

TALES OF THE PURRFECT EXPLORERS

THE
FURRY EXPLORER
GUIDEBOOK
VERSION 1.0

SHETIRA ANWAE

Tales of the Purrfect Explorers
The Furry Explorer Guidebook
Version 1.0

By Shetira Anwae (Shetira)

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FE-TotPE T-1-001-1.0

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FURRY EXPLORER PRODUCTIONS
CONTENT WARNING

MATURE
AUDIENCES
18+ ONLY

This book contains situations and concepts which are appropriate for mature audiences only. These include: **Descriptions of unusual sexually and/or erotically themed concepts and devices.**

INTRODUCTION

Welcome to the Furry Explorer Guidebook, version 1.0! I initially composed this reference mainly for my own use in order to help me ensure consistency in the fictional world of Tales of the Purrfect Explorers.

Because this is a reference for things which have largely not been written about, I've kept descriptions to bare minimum so as to not tie myself in to definitions which will probably change over time. Later versions will be more detailed as I develop the world in which the Furry Explorer exists.

This book is separated into several sections. This first section discusses the Furry Explorer, its history and the services it provides to those interested. The second section consists of the keyed deck plans of the Furry Explorer with descriptions of all areas as well as some of the interesting things that can be found within them. The third section details personal equipment and clothing used by the crew of the Furry Explorer. The fourth section focuses on the crew itself, with bios of the main characters and a full crew roster.

I hope this book helps put some of my other work in perspective as much of what I have released, art and story wise, has been skewed to one end of the scale of things that go on in this very detailed universe.

Sheira

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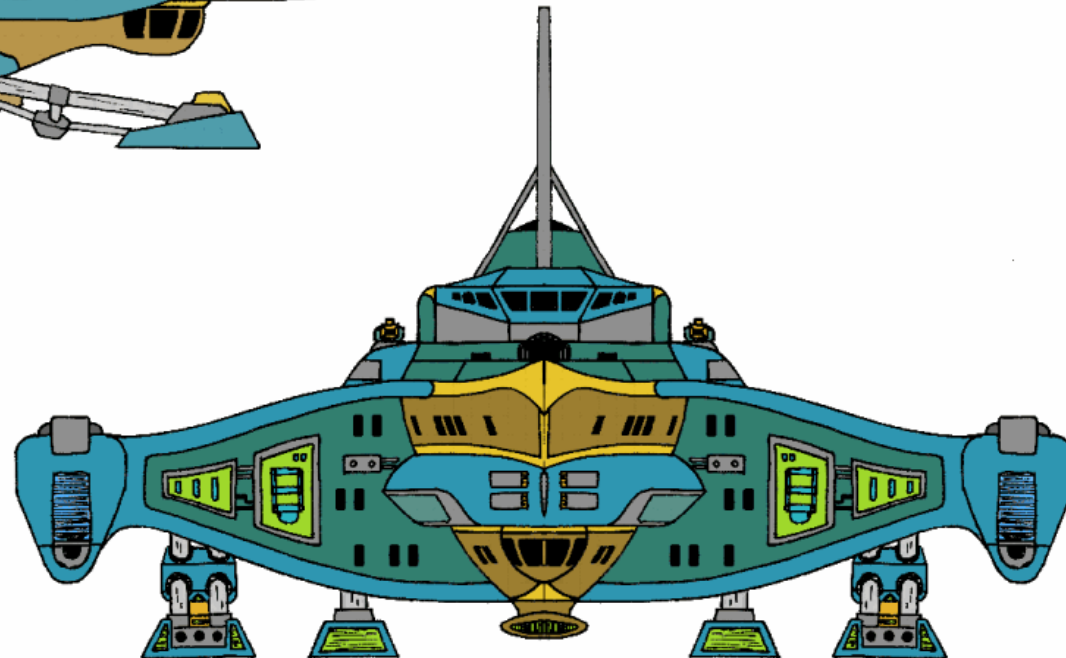
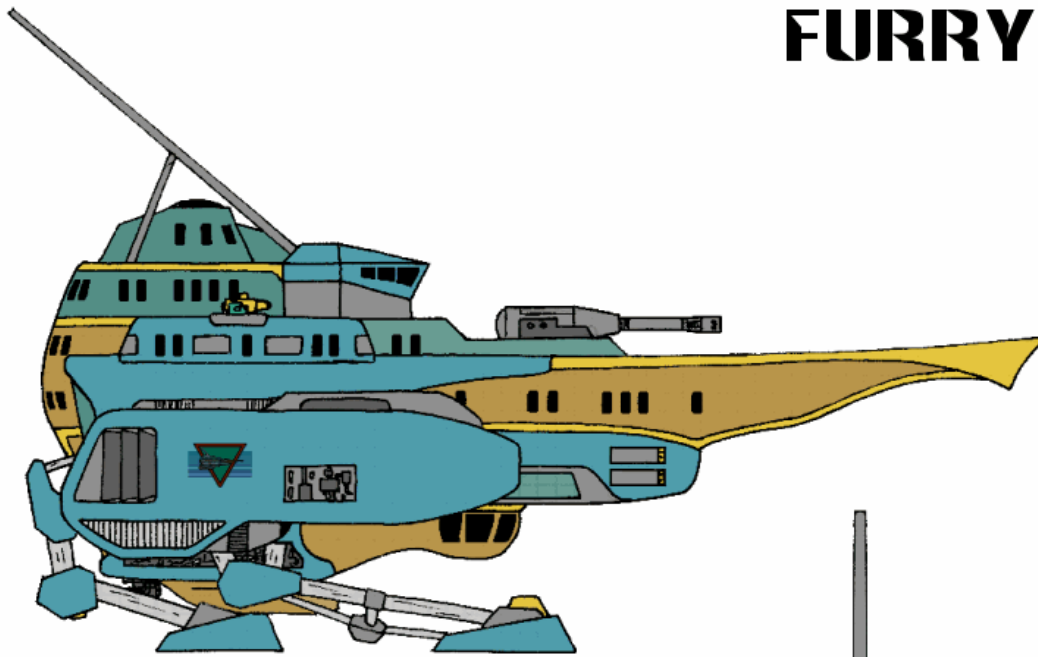
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SECTION I

THE FURRY EXPLORER
OVERVIEW

FURRY EXPLORER

FINAL DESIGN



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SHIP'S DATA

Physical Characteristics

Length: 192 feet

Beam: 212 feet

Height: 135 feet

Displacement: 4,550 tons

Sub-light Drive Statistics

Maximum Sustainable Speed: .85c

Cruising Speed: .3c

Tactical Speed: .05c

Rift-Drive Statistics

Emergency Speed: 2,500c

Maximum Speed: 2,200c

Cruising Speed: 1,500c

Armament

Main Gun: 1 12in Pulse Cannon mounted on a limited traverse and elevation turntable mounted forward at the 01 deck level.

Secondary Battery: 6 Medium Lance Projectors mounted in fixed triple mountings in the ship's foreword landing pads facing foreword.

Anti-Fighter Battery: 3 Light Lance Projectors mounted on turrets, two on either side of the superstructure on the 02 deck level and one on the bottom of the ship aft.

Torpedo Tubes: 4 mounted foreword on the second deck firing foreword. Each pair is linked and is equipped with 4 probes and 18 torpedoes.

Other Weapons: A twin light pulse blaster on a ball mounting is installed just inside the ramp access way. Four similar weapons are mounted in hidden mountings one each on the top and bottom of each outer wing. Each wing also mounts a concealed rack of Wasp anti-fighter missiles firing aft.

Defenses

Class 22 Shield System

RCD-200 Electronic Countermeasures System

Maia-20 Sensor Masking System

Crew

Owner/Captain: 1

Officers: 12

Senior Crew: 22

Regular Crew: 96

Total: 131

SHIP'S HISTORY

On the 6th day of the 3rd month of the year 4824 Imperial Reckoning (6.3.4824IR), the wilderness explorer Shetari Anwae and her barbarian companion discovered the elegant and ship-like, though derelict hulk of what was to become the Furry Explorer deep in the swamps of the frontier world of Eregorn III. When exploring the wreck, the pair discovered a strange alien device which demanded further study. Shetari marked the wreck as her property for salvage and left to gather a group to more properly analyze the alien ship. This was the beginning of a chain of events which would make the Furry Explorer and her crew famous.

On 29.4.4824IR, the wreck was lifted from the swamp and deposited at the small shipyard at the main outpost on Eregorn III. There it was analyzed in detail by a group of scientists and engineers including Anshi Alluwa and Luri Senwa, the former already Shetari's science chief and the latter soon to become the ship's chief engineer.

As Anshi attempted to unlock the secrets of the strange alien device within the ship's belly, Luri began the long, arduous process of reconstructing the vessel and returning it to functionality. The process was made difficult by the need to replace almost all of the ship's strange, wholly alien internal components with something more practical and easily repaired.

After nearly two years, the ship had been completed, though much of the elegance of the original alien design had been lost through the filling in of the ship's bi-wings with living spaces and the addition of massive outboard power plant pods on each wingtip. At this time too, Anshi had discovered the apparent

purpose of the strange alien device: if a person “linked” to the device, it could restore the to normal no matter what happened to them in the intervening time, even death. Anshi called it the “lifegate” for its apparent purpose and the strange, shimmering portal through which restored individuals would apparently return.

Shetari, no almost completely out of funds, decided to take the ship and use the alien device in order to attempt to find strange and wondrous alien pleasures and experiences. With such a device as the lifegate, mistakes and misjudgments would not result in permanent transformation, maiming or death for those trying out strange things. Shetari assembled a full crew of over a hundred brave and curious Ambwassi women and set out to test the lifegate, to see if it worked as Anshi believed.

Shetari decided that it would only be right for her to test the device on herself. Traveling to the world of Durakonix she gave herself to the natives to be transformed into a disgusting breeding creature, with her “normal” upper body and a slime dripping, tentacled lower body. The transformation, triggered by the consuming of a large quantity of salty goo, was horribly uncomfortable and took nearly a week to complete. She then spent two weeks as the creature, laying dozens of Durakon eggs before she found herself suddenly falling through the portal of the lifegate, back aboard ship in her normal Ambwassi form.

Now knowing that the lifegate worked as Anshi had thought, the Furry Explorer set out into regions unknown to seek out potentially pleasurable experiences.

Though years of adventure and discovery, the Furry Explorer came upon a number of interesting and commercially viable experiences and products making both the ship and its crew famous. Demand for these things has made Shetari wealthy beyond her wildest imagination... so much so that she could, literally, buy a nation. Still, she and the Furry Explorer continue in their mission in the frontier, Shetari being fascinated by what she experienced thanks to the lifegate and longing for more.

