Kuroik blood

I have something bugging me. And it's why not everything can use magic. Especially the invading humans, they have sufficiently advanced technology for molecular deconstruction. However, they aren't capable of using magic.
I have blue blood, and it's probably the easiest thing to manipulate with my magic.
I have a hypothesis: "All creatures that have magic similar blood type to me."
My reasoning: humans, most mountain eaters, and several animals can't use magic. Additionally, the Kuroik and dragons are capable of magical feats.
To test my hypothesis, I plan on collecting blood samples from other creatures that can and can't use magic. Otherwise, I could try communicating with doctors and biology experts of civilizations. To compare and contrast the differences between us.
When I was young, I was a doctor for my clan, and I learned that we Mountan-Eaters have different blood types. The substance we have as blood is primarily the metal of our diet as children.
I was one of the few children who grew up on a heavy diet of copper, which is highly unusual.
I'm not familiar, with the dragons' diverse anatomy, so I will find a medical expert in the Xkhanku's Abyssal spire and explain the biology of the many dragons.
I hypothesize that their proximity to copper influences their ability to use magic. And copper is the reason why I developed magic.

1-1-summer - 86
I've talked to one of the doctors in the Kuroik kingdom, Tsumika. And I've learned something quite interesting.
They are basically an organism made of multiple microscopic robotic organisms. They call these micro machines "Keiraits".
Their bodies harness the energy released from reverse-matter-matter reactions to keep themselves energized.
Interestingly, copper is their primary nutrition source. And it is used to create the super heavy element Kurozmium.
Tsumika revealed to me that their bodies contain an unusual state of matter. They call it inverse matter.
Inverse particles are essentially the mirror image of their corresponding matter particle, with opposite charge but identical mass & spin. For example, the antimatter counterpart of an electron (which has a negative charge) is called a positron, which has a positive charge. When a matter particle comes into contact with its corresponding antimatter particle, they annihilate each other, releasing energy mostly gamma rays. however when inverse Kurozmium and copper touch they release Keimei particles and allow for the energizing of their keireits.
The excess inverse waste product gets used by Nanites to rebuild Inverse Kurozmium for future reactions.
Their bodies have a special organ, Rikai that produces a metallic-looking inert fluid they call Shikei. They process inverse-mater-mater reactions in the Shikei. Shikei circulates throughout their body like blood. Shikei contains copper and inverse Kurozmium, as well as the Nanites and Keiraits that process it.

They say that excess inverse kurozmium gets built up in their bodies and allows them to catalyze magic better.

Tsumika said that all children acquire the majority of their nanites from their parents when they are conceived and are required to grow into their fully developed form.
Usually, doctors inject newly birthed children with a nanite growth solution. If that's not an option their parents use their blood as a food source, so the child can have an increased ability to produce nanites. On the rare occasion that they dont get the early artificial growth boost, their bodies and capabilities always take longer to fully mature, and have a lower average capability to cast magic for their age range. They take 10-20 years longer than average to reach their full capabilities .

Tsumika occasionally administers a nano-containment liquid as an energy booster for the children who train themselves in more traditional magic or chronomancy.
Given most kuroik practice chronomancy, most children do have atleast a few doses in their childhood. Even though they practice it from a young age, they don't typically travel more than 15 seconds as children and 15 minutes as adults. Tsumaki belives this is a limitation of their energy supply rate and the quanitty of inverse kurozmium stored in their body.

The few Chromomacerers who can travel more than a few minutes have an exceptionally efficient energy suply rate and practice magic significnatly more than usuial.
Tsumika is one of thoes few unforutante enough to have been born in a situation where she didnt get the nanite booster. Her adoptiove parents gave her multiple nanite containment boosters for her magic training. Tsumika is one of the exceptions to the rule of not fully maturing late in her adolescence. She managed to be only late by three years.

Nano-containment Liquids: Liquids filled with nanobots designed to hold individual antimatter particles in electromagnetic "cages."

Revision #3
Created 2023-09-29 17:54:37 UTC by naruzkurai
Updated 2023-09-29 22:28:57 UTC by naruzkurai