

**VALIANT**

**SERIES**

**BIBLE**

# VALIANT

## BIBLE

(1st Version)

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**VALIANT**, a post apocalyptic, hard sci-fi, space western.

The year is 2059 and humanity has colonized the solar system. But six years ago earth was devastated by a nuclear apocalypse at the end of World War 3 and plunged the solar system into a dark age. Vital supply lines from earth have been cut resulting in a shift in power from earth to colonies and corporations. As humanity struggles for survival, the crew of one small ship works to survive to the next day. That ship is the Valiant.

# **STYLE**

## **POST APOCALYPTIC**

Earth has been devastated by nuclear attacks that ended World War 3. Most major cities are gone and very few countries remain. On earth the only power structures that remain are fragmented former governments, corporate powers, and local war lords. Humans live largely in rag tag tribal communities.

The rest of the solar system resents earthers for blowing themselves up and cutting of much needed supplies. The system teeters on the brink of self-destruction as factions scramble for resources.

## **HARD SCIFI**

All concepts within the series should be grounded in real science. The locations and ships of the Valiant universe should theoretically be able to be constructed in real life. While we may explore softer scifi concepts as the series progresses the goal is to make everything as realistic as possible in order to ground the story in believability.

## **SPACE WESTERN**

The solar system is the wild west, where it's a fight to survive. Valiant draws from classic westerns. We'll see saloons on Mars, the struggle for law on the frontier with the Jupiter Rangers, a shoot out on the moon. This combination of genres will give our series a stand out feel and tone.

# **TONE AND THEME**

## **HOPE IN DARKNESS**

The overarching story of Valiant is designed as a bittersweet journey. The characters endure loss, sacrifice, and the collapse of old worlds, but within that struggle they also find resilience, loyalty, and the possibility of renewal. The narrative concludes with a tragic ending for some characters and a hopeful ending for others. Survival carries heavy costs, yet it leaves behind a powerful message of hope in the face of doom. Valiant is not about easy answers or perfect triumphs, but about the strength of human beings to persevere when the odds are against them. Even in the darkest moments, the series reminds us that the spark of hope can outlast despair.

## **AN ADVENTURE FOR GENERATIONS**

Valiant is intended for family viewing, with its emphasis on character-driven storytelling and universal themes of survival, loyalty, and discovery. While the setting is gritty and the stakes are high, the series avoids explicit sex and graphic violence, choosing instead to focus on emotional depth, moral choices, and the bonds that hold the crew together. This approach allows Valiant to deliver the intensity of a post-apocalyptic space western without alienating younger or multi-generational audiences. The show's heart lies in its characters and their relationships, making it suitable for viewers to experience together across a wide age range and pass down to future generations.

# **EPISODIC-SERIAL HYBRID STORYTELLING**

Valiant is structured as an episodic series with serialized elements, echoing the sci-fi television of the 1990s and early 2000s. Each episode presents a largely self-contained story, while ongoing arcs, character growth, and factional conflicts build continuity across the season. This balance allows for both the accessibility of classic space adventure and the layered depth of modern serialized storytelling.

Most episodes will feature story plots that follow the crew of the Valiant as well as sub plots that follow other characters either on earth or elsewhere in the solar system. These plots will be tied together by instigating events, closing events, or common theme.

Valiant is designed to run for seven seasons, each with 15 to 20 episodes, again a nod to pre-streaming television.

## **SEASON 1 ARCS**

### **CREW OF MISFITS SURVIVE IN CHAOTIC SOLAR SYSTEM**

Captain Jake Steele and his crew aboard the cargo ship Valiant scavenge, smuggle, and survive in a fractured solar system. As they pick up new passengers and crewmembers, each with secrets of their own, they begin forming uneasy bonds. Whispers of a mysterious pre-war experiment, “Project Firebird,” grow louder. But in the shadows, darker forces stir.

### **SURVIVAL BATTLES ACROSS THE SOLAR SYSTEM**

Earth lies in ruins. Government remnants and warlords struggle for control. On Luna, the United Earth remnant fights to hold things together, pleading with the colonies for aid. Across the solar system, each colony is fighting for its own survival as order collapses and new powers rise.

## **SEASON 2 ARCS**

### **SMUGGLING TURNS DEADLY, SUSPICION TEARS THE CREW APART**

Tensions between Mars and United Earth escalate, and the Valiant is drawn into the conflict. Smuggling becomes increasingly dangerous. Relationships aboard the ship fray as suspicion rises. When Jake is captured by a Martian patrol, his true identity is exposed, shattering trust across the crew.

### **WAR ERUPTS AND SYSTEM WIDE CHAOS**

The New United Nations (NUN) remnant secretly manipulates both sides, igniting war between the United Earth and Mars to seize control of Project Firebird. The war brings only suffering to the planet's survivors. As rumors of Firebird spread, every faction begins a hunt to find and control the project.

## **SEASON 3 ARCS**

### **FROM MISTRUST TO FAMILY, THE VALIANT BECOMES HOME**

As war consumes the system, the crew works to rebuild trust and uncover the truth behind the conflict. Their shared struggles forge deep loyalty, and the *Valiant* becomes more than a ship, it becomes a home. Jake and his crew solidify their bond, preparing for whatever may come.

### **MARS INVADES, RESISTANCE RISES**

Mars invades Luna under the pretense of aid, but their true goal is Project Firebird. Brutal battles ensue, but grassroots resistance forces push back. The truth about the NUN's deception is revealed and Earth leaders broker a fragile peace with Mars. The truth about Project Firebird is also revealed, its an FTL drive that was in development prior to the war.

## **SEASON 4 ARCS**

### **THE RACE TO THE STARS BEGINS**

FTL travel is no longer theory, it's real. The *Valiant* is chosen for an upgrade, and prepares for its first FTL flight. Meanwhile, eccentric industrialist Phineas Wrigley unveils his own enhanced ship, the *Bonaventure*, and works to protect Firebird from exploitation. Other prototype ships reach Alpha Centauri, and the race for the stars begins.

### **FACTIONS FIGHT FOR CONTROL, ONE CREWMEMBER RISES TO LEAD**

The launch of Firebird shatters the balance of power. Factions scramble to control it. Earth descends into chaos once more. Strange sightings and secrets around Firebird emerge. One of the *Valiant* crew rises to lead a Earth-based faction that positions itself as the future of civilization.

## **SEASON 5 ARCS**

### **NEW CREW, NEW STARS, DIVIDED LEGACY**

Now upgraded with FTL and joined by new crew members, the *Valiant* travels to uncharted star systems, discovering habitable planets and paving the way for future colonization. Jake's legacy becomes divided between two worlds: the ship he commands, and the world he leaves behind.

