

BIOGEL

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OVERVIEW

The Biogel will present both biogel itself and its various variations, adaptations, and specialized developments. Biogel based technology will have its own document. Biogel Goods And Services will also have its own document.

BIOGEL

Biogel

Developed by the secretive Vixanti Corporation in cooperation with the Imperial Navy Special Projects division under the code name Project Obsidian. During this project, numerous transdimensional materials were studied and/or developed in hopes of discovering some way to 'restore' casualties who might otherwise be killed in accident or battle. While the initial objective was never achieved during the leadership of Vixanti's original founders, scientist Dr. Anshi Alluwa was able to synthesize an artificial, naturally black latex rubber based life form capable of at least trapping the mind of a wearer who might otherwise suffer fatal injury in hopes of eventual restoration to a normally functioning body. This substance became known as biogel.

Biogel went through a number of variations before it became the substance now available as a commercial alternative lifestyle product so famous in the current day. All of these versions are based off a synthesis of natural black novandi rubber, golden kisitti sap, blue odangi mushroom ejaculate, shibe and mokai jellies, santimatta spores, luvi spermatazoa, powdered ayabani, and a plethora of other minor, and highly classified ingredients. Barring further modification, these form a thick, glossy, obsidian black slime.

All versions of biogel from Mk. 4 onward will obtain a degree of animacy when they come into contact with a sapient organic life form. Drawn to that life form's body heat and conscious mind, it will spread over her body and cover her almost completely with a solid layer of its own mass. Generally, it will leave her head free, but in some cases it may partially or even completely cover her head as a matter of default. The resulting biogel "suit" is a fully symbiotic life form, and will both dispose of its wearer's body wastes and protect her from most forms of physical harm.

Basic liquid or solid biogel masses can be rendered much more physically active by an external controller unit. When provided with instructions and a source of heat, biogel can change shape, viscosity, and solidity in almost

arbitrary fashion. It can also move with considerable dexterity. These properties are typically utilized to control biogel accessories, furnishings, or pools of biogel in the domestic environment, generally for the purpose of entertainment, relaxation, and/or pleasure.

While biogel contains no intelligence of its own, it is capable of containing the captive mind of a sapient life form. This mind becomes trapped within the biogel when her body is physically transformed into the substance via one of the various methods such as glistening, physical contact with ultra-reactive biogel, etc. For all intents and purposes, this mind acts as an integral controller, acting on its own desires and motivations rather than some set program.

Raw biogel is highly modifiable, though such modifications can be highly hazardous. The most common modified forms of biogel are reactive and ultra-reactive, both well known to the general public due to their prominent roles in the Biogel Games. Certain controller units, such as the GeliTech BioCon and the VixNet CamBox, can modify special ampules of mod-ready biogel according to downloaded programs. These ampules are then used to partially or totally transform individuals into biogel creatures or inanimate objects, respectively.

Biogel, in all its forms and along with all of its lifestyle accessories, is governed under xenoexperience law, allowing for its relatively unrestricted use by citizens of the Feyli Empire.

BIOGEL Mk. 1

Biogel

This is the original formulation of biogel. It is highly hazardous, adhering to the body of any sapient organism coming into contact with it, and slowly transforming that organism into its own substance over the course of ten to fifteen minutes. This process is completely painless, though victims feel a sharp, fizzy sensation wherever the biogel is actively in the process of subsuming their flesh. In the wake of this sensation, the victims sometimes describe being able to feel the biogel mass as if it were their own body.

Once fully transformed, a Mk. 1 biogel victim's mind becomes trapped within the biogel, mixing in with any others that happen to already be present. Thoughts quickly mesh together in a sort of hive-mind gestalt in which each constituent mind is thinking the same thing, though all perceive the train of thought as being exclusively their own. Such combination creates various feedback loops which serve to amplify the mental power and capability of the gestalt as a whole.

The gestalt mind inherent in Mk. 1 biogel forms the basis of the biogel cores used as the basis of all major biogel technology control. Though those cores are made of more advanced versions of biogel, various means are used to give it properties virtually identical to the Mk 1.

