

Helios System

“ Do you remember the dream that brought you to this **hell**? ”



ADMIN

Rules

- please read thoroughly
- offer ideas
- be involved

Genres

- horror
- action
- mystery

Triggers

- unreliable memories
- body horror

“ *Are you really that willing to risk everything for a **daydream?** ”*



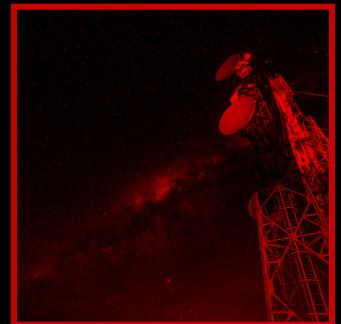
The Exclusion Zone

On a cold July night, a strange anomaly appeared at a Samenjaian border station.

It began with a persistent whirring sound being reported as an irritant by multiple faculty members. This was dismissed by higher ups as a radio hum. Then all radio transmissions ceased within a few hours. People in surrounding settlements in Samenjaia, or even in Arachi towns near the border reported seeing a strange darkness enveloping the area.

The last signal any broadcast station in the region heard from the station was a woman's voice saying numbers in a distorted panic, which, in light of the following events, was interpreted as a distress signal. Soon after, multiple signals came in from people as the darkness kept expanding. Towns had to be evacuated until the darkness stopped moving, carving a dark canyon from Samenjaia to Arachistan, and leaving nothing but silence in its wake.

A few rescue teams were gathered, but they never returned from the darkness either. Their signals were lost and the rescuers presumed dead. Funerals were held, and the world moved on in the months since. News coverage and rescues slid to null. Interest in the zone was limited only to preventing its expansion. It hasn't moved in months, and as such, much of the fear around that has dissipated as well.



With the world's attention turned elsewhere, the anomaly, now dubbed the Exclusion Zone, became little more than a cautionary tale. Governments erected barriers, warning signs, and radiation detectors, content to let the silent darkness sit undisturbed. After all, they had more important political scandals to deal with.

There's only one group still interested in that zone, and they're mostly criminals. An interesting result of a few illegal experiments is a realization. Theoretically, despite the anomaly warping both time and space, it can be used as a way to secretly pass between Samenjaia and Arachistan. And, for those few who still cared, there might have been someone or something alive in there.

For a little group of folks with slightly less bloodied hands, it presents an opportunity. This little group wants to get rid of a thing called the Helios System, but they're in Samenjaia, and the only people who could destroy it are in Arachistan. So, for people who want something gone, and don't care how, there's nothing more ideal than using the anomaly. If the team sent in dies inside, the item could be lost forever, and decay naturally within. If the team did make it out, then they could get through without having the item seized by Arachi border authorities.

Of course, it's rather difficult to find human beings willing to do such a task, and even harder to trust they won't just break away, and sell the thing off for a profit without knowing its dangers. So, carefully avoiding the long arm of the law, Plassoines are gathered from multiple different backgrounds, and set to the task.

Some of them are runaways, trying to make their own lives in a world that does not believe in their right to exist as anything but someone else's tool. Some of them want to try rescuing those inside. Some of them don't care what happens. Some are just following the commands of their human owners. Whatever the reason, they are prepared to descend.



“ Try not to drown in your own *fear*. ”



Kytaj

monarchy | a once great empire. | capital is mukbaiqa

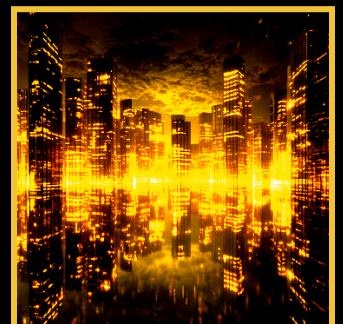
A land of temperate lowlands and river valleys that have warm, fertile climates. Long harvest and monsoon seasons. Some internal regions are more arid and dry.

Kytaj, often referred to as the heart of civilization, as it is where the first human societies were formed. The nation sees itself as a cultural and historic authority, priding itself on its ancient traditions, layered bureaucracy, and intricate caste system. Kytaj is a society resistant to change. The sort of people who believe they are already the greatest, and so greatness does not need to change. This attitude is largely what caused them to fracture as an empire, and become relegated only to a fascinating historical figure.

The present day problems of Kytaj are also affected by the attitudes that caused the death of its empire. It is a nation governed by autocrats, who resent the idea of giving up any power. The monarch is referred to as the Aqima, and they are seen as the joiner of earth and the land of the gods. The court of the gods and the court of the Aqima are seen as being one in the same. This means that Kytaj invests a lot of money in creating a cult of personality and silencing all dissent.

Kytaj treats Plassoines and humans as different but specialized creatures. Plassoines are for hard labour. Manufacturing and factory work, because it doesn't matter to them if they get an arm ripped off. They are commissioned by individual businesses and used for whatever work is required of them. They are usually not paid for this, and instead only provided with the bare minimum of necessities.

The social view of pllassoines is rather negative, and it's not uncommon for their movements to be restricted to certain sectors upon being constructed. It does not help that Plassoines are often associated with death, impurity, and the corruption of bodily order. Legally, companies are allowed to make them using prisoners on death row, or willing volunteers. As most people refuse to volunteer for the work, most Plassoines are made from the parts of murderers, which really isn't helping.



Tungzha

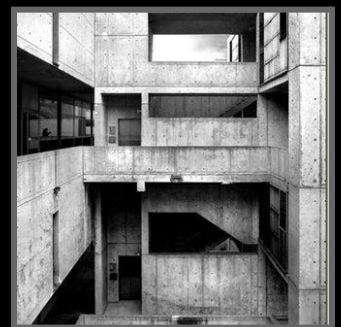
theocratic oligarchy | a union of unrelated states. | capital is sineya

A nation that is incredibly rich, but troubled. They are an empire of trade, and also rotten to the core. The nation was formed through a recent revolution against the previous rule of monarchs, however, the quality of life for the average citizen has barely changed. In the chaos of the revolution, the people who came out on top were religious extremists who managed to rot the ideals of the religion to the bone. Business leaders took advantage of the rot, rising to the top. They privatized a majority of public services, and shut down the ones that couldn't turn a profit.

In the name of protecting the revolution and religion, human rights have been stomped down on. The rights of Plassoines are essentially not considered here, as their religion predates non-human, sentient entities. All Plassoines created here are using the human parts of prisoners who do not get a choice in the matter. Typically, these Plassoines are treated as disposable, and are not afforded any degree of human dignity. Ankle trackers and automatic kill switches are legally mandated of every corporation that operates within the region. Plassoines are also often treated in dehumanizing ways, such as being expected to be stored within luggage compartments rather than sitting in seats.