### **ALLIANCES FRACTURE, WARLORDS SEIZE THE FUTURE**

FTL technology causes massive upheaval instead of unity. Old alliances break, new ones form. Mars scrambles to keep up, while Earth becomes a battleground between ideologues and warlords, each trying to define the future. The dream of a unified humanity is lost in the noise of greed and ambition.

## **SEASON 6 ARCS**

### **SYSTEMS FAIL, HOPE FADES, THE CREW ENDURES**

While exploring deep space, the *Valiant* is damaged and lost adrift. Isolated and directionless, the crew faces failing systems and psychological breakdown. As time stretches and hope fades, the ship drifts in silence, and survival becomes the only goal.

### **CIVILIZATION TEETERS BETWEEN EXTINCTION AND REBIRTH**

The system plunges into a post-FTL dark age. Mars fractures into rival factions. Luna erupts in civil war. Earth's warlords rise unchecked. Some factions gain control of FTL drives for their own ends. The solar system teeters between extinction and rebirth.

## **SEASON 7 ARCS**

### **ONE SACRIFICE MAY DECIDE HUMANITY'S FATE**

The *Valiant* survives, damaged, but not defeated. The repair the FTL drive. But tragedy strikes again, and now Jake must make an unthinkable choice to save humanity.

### **EVEN IN DARKNESS, HOPE SURVIVES**

The dream of a restored Earth seems far out of reach. Factions showdown. Amid the chaos, scattered human enclaves begin quietly cooperating and rebuilding. Even in darkness, there is hope. The future may not be unified, but it may yet survive.

# **THE NUCLEAR FIRES**

## **TYRANT WARS**

The era of World War 3 sparked in the 1990s, an age that also saw the first true push into space and early scientific colonies. The first major conflict came when an elite group of tyrants seized power across many nations, reshaping the world into their own patchwork of empires. Out of these struggles rose the Khanate of the Golden Sun, a massive state stretching across Asia and the Middle East, claiming nearly a quarter of Earth's landmass. Eventually, ordinary people rose up to overthrow the tyrants in a bloody war.

The remnants of the United Nations gathered and rebranded as the New United Nations, born from the chaos. Conflicts simmered on for decades, and in that time another power began to grow: the Eastern Coalition of Nations (ECN), formed from the broken shards of the Khanate.

## **WORLD WAR 3**

While the NUN and ECN battled for dominance, a third faction appeared. Starting as an NGO, the United Earth grew into a government desperate for peace. All three factions launched colonies and industries into the solar system. United Earth gained the upper hand off-world, favoring central authority, while the NUN leaned on its member states' smaller space programs. The ECN carried the legacy of the Khanate's colonies.

The firestorm of World War 3 erupted in the mid-2040s and burned for a decade. Nuclear weapons brought it to a brutal close, leaving Earth in ruin and its governments shattered.

## **SURVIVORS**

In the solar system, for some survival meant unity. Colonies once tied to the NUN, ECN, and United Earth had to band

together as supply lines from Earth went silent. By the time our story begins, the solar system has become a frontier; wild, dangerous, and wide open.

# **SOLAR SYSTEM FACTIONS**

## **NEW UNITED NATIONS**

The NUN hangs on from scattered stations and drifting fleets. They say United Earth betrayed them, siphoning away support and supplies during the war. NUN patrols still prowl some regions, claiming to uphold order. Rumors say they also dabble in piracy, though they'd call that slander.

## **UNITED EARTH**

The strongest of the Earth-born factions, run from Luna under President Levin. They work to gather relief supplies for Earth, or so they claim. The NUN insists they hoard more than they share.

## **MARS ALLIANCE**

Mars used to be carved up between ECN and NUN interests. When Earth's authority collapsed, chaos followed. Out of that struggle came a peace treaty, forged by colony leaders and corporations desperate to survive. The Mars Alliance was born. They are the best equipped and most organized of the solar factions, which is a low bar in these times.

## **EARTH II**

The Venus terraforming project began in the 1990s, chasing the dream of a second Earth. Progress stalled when nuclear fire gutted the first one. Even so, Venus' poles became marginally habitable, and floating cities rose in the atmosphere. Today, Earth II runs mining colonies in the belt to stay afloat. Cut off from Earth, they mine to survive with some divisions having turned to piracy.

## **MERCURY**

Domed mining colonies dig deep into Mercury, rich with

energy and raw materials. Safety is an afterthought, and lives are cheap. Still, fortune favors those willing to gamble with both.

### **JUPITER COLONIES**

The four big moons host scattered colonies with their own ways of doing things. They're loosely allied, but the Jovian system is a frontier in every sense. The Jupiter Rangers fight a losing battle against the lawlessness.

### **SATURN COLONIES**

Saturn belongs to the corporations. Its rings and Titan fuel mining operations, while smaller outposts dot the other moons. Rich resources attract fortune-seekers, mercenaries, and smugglers alike.

### **LATTER-DAY SAINTS**

Known more widely as Mormons, their leadership in Salt Lake City urged members to migrate off-world before World War 3, a move later called prophetic. As war consumed Earth, they declared the creation of a new Zion in the Uranian system, which they renamed Oblish. Stations and colonies rose, but the devastation of World War 3 slowed the great gathering. Convoys of pioneers still push toward Oblish, often stalked by pirates along the way.

### **FURTHER COLONIES**

Neptune, Pluto, and the Kuiper Belt host scattered colonies and forgotten research outposts. These remote depths are a haven for those who want no oversight, whether for freedom or for darker pursuits.

### **ATISH RUNIR ADEY**

Mercenary warriors, loyal only to coin. They fight for whoever signs their paycheck. Rumors whisper of a hidden sanctuary on Earth, untouched by nuclear fire.

# Earth Factions

In addition to the Solar System factions. Among the survivors of the nuclear war on earth there are a large number divisions and factions. Here are a small number:

## UNITED STATES

Or rather, the fragments that claim to be. In the war's aftermath, the United States splintered into local factions, each declaring itself the true Republic. Maybe one is a tyrannical dictatorship, another could be a hippie commune, or maybe one faction managed to maintain some semblance of the Republic amidst the chaos.

## PROTECTORS OF THE GOLDEN PATH

In Asia, the warlord Tariq Warren Singh leads this faction with a single obsession: restoring the Khanate. He believes its leader never died, only waits in hiding for the right moment to return. His men raid villages and scavenge supplies in service of this vision.