MISSIONS AND EVENTS

In Chronological Order

This section is incomplete and only contains missions which have currently been written about or are at least in the conceptual stage. I will not be putting descriptions in at the current time, as I don't want to spoil things for anyone who hasn't read any of my stories. I'm including this list at the current time in order to give a sense of length to the time the ship has been in operation under Shetari's command.

Zuka Imperial Pets (Zembax, 19'11'4825IR-28'1'4826IR)

Gemstone Hostage (Zextacon, 11.3.2826IR-14.4.4826IR)

Referenced in Tales of the Purrfect Explorers: Bejeweled

Bejeweled (Zextacon, 14.5.4826IR)

Event described in Tales of the Purrfect Explorers: Bejeweled

The Fungus Priest (Vegura, 22.9.4826IR)

Event described in Tales of the Purrfect Explorers: The Fungus Priest

Return to Se'durra (22.3.4832IR-25.3.4832)

Mission described, in part, in Tales of the Purrfect Explorers: Worms of Se'durra

SERVICES

The below list of services is currently not complete. I am compiling guide for alien creatures and objects which will allow me to fill out the list somewhat.

It should be noted that the following services are only provided to those who are totally willing. The crew of the Furry Explorer will not use such things on slaves and will, in fact, attempt to free any captive or protect any coerced individuals who are brought aboard ship.

Bejeweling

The Furry Explorer has a complete set of bejeweling

equipment, including a bejeweling platform and several automated bejewelerbots. This equipment allows the crew to transform living creatures into immobile, living gemstone. These transformations are not necessarily permanent under normal conditions, so temporary bejeweling is one of the only non-permanent services that the ship can provide.

Temporary Bejeweling

1 day's bejeweling:	5,000 credits
3 day's bejeweling:	10,000 credits

Permanent Bejeweling (per individual)

Basic statue:	2,500 credits
Statue on a base:	10,000 credits
Fountain:	17,500 credits
Diamond encased:	25,000 credits

Experiment Volunteer Employment

Both the medical and sciences divisions aboard the Furry Explorer seek experiment volunteers whenever the ship makes port on an Ambwassi or Ashiri world. Most of these experiments involve the application of various things or substances to the subject's body and the later discussion and analysis of the volunteer's experience. All volunteers, unless they specifically and knowingly desire otherwise, are protected by the powers of the ship's lifegate.

Experiment Volunteer

Volunteer Pay:	500 credits/day
Uncomfortable experience bonus:	100 credits/day
Unpleasant experience bonus:	200 credits/day
Painful experience bonus:	300 credits/day

Zuka Transformation

The Furry Explorer's zuka transformation device is probably the most popular of the services the ship can provide. Despite the permanency of the transformation it effects, the idea of becoming a small, amorphous glob of pure pleasure is very tempting for many Ambwassi and even a few Ashiri women. Free transformation is provided to anyone who is willing to become a zuka pet to be delivered to Zembax for sale to the native Zarata. Otherwise, a payment must be made for

transformation and someone must be present to take delivery of the newly transformed zuka.

Zuka Transformation

Plain zuka storage globe:	8,000 credits
Jewel zuka storage globe:	12,000 credits
Gold and jewel zuka storage globe:	20,000 credits

THINGS FOR SALE

The below list of things for sale services is currently not complete. I am compiling guide for alien creatures and objects which will allow me to fill out the list somewhat.

Fungus Maiden Spores*	10,000 credits/spore
Tentacle Juice**	500 credits/liter

* See Tales of the Purrfect Explorers: The Fungus Priest

** See section 2, ship area 52 (milking bed)

SECTION 2


THE FURRY EXPLORER
DECK PLAN

ABOUT FURNISHINGS


All furnishings aboard the Furry Explorer, unless otherwise noted are made in a uniform fashion. Seating is made of soft leather with light blue arms and a gold seat and back with green headrest and seat pad. Beds are provided with slightly off-white silk sheets and a heavy silk comforter.

DECK MAP ITEMS OF NOTE

Emergency Equipment Locker

 These lockers contain emergency survival and escape equipment.

Emergency Power Generator

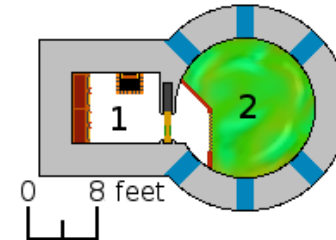
 Each of these power generators is capable of providing ship-wide emergency life support power for up to one hour before running out of fuel.

Ladder

 This is an access ladder installed to complement the ship's lift and stairwell.

O3 LEVEL

Tank Deck



1. Ladder Access

This area is a small room which provides ladder access down to O2 level. A pair of emergency equipment lockers is located here as well as several bars along the starboard wall for hanging the bodysuits of those making use of the slime bath (area 2).

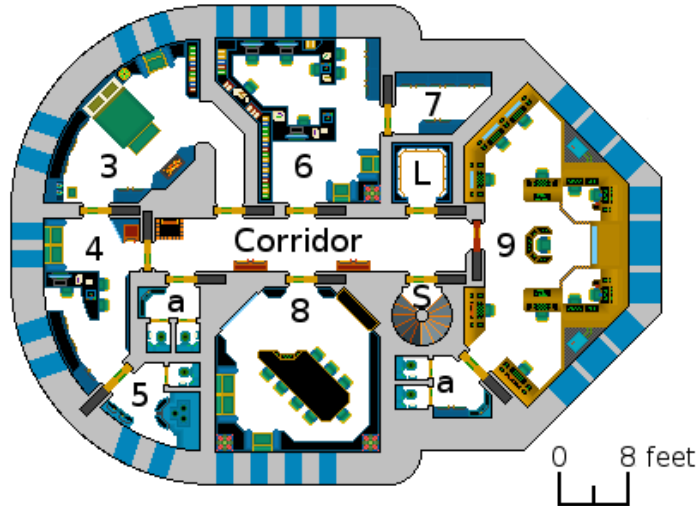
2. Slime Bath

This tank-like room at the very top of the Furry Explorer currently has a pool of artificially engineered slime which the crew calls *pleasure slime*. The sensuous, undulating, bright green slime actively pleasures any humanoid being bathing in its mass. It draws them completely within and provides air to breathe, holding them in its embrace until they are nearly exhausted by continual orgasms, at which point it pushes them out and allows them to leave. It will not take an individual within its mass if that individual has been within the creature in the past twenty-four hours. Up to six individuals can enjoy this creature at one time.

A frequently noted deficiency of this facility is the lack of a dedicated dressing area and the necessity of using the ladder access area (area 1) for that purpose.

O2 LEVEL

Command Deck



3. Captain's Quarters

This room serves as Shetari's private quarters. Due to her ongoing, though rather quiet relationship with Shawi, this room is also often referred to as Shawi's bedroom. Furnishings include a large bed, a simulated fireplace, a wardrobe, cabinets, bookshelves and a large armchair. It also serves as home to Shetari's four *zuka* pets (clear, light yellow, light blue and green). Shetari is also known to keep a rather impressive collection of sex toys in the drawers under her bed.

4. Captain's Office

This is Shetari's private office. Due to the largely business nature of the ship's operations, this is where Shetari can usually be found unless her presence is required on the ship's bridge (area 9) or elsewhere. It is well equipped, with a desk, cabinets, a couch, several video screens and Shetari's personal emergency equipment locker.

5. Captain's Bath

This is Shetari's private shower room and lavatory. A sink, a toilet and a shower pod make up the equipment of this room.

6. Ship's Office

This is the ship's main office, where all crew and business related matters are conducted. This is the primary domain of Illwae Shuma, the ship's business manager/representative, and her small staff. Desk space for five staff members is provided as well as two armchairs and two regular chairs. Under normal circumstances a sales specialist is stationed here as a receptionist. On first shift, the contract manager, a crew matron and the paymaster are also to be found here, the first conducting business and the others present to assist crew members with various issues.

7. Records Room

This small room is used to store the most important of the ship's hard-copy records, the most important being crew employment agreements and services obtainment contracts.

8. Conference Room

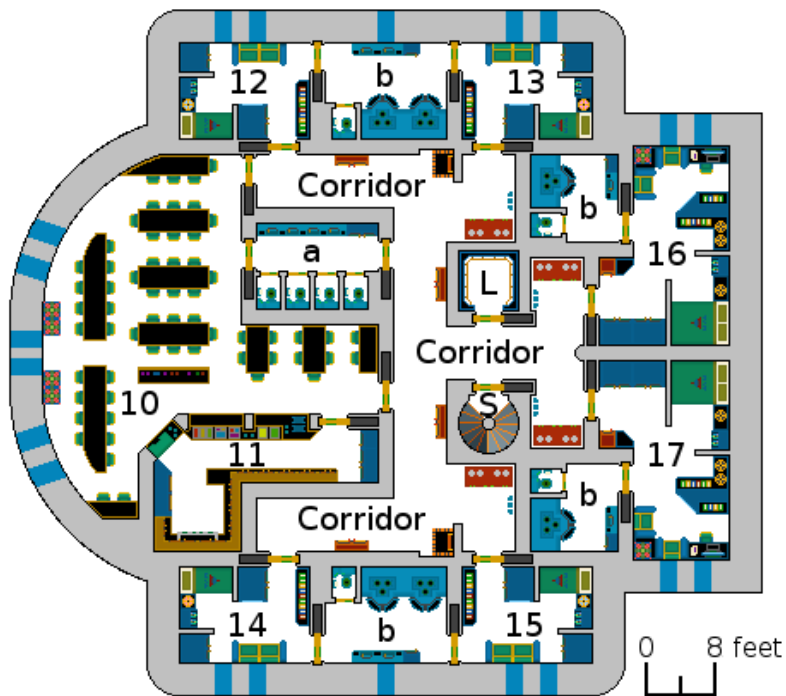
This large room serves as the ship's only conference and briefing room. Meetings with aliens, potential customers, scientists and others are conducted here as well as department meetings and officer's briefings. It is equipped with a large, oddly shaped table with seating for eight, a large video screen, a couch and an armchair.

9. Command Center

This is the ship's bridge and primary control center. Along the back wall, from top to bottom are the sensors, security, communications, engineering and damage control stations. In the center, from top to bottom, are the tactical, command and navigation stations. In the front of the room are the pilot and co-pilot stations, with a large video screen between them. The sensors, security, communications, engineering, tactical and pilot stations are manned at all times. Other stations are only manned when the situation warrants it.

