

PS/H JA-42 "Jaz"

They made a weapon and told it to find peace.

-- PS/E BR-11 "Brij"

Rogue battlesynth thought to be among the last of its kind. Currently adapting to being outside the Usonian armed forces.

About 85% mechanical, 10% biomechanical and 5% CrysTech.

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Backstory

PS Project Description

Originally developed under the "Persistent Salvor" project started by Col-Dr. James York Mason(later Gen-Dr.) to push the boundaries of Usonian battlesynth technology using barely understood CrysTech and gain an edge over the Vesingians. At least that was the reason given to the check writers.

Due to various factors such as internal power plays and the increasing rarity of easily harnessed Crystech the project was scrapped after the first recontact war. With many PS-series models going missing or even destroying each other to hide Mason's true plans of manipulating probability and fighting predicted deities to claim their tools. Although many production batches managed to get reclaimed by the military, one of said batches included PS/H JA-42.

The Hunt-specialist(PS/H-SPC) is the base model. Suited the role of performing decapitation strikes against enemy command structures and claiming valuable battlefield tech and salvage.

Service History

Against the Vesingian imperium's stratified forces these decapitation strikes were effective, but against anyone else

PS/H JA-42 "Jaz"



Aliases/Nickname(s)
JA-42, 42, Jaz

Profile Data

Race

- Kjanen patterned anthroid
- PS-series Hunter model

Pronouns/Gender/Sex
Any/All

Production date
237 years ago. 40193 CE.
Emergence Event
2 months ago. 40430 CE.

Weight/Height/Build
Heavy/6'7"(not counting ears)/Robust

Ability categories

[Fluid Skirmisher]

When one has difficulties in tracking targets from a distance speed becomes the factor that is the hardest to counter. PS/H units are equipped with glide-treads that function as if they are motorized rollerblades. If given ideal conditions in a straight line these glide-treads top out at 85 km/h. This speed could be further pushed to a little under 100 km/h if the myomer muscles are at an ideal temperature.

Between the outer side of their ankles and the glide-treads are stabilization spikes, used for braking, performing tight turns, getting extra grip on surfaces, anchoring into the ground or even kicking more menacingly.

As installing inbuilt jump/jet pack thrusters would compromise the stealth features PS/H units have been equipped with mechanical jump boosters instead. While it's harder to adjust course in mid-air this does provide a reliable "bouncing" gait for overall improved ground speed and leaping up to 120 meters horizontally with a running start(150m when without extra equipment). These springy jump boosters also handle operating from water better than the thruster based counterpart.

There are magnetic grips installed but the weight of most battlesynths is too much for the magnets to do all the work themselves so they are more of a grip aid unless the gravity is weak enough.

Since lasers and particle beams aren't exactly something one can dodge or outrun the next best thing short of being in cover is spinning or rotating to minimize the damage from the laser by spreading it out instead of letting it focus through a specific armor section. For example mid-skate spins or mid-air flips can be performed by PS/H units being shot at with energy weapons until they find cover.

[Armored Ambusher]

Stealth armor: For being nearly fully shielded against EM, IR and to a lesser degree radar detection at the cost of trapping heat. With the caveat that the naked eye or analog optics can still see it. This function can be inverted to let off extra heat at the cost of spiking the IR signature. If the stealth armor is fully penetrated electronic sensors would be able to spot the hole in the armor even if they don't see the rest of it.

Being quiet compared to most other battlesynths along with the stealth armor makes PS/H units well suited to infiltrating enemy lines and destroying as much of their command structure as possible. These ambushes will be an especially nasty surprise for buttoned up tank crews and mech pilots who will be almost helpless once a PS/H unit latches onto their hull.

Small arms typically have difficulties penetrating the stealth armor so it is recommended to aim for the "eyes"(or other weak points) or simply find a bigger weapon.

[Persistent Salvor]

The official namesake of the PS project. What sets PS units from the battlesynths of today are their supermatter crystal power cores, CrysTech mindcores and the nanogel "blood" that is pumped throughout their bodies by peristaltic means with their myomer muscles.

CrysTech mindcores mounted in the torso also feature a **tachyon scope**, a form of FTL sensor that can see anything at FTL speeds but at the cost of having to expend a lot of computing power to filter the information to get anything useful. Most often used by Jaz to track heat signatures through walls. Due to the relatively small scale of the sensors it will take a while to filter out anything beyond a few kilometers but could theoretically get a vague picture of a neighboring planetary system. Has difficulties discerning cold signals and filtering hot signals so making yourself cold or putting yourself in the same line as something hot(like a big radiator or the sun) will make it harder to detect you. Another feature of tachyon scopes is the ability to pick up tachyon FTL communications.

Due to most internally mounted tachyon scopes doing omnidirectional scan sweeps PS-units have been described as "having eyes on the back of their heads". This also allows for being able to navigate even when the head mounted sensors are damaged.

The **nanogel** works in tandem with the internal M-R-S(Micro-Refinery-Smelter) system to recycle just about anything needed to repair the unit. If they leave the body they eventually harden from liquids into preplanned solids and work as an excellent sealant. "Regenerating" not just the skin and what's within but also worn/linked objects albeit at a slower rate and if they are broken thoroughly enough they have to be removed to get proper repairs. As a side effect Jaz could concentrate in order to "3D print" something. Either internally followed by coughing it out or freehand sculpting.