## IMPERIUM ROMANUM

Originating with a faction in Europe during the Tyrant Wars that sought to restore the glory of the Roman Empire. Now this scattered faction has picked up the mantle and works to rally together warring pockets of survivors to bring back the glory of Rome amidst the ruins.

## SURVIVOR ENCLAVES

Around the planet survivors huddle together fight against other factions for meager supplies. A former outlaw has become the protector of a small town. Maybe in another town a former school teacher rises to defend her family. On the other side of the planet an group of unlikely survivors fights off bandits.

# CHARACTERS

## JAKE STEELE

### *CAPTAIN*

Jacob "Jake" Steele straps into the command couch of the Valiant, a man in his early 40s with rough, calloused hands. No one knows exactly where he came from, but it's clear he's lived through more than he says. There's weight in his silence, the kind that only comes from loss he refuses to name. He's a soldier, a captain, and a man still chasing something he'll never admit to needing: peace. He runs the Valiant with iron focus and quiet conviction, holding his crew together through lawless sectors and impossible odds. He doesn't give speeches or seek praise; he just gets the job done. He laughs with his crew when the moment calls for it, but never lets them too close. Attachment is a risk he won't take again. He carries a small, worn leather Bible at all times and often holds a silver dollar he won from a fallen friend. There are still ghosts behind his eyes, and he keeps them where they belong, out of sight but never far. The crew respects him, maybe even trusts him, but to Jake, trust is a luxury he stopped affording himself a long time ago. He carries the name of a man known by many back channels throughout the system, wearing it like armor. Out here in the void, where nothing is promised and everything costs more than it should, Jake Steele isn't chasing redemption and he sure isn't chasing glory. He's just trying to keep the ship flying, keep the people around him breathing, and maybe, on a good day, make the kind of choices a man can live with. That's all he has left. But he will soon discover survival alone is not enough.

## LEE HWA-YOUNG

### *MEDIC & FIRST OFFICER*

Lee Hwa-young is the First Officer and medic aboard the Valiant, a woman whose presence steadies the crew in both calm and crisis. Born in Seoul in 2022, she grew up under the stern authority of a military father who valued obedience and restraint, balanced only by the quiet compassion of her mother. That duality shaped her into someone who could balance leading with discipline while still holding on to empathy. After her mother's death when she was eighteen, she followed her father's path into military service and trained as a field medic, gaining a reputation for her composure under fire and what others described as an uncanny ability to anticipate events before they unfolded. During World War III she served in Seoul's military hospitals, saving lives while the world collapsed around her. In 2053 she was transferred to Luna, but not long after her father was assassinated, and only days later Seoul was reduced to ash in nuclear fire. The trauma of loss and survival pushed her into a drifting life of short-term contracts on Luna and other stations, keeping people alive while finding her own balance. That changed when she signed onto the Valiant. What began as a temporary assignment became something more as she quickly earned the crew's trust and Captain Jake Steele's confidence, rising to First Officer and becoming the ship's emotional anchor. Now she is defined by cheerful authority, sharp instincts, and strength, but beneath the surface she carries the weight of her past and the question of whether she can finally stop running and find the balance she actually needs.

## **CARA STEELE**

### *PILOT*

Cara Steele is the Valiant's pilot, known for her fun demeanor but overly cautious when flying. Raised aboard freighters by her father, Cara grew up surrounded by faith and the hum of engines. She learned to fly before she could read, absorbing a sense of duty that shaped every part of her identity. Yet beneath her playful exterior lies a young woman still quietly haunted by loss. Cara blames herself for her father's death during a failed extraction mission. She was too confident and caused the mission failure. Though she speaks openly about her upbringing, she guards that deeper truth behind his death, and the guilt she carries has made her increasingly cautious and rule-bound, afraid to trust her instincts again. Her faith remains strong, but complicated by unspoken questions, and while she presents herself as simply "the pilot," her presence aboard the Valiant is central to the crew's emotional core. Still navigating the line between legacy and identity, Cara's journey is one of learning to forgive herself, reclaim her confidence, and rediscover the courage to fly with instinct.

## **SOJEN**

### *ENGINEER*

Sojen is the Valiant's chief engineer, a cold and hyper-efficient woman who hides her emotions behind precision and logic. Born the heiress to a powerful Martian technology dynasty, she was raised in a world of privilege but rejected it after a catastrophic system failure killed her younger sister. The official records buried the incident and her family moved to protect their reputation, but Sojen walked away, blaming their greed and negligence for the tragedy. Cut off from her inheritance and blacklisted from the industry, she built a reputation on the fringes as a problem solver who could fix anything, no matter how broken or improvised. She eventually joined the Valiant not for loyalty or redemption but because its failing systems and patchwork repairs offered her both challenge and isolation. On the surface she is expressionless, blunt, and emotionally detached, and focusing entirely on her work. Beneath that control is quiet guilt and a relentless fear of repeating the past, which drives her to perfectionism and keeps her at a distance from the crew. She insists that emotions are a liability, yet she cannot completely suppress the flicker of connection that stirs when she witnesses the humanity of those around her. Sojen's arc is defined by her struggle to accept that efficiency alone is not living and that true strength lies in risking the vulnerability she has spent her life avoiding.

## **PHINEAS WRIGLEY**

### *ECCENTRIC TYCHOON*

Phineas Wrigley is a visionary industrialist, former NASA scientist, and self-declared witness to the future. At age 28, he vanished during a research mission orbiting Neptune and later returned with a story no one believed: that he had been abducted by a starship crewed by humans from the future. Though his memories were fragmented, the experience left him with flashes of technology, philosophy, and a vision of a better world. Branded eccentric but undeniably brilliant, Wrigley used his insights to amass a fortune, investing in emerging technologies and quietly laying the groundwork for what he called the future humanity deserved. His greatest creation is the *Bonaventure*, a deep space starship built at a secret facility in the asteroid belt, intended to carry humanity toward a new beginning. When World War III erupted, he continued construction in secret, relying on private crews and loyal engineers to keep the project alive. Known for his flamboyant style, Wrigley walks a line between madman and messiah. Beneath the theatrics lies a man haunted by the possibility that his vision was a delusion and driven by the fear that he may never live to see the future he has spent his life trying to build.