01 LEVEL

Mess Deck



10. Dining Hall

This is a large cafeteria type dining hall. This is where the crew eats their regular meals. Tables and seats are provided for 60 crew members. There are no designated sections for officers or crew in accordance with Ambwassi views on equality. In addition to the tables and seating, there is a counter with condiments on top and a trash recycling unit underneath. Under most circumstances there will usually be a dozen or more crew members eating here at any given time. Deck hands are assigned to clean the dining hall twice per day.

11. Galley

This is a cafeteria type galley. Here, raw materials provided by a matter replication system are turned into a wide variety of foods and drinks. This area is normally manned by a cook and a deck hand at all times. A stove top and ovens are provided along the starboard wall of the after section. The starboard wall of the forward section has cabinets and lockers for storage. The port side of the galley is dedicated to the food service, with a high serving counter with the food trays, warm and cold, underneath.

12. Junior Officer's Quarters

This small officer's quarters unit is designated for the use of two of the Furry Explorer's junior officers. In the bed alcove there is a two level bunk bed with attached nightstand and a wardrobe unit. Outside the alcove there are lockers, a set of bookshelves and a couch facing a video screen.

This quarters unit is home to Emwi Amara, the ship's lep'rdess chief pilot, and Tanni Anshi, the ship's ty'gress matron. Also to be found here are Emwi's light blue zuka pet and Tanni's light pink zuka pet.

13. Junior Officer's Quarters

This quarters unit is fitted identically to area 12.

This quarters unit is home to Masha Turi, the ship's ty'gress chief medical officer, and Mirri Anshassa, the ship's sn'o'lep'rdess zuka mistress. Also to be found here are Masha's light purple zuka pet and Mirri's light green zuka pet.

14. Junior Officer's Quarters

This quarters unit is fitted identically to area 12.

This quarters unit is home to Aeshu Suri, the ship's jag'wress security chief, and Mialu Isha, the ship's pan'tyr tactical officer. Also to be found here are Aeshu's light pink zuka pet and Mialu's light purple zuka pet.

15. Junior Officer's Quarters

This quarters unit is fitted identically to area 12.

This quarters unit is home to Mawa Kiassa, the ship's lep'rdess operations officer, and Shawi, the ship's ly'n resident barbarian and close personal friend of Shetari. Also to be found here are Mawa's light blue zuka pet and Shawi's light green zuka pet.

zuka pet.

16. Senior Officer's Quarters

This large officer's quarters unit is designated for the use of two of the ship's senior officers. The entry area contains lockers, and emergency equipment locker and a small table. The bed alcove contains a large double bunk bed with attached nightstand and a wardrobe unit. The living area contains bookshelves, two armchairs facing a video screen and a computer desk.

This quarters unit is home to Anshi Alluwa, the ship's ty'gress chief sciences officer, and Illwae Shuma, the ship's ty'gress business manager/ representative. Also to be found here are Anshi's two zuka pets (light green and light purple) and Illwae's two zuka pets (light orange and light blue)

17. Senior Officer's Quarters

This quarters unit is fitted identically to area 16.

This quarters unit is home to Luri Senwa, the ship's pan'tyress chief engineer, and Sha'nerra, the ship's Ashiri first officer. Also to be found here are Luri's two zuka pets (light blue and light purple) and Sha'nerra's two zuka pets (light purple and light pink).

MAIN DECK

Main Deck

18. Sick Bay This is the ship's sick bay facility. All crew health care related operations take place here. It is divided into four areas: the lobby, the ward, the chief medical officer's office and the laboratory.

18a. Sick Bay Lobby

The sick bay lobby is the only means of access to the sick bay facility. It also serves as a reception area. There is a desk/station for the on-duty nurse as well as a long couch for seating and a large emergency equipment locker. Unlike some of the other offices aboard ship this area is manned continuously.

18b. Sick Bay Ward

The sick bay ward is the sick bay's care and treatment facility. This room sees little use due to the fact that crew are usually never sent into dangerous environments without the protection of the ship's lifegate device (area 46c). There are two sensor/treatment beds, a better equipped critical treatment bed and lockers for medical equipment.

18c. Chief Medical Officer's Office

The chief medical officer's office is a relatively small office which serves as the duty station of Masha Turi, the ship's CMO. It has a desk, bookshelves and lockers for medical records.

18d. Sick Bay Laboratory

The sick bay laboratory is designed for medical related diagnostic and research duties. This area is primarily used for medical research, particularly that related to non-hazardous materials. It has sensor units, a matter replication unit and other equipment. It is not as extensively equipped as the sciences lab on the third deck (area 52) and is not set up for hazardous materials research as is the sciences lab.

19. Crew Quarters

This crew quarters area serves as the home for twenty-four members of the ship's regular crew, who sleep in the three bunk cubicle areas (areas x). The common area includes a large wardrobe used by all crew members assigned to this quarters area, a couch, an armchair, a video screen and personal item lockers.

20. Quarters Access

This corridor provides access to the port side crew quarters (areas 19, 21 and 22) as well as ladder access to the second deck below. Also located here are the main port side emergency equipment lockers.

21. Crew Quarters

This quarters area is fitted identically to area 19.

22. Senior Crew Quarters

This crew quarters area serves as home to nine of the ship's senior crew members, who sleep in two bunk areas

(areas x and y). The common area includes a large wardrobe, a computer desk, a leather couch, an armchair, a large video screen and lockers. Three *zuka* pets are provided on a loan basis to the most senior crew members (sleeping in area y).

23. Crew Quarters

This quarters area is fitted identically to area 19.

24. Quarters Access

This corridor provides access to the starboard side crew quarters (areas 19, 21 and 22) as well as ladder access to the second deck below. Also located here are the main starboard side emergency equipment lockers.

25. Crew Quarters

This quarters area is fitted identically to area 19.

26. Senior Crew Quarters

This quarters area is fitted identically to area 22

27. Laundry

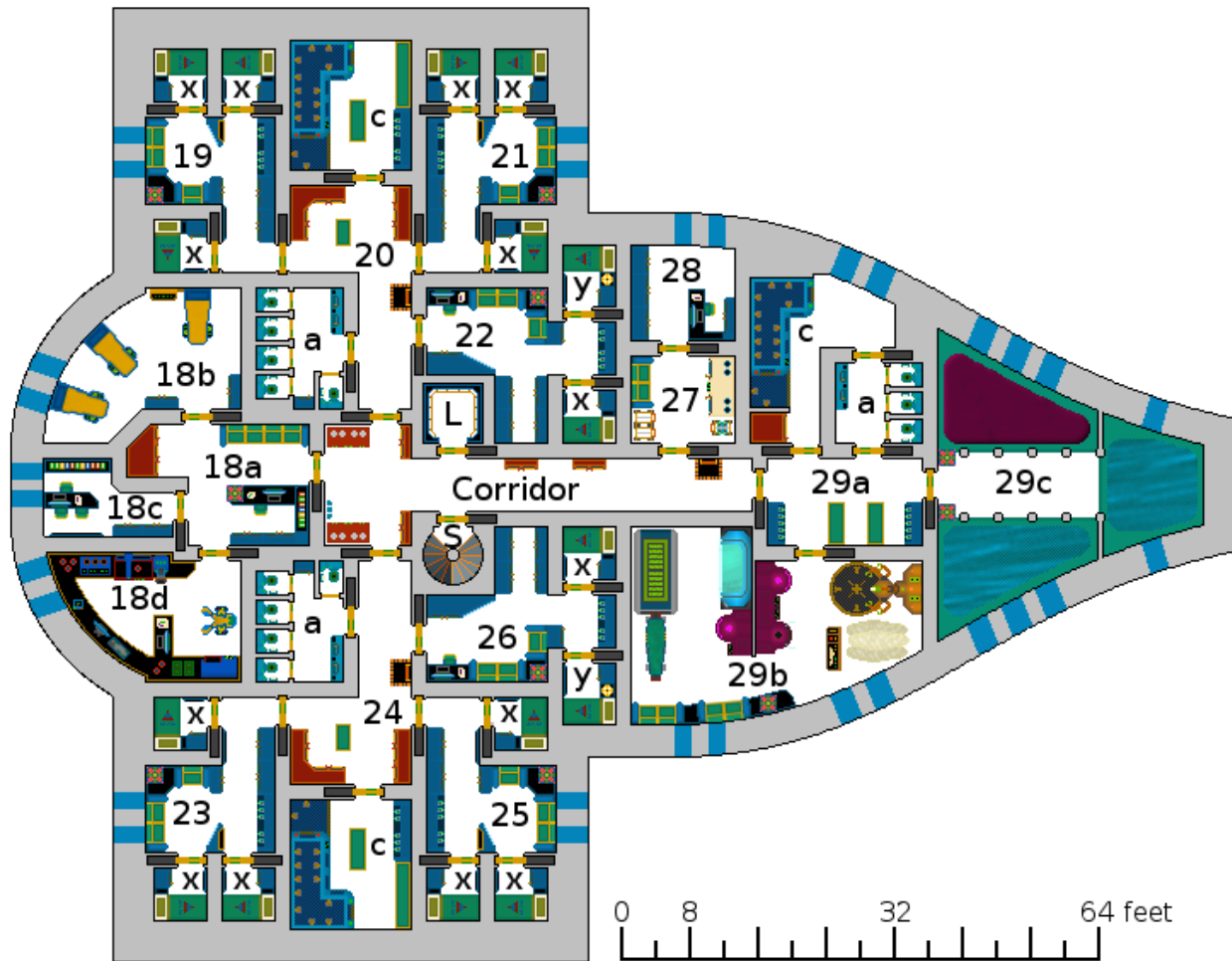
This is the ship's laundry. Due to the nature of the ship and its crew, laundry is being cleaned here almost continuously and thus at least one crew member, usually a deck hand, can be found here at all times. It contains two clothing refresher units, a couch and several wheeled clothing/linen carts.

28. Personal Equipment Office

This office serves as a storage area for commonly issued, small personal equipment with the notable exception of weapons, which are stored in the ship's armory (area 45). It also serves as the office of Tanni Anshi, the ship's matron. This area is rather sparsely furnished with a desk and equipment lockers. It is slated for further modification in the near future to better equip it as an office.

29. Spa

The Furry Explorer's spa is dedicated to crew relaxation and is



the primary physical recreation facility aboard ship. It is divided into three main areas (the dressing room, the hot-tub/massage room and the exo-spa) with an adjacent lavatory and high capacity shower room.

