Note: The Celestial Forge started as a Pastebin list of crafting Perks, along with four other similar lists following their own themes. The Original Pastebins for some of these got deleted, so here's an archive of them.

Celestial Forge

Spells are fun and all, but there's nothing quite like the full feeling of wielding a physical weapon or to be clad in armor that looks as good as it performs. Or what about making upgrades to those vehicles or mechs that you love, ensuring they stay relevant along your journey? There's so many different things that can be done to ensure your gear keeps up. As such, we're going to explain the Celestial Forge, which will be meant to give you the tools to just about make any machine, weapon, or armor you could damn well desire.

We'll start with the following:

-Workshop (Warehouse)
-Garage (Fast and Furious)
-Hangar (Ace Combat)
-Architect's Eye (LOSS)
-Scanner (Iji)
-Omnitool (Mass Effect)
-Tool Kit (Macross)
-Striker Artificer Toolkit (Strike Witches)
-Ars Creation Tools (Blazblue)
-Micromanipulators (Raildex Science)
-AGE System (Gundam AGE)
-Orgel of Origins (Ar Tonelico)
-Diagnostic Tools (Outlaw Star)
-Kinesis/Stasis Module (Dead Space)
-The Toolkit (Sabaton)
-Volcanic Forge (God of War)
-Armor-Shift Manufacture (Bloody Roar)
-Skyforge (The Elder Scrolls: Skyrim)
-Mythical Forge (Jade Empire)
-Workshop (Bubblegum Crisis)
-Laboratorium (Light of Terra)
-Lathe-Wrought Armour Plating Kit (Light of Terra)
-Advanced Materials Upgrade Kit (Light of Terra)
-Crucible of Eight Trigrams (Journey to the West)
-Launderer System (No More Heroes)
-Workshop (Samurai Jack)
-Hidden Hideaway/Laboratory (Valkyria Chronicles)
-Soul of the Forge (World of Warcraft)
-Orb Design Plans (Swat Kats)

-Workshop Equipment (Bloodborne)
-Workshop/3D Fabricator (GUNNM)
-Alchemical Foundry/Mythic Forge/Dust Refinery/Arcane Smelter (Endless Legend)
-Alchemy Workshop (Endless Legend)
-The Alchemy Machine (Shivers)
-The Mixing Cauldron/Melting Pot/Spirit Pyroxene/Goldberg Formula/Daisy Chain/Vortex (Atelier: Arland Trilogy)
-Workshop (Dark Cloud 2)
-Prismatic Laboratory (Fallen London)
-Alchemy Machine (Spiral Knights)
-Alchemy Machines (SBURB)

TOOLKITS. So many damn toolkits. We can't work on things if we don't have the tools! So many toolkits, from Sabaton to Macross to Blazblue and more! We want to be able to make sure we can work on every kind of machine we possibly can, from weapons to armor to vehicles to mech pieces. This is supposed to be a forge, and damn if anything is going to be exempt from this process. This means we're going to be raiding 'Hangars' from Ace Combat, 'Workshops' from Samurai Jack, Bloodborne, Dark Cloud 2 and Bubblegum Crisis, even so far as a 'Garage'! Car tools are good tools! Of course we also have to ensure the more... esoteric functions are handled, so a 'Prismatic Laboratory' would be nice if only to supplement the work we possess.

But there are also very specific tools we need. 'Crucible of Eight Trigrams' and 'Alchemy Workshop' to study and look over the magical effects of enchanted weapons, along with 'Scanner', 'Orb Design Plans', and 'Diagnostic Tools' to study what kind of advanced technology is in something... but we can throw in things from the 'Laboratorium' to further increase the scanning and studying of something. With all this data we'll be getting, we can sufficiently use the 'AGE System' in order to take all that data and help us construct parts and items on demand! Mythic Forges and Arcane Smelters to handle magical ores and items, but to be safe we'll use 'Architect's Eye' to ensure EVERYTHING is up to snuff. After all, what if you need a super efficient containment center to hold super hot magical fires or something?

Speaking of magical fires and the like, we have the 'Mixing Cauldron', a wonderful alchemical tool. It can be used for potions and other things, being a workshop and research station all in one. 'Spirit Pyroxene' allows for anything we make to be more conductive to spiritual energies, while 'Melting Pot' lets us mix things that could not normally be mixed with a higher degree. 'Goldberg Formula' makes it evolve quite a bit, turning it into a system and allowing it to be something MORE while 'Daisy Chain' makes multiple mini-cauldrons to further improve Synthesis and complex multi-tier creations! 'The Vortex' only makes it even better, with blending things more efficiently and even storing an effect! This is beyond useful. Simply beyond useful. ...and as if we didn't have MORE bullshit, 'The Alchemy Machine' from Shivers improves all alchemical effects, along with 'Crucible of Eight Trigrams' to disassemble something to copy/store a magical enchantment to replicate it! Tossing in 'Alchemical Foundry' and its derivatives from 'Endless Legend', along with the 'Alchemy Machine' from Spiral Knights to accept all kinds of materials and recipes, and we're cooking with Uranium. Speaking of which,

we can make that literal with the 'Alchemy Machines' from SBURB, letting us mix and synthesize various materials together for our own purposes!

'Micromanipulator' technology in the gloves are also needed, to ensure we do not mess up on even the slightest of details. A 'Mythical Forge' from Jade Empire to ensure anything we make is drastically improved. 'Kinesis' and 'Stasis Modules' to guarantee we can move even the largest of items and 'freeze' them at precise moments when needed. Even an 'Armor-Shift Manufacture' to ensure any 'armor' might fit properly regardless of alt-form, as it is poor to make an armor too tight or too large. 'Plating and Upgrade' kits from Light of Terra will let us upgrade weapons and armor to be much greater in quality and durability as well, especially if we use any magical ores.

But the primary thing to keep here? The 'Soul of the Forge' pet one can get from the Warlords of Draenor expansion from World of Warcraft. It is described as ‘A spirit that manifests as a small, cyclopean golem made of molten metal and shards, the Soul of the Forge dwells within the workshops and smithies of metalworkers. So long as it is content, all who work within that forge’s walls will find their creations blessed: The individual pieces, parts, and techniques required coming together that much easier, and the end result being that much more splendid.’ In order for the Soul of the Forge to dwell, one also requires a small kiln to house the spirit. But we'll naturally make a MUCH better kiln, and allow the Soul of the Forge to sustain itself as much as needed on the Garden's energies. These along with letting them help with every project and ore should help keep them happy.

But we also need the knowledge of machines:

-Certified Tech (Fallout)
-Tech Expert (Starcraft)
-Machinist (Skies of Arcadia)
-Analysis (Red Alert 3)
-Whispered (Full Metal Panic)
-Machines, They Just Speak To Me (Firefly)
-Analysis (Adventure Time)
-Engineer/Erudition (Halo)
-Not A Stupid Grunt (Mass Effect)
-Technomage (Strike Witches)
-Ancient Knowledge (Mysterious Cities of Gold)
-Gadgeteering (Blazblue)
-Independent Innovation (Gundam AGE)
-Build That Wall (Bastion)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Hard Science (Raildex Science)
-Xenoarchaeologist (Stargate SG-1)
-Engineering Basics (Dead Space)
-The Divine Machines (Lord of Light)
-Skills (Star Trek: TNG)

-Demigod Atelier (Asura's Wrath)
-Grease Monkey (Bubblegum Crisis)
-The Plecian Tome (Light of Terra)
-The Maddest Science Yet! (Tenchi Muyo)
-Inventor (Futurama)
-Reverse Engineering (Sekirei)
-Xenospecialist (Gears of War)
-Valkyrian Science (Valkyria Chronicles)
-I Am Iron Man/Retro-Engineer (MCU)
-Etoria Disciple (Final Fantasy XII)
-Holy Forge (Hellgate London)
-Technician (Alpha Cenaturi)
-Engineering (Teen Titans)
-Orokin Tech (Warframe)
-An Order To Things (Gunnerkrigg Court)
-Arch-Magos (40k Redux)
-Feel It Out (F.E.A.R.)
-Damaged Microchip (Terminator)
-What's This Do? (Titanfall)
-Xenotechnology (STALKER)
-Technician/Core Competence (Spiral Knights)
-Pagan Science (Senki Zesshou Symphogear)
-Fitting into a Mould: Scientist (Gravity Rush)
-Peak ADVENT Technology (XCOM 2)
-Hands of Icarus (Heaven's Lost Property)

Various 'Analysis' perks along with understanding perks such as 'An Order To Things', 'Xenospecialist', 'Certified Tech', 'Independent Innovation', 'upgrades! Upgrades!! UPGRADES!!!', 'Tech Expert', 'Xenotechnology' and 'Xenoarchaeologist' will let us essentially understand about anything we find with enough time. But just to be safe, 'Retro-Engineer', 'Reverse Engineering' and 'Whispered' will even the odds a fair amount more. After all, we need to make sure we can understand ANYTHING we see here in time, because how can we be expected to understand... or even improve upon the technology that we see if we cannot so much as grasp its basic natures?

