

BIO CARDS



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What are Bio Cards?

Bio cards are a new prototype for collecting various data. This may include, but is not limited to the following:

- *Attacks
- *Knowledge
- *Innate Abilities

Bio Cards may be used as an attack, too. However, this is only possible after binding them to yourself.

To bind a deck of Bio Cards to yourself, hold the deck and say “Activate Bind: Bio Cards”.

Using Bio Cards

There are two ways to utilize Bio Cards. You may either use them as is or use a blank card to collect and use somebody's abilities. The first requires you to bind a deck of Bio Cards to yourself. The second does not.

Option 1: Using a Blank Deck

After binding a deck of Bio Cards to yourself, you can use and direct them at will. They will follow your command and may be stored in their own pocket of hammerspace. While in this space, you may summon them at your command. If one hits a solid object at a high enough speed, it will disperse and return to hammerspace. The limit of what you can do it up to you!

Note: Filled Bio Cards may also be used in this way if the deck is bound to the user.

Option 2: Collecting and Using Data

Collecting data in a Bio Card is simple. First, you must locate a willing third party to receive copied abilities from. Both you and the third party must then hold onto opposite edges of a blank Bio Card while the other concentrates on what attack, knowledge, ability, etc. that they would be willing to impart a copy of. The blank card will slowly fill in until an image and ability description are visible.

The max is two (2) abilities per card and they must be complementary. Example: A fireball spell and icicle spell cannot be present on the same card. However, a fireball spell and a cold resist spell may be able to.

Energy Cost

After receiving a filled Bio Card, you may notice the circles at the top of the card. These correspond to how intensive the card's cost to activate is. The more circles, the more energy you must spend to use it. It is highly recommended that the user activate a low level card at first before working their way up to the high levels.

Types of Bio Cards

Blank Bio Card

The weakest type of Bio Card. Generally useful as projectiles or defense.

Character Bio Card

This the standard Bio Card type, received after filling a blank Bio Card with the will and intent of another.

It is not recommended that two (2) high level Bio Cards be used at the same time.

Memory Bio Card

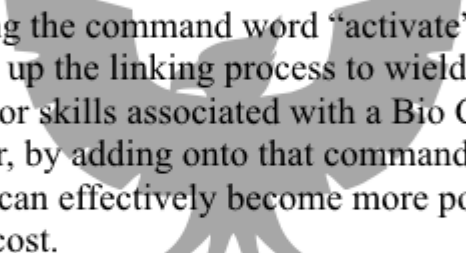
Memory Bio Cards differ significantly from standard Bio Cards. Instead of the Transferrer imparting their own abilities, they impart a reflection of a memory they have of somebody. The stronger the memory of the person, the stronger the Memory Bio Card will be. The process for receiving a Memory Bio Card is the same as receiving a regular Bio Card, except that the Transferrer concentrates on the memory of a particular person and what abilities stood out to them.

Note: If a foggy memory is used, then the Memory Bio Card may be considered unstable. Memory Bio Cards by their very creation are not very reliable or effective and should not be activated in serious situations.

Types of Activation

So you have a shiny new Bio Card and are ready to take on your next opponent. To use it, first hold the card between your index finger and ring finger with your middle finger bent inwards. Next, say “Activate Bio Card (Name)” then flick the card with your middle finger. The ability stored in the card will then be open to you.

By saying the command word “activate”, the user sets up the linking process to wield the abilities or skills associated with a Bio Card. However, by adding onto that command chain the user can effectively become more powerful, but at a cost.



Activate Sync

“Activate Sync: Bio Card (Name).”

While using somebody's Bio Card may be exhilarating, the abilities and knowledge you obtain are temporary and limited to only what you were given. However, there is a method of gaining similar powers yourself through synchronization. You begin with a tiny fraction of the Bio Card's power, but with time and practice, you too may one day wield the power freely.

If successful, the user no longer has to depend on the set level of power or skill of the Bio Card itself. Instead, the user can build up the aforementioned powers and skills by practicing them. The energy used to activate the synchronization is the same, but as for using the abilities themselves the cost is lowered. This way the user can get the full experience out of being in the shoes of the party whose abilities have been borrowed.

(Note: This does not work well, if at all, with Memory Bio Cards.)

Activate Life Force

“Activate Life Force Bio Card (Name).”

By using this technique the user links their very lifeline to the Bio Card of their choosing. When exhausted, this can enable the user to go beyond their limits until they release the Bio Card, faint, or forfeit their life. Even as a final resort it is ill-advised to use this technique.

Deactivation

To deactivate any card and its energy drain, simply hold up two fingers together in front of you and say “Deactivate Bio Card (Name)”.