



FOREWARD

I've always loved to draw. My mom often recalls how, as a child learning to write, I'd add little legs to my letters. Drawing was a fun hobby in my youth, but I never took it seriously. That changed about two years ago when I decided to truly learn how to draw. I enrolled in an online program called ART School for Digital Artists, created by Marc Brunet—a fantastic artist whose work I deeply admire.

The program was eye-opening. It quickly became clear that my art skills needed a massive overhaul. Through Marc's comprehensive lessons, assignments, and feedback, I was introduced to concepts, techniques, and applications I hadn't considered before. By the time I completed the program a few months ago, my skills had grown tremendously, and I credit Marc's guidance for that transformation.

The next step was applying what I'd learned to create something tangible. While exploring resources, I stumbled upon a YouTube channel called Kesh Art, where Kesh shares insights on the art creation process, animation, comic books, and productivity. One video, "How to ACTUALLY Make Your First Comic?", stuck with me. In it, Kesh outlines how to create a short "mini" comic of 5–10 pages, calling it an MVP—Minimum Viable Product. The idea is to set a strict deadline (in his case, five hours) and complete the project from start to finish, letting go of the fear of perfection and overcoming resistance.

That's the genesis of FTL: Faster than Life, a sci-fi action-adventure with a host of complex and compelling characters as they navigate the strange twists and turns of a distant galaxy. During the art program, I'd worked on original characters for my portfolio, and I continued refining their designs and backstories afterward. For this mini comic, I decided to showcase just a glimpse of their story and world. I wasn't overly concerned with technical details like bleed lines or trim lines, nor with perfect continuity in story or design—this was, after all, my first attempt, and I was "winging it." My goal was to do my best work, rewriting or redrawing pages if necessary, but not to procrastinate or spend too much time striving for perfection.

As I write this, I'm putting the finishing touches on the 10-page mini comic, roughly 39 days after the idea first took shape. Completing this project has been a revelation. While my art has improved, I know there's still much room to grow. I'm not sure how the story continues from here—both in FTL and in my art career—but this experience has left me with a deep sense of satisfaction. I thank God for the opportunity to share this small piece of my world with you.

Chin Jai

Thanks for reading, and I'll catch you later!

Chris Dreiling

March 16, 2025

יינווייבציראיאריי ספיפפיפצי ייליים, בפרעכבור פגאיסעצט גווויב בספענוסיים בככנפג גופי מספטויעגבצ הארליסאיים INITIACIZING CORE SYSTEMS...
POWSR GRID ONLINE BRITERY & GHED אבשטאני כאבכי יוף פא עמורעארב בכעטיוים בסא כהאטרובגום "ברצי וה" ברצצי וה" ברצצי הרושות ברצעי ברצי הרושות ברצעי **BDDTING PERIPHERAL MODULES...** שמאורוגא בבטמב בבגוטפ «רבפב» אמארא בעשוב אוופ שבצמאף אין ארופ שבצמאף אין ארופ שבצמאף אין ארופ שבצמאף אין ארופ ש אראוס וטגרוגף צכגווה בצעואובטג טסובב אין אין א אגרבטצ אוועגנבענטף כסייצואן ארופ שבצמאר אווי ארוב אין אין אין א אראוס וטגרונים ארים אין אין אין ארופ שבצער אווסאר אין אין ארופ שבצעאר אין ארופ אבצער אין אין ארופ אבצער אין אי S ENVOY FOR EXISTENTIAL GREAD SAIS SINKA WILKEYS SEVOIUR VERBERMINUS - ESCODOBRA DISECTINE FOCUS AND SOCIOSOBLAIS SILVINES VOLITE - ENVIRENDINECTINES SOCIECT HELEDY SOCIOSOBLAIS SILVINES VOLITE - ENVIRENDINECTICE SOCIECT HELEDY SOCIOSOBLAIS SILVINES SILVINES SOCIOSOBLAIS SILVINES S ש בסגסוהם PERSONKLITY CORE... ש שובאאובסב טיו.ב.יו ש דבססטין בכא וחכ. ש פאבבדותפש שוואאן צאבדבוווא שהאותם לוה. סוס ו מאף ידטס בסתפייש ש שאאתותפש בסש אקדדבאא וווססב סובאשבבס שבתאבבוסבמד אובאש וווססבאאדב ■ SEJESTINE DELINOSH COUDECTION... ■ CIUM LONGE WAY WE SET A COMPAN O'COMPAN O'NE SAVE SET ASERSON ■ REPUT MINE HEGENY AND SET A COMPAN O'NE SAVE SET ASERSON ■ REPUT MINE HEGENY AND SET ASERSON 🛎 REBOOT PROGRESS® 188... 🕟 " MEMDRY FRREMENT RETRIEVED" "HELENR SKID I"M CUTE BUT RANDVING." SECTION SEESSMEAT STILL DON'T WANAR DIS. WEIF HUH! 🖲 FINALIZING BODT EEQUENCE. ® หะเ รษรтรพร® ก่อพเกละ' STATUS READY TO ROLL DR CUDDLE, IF REQUIRED REBOOT COMPLETE - WELCOME BACH, BEARIE!



