DIRECTIVE ENFORCEMENT DEPARTMENT

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THIRD PARTY MEDICAL ANALYSIS REPORT
6608491108

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Name *(Last, First, M.I.):* UNKNOWN	x M ☐ F	**RACE: Jove(*)**
DOB: N/A		**Date of last observed variation: N/A**

**-Pending genetic analysis results/confirmation*

PERSONAL HEALTH HISTORY

Analysis Type:	☐ Post-Mortem ☐ Vivisection ☐ Physical ☐ Clinical ☐ Follow up x Topical	
Analysis Sub-Type:	☐ Cause of Death	x Comparison
	☐ Threat Analysis (Bio)	☐ Threat Analysis (Phys)
	x First Contact	☐ Other

Summarize purpose, theories, analysis results, recommendations, and next steps:

Drifter physiology bears striking similarities to Jove physiology. However, no analysis of the Drifters has been executed since their initial sightings. The single mindedness of completing tasks the Drifters exhibit is a contrast compared to what is known of Jove behavior. Extreme levels of implantation, lack of communication to Empire or Independent entities, action with purpose, and physical similarities to the Jove hint toward an intelligent entity with questionable intentions.

Physical and behavioral differences are significant enough to warrant comparative analysis between the two entities in order to further understand their nature and determine their capabilities.
Please note that the following is based on previously known information regarding basic cybernetics, human biology, and biotechnological enhancement techniques. This analysis is based on visual material cannot be tested without a Drifter corpse. As previously stated, I strongly urge leadership to begin undertaking efforts to acquire one Drifter Corpse as quickly as possible.

INITIAL ANALYSIS

Cranial

Section	Summary	Theory
Truncus Encephali *(Brainstem)*	The brainstem is the most basic part of the brain and is vital for survival. The function of the brainstem can be divided into two main categories: Bridging information between the Cerebrum, Cerebellum and the rest of the body, and control	The physiology of the drifter body cannot be studied without access to actual samples. However any modification of the brainstem will suggest changes in the physiology. Whether these changes are enhancements to the drifter body functions or mere adaptations to

	and regulation of vital body functions such as respiratory and cardiac control. Upon inspecting the back of the neck of a drifter it shows an integration of the exosuit which suggest a modified brainstem however the depth of the cybernetics cannot be assessed.	cope with disease is still unknown.
Diencephalon *(Interbrain)*	The diencephalon houses four distinct components. Two of them are the thalamus and hypothalamus which plays the larger roles. Thalamus serves as a hub for sensory information and connects the different centers of cerebrum which also makes it one of the main targets for capsuleer implants. The hypothalamus is a regulatory center of many body functions and plays a vital role in maintenance of homeostasis. The deep location of the diencephalon makes it difficult to analyze visually.	Since the drifters have been shown to operate their ships in similar fashion to capsuleers it is likely that their thalamus contains a certain degree of cybernetics. Likewise a theory suggests that the sleeper VR implants, which conflict with capsuleer implants as we know them, target the same neurons in thalamus. If the drifters are of sleeper origin there must have been some in-depth tinkering of their thalamus to allow both sets of cybernetics to operate. As with the brainstem the function of hypothalamus and the physiology are closely linked. However it is not possible to assess the nature of these differences.
Cerebellum	The primary function of the cerebellum is supporting motor control in form of coordination, precision, and accurate timing in body movement. The cerebellum is also needed in several types of motor learning, specifically learning to adjust to changes in sensorimotor relations. Similarly the cerebellum serves as a supporting structure when it comes to ship control through capsules. The cerebellum appears to be either interacted with heavily or completely replaced in the entity.	Improvements and/or replacements of cerebellum can lead to enhanced precision movements and coordination both outside and inside the capsule. Considering the excellent combat capability the drifters has shown with their battleships it is likely that they have tinkered with the cerebellum in one way or another to archive a high precision. It is theoretically possible to make comprehensive changes to the cerebellum without affecting the consciousness and the cerebellum is the target for many capsuleer hardwire implants.
Occipital lobe	The occipital lobe houses the visual center, thus process the visual stimuli from the retina and will correspondingly process the visual feed from ship sensors and cameras for capsuleer. Upon inspection it appears that an implant is located directly on top of the cuneus which is the part that receives the sensory input.	Visual processing enhancement is obtainable by less invasive methods of implantation. Furthermore, the implant itself appears to be less an addition, and more a substitution for the lobe as a whole. Enhancement does not require in any stretch total replacement. A potential explanation could be that section exists as it does to ease difficulties in translating visual feedback into a mind that is not versed or used to processing visual feedback in certain ways, or in any way we may well know. Additionally, multiple types of visual input may be required for this entity, thus further justifying absolute replacement. While we cannot be certain that this section was fully replaced without a corpse to analyze, we will assume it was for the sake of this report.
Parietal lobe	The parietal lobe process a wide array of sensory stimuli and information as well as mental imagery. The sensory cortex receives and processes stimuli from the entire body. For capsuleers it is the center used to process most input from their ship. The parietal lobe also contains centers for visuospatial perception, numbers and calculation and manipulation of objects. The images of drifters show no signs of implantation in the parietal lobe.	While there are no visual cues to implantation of the parietal lobe it is still likely that it contains modification in one form or another. First of all the basic capsuleer implants do also target this lobe and secondly it is a common lobe to target for attribute and function enhancing implants.
Temporal lobe	The temporal lobe houses centers that are vital for memory, audio and verbal communication. The hippocampus and amygdala are both some of the prime structures for processing both mid and long term memories as well as lesser functions such as spatial navigation and emotional regulation of memories. The auditory aspect of the temporal lobe contains the primary auditory cortex, for processing auditory inputs, and the speech centers, for verbal understanding and expression. The implant located at the temple of the drifter could reach neurons in both the temporal lobe and frontal lobe, but it is not possible to assess which part is the primary target.	The main reason for cybernetics in the temporal lobe is improvements or interfering with memories as there is rarely a need to improve the areas related to audio. However there are cases where implants in the speech centers have been used to improve an individual's skill to decrypt messages and codes. It is uncertain if the memory implantation has been used to improve or interfere with the memory of the drifter but both situations have potential explanations. An improvement to their memory will serve as an augmentation to the role(s) they perform, both combat and noncombat. As seen among capsuleers memory is a vital attribute. Interference with memories is one access port to controlling another's mind which is also seen among Sansha slaves. If this is the case for the drifters it could mean that they are

