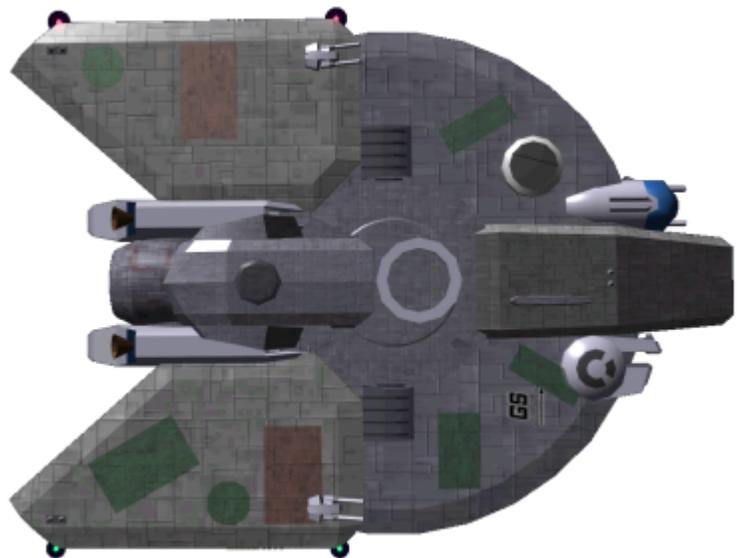


# Concordia Veil



The ISS Concordia Veil was the plot ship for the plot [The Fringe](#) run by GM [Floodwaters](#), focusing on the crew of the aging [Ge-F7-1B - Jinsoku Cargo Runner](#) (hull number F7-0124) owned and captained by [Sienna Shelton](#). She purchased the ship in early YE 36 from a [Geshrinari Shipyards](#) used hull dealer on

the [Amatsu-Nova](#) station, after leaving her asylum on the [YSS Eucharis](#). Its crew of independent freelancers and privateers roam the fringes of galactic society, scraping out a living in any way they can.

It is currently at [Waypoint Trade](#), broken down and unable to fly.

## Former Crew

### Roster

| Name   | Position         | Player                      |
|--|------------------|-----------------------------|
| <a href="#">Sienna Shelton</a>                   | Captain/Mechanic | <a href="#">Floodwaters</a> |
| <a href="#">Amelia Stroud</a>                    | Astrogator       | <a href="#">Foxtrot813</a>  |
| <a href="#">Stitchtech Pat 64-4406-2207</a>      | Medic            | <a href="#">Riko</a>        |
| <a href="#">Shrie "Pinpoint" Zar'koe Fyunnen</a> | Deck Hand        | <a href="#">ShotJon</a>     |
| <a href="#">Bithut Palmatar Tam</a>              | Hired Muscle     | <a href="#">Centurion</a>   |
| <a href="#">Seth Rogers</a>                      | Hired Muscle     | <a href="#">Compouds117</a> |

### Cabin Assignments

| Cabin   | Occupant 1                          | Occupant 2                                  |
|---------|-------------------------------------|---|
| Cabin 1 | <a href="#">Sienna Shelton</a>      | n/a   |
| Cabin 2 | <a href="#">Bithut Palmatar Tam</a> | n/a   |
| Cabin 3 | <a href="#">Amelia Stroud</a>       | <a href="#">Stitchtech Pat 64-4406-2207</a> |

Unassigned: [Shrie "Pinpoint" Zar'koe Fyunnen](#)

Unassigned: [Seth Rogers](#)

### Former Crew

[Vel Vect'Orian](#) - Dismissed as a danger to the ship and crew. Thrown into the Halna asteroid belt and abandoned.

[Oreza Dakkar](#) - Voluntarily resigned due to difference of opinion with ship's captain.

[Crash Mckill](#) player left plot.

## Ship Specifications

Like any other Jinsoku, the Concordia Veil is a utilitarian vessel, built for function rather than form or comfort. Although it may lack the carrying capacity of larger freighters, it touts impressively large cargo holds for a ship its size, and its nimble maneuverability and ease of maintenance make it far more practical for jobs that larger vessels can't reliably perform.

