

Compared to what she had on Ol'val, Tali's cabin aboard the Voidbreaker is one step forward and two steps to the left. Those two steps should bring you to a wall and by coincidence the major detractor for comfort, namely the crippling lack of space. Which some might consider ironic for a spaceship, but those people are probably linguists and we don't really care about them, now do we?

Situated along the belly of the venerable vessel, nestled on the port side of its ventral hull, the quarters are cramped, but chosen for a reason. Unlike most quarters within the ship, it offers an excellent view of space through a large view port that, for a military vessel, is rather peculiar. Engineering records show that this part was not fully militarized during the ship's refit from a consular vessel to an escort ship, the expedients of war and relatively minor concession to survivability validating such a decision at the time.

Passing through the sliding doorway, the panel painted a flamboyant purple for ease of identification, one steps into what could graciously be called a foyer. A rough rug is laid on the floor to catch the dirt of one's boots, with a concealed multi-tiered rack for storing the multitude of footwear that Tali has procured over time neatly concealed behind the coat hangers.

Immediately opposite the coat rack on the left is the refresher cubicle with typical amenities. As a particular quirk of the low-placed cabin, the floor used to be rather cold as it lay close to the outer hull plating. Some *inspired* plumbing by Kelviin amended the issue, by diverting some of the engine coolant in a rather extravagant piping system to flow beneath the floor tiles. Thankfully, he also installed a shut-off valve, since the coolant used to tame a hypermatter annihilator reactor is slight overkill to heat bathroom tiles and, if left unchecked on the full setting, can turn the refresher cubicle into a truly immersive Mustafarian exhibition center. On a more modest setting, however, it produces a rather agreeable steam bath when used in conjunction with the shower. An excellent choice for a certain Twi'lek's soft purple skin.

Further inside the cabin proper, or what is left of the stringent allowance of square footage, is an L-shaped bend that opens to the right and into a small living room. At the very end of the bend is a compact bed, elevated and foldable against the wall. Beneath it, is enough space for a small desk and some storage, both typically seen housing various lengths of yarn and worn out knitting needles or hooks.

Though the Voidbreaker's galley provides sustenance, there is a very compact heater box and faucet cramped against the refresher cubicle wall, offering a minute possibility for preparing simple or instant meals. Refrigeration capacity in the shape of a repurposed wine cooler is also made available.

The majority of the living room is dominated by a large round table/sofa, its beige padded surface perfect for long meditations or lekwarmer knitting, while also offering a table surface for having simple meals around. A generous number of cushions can be found around the cabin, both as decorations and for use as seating when enjoying drinks around the makeshift table.

The back wall is dominated by the large, oval viewport, the main attraction of the cabin. It offers an excellent view of space and, thanks to the oft-chosen counter-clockwise orbits around celestial bodies, this means the occupant(s) have pristine views of the planets below and act as living artistry.

Nestled here and there, propped up in corners or on small shelves are scented candles that leave the cabin in a warm, dim glow and add an element of gentle warmth to the otherwise cool beige and steel interior. A faint scent of lavender and spice drifts in the air, barely perceivable but pleasantly masking the sometimes leaking hydraulics overhead.