

SS Galean

The SS Galean is an unregistered [Ge-L3-1A - Vampire-Class Patrol Craft](#) owned by a man who calls himself "Talroc". It is generously termed a 'Privateer', though it also does mercenary work. Its registration number and color pattern change periodically.

Overview

The SS Galean is, essentially, a Pirate Ship. Its crew, for one reason or another, are all kept on their toes by the fact they are on the run from several brands of law enforcement (and some groups of opposing privateers). It has fallen in and out of pirate bands, has been used for a few years in combat, and has approximately ten outstanding parking tickets and warnings.

It currently has a pitch black paint job. This is so that it blends in with the surrounding universe, although in previous paintjobs, it has borne upon its dorsal side such prestigious emblems as: Yamatai's Hinomaru, the Party flags of both the Red and Green parties of Nepleslia, a Giant Red Target, and a rather whimsical Jolly Roger. None of these were the captain's idea. All of them got painted over when he noticed them.

Crew Roster

"Talroc"

- [Human](#)
- Ship Captain, Primary Pilot and Navigator.
- 'Still waters run deep'. The Captain of the Galean, known as 'Talroc', is usually a very calm man. Somewhat cynical, and god-fearing only in the respect that he'd really rather not die, he doesn't seem to care very much for international customs or borders. Aside from this, nobody really knows when he became a privateer, or what exactly for. Often, he shows an uncharacteristic command experience that hints he may have been part of the SAoY before going rogue. He is wanted under the 'Talroc' moniker by the Yamataian government, although in YE 30 he signed on with the Empire and assisted in the destruction of the Freespacer's Great Lighthouse. The temporary amnesty was since revoked. No love lost there.
- Hair is black, eyes are brown, skin is of a caucasian tint. Talroc is usually wearing old military boots, a black shirt, gray/white camo pants and jacket with a Nepleslian-style print. Although he keeps a 'regulation' haircut, he often neglects to shave while traveling and the result is usually a dark shadow.

"Ayla"

- [NH-17 Nekoalkyrja](#)
- Primary Engineer and Comm. Officer, Secondary Weapons Specialist.
- Overtly a deserter from the SAoY, there's some speculation as to why exactly she deserted, since

she does not seem to have many qualities that could be considered 'defects'. She is quiet and self-possessed, though prideful and somewhat anger-prone. She's polite, but her temper is fairly well known to both Talroc and Isaac and they go out of their way not to wind her up. She is wanted under the name "Ayla" by the Yamataian Government, although in YE 30 she assisted Talroc against the Freespaceers. Ayla has never voiced an opinion about privateering, although she does sometimes suggest jobs that catch her interest.

- Hair is black, eyes are blue, skin is of a caucasian tint. Ayla is usually in loose, almost 'street' clothing, rather than the traditional and insane military spandex universally reserved for NH, When planetside or in a starbase, she usually uses a hood to cover her ears, although she keeps her hair a medium length. Strangely enough, she often doesn't wear shoes while in space.