## Dimensions

Length: 34 meters ( 111.5 feet) Width: 25.2 meters ( 50 feet) Height: 5.2 meters ( 17 feet) Decks: 1 (4 meters each)

## Travel Speed

- [Ge-F7-En1A graviton engines](#)
  - Atmospheric: Mach 4
  - Only functions when near a gravity well
- [Combined Field System/Continuum Distortion Drive](#):
  - Minimum: Resting motionless
  - Sublight: .25c (~74,948 kilometers per second)
  - Maximum Speed: 10,000c at full CDD power (1.15 ly/h)

## Ship Systems

### Armored Hull

The ship is built with [GE-T1-H3100 - Spacecraft \(DD\) Hull Construction](#), 25 centimeters thick.

### Communications

The Veil was retrofitted with a [Ge-Y1-E3103 - Intercom System](#) for internal communications, and a [Ge-Y2-E3302 - Communications Suite](#) for external communications. Each room on the ship has an intercom panel.

### Emergency Systems

#### Blast Shutters

The Veil is equipped with [Geshrinari Blast Shutters](#) to prevent explosive decompression. They are located at the interior cargo doors, the engineering spaces, the central airlock, and the loading ramp airlock. They are triggered by a sufficiently rapid drop in interior pressure, and all deploy at the same time with explosive speed and force, enough to easily cleave a human body in two. They can only be overridden from the central computer, or when the ship is powered down and cabin pressure is restored.

## Fire Suppression

A [Ge-Y1-E3104 - Automatic Fire Suppression System](#) is hooked into every room in the ship and networked to the ship's computer. It was modified to hook into the ship's water supply rather than utilize the oxygen-depriving gas, to save on cost and space.

## Escape Pod

No escape pod is currently available on the ship.

## Landing Struts

Three stout, hydraulically controlled landing struts extend from the lower hull housings when the ship lands on a docking pad or a terrestrial surface. They require a relatively flat surface on which to perch, however, the struts are independently mobile and can adjust themselves to account for mildly uneven landing conditions based on the direction of the predominant gravitational force.

## Shields

The Veil is equipped with a [Geshrinari Combined Field System](#) for defense.

## Weaponry

The Veil is equipped with two plasma cannons, mounted as a pair just below the cockpit pod. It also has four laser turrets mounted just aft of amidships, dorsally and ventrally on either side.

- Twin fore-mounted plasma cannons, 2 [SDR](#)
- 4x Twin laser turrets (2x dorsal, 2x ventral), 1 [SDR](#)

NOTE: Currently, the port dorsal laser turret is destroyed, and the hull around it is slightly damaged and scorched from an impact from space debris.

## Ship Interior

### RP Description

“By the time Amelia ascended the ramp, Sienna was at the top, about to descend when she seemed to decide instead to wait up there for her. Now that she was closer, the smudges of grease, dirt, and grime on her tank top and exposed skin were much more apparent. Her thick pants were likewise smeared, and

a wrench hung by a loop on the side of her left thigh. The self-proclaimed ship captain was pulling a pair of work gloves off as she watched Amelia walked between the two heavysset hydraulic pistons that had lowered it to the ground on her way up the ramp and into the ship.

“This way,” Sienna told her, nodding over her right shoulder, and led her into the ship.

The pair walked through the inner airlock door at the top of the ramp and into a circular corridor, their boots clanking loudly on the metal plated floor. At regular intervals around each wall of the passageway, simple metal rungs were affixed as handholds, presumably for use in a zero-G scenario. Insulated cables and conduits ran along the walls semi-regularly, as if they had been hung as an afterthought by someone with better things to do. Set in the ceiling were nondescript lamps protected by sturdy-looking metal cages. Some of the light fixtures gave off a strong white light, others more of a tired yellowish color. A few of them flickered occasionally, indicating an electrical fault or a dying light source. In many ways, the interior felt more like an abandoned bomb shelter or derelict industrial building than a starship.

They followed the circular hallway just a few feet to the left from cresting the ramp, where the bulkhead toward the forward section of the ship opened up, revealing a curiously shaped hallway expanding off of the main corridor. A row of six seats, their upholstery stained and cracked with age but their attached safety bars and restraints in suprisingly decent condition, lined the right-hand wall, fastened securely to the floor. A nearly semicircular segment of the wall on the left jutted out three or four feet, set in the center by what appeared to be another airlock door with a control panel alongside it. Judging from the fact that the panel appeared completely deactivated, there was no power to that section of the ship. The letters “ESC PE OD” were stencilled above the door in Nepleslian, worn away by the relentless passage of time. On the far wall a short flight of three steps led up to a windowed hatch, set above the other visible doors by at least three feet. One could catch a glimpse of an exterior canopy through the window on the hatch, indicating it led to the cockpit, which was confirmed by a similarly faded stencilled label next to it reading as such. In the corner just to the right of that hatch was another one in the right wall, with no window, although another stencilling said “F RW D AINEN ANCE.”