29a. Dressing Room

The spa dressing room serves as an access area for the rest of the spa. As such, crew found here are usually in transit from one area to another. It contains two large wardrobe units and a pair of benches.

29b. Exo-Spa

The exo-spa is perhaps one of the stranger facilities aboard the Furry Explorer. Rather than the common things one would expect out of a spa, it contains several pieces of interesting equipment developed by the ship's sciences and engineering staff and most of which are based upon things which the crew has encountered in their explorations.

Cocoon Device: The cocoon device, located at the front end of the exo-spa, is a machine which can wrap (or unwrap) a humanoid in a tight, thick, very comfortable silken cocoon in mere seconds. When operating, it picks a user up with its four padded arms and spins webbing around her with a projector, the arms rotating and moving the user about like a spider would. The device is designed to leave a breathing passage through the material, though the material itself can be breathed through. Those who use this device usually have themselves cocooned for a night and sleep in it. There is space next to the device for up to six cocoons.

Force-Field Massage Tubes (3): These tubes use force fields to give massages. The type of massage and intensity can be selected by a user or set to random. Massages in this device usually last between fifteen minutes and a half hour.

Simulated Bondage System: This odd device, located at the after wall of the exo-spa, has a bed which slides out for user access. Users within the device are subjected to highly realistic sexual and bondage experiences which are conducted by the manipulation of ultra-precision force fields. Some limits can be set on exactly what the device does, but a user will never know exactly what will happen within the device, save that it won't be painful. Such experiences last

between a one and two hours. Users of this device must schedule their use in advance and the amount of time permitted depends on demand.

Slime Tube: This strange device, now very popular in exotic spas all over civilized space, places the user in an environment of thick, oxygen providing inanimate slime. The slime is then manipulated by force fields to produce highly erotic massages. Like the simulated bondage system, users of this device must schedule in advance.

29c. Hot-Tub and Massage Room

This is the "normal" area of the spa. It serves as both a relaxation and social environment and at least three or four crew can be found here at most times. To port is a large, automatic massage bed. To starboard is a large hot-tub. The forward section is another hot tub which also acts as a sauna.

SECOND DECK

Hold Deck

30. Shuttle Bay

This is the ship's port side small craft bay. It normally houses a large, six passenger, folding wing shuttle.

31. Engineering Office This is the ship's engineering office. It has consoles for power system monitoring, a holographic projector table, a desk and storage lockers. This is the normal duty station of Luri Senwa, the ship's chief engineer.

32. Auxiliary Power Supply

This room serves as the primary auxiliary power generator room. It contains a RCX-4570B dual turbine power generator which is capable of providing full power to the ship's shields and energy weapons for up to 1 hour or just the shields for 6 hours.

33. Maintenance

This is the ship's maintenance room. It is equipped with tables, lockers, large machine tools and an engineering matter

replicator. This facility serves mainly as a portable equipment maintenance area.

34. Operations Center

This area serves as the ship's mission and systems

operations area. An emergency control room, to be used in the event that the bridge becomes inoperable, is also attached.

34a. Operations Room

This is the main operations center. A desk is provided, as well as six multi-purpose consoles which are normally configured as one mission control stations, two sensor stations and three gunnery stations. This is the usual domain of Mawa Kiassa, the ship's operations officer. Under most circumstances only the mission control and one gunnery station are manned. During critical operations, all stations will be manned.

34b. Emergency Control Room

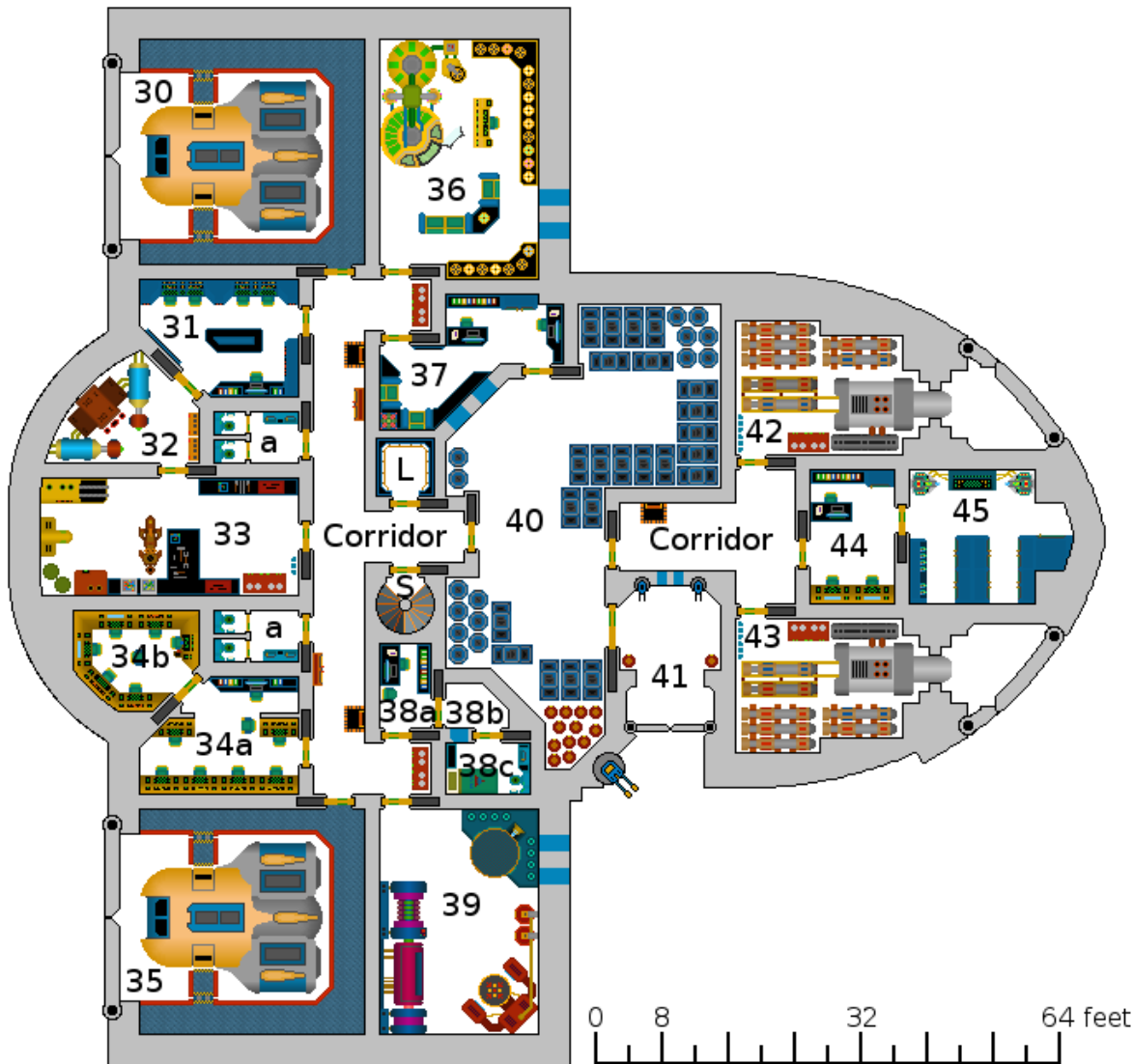
This is the ship's emergency control room. Stations, from the front and running counter-clockwise are: pilot, navigation, tactical, communications, engineering and damage control. A command chair is located in the center of the room. This area is normally unmanned and the control panels locked to prevent unauthorized control access.

35. Shuttle Bay

This shuttle bay is identical to area 30.

36. Zuka Transformation Facility

This room contains the ship's zuka transformation device. The facility is operated by Mirri Anshassa, the ship's *zukewa* (zuka mistress) and is available for use at least during the main shift when Mirri is on duty. When the ship makes port, other crew are recruited to assist in operations when the demand is significant and the facility will be operational at all



times. In addition to the zuka transformation device, there are selves for up to eighty *zuka storage globes* and a couch/armchair unit.

Zuka Transformation Device: This system, consisting of a pair of upright, domes cylinders (one with a door and windows) can transform a humanoid female into a small, foot and a half diameter glob of pure, amorphous pleasure called a *zuka*. These creatures come in various colors depending on the physical and mental abilities of the individual being transformed. Zuka also have the ability to provide certain pleasures to humanoid creatures with the higher ranked colors being able to provide greater varieties of services. Despite the permanency of the transformation, it has become one of the ship's most popular services as the temptation of being able to actually experience what it is like to be pure pleasure is quite strong.

37. Cargomaster's Office

This office serves primarily as the office of the ship's cargomaster, Tawi Antarra, as well as serving as a services sales office when the ship is making its services available during a planetary visit. It is normally manned only by Tawi and her cargo handling crew who's primary duty when the ship is on a mission is to ensure that consumables are delivered to the appropriate facilities exactly when they are needed. The office has two desks, lockers, bookshelves and a pair of armchairs.

38. Brig

This is the ship's brig area. While it exists, it has yet to be used. It is divided into three areas: the office with a desk and shelves (38a), the security zone (38b) and the brig cell itself which has a bed, a nightstand, a toilet and a sink (38c). This area is normally unmanned.

39. Special Device Room

This room is used to hold some of the more unique bits of technology which the Furry Explorer has acquired.

Bjeweling Platform: This device, originating on the world of Zextacon, is a device which can transform a living creature into a statue of living gemstone. It has a platform and a jewel-tipped ray gun in its rear wall. When the device is activated, a bright green beam shoots from the ray gun and

any living creature so much as touched by it is instantly turned to whatever type of gemstone the device has been set to produce. Alternatively, if the beam hits a living being which has already been bejeweled, the process is reversed. This is the only routinely reversible transformation experience which the Furry Explorer has encountered and as such it is quite popular with crew and curious experience seekers alike.

Disintegration Platform: This device will disintegrate anything which is on its platform when it is activated, transforming the matter into base material which can then be used by matter replicators. It is currently used only for recycling and has numerous safety features which prevent it from activating if anything living is on the platform. It is particularly effective in the disposal of hazardous materials.

Liquid Essence Turbine: This is an alien device capable of transforming a living creature into liquid, its essence, or soul, trapped within. This process is extended and very uncomfortable for the victim laying within the main tube section of the device and has no particular merits to tempt willing individuals to undergo it without the protection of the lifegate (area 46c). This device was originally used by an unknown species of alien who used it to "consume the souls" of slaves as well as fills pools for bathing. This example is currently kept aboard ship only for research purposes and its controls are kept locked to prevent anyone from using it without the permission of one of the ship's senior officers.

