

Sidewinder Room Descriptions

"Here I am, ship with an ass the size of a planet, and they ask me to write room descriptors."
-Captain Steele

This is just descriptors for the *Sidewinder's* various rooms. A lot of them are either taken from or derived from the version that's on Zheng Shi. Some rooms aren't on the drydock map or required a complete rewrite, though.

Rooms are presented from north to south, east to west.

Interior 1	Interior 2	Interior 3
Storage	Interior 4	Installables
	Interior 5	
Captain's Quarters	Security Console	
Boarding Ramp	Interior 6	
	Interior 7	
	Helm	

Interior 1

Old

PLACEHOLDER Interior 1.

New

This chamber has no walls that you can see, only heavy machinery. Churning coolant pumps and gurgling pumps surround you. Whirring boxes radiate palpable heat, their purpose as unknown as their contents. Banks of winking green indicator lights report on hundreds of sensors scattered throughout the mechanical maze. Even the floor isn't quite a floor: it's made of modular metal gratings that could be pried to allow you access to the components below. You aren't sure if this place is a mechanic's idea of hell or a wet dream. Maybe it's both, to the right person.

The main access corridor lies east.

Interior 2

Old

PLACEHOLDER Interior 2.

New

A lone chair sits against this passage's northern terminus, next to a stack of magazines. Doors flank it to either side, offering access to "Engine Room A" and "Engine Room B." {Olympia is crew: The seat serves as Olympia's personal getaway when she's not busy attending to the <i>[pc.ship]</i>'s needs. }You opted to keep the original crew's magazine pile - never know when you might need some light reading to pass the time on a long spaceflight.

You spot the following headlines at a glance:

<i>Ion Engine Tuning Made Easy!

Cum Like Tank Kannon With This One Simple Trick!

Pecs: The Milky Manjugs of the Future!

Anal: How Big Is Too Big?

Light Drive Showdown: Which Model Covers the Most Parsecs in a Sec?</i>

On second thought, maybe the reading's not so light.

Interior 3

Old

PLACEHOLDER Interior 3.

New

The <i>[pc.ship]</i>'s port engine room is just as incomprehensible to you as its starboard counterpart. Whatever the pirates did in order to make this beast of a vessel, it resulted in a mess of pipes, wires, and black-box devices that could only be fully understood by a superior mind - or an insane one.

The main access corridor lies west.

Storage

Old

PLACEHOLDER Storage.

New

The <i>[pc.ship]</i> isn't quite as laden with cargo space as you might expect from a pirate ship, a necessary compromise given the titanic engines that sit just behind them. To make up for the

lack of space, the ship has twin cargo holds, but you've opted to only keep the starboard bay for storage while repurposing the port hold for other needs. Cables, tools, and racks of armor plate patches needed to maintain the ship are organized neatly against the back wall, while lockers and shelving units line the other three sides of the room, ready to be filled with the spoils of your adventures.

Interior 4

Old

PLACEHOLDER Interior 4.

New

Compared to its counterpart near the front of the *[pc.ship]*, the rear corridor is substantially girthier, especially once you get back to where the ship keeps its twin cargo holds and freight hatch. The doors here are much bigger than the ones for the crew compartments, in order to facilitate easily loading a pirate crew's winnings.

Installables

Old

PLACEHOLDER Installables.

New

The *[pc.ship]* was designed with twin cargo bays, but since you're not hauling freight or plundering space yachts, you only need one. Instead you've converted the port hold into a suitable space for any equipment you find on your travels that's too big to fit in one of the crew compartments. Given pretty much anything you find that fits that description is going to be a device of the lurid sort, you've also adjusted the former hold's lighting to be a bit more sensual than that of its counterpart.

Interior 5

Old

PLACEHOLDER Interior 5.