“Cockpit's through here,” Sienna said, climbing the steps and twisting a metal handle set in the wall next to the hatch on the forward wall. With a loud clank, the locking mechanism released, and the door retracted to the side with a whoosh. “Ship's computer is in there,” she added, pointing to her right towards the other door nearby, “but most of the connections you'll need you can access from here.” Stepping into the cockpit area, she beckoned Amelia to follow.

Just inside the door the women were beset on all sides by computer consoles, exposed insulated wires, and display screens, most of them two-dimensional monitors. The floor was elevated high enough so that Sienna had to crouch to fit inside. Just to the left of the door, in the floor, a circular panel was pulled out and set aside, exposing a cluttered array of connections and blinking lights, their wiry tendrils plugged into everything in each other, running to and fro and out of sight in all directions. Forward from the elevated platform, an armored bubble canopy provided them with a panoramic view of the station's docking bay, its “nose” roughly eight feet from the cockpit entrance. Two command couches sat below the platform, depressed back down about three feet from where they stood, far enough down that climbing in and out of them would apparently require the use of a handrail set in the ceiling right where the platform dropped off. Each of the couches were claustrophobically pinned in by volumetric and monitor deisplays, all powered and in diagnostic mode, while a large three-dimensional astrogation projector loomed between the two. What appeared to be flight controls were set around the seat on the right, and much of the comms and navigational equipment was concentrated to the left.”

## Overview

The ship's interior was modified from its factory design by its original owner. The port cargo bay had been converted into an aquarium, and obnoxious green carpeting and fluorescent color schemes had been applied to the floor and walls. Seeing no purpose for the ostentatiously frilly design choices, Sienna spent quite some time re-converting the cargo hold back to its intended purpose, as well as tearing out the carpeting and painting over the bright colors with more neutral ones. While the ship's interior now does have a fresh coat of paint and new decking, it still possesses a very industrial, bare-bones feel to it, dominated on the inside mostly by metal grating and raw bulkheads. The ship is very small, and while it is open enough in most of the common areas to avoid feeling cramped on short journeys, the majority of its interior space is reserved for cargo capacity, not passenger comfort.



## Ventral Loading Ramp

Located on the underside of the ship, just forward of amidships, is an airlocked, fully pressure sealed

loading ramp, hinged where it connects to the main hallway. Hydraulic cylinders lower it to the ground when the ship is landed, and while it is more than robust enough to handle loading heavy cargo, it is typically only used for loading passengers and crew.

