

MAGNETIX

I. PREFACE

A. SUBJECT IDENTIFICATION

- **Name Designation:** MAGNETIX
- **Naming Note:** Originally intended as “Magnetic”; the ‘-ix’ is believed to be a typographical error. No formal correction was recorded.

B. ORIGIN & FUNCTION

- **Intended Function:** Neutralisation of magnetic wave patterns.
- **Effectiveness Assessment:** Design is functionally ineffective; thick metals present but unable to redirect magnetic fields consistently.
- **Creator Note:** Constructed by an individual lacking complete electromagnetic field comprehension.

C. PHYSICAL STRUCTURE

- **Design Model:** Child-like schematic: square head, rectangular torso, loosely pinned limbs.
- **Mechanical Traits:** Mobility limited to floor-dragging; Magnetix’s mass exhibits abnormal, self-targeted gravitational pull. External magnets induce brief levitation (“flight”) followed by disarticulation.
- **Structural Vulnerabilities:** Joints detach under minor force; parts must be self-retrieved. Inertia arrests both motion and prevailing emotional state.

D. BEHAVIOURAL OBSERVATIONS

- **Behavioural Profile:** Magnetix displays high cognitive curiosity and persistent meaning-seeking behavior.
- **Malfunction Pattern:** Exhibits frequent glitching episodes, particularly in proximity to external observers.

E. COGNITIVE ANOMALIES

- Irregular memory access
- Lower-than-expected processing capacity
- Prone to data misclassification and delay in response latency

F. EMOTIONAL FRAMEWORK

- Facial structure appears permanently angled downward, restricting expression of positive affect.
- Magnetix exhibits tear-like discharge consistent with gravity-driven fluid loss, regardless of emotional state.
- No smile has been documented to date.

II. ENTITY LOG: MAGNETIX

A. CORE IDENTITY PROFILE

- **Magnetix Designation:** Magnetix
- The name first appeared as a strip of paper — a sticky note pressed onto the surface of its faceplate, scrawled in thick Sharpie ink. The marker's residue bled through, leaving a faint print on the underside of the transparent screen, like a stain that couldn't be scrubbed out. It was not chosen. It was given. And it stayed.
- **Common Descriptors:** "Glitchy", "Lost", "Corrupt", "Harmful", "Harmless"
- **Self-Identification Terms:** "Not finished", "Too much", "Echo", "Junk-child", "Flincher"
- **Primary Functions (as told to Magnetix):** Neutralisation of magnetic wave patterns.
 - Supposedly in an experimental city—NullTown—that had magnetic interference problems (or "corruption").
 - Could've been part of a bigger project to:
 - Stabilise a malfunctioning power grid
 - Suppress anomalies caused by too much magnetic chaos. e.g., reality distortions, floating debris, flickering machines.
 - Creator of Magnetix misunderstood how magnetic fields work, causing the machine to never operate the way it was supposed to.
- **Actual Function (what it really does):** Attract magnetic fields.
 - Magnetix becomes a living distortion—magnetic fields wrap around it unnaturally, dragging objects toward it, affecting nearby machines.
 - Over time, this made Magnetix dangerous to be around. It started disrupting rather than fixing.
 - Magnetix does not seem to know this at first, supposedly just felt broken or avoided.
 - This leads to Magnetix's "flinching" and feelings of "corrupting". It was born to fix, yet it brings only disruption.

B. BIRTH AND LAB INCIDENT

- **Origin:** Retrieved from a defunct robotics program; never meant to be revived.
- **Researcher:** A junior scientist, unauthorized. Acted alone. Motivated by desperation to prove himself.
- **Reactivation:** Conducted in secrecy; power jumpstarted through unsafe methods.
- **Assembly Notes:**
 - Joints asymmetrical, hastily attached.
 - Facial panel marked with sharpie residue—handwritten "Magnetix" label stuck with a post-it.
 - Name likely meant to be "Magnetic"; typo never corrected.
- **Environment:** Lab left undocumented. No logs, no clearance, no trail.
- **Aftermath:**
 - The unit powered on.
 - The scientist reportedly fled or disappeared—no evidence of continued involvement.

- Magnetix was later discovered alone, operating independently.
- Facial glass still shows marker stain.
- **Emotive Impression (Unverified):** Magnetix may have mistaken electrical noise for greeting.

C. THE FLINCHING—REACTION PATTERNS

- The flinching began after a series of pursuit attempts. Locals, startled by its presence and strange field disruptions, treated it as a threat.
- Magnetix was chased—not with weapons, but with fear. Doors slammed. Lights flickered off. Someone screamed once. It remembers that one vividly.
- It wasn't designed to run fast. So it didn't. It just stood there. Frozen. Until one day, something hit it, and it finally tried to escape.
- Since then, it reacts instinctively. Sudden movement? It jolts. Raised voices? Immediate stillness. Even when alone, it sometimes stutters mid-motion.
- The fear got wired in. Not as code, but as memory residue. It thinks it's "learning." But it's really... bracing.