New

The *[pc.ship]* keeps most of its mass in the back, and that includes its crew quarters. Doors flank both sides of the north-south corridor here, each opening into a miniature suite. Quarters with no assigned crew are kept locked down to save every available drop of power for the ship's engines. The open quarters are as luxurious as you've come to expect from the rest of the ship, easily rivaling the accommodations of a pleasure yacht. Clearly the Jumpers meant to do a lot more than just business on board.

Captain's Quarters

Old

PLACEHOLDER Captain's Quarters.

New

Furnished with a heart-shaped bed and more throw pillows than any one planet should be allowed to contain, the captain's quarters look more like a harem chamber than a place of rest, naturally making it the perfect throne room for a sex god of space like yourself. While you're taking much better care of the ship than the previous captain, and thus the room is no longer laden with trash, you *did* opt to keep the L.D.C.'s framed pair of frilly panties and accompanying signed picture of Nivas Oxonef. That's a collector's item!

Security Console

Old

PLACEHOLDER Security Console.

New

The ship's mess hall is a combination kitchen and dining room, complete with tables capable of seating up to twenty. The kitchen is everything you'd expect from hedonistic pirates. Gold-trimmed protein synthesizers are neatly packed next to an ornate las-oven and a half-dozen other esoteric food preparation devices. A simple robotic servant trundles around with a touchscreen on its blank face listing suggested foods. You've undone some of the more crass modifications that the pirates made to the poor thing.

A wide access corridor intersects with the mess, stretching north toward the twin cargo holds and engines, and south up to the cockpit. A heavy doorway to the west gives the captain convenient access to food from [pc.hisHer] - *your*, rather - quarters.

Boarding Ramp

Old

PLACEHOLDER Boarding Ramp.

New

The *[pc.ship]*'s airlocks look much like its exterior: shiny, new, and engineered with a surprising degree of precision. Large square buttons operate the airlock's settings, flanked by the sort of heavy duty, no-nonsense lever you'd expect to find on a military vessel. Automatic docking controls are positioned just below. The reverse wall houses manual linkages. Finally, a small panel on the outer door displays the airlock's overall status - {ship is on any planet: primarily that it is more or less wide-open, owing to compatible atmospherics on the outside.

Handy.}{ship is out in space: that it's closed, fortunately, as otherwise you'd have a bit of a problem right now.}

Interior 6

Old

PLACEHOLDER Interior 6.

New

This north-south access corridor runs the whole length of the *[pc.ship]*, opening into the mess hall in the north and capped by the closed cockpit door to the south. You've taken down the Jumper decorations and replaced them with something a little more tasteful, letting the brand-new ship's gleaming finish speak for itself.

Interior 7

Old

PLACEHOLDER Interior 7.

New

With the *[pc.ship]*'s limited floor space, the original residents made sure to decorate the central corridor in a more personalized fashion than you would normally see on a vessel of its size, and you've opted to follow suit. Each of your crewmates is encouraged to leave their own signature touch on the hallway, whether it's a piece of artwork, a prized trophy, clothes that no longer fit after transformations, or pictures snapped during your various sexual escapades with one another.

The doorway to the cockpit signals the end of this hallway, just to the south. The rest of the ship lies north.

Helm

Old

PLACEHOLDER Helm.

New

The *[pc.ship]*'s cockpit looks even flashier than the rest of the ship. Banks of programmable hardlight displays report on the conditions of dozens of subsystems. Black varmint-leather cushions lend the comfy bucket seats an air of luxury, ensuring that this magnificent beast's crew can truly enjoy themselves while plundering the galaxy's riches. The captain's chair is the largest by far, sat behind an array of triple holodisplays, twin flightsticks, and two full keyboards. Judging by the setup, this vessel can be operated by a single pilot if need be, though a good crew would undoubtedly make it more effective.

When you're in a particularly frisky mood, the captain's chair has one special feature you're very glad the Jumpers installed: a hardlight projector concealed directly beneath the center of the seat, perfect for ensuring your [pc.vagOrAssNoun] never has to take a break from enjoying some action just because you're busy flying the ship.

The cockpit's access hatch leads north.