herself thriving in the chaos, discovering a knack for deception. The thrill of lying, of slipping into different versions of herself, becomes a kind of power. It's control in a world that's never offered her much. She's not doing this for fun, though. Faye needs the money to get her father out of prison. With no one left to lean on and an apartment that's far too quiet, she sees Geoffrey's plan as a risky lifeline. Hesitant but fueled by desperation, Faye signs on. The more she lies to others, the more she hides from herself, but nothing, and no one, will stop her from getting her father back.



*Think Taylor Russell in Escape Room*





# THE AUDITOR

(30S, CAUCASIAN)

**Slick, observant, and always ten steps ahead, the Auditor walks into the paint shop like he owns the place. A sharply dressed, young numbers man with a keen eye for detail and a knack for sniffing out irregularities, he's not here to follow the rules, he's here to bend them. Charismatic and composed, he's the kind of guy who can get under your skin without ever raising his voice.**

Behind his confident exterior lies a man on the run from his abusive wife. When he uncovers the crew's embezzlement plan, he doesn't report it, he seizes it. For him, this isn't just a score... it's an escape plan. Cold and opportunistic, he's willing to fake his own death, forge a new identity, and even spill blood if it means escaping his past. He's chasing freedom, love, and reinvention. He thought he had it all figured out... but he didn't count on Geoffrey, a man who might be even more strategic than he is.



*Think Mike Byrne in The Sticky*



# THE PACT

**They'll steal. They'll lie. But there are lines they swore never to cross.**

The Color Crafters crew seals their loyalty with a simple token, paint can openers dipped in a deep crimson shade called Bleeding Hearts, and sealed beneath a hard, clear coat. Small enough to carry everywhere, they're a constant reminder of the rules they swore to live by:

**Don't drag kids into this**

**No murder... EVER**

**Watch each other's backs**

**Nobody talks. Keep issues inside the family**

**And when it comes to the money, your cut is your business. Don't ask, don't tell!**

Bound by a code of honor, the crew clings to this pact as their safety line in a dangerous game. They repeat it, remind each other, and reinforce it whenever temptation creeps in.

But in the criminal world, even the strongest steel can bend. One by one, the rules blur... then shatter. By the time the paint dries, the pact is nothing more than a stain on the floor.



# TONE, STYLE & WORLD

## THE TONE

A sharp mix of grounded drama and sly humor. The story shifts seamlessly between tense, high-stakes moments and flashes of levity, keeping audiences on edge yet invested in the characters' humanity.



## THE VISUAL STYLE

Cinematic and character-driven, with deliberate pacing that lets tension breathe.

Color shifts: warm tones for trust and camaraderie to cool, desaturated palettes as moral lines blur.

Visual references: Breaking Bad (tension & transformation), Ozark (grit & tone), How to Get Away with Murder (character depth & layered plotting).



## THE WORLD

Modern-day South Carolina, specifically a regional paint supply chain. On the surface, it's ordinary; bright walls, stocked shelves, friendly service. But underneath, it's a web of hidden agendas with whispered deals and personal vendettas. The quiet, familiar setting hides a dangerous undercurrent, making every choice feel riskier.