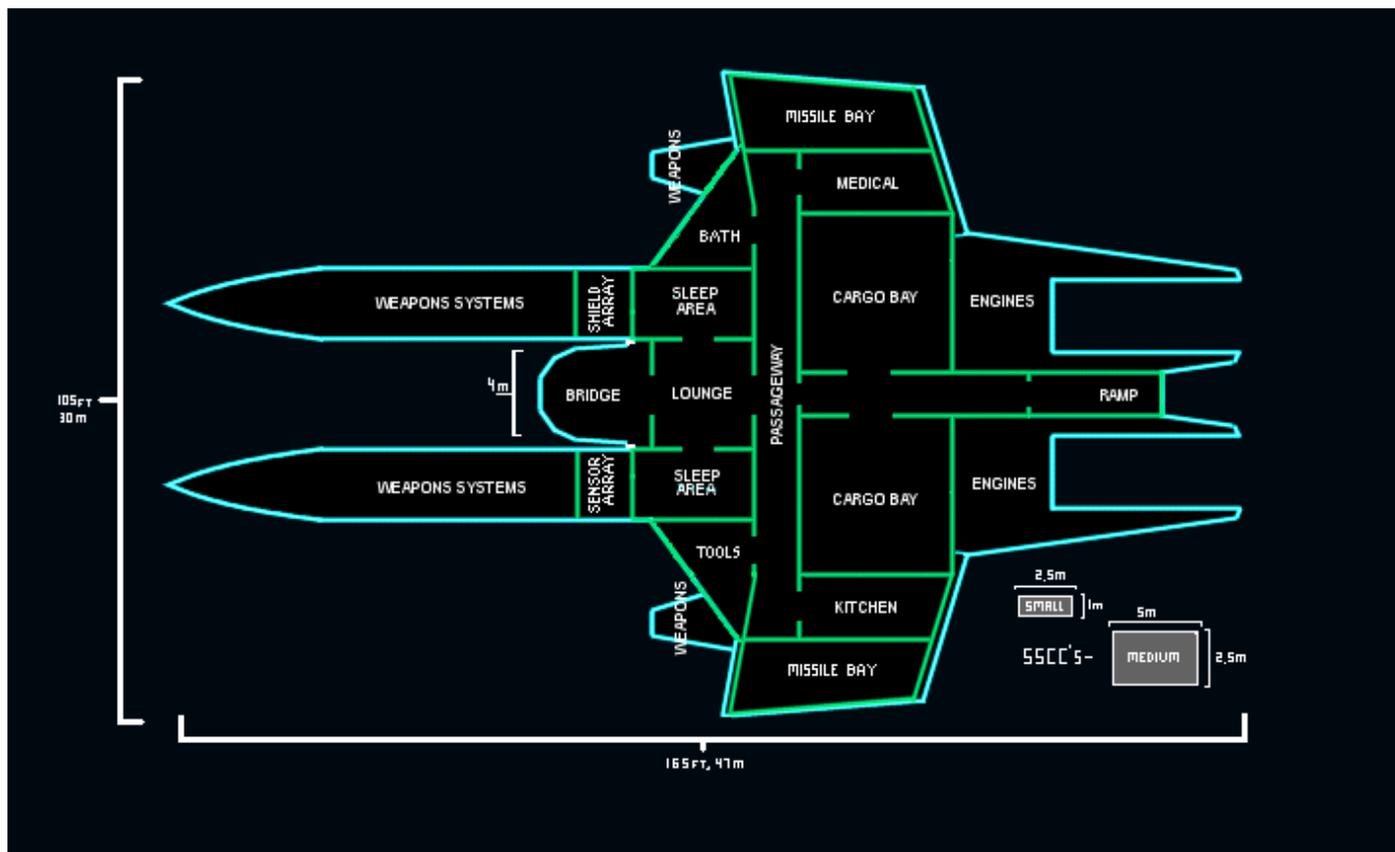
Isaac Albar

- [Neplesian](#)
- Primary Weapons Specialist, Secondary Pilot/Comm.
- A relatively new addition to the group, Isaac was a member of the Red Party of Neplesia (the [Neplesian Reds](#)) before Talroc and Ayla got their hands on him. A very outward guy, he's vocal and aggressive about his political positions, but he keeps his mouth shut around the other crew. Although they've not known each other more than a year, spending days and days with the same people in space develops a strange sort of camaraderie. Even so, he often complains that the other two crewmembers flirt too much in front of him. Prone to the use of slang and fairly content to blow things up, he occasionally has his deep moments, for a given amount of 'deep'. He is wanted in Neplesia, but he doesn't have an official criminal record so-to-speak.
- Hair is brown, eyes are brown, skin is of a tanned caucasian tint. Compared to Talroc, Isaac is a skinny bastard. He is usually shirtless on the bridge, but that's far from indecent - half of his torso, including his lungs, heart, and his right arm are now fully mechanical. Supposedly he lost them all in a 'bar fight'. He keeps his hair short, but he does have a short beard.