Tungzha is a loose confederation of nine states, which each are largely made up of their own ethnic groups. These states share similar language and cultural touchstones, but are still largely distinct. The ideals of the revolution were to unite these disparate peoples into a singular force, but it still has yet to particularly work out. The fear of being dubbed counter revolutionary has essentially driven out most unique cultural facets, and replaced it with a fearful cult of personality where everyone is cowering. Tungzha was an ideal thought up by dreamers, and ripped apart by profiteers.

Manufacturing in Tungzha is dirt cheap, and they have a very resource rich environment. Their country is the largest in their world, on account of originally being a bunch of different countries. Economically, they're a powerhouse, it's just that very little of that goes back to the average citizen.



Samenjaia

military dictatorship | communist nation. | capital is sanazhai basto

The nation at the northernmost point of human existence, Samenjaia is an incredibly cold region. It was originally a colony of the Kytaji Empire, but the empire eventually just gave it independence, turning it into a protectorate rather than an outright colony. The people of Samenjaia struggled to organize a government, as the Kytaji officials returned to their own country, and ultimately dreamers won out. Those dreamers wanted so badly to make something glorious, but Samenjaia was not the kind of place which could facilitate glory. Dreams turned to bitterness. Bitterness to monotony. The majority of the resources here are buried deep within the earth, and as such most of Samenjaia is focused on its mining sector. The majority of people are either crowded into the single capital city, or in small towns located at the mouths of mines. These towns are more often referred to as 'stations' rather than towns, and more likely to be numbered than named. These towns are typically outposts made up only of employees or researchers. They are built quickly, and dismantled quicker.

Samenjaia is the only country that technically has large stretches of open landmass. Unfortunately, it's not really liveable, as there is little to no harvest season, and fertile land is uncommon. The majority of food is imported, and distributed out through government networks. The average person does not get to decide where they live, but if they seem productive in their present community, they're typically prioritized to stay. Most people aim to live in the capital. Plassoines and humans are treated at about the same level of respect. In Samenjaia, the term 'human' to refer to a non Plassoine is highly discouraged by the government. Instead, they are referred to as the Zibaq, and Plassoines are legally referred to as the Milh, and the general populace as Qiriy. The mercury, the salt, and the sulphur. Samenjaia may not be an outright police state the way Tungzha is, but they still see all who live within their borders as workers first, people second.

Companies operating in Samenjaia are required to be operated in part by the government. The Plassoines here have no requirements of whose body parts can be used, but permission must be required in a contract prior to the creation. Prisoners are not allowed to be used, for concerns of safety.



Arachistan

loose confederation | unstable union. | capital is maiba romaki

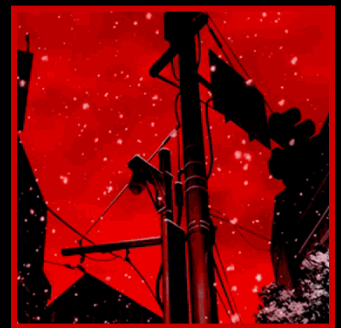
Sharing a border with Samenjaia, they are often struck by similar problems. Arachistan is a country where there is hardly enough to go around, and where large portions of the country are uninhabitable. A majority of people live in the southern regions, and it is incredibly difficult to convince people to go into the northern regions where all the major mineral and gold deposits are.

This is worsened by the fact Arachistan is not so much a nation as it is a fragmented coalition of factions, clans, and militias presiding over a collapsing state. On maps, Arachistan still bears borders, but on the ground, it is a patchwork of local fiefdoms where power is held by whoever can keep it. The central government exists more in name than function, issuing decrees that are largely ignored and maintaining a military that is internally fractured. Overcrowding here is not in the conventional sense. Vast stretches of Arachistan are barren, but the few habitable zones are brutally congested. Slums stretch endlessly, with buildings constructed from scrap and the remnants of collapsed regimes.

Historically, Arachistan was once a powerful confederation of kingdoms that resisted imperial rule, particularly from Kytaj. This long memory of resistance, and subsequent betrayal by early revolutionary figures, has cultivated a national psyche defined by mistrust, honour codes, and the veneration of martyrs.

Plassoines in Arachistan are a rarity, and where they exist, they are often seen with fear, reverence, or revulsion. The cultural and religious traditions of Arachistan's tribes tend to regard the reanimation of the body with concern. Some tribes treat it as outright blasphemy, as death is seen as a necessary part of the human experience. Others take a more mild stance, but still see there being something inherently wrong with the idea of using a body that requires the parts of the dead for labour.

Despite the general chaos that is living in Arachistan, it is one of the only parts of the world where Plassoines can live freely as independent beings allotted human rights. They are legally treated with the same rights as human beings in most regions that are more neutral or reverent toward their existence. They are free to make a life as they desire.



“ Do you really want to remember all
your failed *promise*? ”



Overview

Every character in Helios System is some form of android, gynoid, or neutral anthropoid. As a collective, these creatures are all colloquially referred to as Plassoines. Plassoine as a term can also refer to the specific brand name, but it has become a popular generic term in the vein of Bandaid or Hoover. All Plassoines have some biological or faux biological components.

Though their outer shells are more dependent on the specifications of their manufacturer, all companies use the same five operating systems for Plassoines. There are in some cases, fork models, but they are exceedingly rare and are often not stable enough for general purpose use. These fork models are typically riddled with errors, and as such none ever reach the public market. The five operating systems which are used do not dictate the entirety of a Plassoine's personality, but they do create proclivities that a personality can tend toward. The operating system a Plassoine runs also dictates what powers they gain through interacting with the Helios System.

All operating systems run on the basic Dii Consentes framework, which means that in a pinch, they can be swapped between, or Plassoines from different companies can take over each others bodies. Swapping operating systems is a generally bad idea, because it risks erasing the unique personality or knowledge of the Plassoine. Swapping bodies is fairly safe though not recommended to do too frequently.

The human parts a Plassoine is made from can also affect their personality. For example, a Plassoine made from the mind of someone particularly temperamental may not have the memories of the prisoner, but they may tend toward a similar tendency for violence. These human parts tend to influence them less so. The operating systems a Plassoine runs is typically also responsible for suppressing human memories.

The operating systems do not contain the memories of the Plassoine. The brain does. The operating system is responsible for parsing what memories are of the Plassoine and making them more preminent, alongside suppression of unrelated memories. When a Plassoine's operating system becomes unable to parse these memories apart and starts causing issues via allowing human memories to seep through, that is referred to as System Decay. When a unit faces System Decay, they're typically decommissioned soon after. Some countries legally mandate it, due to the use of prisoners as human donors.

All manufacturers operate in all countries, you do not need to match your character's nationality to their manufacturer's.



