

KARMA — PROJECT BRIEF

Format

Feature Film

Genre / Tone

Tech Thriller / Dark Satire

The Social Network meets *Nightcrawler* through a *Black Mirror* lens.

Budget / Buyer Lane

Low-to-mid / tech-driven satire with targeted HUD VFX and a set-piece finale

A24, Searchlight, Netflix, FilmNation, Topic lane

Core Hook

A grief-rigid actuary builds an AI system that turns morality into a point economy, then uses it to destroy his rival — only to discover that virtue itself is the real product.

One-Sentence Pitch

After a data-obsessed actuary creates a wearable morality algorithm that assigns real-time value to good and bad deeds, his attempt to weaponize karma against a charismatic rival spirals into disaster and becomes the foundation for a billion-dollar virtue economy.

Why It's Timely

It satirizes social scoring, tech ethics, performative goodness, corporate wellness culture, moral branding, data capitalism, and the fantasy that human behavior can be optimized into a dashboard.

Main Characters

Jack Townsend — A grief-damaged actuary trying to make the universe accountable. He believes numbers can protect him from randomness, then discovers he is more comfortable rigging morality than living inside it.

Julian Rhodes — A charismatic self-help author and corporate climber who thrives on narrative, charm, and emotional language. He is Jack's opposite: socially brilliant, mathematically hollow, and just as fraudulent.

Ivy Robbins — Jack's wife, a sculptor who misses the creative, playful man Jack used to be. She is the emotional pressure point of the story.

Kaden — A clout-fluent hacker and opportunist who understands what Jack does not: morality only becomes valuable once it becomes shareable, monetizable, and humiliating.

Story Snapshot

1. Jack Townsend, an actuary traumatized by his mother's random death, becomes obsessed with measuring risk, control, and human behavior.
2. When his charismatic rival Julian beats him professionally and seems to be drawing close to Ivy, Jack creates the Karmic Ledger, an AI system that assigns points to moral actions.
3. Jack scales the idea into Karma Ledger Lenses, a wearable HUD that lets him "virtue hack" life by performing good deeds for measurable return.
4. His obsession curdles. He uses the system to build enough karmic capital to destroy Julian, while also deleting an engineer's warning and approving a dangerous warehouse tied to Julian's gala.
5. At the gala, the warehouse collapses, exposing Julian as a fraud and revealing that Jack's attempt to control morality has created something far more profitable than revenge.

Ending / Final Image

Jack, Julian, and Kaden realize the public does not want to be good. They want to measure goodness, display it, compare it, and buy relief from guilt. Together, they turn the Karmic Ledger into a subscription platform for moral offsets.

Theme in One Line

Once virtue becomes a score, goodness stops being moral and starts being marketable.

Positioning

It's a dark tech satire about what happens when Silicon Valley does to morality what it did to attention: quantifies it, gamifies it, and sells it back to us as self-improvement.

Materials Available

One-pager and full screenplay available upon request or through the private script library.

RYAN CLARKE

Screenwriter & Playwright | Albuquerque, NM

Dark Comedy | Satire | Character Drama | Social Thriller

Ryan Clarke is an Albuquerque-based screenwriter and playwright whose work blends dark comedy, social satire, and intimate character drama. Across a slate of 20+ feature scripts, his stories often follow deeply flawed people pushed into impossible situations, finding humor, tension, and humanity in characters who are entirely in over their heads.

His screenwriting recognition includes Grand Prize Winner, 30th Annual Fade In Awards Comedy Competition (*#FightForNoah*); Semifinalist, 30th Annual Fade In Awards Comedy Competition (*The Trencherman*); 2026 Top 10 Finalist, ISA Table Read My Screenplay at Cannes (*A Walking Shadow*); 2026 Quarterfinalist, Finish Line Script Competition (*#FightForNoah*); two-time Semifinalist, ISA Emerging Screenwriters Competition (*Flashbang* and *Ghost of the Highway*); and four additional 2026 Honorable Mentions from Finish Line (*The Finalists*, *How to Be a Human: A Musical with No Songs*, *Ghost of the Highway*, and *Dead Signals*).

As a playwright, Ryan is a three-time winner of FUSION Theatre Company's short works festival, "The SEVEN", in 2024, 2025, and 2026. The stage version of *A Walking Shadow* was also selected in 2026 for The Road Theatre Company's 17th Summer Playwrights Festival.

CONTACT

Ryan Clarke

Albuquerque, NM

(505) 917-0065

ryanclarke@gmail.com

www.thisisryanclarke.com

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

FilmFreeway: <https://filmfreeway.com/RyanClarke848>

ISA: <https://www.networkisa.org/profile/ryan-clarke>