Sylph Technology

Sylph Technology is a downstream branch of Leviathan Technology used by the Norians of Tsenlan. The foundations of this technology came from research done between YE 30 and YE 32.

History and Background

With Leviathan Technology expanding between YE 25 and YE 30 the applications became diversified. The use of Leviathan Husk became viable in more than just space applications. Combined with the advanced Norian understanding of biological engineering it created a whole new avenue of research dedicated to the biological engineering of other species. In YE 30, the justifications of "playing builder(god)" became a popular topic in phaloam, even appearing on various talk shows and science fiction popular culture. While the media was used as a tool to bring about an acceptance of this new branch of research, most were ignorant of the fact that research was actually becoming applied science. Mindhive Technology was also fairly accepted by this point, which served as a gateway for the creations of Sylphs.

The order for the first Sylph, or biologically engineered combat monstrosity, came from the military in YE 31, even though it was obviously the point of their interest in backing the research, to begin with. With the end of the Umarian War. There was a lot of pressure from Aestaesys Tetsuya Eitan (Airwin Caeyara) to modernize the Continuum Star Navy to prepare for future threats against them. Built around the concept of preparing for a future war came to halt as that same year, YE 31, marked the start of the Void Wars. The need for Sylphs went from a priority for future wars to the priority of a current war, which created an acceleration of development. By early YE 32, the first Sylph prototypes entered into service in the Continuum Star Navy with the promise that they would be the first remote symbiosis-piloted monstrosity ever deployed and would be able to change the tide of the war.

Landmarks and Progression

Here are some important landmarks in the development of Sylph Technology:

- YE 25 - The discovery of the Yogosha Chonyosa and Umarian Leviathans.
- YE 26 to YE 27 - Mapping of the Umarian Leviathan Genome.
- YE 27 - Growth and production of the first Norian Leviathan ships.
- Late YE 27 to YE 30 - Research of Leviathan Mindhive Technology (Brains, Biological computing), Meshing of Leviathan vessel husks and conventional construction. Hybridized vessel types were first produced. Connection of Vesper Links to Mindhives.
- YE 30 - The Norian government accepts proposals for research into combined biological engineering and Leviathan Technology.
- YE 31 - The Continuum Star Navy orders the first Sylphs, and the Void War starts resulting in the program being accelerated.
- YE 32 - The first Sylphs enter service.
- YE 40 - Issues of citizenship and sentience rights brought up.
- YE 44 - Future undecided.

Sylph Biological Engineering

The research into this branch of Leviathan Technology would combine the already advanced applications of previous breakthroughs and the already advanced field of biological engineering which had greatly improved the practice of medicine after the Umarian War. The order of the Continuum Star Navy in YE 31 was for a symbiotically remote piloted Leviathan Husk. The Sylph concept was to remove Norian pilots and soldiers from harm's way, applying the new technology to replace some in-service power armors, mecha, and other military units.

The Leviathan Husk would be grown, its genome modified to create features required for service(tentacles, claws, tails, teeth, husk mounts for conventional weaponry.) A combat Mindhive, developed through research in Mindhive Technology, would then be implanted into the Leviathan Husk and the sthibon symbiote implanted in the pilot would be modified for bonding with a specific Sylph. Other sub-systems developed from Leviathan Organs or other conventional technology would be added as needed depending on the Sylph type that was created.

Sylph Mindhives developed through research in Mindhive Technology, are generally bred to be highly aggressive and their range of knowledge has a focus on combat and the operation of any conventional weapons and systems integrated into their build. They are living, breathing beings and are fully sentient, even possessing the ability to learn languages.

Appearance

The appearance of Sylphs varies depending on their type. In general, however, they are described as monstrosities resembling something one would expect in a nightmare. They have black rubbery flesh typical of Leviathan Husk and often take on shapes similar to 🔊Squid or 🔊Dinosaur depending on their designs and the genetics expressed. Combat Sylphs generally have natural weapons such as claws, teeth, tentacles, spines as well as horn-like flesh positioned to cushion the mounts of conventional weaponry.

Common Sylph Types

Common types of Sylphs that have been developed[1]:

- Tegnei - Designed for space combat. Replacing power armor in the field. (Anti-Power Armor)
- Sathotsha - Elite Protection for the Imperial Family. Generally are similar to Tegnei.
- Kenthaugn - Designed for ground combat. Used for planetary invasion. (Anti-Mecha)
- Skilothu - Designed for heavy labor such as mining, and manufacturing.

Bonding

The symbiotic bond between the Norian pilot and the Sylph is managed through the sthibon symbiote

and current quantum communications technologies. The Sylph and the pilot work together, sharing information and exercising different levels of control during combat. It takes time for a pilot to bond with their Sylph, especially those designed for use in combat. Sylphs have a reputation for being highly aggressive and feral and during the bonding phase, the pilot has to maintain a level of control over that aggression. Over time a bond is created between the Sylph and the pilot where good behaviors and successful maneuvres are granted positive reinforcement, such as later feedings or even just soothing sensations send through Vesper Links.

Managing the bond between the pilot and sylph takes concentration and discipline.

Controversy

The process for the Sylph program being activated was rushed by the Void War, due to the time crunch Sylphs were not granted the same sentience rights or citizenship as other Mindhive-driven units. Due to their aggressive nature Sylphs are usually kept in containment cells between deployments, some even subdued into stasis. Over time aggressive measures such as stun devices and restraints have been used to control Sylphs during training or outside combat.

In YE 40 calls for a change in practice in regard to the treatment of Sylphs have actually come from the Tsenlan State Quorum, Voli Uaeos Caeyara, the symbiotic pilot of a Sathotsha Sylph named Gothuau[2] has taken to the task of petitioning for the citizenship and sentience rights be given to Sylphs, as well as major changing to their training and bonding doctrine to eliminate abuses and isolation.

Demilitarization

With the formation of the new nation of Tsenlan, and perspective statehood in the Yamatai Star Empire the future use of Sylphs has been brought into question. In addition to their need for citizenship and sentience rights, these faithful warriors have few remaining within their ranks having taken heavy losses during the final battles in their home universes. It is expected at first they will find a place among refugees bound for the Akina System. Prince Uaeos Caeyara has accepted personal responsibility for all Sylphs until decisions can be made as that Tsenlan will fall under the Star Army of Yamatai and not have a military of their own. Labor Sylphs will likely be relied upon during the construction of the new home on Akina.

Some possible applications may see future Sylphs developed for the Star Army of Yamatai, and the Norian that will serve, depending on their reception and agreements that will be made.

OOC Notes

Andrew created this article on 2022/10/30 14:21.

Note

This is designed to be a Technology article behind the research and progression that was made to create Sylphs. The actual species Sylphs will be submitted separately.

This was approved by Wes on 2022/11/25.[3]

[1]

Just to note again, actual Sylph designs will be submitted separately

[2]

https://stararmy.com/roleplay-forum/threads/visions-of-tsenlan-espiritu-del-aire.69291/#post-429254

[3]

https://stararmy.com/roleplay-forum/threads/sylph-technology.69490/#post-431882

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