## **SHIN YEONJU**

### *UNITED EARTH SECRETARY OF STATE*

Shin Yeonju, Secretary of State for the Lunar-based United Earth government, carries herself with dignity forged through survival and sacrifice. Once a teenage activist fighting for disarmament, she lost her entire family in the nuclear strikes and escaped Earth only through a last-minute evacuation. On Luna, she rose quickly from refugee organizer to political leader, her clarity of vision uniting fractured voices in the chaos. Now one of the most prominent figures in post-Earth civilization, she is praised for her integrity but haunted by the compromises that power demands. Every negotiation with warlords, every concession to hardliners chips away at the ideals that once defined her. Beneath her calm exterior lies a woman determined to resist the slow creep of tyranny, even as she feels its logic pressing in around her. Yeonju is committed to rebuilding peace, but each step forward forces her to ask if she can do so without becoming the very thing she once fought to destroy.

## **TARIQ WARREN SINGH**

### *SURVIVOR WARLORD*

Tariq Warren Singh is the enigmatic and brutal leader of the Protectors of the Golden Path, a rising power in the fractured world of 2059. Born in the ruins of war torn South Asia in 2021, Tariq was shaped by famine, violence, and the fallout of global wars. As a child, he witnessed atrocities firsthand and grew up idolizing stories of the Khanate that once united a large portion of the planet through strength and vision. Over time, he was indoctrinated by a radical sect that preached genetic purity, eugenic doctrine, and the myth that the true ruler of the Khanate would one day return. With the collapse of civilization following the nuclear cataclysm, Tariq seized the power vacuum and rose swiftly through bloodshed and cunning. He forged the remnants of the Protectors into a military regime, enforcing loyalty through ideology, fear, and control. Though he refuses to claim the throne for himself, his rule is absolute and his following devout. He has become a symbol of both salvation and terror. Privately, Tariq struggles with doubt, haunted by the possibility that the king he waits for may never return and that the crown he preserves was always meant for him.

## **TERESA VEGA**

### *HIRED GUN*

Teresa Vega becomes the Valiant's hired gun and security, a woman forged in fire and loss. Born in Madrid in 2005, she grew up in privilege and discipline, trained for a future of leadership and service. She even went through military training. But that life ended when World War III tore Spain apart and left her with nothing but grief and ashes. In the chaos she reinvented herself using her military experience to become a mercenary who would survive at any cost. The years between the war and 2059 hardened her into a figure feared across the system. Teresa carries herself with a cold, professional focus, relying on ruthless efficiency and intimidation to keep others at a distance. Beneath that armor lies a woman scarred by loss and haunted by the family she could not save. She joined the crew of the Valiant almost by accident, a mission gone wrong that forced her into reluctant cooperation, and while she insists it is only temporary she finds herself drawn into their orbit. Teresa is pragmatic, intimidating, and deeply wounded, hiding her pain behind a mask of control. Her arc is defined by the tension between the mercenary she has become and the person she once was, a journey that forces her to confront her past and ask whether she is still capable of trust, compassion, belonging, and regaining some of the woman she was.

## **MALRIC REYNE**

### *FREIGHTER CAPTAIN*

Malric Reyne is a war-scarred former sergeant turned freighter captain who operates on the frayed edges of a broken star system. Once a loyal soldier in the United Earth Army, he fought at the infamous Battle of Ningjing, where he watched his cause and his comrades die around him. In the aftermath, with no war left to fight and nothing left to believe in, he took to the stars aboard a patched-up ship he named after the battlefield that defined him. As captain of the Ningjing, Malric carved out a life hauling contraband, ferrying outcasts, and dodging the fires of nuclear war and reach of collapsing governments and growing powers. His reputation drifts between outlaw, war hero, and ghost depending on who you ask. He is a hard man to read, equal parts charm and silence, with a revolver on his hip and a history no one truly knows. Though he claims to want peace, he often finds himself pulled into the conflicts of others, especially when it comes to protecting the fragile lives built by his crew. Over time, Malric has become a reluctant mentor to those who cross his path, offering hard-earned wisdom without asking for thanks. Behind the quiet bravado lies a man shaped by loss, trying to live a life that means something in a universe where meaning is hard to come by.

**132**

*MECHANIC*

132 was born aboard Greyson Station, one of hundreds of children created as part of a now-defunct low-gravity human development experiment. Raised without a name, family, or legal status, she was treated as research property from birth. She learned quickly and showed early talent for solving complex problems. However, when she was nine years old the program collapsed, and she as well as the other children were sold off. She spent over two decades in captivity, passed from one owner to the next. A quiet presence aboard various ships and outposts, she endured constant pain and exploitation. Yet with each new environment came a chance to observe, adapt, and learn. She gained practical skills as a mechanic and eventually built a reputation that made her valuable for more than just her body. She bears the marks of years of labor and abuse, but her mind remains sharp. In 2059, she was found by Captain Jake Steele, sealed in a shipping crate. He purchased her from her intended buyer and officially brought her aboard the ship. The crew treats her with compassion, but 132 struggles to believe it. She does not understand kindness, does not trust safety, and does not think of herself as a person. She speaks little, works constantly, and has begun the slow, quiet process of learning what it means to be more than a number.

## **SILAS CREED**

### *SHERIFF*

Silas Creed is a former bounty hunter turned reluctant protector, a towering figure marked by deep radiation scars and years of violence. Once feared across the frontier for his ruthless efficiency, Silas walked away from the killing business after a mission went wrong and someone he cared about paid the price. He now serves a small enclave of survivors as their sheriff, not out of loyalty or belief in leadership, but because it gives him a reason to keep moving. Quiet and standoffish, he speaks with his actions, and his presence alone keeps most trouble at bay. Silas follows a harsh but consistent code, shaped by regret and necessity. He tells people exactly what he thinks, even when it hurts, and then leaves them to decide if they still want him around. He watches the people he protects with the wary calculation of a man waiting for the world to break again. His hand does not tremble at the thought of violence; what gives him pause is the question of whether pulling the trigger will save anyone in the long run.

## **BRITTANY VAUGHN**

### *CARGO AND SUPPLY OFFICER*

Brittany Vaughn becomes the Valiant's cargo officer, a sharp-witted, fast-talking survivor from another century. Born in 1973 and raised in 1980s Los Angeles, she grew up a tomboy with a love for arcade games, action movies, and pop music. When the Tyrant Wars erupted in the 1990s, she was a scrappy teen who found work on the LA cargo docks through her cousin. There she developed a knack for freight logistics and learning how to stay one step ahead in a world falling apart. After the war in 1999, looking for a fresh start, she volunteered for a colonization mission to Jupiter and entered suspended animation. But a navigation failure left her ship adrift for sixty years. When the Valiant crew found the derelict in 2059, they were expecting salvage, not survivors. Brittany woke up in a future that had forgotten everything she came from and everyone she once knew. She joined the crew, bringing with her a bag of 90s memorabilia, old-school grit, and a gift for turning chaos into order. While she laughs the loudest and keeps spirits high, she struggles with the feeling that she is a relic from a world no one remembers. Deep down, Brittany struggles with the fear that she does not truly belong in this century, and that everything she knew and loved is gone. Her struggle is to figure out how to stay true to herself and the life she knew in a world that moved on without her.