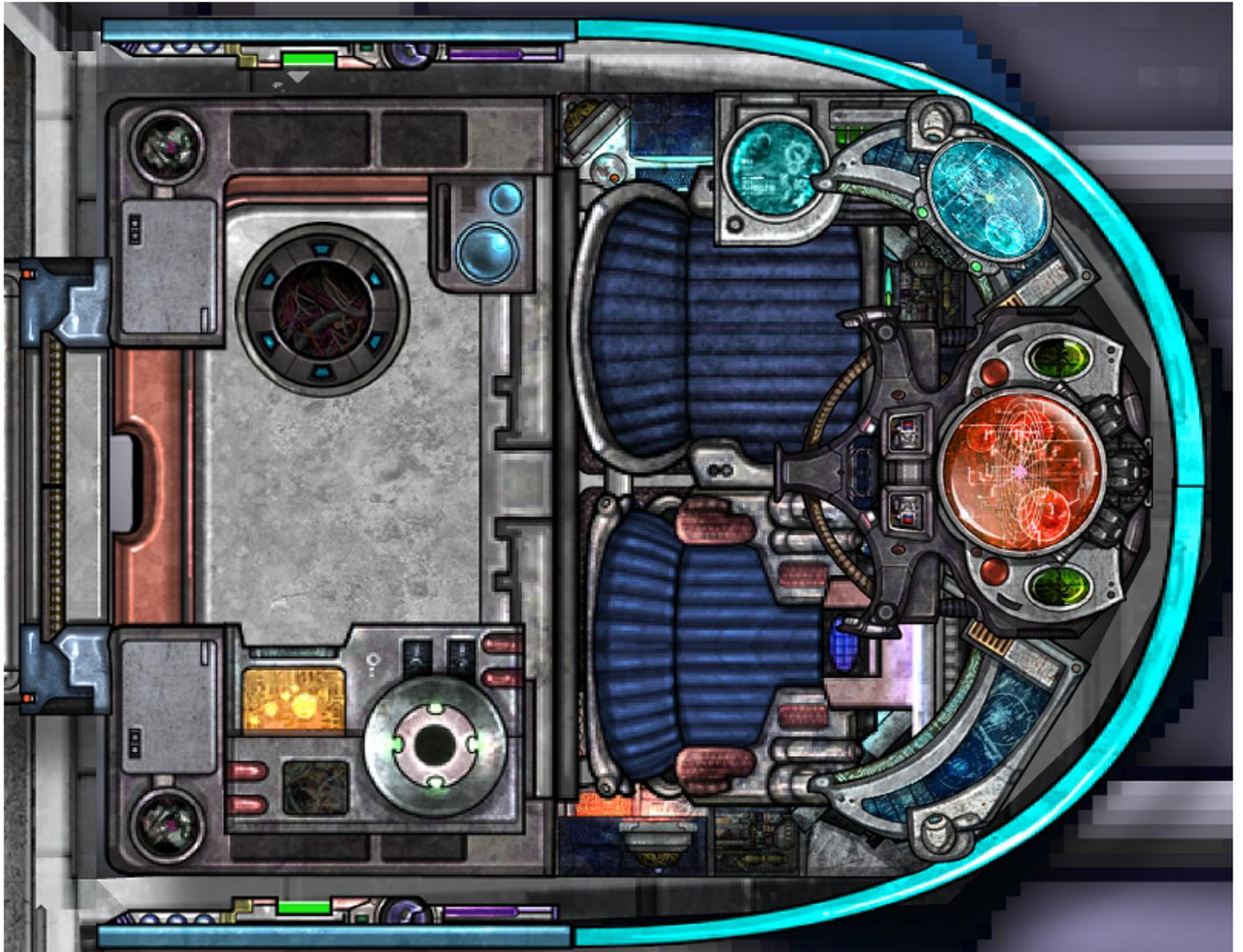
## **Main Hallway**

Circling the ship's center is the main corridor that accesses all areas of the ship. It is just under six feet across all around, wide enough for two people to comfortably walk side by side around it. Its decking is nothing more than dull gray plate metal, and exposed joints, conduits, and wires run along the ceiling and walls. Having been recently restored, there are only a few signs of rust and weathering.

All along the outer wall of the corridor, there are solid metal rungs spaced equidistantly, providing handholds to move about the ship in the event the artificial gravity were ever to fail. White lamps are set in the ceiling, each protected by metal grating, further adding to the industrial feel of the ship. When operating in low power or emergency power situations, the ceiling lamps go out and red running lights activate along either side of the corridor floor, along the bottom of the walls.

Toward the port bow the corridor opens up into a rather large alcove which accesses the cockpit, escape pod bay, and forward maintenance areas. Along the starboard wall is a row of six seats secured firmly to the floor and fully equipped with restraint belts and bars.