Things like 'Erudition', 'Demigod Atelier', 'Orokin Tech', 'Arch-Magos', and 'The Divine Machines' will also guarantee our technology is EXTREMELY advanced, to the point of clarketech. After all, if we're trying to forge items of supreme wonder it should be supremely advanced! Even swords are no exception. We're going to make sure even a simple dagger will achieve artifact-status. Throwing in 'The Plecian Tome' for reference along with 'Valkyrian Science', 'Hard Science', and 'The Maddest Science Yet!' only improves this possibility and potential. There's additional assistance as well, from minor things like 'Technomage', 'Holy Forge', and Star Trek 'Skills' to round off what we can make. Even down to 'Fitting into a Mould: Scientist' to ensure we can fuck with gravity and adaptation technology.

But we're not one to go to straight clarketech. We need the basics. 'Gadgeteering', 'Engineering', 'Grease Monkey', 'I Am Iron Man', 'Machinist', and more will let us get nitty gritty with more 'modern' styles of technology or even archaic versions. No form of technology should be outside of our purview, nor should they be discarded. After all, you never know when you're going to need to make something more... acceptable for the time period you are in, or if you need to make a part or machine a very specific way to avoid any issues.

But sometimes we want to go bigger. Not everything is handheld, after all.

-Fingers of Silver (Macross)
-Techy (Code Geass)
-A New Age of Warfare (Metal Gear Solid)
-Anaheim Degree (Gundam UC)
-I Like 'Em Big/Could Stand To Lose A Few Pounds (Gundam AGE)
-Mechanic (Fast and Furious)
-Valuable Memories (Big O)
-The Good Doctor (Captain Harlock)
-Technical Certainties (Ace Combat)
-Mechanical Genius (The Clone Wars)
-Always a Bigger Robot (Gurren Lagann)
-MT/AC Engineering (Armored Core Classic)
-Core Competence (Armored Core Classic)
-Superweapons (G.I. Joe)
-Tech Mastermind (Lost Planet)
-Field Meister (Five Star Stories)
-PT Theory/Alpha Documents (Super Robot Wars OG)
-Titan Engineering (Titanfall)
-"Extensive Research Notes" (White Knight Chronicles)
-Black Thumb (Mad Max)
-Consummate Knowledge/Swiss Army Engineer (Ring of Red)
-Aerospace Engineering Makes Things Go Fast (Kerbal Space Program)

Vehicles! Larger weapons! Gun platforms! MECHS. All of these things and more are what plenty of people think of when they say 'superior firepower'. Often times it is the size of the weapon that gives it its power. So we should be willing to oblige by that fact. 'The Good Doctor', along with 'Superweapons' and 'Technical Certainties' would let us make such large weapons platforms to do battle with. It would undoubtedly take time, but we most certainly know how to make them. 'Technical Certainties' can also let us work on fighter jets, along with 'Fingers of Silver', while 'Aerospace Engineering Makes Things Great' can let us figure out all the technical know-hows of aerospace and flying through the sky and space. Sometimes we want some seriously good planes to go around and fuck shit up with.

But what about the mechs? 'MT/AC Engineering' with 'Core Competence', 'Anaheim Degree', 'Valuable Memories', 'Techy', 'Consummate Knowledge'/'Swiss Army Engineer', and 'A New Age of Warfare' will at least ensure we have more than enough capability to engage in creating mech designs to act as mobile weapons platforms... or just to punch the shit out of things, it's really up to you. Either option is valid. 'I Like 'Em Big'/'Could Stand To Lose A Few Pounds' will let us design healthy, FIT mechs as well. But at least this way along with 'Tech Mastermind' you can make mechs of any size, all to be able to wreck the enemy. Of course, 'Mechanic' will at least let us get an 'in' for constructing vehicles as well, but 'Alpha Documents' will let us make... some truly fucked up stuff. Black Hole Generators, gravity systems, psychic pilot machinery, the works. But hey, nothing wrong with MORE MAGIC, which is what the 'Extensive Research Notes' are for! Magical mech armors!

But now we have a problem. With all these construction times and the size of these things, we need a way to make sure we get it done on time! It's not going to work if we spend entire years working on the same mech or car. Time is precious! That's why we get some help:

-Don't Need A Team (Ace Combat)
-One-Man Assembly Line (XCOM)
-Machinist (Gargoyles)
-Most Holy Order of the Socket Wrench (Fast and Furious)
-We Need Reserves/Special Attention (Gundam AGE)
-Savvy Sultan (Macross)
-Shipping the Product (F.E.A.R.)
-Build Rome (Gundam: After Colony)
-Workaholic (Sonic)
-Researcher (Age of Mythology)
-Scientist: Machinery/Strong Spark (Girl Genius)
-Manufacturing Line (Valkyria Chronicles)

We speed things up while maintaining function and form. These are worth their weight in GOLD. 'One-Man Assembly Line', 'Don't Need a Team', 'Machinist', and 'Savvy Sultan' are all very powerful in that not only does it speed these things up, but lets us do the work that would normally take an entire team to produce! It's all very very nice. 'Researcher' and 'Manufacturing Line' also speed things up considerably, with 'Workaholic' meaning we either can produce the results fivefold, or make it even BETTER in that short time. When we need speed, we are covered. Even better, 'We Need Reserves'/'Special Attention' has that wonderful combo where we can pump out HIGH QUALITY items.

But now that we have the knowledge and we have the materials, along with the speed... we need to actual crafting. We have quite a bit, fortunately:

-I Can Fix It! (Reborn)
-Engineer (Super Mario RPG)
-Smith (Gothic)

-Dwarven Craft (Lord of the Rings)
-High-Frequency Manufacturer (Metal Gear Rising)
-Bandit Gunsmith (Borderlands)
-Smithing (Wakfu)
-Tempered Soul (Soul Calibur)
-Blacksmithing (Golden Sun)
-Customized Weapons (XCOM)
-Weapon Crafting (Devil May Cry)
-Weapon Modifications (Archer)
-Techno: Armorer/Fixer/Weaponsmith (Light of Terra)
-Item Construction A+++ (Fate/Extra)
-Craftsman (Dorf Fortress)
-You Became A Star (Robot Unicorn Attack)
-Blacksmithing (World of Warcraft)
-Infinitely Customizable (Dead Space)
-Gunsmith (Alpha Protocol)
-Master Craftsman (Forgotten Realms)
-Smithing (Thundercats)
-Crafting Genius (Final Fantasy XI)
-Blessing of Dundr (The Banner Saga)
-Workshop Artisan (Bloodborne)
-Fingers of the North Star (Cave Story)
-Gadgetron License (Ratchet & Clank)
-Crystal Metallurgy (Final Fantasy XIV)
-The Arcane Craft (Sword and Sorcery)

Time to get to work! 'Crafting Genius' certainly helps us with a jack of all trades, but 'Master Craftsman' and 'Engineer' will ensure we can work on about any handheld item, be it leather or metal. 'Gadgetron License' with 'Infinitely Customizeable', 'Customized Weapons', 'Weapons Modifications', and 'I Can Fix It!' are all all-encompassing perks that will improve our customization as well as the variety of equipment we can work with.

'Dwarven Craft', 'Blessing of Dundr', 'Tempered Soul', 'Blacksmithing' 'Workshop Artisan', and other smithing skills can let us get down to the nitty gritty of armor and weapons! The archaic forms of combat, but they do still have a very nice style to them. They also can be adapted for modern times to invoke an image, which can be quite powerful indeed. Even better, 'High-Frequency Manufacture' can let us give a modern adaptation to swords, helping them slice through metal as though it were paper!

'Armorsmith' from Light of Terra can let us work on some modern views of armor along with the normal stint we can think of, which is all fine! If you want to keep with the times yet look like a medieval badass this is the way to go. 'Crystal Metallurgy' can let us utilize crystals in the creation of some of the armor as well, which can let us absorb magic to slowly repair it! For anyone who has magic, it's pretty badass. Of course, magic itself is awesome, so 'The Arcane

Craft' is awesome to make sure we can actually make such magical items and artifacts that can do wonders... or augment magical power if they're a mage already.

'Fingers of the North Star', 'Weapon Crafting', 'Bandit Gunsmith', and 'Gunsmith' will ensure we can craft just about anything, from pistols to assault rifles to sniper rifles to SMGs, even the occasional rocket launcher if we really want to make sure of it. You never know, we might need it. But generally we should be sticking to hand-held rifles... or bolters. Who knows, someone may want a nice bolter to blast someone with. Guns are just as important as blades, after all.

But weapons and armor are just part of the equation. What about... clothes?