# TV RATING: TV-MA

## Mature Audiences Only

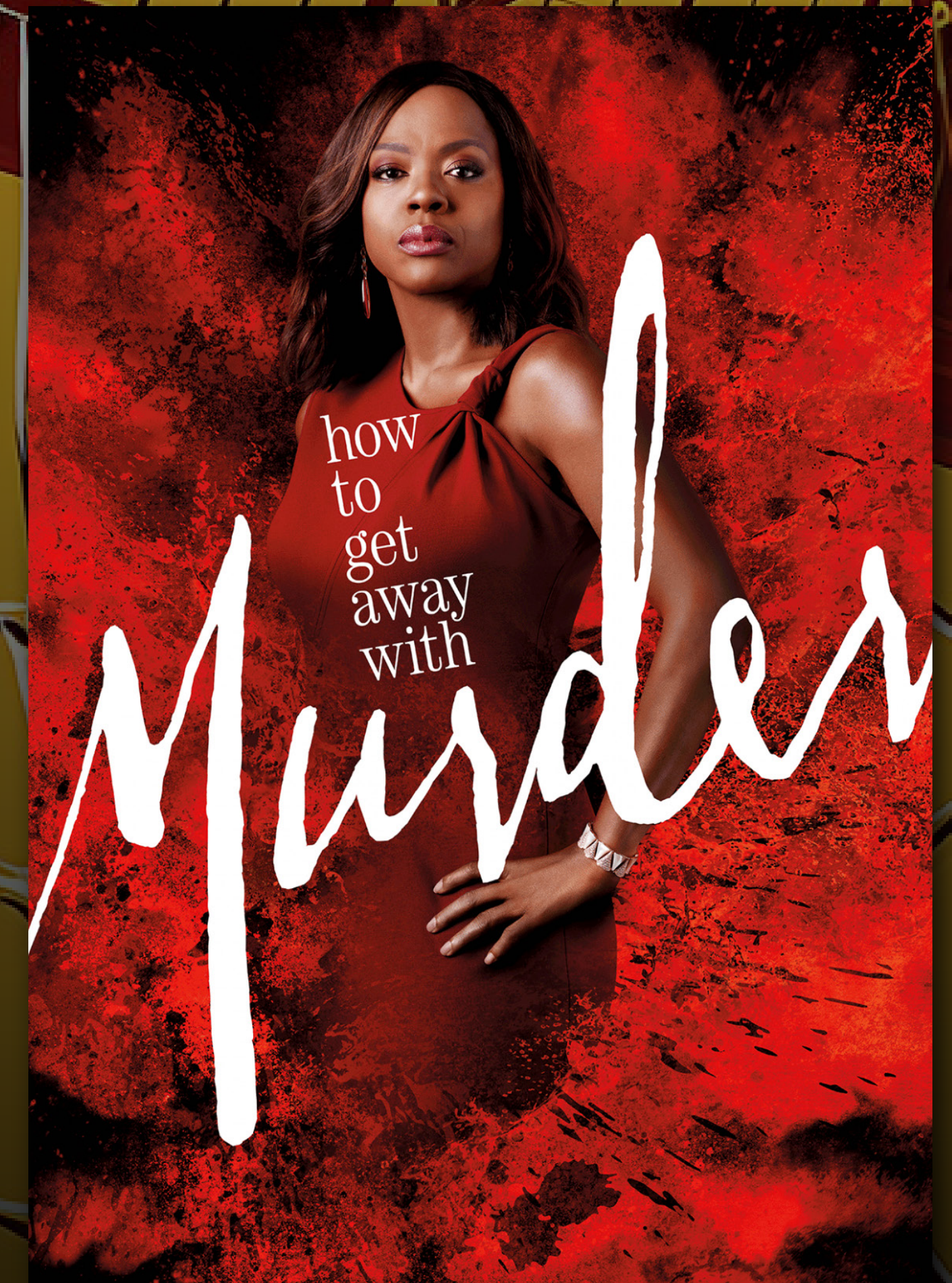
Language: Strong language throughout

Violence: Some physical altercations, implied off-screen violence

Themes: Deception, embezzlement, paranoia

Drug/Alcohol Use: Possible references but not a central theme





**COMPARABLE MEDIA**

# SCRIPT EXCERPT

Footsteps approach rapidly. GEOFFREY - (54) African American male with a slightly grayed afro - enters dressed the same as them, his face tight with irritation. He stops short when he sees what they're looking at-

A PAIR OF LEGS, motionless, sprawled on the ground. Blood pools around them.

Geoffrey exhales sharply, running his hand down his face.

GEOFFREY  
(under his breath)  
Dear God...

Faye's breathing quickens again.

FAYE  
Geoffrey...