## **Cockpit**

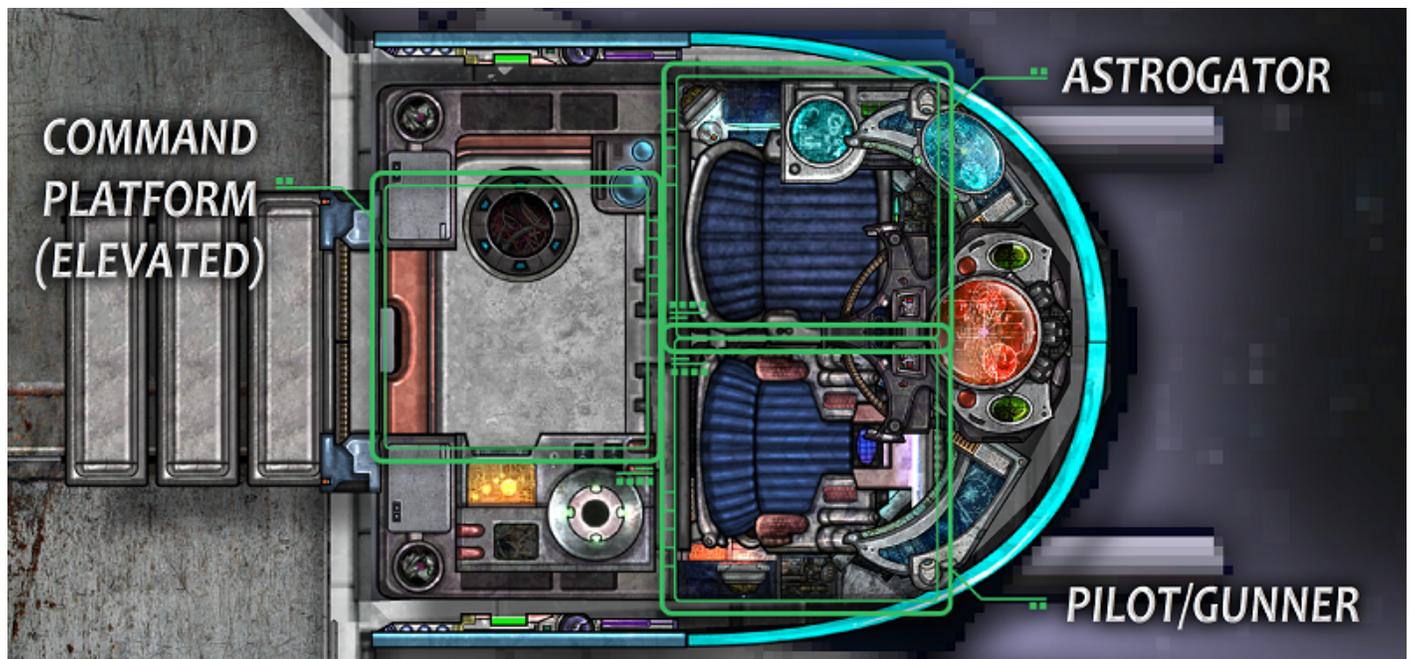


The Veil's cockpit is utilitarian and claustrophobic, just over five feet from port to starboard bulkhead and eight feet forward to aft. It is crammed full of computers, flight controls, two- and three-dimensional display monitors, and of course the pilot and astrogator's chair.

A short flight of steps lead up to the entry hatch in the aft part of the cockpit, which opens into a small, elevated standing area flanked on port and starboard by auxiliary control panels and monitoring stations for the ship's cargo ramps, airlocks, life support systems, computer core, and intercom system. A small reinforced window (barely bigger than two hand spans) is set in the entry hatch. A small circular access panel is in the floor on the port side, providing access to the innards of several critical flight control systems. This elevated command platform is high enough so that anyone near or over six feet tall would likely have to hunch over slightly.

The control seats sit in the very front of the cockpit, directly before the armored canopy glass, roughly three feet below the command station, the backs of which lie just under a handlebar secured to the ceiling, used for support when climbing in or out from in front of the controls. The control panels, instruments, and interfaces were all replaced with brand-new components when the captain purchased the ship.

The pilot's seat is on the starboard side, closer to the ship's bow-stern axis, surrounded by the various flight controls and a voice-activated volumetric interface for interacting with the ship's onboard computer. The basic flight controls (throttle, flight stick, yaw control) are located on the pilot's left and right armrests as well as a set of pedals at the pilot's feet, and are completely adjustable for accomodating pilots within the normal size range of humanoids. All of the controls are fly-by-wire, routed through the ship's computer. On the port side, squeezed it next to the pilot's seat is the astrogator's station, surrounded by an array of volumetric and two-dimensional displays for utilizing star charts and plotting FTL courses. Both seats have access to the ship's comm system, although the pilot's comm controls are more streamlined and less complete than those of the astrogator's. Likewise, the astrogator's seat has limited flight control.



## Medical Facility (Escape Pod Bay)

The ship's previous owner actually had removed the escape pod and refitted the bay for a “comfort bed,” which Captain Shelton removed and sold off. The bay is currently serving as the ship's medical facility.