-Talented: Tailoring (Inukami)
-Tailoring/Life Fibers (Kill la Kill)
-Crafting Genius (Final Fantasy XI)
-Garment Gloves (Dodgeball)
-Sea Snail Shells (Splatoon)
-Secular Skills (Red Dwarf)
-Profession: Tailoring (World of Warcraft)
-Fashion Nonvictim (The World Ends With You)
-Fashion (High School of the Dead)
-Juggernaut (Terraria)
-Avid Glove (Fallen London)
-Micromanipulators (Raildex Science)
-Coordinated Outfits (Kingdom of Loathing)
-The Flock's Fleece (Actraiser)
-Putting On The Reich (Indiana Jones)
-Tailor Made (Skullduggery Pleasant)
-Requiem of Souls/Weaver/Silk Spinning (Jade Cocoon)

We can most definitely make clothes. We can make so many clothes it's ridiculous, ranging from normal attire to fashionable uniforms. Granted, with Life Fibers we're going to be able to make anything pretty damn powerful or nice. But with armor, why would we need clothes? Well, firstly with 'Profession: Tailoring' from World of Warcraft along with 'Life Fibers' and the 'Tailoring' skill needed, our clothes will always give an AMAZING bonus. We can also use additional tailoring with the godly ability of 'Weaver' and 'Silk Spinning', which is not only letting us spin some absurdly high-quality silk, but can let us turn cocooned monsters into silk that we've placed in with 'Requiem of Souls'! Adding the 'Garment Gloves' from Dodgeball into the 'Micromanipulators' to channel the skills of such godly tailoring along with the 'Avid Glove' into as well, we can do no wrong.

Secondly, we have 'Fashion Nonvictim' and 'Fashion'... which are frankly amazing perks. When you wear an armor piece like a shoulder plate, or gauntlets, or little pieces like that? The armor piece gives its full protection and properties to the rest of the clothes as though they were the armor themselves! Then we toss on 'Juggernaut' to make it half-again as effective as it could be,

with 'The Flock's Fleece' providing even more protection with no loss to comfort! We can then throw in 'Tailor Made' to imbue it with magic and make it even MORE powerful... it's really amazing and opens so many options it's ridiculous. Never look bad ever again! We can even make this more bullshit with 'Coordinated Outfits', which makes it so if we have a theme to our outfit it increases the power within. The best part is we can add three slots to hats, shoes, and shirts thanks to 'Sea Snail Shells' to further modify them! Talk about fun times!

But this isn't the end. Now is when the magic happens.

-Talisman Adept (Inukami)
-Elven Enchantment (Lord of the Rings)
-Infusionist (Monster Hunter)
-Elemental Mastery (Monster Hunter)
-Maliwan Intern (Borderlands)
-Enchantment? (Dragon Age)
-Lesser Magicks (Lone Wolf)
-Profession: Enchanting (World of Warcraft)
-Solar Harnessing (Mysterious Cities of Gold)
-Moon Orb (Dark Cloud)
-Ars Magus Creation/Armagus Creation (Blazblue)
-Celestial Technology (Darksiders)
-Maker's Prodigy/Maker (Darksiders)
-Crafting (Geneforge)
-Glyph Magic (Thief)
-Soul Smith (Dark Souls)
-Universally Upgradeable (Dead Space)
-Magic: Enchanting (Samurai Jack)
-Transcendence (Ragnarok Online)
-Artifice (Avernum)
-Minor Enchantment (Gunnerkrigg Court)
-Blood Artisan Plus (Bloodborne)
-Weapon Absorption (Dark Cloud)
-Weapon Synthesis (Dark Cloud)
-Device Meister (Lyrical Nanoha)
-Glove of the East (Binbougami ga)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-That Undefinable Thing (Tales of Symphonia)
-Magitek Mastery (Final Fantasy VI)
-Inner Linings (Final Fantasy XIV)
-Material Hybridization (Final Fantasy XIV)
-Self-Made Shopkeeper (Recettear)
-Artificer (Masters of Magic)
-Atlantean Power Crystals (Shivers)
-Augment Blade System (Dark Cloud 2)

-Heretical Adaptation (Senki Zesshou Symphogear)
-Advanced Materials (XCOM 2)

In our case? Literally. We want to ensure we can make our armor and our weapons are as magical as fuck. Or maybe technologically advanced, who knows! Various magics would allow us to enchant these items with even small effects... but sometimes these small effects work wonders. Minor enchantments, normal enchantments, elven enchantments, even simple magical effects thanks to the power of infusing magic into these creations. Even better, 'Magitek Mastery' makes it so these weapons and items are partially magical in nature, improving their effects tremendously! Of course if we want to benefit with magic even more, 'Material Hybridization' can let us make metal out of any magical element, with 'Inner Linings' allowing us to stick little lines inside our wearable gear to stack enchantments like mad! Fun times all around.

There is always ways to improve. 'Soul Smith' fortunately only needs to replace souls with Spiritual Energy in order to do work, albeit at a greater cost... and wouldn't you know, we have some. This works well with 'Glove of the East' to make these items as spiritual as FUCK. While we're at it, 'That Undefinable Thing' allows it so our items can be powered by soul power AND becomes innate to the person using them, which may help to making sure no one else can use it. Why go for spiritual if we have magical, though? Well, why NOT. Never underestimate the power of spirituality, especially when we've seen how it goes in some of these worlds.

'Artifice' along with 'Crafting' can ensure these items are not only magical in nature, but can even slowly 'heal' themselves and self-repair over time! 'Artificer' even lets us reduce the time and cost of what we need! For artifacts such as these, this is an immeasurable trait that is worth its weight in many rare substances. 'Maker's Prodigy' and 'Maker' will also ensure these items can be imbued with power and of superb quality. But there's always technology we can add on... 'Universally Upgradeable' along with 'Device Meister', 'Celestial Technology', and 'Ars Magus/Armagus Creation' can help us with even the greatest of technological functions along with the prior perks. Let nothing be outside of upgrades!

But what about slots? We can't go around without slots, it's practically the pride and joy! 'Transcendence', along with 'Universally Upgradeable' and 'Blood Artisan Plus' can let us start dropping anything from power nodes to blood gems to cards/materia/WoW gems and other such wonderful little toys. This ensures that no matter what we actually MAKE, that we're going to be able to further upgrade it as we make more things. Good thing Mythical Forge from Jade Empire can let us create gems, huh?

But alas, there's more to consider. 'Solar Harnessing' and 'Atlantean Power Crystals' for the day time and 'Moon Orb' for the night time if we get the two mixed and installed at least lets us make sure that our items and equipment can take in energy from ANY time of the day. Cloud cover might be an issue, but at the least we'll be able to go for quite a long time. But the REAL kicker? 'Weapon Absorption' and 'Weapon Synthesis'. The first one lets our items actually grow from experience and self-improve from battle ALONG with absorbing other weapons into the base

template, which is an amazing kicker in of itself. We'll even add the 'Augment Blade System' and 'Heretical Adaptation' to it in order to amplify its ability to grow. But 'Weapon Synthesis'? We can crystallize a weapon, then pass ANY ONE PROPERTY into another item. We can then use 'Self-Made Shopkeeper' beforehand on it to make sure a SECOND trait was passed on. Then we can throw on 'Advanced Materials' to make it much easier for us to figure out how to merge different materials together for even more combinations! Do you have any idea how amazing that is? It's fucking amazing.

But want to know what's even more amazing? Making our items look amazing and be of GODLY quality:

-Craftsman of the Gods (Viking Saga)
-Expert Smithing (Ragnarok Online)
-Daedalus' Student/Titan's Blood (God of War)
-Technical Expertise (Iji)
-Remodelling (Medaka Box)
-Glove of the East (Binbougami ga)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Soul Smith (Dark Souls)
-Master Craftsman (King Arthur)
-We Need Reserves/Special Attention (Gundam AGE)
-Aesthetics and Flair (Bayonetta)
-Maker's Prodigy/Maker (Darksiders)
-Soulcraft/Sage (Demons' Souls)
-Mechanical Master (Borderlands)
-Ambrosial Artificer (Macross)
-Decadence (Dune)
-Chosen of Death (Lord of Light)
-Bling of War (Macross)
-Material Synthesis Science/Exotic Compatibility (Gundam: After Colony)
-Minor Blessings/Unnatural Skill/Divine Child (Percy Jackson)
-Beauty in the Arts (God of War)
-Aesthetics (Anno 2070)
-Tailor Made (Career Model)
-Pure Art (Destiny)
-My Fashion Sense is Tingling (TWEWY)
-Clothing Skinner (Aion)
-Armsfusion Crafter (Aion)
-Transmogrification (World of Warcraft)
-Secular Skills (Red Dwarf)
-Stylish Mechanic (Gurren Lagann)
-Form and Function (Final Fantasy XIV)
-Innovator (Final Fantasy XIV)
-Deity's Weapon/Weapon Synthesis (Warrior's Orochi)

-Fixer Upper (Dark Cloud 2)
-Mythril Coating (Dissidia)
-Accessory Machine (Spiral Knights)
-Incredibly Craftsmanship (Akame ga Kill)
-Lathe of Heaven (Chrono Trigger)
-Secret of Steel (History's Strongest Disciple: Kenichi)
-Engineering Iteration (Sunrider)
-Do One Thing At A Time (Dinotopia)

First we need to be able to make them AMAZING starting out. 'Craftsman of the Gods', along with 'Master Craftsman', 'We Need Reserves'/'Special Attention', 'Mechanical Master', and 'Maker's Prodigy'/'Maker' in order to make them as amazing as we possibly can. If there was ever a time of gods, these things should be items fit for the LEADER. To further emphasize this, everything from Percy Jackson should help with this. A 'Minor Blessing' or two, 'Unnatural Skill', and 'Divine Child' due to literally being a child of Hephaestus from that world will ensure at the very minimum our crafting work is nothing short of divine. This along with 'Chosen of Death' will guarantee nothing but perfection.

