WRITING SAMPLE 2022 THE BRIEF:

A 3-4 PARAGRAPH DESCRIPTION OF A SCI-FI SPACEFARING FACTION/SPECIES THAT GETS US INTERESTED IN THEIR HISTORY, SENSE OF THEIR OWN IDENTITY OR DESTINY AND THEIR CULTURE. WHAT IS IT ABOUT THEM THAT IS COMPELLING FOR A PLAYER?

A 2-3 PARAGRAPH DESCRIPTION OF THE LEADER OF THE FACTION. WHAT WAS THEIR JOURNEY TO THEIR CURRENT POSITION, HOW DID THEY COME TO POWER, WHAT MAKES THEM SPECIAL? WHAT IS IT ABOUT THEM THAT EXEMPLIFIES THE QUALITIES OR CHARACTER OF THEIR FACTION/SPECIES.



THE GRUNK

Grunks have no right to be in space.

Until recently, this goblinoid race from the cave-dwelling planet Hermes XIV was hundreds of years away from space travel. Unfortunately, a few years back a CAMO Cruiser had to make an emergency stop on Hermes XIV. Instead of finding an uninhabited planet where they could do some light repairs, they were overwhelmed in minutes by the vast army of Grunks.

It wasn't long before these savage cave-dwellers figured out how to use the ship they had captured. Within a year they had seized ships from almost every faction in the galaxy. They might be new to spacefaring, but their relentless ambition and brutal combat tactics have quickly made them one of the most feared forces in the vacuum.

The Grunk will only resort to diplomacy when they're outgunned, out-numbered and out of options.









FITZROY, KING OF THE GRUNK

Fitzroy led the raid on the infamous CAMO Cruiser that crashed on Hermes XIV. That feat of valor alone would have been enough to make a claim for the Grunk Throne.

When Fitz returned wearing a fully functional Tech9000 Exo-Combat Suit, there was no question who had the biggest gun... and the most Chaos Grenades. There were no other claims to the throne that day.

But alas, heavy is the head that wears the Tech9000 Exo-Combat Suit, for Fitzroy knows his reign will only last as long as the Grunk see him as all-powerful. This drives his neverending quest for galactic domination.

Fitzroy is a hardened warrior, but wise enough to realize that the only way to beat a powerful enemy is to have more powerful allies. Desperate times call for... diplomacy.

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