This same nanogel also allows PS units to graft on hardware that would otherwise be incompatible. Combined with the SM power core this also lets Jaz recharge just about any device.

PS/H models have inbuilt **micro-railgun arrays** in the forearms, a useful anti-personnel tool and a good backup for when other weapons are unable to fire. Due to the small size of the projectiles thick enough armor or even being at a significant distance will make these projectile volleys less dangerous. With the dense volume of each volley they are able to effectively dig into weakpoints in armor if they are fired from a close enough distance. Ammunition is provided in the form of drawing blocks of nanogel from the unit's body.

The **Modular weapon mount system** on the forearms allow for quickly slotting in Usonian battlesynth compatible weapons like claws, heavy machineguns and support lasers without getting in the way of the splinter guns housed in the same forearms.

Myomer muscles grant battlesynths tremendous strength, the composition of the myomer muscles in PS-units makes them stronger past certain heat thresholds but like other myomer

muscles they still get erratic and even sluggish if there's too much heat.

In a **melee** PS units tend to be attracted to Usonian heat cutlasses or vibroblades. While they are more than capable of sustaining energy-hungry handjets the heat emitted by such weapons is enough for unprotected flesh&bone soldiers trying to turn these on get instant 1st degree burns across their arm. While such heat is tolerable for battlesynths handjets still add extra stress on their temperature control system, have worse battery life economy, and renders otherwise viable salvage into useless slag more often than other options.

Their mechanical jump boost systems have proven to be rather deadly when directed to boost kicking motions instead of leaping motions.

Due to the heat buildup from the various functions of Jaz and the stealth armor a set of **radiators** have been built into Jaz and the armor to facilitate rapid cooling. The red hair is used to let off lower-temperature heat as needed so the radiators don't have to do all the work or be deployed for minor heat spikes.

[Command module]

Battlesynths equipped with mindcores are often provided a compact weapons-grade laser built into their head for communication purposes. This enables them to share data over an "optical voice" that's immune to EM interference. This also allows for coordinating their coreless grunt counterparts that require supervision to be effective at anything other than stationary tasks.

In the case of Jaz specifically they have hijacked a number of coreless **Growler Infantry Mk4-J battlesynths** to act as extensions of Jaz.

Due to the complexity of transmitting such a volume of data over multiple beams back and forth only up to 3 responder modules can be fully manually controlled while getting full information from them simultaneously. This can be extended up to 12(3x3) simultaneous "perfect" connections if multiple command modules are networked.

In a pinch the right eye housing the command module laser can be used as a weapon or a firestarter.

Back of helmet can receive optical voice transmissions.

The head under the helmet is also a "social module" for conversing with non-synth personnel and civilians.

Strengths

- 10cc Supermatter crystal "angelcore" powerplant. Overall superior power output to even fusion engine equipped battlesynths.

- "Regeneration" and overall durability. Nanogel "blood", high density endosteel chassis produced in zero gravity, inbuilt armor, the works.
- Exotic CrysTech hardware. As each crystal mindcore is unique (and all mindcores get even more unique after emergence) each program will also have to be uniquely tailored or put into secondary non-crystal storage outside the core. This makes hacking the core itself nigh impossible even for those familiar with Usonian operating system architecture. As with all CrysTech there's always the possibility of previously unknown abilities to surface.
- Adaptive. Even after all these years Jaz is a fast learner. One doesn't survive 2 centuries of intermittent wars without making sure certain tricks will only work once.
 - Centuries of experience. Calculating probabilities on the fly, getting into optimal positions and using whatever is available. However this experience is limited to certain fields.
- "Eyes on the back of their head". A tint of paranoia and multiple honed senses along with the internal tachyon scope makes it necessary to prepare a blindspot in advance or even hide in plain sight(perhaps by lying) if one wishes to ambush Jaz.

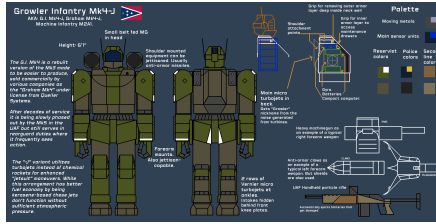
Weaknesses

- Getting Jaz thoroughly doused with incendiary gel, thermite, lava, etc. will add enough heat in a minute or less to prompt a temporary emergency shutdown unless Jaz cuts down on heat intensive activities, takes measures to cool off, or simply overrides the shutdown meant to protect the SM powerplant.
 - In the unlikely scenario of experiencing G-force acceleration exceeding 2 hundred million Gs the SM core gets unstable. They are liable to violently explode and propagate more supermatter crystals if thrown out of FTL bubbles while in the middle of FTL travel.
- Tachyon scope filter presets do not account for detecting abstract magic. This can leave Jaz blind to abstract magic if they rely on it too much without tweaking it. Magic that manifests as heat-emitting fireballs or manipulate light directly are non-abstract enough to be detected.
- Hiding something in a freezer is a great way to avoid it getting distinguished through walls by tachyon scope.
- Socially detached and inept. Liable to blindly poke at societal norms which would otherwise have gone unspoken. This is further amplified with overall emotional turmoil if Jaz isn't being detached.

Gallery



Primary reference



Growler Infantry drones reference



Tag reference, wrapped at left shoulder or neck.

Author's Notes

As some details can be functionally dense, omitted or vague do feel free to poke me for further explanations or even "handwaves".

Jaz is stylized after jackals.

I do welcome redesigns or other design takes!

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