Buuuut if we wanted to be funny, then we can do 'Material Synthesis Science' to make even BETTER materials as long as we're in a zero-gravity environment, with 'Exotic Compatibility' letting us utilize exotic materials in our work! As if to make this even better, 'Form and Function' can let us slide in little layers of crystal inside our wearable equipment so that we can make a weave that DRAMATICALLY increases durability... and 'Innovator' can let us be far more likely to succeed regarding our creations. On top of that, 'Ambrosial Artificer' and 'Fixer Upper' will ensure we can discard unneeded parts while improving the ones we DO need! We need this so badly it's sick, especially when combining those with the 'Lathe of Heaven' ability that lets us maximize strengths and minimize weaknesses, along with 'Engineering Iteration' allowing us to increase improvements of parts up to 50%-75%... well. Let's just say we're really playing for keeps. We can even take our time and 'Do One Thing At A Time', which means it so if we focus on a single task, time taken is halved and the quality doubles!

The Mythical Forge from Jade Empire will further provide a base to augment anything we may have. 'Technical Expertise' along with 'Remodelling', 'Expert Smithing', 'Soul Smith' and 'Glove of the East' along with 'Maker's Prodigy' and 'Soulcraft' in tandem can allow us to augment these weapons and armor and items, making them far better than they should be starting out, while the improved 'Feel It Out' lets us improve and attune things to psionic abilities! Yeah it's nice making something amazing starting out, but we also love upgrading things to keep up with things. On top of that, 'Deity's Weapon' and 'Weapon Synthesis' both from Warriors Orochi can ensure that the more we use something or try to draw it out, the better enhanced it will become and the more its inherent properties will be magnified. Why SHOULDN'T we be able to upgrade it as a result? We can even throw on some 'Mythril Coating' to make it improve the duration of energy-draining forms for twice as long, while crafting steel weapons with 'Secrets of Steel' and transfer the properties with perks listed above! Guarantee that whatever leaves our workshop will be nothing less than a divine artwork.

Speaking of art, it needs to look GOOD as well. 'Decadence', 'Aesthetic', 'Aesthetics and Flair', 'Pure Art', and 'Chosen of Death' can ensure whatever we make will be of the utmost quality in APPEARANCE as well! Whatever we touch is going to LOOK amazing at the very minimum, with 'Tailor Made' ensuring we don't even need to take any extra time out of it! Even better, 'Accessory Machine' can be used to attach other wonderful works onto something to make it awesome. 'Secular Skills' and 'My Fashion Sense Is Tingling' ensures we can make any clothes look amazing, while 'Stylish Mechanic' ensures whatever mechs we make just looks damned NICE. Which is fair, appearance is half the battle.

But what if there's a style we like already? Easy enough! 'Armsfusion Crafter' allows us to use them to combine, getting all the looks with all the stats as well! We can get the best of both worlds for this, which is just amazing in of itself. All while 'Transmogrification' and 'Clothing Skinner' can let us take the style of something else, then apply it to the item in question. I'm not entirely sure how the hell this works, but at this point I'm not sure I'll complain.

But with all the things we're going to be throwing on... size is going to be an issue. A huge issue. Let's fix that.

-Gadget Master (007)
-Tinkerer (RWBY)
-Transformium (Transformers)
-Specialty: Mechanics/Engineering (Transformers)
-Master Builder (Transformers)
-Miniaturization/Efficiency (Worm)
-Nanite Sciences/Nanite Removal and Control (Generator Rex)
-Nano-technician/Nanoforge (Red Faction)
-Sohon (Legacy of the Aldenata)
-Weapons Recombination Template (Final Fantasy XIII-2)
-Hybridization Theory (Zoids: Legacy)
-Nanotech Wizard (Ratchet & Clank)
-Prototyper (Polity)
-They're Like Legoes, Right?/This Is How I want It (Kerbal Space Program)

'Gadget Master', along with 'Miniaturization/Efficiency' can allow us to shrink our technology to some impressive sizes, all while maintaining their efficiency that they would have had at larger sizes. Which is good, but we can do better. 'Tinkerer' along with 'Weapons Recombination Template' and 'Hybridization Theory' can let us merge together various technologies into a single object, albeit one with transformative abilities. But anything to save space, right? We'll also throw in 'Prototyper' to ACTUALLY be able to mix and combine different technologies together, to ensure maximum efficiency.

But wait! There's more. Transformation? We've got our 'Specialty' perks and 'Master Builder' from Transformers, who are more or less MASTERS of metallic shapeshifting/changing. Utilizing

trace amounts of Transformium can at least help ease the burden of the constant shapeshifting we may be giving our items or mechs, which we are desperately in need of. But suppose we had more means to make things smaller or efficient. We can also use 'They're Like Legoes, Right?' and 'This Is How I Want It' to design some truly absurd modular technology, which will be in demand if we want to save space on whatever we create.

One word: Nanotech. Turns out we've got a hell of a lot in regards to that. 'Nano-technician', 'Nanite Sciences', and 'Nanotech Wizard' gives us some pretty good knowledge and skill in regards to actually creating and maintaining this nanotechnology, with 'Nanoforge' giving us quite the ample supply... even if we may need to just link it to the 'AGE System' to ensure it's of sufficient quality. But is this the end? Hell no. 'Sohon' is a special, semi-spiritual technique that allows us to mentally control Nanotechnology in order to form some DAMNED impressive shapes! In truth it's actually really nice, and combined with 'Nanite Removal and Control' will help us significantly for the finer details.

But there are other details we need to consider. Like using resources and durability:

-Waste Not (Monster Hunter)
-More With Less (XCOM)
-Mauler (Command and Conquer: Tiberium Wars)
-Scavenger (Squirrel and Hedgehog)
-Armsthrift (Fire Emblem: Awakened)
-The Honed Edge (Pocky & Rocky)
-Robust Engineering (Dune)
-Built to Last (Assassin's Creed)
-Salvager (Babylon 5)
-Crimson Weapons (Etrian Odyssey)
-Lack of Materials (God of War)
-Repair Savvy (Outlaw Star)
-Shipping the Product (F.E.A.R.)
-Gadgeteer (Totally Spies)
-Panzerkampf/Firestorm (Sabaton)
-Super Scientific Solution (Tenchi Muyo)
-Efficiency (Lego: Ninjango)
-Ambrosial Artificer (Macross)
-Reuseable Resources/Artificial Alloys (Anno 2070)
-Reliable Invention (Kim Possible)
-Scavenger (Megaman Zero)
-Manufacturing Line (Valkyria Chronicles)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Scrapyard Skills (Swat Kats)
-Element Analysis (Bomberman 64: The Second Attack)
-Harmless Extraction/Extraction Efficiency/Rapid Growth (Final Fantasy XIV)
-Cold Fires (Final Fantasy XIV)

-Composition Analysis (Final Fantasy XIV)
-Acquester (Spiral Knights)
-Rationing (Mad Max)
-Scrapper (Fallout 4)

So MANY different ways we can cut down on resources and issues. 'Waste Not' along with 'More With Less' from XCOM and 'Scavenger' from Squirrel and Hedgehog, and 'Rationing' from Mad Max will ensure we can use as LITTLE materials as we possible can in order to cut down on requirements. Of course, 'Manufacturing Line' also cuts down and lets us use half the required materials as well, which is good! At the same time, 'Efficiency' with 'Gadgeteer' let us make sure we are never wasteful. Ever. When working with materials like this, we cannot afford ANY waste. Not even with fire, as 'Cold Fires' can let us decrease the temperatures needed to forge something.

'Element Analysis' and 'Composition Analysis' can help us by analyzing materials and breaking them down to base elements to use, with 'Reuseable Resources' helping us by letting us reuse ANY material from a completed object into another thing, by breaking it down. Better yet, it'll give us the exact same quantity we put in! That's a steal right there. Combine that with 'Artificial Alloys' to reproduce certain materials synthetically, and we're looking to be in some serious business. But why stop there?

When it comes to resources, we also need to not be picky. 'Scavenger' from Megaman Zero, 'Salvager', 'Scrapyard Skills', 'upgrades! Upgrades!! UPGRADES!!!', 'Mauler', 'Acquester', 'Firestorm', and 'Scrapper' allows us to essentially use scrap and salvaged materials to make do with what we have, AND to be able to scour downed ships and locations like the grubby magpie we are. 'Crimson Weapons' can let us harvest the parts from defeated monsters and enemies to likewise make into proper materials as well. Finally, we can use 'Ambrosial Artificer' to reduce the amount of parts needed while improving the ones we DO need!