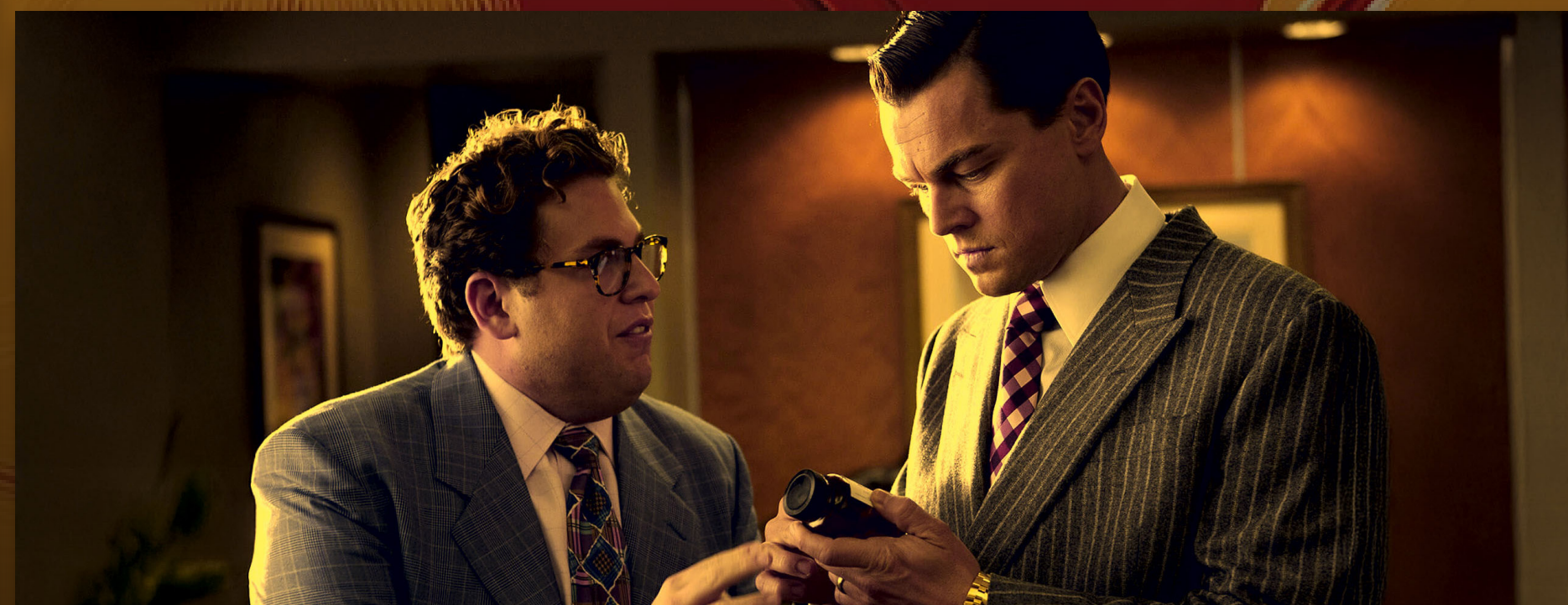
GEOFFREY  
Give me a second, Faye.

BILLY  
I didn't... I mean- it just happened so fast! I didn't mean-

GEOFFREY  
(snapping)  
Stop talking.

They watch as Geoffrey continues looking at the body as the room grows silent - his expression grim.

Faye mouths something to Billy.



# MOODBOARD



# BEHIND THE VISUALS

**YES, this pitch deck uses AI-generated assets, but only as a tool.**

**Our decision to use AI was driven by practicality:**

- ♦ **We currently don't have an in-house artist and lack the funds to commission one. If you know an artist who'd like to collaborate with Silly Dreamers, we'd love to talk.**
- ♦ **We didn't want to delay sharing a strong idea in a fast-paced industry where it's easy for smaller voices to be overlooked.**
- ♦ **Although I'm fully capable of creating original art, I wanted to focus time and energy on the screenplay itself, not on extended asset production.**

The AI visuals here were edited, manipulated, and carefully integrated using Adobe InDesign and Photoshop. Every page layout was built from scratch by a professional, taking countless hours to craft.

These images are not a reflection of the screenplay's final artistic style — they simply exist to convey the tone, mood, and vision of the project to a wide audience.

**Any comparison between the quality of the actual screenplay and the output of AI will be taken as the highest compliment.**

**Thank you in advance for understanding.**





**Hello,**

Thank you for viewing the pitch deck for “What Do We Do Now?.” This project is just a glimpse of the bold, character-driven storytelling Silly Dreamers Indie Publishing brings to the table. We’re excited about the possibility of developing this concept further and collaborating with other passionate professionals on future projects.

**Savoris Scipio**

Writer | Creative Director

# THANK YOU!

## CONTACT DETAILS



[www.sillydreamers.com](http://www.sillydreamers.com)



[sillydreamersip@outlook.com](mailto:sillydreamersip@outlook.com)



[@sillydreamersip](https://www.instagram.com/sillydreamersip)

Pitch deck created by Savoris Scipio

