'Destiny' AI System

[Origin Industries](#) developed the Destiny system due to the faults found in the extremely basic systems found aboard the Courier-class and Raider-class vessels. The Destiny AI Is a powerful computer system meant to be capable of working on par with many Military AI Systems. Based on a powerful quantum computer, the Destiny AI can think for itself in many situations, and is capable of running a ship with minimal input from the pilot. It is very adaptable, and can be used for a wide variety of applications. Every Tier of the Destiny AI system provides top-notch Navigation, for both FTL and STL travel.

History

🔧 Fix Me!

Types

There are four levels, named after Chess pieces, each with varying levels of power. Higher leveled systems can exert influence on lower systems, with a King system being able to fully control the other three.

King

Specialized for space stations and Capital ships, The King version of the system is the epitome of power for Origin Industries. Any linked Destiny systems are controlled and monitored by the King system. The King system has a high level of computing, sensor, targeting control, and Electronic warfare systems. The King suite provides full support for between one and five full sized humanoid "avatars" depending on the size of the ship[1] .

Computing

The heart of the King suite is an extremely advanced quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory.Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits. In addition, King suite has an immense memory for data storage, which is unlikely to be filled, even after ten years of constant use without deleting any data.

Sensors

The King suite has sensors which, in passive mode, can detect things up to 10 AU away, and in active mode can detect and provide information (Heading, velocity, size, ship type, energy signatures) on objects up to 5 AU away. Its sensors also play a key role in the integral targeting control system, which is capable of giving detailed information (Heading, velocity, size, ship type, energy signatures) on 300 targets, as well as simply tracking the position and orientation (IFF) of up to 1,000 targets. The sensors themselves include:

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Soliton sensors (Wave Packets)
- Unified field mass/energy sensors (Field of force sensors; Gravity, Radioactivity, and Energy)
- Neutrino sensors (nuclear reaction sensors)
- Tachyon sensors (faster than light)
- Aether detectors
- Visual sensors
- Mass Detectors

Communications

- **Hyperspace:** Transmission of laser and radio communications through a hyperspace conduit, hyperspace being a dimension where the distances between points is shorter. The technology itself is based on the same premise as Hyperspace Travel. The sender has to know the location of the receiver. In general unless the distance between the transmitter and the receiver is more than a few hundred light years are real-time. Transmissions can be blocked by Anti-FTL Fields.
- **Laser:** For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed.
- **Radio:** Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed.

Electronic Warfare

The King Suite has an electronic warfare software package that can play havoc with sensors by flooding them with large amounts of false information. This system cannot fool sophisticated sensors systems, but may be capable of baffling weaker sensors such as those on freighters and ships commonly used by pirates. This capability can be further enhanced and improved upon depending on the commissioner's requests.

Queen

The Queen Suite is specialized for warships, with advanced computing, sensors, and targeting control systems. This suite can support one full-sized humanoid "avatar"[2]

Computing

The heart of the Queen suite is an extremely advanced quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory.Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits. In addition, Queen suite has a very large memory for data storage, which is unlikely to be filled, even after five years of constant use without deleting any data.

Sensors

The Queen suite has sensors which, in passive mode, can detect things up to 6 AU away, and in active mode can detect and provide information (Heading, velocity, size, ship type, energy signatures) on objects up to 3 AU away. These sensors also play a key part in its targeting control system, which is capable of giving details (Heading, velocity, size, ship type, energy signatures) on up to 100 tracked targets, and simply tracking the position and orientation (IFF) of 200 more. It uses many types of sensors to do this, including:

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Soliton sensors (Wave Packets)
- Unified field mass/energy sensors (Field of force sensors; Gravity, Radioactivity, and Energy)
- Neutrino sensors (nuclear reaction sensors)
- Tachyon sensors (faster than light)
- Aether detectors
- Visual sensors
- Mass Detectors

Communications

- **Hyperspace:** Transmission of laser and radio communications through a hyperspace conduit, hyperspace being a dimension where the distances between points is shorter. The technology itself is based on the same premise as Hyperspace Travel. The sender has to know the location of the receiver. In general unless the distance between the transmitter and the receiver is more than a few hundred light years are real-time. Transmissions can be blocked by Anti-FTL Fields.
- **Laser:** For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed.
- **Radio:** Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed.

Knight

The Knight Suite is specialized for auxiliary and civilian star ships, such as cargo ships, transports, yachts, and recreation ships. Because of this, it has lower level computing and sensors, and lacks a dedicated targeting control system.

Computing

The heart of the Knight suite is an extremely advanced quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory.Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits. In addition, Knight suite has a very large memory for data storage, which is unlikely to be filled, even after five years of constant use without deleting any data.

Sensors

The Knight suite has sensors which, in passive mode, can detect things up to 4 AU away, and in active mode can detect and provide information (Heading, velocity, size, ship type, energy signatures) on objects up to 2 AU away. It uses many types of sensors to do this, including:

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Unified field mass/energy sensors (Field of force sensors; Gravity, Radioactivity, and Energy)
- Aether detectors
- Visual sensors
- Mass Detectors

Communications

- **Hyperspace:** Transmission of laser and radio communications through a hyperspace conduit, hyperspace being a dimension where the distances between points is shorter. The technology itself is based on the same premise as Hyperspace Travel. The sender has to know the location of the receiver. In general unless the distance between the transmitter and the receiver is more than a few hundred light years are real-time. Transmissions can be blocked by Anti-FTL Fields.
- **Laser:** For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed.
- **Radio:** Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed.

Pawn

The Pawn tier of the Destiny AI is specialized for small craft, IE; Fighters, shuttles, and Powered Armour. Though lower in the Hierarchy than a knight system, it is generally more powerful, being used for military and paramilitary applications, but can still be controlled by the former.

Computing

The heart of the Pawn suite is an extremely advanced quantum computer, capable of performing nearly

endless amounts of data-churning and possessing untold memory. Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits. Unlike it's larger brethren, the Pawn suite does not have a very large memory for data storage, and must be more or less purged once a year to remain effective.

Sensors

The pawn suite has sensors which, in passive mode, can detect things up to 1 AU away, and in active mode can detect and provide information (Heading, velocity, size, ship type, energy signatures)on objects up to .5 AU away. It also has has a targeting control system that relies on these sensors, which can give detailed information (Heading, velocity, size, ship type, energy signatures) on ten targets, as well as position and orientation (IFF) on up to 25 more targets. It uses many types of sensors to do this, including:

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Unified field mass/energy sensors (Field of force sensors; Gravity, Radioactivity, and Energy)
- Neutrino sensors (nuclear reaction sensors)
- Aether detectors
- Visual sensors
- Mass Detectors

Communications

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Variants, Customization and Specialization

The DESTINY AI system is a useful software framework, easily modified and adapted to other roles. There are a number of variants based on the main types. Typically, the system used for fighters, for an example, is specialized in translating the user's thought patterns and control inputs into movements for the fighter. It generally needs a specific helmet which has a though-reading system. Meanwhile, shuttles generally lack a targeting control system in favor of more powerful sensors and the like. At the same time, things like power armor may focus on synchronizing the movements of the wearer to the suit around them, with frames doing the very same, except using the more dedicated FATE system.

Products & Items Database	
Product Categories	computers
Product Name	Destiny AI System
Manufacturer	Origin Industries

[1]	[2]
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Meaning it is capable of interfacing with an avatar such as an ARIA body, or a cloned body with hardware used for control of the bodily functions that it's connected to, as long as the body is assigned to the specific computer

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