

## One-Page One-Shot: FRANKENSTEIN

Written by Wes Gift

### 5 Panels

**PANEL 1:** Wide panel. From behind we see FRANKENSTEIN (left) and a FEMALE S.H.A.D.E. AGENT (right) looking through a glass wall. Behind the glass, the wall contains a number of human arms hanging on racks, with a small nameplate under each arm.

**1 FRANKENSTEIN:** What is this place?

**2 AGENT:** This, is the armory.

**PANEL 2:** Now looking at Frankenstein and Female S.H.A.D.E. Agent from the right, they continue to look through the glass wall at the arms. Agent gestures to the wall with her left hand.

**3 AGENT:** These armaments will assist you on all of your missions—

**4 AGENT:** Each one grants you a special skill from the muscle memory of the limb.

**PANEL 3:** Close-up of Frankenstein's left hand touching the glass, pointing to a specific limb (off-panel).

**5 AGENT:** Now that you've read this mission's dossier, you can pick the right 'tool' for the job—

**6 FRANKENSTEIN**

**(OFF):** This one.

**PANEL 4:** Focus on an arm hanging from a rack and adorned with a leather bracer, the nameplate underneath it reads 'GENGHIS KHAN.'

**7 AGENT (OFF):** But the mission calls for stealth, not smashing—

**PANEL 5:** Now focusing on Frankenstein's face, he is grinning.

**8 FRANKENSTEIN:** This one is perfect.