

Rudra Brehm

You grew up in this world, but you aren't *of* it. Well, maybe you are. It's not really clear. More than a hundred years ago, your great grandparents came here to fight a war. There are stories passed through the generations, books of forgotten magic... (You used to sneak them out of your parents' room and read them at night, but you never could get any of the magic in them to work right. That's what happens when you're in the wrong world, you suppose.)

Your parents still felt like outsiders, a hundred years later. They didn't want that for you. They gave you a name in the style of the locals. They moved to Sleepy Valley to give you a good life. But you've watched them suffer. You've heard how some of the locals talk about them. It makes you sad.

You aren't quite clear exactly how much the world your ancestors came from is different from this one, aside from the magic. The stories talk about some religion focused on a librarian god, and the names and foods seem different, but other than that it's really hard to tell. Stories aren't really all that much to go on, you guess.

You've had a pretty good life, in these 21 years so far anyway. You befriended some of the local children, and when you were in high school you became something of an older sibling figure to a kid named Noshi Sutherland. They were your closest friend. They told you fantastic stories and you helped them get a grip on the way the world works.

Three years ago, you let your instincts to see new places and learn new things take over, and you left Sleepy Valley for the Peace Corps. You travel around the world, helping people - it's extremely rewarding, if sometimes lonely. You get to experience all sorts of interesting places, and you send postcards home when you get a chance.

When you left Sleepy Valley for the Peace Corps, your parents gave you a token to remember your family by: a shard of mirror that they said came from your great grandparents. You've had it with you every day ever since. When you look in the tinted glass, you see your own reflection but it reminds you of your parents.

You also took with you your copies the Shadowverse series as something to remember your town by; its author, Hema P. King, knew you growing up and gave you books as birthday presents. You've been reading them, and something has seemed eerily real about them but you can't put your finger on it. They reminded you of the stories your grandparents used to tell before they died.

Today you were building water infrastructure in the middle of nowhere when you heard an eerie sound. You realized it was coming from within your wallet, and when you touched the shard inside you were pulled into it. Now you're in a library of some sort. You hope the other

Fading Lights - Character Sheet

volunteers aren't too worried about you. But that quickly leaves your mind - these trees are fascinating and your adventure sense is tingling. What is this place?

You have this strange feeling that this could be a place between worlds, a place that could let you return to the world your ancestors came from. But would you really want to leave the world you know for a world you only know from stories? Is it worth the risk if you might find a place where you really fit? If only you didn't have to choose... If there was some way to bring the worlds together so they were just like different countries. You're sure there's a lot everyone could learn...

But enough dreaming, time to find out what's going on and do what you can to help.

People You Know

- Noshi Sutherland: the kid you were a friend, almost a sibling, to as you grew up. You send them a postcard when you can. What are they doing here?
- Hema P. King: Well-known author who lives back in Sleepy Valley. Wrote the eerily familiar Shadowverse books you've been reading.
- Meher Madoff: a wealthy hunter who spends time in Sleepy Valley. They've always given you an uneasy feeling for some reason.

Goals

- Figure out what's going on here.
- Find out more about the world your ancestors came from.
- Get out of this situation safely.
- Help those around you who need your help.
- Figure out what world you belong to - where you can be happy and where you will feel at home, but also where you can have the coolest experiences.
- If you can, figure out how to make your parents' lives better. You don't want them to suffer as outcasts for the rest of their lives. Maybe you can get them back to the world of their ancestors?
- Find a way to set things up so that both worlds connect, so you don't have to choose one and leave the other behind.

Items and Sheets

- The shard passed down from your great grandparents. It is precious to you, but it seems to have a further meaning here?
- Some Runes.
- "Sleepy Valley" bluesheet.