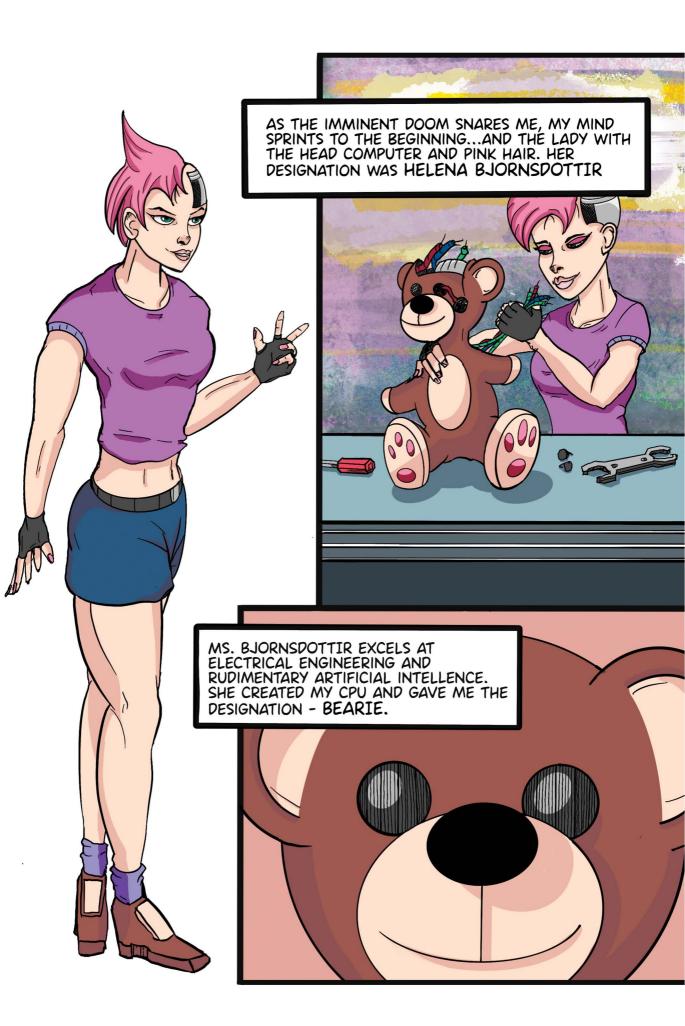
I DON'T WANT TO DIE.



FASTER THAN LIFE

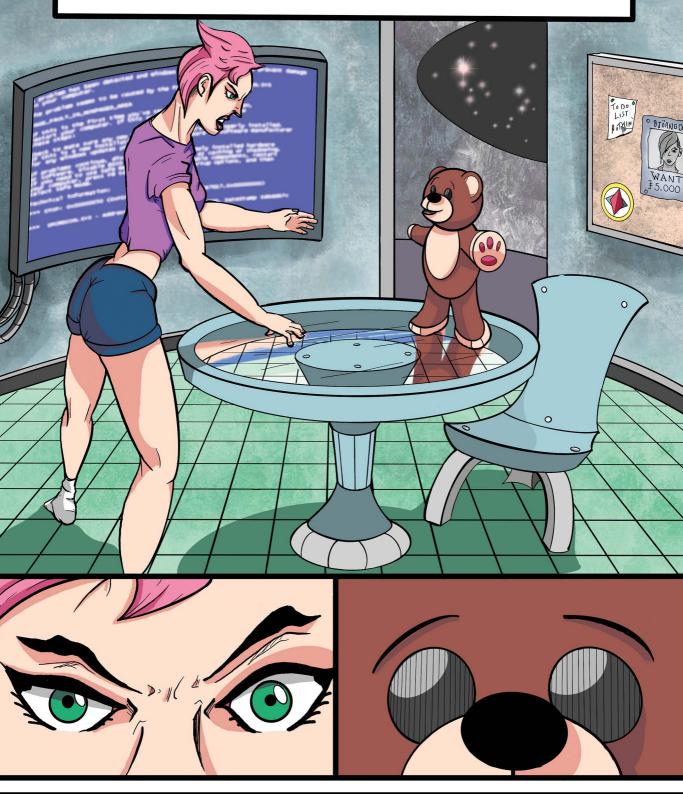


STORY AND ART BY CHRIS DREILING





COMPILING ALL THE RELEVANT DATA, I CONCLUDED THAT THE POSSIBILITY OF FINDING ERIKSON (ALIVE OR DEAD) IN THIS DIMENSION WAS APPROXIMATELY 2.3%. AFTER CROSS-REFERENCING THE CAPTAIN'S LAST FEW MISSIONS WITH RECENT REPORTS OF UNEXPLAINED PHENOMENA, I TOOK THE LIBERTY OF SETTING THE AUTOPILOT TO THE COORDINATES OF HIGHEST LIKELIHOOD OF SUCCESS. MS. BJORNSDOTTIR WAS...DISPLEASED.



AFTER HER SYSTEMS COOLED DOWN, MS. BJORNSDOTTIR RELENTED TO THE AUTOPILOT'S NAVIGATION TO OUR FINAL DESTINATION. SHE HUMORED MY PERSISTENCE AND PROCLAIMED THAT MY 'WILD GOOSE CHASE WOULD BEAR NO FRUIT'. TO THAT END - SHE GREATLY MISCALCULATED.















What do you get when you cross a loner ex-military cyborg hacker, her cute and inquisitive robotic teddy bear, and a mysterious, sentient (and sassy) combat robot?

This book. Duh.

This MVP (Minimum Viable Product) offers a glimpse into the universe of FTL: Faster Than Life. The story, 'Bearie's Song,' follows our main protagonist, Helena Bjornsdottir—an exceptionally talented hacker with a punk hairdo and a devilmay-care attitude—through the eyes of her latest creation: an unassuming robotic teddy bear named Bearie.

No good deed goes unpunished! Bearie's relentless quest for adventure drags him and Bjornsdottir into the shadows of her dark, unresolved past—and sets them on a collision course with the undiscovered country. Plus, a mysterious 8-foot-tall combat robot who could kill a man with her thighs.

So, there's that...