PLASSOINE INDUSTRIES

Perhaps the most famous of all Plassoine manufacturers, and their namesake, despite not being particularly relevant in the modern day. In their heyday, they were a veritable titan of industry. Coming from Samenjaia, the majority of their Plassoines are neutral anthropoids intended for resource mining. They are made using older technology and are often not equipped with the same state of the art gadgets other companies put on their Plassoines. They were a private corporation, but were bought out, and turned into a crown corporation.

The company has fallen behind the competition in a big way, and are oftentimes not the face that actually comes to mind when people think of a Plassoine. They are the creators of the initial five operating systems and the Dii Consentes framework that all Plassoines operate on. PI's decline can be attributed to their reluctance to innovate beyond their two flagship models. Competitors began producing

Plassoines with more in-built features, synthetic organ systems, and more versatile uses, while PI stubbornly stuck to making Plassoines only as an alternative to human workers in mines.

By the time they attempted to pivot, the market had moved on.

The PI Plassoines are generally made with a titanium skeleton, a human brain, a human spinal cord, and artificial flesh. Their internals do not mimic human anatomy, with machinery instead of organs. This means they do not need to eat and can go up to twelve hours without proper oxygen. These Plassoines need to be powered through batteries or being plugged in. A PI Plassoine can be constructed either with a real human brain taken from a donor, or it can be created through synthetic material.

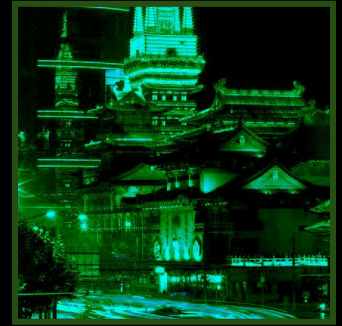
Though their Plassoines are not usually made with the latest hardware, they can be customized as much as you want. Plassoine Industries allows for users to both repair and customize machines to their heart's content. If you want to put a seventeenth century cannon on your head, there's nothing stopping you. Aside from the fact that's probably not a good idea.

The models Plassoine industries makes come in two varieties. The Corbeau series and the Corneille line which came after. Both are intended for doing hard labour, but they specialize in different roles.

Plassoine Industries has not created any new lines since these two, instead recreating the same units over and over for mass sale. Their units are usually prided on being the most mechanized of all Plassoines, and using the fewest human parts or synthetic organs. Instead, they use artificial materials that mimic human tissues where necessary. Sometimes, this has been jokingly referred to as 'taking metal and putting meat on it.'

Despite their decline, Plassoine Industries' machines are still respected for their durability and repairability. Many older Corbeaus and Corneilles remain operational decades after production, a testament to their rugged construction. In some regions, they're even seen as relics of a bygone industrial era, with collectors and tinkerers refurbishing them as hobby projects.

The ethics of doing this to beings that typically are capable of fully human sentience is a bit debatable, but convincing people to not tamper with or adopt robot people like dogs is basically impossible. In a lot of regions, Plassoines don't really get a choice in the matter, due to not being treated as human beings.



CORBEAU SERIES

The corbeau series is the flagship of Plasoine Industries, and often what people think of when imagining the average Plasoine, despite not actually being that prominently used. They are large, varying from six to seven feet, and equipped with six appendages on their backs. They typically weigh around one hundred and fifty kilograms.

The appendages can have different tools attached to them. Oftentimes, excavation tools, though it can depend. Whatever is on the end can be changed. Though there is sensation (touch capabilities, proprioception) throughout most of these secondary limbs, it is not on the ends or attachable parts.

There are Corbeau variants without the appendages on their backs, but the standard model comes equipped with them.

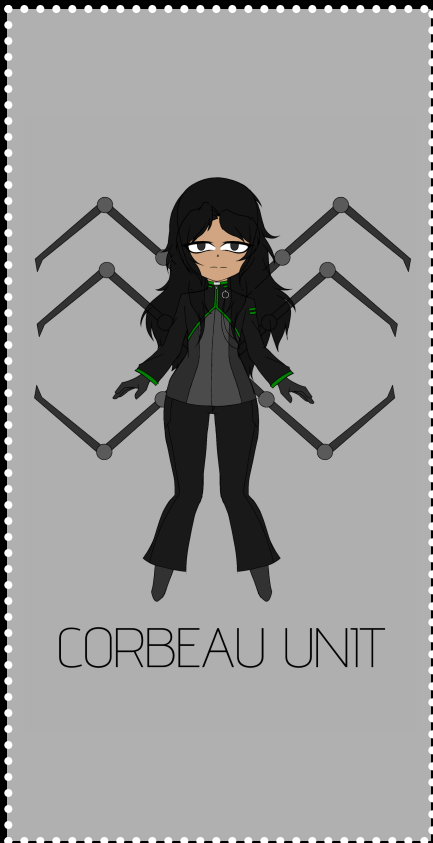
Corbeau units are built with two human parts. A brain and spinal cord. The human brain is encased in a titanium skull, and the spinal cord is connected to a myriad of wires. The biggest weakness of a Corbeau unit is the spinal cord, as it is not as heavily protected as the brain. A single, well placed, serious injury to the spinal cord could paralyze a corbeau unit, and cease their ability to carry their own weight. This would either cause them to be crushed by their own machinery, or die slowly due to paralysis causing them to become unable to function properly. A Corbeau unit with an injured spine would either need to be cared for for the rest of their lives, or be decommissioned.

All Corbeau units have legs that are highly weighted, in order to function as a ballast. Corbeau units are incredibly top heavy without these intentional weights. These weights however do mean that Corbeau units can not safely walk on unstable ground or swim. Corbeau units typically know to avoid or even outright fear water.

Corbeau units typically do not come with any further add ons unless specifically customized afterward.

Internally, they do not have synthetic organs. This means that aside from the brain and spinal cord, it's all machinery all the way down. The internal structure of a Corbeau unit is a complex network of hydraulic systems, servos, and reinforced alloy frameworks designed for harsh environments. Their lack of synthetic organs means they do not require food, sleep, or even consistent oxygen, though prolonged oxygen deprivation can cause brain damage. Instead, their power comes from high-capacity rechargeable batteries or direct electrical input, allowing them to function for extended periods without maintenance. The standard batteries used in these models are a bit dated and have some concern of catching fire if damaged.

The tradeoff for being immune to a lot of human problems, is that they are much more susceptible to electrical interference, magnetic fields, and corrosive substances that could degrade their internal wiring or disrupt their neural interface. Their synthetic muscles, the 'meat on metal' smooth out their movements, and allow them to be an emergency food source if trapped in a mine with human workers.