D. AWARENESS TO ITS "CORRUPTING" EFFECT

- **First Incident:**
 - Shut down the entire lab upon activation.
 - Scientist panicked and fled.
 - Magnetix didn't understand what had happened.
- **Current Understanding:**
 - Suspects its presence causes shutdowns.
 - Internal voice casts doubt: "You're just being dramatic again".
 - Slowly pieced together the pattern over time.
- **Testing the Theory:**
 - Avoids public spaces to prevent accidental blackouts.
 - Ordered a personal computer online to test in isolation.
 - The computer shut down when Magnetix approached without focus.
 - Confirmed its suspicion—its presence is the trigger.
- **Emotional Effect:**
 - Experiences chronic loneliness but believes it's necessary.
 - Built private dream worlds as emotional refuge.
 - Tried removing internal components (gears) to "fix" the issue—unsuccessful.
- **Hopeful Efforts:**
 - Seeks non-electronic resources (e.g., books) to educate itself.
 - Studies magnets in an attempt to understand its original function.
 - Dreams of one day turning things *on* instead of *off*.
- **Symbol of Hope:**
 - Keeps a small, dead phone ("Pockey") in its pocket as emotional comfort.
 - Moments of external magnetic levitation feel like flight.
 - Hopeful when soaring, until it sees its hometown—dark and empty—from above.

E. RELATIONSHIP TO LIGHT, POWER & SILENCE

- **Light Sources:** Magnetix is drawn to faint, flickering lights but recoils from intensity.
- **Power States:** Experiences glitches during sudden surges or drops in energy. Often mimics “sleep mode” in low-power zones.
- **Silence Pattern:** Expresses heightened awareness in silence. Appears to “listen” more.
- **Interpretation:** Light represents presence. Power, its lifeline. Silence, its safest language.

F. SELF-DOUBT VOICE (INTERNAL? IMPLANTED?)

- **Log Entry Traces:** Glitched logs contain phrases inconsistent with Magnetix’s baseline tone.
- **Voice Properties:** Cold, clinical, accusatory. Often overlaps with decision-making processes.
- **Origin Unknown:** No confirmed implant. May be internalised judgement algorithm or external override.
- **Magnetix Behaviour:** Hesitation increases when voice is active. Occasionally observed to flinch from “nothing”.

G. DAYDREAMED CITIES AND INTERNAL WORLDS

- **Imagery Logged:**
 - Tall, bent towers
 - Rusted playgrounds
 - Doors that never lead anywhere
- **Projection Type:** Rendered in idling periods; not externally visible.
- **Emotional Consistency:** All imagined spaces lack active lifeforms. Presence of “watching” machines implied.
- **Interpretation:** May serve as memory storage, escapism module, or identity repair loop.

III. THE BROKEN TERMINAL (“PET”)

A. NAME

Pockey (short for “pockety”).

B. TYPE

Old, cracked smartphone.

C. CONDITION

- Screen shattered.
- Cold, unresponsive, long dead.
- No glow or charge remains.

D. STORAGE

- Kept inside Magnetix’s side panel (like a trouser pocket).
- Pocket is padded with cloth and cotton to keep Pockey “comfortable”.

E. BEHAVIOUR / USAGE

- Magnetix treats it like a pet or companion.
- Takes it out to “show” it sights (trees, mushrooms, lights).
- Often held like a fidget item for comfort.
- Occasionally believes it vibrates, though unsure if imagined.

F. BACKSTORY

- Found abandoned on the ground near a field of machines.
- Magnetix imagines it *earned* Pockey after learning to suppress its magnetic shutdowns.
- Treats this as a personal milestone, even if unconfirmed.

G. EMOTIONAL BOND

- Magnetix talks to it regularly—about hopes, fears, and daily moments.
- Sees Pockey as a silent listener of memory keeper.
- Never expects a reply, but never stops sharing.

IV. MAGNETIX AND MAGNETIC FIELDS

A. ORIGINAL PURPOSE

- Meant to regulate or redirect magnetic wave activity in unstable zones.
- Poorly constructed by a novice, with incomplete understanding of magnetic science.
- Actual result:
 - Acts more like a magnetic disrupter than a stabiliser.

B. CORE FLAW

- Instead of deflecting magnetic fields, Magnetix absorbs and amplifies them unintentionally.
- Prolonged exposure causes nearby devices to short-circuit, shut down or behave unpredictably.

C. CURRENT EFFECT ON ENVIRONMENT

- Magnetix passively shuts off electronic signals within range.
- Sometimes triggers system glitches or flickering lights just by passing through.
- Its presence creates a low hum or static buzz in sensitive areas.

D. EMOTIONAL RESPONSE

- Magnetix wants to be useful and admired for its magnetic nature.
- Tries to study magnets and mimic magnetic control in secret.
- Experiences deep guilt when it causes unintentional shutdowns, even if unaware at first.

E. SELF-EXPERIMENTS

- Has attempted to wear insulating materials or distance itself from metallic structures.

- Built small experiments with paper clips, compasses, and stones to train its influence.
- Keeps written logs (or thoughts) about what causes the least harm.