Mk. 1 biogel currently only exists as a set of samples kept in secure storage by Vixanti Corporation.

BIOGEL Mk. 2

Biogel

This is a modified formulation of biogel which will adhere to a subject in a thin layer, but will not instantly transform its host's body into more biogel. It will, however, slowly spread over the surface of the host's body over the course of several hours, leaving only the head free from coating. While this creates the appearance of a proper biogel 'suit', the coating has none of that latter and more advanced form of biogel's beneficial properties.

Prolonged contact with Mk. 2 biogel will eventually result in subsumption similar to that triggered by Mk. 1 biogel (see above). This will take place anywhere from two to five days after the host's body has been fully coated. Mk. 2 biogel can be removed before this occurs, using a bed-pod type device specifically designed for the purpose.

Mk. 2 biogel exists only as a set of samples kept in secure storage by Vixanti Corporation. The removal bed-pod is considered functionally obsolete and no known examples have been retained. Upgrading a potential experimental host's biogel to a safer version is the principle modern alternative.

BIOGEL Mk. 3

Biogel

This enhanced formulation of biogel is similar in most respects to the Mk. 2 variety, except that it will eventually transform its subject into a blob-like mass of relatively solid biogel rather than liquid.

Mk. 3 biogel is kept in some quantity in secure storage at both Vixanti and Gelitech research facilities for experimental purposes.

BIOGEL Mk. 4

Biogel

This is the first stable version of biogel, and the first which can be used as a proper biogel 'suit'. As with prior versions, it will adhere to living flesh and slowly coat its new host over the course of several hours. Unlike prior versions, it can at least theoretically be worn indefinitely so long as excess mass created by conversion of host body wastes is cleansed on a very regular basis.

Even if waste material is removed regularly, there is a significant chance of random biogel transformation. None of the dozens of test volunteers used during Mk. 4 biogel experiments lasted more than a month before suffering apparently random conversion into biogel, an event which quickly came to be called 'glistening'. Rather than wind up as a puddle or blob of biogel, the victims of glistening would take the form of a truly generic, fully pose-able biogel 'doll' of its own sex. Each such doll is perfectly identical to all others of the same sex. These forms are based on the y'maxi race, and are now known as 'gummies'.

Mk. 4 biogel exists in some quantities in the hands of Vixanti Corporation, it's Gelitech subsidiary, and the Special Research Institute of the Fey'li Empire. It is still sometimes used in experiments in an effort to determine the precise mechanism which causes random transformation. As a result, it is the earliest version of biogel which one might be able to interact with, should one be able to volunteer for said experiments.

BIOGEL Mk. 5

Biogel

This was the first version of biogel considered suitable for experimental deployment in a public setting. This was the result of the extension of the biogel's random glistening half-life from a few short weeks to five long years. It was also modified in various ways to facilitate biogel-electronic machine interfacing.

Foremost among the interfacing developments associated with Mk. 5 biogel was the biogel core. Capable of absorbing countless souls, the biogel core could act as a powerful central control 'computer' which, in concert with conventional computer systems, bring together the best features of digital logic and myriad, interconnected streams of conscious living thought.

Mk. 5 biogel was regarded as being routinely removable. This was done by the so-called dressing pods developed by Vixanti Corporation. Each time a host was undressed and then redressed in a 'new' coating of biogel, it would reset the 'half-life' clock, making random glistenings a truly extraordinary occurrence.

Mk. 5 would also be the first version of biogel to be 'remotely upgradeable'. This trait would allow the biogel to be upgraded to future versions without requiring direct injection of a liquid catalyst to the mass being upgraded. Instead, a the biogel itself could be triggered to act as its own catalyst using specially composed trans-dimensional micro-fields.

Mk. 5 biogel no longer exists. All masses of Mk. 5 biogel were upgraded when Vixanti Corporation moved biogel from development to production.