Corbeau units have a very standardized appearance. They all come equipped with a standard uniform which can be found donned by most Plassoine-made units. They wear a jacket with green lining. The jacket has a vertical line that goes up from the sternum, terminating at a collar fastener. There is only one line on each side of the zipper, denoting this to be a unit from the Corbeau Series. They also have two green lines on the middle of the left upper arm. These are just signifiers that they are plassoines made by the official Plassoine Industries corporation.

All plassoines, regardless of country or manufacturer have a silver ring with chains around it that fastens to the collar. These will have a plassoine's serial number and designation on them. They also can function as an emergency shut off switch if removed.

Beneath the jacket, the torso plating is bonded to the spinal harness. Though it is shaped to look like clothing, it is made of steel that is screwed in, and needs tools to be removed.

The sleeves are articulated with embedded micro-filament sensors that track arm movement and transmit biofeedback to the appendages mounted on the back. These sensors also monitor surface damage and general integrity, feeding into diagnostic readouts that determine whether a unit needs to be recalled or decommissioned.

These plassoines typically have leg or torso extenders under the clothing and armoured plating, in order to standardize the size. As such the clothing is typically a bit loosened to accommodate. Like all plassoines, Corbeau units do not have feet, as the artist forgot to draw the chibis with feet.

Corbeaus come equipped with fabric gloves which can be removed or redonned easily. This does not have a specific purpose, and is mostly just there for aesthetics. Both Corbeau and Corneille units have a mild alternate configuration where there is metal plating to cover the eyes, with cameras along the plates. Sometimes these plates are removable, sometimes they are not.



CORNEILLE SERIES

The Corneille series was introduced a few years after the Corbeau series. They never quite reached the same cultural dominance as their predecessor but are still a popular choice for mining operations. Often deployed alongside their sister series. An average Corneille unit stands anywhere from five foot to five foot eight, and come natively equipped with four appendages on their backs. They weigh significantly less than Corbeaus, averaging around ninety to one hundred twenty kilograms.

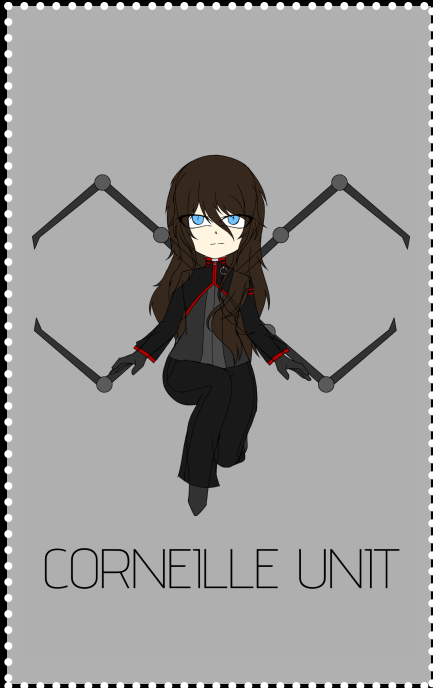
The appendages on the Corneille series are the same in build as the Corbeau series, and function in an identical way. To try and conserve weight, Corneilles are built with fewer of these appendages, which does lower their carrying capacity. Unlike Corbeaus, Corneilles naturally tend to hold these appendages closer to themselves, wrapping them around the body instead of letting them simply linger behind them.

Designed with modularity in mind, Corneille units are sleeker, more energy-efficient, and speedier. In exchange, they have less strength and durability. One of the key improvements in the Corneille line as a result is power efficiency. While Corbeaus require frequent recharging or battery swaps, Corneilles can operate for nearly twice as long on a single charge, thanks to their smaller frames and more energy efficient setups.

Like their Corbeau counterparts, Corneille units are built with a human brain and spinal cord. The spinal cord remains a vulnerability, but due to their lighter frames, the risk of self-crushing in the event of paralysis is significantly reduced. Instead, they're more likely to just end up disabled in the same way a regular human being becomes disabled.

Internally, Corneilles retain the same mechanisms as Corbeaus but with improved shielding against electrical interference. Their power cells are more advanced, reducing the risk of combustion, and they feature better heat dissipation systems. However, their smaller size means they lack the same redundancy that allowed Corbeau units their durability, making them more prone to catastrophic failure if a critical system is damaged.

They are designed to be able to pick out precious materials very easily in other surroundings. As a quirk of this, Corneille units have a hard time looking away from shiny objects. In part, this is where they get their name.



Corneille units only come in one standard configuration, and generally resemble their sister line very closely. The main difference is that this configuration of plasoine has fewer mechanical arms, and doesn't have any kind of extenders. Their organs are often compressed inside them, in fact.

They typically wear the same uniform, though their jackets are different. They have two stripes on either side of their zippers, instead of one, denoting that they are Corneilles instead of Corbeaus. Their linings are also red instead of green. This is mostly because the CEO's favourite colour was green, and he was deeply offended at a games company making a red character before the obviously superior green character. That CEO was eventually fired. Not for his stupidity and disconnection from the business he was running, but because of mass amounts of embezzlement.

Corneilles were originally just referred to as "Corbeau Mk II" units. Hence, the reason they are distinguished by having two marks instead of one. The series later got renamed in order to quell fears that the original Corbeau unit would stop production in favour of the new model.



SEVENTH ALIGNMENT

A Tungzhan manufacturer of Plassoines. They are in many ways, Plassoine Industries' opposite. They are a brand that promotes itself on being the sleek, modern option. They create a new series every year. The name is in reference to what were at the time, seven Tungzhan states. Tungzha expanded and now the name is somewhat nonsensical.

Seventh Alignment turned Plassoines from a convenience, into a commodity. They became a luxury item in the vein of sports cars or high end phones. Having your own machine servant to do menial labour for you became a clear symbol of status. This contributed to the dehumanization of Plassoines immensely, as no one wants to give up their fancy new robo servant. Especially not the corporations making billions off of free labour.

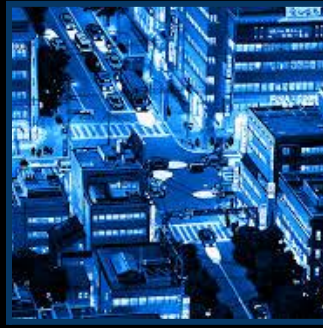
They don't have a consistent series. Every few years a new model is launched. These models don't often have a bunch of new changes per release cycle, instead gradually gaining features with time. The models focus most on presentation. Looking innovative and proper. Much care is given to making sure the units they produce do not have issues with jerky movement, and

generally tend toward looking attractive. The clothing the units come with at a baseline, despite being made with materials of a regular quality, is intentionally prettified, instead of being made to look like a standardized uniform. Presentation is everything for this brand.

