

CYBORG TECHNOLOGY

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OVERVIEW

The Cyborg Technology document will discuss various technologies present in the Destiny Omega/Gelitech story world that involve the combination of organic and machine components to form a single sapient being.

CYBORGIRL

Cyborg, Biogel, Machine

Cyborgirls are an experiment embodying one of the boldest concepts in the gelipunk entertainment genre. This idea is that any individual who has had most or all of their 'organic distractions' replaced by mechanical equivalents and specifically 'programmed' to fulfill a specific role will drastically outperform their pre-cyborgization self. Despite a year's long testing period, no definitive conclusions have been made as to whether this idea is truly valid, though that hasn't stopped efforts to expand the number of units deployed in the field. As will all Gelitech offerings, the kink factor invariably far outweighs all normal practical factors combined.

A cyborgirl retains only the majority of her head in its original, biological form. She is one hundred percent biogel from neck to collarbone, and generally her full arms as well. Beneath this, the cyborgirl is one hundred percent mechanical. Ear pieces and horns are also mechanical depending on the original species of the cyborgirl.

The machine body of a cyborgirl is shaped in a pleasantly attractive feminine form. It has a relatively hollow core, with the torso being supported atop the pelvis with a prehensile spine. Small faux-breasts are provided, as well as humanoid shaped posterior plate and legs. Each cyborgirl has a long, prehensile tail with a special connector on the tip in order to directly interface with various computer systems. This form was designed entirely for its potential to help recruit further cyborgirls, as completed cyborgirls have no interest in things like physical attractiveness.

The cyborgirl body might look relatively weak and physically awkward at first glance, but the lightly built appearance masks considerable physical ability. The machine parts of all cyborgirls are roughly triple the strength of an average humanoid. Owing the full biogel conversion of the upper torso and arms, these areas are roughly double the strength of their fully organic equivalents. Dexterity is also enhanced, with all cyborgirls being as nimble as the typical fey'li.

As part of the cyborgization process, each new cyborgirl is full reprogrammed to ensure perfectly consistent role performance across all cyborgirls sharing that role. This involves a field induced brain restructuring which cuts off all prior personality and knowledge from the conscious mind. A new personality and knowledge set is then constructed and connected from a menu of profiles.

For fairness sake, cyborgirl profiles are usually assigned in a random process that matches role requirements with batches of newly recruited cyborgirls. Whenever a batch of cyborgirls is converted, the control system randomly selects an equivalent number of roles from the local requirement list, with greater or lesser weights given to roles with differing priorities. These selected roles are then randomly doled out to the members of the group.

For certain select cyborgirl recruits, the random role assignment process may be overridden. In most cases this occurs when an individual recruit may have traits particularly well suited for a specific assignment. At times, a special recruit may be given preferential treatment based on who they are, or where they came from.

Only very rarely will a cyborgirl be allowed to go unprogrammed. This is most often allowed when the new recruit would better serve in a role with their own natural personality intact. A number of the best recruiters are unprogrammed cyborgirls.

Cyborgirls can be found in or around all Gelitech Gelarium facilities, where recruitment shops make cyborgizing a very public affair. In addition to actively cyborgizing recruits, the shop offers cyborgirl 'rentals' to non-profit institutions. This includes a special role programming service to help ensure a perfect role fit for every cyborgirl.

The experimental wedge-shaped Destiny Delta is crewed entirely by cyborgirls under the control of the ship's biogel core. It exists to test the cyborgirl core concept as well as to help

develop new variations of the Gelitech CyborBody. It is currently deployed to the Marian Drift Prefecture where it travels among the farming colonies recruiting curious farm girls to be placed in experimental bodies for study.

The Destiny Omega is known to deploy a group of cyborgirls as part of the ship's security force. A number of other Vixanti starships also have cyborgirls aboard in various roles. Most recent of these is the former Imperial yacht rechristened as the Destiny Explorer. There, cyborgirls mainly perform security and environmental maintenance duties. A few special cyborgirl units serve as information interfaces alongside the ship's Vixie information units.

CYBORSERPENT

Cyborg, Biogel, Machine, Biogel Games

Inspired by a rather strange laboratory accident, the cyborserpent combines the best qualities of a cyborgirl with the voracious tendencies of a cheesy alien horror flick gummy worm. Unlike cyborgirls, cyborserpents were never designed to serve any particular practical purpose. Like many other biogel based monsters, they exist only to satisfy a kink. In this case, the kink is being swallowed alive and whole by a sapient woman, perhaps even while engaging in a polite conversation during the course of being eaten.

The cyborserpent is visually identical to a normal cyborgirl from the hips and up. Below, a long gummy 'worm naga' tail stretches out between four and six meters depending on the original size of the cyborgized subject. The biogel making up this tail is of the transparent variety, and may be colored to suit the cyborserpent's specific assignment. Its 'guts' consist of a single obsidian black tube running from the hip unit all the way down to the sphincter-like maw at the tip of its tail.

Although it is not technically necessary, almost all cyborserpents have a spine extension that is connected to the 'tailbone' of their hip unit. This runs anywhere between half to three quarters of the way to the top of their tail. Optional armor plates can be attached to this spine extension, giving the cyborserpent a much more monstrous and intimidating appearance.

Cyborserpents do not eat in the conventional sense. Instead, they attempt to snare passers-by in conversation. They will only attempt to swallow a victim who they find intellectually interesting. Typically, this involves an unsuspecting victim being suddenly treated to a head-first entry into the cyborserpent's tail-maw. After a few minutes sliding into the creature's biogel gut, their absorption will almost immediately begin. After about five further minutes the victim will have totally dissolved, their soul trapped within the serpent's biogel tail.

A victim who is either willing or unlikely to resist may be gently pressed to the ground and taken by the feet. This way, the cyborserpent can continue to converse with her victim right up until the very last possible moment. Victims taken this way last far longer within the creature's biogel gut. Absorption will not begin until between ten minutes and one hour have passed. The process then takes about thirty minutes to fully complete.

Cyborserpents do not undergo full reprogramming like the average cyborgirl. Instead, their brains are partially restructured to make them want to nom on anyone who can hold a reasonably intelligent conversation. As a result, they are only genuinely safe to approach when they have a feet-first victim in their gut.

Cyborserpents are mainly employed as an attraction in Gelitech Gelariums where they are free to nom on anyone they can stuff into their gummy tail-maw. A few specially programmed cyborserpents can be found in specialize security roles. Most notable of these is the lone cyborserpent aboard the Vixanti starship Destiny Explorer. This cyborserpent is the guardian of the ship's soul library and will eat anyone who dares intrude without explicit authorization.

It has been said that the right person with the right connections can bring a volunteer to Gelitech to be converted into a cyborserpent for their own use. The rumored cost runs anywhere between ¢25,000 and ¢500,000 depending on which questionable source one asks. Anyone can volunteer to become a cyborserpent to be employed by Gelitech/Vixanti, although, quite unlike their usual policy, new cyborgirls will only be made if there is a specific opening to be filled.