

Driver Keys

Driver Keys are magi-tech items to activate the Brace Drivers.

Appearance

The structure of a key is a long, thin spike with protrusions around the sides. They often have a blend of two colors to match the active element/concept represented on the key. They often glow when near an active driver and host, but often times remain large, useless heaps of metal when not used within a driver.

Function

When inserted into the back of a Brace, It creates a large set of armor for the user, greatly enhancing movement, resistance and mental capacity for the user. Unfortunately, this also requires the user to have a certain "Fusion Level" to perform the actions without becoming irrevocably altered. This element prevents most ordinary people from using the driver, though with augmentation and exposure, they can safely handle the driver. Certain people exposed to the key can also directly phase it into their body to become unnatural monsters, representative of the elements within the keys.

Key Types

- **Cyclone:** A key built around swift, piercing momentum, and high mid-air velocity. [Reman's](#) Most active key.
- **Steel:** Built to be like the material, it is strong, durable and tough. [Reman's](#) (Stolen) Secondary key.
- **Voltage:** This key is built around electricity, and swift, instant strikes. ???'s Key.
- **Inferno:** Fire themed, large swift attacks that spread.
- **Phase:** ???
- **Zone:** ???
- **Trigger:** A gun-based key, built for perfect accuracy and long-range strikes.
- **Illusion:** ???
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OOC Notes

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