## **PRESIDENT LEVIN**

### *UNITED EARTH PRESIDENT*

President Levin, once an undersea scientist, rose from obscurity to become the most polarizing figure in the fractured solar system. Known for his calm precision and crisis management, he survived the destruction of the undersea colony AS7, and later joined United Earth's scientific corps on Luna, where he focused on survival systems and long-term sustainability. When nuclear fire destroyed much of Earth and its leadership, Levin unexpectedly found himself in command, assuming power out of necessity and transforming into the de facto head of the last functioning government. His tenure has kept Luna stable, but at a cost. Under his watch aid to Earth has been inconsistent, and while he blames blockades and sabotage, his critics accuse him of hoarding resources for lunar elites. To his supporters, he is a realist and a guardian of civilization; to his enemies, a tyrant who abandoned Earth. Pragmatic and emotionally reserved, Levin rarely justifies himself, preferring to let results speak, though each year he drifts further from the people he governs. Brilliant yet unreadable, he stands as both savior and betrayer, and the truth of which he is may depend on who writes history.

## **SARIAH BAUTISTA**

### *STOWAWAY*

Sariah Bautista is a 17-year-old Filipina girl who grew up in the tightly structured environment of the Zarahemla Colony on Callisto, a Mormon settlement led by her father, a respected church authority. Raised in a large polygynous family with four mothers and twenty-eight siblings, Sariah was taught obedience, faith, and the importance of preparing for their prophesied migration to Oblish, the new Zion at Uranus. Her future was carefully laid out: marriage to a chosen husband, followed by motherhood and colony-building on the frontier. While she loves her family and respects her faith, Sariah secretly struggled with the weight of expectation and the lack of personal choice. Curious about the wider solar system and quietly desperate for autonomy, she ran away during a stopover at Ceres, stowing away aboard the Valiant, a cargo vessel escorting her family's convoy. Caught days later by the Valiant crew, she was allowed to remain aboard until another Mormon convoy could retrieve her. In the meantime, Sariah works tirelessly to earn her place among the crew. Although she lacks formal training, she is resourceful, observant, and fiercely determined. Her journey aboard the Valiant is about discovering who she is, and how to balance freedom and her faith.

## **HAN SORA**

### *EX-SOLDIER TURNED MERCENARY*

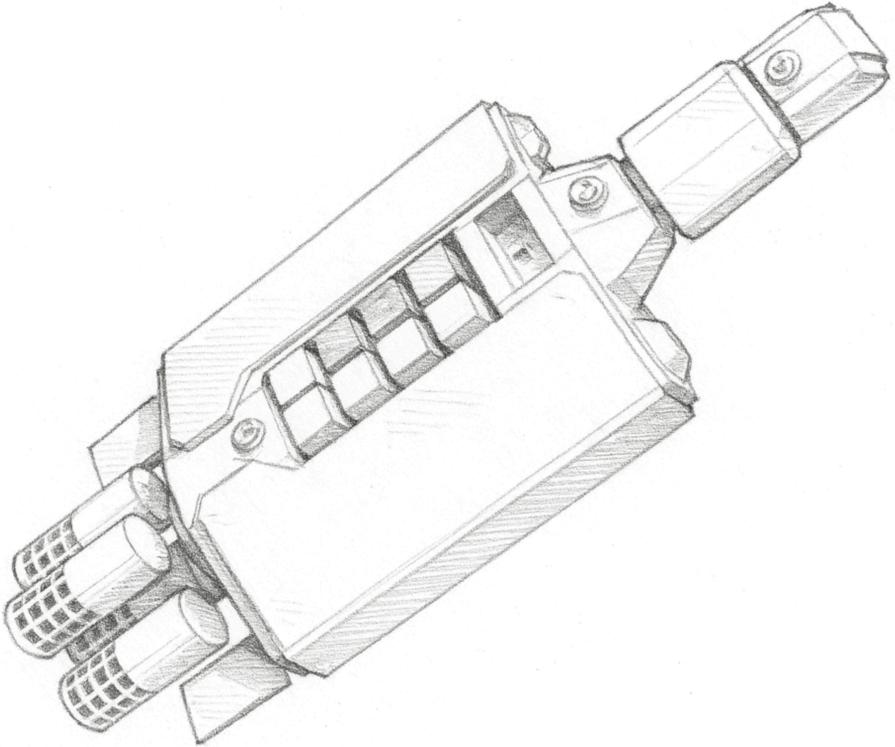
Han Sora is a hardened mercenary shaped by war, addiction, and survival in a world that refused to die quietly. Born in Korea, she joined the Eastern Coalition military as a teenager. The military hooked her on drugs as they did all their soldiers, to make them more compliant, aggressive, or whatever state they wanted. She fought through World War III and survived its nuclear aftermath, only to find the wasteland crueler than the battlefield. Cut off from her supply of drugs, she nearly died in withdrawal before clawing her way back to life, rebuilt from raw determination. At her lowest, a stray dog found her and refused to leave, giving her a reason to keep moving. Years later she aligned with Tariq Warren Singh's Protectors of the Golden Path, serving as a scout and contract gun while riding a patched-up motorcycle across ruined landscapes. Though she respects Singh, she resists blind loyalty and follows orders only when they make sense, earning respect through proven grit rather than authority. Beneath her armor and scars, Sora is a survivor still learning how to live, fiercely loyal to the few she dares to trust.

## **LILITH**

### *SCAVENGER*

Lilith came of age in the thriving but divided city of Dallas Texas before the outbreak of World War III. When the global conflict engulfed her world she was twenty five years old. She quickly adapted to the chaos of martial law, violence, and famine by learning how to survive. She provided for herself through barter, scavenging, and building a wide network of contacts among smugglers and mercenaries. She endured the nuclear strikes that ended the war and spent the next decade wandering the ruins of the American southwest. She was a resourceful fixer who could acquire materials that others considered unobtainable. Her reputation earned her a contract with a shadowy effort known only as Project Firebird, for which she supplied rare metals and components without asking questions, treating the work as another means of securing food, weapons, and shelter. Only later did she learn the true nature of Firebird and that it was her ticket off earth. She rose through the ranks of the project eventually becoming assistant to the project lead. As her story unfolds Lilith is forced to confront her own selfish motives and glimpse a future built on ideals greater than herself.