Dimensions

- Vampire-Class Patrol Craft
- Type: Short-Range Patrol and Cargo Craft
- Class: Ge-L3-1A "Vampire"
- Designer: Geshrinari Shipyards, Neplesia
- Crew: 3
- STL: 0c-0.255c (0.45c w/ Doubler)
- FTL: 12,000c (1.37 ly/h) (Hyperpulse Drive)

Layout



The Bridge

The bridge is cramped. There is only room for three people in the bridge, and, it bears repeating, it's pretty snug. There are three main control seats. The first is in the middle with its back to the door, causing anyone who wishes to actually enter the bridge to have to crawl around the chair to a certain extent. This is the command/pilot's seat and is raised enough above the other two panels to command a good view of the forward screen (or space itself, if the pilot chooses to use the actual window). Sitting here, directly at 2 o'clock is the Engineering/Communications/Sensor panel. At 10 o'clock is the Weapons/Targetting/Security panel. Due to the configuration of the ship's electronics, certain aspects of these panels can be transferred individually to other panels.

The Lounge

About as large as the bridge, but less cramped, the lounge serves as a hybrid eating/rec/sitting/dumbshittery room. The *SS Galean* is not, by nature, a ship designed for leisure. The walls are, for the most part, bare metal and wires run from the hallway into the bridge systems, and some wire clusters from the bridge systems run through the walls into the sleeping areas (and from there into the weapons/sensors/shield arrays). The room's most notable feature is a three-knuckled dint in the starboard wall. The couch doubles in times of crisis as a bed for the Captain. Who knew?

The Sleeping Areas

Spartan is a good word. The sleeping areas are like the rest of the ship. Bare, pale metal. In the fore walls of each room is an airtight, circular sealed door that leads to a narrow crawlspace which continues up to the tips of the *Galean's* forward weapon and electronic arrays. The beds themselves are twin-sized, bolted to the floor. There's a cabinet per room and the sleeping quarters are perhaps the only rooms in the ship that can be 'customized' in a sense, although the current crew doesn't take much interest. Ayla and Talroc share the starboard room. Isaac takes the port. Consequently this is usually where they store their personal weapons, as well, rather than in a locker on-ship.

The TOILETRIES

God bless them. Although the head is small, there is room enough for a standard toilet and a showerhead. The waste drains into a Reservoir which recycles it for use on the ship. Not. Actually it's put there to sit until the *Galean* docks, or it is jettisoned. Yes, the *Galean* does not have the self-sustaining systems of the uber-powerful ships of uber. CLEARLY A FLAW ON THE DESIGNER'S PART.

Medical Bay

It's small, kind of. A little smaller than a regular doctor's office. Normally this would be crammed with stuff but since the *Galean* does not actually have a medical officer on board or, to whit, anyone who cares, there's mostly automail parts and a few basic medical packages stored here and there. While there is an examination table it's not frequently used.

Kitchen

Yarr, there be food here. Mostly it's canned or frozen food, though; spread through cabinets, and sometimes spilling into a certain corner of the cargo bay. Regardless, the kitchen is where the food is PREPARED (microwaved) rather than eaten. It's usually trucked back to the Lounge, for the strenuous task of devouring it.

Weapon Systems

Medium Positron Cannon (D-Gun)

- #: 1
- Damage: DR 9
- Reload Time: 7 Mins
- Payload: Functions as long as the quantum-gravitic reactors are operational.

Superconductor Mobile Gun Turrents

- #: 30. Mobile over ship hull.
- Damage: DR 4-6
- RoF: 4 per second (each)
- Payload: Unlimited so long as the ship provides power.

Combined Pulse Cannon

- #: 2. Under the ship wings.
- Damage: EMP, DR 7
- Rate of Fire: 2 per 15 seconds
- Payload: Unlimited so long as the ship provides power.

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