Starships D6 / Leviathan Techno-Organi

Name: Leviathan
Type: Leviathan Techno-Organic Lifeform Adapted to use as a Spacecraft
Scale: Capital
Length: 1000 Meters Long 250 Meters Wide, 200 Meters High
Skill: Capital Ship Piloting - Leviathan
Crew: 1* ; Skeleton 10/+10
Crew Skill: Capital Ship Piloting 6D, Astrogation 8D
Passengers: 250
Consumables: 2 Years
Cost: 200,000
Cargo Capacity: 2,000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: NA
Nav Computer: Yes
Space: 8
Atmosphere: 400;1,050kmh
Maneuverability: 3D
Hull: 6D
Shields: 2D
Sensors:
- Passive: 50/1D
- Scan: 100/2D+1
- Search: 150/3D+2
- Focus: 4/5D

Weapons:
- Tractor Beam Projector
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 3D
  - Space: 1-5/15/30
  - Atmosphere: 2-10/30/60km
  - Damage: 5D

Shuttles: 4

* : The crew usually consists of a single "pilot" who is spliced into the nervous system of the ship, if this pilot is disabled or not present, then the vessel can be piloted by the number of crew members listed

under "Skeleton".

Description: Leviathans are naturally occuring space travelling creatures, although some conjecture exists that they were genetically engineered at some time in the past because it is thought that no creature could evolve a motive capacity capable of propelling itself through hyperspace. But no matter how Leviathans evolved, they breed, live and survive in space, and have large internal areas which can be refitted into crew quarters, passenger areas and cargo bays. This makes these fast travelling space creatures ideal for some kind of domestication into living space vessels, which has become common on some outer rim worlds, where activist groups have not made the slavery of these intelligent beings illegal. Leviathans are fairly passive, and not suited to life as a combat vessel, however their fast sublight and hyperspeed drives make them ideal cargo and passenger ships, although life support systems must be fitted to these vessels (the shields and tractor beam listed above are also artificially added systems, as are the control panels, etc to control the vessel, although all other abilities and systems are organic and natural to the Leviathan). Leviathans are best controlled by splicing another living being into the nerve clusters of the ship, this allows the "pilot" to control the vessel with his thoughts, but does mean that they can never again be removed from their place aboard the living ship as the two beings become somewhat interdependant, some beings are more suited to this role than others as the nervous systems are extensive and must be compatible. If no "pilot" is installed in a leviathan, a crew can control and command the vessel, but this is a far more clumsy way of flying these graceful and manueverable space creatures.

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