Purity Algorithm

-An algorithm designed long ago by Techpriest Ardifex Wakes, in collaboration with Father Barnabus Rothay—assesses an individual's "purity" based on a large quantity of observed behaviors and traits. The methodology was originally taken from a servo skull relic brought to Bluehull-92 by a Regulars refugee during an investigation into reported anomoloies, and has remained accessible by Magos Eizen.

-The precision of the algorithm is difficult to clearly assess; however, it proves capable of attributing a particularly low score to an individual who, upon interrogation, was revealed to be a heretical cultist among the group attempting to infiltrate the Dock. (It is possible that this success was in part due to my particular abilities in analysis as a Logis, which have become more pronounced of late.)

-The value of the algorithm is likely situational; outside such contexts in which there is a known cult presence, low scores should likely be interpreted with greater caution for the possibility of error. In addition, the scores do not indicate the degree of urgency or attention each case may require, possiblity diverting resources from more pressing concerns if pursued; the scores also cannot assess the ability of the individual to improve themselves beyond their current circumstance. Finally, rigorous use of the algorithm may inadvertently draw the attention of the Ordo Hereticus, which is generally an outcome to be avoided.

-Notably, the algorithm will produce an error when applied to any member of the Machine Cult; though doubtless a number of more innocent arguments could be made as to why, I suspect this was to prevent the algorithm from being turned on its creator and brethren.

Numeric Interpretation of Scores, for those curious:

Ambassador Lethe: 37

Major Verity: 80

Specialist Quint: 35

Preacher Mantra: 85

Other Scores:

Average of the Dock: 30-40

Identified Cultist: 3

Revision #6
Created 4 November 2024 05:58:47 by Eizen Wakes c53
Updated 30 January 2025 21:11:32 by Eizen Wakes c53