Speaking of monsters, we need to ensure things are okay with them ALONG with other plants. Fortunately, 'Harmless Extraction' lets us take a small piece from a monster and use magic to clone the rest, ensuring we don't need to kill a monster in order to get what we need. The same thing goes with 'Extraction Efficiency', which does the same for plants... when you have super rare or super powerful plants, this is a godsend. Combined with 'Rapid Growth' which can let us replenish the plants afterwards and make them bigger? We are in business for ANY resource we need in a moral standpoint.

But do we stop there? Hell no, we need durability. We need to make this shit LAST. 'Armsthrift' heavily decreases our upkeep with weapons, while 'Reliable Invention' and 'Panzerkampf' makes sure our equipment NEVER explodes or malfunctions on us on accident. That kind of reliability, that's golden. 'Robust Engineering' and 'Built To Last' will also ensure our materials LAST... like, 'thousands of years' last. We don't know how long we're going to live, so making sure this shit could survive in a place like Transformers or 40k will go a long way to making it last everywhere else. Finally, 'Repair Savvy' and 'Super Scientific Solution' cuts down our repair

and maintenance time by a significant amount to begin with. The less time that's in the shop, the more time is out in the field!

Speaking of maintenance. We got the tech side down... but what about magic? We love magic, and so our tech should love magic too:

-Setup Wizard (Harry Potter)
-Doll Maker of Bucuresti (Touhou)
-Magitech (Banjo-Kazooie)
-Magitech (Thundercats)
-Technosorcery (Gargoyles)
-Moon Tech (Okami)
-Digitized Sorcery (Fate/Extra)
-Crystal Mechanics (Final Fantasy Type-0)
-Arcane Interface (Storm Hawks)
-The Magic of Science (The Witcher)
-Device Meister (Lyrical Nanoha)
-Manadrives/Antimatter Manipulation Principle (Final Fantasy 13)
-Antimatter Temporal Principle (Final Fantasy 13-2)
-Crimson Saint (Maoyuu Hero and Demon King)
-Mechanist/Magitek Mastery (Final Fantasy VI)
-Magitech Augmentation Theories, 14th (Final Fantasy XIV)
-Magitek/The Legionsx5/Garland Ironworks buff (Final Fantasy XIV)
-Ruins of the Last Age/Mythology/Azys Lla data (Final Fantasy XIV)
-Mega Bomb/Guru (Chrono Trigger)
-Tech Wizard (Devil Survivor)
-Technomage (Libriomancer)
-Technomancy (Mage: The Awakening)

'Moon Tech' from Okami is more or less modular magitech. It does crazy shit, it runs on mana... seems like something we're going to want to use! Next we have the Manadrives from FF13... yeah, those things. The stuff we can program spells on, comes with a bunch of things. If it can successfully copy and synthesize magic, that means it's pretty familiar with the stuff. We're throwing it in. THEN we have the 'Doll Maker of Bucuresti' from Touhou, which states "Your connection with both practical technology along with magic allows for you to eventually unlock the secrets to creating magitech if given enough time to experiment", so that's kind of a no brainer!

We can buff it, too. 'Magitech Augmentation Theories, 14th' along with 'Magitek', five ranks of 'The Legions', and a bit of help from 'Garland Ironworks' can ensure whatever magitech we make will be so ridiculously buffed up that it is SICK. Like, it's going to be crazy. Then we have 'Ruins of the Last Age', 'Mythology', and the data from 'Azys Lla'. This means we have a good understanding of Allagan technology, which... was more or less Magitech on crack. Since we know a bunch of this stuff, it means we're in ridiculous business.

But what about converting stuff we have? Well that's covered as well. 'Tech Wizard' from Devil Survivor, 'Technomage' from Harry Potter and Libriomancer, and 'Magitech' from Thundercats AND Banjo-Kazooie should give us enough overlap to make sure that whatever we convert, it won't be hampered by magic whatsoever... but just in case let's throw in 'Technosorcery' from Gargoyles and 'Device Meister' from Lyrical Nanoha to pad this out. We really, really cannot overdo the requirements of making everything Magitech for the sake of ensuring that nothing gets flipped up or altered beyond our demanded parameters, which should always be AS SPECIFIC AS POSSIBLE. Speaking of, 'Mega Bomb' not only lets us mix magic seamlessly into our technology, but 'Guru' lets us study and delve into magic as though we were an engineer applying science... no points for guessing what we can do there. We can also seamlessly blend magic and technology even further with 'Technomancy' to truly blur the lines into something we need.

And then there's 'Crimson Saint' combined with 'Sufficiently Analyzed Magic' and 'Digitized Sorcery'. Ooooooh, sweet dear. The ability to study magic to such an EXTENT that you can convert it to technology similar to mana-drives or install para-magic into tech? INVALUABLE. Even better, the means to convert technology to magic, making it go BOTH WAYS. Even better, the 'Crystal Mechanics' perk HELPS with tech to magic. This relationship that we have successfully bridged will allow us to tweak, modify, and improve this until the magic and the technology are one in the same. And since we have 'Magitek Mastery' from Final Fantasy VI, we can likewise further convert and improve the technology with magic to make it even better. Finally, 'Arcane Interface' further improves the magitech functions by using magic to control technology, or vice versa.

But alas, we cannot stop there. We must move to the logical conclusion. The art of transmutation and alchemy:

-Simple/Advanced/Alkahestry/Truth (Full Metal Alchemist)
-Alchemy (Gothic)
-Alchemy (Castlevania)
-Alchemy/Mixing Mixtures (Banjo-Kazooie)
-Alchemy (Samurai Jack)
-Alchemy (Valkyrie Profile)
-Alchemy (World of Warcraft)
-Alchemy (Masters of Magic)
-Alchemy Knowledge (Golden Sun)
-Alchemy (Kingdoms of Amalur: Reckoning)
-Alchemist (Farscape)
-Alchemist (Overlord: Light Novel)
-Alchemist (The Mighty Boosh)
-Equivalent Exchange (Minecraft)
-Alchemist/Formula Formulator (Secrets of Evermore)
-Deranged Alchemist (Van Helsing)

-Trigram Knowledge and Manipulation (Journey to the West)
-Transmutation/Alchemy (Fate/)
-Creation Prodigy (Ar Tonelico)
-Synthesis: Rank 3/Efficiency: Rank 1 (Atelier: Arland Trilogy)
-Alchemization (SBURB)
-Alchemical Expertise (eXceed)
-Master Synthesist (Kingdom Hearts)

We have to gain as much alchemical knowledge as possible to make full use of this workshop. EVERYTHING from Full Metal Alchemist goes in, and adding things like 'Trigram Knowledge and Manipulation' and 'Master Synthesist' only further increases what we can turn shit into. 'Alchemy' from so many different places, along with 'Deranged Alchemist' from Van Helsing and 'Alchemy Knowledge' from Golden Sun not only lets us further transmute matter but it also allows us to create potions and methods to reinforce the body! Speaking of reinforcement and enhancement, 'Synthesis' at our rank lets us not only increase the effects of the item but it also adds on a small additional effect to help! Even lets us improve an item quality the more we make it, up to twice the amount! Better yet, 'Efficiency' lets us reduce waste along with increasing effects and quality slightly if we take our time with it. Say, if it can reinforce MAGITECH that would be just keen! Even better, we'll be synthesizing a lot of our things together thanks to 'Alchemization' helping us find a multitude of different combinations too!

'Equivalent Exchange' and 'Transmutation/Alchemy' will further increase our knowledge and what we can do, especially if you bought the material from Minecraft to work it to its fullest... and since Fate-style magic is total bullshit, it will only increase what we can do in time. And wouldn't you know it, 'Creation Prodigy' is also a form of transmutation and alchemy! We want to work as much as we can, as hard as we can. To tinker with the composition of the materials, to ensure our equipment is grand in function and form. Everything down to the molecular state must be taken into account, which is why we're also adding 'Mixing Mixtures'... which lets us mix our alchemical potions together without any risk of conflicting problems. 'Alchemical Expertise' is even more bullshit though... if we find out everything ever about an object, no concerns or questions and able to explain everything... we could start taking traits from it and start imbuing other things with those traits! That is absurdly useful. Very useful.

So there we have it. The means to create, to modify, and to improve. It is ill to go along this journey without the means to create, without being able to prove we have learned and improved. This is no mere journey of exploration, no. It is to show we can rebuild and craft, that we can be exactly like the romanticized ideals we have aspired to be... equipment and all. Every warrior has their sword, every archer has their bow, every knight has their armor. If we are to fill the role, should we not have the means to fill every part of it? Even then, as technology moves forward we must be ready to move with it.

Let's make some cool shit.