40. Main Hold

This large area serves as the ship's main, and currently only, cargo hold. It is only large enough to hold the consumables required aboard ship for extended missions and some trade goods. One of the particular sore points of the ship's design, its lack of space often means that the ship has to leave consumables behind when receiving trade goods in payment for services and return immediately to a port in civilized space to sell the goods, wasting time and effort. As a result, long term experiments (area 50) have been suspended and that space reserved for cargo overflow.

41. Ramp Access

This area serves as a security zone for the restriction of access to the ship via its landing ramp. It has a pair of dual

pulse blaster cannon mounted in remotely controlled mounts facing out the ramp's main access doors. A pair of tanks containing flammable liquid are kept on either side of the room, to be detonated as an obstacle should intruders be able to force their way past the main doors and blasters.

42. Port Torpedo Room

This torpedo room contains two of the ship's torpedo launchers (one atop the other), four probes and eighteen torpedoes. There is also an independent power supply which can operate the loading system and one of the tubes in the event of a main power failure.

43. Starboard Torpedo Room

This torpedo room is equipped identically to the port torpedo room (area 42).

44. Security Office

This is the ship's security office. It is the normal duty station of Aeshu Suri, the ship's security chief. Two guards or marines are also stationed here at all times. The office contains a desk, two security monitoring consoles, lockers and a bookshelf.

45. Armory

This is the ship's armory. It contains an arsenal of infantry and space-assault armor and weapons. It is also home to the ship's four bejeweler bots, which are mobile, programmable robot versions of a bejeweling platform (see area 39 above).

Armory Inventory

Weapons

- 50 Pulse Blaster Pistols
- 36 Pulse Blaster Personal Defense Weapons
- 6 Pulse Blaster Carbines
- 24 Pulse Blaster Rifles
- 4 Auto-Pulse Blasters
- 2 Shoulder Fired Guided Missile Launchers

Ammunition

- 100 Pistol Power Packs
- 216 Personal Defense Weapon Power Packs
- 180 Rifle Power Packs

- 8 Portable Power Supplies
- 36 Multi-Purpose Missiles
- 72 Multi-Purpose Grenades

Armor

- 24 Combat Armor Suits
- 24 Envirosuits
- 24 Maneuvering Packs
- Various accessories including spotlights, projectors, power pack carriers, etc.

Other Equipment

- 64 Comm-Scans
- 200 Medical Comp-Kits
- 18 Utility Tool Kits

THIRD DECK

Gate Deck

46. Lifegate Facility

This facility houses the most important of the ship's alien technologies: the lifegate.

46a. Lifegate Office

This office is where all lifegate operation matters are handled. This room also serves as a dressing room for crew assigned to lifegate sarcophagus duty. It is normally manned by one or two crew members assigned from the engineering and sciences divisions. During mission operation when new crew will be headed out shortly after other return, there will be between two and four crew waiting to occupy the ship's sarcophagi (areas 46b and 46d). There is a desk, lockers, two armchairs and a wardrobe.

46b. Port Sarcophagus Room

This room contains one of the main components of the lifegate, a dual-sarcophagus like device.

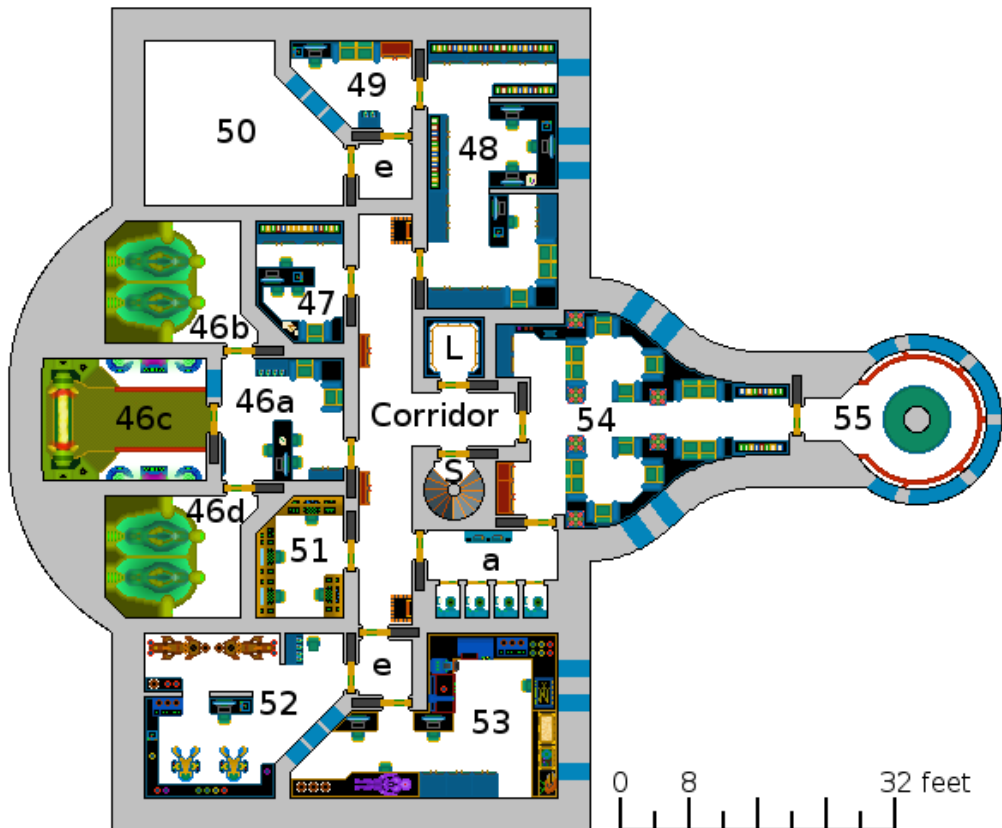
Lifegate Sarcophagus: This device serves as a system to allow individuals to “link” the the lifegate (area 46c) and obtain the protection of its powers. Normally, both chambers of the sarcophagus are empty and a soft, gel-like bed is exposed in the bottom of each chamber. If an individual lays upon the bed, she is encased in a thick gel and is placed in a state of suspended animation. Then, a single individual user can “link” to the lifegate through her. This is done by touching the green panel at the front of the bed and verbally declaring the conditions under which the user is to be returned to the ship through the lifegate. Normally the primary condition is time spent away from the ship but literally anything specified. Death will always return a user to the ship without exception. Once the user has fulfilled the

condition and been returned to the ship the individual in the sarcophagus is released. A user can “unlink”, also releasing the individual in the sarcophagus, by touching the green panel while linked.

46c. Lifegate Room

The lifegate is the portal-like device which allows the crew of the Furry Explorer to conduct their pleasure-seeking mission with relative safety. The portal itself is at the rear of the room and the floor is padded to prevent individuals from being injured in falls when being returned to the ship by the device.

Lifegate: Any “linked” (see Lifegate Sarcophagus, area 46b above) individual who is returned to the ship through this device is returned in exactly the same state, physical and mental, as she was when she linked. Only memories of anything which happened to her remain. Several crew members who have been on unpleasant missions have developed a quirk known as the “lifegate effect”, in which they become totally unconcerned with the idea of being killed or maimed or tortured while under the protection of the lifegate. On the rare occasion that this manifests, those crew are prohibited from going on further missions, are required to undergo counseling and are closely monitored. In all cases, separation from the ship's missions for a month or so has been sufficient to remove this condition. It is not known whether this is an effect produced by the lifegate itself or if it a more mundane psychological issue.



46d. Starboard Sarcophagus Room

This room is equipped identically to area 46b.

47. Chief Science Officer's Office

This small office serves as the office of the ship's chief science officer. This is the usual duty station of Anshi Alluwa, the ship's chief science officer. It has a desk cabinets, bookshelves and an armchair.

48. Sciences Office

This large office serves as the primary operational facility of the ship's sciences division. Normally there are four or five members of the sciences team to be found here. This room is equipped with desks, lockers, bookshelves an armchair and a couch.

49. Observation Room

This room serves as an observation and control room for any experiment which might be conducted in the long term experiment room (area 50). Due to the suspension of long term experiments, this facility now serves as an extension of the sciences office. It has a desk, an armchair, a wardrobe and an emergency equipment locker.

50. Long Term Experiment Room

This room is used to house long-term sciences experiments. It is currently designated for overflow cargo and is empty.

51. Communications Center

This small room serves as a communications control and monitoring center. It can also serve as a secondary emergency control room should the bridge and primary emergency control center become unusable. There are four stations, two of which are normally manned to monitor communications traffic.

52. Short Term Experiment Room

This room is where short term sciences experiments are conducted. At the moment it is configured for applications experiments (where various substances are applied to a subject's body) and for trials of a pair of milking/lovemaking devices.

Milking Bed: A user of one of these devices lays face down on the bed, her breasts fitting into snug cups in the surface. Straps automatically restrain her around the wrists, waist, neck and ankles. Thick protrusions enter her anus and vagina and being thrusting and pumping a thick, pink, pleasure enhancing goo known as "tentacle juice" into her body. It also has a protrusion near the users mouth from which the user can suck the sweet tentacle juice. Nipple grabbers in the cups then begin to suckle. This process can be set to go on for an arbitrary amount of time, usually two to four hours. Despite

being in the prototype stage, these devices have become quite popular and the sciences division has no lack of crew volunteers seeking to try them out.

53. Sciences Laboratory

The sciences laboratory is similar to, but larger than the sick bay lab (area 18d). This facility is usually manned by three or four sciences specialists who are conducting research in their area of specialization. In addition to sensor and matter replicator systems the sciences laboratory also contains storage lockers and shelves for all sorts of strange and alien things.

54. Lounge

This is a large lounge area. It is the primary socialization facility for off-duty crew and there are always a few crew to be found here. Seating is provided for fourteen crew members. A food replication system is provided as well bookshelves with a fair amount of reading material.

55. Observation Bubble

This bubble-like observation area gives an impressive of the environment to the front and sides of the ship. It is one of the most popular areas of the ship for guests. There is an all-around railing to lean on and a soft bench around the central column to sit on.

COMMON AREAS

a. Lavatory

This is a standard lavatory room with two or more lavatory stalls and one or more sinks.

b. Lavatory/Shower

This is a lavatory area with a single stall, one or more sinks and one or more individual shower pods.

c. High Capacity Shower

This room contains a high-capacity, multi-stage, walk-through shower unit which can full wash and dry the average

Ambwassi in roughly one and a half minutes.

e. Environment Lock

This is an airlock installed within the ship to provide an extra level of in the science experiment and laboratory areas.