BIOGEL Mk. 6

Biogel

This was the initial production version of biogel intended for deployment in all Vixanti Corporation starships and systems. It combined all of the features of Mk. 5 biogel with a new half-life of ninety years as well as a number of additional stability and protective property improvements. As such, it would become the form of biogel first encountered by the public as it became required wearing for all Vixanti Corporation personnel.

Despite the hype that Mk. 6 biogel helped to create around Vixanti and their Vixanti Interstellar Lifestyle, it would never be released to the public as intended. Its deliberate flaws would come to light during the Omega Incident. These flaws were intended to allow Vixanti's mysterious alien directors to take control of the entire mass, and anyone residing inside of it.

Correcting the flaws in Mk. 6 biogel, and rendering the plots of Vixanti's now former directorate forever defeated required the upgrading of all Mk. 6 biogel. As a result, no samples currently exist.

BIOGEL Mk. 7

Biogel

This is the version of biogel finally released to the public under the auspices of Gelitech, Vixanti Corporation's biogel consumer product and entertainment subsidiary. Technically speaking, it is virtually identical to Mk. 6 biogel in all respects. In order to prevent an unwanted external power from taking control of its contained minds and living hosts, all Mk. 7 biogel is part of the same overall living mass.

Unlike Mk. 6 biogel, Mk. 7 can come in more than one color or transparency. These properties can be altered quite readily, and allow for more visual variety in the creation of decorative objects and even animate biogel monsters. The latter are guided by souls held captive within the monster's mass, their animacy powered by energy directed using transdimensional field induction coils concealed in or around their habitats. These coils 'charge' the monsters, allowing for a variable duration of animacy, giving the convincing illusion that they are, in fact, truly independent creatures. This effect does not work on gummies, however, owing to the specifics of that transformation.

Mk. 7 biogel is known to have one major weakness. This is the result of a need for biogel to have a controlling mind. The only way to keep others from gaining control is to have such a mind already in place. This mind came from Shetari Anwae, whose combination with all biogel created a being known as Omega, after the Destiny Omega whose biogel core she took over during the Omega Incident.

All Mk. 7 biogel has since been upgraded to Mk. 8.

BIOGEL Mk. 8

Biogel

This current version of biogel was developed owing to continuing efforts to restore some semblance of animacy to glistened subjects, as part of the Imperial Navy Special Project Institute's initiative to deploy biogel as a 'non-fatal' weapon on a large scale.

Gummies made from Mk. 8 biogel can be rendered animate under the control of their captive soul using heat energy, or via a worn accessory which can add sufficient energy to keep the gummy 'awake'. This has no effect on the gummy's senses, inability to communicate, or glistening-imparted inclinations toward engagement in physical intimacy. As a result, it did not meet the requirements of the SPI, but it did guide future developments.

Mk. 8 biogel offers a great deal more options for animation and control than Mk. 7, making it particularly suitable for entertainment purposes. In particular, it enabled the creation of biogel 'costume' mods that didn't require partial absorption or transformation of the host's body in order to create an animate biogel costume. It also allowed for color changing without requiring external stimulus, though few hosts seem to be inclined to switch from plain obsidian black.

Mk. 8 biogel is the current standard type.

BIOGEL SUIT

Biogel

A biogel suit, as it's generally referred to, is the roughly 4mm coating of glistening black, symbiotic biogel which completely covers its host from the nape of her neck, all the way down to her toes. It coats the inside of its host as well, completely covering the interior of almost every externally accessible internal organ. Some of these it fills, or partially fills, absorbing body wastes which might otherwise pass through. Within the rest, it merely acts as a moderating membrane, allowing air and nutrients to get through, but preventing hazardous substances from causing harm.

Joining into symbiosis with a biogel suit is as simple as coming into direct physical contact with an appropriately tuned mass of liquid biogel. This will cause it to rapidly spread over, and into the subject in a process generally described as being comfortable, though sometimes quite unsettling even for those prepared for the experience. Initially, various relaxants or relaxation methods were used to help individuals enjoy their union with their biogel suit as much as possible. Those methods have since fallen into disuse, however, as most seem to find the unsettling elements to be a reasonably acceptable part of the experience.