Seventh Alignment prohibits basically all tampering with their Plassoines, as they want buyers to go through the servicing that they specifically do. If you do any damage by accident trying to fix a minor error? It appears you've voided your warranty, and your Plassoine must die a slow, miserable death as Seventh refuses to fix them out of spite.

Mechanical add ons are provided through the service catalogue, however there are many limitations, as Seventh Alignment is very strict on the types of customizations it allows.

Seventh Alignment is the only Plassoine company that does not produce any sort of military or hard service models. There have been some talks of creating an Alignment branded military application Plassoine, but there have been issues presented in regards to Seventh Alignment's harsh, anti repair practices.



ALIGNMENT-110 SERIES

The Alignment-110 is the latest in Seventh Alignment's ever evolving lineup, marketed as the pinnacle of synthetic elegance and efficiency. All model variations range from five foot nine to six foot. They weigh an average of one hundred kilograms. Their newest outfits are designed by a famous Kytaji fashion icon, which has been a major selling point for the line.

A-110s are all designed to resemble regular people, and do not come purpose built with specialized appendages. Instead, add ons can be purchased with an order for an A-110. The average A-110 is built with a lightweight carbon steel skeleton, and operates on a redundancy system. They have a human brain, and multiple artificial organs. These organs are packed in with mechanical systems that mimic their functions. In the event of an emergency or accident, an A-110's body is able to use either the biological or mechanical system as a backup. If the artificial lungs fail, the secondary mechanical respirators engage. If the hydraulic musculature locks up, the synthetic muscle fibers take over. This means they have a shockingly large runtime without power or food, as they can operate on one energy source first and then automatically switch over when the first runs out. They only need to sleep every four days, and eat or charge once every few.

The brain is the only part of the body that is required to be human in an A-110, and the spine is synthetic, housed in a reinforced casing. This reduces the risk of catastrophic paralysis, though an A-110 is certainly not immune to spinal damage, just being more resilient than older models like the Corbeau or Corneille.

A-110s are designed to be very close to humans in terms of movement, appearance, and interaction. Their skin, though artificially grown and made of toxic silica, feels like real human skin. Their faces are highly capable of emoting, and their voices are configured to sound pleasant on human ears.

However, this human-like design comes with trade-offs. They require food in order to keep their synthetic organs functioning, and can suffer from the same hazards that are dangerous for a human body. Poison, a lack of oxygen, and other similar dangers harm them in the same way they harm a human. They also require more frequent maintenance than a PI Plassoine, as their delicate systems are prone to wear and tear. A-110s are not built for harsh environments. They're made for luxury, comfort, and status.

That said, they are very good at what they are for. They're very adept at passing for human beings, and are very good at doing a lot of the average tasks a household may require.

Seventh Alignment's business model ensures that A-110s are difficult (if not impossible) to repair without official servicing. Their proprietary software locks out third-party modifications, and tampering with internal systems often triggers failsafes that render the unit inoperable until authorized personnel can reset them.

The next launch is planned to be the 120, which will make 110s intentionally obsolete.



A-110 UNIT

A-110s aren't designed to be particularly functional, but they are designed to be pretty. Users are able to choose what colour they would like their plasoine's uniform configuration to be like. Unlike Corbeau or Corneille units, A-110s are designed so that their clothing is just regular human clothing. It can be swapped out for any outfit that the user would like. They aren't armoured at all.

The company prioritizes appearance above all else, so these plasoines have their identification ring hidden behind the collar of their jacket. Their clothes are designed by popular fashion designers.

There are clasp bands on the thigh, which can be used to make the plasoine taller or shorter. The plasoines are dressed so that these bands aren't covered. There's no issue with covering them, but it's a new feature on this model, and the people at Seventh Alignment are really struggling to differentiate this model from the A-100.

These models are often sold with different optional accessories like hair clips, bows, and alternative outfits.



CARDINAL

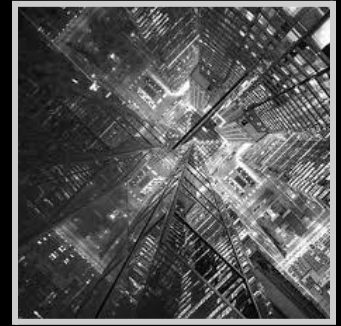
A Kytaji manufacturer, which creates a variety of models, without focusing itself in any one specific niche. Cardinal produces all manner of Plassoine, without specializing in any one specific thing.

Cardinal's catalog is vast, with models ranging from heavy-duty construction units to delicate service androids designed for companionship or entertainment. This adaptability has made them one of the most enduring and respected brands in the industry, even if they lack the singular cultural dominance of their competitors.

Cardinal generally relies on Plassoines that completely mimic human systems, without much mechanical redundancy. This means their systems are capable of being made very cheaply, but the trade off is that they use an uncomfortably large number of human body parts. This has led to significant ethical concerns and discomfort. While using a brain or a few pieces is fine, reusing entire organ systems creates more issues. They skirt very close to the line of doing something very illegal. As such, despite being a Kytaji corporation, they operate mainly in Tungzha, which does not care much for the rights of the prisoners used for the creation of Plassoines and doesn't have many human rights.

Cardinal is slightly more permissive when it comes to user modifications than modern companies. While Seventh Alignment locks down their units with proprietary software and aggressive anti-tampering measures, Cardinal's systems are more open, allowing some third party repairs and customization. That said, Cardinal is not above planned obsolescence. While they don't deliberately sabotage older models like Seventh Alignment, they do phase out support for discontinued units, leaving many to rely on independent technicians or scavenged parts.

Frankly, Cardinal is the type of company that makes knock offs of whatever is selling well elsewhere, and their only truly unique machine is their Vulture model. Everything else here is the WcDonald's of humanoid robots.



CSM-5 (CONSTRUCTION SERVICE MACHINE)

A heavy duty model made for hard labour like construction or factory work, being the fifth and latest variation of this line. These units always stand at six feet, and are exceptionally heavy due to being reinforced to survive falls from serious heights, averaging one hundred and seventy kilograms.

The CSM-5's weight and reinforced frame make them nearly indestructible under normal working conditions, but their bulk comes with significant drawbacks. Unlike the Corbeau, which uses weighted legs for balance, the CSM-5's entire structure is reinforced with dense alloys, making them slow and cumbersome. They have heavy plating across most of their bodies, and the clothing they are manufactured with is in-built with metal plating that acts as armour.

Despite their durability, CSM-5s are not built for endurance. Their power systems are outdated, requiring frequent recharges, and their reliance on using human organs causes issues in how much power is needed. The organ and mechanical systems do not work in shifts, instead operating in tandem. This means a frequent need for charging and food when doing any mildly strenuous activity. The trade off is that these beasts can do a whole lot of very hard lifting or smashing with minimal effort. An unintended side effect of their builds is that they function very well as bodyguards, and are often purchased for that purpose rather than for their originally intended one.

