**Story Ideas**

Space ship crew adventures – Cargo, Transport, Smuggling, Bounty, Mercenary work

Ship - Originally a pirate vessel, liberated by captain and AI after capture. Legally Captain’s property upon turning in pirates for bounty. Max crew/ passengers of 30. Small cargo capabilities. Non-military, but equipped with non-average armaments due to ship’s history.

Captain – Young female. Escaped genetic experiment. Beautiful, Intelligent, Superior Coordination and reflexes. Limited knowledge of the world. Often underestimated due to appearance. Wears armor suit to disguise age/ gender for business dealings. Build mysterious and fearful reputation. Respected by core crew. Initial space faring lifestyle a survival tactic while avoiding scientist who ran experiments.

Ship AI – Escaped AI experiment. Raised same style as human with captain. Knowledge gained by tapping into local networks and data mining. Limited ability to interact with physical world. Physical existence tied to data chip.

Back up pilot – Cocky. Never quite finished military training. Self-styled ladies’ man. Attempts gallantry, often slides into creepy. Average to good looking.

Engineers – Keep ship running.

Young prodigy – Creative. As hobby builds robots (not AI) and “tools” for crews use. Fascinated with AI.

Old Experienced – Curmudgeon. Fatherly.

Security – Profession seen as disposable units -“Death is the only thing that is certain in life”

One that starts surviving, stays with ship. Hidden past in super soldier program. Captain’s love interest.

Conversation in paradise – Free will and happiness

Comedy – Think heroes vs villains books

Betrayal and Revenge story