Genetic Augmentation Machine

Why settle for letting other people dictate how we live? Why should we be slaves to our own biology? Fuck that. Sometimes you just want to decide how your body is, whether through flesh or through metal... or maybe both! The point is, choice is awesome. So when the chips come down, we want to make sure we have every choice available for us. Which means we cannot rely on the Benefactor to get every single detail perfect for us. We're going to need to do it ourselves.

In order to create the perfect means to alter and modify any sort of being into anything else, we're going to need the following materials/perks:

-Medbay (Warehouse)
-The Operating Theater (Franken Fran)
-Do No Harm (Generic Medical Drama)
-Geneforge/Reshaping/Crystal Working (Geneforge)
-Crystal Magic/Artifice (Avernum)
-Crystal Rewiring/Magitech Training (Legend of Spyro)
-Got the Magic Touch: Crystal (Asura Cryin')
-The Divine Machines/Master of Karma/Chosen of Death (Lord of Light)
-Laboratory (Jurassic Park)
-Laboratory (Lovecraft)
-Gene Machine (Elona)
-Blue/Yellow Crystal (E.V.O. Search for Eden)
-Legacy Lived (Assassin's Creed)
-Cradle (Marvel Cinematic Universe)
-The Slab (Legacy of the Aldenata)
-Professor of Asskicking (Crystallography) (Marvel Cinematic Universe)
-Simulated Biome (E.V.O. Search for Eden)
-Portable Examination Station (Van Helsing)
-Energy Conservation Policies (Zoids: Legacy)
-Healing Crystal (Sword Art Online)
-Khaydarin Crystals (Starcraft)
-Gem Science (Steven Universe)
-Genetic Suite (Sekirei)
-Brainwave Translation Assembly (Biomega)
-Necromancy for Dummies: Volume 8 (Nechronica)
-That Undefinable Thing (Tales of Symphonia)
-Data Crystal Chip (Halo)
-Science/Lab (Buso Renkin)
-Artificer (Tsukihime)
-Conjoining Conjures (Cardcaptor Sakura)
-LCL/ADAM material (Evangelion)
-Savant Genius (Specialist Scientist) (Bioshock)

-Veni Vidi Vigor (Bioshock: Infinite)
-Jewelcrafting/Well of Eternity Water (World of Warcraft)
-Crystal Metallurgy/Scions of the Seventh Dawnx3 (Final Fantasy XIV)
-Memory Crystal (Five Star Stories)
-Everybody Knows Kung Fu (The Matrix)
-VR Construct Hub/Neural Plugs (The Matrix)

We first have to start with our base tools and location. Location, location, location. We can't just plop this baby down ANYWHERE, you know. So to ensure we have the best area and the best tools, we will be moving everything, Medbay and all, into the 'Operating Theater' from Franken Fran since it has both extreme cleaniness, space, AND it severely reduces the severity of injuries. To boot, it also lets us install and integrate ANY MEDICAL TECHNOLOGY freely. Medical. And since gene manipulation IS medical... well, let's just say we're in business. But let's add 'Do No Harm' JUST to up our chances.

From there, we start stuffing in anything we can. The 'Geneforge' from the titular game and the 'Life Weaving Tanks' from the 'Master of Karma' perk (thank you, Lord of Light) will ensure that we can not only build a body from scratch if need be, but also dump one in and modify it in a MULTITUDE of ways, from human to animal or any other thing. The 'Laboratory' from Jurassic Park, Lovecraft, and Buso Renkin will give us some additional gene splicing tools and the ability to modify the flesh, and the 'Genetic Suite' from Sekirei will provide more as well. The 'Cradle' from MCU along with 'The Slab' will also help us considerably, as it can be programmed to build a whole new body from scratch with expert detail. But to make sure we're good, 'Portable Examination Station' will be incorporated somehow to study any samples we get, and 'Simulated Biome' will let us do all kinds of previewing. Which is nice.

But what if we want the person's perspective on things WHILE modifying them? Fortunately, 'Master of Karma' Lifeweaving tanks come with a throne which can electronically transfer a person! But that's electronically. We'll need to use magic and all kinds of enchantments such as 'Necromancy for Dummies: Volume 8' in order to make sure the throne can successfully move a soul over as well... and with 'VR Construct Hub' and a wireless version of 'Neural Plugs' we can ensure that a person is capable of being inside a virtual realm, while watching their old body being changed around to their desires or seeing a new one constructed... even help design it on the fly!

To boot, we also need to transfer... other things. The 'Gene Machine' from Elona let us transfer skills, traits, and stats to a person. STATS. Fucking CANNIBALIZE this shit. The Precursor Blood ability 'Legacy Lived' allows us to transfer ABILITIES AND KNOWLEDGE through blood, so we're going to be abusing this tidbit really, really badly. We can also use 'Everybody Knows Kung Fu' to transfer skills and knowledge to someone as well. So to clarify, we now have a machine that thanks to what we have, is capable of transferring abilities, knowledge, skills, and STATS over to the recipient while ensuring that it is capable of shaping people to about fucking anything.

But here's the kicker: The Geneforge always used CRYSTAL components. NO PROBLEM. 'Crystal Working' from the same setting, 'Crystal Magic'/'Artifice' from Avernum, 'Jewelcrafting' from WoW, 'Crystal Rewiring/Magitech' from LOSS, 'Got the Magic Touch: Crystal' from Asura Cryin', and 'Gem Science' from SU. This means we can more or less manipulate, control, and IMPROVE the crystal aspects of the machine to such a degree that we turn this thing from a hammer into a scalpel. A very, VERY effective scalpel. The control and manipulation of crystal to refine our tools CANNOT BE UNDER-EMPHASIZED HERE. The sciences that come with Geneforge, Lord of Light, and Buso Renkin is just our way of being capable of minimum maintenance. We can also throw in 'Crystal Metallurgy' in order to make sure these things repair themselves with magic to ease up on any maintenance issues. Finally we throw in 'Energy Conservation Policies' and a few ranks of 'Scions of the Seventh Dawn' to ensure we don't need AS much energy or get more out of them.

The 'Healing Crystal' from Sword Art Online (once studied and replicated/modified) will only make sure there's a constant stream of health in the event of a problem. Finally, 'Artificer' from Tsukihime ensures that we can make these crystals quite magical in nature, which... OH LOOK, with our other stuff we can improve it all! 'Khaydarin Crystals' from Starcraft were used in genetic experiments, so we'll have to use them to further help us out. We can also throw in 'Blue Crystals' and 'Yellow Crystals' just to get more data on forms and biology along with plenty of energy to enact changes. And JUST to keep up with things, we have the 'Data Crystal Chip' from Halo. Which can hold 64 exobytes... it'd be a swell thing if we could make more with crystal workings. OH WAIT.

But there's still a potential flaw, in that Geneforging/Shaping requires essence and essence is somewhat different from mana. Ergo, we're going to get around this through creative application. 'Conjoined Conjures' JUST to combine Geneforge and WoW magic, at least before we have an ample supply of LCL to fill the pool, with some of Adam's material on the side. We mix the Essence itself into it, and then we use both Bioshock's knowledge we picked up on ADAM (the stem cells) and Plasmids to tinker with said LCL/Adam so we can both produce more, and ensure it works to our whims exactly like a primordial ooze that created life WOULD work without being pierced or falling apart like LCL would. Then? We dump Well of Eternity Water into it, to ignore it and ensure we NEVER run out of essence to work with. Ever.

But we need to improve this. no, WE'RE NOT DONE. We're going to need the following:

-Certified Tech (Fallout)
-Tech Expert (Starcraft)
-Machinist (Skies of Arcadia)
-Analysis (Red Alert 3)
-Whispered (Full Metal Panic)
-Machines, They Just Speak To Me (Firefly)
-Analysis (Adventure Time)
-Engineer/Erudition (Halo)
-Not A Stupid Grunt (Mass Effect)

-Technomage (Strike Witches)
-Ancient Knowledge (Mysterious Cities of Gold)
-Gadgeteering (Blazblue)
-Independent Innovation (Gundam AGE)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Hard Science (Raildex Science)
-Xenoarchaeologist (Stargate SG-1)
-Engineering Basics (Dead Space)
-The Divine Machines (Lord of Light)
-Skills (Star Trek: TNG)
-Demigod Atelier (Asura's Wrath)
-Grease Monkey (Bubblegum Crisis)
-The Plecian Tome (Light of Terra)
-The Maddest Science Yet! (Tenchi Muyo)
-Inventor (Futurama)
-Reverse Engineering (Sekirei)
-Xenospecialist (Gears of War)
-Valkyrian Science (Valkyria Chronicles)
-I Am Iron Man/Retro-Engineer (MCU)
-Etoria Disciple (Final Fantasy XII)
-Holy Forge (Hellgate London)
-Technician (Alpha Cenaturi)
-Item Construction A+++ (Fate/Extra)
-Engineering (Teen Titans)
-Orokin Tech (Warframe)
-An Order To Things (Gunnerkrigg Court)
-Arch-Magos (40k Redux)
-Feel It Out (F.E.A.R.)
-What's This Do? (Titanfall)
-Damaged Microchip (Terminator)
-Xenotechnology (STALKER)
-Technician/Core Competence (Spiral Knights)

We need to understand everything we do here. EVERYTHING we could possibly need to assimilate and place into this thing, we're going to need to understand from top to bottom. Various 'Analysis' perks along with understanding perks such as 'An Order To Things', 'Xenospecialist', 'Certified Tech', 'Independent Innovation', 'upgrades! Upgrades!! UPGRADES!!!', 'Tech Expert', 'Xenotechnology' and 'Xenoarchaeologist' will let us essentially understand about anything we find with enough time. But just to be safe, 'Retro-Engineer', 'Reverse Engineering' and 'Whispered' will push the odds in our favor. We're dealing with altering our own genetic structure here, this means we cannot let any aspect of our technology or capabilities be left without understanding. You don't want to make a mistake and watch your body twist terrible, would you?