		servants for another entity.
Frontal lobe	The frontal lobe is home to the executive functions, also known as cognitive control, such as reward, attention, short-term memory tasks, planning and motivation. It is thereby the center of decision making, logic and personality. In addition it contains the motor cortex which is responsible for planning and executing movements. As mentioned earlier the implant located at the temple could potentially target the frontal lobe.	Implantation towards the frontal lobe could indicate a processing system to spur motivation and both tactical and logical planning for any situation. The interference with the motivational and cognitive system could furthermore support the theory that they are being controlled. It is possible that the temple implant targets both the temporal lobe and frontal lobe to obtain a tight grip on the mind of the drifter entity. This would also explain the single mindedness these entities approach their tasks. As with the temporal lobe the frontal lobe implantation may also serve as an attribute enhancing mechanism as it can improve the logical thinking, planning and accelerate decision making.
Overall structure	While the cybernetics in the individual lobes can play many roles, it is still crucial to see them as a connected system. It is no doubt that the drifters have been carefully engineered and optimized which makes this study particularly interesting.	The implants may suggest that the drifter is under some form of infomorph control: **Self/Consciousness** To control what is perceived as the self is crucial for any functioning sentient being, thus making the frontal lobe a vital lobe. Lose that, you lose control. If an external consciousness or infomorph were to inhabit this entity's body, it would require absolute control over what may be perceived as self while the infomorph inhabits this empty body. Residual consciousness hidden within the neurotissue of the entity could very well jeopardize any inhabiting foreign infomorph. **Memory** As above, control must be maintained against any residual infomorph left within the neurotissue. Memory control and filtering would be key in further solidifying a foreign infomorphs place within the mind of the entity, ensuring its safety against emerging left over consciousness. **Visuospatial** The entity is inferred to control the newly discovered 'Drifter Battleships.' In addition, speculation has risen towards the origin of these entity's bodies. Specifically, whether they are Sleeper in origin. This raises concerns. First, current understanding of Sleeper implant technology indicates that it is NOT compatible with pod pilot/ship controlling implant technology in any way. They cannot exist together. IF these bodies were Sleeper in origin, why would an entity existing in a virtual construct being inhabited now by a foreign infomorph require enhanced visuospatial abilities? I believe these, like other implants within the entity's cranium, are not meant to enhance, but to replace and/or support an otherwise stressful process. Specifically, the ability to translate starship camera drone visual input from data, to biochemical signals a mind can understand. **Interaction** A new entity in any situation requires an ability to understand another beings viewpoint and/or consciousness at a basic level. If a foreign infomorph were to inhabit the entity's body, and if said infomorph were Sleeper in origin, it stands to reason that a translation-like process would be required for it to understand and adapt to sentient beings outside of a virtual construct.
Spine		
Section	Summary	Theory
Thoracic Spine	T2->T5 vertebra are seemingly accessible through the exoskeleton of the Drifter.	Noted what appear to be access points on the exosuit of entity similar to plugs in capsuleers. Plugs located along T2 through T5 vertebra. Typically, capsuleer/ship control implants are placed directly into the body, as opposed to the suit.