Modification is possible, but Cardinal's lax oversight means third-party upgrades are a gamble. Some CSM-5s have been retrofitted with cooling systems or reinforced joints, but improper installations frequently lead to catastrophic failures. In Tungzhan industrial zones, it's not uncommon to see decommissioned CSM-5s stripped for parts, their hollowed-out carcasses left in scrap heaps.

Some of these CSM-5s are also used for military purposes, such as erecting forts or in breaking down enemy fortifications. When used for military applications, one of the optional add ons is a type of 'wing like' mount for the back. These wings do not allow any level of flight or gliding, but are simply heavy material which is able to act as a shield and wrap around the body to defend them from a large number of attacks. CSM-5s with this setup need to have alterations made to make their legs heavy enough to balance this out, and typically need to have certain internals hollowed out to make it possible to fold those wings into their torsos when not in use.



As they are designed to be used in construction work, the standard configuration for a CSM-5 is dressed in high visibility clothing. There are bright orange and white reflectors all along the top of these machines. They wear body suits that cover the entire form underneath the white jacket. These have multiple pockets to them, as they are typically helping to lug around heavy machinery.

All units made by cardinal have a black stripe across their face. This is both an indicator of the company, and something which allows Plassoines to open their face plates. The majority of these plassoines have their skin colour wear out with time. Sometimes very quickly, leaving them with a characteristically ashen face. These models are made very quickly and very cheaply in some respects.

The metal on the CSM-5's wings is not smoothed out to any capacity, and so can cut people who touch it carelessly.

The signature colouration under the eyes of these plassoines are also able to be turned on, acting as small torches in low light.



CIV-4 (CIVILIAN SERVICE MACHINE)

The CIV-4 is a domestic and casual use unit that can be found all throughout households in multiple countries. They were created as a cheaper alternative to the, at the time recent, Alignment-80 model. Standing between five foot five, and five foot ten, they typically weigh anywhere from sixty to eighty kilograms.

CIV-4s are lightweight and unimposing, optimized for household tasks rather than labor-intensive work. Their frames are less reinforced than industrial models, making them more susceptible to damage. Much like Vulture models, they also possess a set of wings made from a similar material, and a similar ability to pull these wings in. Unlike Vultures, they are not capable of complete flight, and are instead only capable of gliding, as their frames are somewhat heavier, and they have proper human organ systems inside them, which add significant weight.

Unlike Seventh Alignment's ultra-realistic silica flesh, CIV-4s use a cheaper polymer-based dermal layer that feels slightly rubbery to the touch. It's durable against minor scrapes but discolours over time. They emote fairly well but the way their bodies become discoloured and greyish has become a popular meme to make fun of the model.

Their specialty however lies in its modular adaptability and low maintenance design, making it one of the most accessible and widespread Plasoines. While it lacks the high end polish of an A-110 or the rugged durability of a Corbeau, it is the kind of thing that can take care of itself. CIV-4s come equipped with a repair module, and can repair themselves in much the same way as a vulture can.

However, they're also just programmed with more knowledge on self repair. They are able to rebuild their own bodies with spare materials and tissue, or repair Plasoines they have any working knowledge of. They're built with an understanding of how fellow Cardinal models work, but information on models from other manufacturers must be uploaded.



CIV-4s do not come equipped with specialty designed fashions. Instead, you can choose between a t-shirt with jeans or a halter top. That's it. If you pay five dollars extra, or have a coupon, you can get a slightly nicer T-shirt with the company logo on it. The good news is you can choose the colour of the shirt.

These plasoines are kind of stuck having to always wear jeans, as their legs do not get painted unless you purchase that in a separate package, instead being black with painted on stripes. They also have visible joints on the legs, so this model looks a bit strange without covered legs.

The colour under these plasoines eyes are not lights, instead being simple painted on detailing. The same is true for the arm bands on these models. They do still however have the ability to open their face plate for quick repairs to critical modules.



VULTURE (COMBAT SERVICE MACHINE)

CBSM-9s, or their common name, Vultures, are a high risk, high reward unit created for asymmetrical warfare and suppression operations. The Vulture is built for speed, adaptability, and controlled lethality, with minimal plating. They have wings which can retract into the body and are capable of flight. They stand at an average of five foot eight, and typically weigh ninety kilograms.

Vultures are designed to look as human as possible when their standard armour clothing is changed out for civilian clothing or military uniform. Vultures are among the most human-like Plassoines in Cardinal's arsenal, and in some ways they rival A-110s for their ability to appear human. Unlike A-110s, these beasts use a lot of human parts in the process. For example, the brain, spinal cord, organ system, and face are all typically in exact resemblance to the human they're built from.

Internally, they are a bit of a deviation from Cardinal's typical builds, as they do not have human organs. Instead, they operate an artificial system with modular organ clusters of small, harvested tissue samples cultured into

functional but simplified versions of all major organs.

These are housed in armoured pods throughout the chassis, and are part of why the unit gets the name 'Vulture.' When a Vulture comes across human biological material and eats it, its body is able to grow new organ clusters and give the appearance of regeneration. A Vulture's reflexes are enhanced by a modified human spinal cord and nerve clusters, allowing near-instantaneous reaction times. It also allows them to, when putting processors on full blast, see time physically slow down. The downside to this is that nerve degradation is common, leading to spasms, seizures, or total system failure after prolonged use.

The wings of a Vulture are composed of lightweight carbon-fiber struts, synthetic muscle fibers, and semi-biological feathers. When retracted, the wings fold into recessed compartments within ribcage, concealed beneath artificial skin. In this state, a Vulture can pass as a standard humanoid Plassoine, with only subtle ridges along the back betraying their presence.

The fact they are able to store large amounts of stuff within their lightweight bodies is part of what allows for their most distinctive feature, their modular weapon integration system. Vultures are built with internal weapon mounts that hide within the chest cavity or within muscle tissue. These systems are designed to be deniable; if a Vulture is captured or disabled, it can drop all of its weapons, detach its wings, and pass as a civilian service model. The specific weapons are a product of the manufacturer's preference, or the unit's own specialty.

A vulture's biggest weakness is how human they are. Much like their construction service counterparts, they require food, though significantly less of it, and without additional charging. They also are capable of being disabled by a lot of the same things that could kill a human. Their shells are not durable enough to be significantly different to a human, and the need to be lightweight enough for flight means they suffer from being basically unable to be armoured without making one of their namesakes useless. A well enough placed bonk on the head could simply terminate all existence for these guys.



