

In Plain Sight by Daniel Varona

Vision for the project

In Plain Sight is a story about magic. Quinn, Walker, and Raven are all sorcerers on a mission to save the city from an evil chronomancer, Midas York.

The story is meant to be a tale of magic in modern times. It imagines what modern day sorcerers would be like, live like, and think like. The characters live in an otherwise grounded and mundane world, but their knowledge and skill with magic keeps them safe from the inexplicable afflictions that take over the rest of the population.

Most people in the city seem to be trapped in a daydream of the past. Quinn, Walker, and Raven have to figure out how to save everyone from this daydream before it's too late.

Character Breakdown

Quinn – 30s, A strong, beautiful, and powerful sorceress. Quinn takes her mentorship of Raven very seriously. Quinn is extremely passionate about all things magic and has no problem taking risks. She finds herself often annoyed by the way Walker acts and thinks. Quinn is very good friends with Raven and Walker, but she doesn't understand why Walker needs to be so ridiculous about everything.

Walker – 30s, A clever, handsome, and innovative sorcerer. Walker has a much different approach to magic than most. He has no problem embracing the power of the internet for

divination. Or as he would call it, “using the search bar to look stuff up”. Walker has fun with Quinn and Raven. He is very open and generous with all his magic knowledge. Everyone seems to be confused about everything he says.

Raven – 20s, A curious, sweet, and eager apprentice sorceress. Raven looks up to Quinn, who is her mentor. Raven is always extremely excited about everything that has to do with magic. She listens attentively and is a quick learner. Raven doesn't judge and never takes anything personally. She is happy to be a part of the team and does everything she can to help.