

VeilBreakers — Investor Fact Sheet (Press/Partners)

One-Line Logline

In a world rewritten by a failed bid for godlike control, a young warrior learns that surrender to the One True Voice can rewrite memory itself—turning remembrance into the weapon that heals reality.

Series Overview

After a catastrophic Event fractures reality, rulers called Watchers maintain power by rewriting memory. Kairo—a protector whose blade ignites only when he yields—and Aria—the girl the Veil keeps trying to erase—lead a squad who discover that remembrance, not force, destabilizes the lie.

Core mechanic: **Memory Immersion.** *The body stays; the seeing moves.* It's cinematic for screen and systemic for play, enabling high-energy set pieces, intimate character beats, and clean rules across media.

Why It Wins

- Fresh spiritual engine with mainstream hooks (identity, corruption, found family).
- Clear series architecture (Book I complete; II–III outlined) with organic TV/film/game extensions.
- Distinct iconography (Veil, Revelation Stone, Rift-Bridge chant) + repeatable rally moments.
- Social-impact DNA: youth workshop reframing agency and resilience through story + science.

Transmedia Slate

- **Novels:** Trilogy (Book I complete)
- **Series/Film:** Limited series or feature path; seasonable arcs; PG-13 YA tone
- **Game:** Action-adventure with **Memory Immersion** traversal and **mercy mechanics**
- **Live/Edu:** *VeilBreakers Workshop* for youth (identity, resilience, STEM/faith dialogue)
- **Publishing Extensions:** Codex, Riddles Appendix, Discussion Guide

Audience & Positioning

Primary: 13–25, with crossover adults who love character-first sci-fi/fantasy.

Positioning: heart-forward, big-idea adventure for readers of Lewis/Sanderson-inflected worlds and viewers of *Stranger Things* / *Dune*-style mythic science.

Status & Ask

Status: Book I complete & series-mapped; Books II–III outlined; workshop pilot ready.

Seeking: Publishing, screen adaptation, interactive partners, and grant-aligned education partners.

Founder Note — Why this story exists

VeilBreakers is rooted in true moments from Daniel's childhood—standing with the outnumbered, choosing mercy over retaliation, and an encounter that rewired anger into peace.

Those events became Kairo's flashbacks ("The Snowball Effect," "Why Didn't You Fight Back?," "The Tunnel Effect") and the series' spine: **the sword ignites through surrender, not rage**. That lived core is why the theme of remembrance and our **Memory Immersion** mechanic feel real—and why this IP scales across book, screen, and game.

Contact

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