A [Treatment and Examination Bed](#) is positioned in the center of the small room, surrounded by an arrangement of crates and makeshift cabinets in which the ship's resident medic stores the various procured medical supplies. Currently, almost everything in the medbay was “borrowed” from [Stitchtech Pat 64-4406-2207's](#) clinic on the [Black Moon](#).

### Equipment

- 5 [Constriction Band](#)
- 9 jars [Cleansing Ointment](#)
- 2 tubes [Heatlube Personal](#)
- 2 boxes [Osmotic Patch](#)
- [Portable Medical Scanner PMS-1M](#)
- [Medical Scanner Charging Station](#)
- [Prajna Gel](#)
- [Pico-Jelly](#)
- 2 [Peacekeeper Pocket Medikit](#)
- 3 [Peacekeeper Field First Aid Kit](#)
- 1 variety pack of [Safety Lollipops](#)

### Drugs

- 10 10 mL bottles of [Slam](#)
- 8 10 mL bottles of [Qualen](#)
- 10 10 mL bottles of [Nolern](#)
- 10 10 mL bottles of [Kaserine](#)
- 10 10 mL bottles of [Prime](#)

## Forward Maintenance Area

The hatch to the forward maintenance area is rather narrow, requiring a male of above average size to turn sideways and squeeze through while ducking. It opens up into a modestly sized work area forward of the ship's main computer system, but also has similarly small-sized hatches leading forward to the housing for the ship's CFS and to the starboard into the main sensor array.

### Computer Core

The ship's computer is a predecessor system to a [Ge-Y2-E3300 - Hogosha Quantum Computer System](#)

which, aside from being outdated, also accidentally had its AI matrix deleted during maintenance years ago. The computer is still functional and powerful enough to be more than capable of managing the ship's many networked systems, but it must be interfaced with manually, rather than verbally like more advanced AI systems. The personality and intelligence core, however, while it lacks an AI program, is still functional and intact, simply little more than a blank slate.

The computer is housed amidships, forward of the main corridor and aft of the CFS. There is a modestly sized open work area lined with storage lockers in this room.

In the lockers one can find:

- 1 [EM-G17-1a Basic Tool Kit](#)
- 1 [EM-G17-2a Repair Kit](#)
- 1 [EM-G18-1a Ship Hull Patch Kit](#)
- Air Compressor
- Spare Computer Main-Board
- Arc welder, apron, mask, and gloves

There is also a [EM-J4-1a MARI \(Base\)](#) stored in this room, dormant unless activated for use. It is networked with the ship, and can be activated manually or remotely via the computer. It is small enough to access all areas of the ship with relative ease, including the conduits beneath the decks.

## Combined Field System/Shield Generator

The Veil is equipped with a [Geshrinari Combined Field System](#) for defense. It is housed in the section of the ship in the front to the starboard of the bridge. There is very little room to maneuver in here, and the only walkway is around the outer bulkhead. A short ladder climbs up onto the aft housing for the CFS, which has a small access hatchway on top into which someone can partially descend to perform adjustments and maintenance. Most of the safety features on this system are damaged or missing, and working in this area while the system is in operation is extremely dangerous.

## Sensor Systems

The Veil is equipped with [Ge-Y2-E3301 - Standard Starship Sensors](#). There is enough room for a single worker to walk along the outer bulkhead around the sensor array, if they squeeze against the wall in some places.

## Central Airlock Chamber/Dorsal Airlock

In the very center of the spacecraft is the dorsal docking airlock, typically used for docking with other ships while in orbit or in deep space, and for extravehicular activity. Ten feet in diameter, it can easily accommodate the entire crew of the ship without much trouble, although with standing room only. It is accessed via the main hallway through an airtight inner hatch. The walls are significantly less cluttered in here than in the main hallway.

There are six lockers for pressurized EVA suits along the walls on either side of the outer airlock door, and rungs attached to the opposite wall leading up to the outer hatch, useful either under gravity or in zero-G. The airlock chamber can be pressurized and depressurized and the inner and outer lock doors operated via a control panel on the inside of the airlock, or from the command platform in the cockpit. The controls in the cockpit can override those inside the airlock. An extendable docking ring surrounds the outer hatch on the outside of the hull, which is used to ensure an airtight seal around the hull or docking ring of another ship.

