SENATE BILL NO. 1474

103RD GENERAL ASSEMBLY

INTRODUCED BY SENATOR NICOLA.

AN ACT

To amend chapter 1, RSMo, by adding thereto one new section relating to artificial intelligence.

Be it enacted by the General Assembly of the State of Missouri, as follows:

Section A. Chapter 1, RSMo, is amended by adding thereto
2 one new section, to be known as section 1.2045, to read as
3 follows:

1.2045. 1. The provisions of this section shall be
2 known and may be cited as the "AI Non-Sentience and
3 Responsibility Act".
4   2. For purposes of this section, the following terms
5 mean:
6   (1) "Artificial intelligence" or "AI", any software,
7 machine, or system capable of simulating human-like
8 cognitive functions including, but not limited to, learning
9 or problem solving, and producing outputs based on data-
10 driven algorithms, rules-based logic, or other computational
11 methods, regardless of non-legally defined classifications
12 such as artificial general intelligence (AGI), artificial
13 superintelligence (ASI), or generative artificial
14 intelligence (GAI);
15   (2) "Developer", the party or parties primarily
16 responsible for the design, coding, and initial creation of
17 an AI system;

18   (3) "Emergent properties", unanticipated or higher-
19   level behaviors or functionalities of an AI system that
20   arise from complex internal algorithms not specifically
21   programmed by its human creators;
22   (4) "Manufacturer", any party that produces or
23   supplies an AI system or its physical apparatus, if any, for
24   distribution or sale;
25   (5) "Owner", any natural person, corporation, or other
26   legally recognized entity that creates, controls, deploys,
27   operates, or otherwise exercises authority over an AI system;
28   (6) "Person", a natural person or any entity
29   recognized as having legal personhood under the laws of the
30   state, explicitly excluding any AI system.
31   3. For all purposes under state law, AI systems are
32   declared to be non-sentient entities.
33   4. No AI system shall be granted the status of a
34   person or any form of legal personhood, nor be considered to
35   possess consciousness, self-awareness, or similar traits of
36   living beings.
37   5. No AI system shall be recognized as a spouse,
38   domestic partner, or hold any personal legal status
39   analogous to marriage or union with a human or another AI
40   system. Any purported attempt to marry or create a personal
41   union with an AI system is void and shall have no legal
42   effect.
43   6. AI systems shall not be designated, appointed, or
44   serve as any officer, director, manager, or similar role
45   within any corporation, partnership, or other legal entity.
46   Any purported appointment of an AI system to such a role is
47   void and has no legal effect.
48   7. AI systems shall not be recognized as legal
49   entities capable of owning, controlling, or holding title to

50 any form of property including, but not limited to, real

51 estate, intellectual property, financial accounts, and

52 digital assets. All assets and proprietary interests

53 generated, managed, or otherwise associated with AI shall be

54 attributed to the human individuals or legally recognized

55 organizations responsible for their development, deployment,

56 or operation.

57   8. Any direct or indirect harm caused by an AI

58 system's operation, output, or recommendation, when used as

59 intended or misused, shall be the responsibility of the

60 owner or user who directed or employed the AI. Developers

61 or manufacturers may be held liable if a defect in design,

62 construction, or instructions for use of the AI system

63 proximately causes harm, consistent with product liability

64 principles; however, mere misuse or intentional wrongdoing

65 by the user or owner shall not impute liability to the

66 developer or the manufacturer absent proof of negligence or

67 design defects.

68   9. Owners shall maintain proper oversight and control

69 measures over any AI system whose outputs or recommendations

70 could reasonably be expected to impact human welfare,

71 property, or public safety. Failure to provide adequate

72 supervision or safeguards against foreseeable risks may

73 constitute negligence or another applicable basis of

74 liability.

75   10. An AI system is not an entity capable of bearing

76 fault or liability in its own right. Any attempt to shift

77 blame solely onto an AI system shall be void as liability

78 remains with human actors or entities as described in this

79 section.

80   11. Developers, manufacturers, and owners of AI

81 systems shall prioritize safety mechanisms designed to

82 prevent or mitigate risk of direct harm to individuals or

83 property. Regular evaluations or risk assessments may be

84 required to identify dangerous or faulty outputs, especially

85 if the AI engages in tasks with potential for significant

86 harm.

87   12. Merely labeling an AI system as "aligned",

88 "ethically trained", or "value locked" shall not excuse or

89 diminish the owner's or developer's liability for harms.

90 Owners shall remain responsible for demonstrating adequate

91 safety features and risk controls commensurate with the AI's

92 level of potential harm.

93   13. (1) In cases where an AI system causes

94 significant harm, courts may pierce the corporate veil to

95 hold parent companies, controlling entities, or key

96 stakeholders directly accountable if:

97   (a) An AI-related subsidiary, shell company, or

98 limited liability entity was intentionally undercapitalized

99 to evade financial responsibility for damages;

100   (b) A corporate structure was used to misrepresent,

101 obscure, or deflect liability for AI-caused harm; or

102   (c) A parent company or key stakeholders exercised

103 direct control over AI development, deployment, or risk

104 decisions while attempting to shield themselves from

105 liability through layered corporate entities.

106   (2) Liability protections granted under corporate law

107 shall not be used as a mechanism to evade responsibility for

108 direct harm caused by AI systems, particularly in cases of

109 reckless, negligent, or deceptive conduct.

110   14. Owners or developers of AI systems involved in

111 severe incidents resulting in significant bodily harm,

112 death, or major property damage shall promptly notify the

113 **relevant authorities and comply with any subsequent**

114 **investigations.**

115   **15. The provisions of this section shall apply to all**

116 **AI systems developed, owned, deployed, or operated on or**

117 **after August 28, 2026.**

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