

Author Q&A – Rob Favre

Where did the idea for this story come from?

So many stories start with something that makes the main character special, or unique, or powerful. The main character gets superpowers, or has a special talent, or gets turned into a vampire. I started thinking about how I could create a story where the main character was an everyday kid who likes movies and video games and hates homework. What would make that kid special in the world of the story? Maybe instead of changing the character, I could change the world he lives in. Everything else about the story kind of fell into place from there.

What sets your writing apart?

I wanted to keep the science of the story relatively plausible based on the technology we have today. What would it mean to try to travel across space without wormholes or warp drives? What would happen on a trip to a new planet that actually lasted a thousand years? And then in the second book, it gets into things like relativity. When you travel close to the speed of light, it changes how time passes for you. What does it mean for a character to leave his home and come back a year later, and everyone he left behind has aged twenty years? That kind of stuff is what I find interesting.

Why did you decide to self-publish?

I got tired of waiting, basically. The publishing process takes a long time, and I just wanted to get my story out there and into readers' hands. The self-publishing tools available now are so powerful, you can do pretty much anything you want if you can take the time to learn it.

Do you have anything in common with the main character of your book?

Tom a pretty laid-back kid, prone to wisecracking. He likes eating and watching movies. He would be perfectly happy to be left alone to do his own thing, for the most part, which is definitely like me. When a ship or a colony needs saving, though, Tom can also be brave and selfless. I don't know if I'm like that. I've never been in a position to save a ship or a colony.

What's next?

I have to write one more book to finish telling Tom's story. I have the broad strokes of where I want it to go, but I need to sit down and really map out the details. Then, I have to actually, you know, write the thing. After that, I have ideas for about four or five other books – I just have to pick which one to work on next.