One locker is empty. The others contain:

- 1 [EM-G1 Emrys Dusk Suit](#) (5 in total)

## Living Quarters



## Lounge/Common Area

This is the main living area for the ship's crew. A mess table that seats six sits on the aft end of the room, and a small couch faces a vidscreen in the middle of the lounge for off-duty crew members to watch movies or local broadcasts, and it can also serve as a “virtual window” to the ship's exterior. Three storage lockers line the forward-most wall, designated for flatware, extra blankets and sheets, as well as medical supplies, since the lounge also doubles as the medbay, if it ever became necessary.

On the walls around the mess table are a number of ceremonial swords and bladed weapons bolted to the wall. Though some of them look threatening, they are purely decorative, and none of them are sturdy enough to be practical as a weapon. They include a longsword, two sabers, a cutlass, and three two-handed swords with jagged, vicious-looking blades.

In the lockers one can find:

- 1 [EM-G16-1B Medical Kit](#)
- Large box full of blankets, sheets, and pillowcases
- 2 decks of cards

## Galley

A small galley houses a single pantry with a refrigerated section on bottom and a freezer accessed through the floor. A spartan four-burner range top stove and oven is set between a sink and a dishwasher, and a modestly sized table provides counter space for prepping meals.

The galley is currently stocked with 3 months of basic food supplies for a crew of six. Although there is a variety of food types aboard, they're a far cry from gourmet quality.

## Cabin 1 (Captain's Cabin)

A modified version of a [Geshrinari Standard Crew Quarters](#), this cabin contains two single beds bunked atop one another, a dresser just large enough for two people's clothing, and one storage locker for other personal effects. It also contains a single writing desk and chair with a built-in lamp. On the writing desk is an abstract-looking desktop sculpture about six inches tall and just smaller than the width of a palm; an eerie-looking jumbled mess of angles and spires. It's almost impossible to tell what it's supposed to represent.

On the left edge of the desk is an induction charging pad for a [MT-G1-1A - Personal Holographic Computer \(PHC\)](#).

Sienna vehemently forbids any of the crew from entering her personal space without good reason, and keeps anything she stores in there a closely guarded secret.

Currently the door to the captain's cabin is jammed open.

## Cabin 2

A modified version of a [Geshrinari Standard Crew Quarters](#), this cabin contains two single beds bunked atop one another, a dresser just large enough for two people's clothing, and two storage lockers for other personal effects. It also contains a single writing desk and chair with a built-in lamp.

Cabin 3 is accessed via passing through this cabin.

## Cabin 3

A modified version of a [Geshrinari Standard Crew Quarters](#), this cabin contains two single beds bunked atop one another, a dresser just large enough for two people's clothing, and two storage lockers for other personal effects. It also contains a single writing desk and chair with a built-in lamp.

This is the only cabin which cannot be directly accessed via the common area; one must pass through Cabin 2 in order to enter.

## Amenities

Located on the port side of the ship, just aft of the ventral ramp is the ship's only bathroom and showering facility. It possesses one toilet, one sink, one shower, and two large cabinets. Crew members inconsiderate enough not to clean up after themselves are typically dealt with swiftly by other irate shipmates.

It is important to note that while the toilet is advanced enough to function in zero-G via a clever pressure system, the shower requires gravity to properly function.

## Aft Maintenance Area (Engineering)

The aft maintenance area is jammed full of vital systems with very little room for human occupancy. Maintenance walkways are extremely narrow, and cables with fraying insulation hang from the ceiling, run along the walls and floor. Maneuverability is very limited, and very large people have a difficult time even entering the area.

## Power Plant

The Concordia Veil's heart is its modified [Geshrinari Anti-Matter Generator](#), which is fitted with a [Matter collection system](#) to keep it fueled. Under typical operation, the collector scoops can refuel the generator quickly enough to extend its operating time up to 250% of normal, if they are within the solar wind of a local star system. If run on minimum power reserves with no non-essential systems, the ship can operate in deep space almost indefinitely.

The collection system also enables the ship to refuel itself by “scooping” the upper atmosphere of a gas giant, although doing so is extremely risky. The gravitational forces and potentially powerful magnetic fields of such planets pose serious threats to such an operation, and only the most skilled pilots are able to pull off such a maneuver without expending more fuel than they would collect doing so.