L. Lift

This is an elevator. It accesses all decks except 03 level.

S. Stairwell

This is a spiral stairwell. It accesses all decks except 03 level.

x. Crew Bunks

This is a standard crew bunk cubicle. Bunks are stacked four high and crew sleep in shifts, allowing the cubicle to house eight crew members. There is also a locker and nightstand-like shelves.

y. Crew Bunks

This is a non-standard crew bunk cubicle. Bunks are stacked three high and the cubicle houses three of the ship's most senior crew members. There is also a locker and nightstand-like shelves.

SECTION 3
EQUIPMENT

UNIFORM

Arguably one of the most sexy outfits ever to be worn by spacefaring Ambwassi women, the bodysuits of the crew of the Furry Explorer are well designed and functional pieces of clothing and geared towards space exploration and safety.

These bodysuits have a slightly padded, form fitting base material which has a smooth yet not slippery exterior, which is a flat, slightly grayish light blue, and a silky olive green interior intended to prevent fur from catching. Raised accents in a flat, high-visibility green material are all over the uniform, some of them accenting the feminine form on the front, back, thighs and shoulders and attaching to the integral boots. The integral gloves are also high visibility green with a dark green gripping surface on the inner fingers and palms. The chest and belly of the uniform are a light purple. Warning stripe accents are also integrated into the high-vis green areas. The upper arms carry a light gray patch which has the Furry Explorer logo and the wearer's rank marked below it. A double belt accents the wearer's belly.

Unlike most clothing, these bodysuits contain quite a bit of active technology. An emergency life support system is capable of projecting a force field around the wearer for up to twenty-four hours. The force field not only provides limited protection from hazards, it is used to contain breathable oxygen generated by the system. Also included are an emergency inertial compensator, gravity generation boots and an emergency communications system distress beacon. All of these systems are contained within the heavy back portion of the belt with the exception of the force field and inertial compensation projectors, which are spread through the high-visibility green accent areas of the uniform.



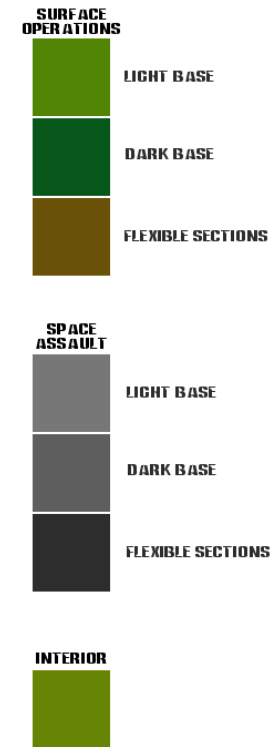
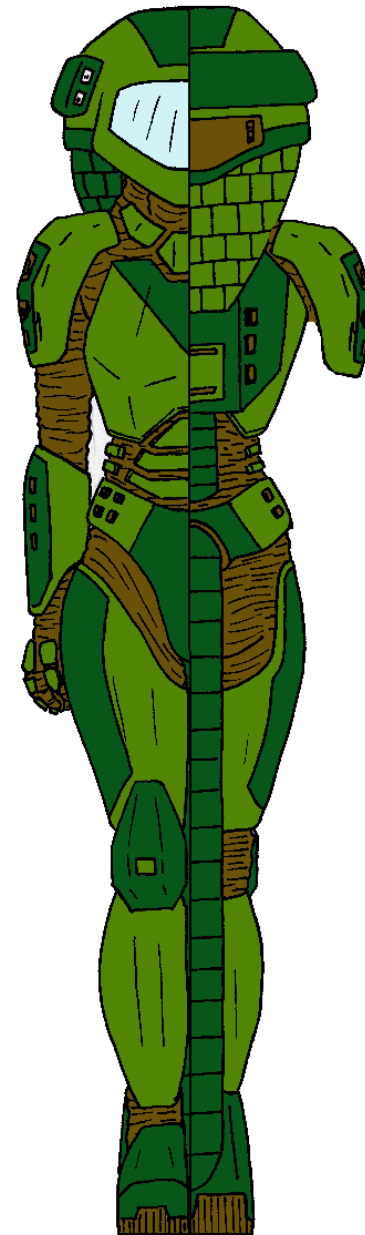
- Base Color
- Extra-Thick Accent Material
- Palms, Toes
- Neck, Chest, Belly
- Warning Stripes, Belt Modules, Rank Insignia Background
- Belt Straps, Ship's Patch Centerpiece
- Gemstone Belt Inlays
- Ship's Patch
- Warning Stripe
- Interior (Not Visible)

COMBAT ARMOR

Unlike the crew bodysuit, the Furry Explorer's custom combat armor is a highly utilitarian piece of equipment without any particular frills or accents. Equipped with powerful shields and attachments for numerous of accessories, this armor can transform the average crew member into a formidable warrior.

Externally, these suits of armor consist of hard plates of highly effective armor as well as flexible sections which are made of self-reinforcing material which becomes as hard as plate upon an impact. Numerous attachment points exist to which various accessories can be fitted. The helmet has a length of flexible, tiled armor extending from its back for extra protection at the vulnerable neck area. Two different color schemes exist, one for surface operations and one for space assault operations (see illustration).

These suits of armor are quite technology heavy. A small backpack unit carries a high power microfusion power supply which powers the various systems which provide this suit with much of its combat strength. A powerful shield system is the primary means of defense. An artificial gravity system allows the wearer to maintain a clear sense of orientation in any situation as well as allowing the wearer to a solid grip while walking on any surface. This is complemented by an inertial compensation system. A body waste disposal system allows for extended operations. A life support system can sustain the wearer for up to 24 hours in a hostile environment. The helmet includes an integral communication and sensor system. The visor's heads-up display is capable of making the outside environment appear to be lit in full daylight regardless of the actual conditions. In the event that actual light is required, there are two small but bright lamps mounted to either side of the helmet's visor.



ENVIROSUIT

The envirosuit is a highly advanced development of the standard space suit. Rather than simply allowing for a user to work in the vacuum of space, this suit allows for operations in an expansive variety of environments including hostile atmospheres and under water or in other liquid environments.

The envirosuits used aboard the Furry Explorer are fully form-fitting suits made largely of similar high visibility green and light gray-blue material as the crew bodysuit (see above). They also include some armor plates for safety and a backpack unit.

Technology included in the envirosuit is very similar to that in the combat armor (see above) but is designed non-combat and hostile environment situations and is more resistant to environmental hazards and less resistant to weapons. The life support system has an operational duration of 14 days and includes a liquid food system in addition to the body waste disposal system in order to allow the wearer to operate in hostile environments for an extended period of time without needing to remove the suit. This characteristic also makes these suits valuable in ship-board emergencies, effectively replacing lifeboats on craft such as the Furry Explorer.

PERSONAL EQUIPMENT

Crew members aboard the Furry Explorer are provided with a number of pieces of important equipment.

Comm-Scan

A comm-scan is a small portable device which acts as a combined long-range communications device as well as a personal sensor system. It is roughly 3½ inches wide, 5½ inches long and 1½ inches thick. It has a folding section at the top which flips open to reveal two small screens. Controls are on the lower portion. Communications range is roughly 1000km while sensor range is roughly 100 meters for low detail scans and 10 meters for high detail scans.

Medical Comp-Kit

A medical comp-kit is similar to a rather thick and wide laptop computer in appearance. Opened, the left half is a computer unit with controls on the base and a screen in the lid. The right half has several pieces of emergency first-aid equipment such as a healing accelerator beam projector and an fluid medication injector. There is also a medication synthesizer/dispenser which allows the user to obtain whatever may be needed for a situation without having to carry bulky and heavy supplies of medication with them at all times.

These kits are normally carried only by medical personnel while on missions but they are also distributed liberally around the ship for emergency use.

Personal Hygiene Kit

Ambwassi, being felines, are slightly obsessive with personal hygiene and appearance. As such, all crew members receive personal hygiene kits which include everything from tooth brushes to combs, brushes and devices to do such things as untangle badly knotted hair and fur.

Pulse Blaster Weapons

Pulse blasters are weapons which fire electrically charged, high-energy plasma at a target. Damage to the target includes electrical damage as well as vaporization effects.

There are various types of pulse blasters which are

designed to fill different operational roles. The smallest useful pulse blaster is the pulse pistol, which is a semi-automatic weapon capable of firing between twenty and fifty shots before needing a power pack replacement. The pulse personal defense weapon (PDW) is a mid-sized weapon which fills the role of submachine gun and ideal for close quarters combat. The pulse PDW can fire between a hundred and two hundred times before needing a new power pack. The pulse rifle is the equivalent of an assault rifle and is long ranged with the capability to fire between sixty and a hundred and twenty shots before needing a new power pack. A pulse carbine is a smaller and shorter ranged version of the pulse rifle. An auto-pulse blaster is the equivalent of a machine gun and usually requires special cooling equipment as well as a portable power generator.

Aboard the Furry Explorer, pulse blaster weapons are usually only issued to officers, senior crew members (NCOs), security guards and marines. Pistols are standard, with some personnel, such as Shetari, having specially customized versions. PDWs are issues to security guards and marines while they are on duty aboard ship. During operations external to the ship, the Marines normally carry pulse rifles, carbines and other weapons such as grenade launchers.

Sex Toy Kit

Due to the nature of space exploration, the fact that the crew of the Furry Explorer is all-female and the highly sexual nature of the Ambwassi, each new member of the crew receives a customized sex-toy kit. These kits include ordinary sex toys such as dildos and vibrators as well as a strap-in, automated lovemaking device.

SECTION 4
THE CREW

CREW LIFE

Crew aboard the Furry Explorer live quite well compared to most ships. Ships that carry passengers are loaded with facilities intended for passenger use only and ships that haul cargo are filled with space for cargo and not much else. The Furry Explorer, on the other hand, with no passengers and minimal cargo space, can dedicate much of its available space to crew facilities.

The average crew member spends eight hours per day on duty, most of which would be considered "light duty". The rest of the time is dedicated to eating, sleeping, personal hygiene and recreation.

Food aboard the Furry Explorer is quite good compared to what crews of most civilian ships subsist on. While most of what is cooked aboard ship is not particularly fancy but is nutritious, tasty and portions are very large. Recipes are highly varied, being drawn from hundreds of distinct Ambwassi and Ashiri cultures. The dining hall is very functional and aside from a few flowering plants there is nothing but tables and seating. This is intentional, as it encourages crew to not take up seating in the dining hall for socialization and causing overcrowding during shift changes (the dining hall being rather unable to accommodate first shift and socializers at one time).

