

# Freespacer Lifecycles

The following chart is designed to help show more clearly how old a [Freespacer](#) is physiologically per actual year. Please note the lifecycle discusses age chronologically, so refer to the chart in order to see the 'true' physical age.

*Note that rate of aging is how many years they age, in human physiological terms, per chronological year at that stage in life.*

Chronological Age	Physical Age	Rate of Aging
1	3.5	3.5
2	7.0	3.5
3	9.0	2.0
4	11.0	2.0
5	13.0	2.0
6	15.0	2.0
7	17.0	2.0
8	19.0	2.0
9	21.0	2.0
10	22.5	1.5
11	24.0	1.5
12	25.5	1.5
13	27.0	1.5
14	28.5	1.5
15	30.0	1.5
16	32.0	2.0
17	34.0	2.0
18	36.0	2.0
19	39.0	3.0
20	44.0	5.0
21	51.5	7.5
22	63.0	11
23	80.0	17

## Conception and Infancy

The Freespacers are all commonly born from cloning vats and genebanks. Their ability to sustain themselves in their toxic environment does not fully mature until adulthood, so infants and children suffer from relatively high mortality rates in their natural environment. For this reason nursery facilities and with carefully adjusted environments are used to manufacture and raise them.

A sample is often taken from the 'Genebank,' a cryogenic storage unit containing hundreds of genetic samples. These samples undergo genetic tailoring in order to weed out unwanted genetic traits or

behavioral problems. Significant portions of the genetic code are then randomized or modified, allowing the Freespacers to turn a few genetic samples into a wide and varied gene pool.

These clones are then grown using incubation vats. Implants are installed some time during infancy, along with micro-sized robots which can modify the implant size as the child grows. These infants are kept in a state of drug-induced perpetual sleep while basic programming is done through hypnopaedia (sleep learning), as a faster alternative to the traditional trial-and-error learning stage a toddler undergoes. Once a child reaches two years of age they are finally awakened for the first time.

## **Childhood**

Once awakened they are introduced into a communal nursery with other children. They will end up spending the majority of their childhood in an state of induced sleep and hypnopaedia just as during infancy, but with many breaks in between to develop social skills and facilitate minimal muscle growth required for healthy living. This process continues until they reach adolescence, the age of five, by which time they will have completed the equivalent of a high school education.

## **Adulthood**

Though technically only adolescents at this point, they are released from their nurseries into society proper and are given the rights of full adults. They will take their time to explore and experience society first hand rather than simply from digital books during the next year. At the same time they are also expected to work with different members of society as apprentices so they can explore different trades. By the time the said year is up, when become six years old, they are expected to have decided on a career to specialize in (though this can be changed later in life). If they haven't decided on a trade by that time they will be assigned one, but by that time usually only the undesirable jobs are left. If they refuse to work at all or do so poorly they will be 'recycled' by the community so they won't become a longterm resource drain.

## **Death, Reincarnation, and Emulation**

As they near the the age of twenty, or middle age, their rate of aging increases exponentially. This is considered a humane way of killing off soon-to-be unproductive workers, a necessary evil in a society perpetually starved for water supplies. However, the Freespacers reuse genetic samples to reincarnate the majority of their populace once they die. The only exceptions are those that have proven to be the least productive or undesirable, making Freespacers work harder and providing further justification for preprogrammed death.

The reincarnation process usually involves a copying over of personal digital files stored in the implant of the processor body. These are usually personal journal entries, images, favorite programs, and audio/video files. While this is not true memory transfer technology, providing a child with stark insight into its predecessor's mind will often cause it to develop some of the same beliefs and perceptions.

If dwindling resources prohibits the reincarnation of a person at the time of death, the implant files and genetic sample may be stored away until a later date when resources will allow an increase in population. As an alternative, unless their final wish specifically prohibits it, they may be [Emulated](#) and have their brain converted into a template for a Synthetic Intelligence.

## OOO Notes

[Primitive Polygon](#) created this article on 2016/12/21 16:30. All information was pinched from an earlier CCG article (Authored by the user Missingno) which is otherwise no longer relevant.

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