Overall Theory
It is impossible to verify the absolute accuracy of these educated guesses without the body of one of these entities. However, given what we can see of them, combined with the intelligence provided by researchers under the employment of Overload Everything, I theorize the following: The entities known as the Drifters are not an original or unique/new being. While many have drawn a similarity between them and the Jove, there are too many physiological differences to justify this correlation. However, when we introduce the original Sleeper race into the mix, and compare physiology from there, we get somewhere that may likely be closer to the truth. Should the Sleeper infomorphs require new bodies for whatever their purpose may be, it stands to reason that they would utilize the bodies immediately available to them in Anoikis (within the Enclaves). In order to fully control these bodies for their purposes, key sections of the brain are replaced to ease visual and sensory feedback translation into an infomorph not used to physical stimulus. Furthermore, if the infomorphs obtained these bodies from the Sleeper stasis chambers within Anoikis, major implantation and replacement would be required in order for the pilots to control their vessels in a way that capsuleers do, without removing the implants that make them what they are and allow them to act as a vessel for the foreign infomorph. The exosuit, combined with key implantation for stimulus processing, may allow the entities to both be Sleeper in origin, keep their implants intact, while being controlled by a foreign infomorph and being able to control a vessel in a capsuleer like fashion.

ORGANSIM ANALYSIS REFERENCE QUESTIONS

NOTE: QUESTIONS COMPLETED BASED ON INITIAL ANALYSIS AND IN NO WAY REFLECT CONFIRMED FINDINGS						
General	x Reactionary behavior					
	x Sentient behavior					
	☐ Exhibits communicatory abilities					
	☐ Passive/docile x Territorial ☐ Predator ☐ Social					
Diet	Organism observed ingesting nutrition?				☐ Yes	x No
	If yes, elaborate on the nature of its dietary habits:					
	Please describe diet if not listed in below categories:					
	Plant	☐ Yes	☐ No	x N/A		
	Meat	☐ Yes	☐ No	x N/A		
	Photosynthetic	☐ Yes	☐ No	x N/A		
	Chemical	☐ Yes	☐ No	x N/A		
Unknowns	Were there unexplainable anomalies witnessed during the analysis	☐ Yes	☐ No	x Second Initial Analysis Required		
	If Yes, please elaborate: Whoever requested this form be used for an initial entity analysis without giving me a damn corpse deserves to be shot –A.Tetua					
Physical Abilities	Ambulatory capabilities				x Yes	☐ No
	Combat capabilities?				x Yes	☐ No
	New Evolutionary Traits?				x Yes	☐ No
	Tool creation?				☐ Yes	x No
	Additional Notes: Whoever requested this form be used for an initial entity analysis without giving me a damn corpse deserves to be shot –A.Tetua					
Mental Abilities	Does the organism exhibit mental abilities?				x Yes	☐ No
	x Sentient	☐ Animalistic	☐ Limited	☐ Other		
	If sentient:					
	Baseliner cognitive levels?				x Yes	☐ No
	Capsuleer cognitive levels?				x Yes	☐ No
	Higher level cognitive levels?				x Yes	☐ No

Cybernetics	**CLASSIFIED PENDING FINAL RESULTS**		
	CLASSIFIED PENDING FINAL RESULTS		
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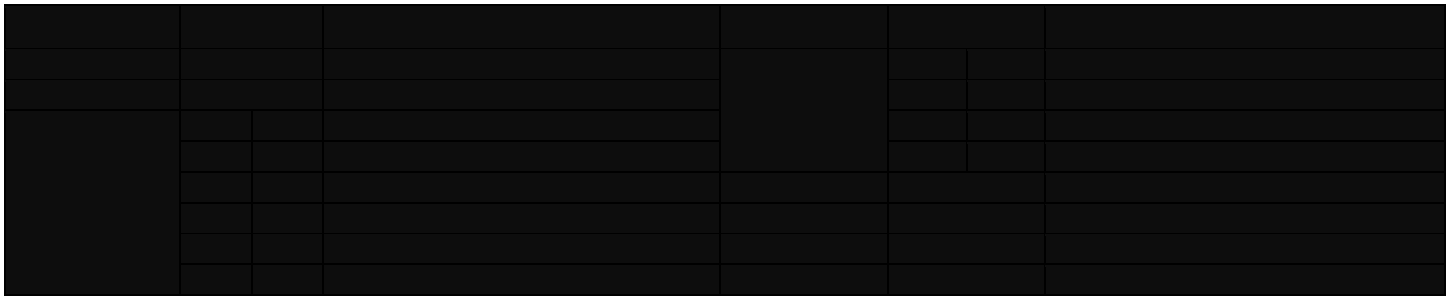
	CLASSIFIED PENDING FINAL RESULTS		
	CLASSIFIED PENDING FINAL RESULTS		
Threat Assessment	Biological?	☐ Yes	x No
	Technological?	x Yes	☐ No
	Socially?	☐ Yes	x No
	Ecological?	☐ Yes	x No
	Territorial?	x Yes	☐ No
	Recommend defense research?	x Yes	☐ No

GENETIC HISTORY

CLASSIFIED



SUMMARY

FOLLOW-UP INTERESTS

Check if you believe any of the following should be researched further or reviewed by additional medical staff.

☐ Skin	x Chest/Heart	x Implants (Cyb/Bio)
☐ Head/Neck	☐ Back	☐ Weight
☐ Ears	x Intestinal	x Energy level
☐ Nose	☐ Bladder	☐ Ability to sleep
☐ Throat	☐ Bowel	x Other: How is this thing alive?
x Lungs	x Circulation	