Things like 'Erudition', 'Demigod Atelier', 'Orokin Tech', 'Arch-Magos', and 'The Divine Machines' will also guarantee our technology is EXTREMELY advanced, to the point of clarketech. We cannot overestimate the need to ensure our technology is as advanced as possible, for in dealing with our genetic structure and the structure of others there is NO SUCH THING AS TOO CAREFUL. Never, ever, EVER. We're also going to use 'The Plecian Tome' for reference along with 'Valkyrian Science', 'Hard Science', and 'The Maddest Science Yet!' in order to further our potential. There's additional assistance as well, from minor things like 'Technomage', 'Holy Forge', and Star Trek 'Skills' to put the metaphorical cherry on our wonderful gene splicing cake.

But we're not one to go to straight clarketech. We need the basics. 'Gadgeteering', 'Engineering', 'Grease Monkey', 'I Am Iron Man', 'Machinist', and more will let us get nitty gritty with our machinery in every aspect. We may be making insanely advanced machinery, but they will always have to follow basic rules and functions. After all, a lot of this is based on various forms of science and biology, why would it be any different for us? To ensure our success, we need to make sure we're innately aware with even the nuts and bolts of things to a grotesquely accurate manner. We need this. Like, we absolutely NEED to ensure we're good on this.

On top of that, we need to ensure we have as high-quality materials as possible:

-Craftsman of the Gods (Viking Saga)
-Expert Smithing (Ragnarok Online)
-Technical Expertise (Iji)
-Remodelling (Medaka Box)
-Glove of the East (Binbougami ga)
-Soulcraft/Sage (Demons' Souls)
-Daedalus' Student/Titan's Blood (God of War)
-Soul Smith (Dark Souls)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Mythical Forge (Jade Empire)
-Architect's Eye (Legend of Spyro)
-Architect (Cortex Command)
-Forging (Bionicle)
-Superscale Skills (Evangelion)
-Master Craftsman (King Arthur)
-Special Attention (Gundam AGE)
-Maker's Prodigy/Maker (Darksiders)
-Mechanical Master (Borderlands)
-Chosen of Death (Lord of Light)
-Minor Blessings/Unnatural Skill/Divine Child (Percy Jackson)
-Deity's Weapon/Weapon Synthesis (Warrior's Orochi)
-Ambrosial Artificer (Macross)
-Fixer Upper (Dark Cloud 2)

'Craftsman of the Gods' ensures whatever we make is SUPER boosted because we're that awesome. Literally, it says 'properties far beyond what they should', sounds like an edge we need. Adding this with 'Master Craftsman' from King Arthur, anything we touch should turn to metaphorical gold. BUT. We also have 'Expert Smithing', which means if we put enough mana into something we can keep 'improving' it via Affixes... and wouldn't you know it, thanks to a Well of Eternity we happened to make for this SPECIFIC PURPOSE, we have all the mana we could ever need! Sounds to me like we're in the business for making literally godlike equipment for splicing if we combine THOSE three. But we can do more, simply by combining Creation Prodigy with it... we can more or less craft about anything at top-grade quality. To boot, the 'Mythical Forge' from Jade Empire will enhance abilities by 50% AND allow them to use their fullest potential, which will make these materials absolutely amazing. 'Soul Smith' and 'Glove of the East' will also ensure that we can imbue these materials with a sort of spiritual property along with further improvement, which is good! The spirit should agree with the flesh. But the mind should also have to agree with it, so we're going to throw in 'Feel It Out' improved with 'Synchronicity Event' in order to attune things to psionic potential.

But we're going further. Getting 'Special Attention', 'Mechanical Master', and 'Maker's Prodigy'/'Maker' will also further improve the parts and machines we make for the sake of biological improvement and change. A 'Minor Blessing' or two, 'Unnatural Skill', and 'Divine Child' due to literally being a child of Hephaestus from that world will ensure at the very minimum our crafting work is nothing short of divine. On top of that, 'Deity's Weapon' and 'Weapon Synthesis' both from Warriors Orochi can ensure that the more we use something or try to draw it out, the better enhanced it will become and the more its inherent properties will be magnified. On top of that, 'Ambrosial Artificer' will ensure we can discard unneeded parts while improving the ones we DO need! This along with 'Chosen of Death' will guarantee nothing but perfection.

We do need some good bases to work off of, though. 'Architect's Eye' and 'Architect' from LOSS and Cortex Command respectively ensures also that WHATEVER we make, will be able to weather a great deal of things that we'll be doing. I don't think this can be emphasized enough, especially when 'Architect's Eye' allows for 'eventually learning to build things to withstand black holes or places with non-euclidian geometry'. Considering the kind of FORCES we're toying with here, along with 'Architect's' ability to fortify things? Always be safe rather than sorry. Always. But juuuuust to be additionally safe, 'Superscale Skills' from Evangelion will let us work on some horrifically advanced machinery to make sure this thing WORKS.

Then there's 'Forging' from Bionicle. Why this of all things? Well, it allows us to work with Protodermis. Which if anyone knows their facts, Protodermis can be used to make just about anything as it's the building block of that UNIVERSE. Literally, everything is made from it. It's even described as "artificial substance created by the Great Beings to make up the Matoran Universe". I don't know about you, but that's the kind of variety and usefulness I want in MY Gene splicing machinery.

But the Operating Room is only so large. The Geneforge with the Lifeweaving tanks we can potentially scale down through the use of crystals and efficiency, yes, but we need to conserve as MUCH space as possible. Literally, every inch counts. So we're going to need aaaaaall kinds of perks to ensure we get the most out of things, such as 'Fixer Upper' and 'Ambrosial Artificer' letting us discard unnecessary parts while optimizing the ones we have. We're also going to need more ways to make sure of the space we have. Such as the following:

-Gadget Master (007)
-Tinkerer (RWBY)
-Transformium (Transformers)
-Specialty: Mechanics/Engineering (Transformers)
-Master Builder (Transformers)
-Miniaturization/Efficiency (Worm)
-Nano-techician/Nanoforge (Red Faction)
-Sohon (Legacy of the Aldenata)
-Weapons Recombination Template (Final Fantasy XIII-2)
-Hybridization Theory (Zoids: Legacy)
-Nanite Sciences/Nanite Removal and Control (Generator Rex)
-Nanotech Wizard (Ratchet & Clank)
-Shaping Gloves (Geneforge)
-Micro Manipulators (Raildex Science)
-Steady Hands (Generic Medical Drama)
-Steady Hands (Showa Kamen Rider)
-Reliable Invention (Kim Possible)
-Robust Engineering (Dune)
-Built to Last (Assassin's Creed)
-Panzerkampf (Sabaton)

The most obvious thing here is that we're going for modular technology. Things that can shift on the fly, things that take up as little space as possible. Oh sure we've got crystal stuff that works things so great it may as well be fucking MAGIC, but what about the Life Weaving aspect of it? What about those super sensitive scanners, those technological aspects that ensure that this is the scalpel that we require?

The OBVIOUS thing is to utilize 'Tinkerer' and the 'Weapons Recombination Template' in order to create things that are multitask. Heck, with this even the whole Geneforge itself can change itself, shape itself, and alter its tools for whatever is needed at the moment. Furthermore, using the 'Master Builder' from Transformers along with samples of Transformium to make sure that whatever we create can literally shapeshift as needed. Shapeshifting equipment! Seriously, this stuff is golden.

But can we make it smaller? The answer is YES WE CAN. 'Miniaturization/Efficiency' from Worm allows us to shrink down just about anything to a horrifically tiny level, and 'Gadget Master' from 007 ALSO helps us with this... but combining the two is much better for the sake of

keeping it all together. With said miniaturization skills, we can ensure the GAM is utterly packed with whatever we need.