Some complaint has been made over the need for crew to share bunks aboard ship as crew who have off-duty days can't sleep in. Another issue is scent, individuals sharing bunks tend to become quite attracted to one another over time, particularly Ambwassi, who are predisposed to female-female relationships. Due to this, it is necessary to rotate bunk usage so that crew members spend no more than a month sharing a bunk with any particular other crew member (unless both specifically request to share a bunk). Other than those issues, the sleeping arrangements may be somewhat compact but by most civilian crew standards are luxurious with silk bedding and soundproofed bunks.

Another, though slight, problem suffered by crew aboard the Furry Explorer is the lack, except for officers, of private showering facilities. The assembly-line type walk-through shower systems would be more of an issue if the crew wasn't all-female.

Lavatory facilities are rather overabundant, with about 1

toilet per four crew members. A more normal figure would be 1 per 10, but the lavatories were placed with more concern for user accessibility than space efficiency, something no one has any issue with... at least until Shetari decides to add some new toys to the ship's inventory.

Recreation is provided by several facilities aboard ship. There is large lounge and the attached observation bubble on the ship's third deck (areas 54 and 55 on the map in section 2). A spa (area 29) is also provided for crew use, having two hot tubs and an automated massage bed. An attached exo-spa (area 29b) is provided with a number of exotic devices to provide more exciting relaxation experiences.

Crew members are encouraged to read, the lounge acting as a library as well as a lounge. Hand held computers are provided with a direct link to more than a billion books as well as masses of other information.

Due to the ship's mission profile, sexual recreation is also encouraged. Each crew member receives a sex toy kit upon joining the crew. While this helps keep the crew in high spirits and helps them resist the temptations of alien worlds, the masses of sex pheromones released during such play has not helped the scent issues (see above) with regards to the sharing of bunks.

Crew members are usually not encouraged to leave the ship while it is on alien worlds for safety reasons, though no one will stop a crew member intent on exploring. Within Ambwassi and Ashiri space, crew members are encouraged to get out and seek recreational opportunities off ship.

RULES

The crew of the Furry Explorer does not have to put up with much in the way of rules and regulations thanks to Shetari's leadership style. What few rules exist are put in place to ensure the safety of all crew aboard ship.

Standard rules are quite generic. Crew are required to respect all individuals of higher rank while on duty and to follow the instructions of those higher up in their particular chain of

command. All crew are permitted to object to and not follow any order which might cause them harm.

Under the rules, crew members also have certain rights. Crew have the right to a clean work and living environment. They have the right to not be required to work more than eight hours in a day except in actual emergencies. They have the right to two days off for every twelve worked and an additional week's shore leave for every three months of operation, to be used when the ship makes port on a world in Ambwassi and Ashiri space. All time is paid, including days off and leave. Crew members also have the right to the full use of the ship's available recreation facilities. Another right is that should a crew member decide to experience some alien thing without the protection of the lifegate, no other crew member may forcibly attempt to stop her.

Due to the nature of the ship's mission, Shetari created one particular rule to prevent crew members from using various alien things for jokes and pranks. If a crew member does something to an unwilling (or unknowing) crew member, permanent or not, the crew member responsible must have the same thing done to them. There are no exceptions to this rule.

CREW RANKS

Rank names are not used aboard the Furry Explorer. Instead it is expected that all personnel simply respect the rank of an individual as marked on the shoulders of the individual's bodysuit, below the Furry Explorer logo.

Officers

0-4	Captain	◆◆◆◆
0-3	Commander	◆◆◆
0-2	Lt. Commander	◆◆
0-1	Lieutenant	◆

Senior Crew

C-6	Chief Sub-Officer	◆◆◆
C-5	Senior Sub-Officer	◆◆
C-4	Sub-Officer	◆

Crew

C-3	Crewman 1 st Class	◆◆◆
C-2	Crewman 2 nd Class	◆◆
C-1	Crewman 3 rd Class	◆

Deck Hands

H-3	Senior Deck Hand	- -
H-2	Deck Hand	-
H-1	Junior Deck Hand	

THE MAIN CHARACTERS

This section contains basic information and short bios of the Furry Explorers officers, who are the main characters of the Tales of the Purrfect Explorers series.

Aeshu Suri

Female Jag'wr Ambwassi, 5'7", yellow eyes
O-1, Security Chief

Aeshu is the most recent of the officers to have joined the crew of the Furry Explorer. Prior to her joining the crew she was a low level officer in a large mercenary group. She currently commands the ship's security and mercenary marine force with great skill. She is known for refusing to send her troops into situations which she is not willing to enter into herself.

Anshi Alluwa

Female Ty'gr Ambwassi, 5'9", green eyes
O-3, Chief Science Officer

Anshi was the first individual to join the crew of the Furry Explorer, supervising the analysis of the ship while it still lay as a derelict in the swamps of Etegoron III. She also aided in the reconstruction of the vessel and, in particular, the return of the ship's alien lifegate device to operation. She has since had the duty of analyzing and reporting on all of the Furry Explorer's discoveries, whether or not they are of commercial usefulness.

Emwi Amara

Female Lep'rd Ambwassi, 5'8", green eyes
O-2, Second Officer and Chief Pilot

Before joining the crew of the Furry Explorer, Emwi Amara was a fighter pilot for the Masherra defense force. Her extraordinary piloting skills are almost legendary in the frontiers and she can maneuver the Furry Explorer as if it were a craft one quarter the size that it is.

Luri Senwa

Female Pan'tyr Ambwassi, 5'8", blue eyes
O-3, Chief Engineer

Luri Senwa is an engineering genius. A graduate of the highly exclusive Ev'aera Technical University, Luri joined the crew of the Furry Explorer mainly out of fascination with the idea of being the first to get her hands on strange bits of alien technology. As chief engineer aboard the Furry Explorer she has had the opportunity to analyze and reverse engineer many strange technologies. She also has developed an impressive reputation for maintaining the ship's systems in a nearly 100% state of reliability.

Illawe Shuma

Female Ty'gr Ambwassi, 5'9", green eyes
O-3, Business Manager and Ship's Representative

When Shetari prepared to take the Furry Explorer on its maiden voyage, she realized that the ship would need a representative to deal with the aliens they were sure to find in the depths of space beyond the frontiers. Illwae Shuma was thus a last minute addition to the original crew of the Furry Explorer but her presence aboard ship has ensured that very few of the ship's encounters with aliens are anything less than cordial.

Masha Turi

Female Ty'gr Ambwassi, 5'7", blue eyes
O-2, Chief Medical Officer

About a year and a half into the Furry Explorer's mission

Masha Turi joined the crew as chief medical officer, replacing Li'narra Shiwu, who had willingly become a zuka pet of the Emperor of Zembax. Masha is a competent medical officer but has a reputation for being a bit absent-minded when conducting research and has to be constantly reminded to make sure volunteers are properly linked to the lifegate before experiments begin.

Sha'nerra

Female Ashiri, 5'8", brown eyes
O-3, First Officer

Sha'nerra joined the crew of the Furry Explorer shortly after its first visit to the world of Zextacon and encounter with the Zexta bejeweling technology. A space sciences graduate student, she joined to crew to prevent being pressured into "volunteering" to be transformed into a zuka for study by her domineering exobiology professor. Out of sympathy for her situation, Shetari made her first officer of the Furry Explorer. Sha'nerra is very cautious when dealing with her duties, something which complements Shetari's slightly more impulsive decision making process.

Shetari Anwae

Female Chi'ta Ambwassi, 5'9", green eyes
O-4, Owner/Captain

Shetari Anwae was once a wandering wilderness explorer. Everything changed when, on the world of Eregorn III she, with her barbarian companion Shawi, discovered the derelict Furry Explorer. Using every last bit of the funds she had recently inherited, she rebuilt the ship. She saw in the alien lifegate the potential to allow her to do what otherwise would have been suicidal things and determined to use that ability to find and expose to the world the most wonderful alien pleasures she could discover. Initially treated as somewhat insane by the scientific and erotic communities, she has since proved that her idea was not so outrageous as it first seemed. She commands the Furry Explorer in an open and diplomatic manner, imposing herself on her crew only as much as is needed to ensure that things get done in a safe manner. She is now famous, largely for the nature of her ship's discoveries.

Shawi

Female Ly'n Ambwassi, 5'8", blue eyes
O-1, Workforce Officer

Shawi became a member of the crew of the Furry Explorer the moment Shetari decided to head off to space on her pleasure seeking mission. Shetari once saved Shawi's life from a giant snake and Shawi declared herself to have a life-debt to Shetari. Despite the fact that the debt has been paid back numerous times, Shawi still insists on serving Shetari in whatever way she can. Despite her lack of technology skills, Shawi's firm and disciplined manner have made her the perfect person to supervise the ship's relatively unskilled and undisciplined deck hands.

Tanni Anshi

Female Ty'gr Ambwassi, 5'8", green eyes
O-1, Ship's Matron

Tanni joined the crew of the Furry Explorer shortly before the ship's departure on her maiden voyage as a recreation supervisor. Thanks to her success in that position, particularly in her skill at identifying alien devices that could be adapted for recreation purposes, has led her to become the ship's matron, responsible for looking after the needs of the crew, from food to recreation.