# THE VALIANT



*The Valiant (Temporary AI)*

The Valiant is a medium cargo hauler originally launched in 2032. At 221 feet long, just over twice the length of a space shuttle orbiter, it is compact by interplanetary standards but carries the capacity to transport eight standard cargo containers while supporting a crew of nine. The ship was built for resilience and reliability, moving freight and crews across the far reaches of the solar system. It has seen service hauling cargo through the asteroid belt, descending by skyhook through the thin air of Mars, and pushing through the hazards of deep space. The crew does not travel in comfort. They work for pay and the promise of adventure, knowing there is always another job waiting beyond the next horizon.

## VALIANT INTERIORS

### AUXILIARY CRAFT COCKPIT (*DECK 1*)

The cockpit of the auxiliary craft is a compact command space filled with navigation, communication, and flight controls. Every surface is lined with consoles and hard-mounted panels, giving the room a dense, enclosed feel. It's simultaneously an independent space craft, a lifeboat, and a back up bridge for the Valiant. Nine fold-down seats are set close together, forcing crew to work shoulder-to-shoulder. Built for survival, not comfort, the cockpit's tight geometry gives it intensity, making it the natural stage for urgent departures or desperate command decisions. The tight quarters force characters into close proximity, lending an immediate intensity to any scene set here, from tense emergency launches to hushed arguments when the crew must improvise survival plans.

### AUXILIARY CRAFT DOCK & AIRLOCK (*DECKS 2 & 3*)

The docking space where the auxiliary connects to the rest of the ship. Narrow and reinforced, it holds airlock just large enough for a handful of people and racks of EVA suits along one wall. Fold-out bunks are stowed against the bulkhead, reminding the crew that this space can double as shelter during extended missions. The large door and heavy latching mechanisms dominate the floor, a constant reminder of the thin barrier between the ship and the void. On bottom side of the airlock, the door is in the ceiling. This the airlock of the main Valiant spacecraft.

### GYM (*DECK 4*)

The gym is a compact area outfitted with resistance gear and treadmills designed for zero/low gravity. Storage brackets and fold-down equipment line the walls. It has an industrial tone, but repetition has given it a rhythm, the

steady clank of machinery and the hum of fans marking it as a routine part of shipboard life.

### **SHIP'S LAUNDRY (DECK 4)**

The laundry is little more than a corner carved into the ship's volume, fitted with compact zero gravity washer-dryer units stacked against the wall. The space is narrow and noisy when active. Its plain, functional layout makes it indispensable, even if it's one of the least glamorous spaces on board.

### **BATHROOMS**

Scattered across the decks, the bathrooms are as compact and functional as the rest of the ship. Each is a narrow cubicle with a metal sink, a simple toilet, and a space shower. Bulkheads are clad in easy-clean panels, lighting is harsh and flat, and plumbing is exposed overhead. Purely utilitarian, they emphasize the confined, everyday realities of life on the Valiant.

### **GUEST QUARTERS (DECK 4)**

The guest cabins are small compartments with a bunk, a locker, and a privacy curtain. The layout leaves just enough space for someone to move between berth and hatch, and the walls are paneled in the same no-nonsense plating found throughout the ship. Worn flooring and reused fixtures show the age of the space. Though designed for transients, the cabins carry the same compressed, utilitarian atmosphere as the rest of the vessel.

### **KITCHEN (DECK 5)**

The galley is a compact space with storage lockers built into the walls and a narrow bank of prep and heating units along one side. Its layout reflects the needs of long missions: maximum storage in minimum space. Tight clearances make it more workbench than kitchen, but it's essential to

keeping the crew running.

### **MESS HALL (DECK 5)**

The mess hall is a small table with benches on either side. Storage lockers line the bulkheads, their surfaces dented and scraped from constant use. Meals are eaten here, but so are arguments, briefings, and stolen moments of camaraderie. Though cramped and plain, the space carries the weight of daily life lived shoulder-to-shoulder. The mess hall is where the crew feels most like a family, making it a natural stage for ensemble scenes filled with banter, tension, or bonding.

### **MAIN AIRLOCK (DECK 6)**

The main airlock is a reinforced chamber with thick hatches, pressure seals, and equipment lockers crowding the walls. Its design is stark and almost bare, designed for staging space EVAs. Overhead lighting is harsh, casting sharp shadows that emphasize the room's severity. It is both gateway and threshold, the place where every crossing into open space begins. As a set, it heightens drama at transitional moments: arrivals, departures, or tense standoffs before the hatch opens to reveal what waits beyond.

### **MEDICAL BAY (DECK 6)**

The medical bay is a narrow room lined with diagnostic panels and storage compartments, with a single patient bed at its center. Equipment fills nearly every surface, leaving little room to maneuver. The walls show a patchwork of upgrades and repairs, mismatched but effective. Clinical tight layout mark it as a lifeline carved into limited space, capable but unforgiving. Its intimate design makes medical crises feel urgent and personal, bringing characters into vulnerable states that test both their resilience and their bonds.

## **CREW QUARTERS (*DECK 6 & 7*)**

The crew quarters are rows of bunks recessed into bulkheads, each with a privacy curtain and a narrow locker. The compartments are claustrophobic, with just enough clearance to climb in and out. Ventilation grilles and exposed piping run overhead, while the hum of the ship pervades every corner. Though entirely functional, the tight layout makes it a natural set for quiet conversations, frictions, and glimpses of the crew's private lives. These bunks capture the reality of ship life and provide a natural backdrop for whispered confidences or late-night conflicts between crewmates.

## **FIRST OFFICER'S QUARTERS (*DECK 7*)**

The first officer's quarters are slightly larger than the standard berths, containing a single bunk, a compact desk, and a storage locker. Bulkheads still press close, but the extra space gives a measure of separation from the general crew. It reflects authority without offering comfort.

## **CAPTAIN'S QUARTERS (*DECK 7*)**

The captain's quarters are the most spacious private room on the ship, though that isn't saying much. A single bunk, a desk, and a storage unit are fitted tightly along the walls, leaving only a narrow path through the middle. The room is plain, but the added space grants the captain a measure of privacy. Here, command is felt in separation rather than luxury. Together, these spaces balance the high stakes of command with glimpses into the personal lives of those who shoulder it.