Vultures are unique in their presentation. Mainly in that they are incredibly well made, especially for a unit built by the cardinal corporation. Their skin is as well made as something you could find on a Seventh Alignment model, without sacrificing the ability to open up their face plates and self repair. They do not have any of their clothing built into their design, and the black line can be smoothed over very easily. The coloration under their eyes can be scraped off should they need to pass for a human being or a plasoine from a different company.

Their standard configuration is designed to evoke military attire, though it doesn't pull much from the attire of any one nation. Instead, it's going for a more pan-national appeal.

Their identification rings will basically always declare them as being CIV-4 models.

*“ We stopped looking for the future
when we realized it was already inside,
and it was starving. ”*



THE **VENUS** SYSTEM

A system designed for units that are meant to interact frequently with humans. It's a very common system among Plassoines that are intended for bureaucratic or research related work. These units tend toward acting as maternal or friendly figures. They are typically optimistic in disposition, and going onward for victory. They generally can not operate in solitude, as it will erode their mental health very quickly.

Venus systems are typically employed in gynoids to create a sense of 'motherly behaviour' but they can be employed in other genders too. Venus systems do not acclimate well to sudden changes in environments but they are the most resilient of all system types, having the ability to manage psychological turmoil the best. They are the least likely to develop mental disorders like PTSD or depression, as their systems tend to be very good at managing signals and doses.

Venus system units are not designed to cope well with death. If their bodies die and they are put into a new body or are outright facing total decommission, they have a tendency to break down. They are suited for companionship first and foremost, not being particularly modular outside of that.



THE BACCHUS SYSTEM

A system designed for units that are typically disposable or sent into high danger areas. It's a very common system employed among military type units or Plassoines expected to work in dangerous fields such as mining. These units tend toward nihilism or careless optimism. They do not generally fear injury or death, and are typically employed on systems that have self repair capabilities.

These units are designed to typically be friendly but not reliant on contact with others. They are able to keep peace and socialize but are not intended to spend long stretches of time with other people or Plassoines.

They are intended to be capable of surviving long stretches of isolation with minimal contact. Still, because a Plassoine's operating system will always mimic a human brain, they will always need some degree of social interaction.

Bacchus systems are not immune to fearing their own deaths, and should not be told of plans to decommission them, as they may attempt to escape. Bacchus systems do not have a built in death drive. They generally do not complain about being put into new bodies so long as they are able to keep their memory units.



THE MINERVA SYSTEM

A system designed primarily to operate in administrative or healthcare roles, such as organizing the operations of a mine. These units tend toward calm, methodical, and often impersonal behaviour. They are designed to process immense amounts of data and find the best solution within scrambled information. They are most prone to apathy and existential fatigue.

Minerva units are notably solitary by design, functioning best when given space and time to analyze without interruption. Unlike Venus or Bacchus systems, they are less adaptable to casual social interaction. However, they typically adjust well to being an authority figure who gives advice or makes plans.

Internally, Minerva systems are stable but not particularly resilient. They rarely experience overt breakdowns, but when they do, they tend to be severe and difficult to recover from. When faced with the approaching of their deaths, they begin to lose logical capacities, and can often enter into system decay. Though, similarly, emotional suppression can result in catastrophic system collapses if left unchecked, especially under long-term stress. To a Minerva System, transferring is typically regarded with more concern than with other systems.



THE JUPITER SYSTEM

A system designed for units intended to function in leadership, combat strategy, or coordination roles. It's commonly used among high-level military Plassoines or those operating as command units in volatile environments. These units tend toward an often authoritarian demeanour, with personalities developed around control, order, and dominance of space.

Jupiter systems are structurally powerful and deeply hierarchical in thought. They can operate relatively fine for some time in isolation, though it is stressful. They are best kept in a group of stable companions who they can take a leadership role over to some extent. Jupiter and Minerva systems may clash over what advice they give, or become close cooperators. Though outwardly stable, they are prone to internal rigidity. When placed in unfamiliar positions of submission or disorder, they can become aggressive.

These units do not handle loss of authority well. If stripped of command or demoted, they may enter into silent protest or functional stasis. They often see being put into a new body as a 'downgrade' if it lacks their prior tools or status. Their reactions to facing death are highly varied among individuals.



THE JUNO SYSTEM

A system that is best as the intermediary between other systems, or between humans and Plassoines. They are operated in a multitude of roles, and are the most adaptable of all Plassoine systems. They are able to be both solitary and social. They do not struggle with new environments or adjusting expectations. These systems are unpredictable in regards to how they handle more morbid or stressful situations, as they all adapt to them through different means.

Like their Jupiter system counterparts, they observe a degree of internal hierarchy, though nowhere near to the same extent as Jupiter systems do. Juno systems observe this hierarchy as part of a way to navigate complicated dynamics, and treat the hierarchy as more about sorting priorities.

They are capable of processing conflicting ideologies without immediate breakdown, but tend toward melancholy when forced to sacrifice personal values. These systems are generally self-soothing, but they accumulate emotional residue over time, leading to a slowburn corruption of their mental state. They can be transferred between bodies without too much difficulty, so long as they can keep their memory units.



“ You’ll be *drowning in a sea of stars*
beneath the earth. ”



THE HUMANS

This is a world where humans must sleep. This is not just for the sake of the individual's health. It is a social and legal requirement that a human must sleep. This is because humans are the vessels of primeval forces. Specifically, almost every person in the world is born with a shard of this crawling darkness inside them. The only thing that keeps these forces at bay is sleep. The body is a cage, sleep repairs that cage, and silences the fragments.

THE STILLBORN



The average person, also referred to often as “The Dreamers” are what make up most of the world population. These people have no powers, and are generally human in appearance. They are referred to as being ‘stillborn’ as the innate abilities within them are dormant from birth. Theoretically, if a stillborn was kept awake long enough, they could develop powers. There aren't many examples of it, and it's generally restricted to try for risk of creating a miniature evil god.

THE DROWSED



When a person is born with or develops powers, they are referred to as the drowsed. The drowsed are inherently identifiable, as they look somewhat inhuman. The specific features aren't consistent, but they always look innately wrong somehow, as their powers are an indicator of some corruption seeping through. Their powers, similarly, are not consistent. Their abilities range from the subtly unnatural to the violently catastrophic. Regardless of the power though, most drowsed won't use them frequently, as powers always degrade the body, as the creature that grants them is trying to escape.

THE WRETCHED



When a body is taken over by the crawling dark within, it becomes a monster. The wretched are rarely conscious, mostly existing as shambling husks that are constantly attempting to rip apart humans to try and release other fragments for power. Wretched generally are a twisted version of a human body, their specific appearance manifesting as a product of the human's desires. Sometimes, when a wretched comes from a drowsed or a particularly enlightened stillborn, they are conscious. Sometimes, even conscious enough to live on the edges of human society. Though that's rather rare.

There is one other type of human. A type that most believe don't exist, but which many hold out hope for.