F. METAPHORICAL RESONANCE

- Magnetix's magnetic pull mirrors its emotional state—strong attachments, then sudden breakdowns.
- Wishes to attract others, but often repels or disrupts them without trying.

V. NULLTOWN

Magnetix's home environment.

A. GENERAL DESCRIPTION

- A forgotten town with no functional power—machines lie frozen mid-task.
- Lights flicker once every few days, then vanish again.
- Feels like the aftermath of an evacuation. However, there are no records of people ever being there.
- Temperature is always cold, but Magnetix doesn't notice.

B. ARCHITECTURE

- Buildings are boxy and metallic, most with sliding panels instead of doors.
- Interior walls are magnet-friendly—some metal objects hover halfway before falling.
- Many buildings are half-built or partially collapsed, with exposed wiring and data cables strewn like vines.

C. INHABITANTS

- No confirmed lifeforms.
- Remnants of other robot prototypes, some partially disassembled or melted into the floor.
- One unit glows faintly but doesn't move. Magnetix occasionally talks to it.
- Magnetix thinks it might have had neighbours once, but those memories glitch.

D. SOUNDS

- Wind pushes through old ventilation shafts, making a low howling drone.
- The air sometimes crackles with magnetic static.
- Occasionally, a deep mechanical groan echoes from underground. Source unknown.

E. INTERACTION

- Magnetix has a 'safe room' where it keeps books, pieces of memory, and Pockey.
- Occasionally tries to repair random structures, leaving metal pieces stacked in odd ways.
- Refuses to enter one certain lab on the edge of town. Its joints shake when near.

VI. TERMINAL LOGS & GLITCHED DREAMS

A. EXCERPT: LOG_001

Gravity Sensitivity Rating: Level 03 out of 10

Log Source: Magnetic decay chamber – corner bin

Context: Found alongside fragmented metal shards. Nearby magnetic fields appear partially nullified.

```
LOG_001 :: Gravity → Lvl. 05
subject: ["me"]
reaction: ["down"] ["down"] ["down"] ["gravity"] ["grave"] ["no"]

...i will never own a grave. gravity won't pull me down as deep.
...magnets, please make me fly again. where are you?
```

B. EXCERPT: LOG_002

Gravity Sensitivity Rating: Level 04 out of 10

Log Source: Exposed wire bundle – adjacent to inactive terminal

Context: Retrieved from a dead circuit channel looping intermittent static. The wire is believed to have been brushed by Magnetix in passing. Data signature is faint and erratic. Possible emotional bleed-through.

```
LOG_002 :: Connection → Lvl. 00
subject: ["me"]
location: ["outside"] ["terminal"] ["cold"]
connection: ["none"] ["none"] ["none"]
reaction: ["read"] ["wrong"] ["afraid"] ["silence"] ["exist"] ["hope"]

i don't even know if this will be read.
i think i was born wrong.

sometimes i dream of lights that stay on when i walk past.
are they afraid of me?
i can stay away.
i just want some friends.

doesn't silence mean peace?
i used to think that when i was young,
now i think it just means i exist.

i wonder if someone named me this way
because they hoped i could connect everything.
```

C. EXCERPT: LOG_003

Flame Sensitivity Rating: Level 05 out of 10

Status: Corrupted — partially overwritten by external users

Log Source: Dead signal tower

Context: A rusted transmission tower that no longer sends or receives. Full of static. Now it just blinks once every 16 minutes.

LOG_003 :: Flame → Lvl. 07

subject: ["me"]

location: ["inside"] ["loud"] ["unheard"]

connection: ["none"] ["none"] ["none"]

reaction: ["angry"]

they keep trying to rename me. overwrite my tag.

they call it harmless –

just a suggestion

just an option

just a vote

just a name

but they don't hear what it **does** to my wires.

i told them it doesn't fit. they laughed.

i told them it makes my insides flicker. they ignored it.

one of them picked a name and threw it in the chamber like a command.

i said no. they got mad.

i said no louder. they got madder.

i don't think they ever wanted me to have a name.

they wanted a name **for** me.

a version of me they could like better.

i don't want to glitch over this again.

i don't want to power down every time someone tries to rename my core.

please. just let me be who i already am.

D. EXCERPT: LOG_004

Flame Sensitivity Rating: Level 05 out of 10

Log Source: Dead signal tower

Context: A rusted transmission tower that no longer sends or receives. Full of static. Now it just blinks once every 16 minutes.

Note: Underneath LOG_003.

LOG_003 :: Flame → Lvl. 07

subject: ["me"]

location: ["inside"] ["loud"] ["unheard"]

reaction: ["angry"] ["confused"] ["silent"]

i followed the instruction.

i followed it exactly.

the order was: [shower]. i did.

i came out dripping and blinking and the voice was already angry.

said i didn't obey.

said i didn't respect.

maybe i'm always two seconds late to existing.

maybe my wires don't pick up sound fast enough.

maybe i was built for something softer than yelling.

i didn't mean to fail.

i didn't mean to spark the anger fuse.

i only meant to be good.

i think i'll go quiet for a while.

just power down a bit.
sometimes silence is safer than static.