## **PILOT ROOM (*DECK 7*)**

The pilot room is the Valiant's nerve hub: a compact, octagonal chamber where navigation, communication, and ship systems converge. Stations ring the room in close quarters, their displays casting a steady glow into the dim

interior. There are no windows — only screens and readouts — keeping attention fixed inward. The space is direct, enclosed, and its windowless design forces focus inward, intensifying the drama of decisions made under pressure.

### **HANGAR BAY (DECK 8)**

The hangar bay is a tall, open chamber on the ship's ventral side, designed to house the aerodynamic shuttle. When the shuttle is docked, the remaining space feels narrow and mechanical, with clamps, scaffolding, and gantries crowding the walls.

### **MACHINE SHOP (DECK 8)**

The machine shop is integrated into the hangar, a low-ceilinged space crowded with benches, tools, and fabrication rigs. Storage racks line the walls, and welding gear, grinders, and cutters are all secured in place. Every fixture shows long service, but the room is built for constant work. Purely industrial, it is where improvisation and repair are routine.

### **CARGO BAY (DECK 8)**

The cargo bay is a rectangular space divided by stacked crates and equipment racks. Its layout is simple: tie-down points bolt into the deck, and narrow aisles weave between stored loads. Bare metal bulkheads show the marks of cargo coming and going. The bay is plain, orderly, and built only for utility. These sets give the ship a raw, industrial flavor, ideal for action sequences, covert meetings, or moments where improvisation and grit are important.

### **MAIN ENGINEERING (DECK 9)**

Main Engineering is the ship's industrial heart, larger other compartments in the ship, though still tightly packed. Conduits run along every wall and ceiling, bundled in

heavy harnesses, while the deck is broken by access hatches and diagnostic stations. The air vibrates with the constant hum of the reactor, resonating through every surface. Designed purely for function, the sheer density of machinery lends the space a weight bordering on monumental. Reactor Control overlooks the fusion core's upper hemisphere. Compact stations press against the walls, their displays clustered in close succession. The space is tight and heavily shielded, but the view of the core dominates everything. It reinforces the room's role as a dramatic centerpiece for both the crew's ingenuity and the ship's vulnerability. A solitary bunk tucked into this deck provides an extra space for an exhausted engineer to collapse between shifts, underscoring the relentless demands of deep-space maintenance. As a set, Deck 9 embodies both the danger and awe of the ship's beating heart.

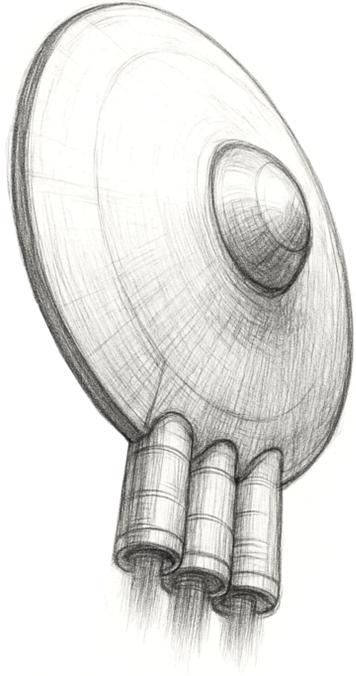
### **ENGINEERING SECONDARY LEVEL (*DECK 10*)**

The lowest level of the ship is a maze of piping, support struts, and reactor systems. Narrow crawlspaces wind through the chamber, forcing crew to squeeze through tight passages under harsh lighting. The air is hot, filled with the steady thrum of machinery, and the deck plates shudder with vibration. It is the most dangerous, most claustrophobic part of the Valiant. Cinematically, this set provides the perfect space for suspenseful sequences: desperate repairs, creeping malfunctions, or tense moments where characters must navigate the bowels of the ship knowing one mistake could mean disaster.

# OTHER SHIPS OF THE SYSTEM

## THE BONAVENTURE

The Bonaventure is the creation of eccentric industrialist Phineas Wrigley, a man whose brilliance is matched by his flair for the dramatic. Wrigley claims he was abducted by humans from the future two decades ago, and the Bonaventure is his attempt to rebuild the vision he believes he glimpsed. Many dismiss the story as fantasy, but his sudden rise to wealth tells a different story.



*Bonaventure (Temporary AI)*

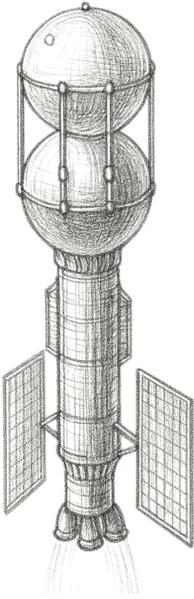
The ship stands apart from the functional freighters and patrol craft of the solar system. It is saucer-shaped, with a central spherical section that houses the command center. Inside this sphere is dominated by six conical one-man landing craft. They can detach, descend to planetary surfaces, and return to orbit, a design that is Wrigley's best attempt at replicating a teleporter.

Encircling the central sphere is a wide disc enclosing two counter-rotating rings. Habitation and laboratory modules are mounted on these rings, which can spin to create artificial gravity. Their orientation allows them to pivot like Ferris wheel carriages so that decks align whether the ship is coasting or under thrust. The result is a vessel that is both visionary and eccentric, engineered as much for spectacle as for function.

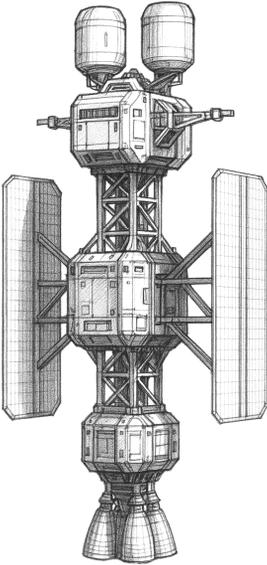
Wrigley insists the Bonaventure will one day reach the stars once faster-than-light propulsion is achieved. Many doubt his claims, but the ship's looming launch during the events of the series ensures it will play a dramatic role in the future of humanity.

### OTHER SHIPS

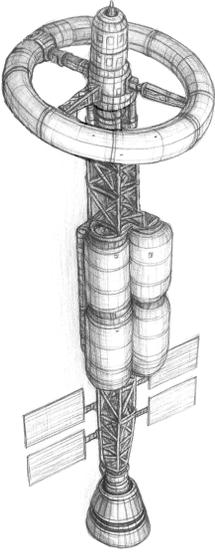
**Gas Haulers**



**Mars Alliance  
Frigate**



**NUN Patrol Ships**



*(Temporary AI Illustrations)*

# **TECHNOLOGY IDEAS**

To give a framework for the technological level at the time of our series here are some brief samples of technology in the Valiant universe.