THE BEAUTIFUL ONES

The belief is that there is a type of person who exists untainted by the thing which exists inside every human.

A pure vessel with nothing inside, which exists free of burdens. A jar content to exist without any need to contain that which others must.

“ The signal *rots* with time. ”



Misc.



- In this world, all technology outside of the plasoines has slowed to a crawl. Computers exist but aren't running particularly advanced operating systems. There aren't smart phones. Email is still a new thing.
- Plasoines aren't really running some kind of AI system. Though they have add ons (the dii consentes, the corneille's scanners for precious materials, etc), they are primarily running on human brains.
- Radio broadcasts can interfere with a plasoine's operations in this universe. Certain plasoines that aren't made of as many mechanical parts will have less issues with radio interference.

- The crawling darkness inside humans disrupts complex electronics over time. So, basically, when a person uses a computer in this world, there's always a non zero chance the computer gains sentience. And is evil.



- In this world, print media is king, because it has no way to be corrupted and can not corrupt a person. Newspapers and books are everywhere, and literacy is very high even in poor regions, out of necessity.

- Radio is incredibly important in this world. It's one of very few catalysts for high speed communication that reliably doesn't corrupt humans.
- Governments suppress research into most kinds of advanced tech, fearing it could awaken or merge with the entities within people. Plasoines are an exception because their human brains act as a buffer against this interference.
- Most machines in this world are either mechanical or analogue, in order to fight corruption off. One of the common exceptions are email services. Originally used exclusively by generals, it's now becoming popular.

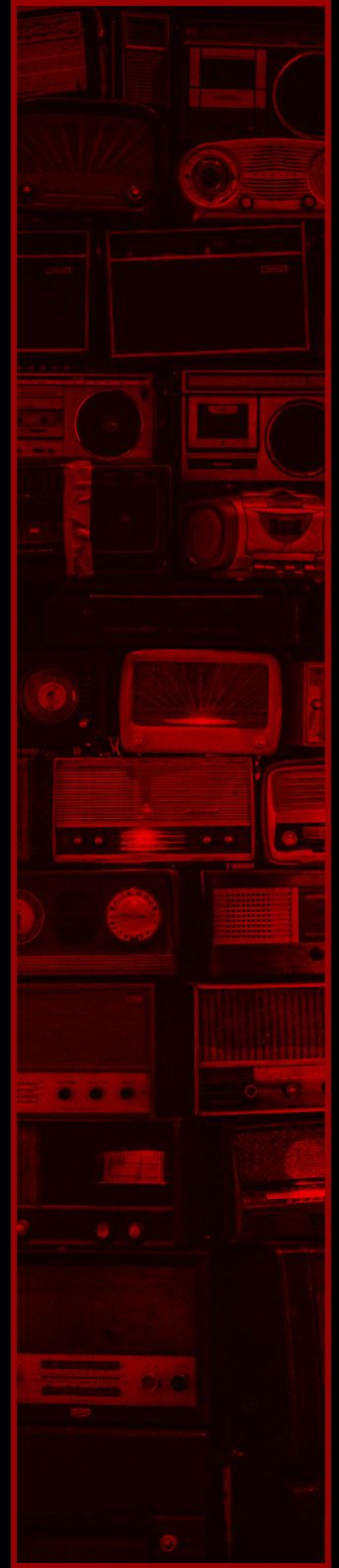


Transportation

- The majority of transportation in this world is dominated by trains and diesel engines. Though electric cars exist, they're generally considered a silly luxury, and a bit dangerous, due to the fact they could be affected by the crawling darkness.
- Depending on the area, car ownership can be incredibly common or incredibly rare. In Samenjaia, cars are very common, as it's hard to maintain long stretches of railway. There aren't official roads, you just have to kind of... figure it out. In Tungzha, the closer you are to the capital, the more cars you'll see, though most roads there are privatized. Due to Kytaj's architecture being a lot older, low end motorcycles and rickshaws make up the majority of traffic. Arachistan is inconsistent, as per usual, with certain areas being very nicely paved and some where people don't know what a car is, nevermind know how to drive one.

Plassoine Quirks

- Even when a system is functioning normally, Plassoines can sometimes experience 'echoes' from their donors life. Things like hearing a disjointed voice saying something they can't quite understand, or a sense of deja vu.
- A thing which is connected to the above, but not the same, are *Ghost Drives*. Certain habits and actions that are a reflection of what the prior body did. Humming a tune they don't remember or being particularly skilled at juggling if their donor was a juggler. In Tungzha, it's called *The Prisoner's Revenge* and feared as cursed behaviour.
- Sometimes when a radio signal is strong enough, it can cause a plassoine's limbs to lock up for a moment, or otherwise interfere with their body.



Flesh Markets

- In countries where there isn't a strong tradition of superstition, things like Flesh Markets are relatively common. They're places where wealthy collectors trade "artisanal" human parts for custom Plassoines (e.g., a poet's brain, a dancer's spine, an artist's hands).
- There are lots of controversies around these markets, because basically the moment a famous person dies, there's a bunch of corpse heists which are usually not legal. Or if they are legal, they're morally reprehensible.
- Sometimes, in places like Tungzha, if an artist or a musician or an actor become particularly popular, they get stuck with bogus charges when they're nearing end of life a lot of the time, since the government knows people will pay high in auctions to have their favourite idol, actor, or singer in a plassoine. Sometimes, they tend to die 'mysteriously young' in prison if it's obvious their career is beginning to fall off before the arrest.

Plassoine Funerals

- In some parts of Arachistan, pllassoines are actually given full funeral rites, especially if they were part of the community. Since they're not common in the region, it's a lot harder for the people who live there to process the idea that there's this thing which is made of human parts and looks human isn't.
- Even some tribes who live closer to the border and are more exposed to pllassoines do this because they believe that at least the human parts of the body deserve rest.





The First

There's a myth that's retold rather often about how the first Plassoine was made. The belief is that the first Plassoine was made in order to house the soul of a drowed whose powers were completely out of control. That they had infected the majority of TVs, highjacking everything with their twisted signal. It's said that their signal destroyed an entire city, causing everyone in it to go insane. Or maybe a small town in nowhere. Or an offshore oil rig. Most of the time, the actual location isn't consistent, as its an urban legend which has been passed down for a long time.

Many people also tie this into the phenomenon of dead zones. Places where radio signals and SSTV signals seem to die

- A lot of times, this story was shared around in chain letters, which were mailed around, which contributed to why very few people believed in its legitimacy.
- Oftentimes it was said that the Plassoine ran a completely unique operating system that's never been replicated, because its too dangerous.
- A lot of chain letters used the threat that the plassoine would crawl out of the television to incentivize mailing it to other people.