Once the union has been completed, a biogel suit absorbs its host's body wastes, transforming them into more of its own substance, resulting in a thickening of the suit. This excess mass must be removed within an appropriate timeframe, or there is a risk that the individual will be spontaneously transformed into a barely animate, yet still living and conscious, 100% biogel 'gummy' doll in a process referred to as 'glistening'. One day between cleaning/filtering is safe. Two carries with it a minuscule chance of glistening, 0.00001%. This chance is for glistening within a given 6 hour period, and it doubles roughly every six hours that have passed. At 4 days, the chance is 0.65%. At 5 days, it is 10.5%. By 6 days, the chance exceeds 100%, meaning that glistening is virtually guaranteed.

In the event that a biogel host encounters a hazardous external environment which might cause harm to her exposed head, the biogel will spread upwards and encase her head in a featureless 'helmet' until the threat passes. When so encased, the host gains vastly enhanced senses, and can even see all around her body, all at once, without the slightest bit of disorientation. The encasement also provides filtered air, and can even provide enough oxygen itself for its host to survive up to a day in a total vacuum. In addition to protecting against emergencies, a host sufficiently comfortable with their biogel suit can trigger this effect virtually at will.

Biogel is highly resistant to acids, bases, point heat sources, and moderately intense cold. It acts as an ablative to energy weapons, though its capacity to act as such is dependent on available excess mass to be sacrificially vaporized. It acts as a non-Newtonian armor against slicing or puncturing as well, and can stop steel tipped high power rifle rounds, though not without considerable bruising beneath.

A biogel suit acts as a healing catalyst, vastly accelerating healing action, to the point where minor to moderate wounds heal completely within seconds. For more serious injuries, the biogel can replace lost or damaged body parts with its own substance. This replacement is so seamless and perfect that the host may not even have time to notice the extent of their injury before all feels perfectly normal again.

If a biogel suit senses that some catastrophic event is about to befall its host, she will be instantaneously glistened in order to protect her life. While the biogel is generally capable of sensing such events with nearly 100% accuracy, unintended glistenings may occur should the host herself perceive some danger that might, in her subconscious mind's momentary opinion, be likely to cause massive injury or death.

Biogel suits are so deeply insinuated within their hosts' bodies that they are effectively

irremovable. Attempts to do so will generally result in glistening. They can, however, be suppressed. This process removes the majority of the suit's mass, leaving behind only the materiel which resides within the host's body. How long a biogel suit can be suppressed is variable, though it will eventually grow back while the host sleeps at some point between five and seven days, fueled largely by the host's body wastes. It is unnecessary to cleanse a suppressed biogel suit, though that need returns the moment it re-coats its host's body.

Biogel suits can merge into any mass of biogel, and offer sensations to its host as if the host actually were that mass of biogel. The host can thereby feel and potentially physically interact with anything touching its surface, both inside and out. At the same time, the host may be subjected to whatever programming that mass might have, and be unable to leave until that programming allows her to.

As with any mass of biogel, it is possible for a biogel suit to contain the living, conscious soul of someone else who was transformed into a liquid biogel 'gooey' and 'reprocessed' into a biogel suit. When a host dons such a suit, they are said to be 'married'. The soul within the suit can only communicate with its host via emotional impression, and physical manipulation. Such activity can be quite arbitrary, uncomfortable, and intensely compelling. However, if the host finds such interaction unpleasant, the biogel 'spouse' is compelled to find it unpleasant as well, forcing it to temper any desire it might have to dominate the relationship.

Biogel suits are exclusively available to citizens of the Feyli Empire and certain other per-authorized individuals. They can be obtained from any Gelitech outlet or vending machine, and typically come with a kit including a mattress and filter unit for keeping the suit free of waste mass. The kits can be ordered by Imperial Mail, as well. Prices range from ¢150 for basic suit kits, to ¢7,000 for more premium versions.