FULL CREW ROSTER

By Position

Command Division

Captain	O-4	Shetari Anwae, Chi'ta Ambwassi
First Officer	O-3	Sha'nerra, Ashiri
Second Officer	O-2	Emwi Amara, Lep'rd Ambwassi

Command Crew

Watch Chief	C-5	Asha Miassa, Ty'gr Ambwassi
Watch Chief	C-4	Masha Ni'rae, Pan'tyr Ambwassi
Watch Chief	C-6	Tisha Surae, Lep'rd Ambwassi

Command Runner	C-2	Sarie Maera, Pan'tyr Ambwassi
Command Runner	C-2	Tarri Kashu, Jag'wr Ambwassi
Command Runner	C-3	Y'mari Faia, Jag'wr Ambwassi

Operations Division

Operations Officer	O-2	Mawa Kiassa, Lep'rd Ambwassi
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Communications

Comm. Chief	C-5	Inri Eshwa, Fy'r Ambwassi
Comm. Spec.	C-2	Liarra Mashaeru, Fy'r Ambwassi
Comm. Spec.	C-1	Tashi Reya, Ty'gr Ambwassi

EVA

EVA Chief	C-6	Ki'ashu Rialla, Jag'wr Ambwassi
EVA Specialist	C-3	Yashie Kaia, Ty'gr Ambwassi

Navigation

Chief Navigator	C-5	Shuma Ambae, Pan'tyr Ambwassi
Navigator	C-2	Tashi Intawa, Lep'rd Ambwassi

Flight Control

Senior Pilot	C-6	Sunawi Miwa, Lep'rd Ambwassi
Pilot	C-3	Lunaia Mishu, Sn'o'lep'rd Ambwassi
Pilot	C-3	Varenna Shamu, Ty'gr Ambwassi

Sensor Operation

Sensor Chief	C-5	Sha'ni Liasha, Chi'ta Ambwassi
Sensor Operator	C-2	Maesha Itarie, Lep'rd Ambwassi
Sensor Operator	C-1	Lu'lirra, Ashiri

Tactical

Tactical Officer	O-1	Mialu Isha, Pan'tyr Ambwassi
Torpedo Spec.	C-3	Siarie Shiwa, Ty'gr Ambwassi
Gunner	C-2	Mirra Kiassa, Pan'tyr Ambwassi
Gunner	C-3	Teru Shina, Jag'wr Ambwassi

Engineering Division

Chief Engineer	O-3	Luri Senwa, Pan'tyr Ambwassi
Second Engineer	C-6	R'shi Sharra, Jag'wr Ambwassi
Junior Engineer	C-5	Larra Ashuwae, Ty'gr Ambwassi
Junior Engineer	C-5	Numae Shi'wae, Pan'tyr Ambwassi

Systems Specialists

Computer Sys. Spc.	C-3	Shuma Biarru, Ty'gr Ambwassi
Lifegate Specialist	C-2	Tisha Vi'aharra, Pan'tyr Ambwassi
Power Sys. Spc.	C-3	Masha Imae, Pan'tyr Ambwassi
Propulsion Sys. Spc.	C-3	Asha Bes'ira, Chi'ta Ambwassi
Robotics Specialist	C-3	Naia Mae'awi, Lep'rd Ambwassi
Structural Sys. Spc.	C-3	Mirri Farra, Jag'wr Ambwassi

Maintenance Section

Maint. Supervisor	C-4	Eshirra Marra, Lep'rd Ambwassi
Maint. Technician	C-3	Enuri Mey'wa, Lep'rd Ambwassi
Maint. Technician	C-2	Eshri Rianni, Pan'tyr Ambwassi
Maint. Technician	C-1	Miaru Shi'nae, Jag'wr Ambwassi
Maint. Technician	C-3	Siwarrie Rillu, Fy'r Ambwassi

Sciences Division

Chief Sci. Officer	O-3	Anshi Alluwa, Ty'gr Ambwassi
Research Sup.	C-4	Im'wa'ri Shina, Lep'rd Ambwassi
Sciences Assistant	C-1	Enaia Kirru, Chi'ta Ambwassi
Sciences Assistant	C-1	Ni'anna, Ashiri

Computers Section

Info. Processing Spc.	C-3	Tanni Veru, Ty'gr Ambwassi
Info. Systems Spc.	C-3	Asha Suwae, Pan'tyr Ambwassi

Experience Section

Xenocompat. Spc.	C-3	Kir'ann Cisha, Fy'r Ambwassi
Xenoerotics Spc.	C-3	Vashi Xixa, Ty'gr Ambwassi
Xenopsych. Spc.	C-3	L'nira Tami, Chi'ta Ambwassi
Experience Analyst	C-3	Ma'nirra, Ashiri
Experience Analyst	C-3	Yashirri Shema, Pan'tyr Ambwassi

Life Sciences Section

Biology Spc.	C-4	Arra Misha, Lep'rd Ambwassi
Botany Spc.	C-3	Maelu Sharri, Pan'tyr Ambwassi
Xenobiology Spc.	C-3	Kanuri Isha, Pan'tyr Ambwassi

Physical Sciences Section

Astrophysics Spc.	C-3	Ta'ni Miessa, Chi'ta Ambwassi
Geology Specialist	C-3	Esh'ari Mi'ashi, Jag'wr Ambwassi
Physics Specialist	C-3	Shi'na Lurasha, Sn'o'lep Ambwassi

Technology Section

Biotechnology Spc.	C-3	Wi'nasha, Ashiri
Microtech Spc.	C-3	Ashinna Mi'anu, Pan'tyr Ambwassi
Exoscience Spc.	C-4	A'alie Mira, Chi'ta Ambwassi
Robotics Spc.	C-3	Mawa Siwa, Lep'rd Ambwassi
Xenotech Spc.	C-3	Niama Isha, Jag'wr Ambwassi

Medical Division

Chief Medical Officer	O-2	Masha Turi, Ty'gr Ambwassi
Psychology Spc.	C-5	Vashie Kaia, Lep'rd Ambwassi
Senior Nurse	C-6	Meuri Anshassa, Sn'o'lep Ambwassi
Nurse	C-3	Eshra Sumai, Jag'wr Ambwassi
Nurse	C-3	Riallu Kira, Jag'wr Ambwassi
Nurse	C-3	Tashi M'bwarra, Lep'rd Ambwassi
Junior Nurse	C-2	Lu'rinna, Ashiri
Medical Assistant	C-1	Lirru Kiarru, Lep'rd Ambwassi
Medical Assistant	C-2	Shuwa Marra, Pan'tyr Ambwassi
Medical Assistant	C-1	Vashie Riarru, Ty'gr Ambwassi

Security Division

Security Chief	O-1	Aeshu Suri, Jag'wr Ambwassi
Security NCO	C-5	Shema Timarra, Ty'gr Ambwassi
Security Guard	C-2	Arilla Shuwae, Lep'rd Ambwassi
Security Guard	C-1	B'washirra, Ly'n Ambwassi
Security Guard	C-1	Eshri Riasha, Jag'wr Ambwassi
Security Guard	C-1	Mishu Miarra, Ty'gr Ambwassi
Security Guard	C-2	Si'narra, Ashiri
Security Guard	C-1	Tirri Minu, Ty'gr Ambwassi
Security Guard	C-1	U'darie Miarru, Jag'wr Ambwassi
Marine NCO	C-5	Raeshia Emisha, Pan'tyr Ambwassi
Marine	C-3	Amari Ky'ressa, Jag'wr Ambwassi
Marine	C-2	Eshri Kusharra, Lep'rd Ambwassi
Marine	C-3	Lashu Si'ma, Chi'ta Ambwassi
Marine	C-2	Misha I'llu, Pan'tyr Ambwassi
Marine	C-2	Oshurra Mey'sa, Jag'wr Ambwassi
Marine	C-2	Ramie Saia, Ty'gr Ambwassi
Marine	C-3	Sashie M'ressa, Ty'gr Ambwassi
Marine	C-2	Tanna Inshuri, Lep'rd Ambwassi
Marine	C-2	Tumae Shiwae, Jag'wr Ambwassi

Crew Services Division

Ship's Matron	O-1	Tanni Anshi, Ty'gr Ambwassi
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Clothing Services Section

Clothing Srv. Sprvsr.	C-3	Eshra Mianna, Lep'rd Ambwassi
Seamstress/Dsgnr	C-3	Mashi Mirru, Ty'gr Ambwassi
Clothing Srv. Asst.	C-1	U'shari Nisha, Jag'wr Ambwassi

Crew Environment Section

Crew Env. Sprvsr.	C-3	Re'wirra Immia, Pan'tyr Ambwassi
Crew Matron	C-2	Jumashi Isha, Jag'wr Ambwassi
Crew Matron	C-2	Lianna Kira, F'yr Ambwassi

Food Services Section

Head Cook	C-3	Tirri Anshassa, Sn'o'lep Ambwassi
Senior Cook	C-2	Ci'aru Firreya, Fy'r Ambwassi
Senior Cook	C-2	Ishi I'llu, Chi'ta Ambwassi
Cook	C-1	Mashawa, Ly'n Ambwassi
Cook	C-1	Sura Misha, Jag'wr Ambwassi

Personnel Section

Paymaster	C-5	Xianna Imeru, Jag'wr Ambwassi
Records Handler	C-3	Nurie Miarra, Lep'rd Ambwassi

Recreation Section

Recreation Sprvsr.	C-3	Sa'nu Mira, Ty'gr Ambwassi
Recreation Matron	C-2	Natarri Ni'wa, Pan'tyr Ambwassi
Recreation Matron	C-2	Ae'sha Rillu, Sn'o'lep'rd Ambwassi

Workforce Section*

Workforce Officer	O-1	Shawi, Ly'n Ambwassi
Workforce Sprvsr.	C-3	Cir'naa M'rru, Fy'r Ambwassi
Deck Hand	H-1	Asha Sina, Pan'tyr Ambwassi
Deck Hand	H-1	Emurie Shaela, Sn'o'lep Ambwassi
Deck Hand	H-2	Eshri Lunaia, Lep'rd Ambwassi
Deck Hand	H-3	Kantishi, Ly'n Ambwassi
Deck Hand	H-1	Meymaera Ni'wa, Lep'rd Ambwassi
Deck Hand	H-1	N'mashu Marra, Jag'wr Ambwassi
Deck Hand	H-2	Natarra Kawa, Pan'tyr Ambwassi
Deck Hand	H-1	Tarri Ni'wa, Lep'rd Ambwassi
Deck Hand	H-1	Wey'shari, Ly'n Ambwassi

Business Division

Business Mgr/Rep.	O-3	Illwae Shuma, Ty'gr Ambwassi
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Accounting Spc.	C-3	Emuri Shi'na, Pan'tyr Ambwassi
Contract Specialist	C-3	Tama Kan'ae, Jag'wr Ambwassi

Cargo Section

Cargomaster	C-6	Tawi Antarra, Pan'tyr Ambwassi
Cargo Handling Spc.	C-3	Mirra Ushami, Chi'ta Ambwassi
Cargo Handling Spc.	C-3	Tashie Mushawae, Ty'gr Ambwassi

Services Sales

Services Sales Spc.	C-3	Karru Isha, Jag'wr Ambwassi
Services Sales Spc.	C-2	Sashi Miashu, Ty'gr Ambwassi
Services Sales Spc.	C-2	Taera Murianna, Fy'r Ambwassi

Special Systems Crew

Zuka Mistress	O-1	Mirri Anshassa, Sn'o'lep Ambwassi
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* The workforce section of the crew services division supervises deck hands who are given assignments in the other sections of the crew services division, particularly in the galley, crew environment (cleaning) section and the clothing services (laundry) section.