## Engines

The Concordia Veil lacks a hyperspace fold drive, as it was already damaged beyond repair when her owner bought the ship, and was subsequently dismantled and sold for scrap. It does still utilize a [Continuum Distortion Drive](#) for FTL travel.

For STL travel in-system, the ship is equipped with a [Ge-F7-En1A graviton engines](#). The acceleration rate for this method of propulsion is quite low when compared to the distortion drive, although it is much safer to operate when well within the influence of a gravity well. The engines' energy efficiency is also dependent upon the strength of the gravity wells nearby. Stronger gravity wells make the engines work much more efficiently, while operating further away results in exponentially greater energy-to-thrust ratios, asymptotically approaching the point of being completely ineffective in deep space.

## Life Support

The Veil is equipped with a permutation of the [Ge-Y1-V3100 - Life Support System](#), a myriad of systems working in tandem to control the ship's climate, water recycling plant, and air scrubbers, the ship's life support center is not so much a single unit as it is a dauntingly complicated cluster of machinery tightly packed in and around the aft section between the cargo bays, and hooked into the living areas. Relay stations and monitors for the various systems are scattered throughout, constantly feeding information to their respective control unit.

The atmospheric systems, air and temperature systems are beneath the floor of the main hall, located about in the center of the hall. Located closer to the generator is the water system.

## Artificial Gravity

There is not a single artificial gravity generator aboard the ship, but rather, a networked system of smaller generators placed below decks throughout the hull. The entire network can be calibrated and otherwise controlled via an interface in the aft maintenance area, and the network can be powered on or off from the cockpit (but nothing more). The system is redundant, meaning that it can isolate a malfunctioning unit and prevent it from affecting normal operation throughout the ship, but damage to or miscalibration of the CPU can potentially cause the entire network to go into failsafe mode and shut down. The gravity projectors are distributed about the ship in the floor and the outer walls.

## Below Decks

There are two small access hatches on the port and starboard sides of the engineering area that lead below the main deck into an exceptionally tight crawl space where the power and computer conduits run throughout the ship, as well as the ship's plumbing. Moving through this area is only possible by slithering along on one's belly, and broad-shouldered individuals cannot fit at all. The [EM-J4-1a MARI \(Base\)](#) aboard the ship, however, can move unimpeded through this area, as long as the artificial gravity is activated.

The landing strut bays cannot be accessed from this area without cutting through the hull.

## Cargo Bays

The ship has two independent cargo bays, one on either side of the engines, and each of them encompass approximately 13,200 cubic feet of storage space (roughly 1,100 square feet of surface area and 12 feet from floor to ceiling). They are loaded from reinforced airlock doors on the port/starboard wall (depending on the bay in question), each of which have retractable ramps that extend from beneath the bay's bottom decking.

Since it was converted into an aquarium, and then re-purposed back into a cargo hold, the port bay has a damp, musty odor and feel to it that seems to linger under normal atmospheric pressure, no matter what measures are taken.

The bays can be configured in a number of ways, as Geshrinari Shipyards built them to accept a number of modular arrangements, but the Veil currently is without any of the customization kits and materials. Any shelving or modular containers the crew wishes to utilize will have to be acquired or cobbled together elsewhere.

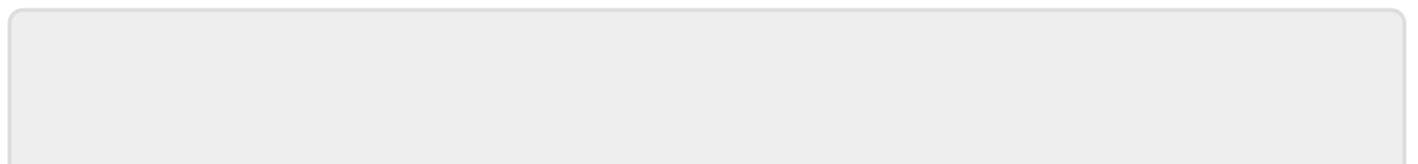
The cargo bays can be accessed from the interior through standard hatches from the main corridor in the center of the ship.

## Ship Logistics

- [Ship's Inventory Summary](#)
- [Ship's Operational Finances](#)

## OOC Notes

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