

# Mnemosyne

The computer system used on Elysia's newer organic ships, the Mnemosyne is an enormously powerful organic computer incorporating features of both organic computing, telepathic systems and quantum computing. Mnemosyne is not based in a single place in any ship, but in a dozen modules around it, each communicating through telepathy, hyper-fast nerves and organic superconducting networks. Mnemosyne itself uses both DNA systems, evolutionary 'genetic' programming and the biological trinary system in some of its calculations, which allows it incredible adaptive abilities, and also quantum storage and calculation using high specialized organic components to store qubits and take advantage of the fact that qubits can have nigh-on infinite configurations rather than a trinary bits three. This allows for incredibly speed of calculations and storage capacity which appears to be effectively limitless.

Mnemosyne can almost compete with a system like MEGAMI. Mnemosyne is in fact a completely sentient computer AI, but it is very quiet. This means that the crew could be on the ship for the entirety of their careers without guessing that it was actually anything more than a highly advanced computer. But it is sentient, and it does have its own personality and it can act in an autonomous fashion if required. It does seem to be something near on a game for Mnemosyne to, while not compromising its efficiency of duty, to conceal its sentient nature, if not to direct request simply not giving hints. Mnemosyne is capable of controlling dozens of other ships and hundreds of smaller objects such as power armors or fighters. Accessing Mnemosyne is not possible, given that it is built heavily in to the ship, each of the modules protected by the same material that makes up the hull, and it is extremely resistant to be re-programmed by anyone other than the Captain or his superiors, and will always consult the Captain (if available) before carrying out an order it feels uncomfortable with. In certain circumstances it has the right to not carry out an order from a member of the crew.

## Conformal PSC

This is very much a part of the Mnemosyne, since the organic computer is actually naturally psionic, used both for computing, sensors and communication (the ship using offensive telepathy has never been explored). However it was deemed that a psionic ship should have psionic protection, given that all ships seemed to have it, and encountering the psionic Mishhuvurthyar, the idea of having their ships possessed was not one worth entertaining. As such Mnemosyne is equipped with a powerful Psionic Signal Controller, a device protecting against psionics and telepathy, and of nullifying any and all such activity. Useful for a ship which is telepathic, and which is crewed by telepaths, it is selective and can allow certain 'channels' of telepathy to remain open for secure telepathic operations and communications. As such the crew of a ship using the Mnemosyne sysem can use all the telepathy they require even while under psionic assault. Not only does the PSC protect against psionics, but it also protects against 'magic', and extended use does not cause detrimental psychological effects (like the ADN device did), and so is operating most of the time. The PSC's effect only protects the ship and one meter past the hull, and as such does not create a noticeable "dead zone" of psionics.

## Sensors

Mnemosyne includes the [ECN Combined Sensors Array](#) common to Elysian military vessels.

## OOC Notes

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