## **SPACE TRAVEL AND PROPULSION TECHNOLOGY**

### **FUSION REACTORS AND FUSION ROCKETS**

By the time of our series, fusion rocket technology has been around for about 40 years, with several generations of innovation behind it. The key thing to remember is that fusion engines are high-efficiency, not high-thrust. Unlike a lot of sci-fi depictions where fusion drives slam people back into their seats with massive Gs, the fusion engines in Valiant are gentler. They sip fuel over long stretches of time. Depending on design, they usually top out at around 1/5 to 1/10 of a G.

### **CHEMICAL ROCKETS**

Because fusion rockets provide low acceleration, some ships carry chemical “jump” rockets. These work much like traditional modern rockets, delivering powerful bursts of thrust. The tradeoff is that they burn through propellant fast. That makes them useful for short bursts, quick maneuvers, or emergency situations. Chemical rockets require their own dedicated fuel system separate from the fusion drive.

### **ROTATING SKYHOOKS**

Earth has about five rotating skyhooks, each controlled by different factions, that help move cargo to and from orbit. A skyhook is a long cable that spins as it orbits Earth. The

lower end of the cable passes the planet at sub-orbital speed, allowing a craft to rendezvous and attach without needing full orbital velocity. The rotation then whips the craft upward and releases it at higher-than-orbital speed. This system drastically reduces the fuel needed to reach orbit. One of the Valiant's shuttles can use a skyhook.

## **TRAVEL TIMES**

We aim to depict realistic travel times within the solar system. Narratively, this means we can either time-jump past journeys or use the travel itself as a setting for stories. This opens opportunities for episodes or arcs that are centered around a specific planet and the travel to and from there, giving each journey its own flavor. Here are rough average travel times from Earth:

Earth to Mercury: ~18 days

Earth to Venus: ~20 days

Earth to Mars: ~24 days

Earth to Ceres: ~30 days

Earth to Jupiter: ~40 days

Earth to Saturn: ~56 days

Earth to Uranus: ~78 days

Earth to Neptune: ~98 days

## **SUSPENDED ANIMATION**

Prior to the invention of fusion drives, long distance space travel involved suspended animation technology.

Developed during the time of the tyrants, this technology was used because of greater time involved in space travel during those years. We may still find instances of it being used at the time of our story.

## **ANTIMATTER**

Antimatter exists in the Valiant universe, but only in tiny, costly quantities. It's used mainly to enhance fusion drives,

and because of its scarcity, it's a prized and strategic resource.

## **ARTIFICIAL GRAVITY**

Artificial gravity is achieved in two ways: rotation, which produces centrifugal force, and thrust, which provides constant acceleration but only as long as the engines burn. Both methods come with limitations, so the series will lean into creatively showing how gravity varies from ship to ship and location to location.

## **SPACE COMBAT**

### **LONG RANGE**

Unlike most scifi where ships zip around each other dodging and weaving, actual space combat would be much different. Distances in space are HUGE and so almost all combat will be long range, limited by sensor resolution. To imagine space combat around planets just picture medieval knights jousting. Except its spaceships and they're traveling at thousands of miles an hour, and they have missiles. They would fire at each other and then tension would build as they wait for the incoming attack. If ships ever passed each other they would zip by in an instant.

### **WEAPONS**

Missiles and drones are the standard weapons for long range attack and defense. Bullets are still common as it orbital speeds a bullet can do significant damage. Ships can also be equipped with Automated Point Engagement (APE-X) canons to rapid fire bullets and take out missiles. Lasers, the invisible kind, not the pew pew kind, can be used, but they require a lot of heat dissipation so would be less likely on small ships. Nuclear weapons can be armed onto larger missiles and will likely appear on ships of major factions and on the black market.

## **OTHER TECHNOLOGIES**

### **MAGNETIC BOOTS**

Mag boots will rarely if ever be used. Common in many scifi series as a practical necessity, due to the limitations of filming on earth, magnetic boots don't make sense in a hard scifi series. First they require the floors be lined with heavy ferrous metal and in space where every ounce counts, that extra mass is a killer. Second, why stick yourself to the floor? In zero gravity you can easily float from one part of the ship to the other. Clunky magnetic boots that force you to walk are just impractical.

### **ARTIFICIAL INTELLIGENCE**

We want to avoid making artificial intelligence a central aspect of the story. Instead it can be a useful background technology in some contexts. Remember, Valiant is a post apocalyptic setting and technological advancement will have slowed.

### **COMMUNICATIONS AND INTERNET**

Communication throughout the solar system is limited by the speed of light, it sounds fast but means there will be delays when communicating between planets. The Internet (where available) is accessed by Interface Terminals (desktop computers) and Hand Terminals (like mobile phones). This system mainly functions with each planet being a hub and delayed communications happening between planets. In our series internet access was just beginning to be distributed throughout most of the solar system however its been six years since it was last maintained and so it's failing.

# TERMINOLOGY AND SLANG

Here's a few slang and jargon terms:

The Void = Outer space.

The Drift = When a ship is cruising without engine power.

APEX = Rapid fire point defense guns.

Send you walkin' = to push someone outside a spaceship with the intent to kill them. "You better shut up or I'll send you walkin'."

Icebox = An old time suspended animation chamber.

Gimmie = A person looking for handouts.

# FRANCHISE POTENTIAL

The Valiant Universe is big and open to many more adventures Here are some ideas.

## THE BONAVENTURE

Follow Phineas Wrigley's eccentric space ship as it explores the solar system and beyond. Tone could skew a little more adventurous and philosophical, with questions about future tech, destiny, and the human spirit of exploration.

## MALRIC REYNE SERIES

A grittier spinoff focused on the ex-soldier turned freighter captain. This could lean into a "smuggler outlaw" vibe, showing the underbelly of the fractured system: contraband runs, double-crosses, and the blurred line between hero and criminal.

## JUPITER RANGERS

A classic space western-style spinoff, following a ragtag law enforcement group trying to maintain order on the chaotic Jovian frontier. Could balance episodic "case of the week" stories with a larger arc about law vs. chaos.

## ALPHA CENTAURI

Humanity's first colony ship to Alpha Centauri. On alien worlds, settlers face harsh environments, resource scarcity, and the old rivalries they thought they left behind. The dream of a new beginning collides with the reality of survival, and the question emerges: will the Alpha Centauri system become humanity's new home, or next graveyard?