But we can do WAY better, still. Fortunately we have skills with Nanotech from Red Faction, Ratchet & Clank, AND Generator Rex. Both as a technician AND a forge which can help us create nanites for the job! After all, what better way to tailor the cells of a person than to get up close and personal with things? This ensures we can work on a cellular level as well, to ensure whatever we do has absolutely accurate results. Adding in the 'Shaping Gloves' from Geneforge along with 'Micro Manipulators' from Raildex and 'Steady Hands' from Generic Medical Drama, then mix it with 'Sohon' to control the nanites further? This even FURTHER guarantees that we can make movements on the microscopic level... with modifications like these, possibly even on the nanoscopic level. Is it too much? No. No it is not too much, it is JUST RIGHT.

But do we stop there? Hell no, we need durability. We need to make this shit LAST. 'Reliable Invention' and 'Panzerkampf' makes sure our equipment NEVER explodes or malfunctions on us on accident. That kind of reliability, that's golden. 'Robust Engineering' and 'Built To Last' will also ensure our materials LAST... like, 'thousands of years' last. We don't know how long we're going to live, so we need to give this thing the care we would reserve for our own bodies.

But alas, there is also the issue of magic. We're running with a huge bundle of it, after all. While crystals would almost imply that we have enough to sufficiently make magitech, this isn't the Red way of doing things. No, we want to cover EVERY SINGLE OUTCOME and every single possibility. This means we need to convert just about everything into Magitech... we could improve it in the process!

So let's grab some stuff:

-Moon Tech (Okami)
-Doll Maker of Bucuresti (Touhou)
-Technosorcery (Gargoyles)
-Crystal Mechanics (Final Fantasy Type-0)
-Crimson Saint (Maoyuu Hero and Demon King)
-Digitized Sorcery (Fate/Extra)
-Magitech (Banjo-Kazooie)
-The Magic of Science (The Witcher)
-Device Meister (Lyrical Nanoha)
-Technomage (Harry Potter)
-Manadrives (Final Fantasy 13)
-Sufficiently Analyzed Magic (FF8)
-Magitech (Thundercats)
-Mechanist/Magitek Mastery (Final Fantasy VI)
-Arcane Interface (Storm Hawks)
-Magitek/The Legionsx5/Garland Ironworks buff (Final Fantasy XIV)
-Ruins of the Last Age/Mythology/Azys Lla data (Final Fantasy XIV)

'Moon Tech' from Okami is more or less modular magitech. It does crazy shit, it runs on mana... seems like something we're going to want to use! Next we have the Manadrives from FF13... yeah, those things. The stuff we can program spells on, comes with a bunch of things. If it can successfully copy and synthesize magic, that means it's pretty familiar with the stuff. We're throwing it in. THEN we have the 'Doll Maker of Bucuresti' from Touhou, which states "Your connection with both practical technology along with magic allows for you to eventually unlock the secrets to creating magitech if given enough time to experiment", so that's kind of a no brainer!

We can buff it, too. 'Magitech Augmentation Theories, 14th' along with 'Magitek', five ranks of 'The Legions', and a bit of help from 'Garland Ironworks' can ensure whatever magitech we make will be so ridiculously buffed up that it is SICK. Like, it's going to be crazy. Then we have 'Ruins of the Last Age', 'Mythology', and the data from 'Azys Lla'. This means we have a good understanding of Allagan technology, which... was more or less Magitech on crack. Since we know a bunch of this stuff, it means we're in ridiculous business.

But what about converting stuff we have? Well that's covered as well. 'Technomage' from Harry Potter, and 'Magitech' from Thundercats AND Banjo-Kazooie should give us enough overlap to make sure that whatever we convert, it won't be hampered by magic whatsoever... but just in case let's throw in 'Technosorcery' from Gargoyles and 'Device Meister' from Lyrical Nanoha to pad this out. We really, really cannot overdo the requirements of making everything Magitech for the sake of ensuring that nothing gets flipped up or altered beyond our demanded parameters, which should always be AS SPECIFIC AS POSSIBLE.

And then there's 'Crimson Saint' combined with 'Sufficiently Analyzed Magic'. Ooooooh, sweet dear. The ability to study magic to such an EXTENT that you can convert it to technology similar to mana-drives or install para-magic into tech? INVALUABLE. Even better, the means to convert technology to magic, making it go BOTH WAYS. Even better, the 'Crystal Mechanics' perk HELPS with tech to magic. This relationship that we have successfully bridged will allow us to tweak, modify, and improve this until the magic and the technology are one in the same. And since we have 'Magitek Mastery' from Final Fantasy VI, we can likewise further convert and improve the technology with magic to make it even better. Finally, 'Arcane Interface' further improves the magitech functions by using magic to control technology, or vice versa.

Speaking of technology and making sure these machines are up and running... there is an aspect we have not considered. There's still bio-technology or other similar 'synthetic' organisms or machines that can be grown like a body. We'll need the following:

-An Order To Things (Gunnerkrigg Court)
-Cybernetic (Alpha Centauri)
-AGE Device (Gundam AGE)
-Biosynthetics (Biomega)
-Flesh and Metal (Cave Story)

-Crafting (Geneforge)
-Inert UG Cells (Gundam: Future Century)
-Core Research Analysis (Zoids: Legacy)
-Cobra-La Biotechnology (G.I. Joe)
-Remodeling (Medaka Box)
-Miniaturization/Efficiency (Worm)
-Artificer (Tsukihime)
-Augmentation R&D (Deus Ex: Human Revolution)
-Leading Authority: Cybernetics (Kim Possible)
-Living Technology (Tenchi Muyo)
-Chimera Engineering (Mother)
-Specialty: Medical/Master Builder (Transformers)
-Basic Cyberization (Ghost In The Shell)
-They'll Fix You, They'll Fix Everything (Robocop)
-Paved In Bones/Neural Plugs (The Matrix)
-Workshop/3D Fabricator (GUNNM)
-Cybernetics (GUNNM)
-Karma Chameleon/Karmatron Dynamics (GUNNM)
-Mysterious Chip (GUNNM)
-Symbiont (Supreme Commander)
-We Have The Technology (Medabots)
-Structure Gel (SOMA)
-Hand of Science (Anarchy Reigns)

'An Order To Things' ensures we can learn to GROW cybernetics and machines, which is the key here. 'Cybernetic' ensures we can take ANYTHING and make it into a cybernetic while 'Hand of Science' helps us even more in the potential weapons department, while 'Biosynthetics', 'Flesh And Metal', and 'Chimera Engineering' will ensure I can get as close to mixing flesh and machine as I can... or at least let machine mimic flesh. But just to be sure, 'Cobra-La Biotechnology' and 'Core Research Analysis' will let us introduce biomechanical properties to muddy things. 'Artificer' from Tsukihime even lets us create a fake, magical nervous system! This will help us considerably. But we can add even more, by basically incorporating an AGE Device into the Geneforge so that it can regularly take in the data from various sources and construct machinery right inside the tank practically inside the flesh as needed! This could even work in tandem with the 'Inert UG Cells' as we continually improve them for the sake of biomechanics!

Better yet, 'Basic Cyberization' can let us figure out how to successfully cyberize a brain while 'Symbiont' can cyberize the brain and alter the spinal chord to ensure enhanced mental capacity, and 'Mysterious Chips' are actually brain bio-chips, which can let us do a specific surgery so people literally have multiple brains inside of them! Along with 'Paved In Bones' allowing us to grow 'Neural Plugs' among other things inside a body... talk about improvement.

'Augmentation R&D' along with 'Leading Authority: Cybernetics' will let us get a much better grasp on machines, with 'Miniaturization/Efficiency' helping us make these machines MUCH more friendly and energy-friendly with biology... perhaps even help make the flesh keep up with the machines as well. 'Living Technology' from Tenchi Muyo will further give us insight into how technology and living organisms can intertwine into one, and 'Specialty: Medical' with 'Master Builder' will give us Transformer insights. Why is this important? Well, Cybertronians have a thing called 'CNA', which works like DNA and Genetic Code. Which can supremely work with the 'Karmatron Dynamics'/'Karma Chameleon' combo we've got going because not only will we be aware of making nanotech that can severely improve and augment a person... but we can ALSO create cybernetics and nanotech that does incredibly biomimicry and even self-corrects itself! Buuuut we can always assist with 'Structure Gel', which is essentially nano-goop that we can program to mimic biology.

This is IMPORTANT, because if we can make a connection, it means we can actually code in machines to grow to genetic coding, and further blend the two. With this however, 'Crafting' from Geneforge will allow us to pour Essence into these machines... which combined with 'We Have The Technology' from Medabots for their special alloy will make sure the mechanical aspects of things can repair and grow over time. Just like living flesh! Which is even better because 'Remodeling' lets us reforge things to bring out true potential AND efficiency.

But then there's scanners. We need to make sure we see EVERYTHING we're doing! Not to mention how the hell are we going to understand what we're DOING? We're gonna need some stuff:

-TR-580 Tricorder (Star Trek)
-Hybrid Analysis Scanner (Killing Bites)
-Iji Scanner (Iji)
-Orb Design Plans (Swat Katz)
-Holotable (Marvel Cinematic Universe)
-Nullspace Computer (Megas XLR)
-Jagan Eye (Yu Yu Hakusho)
-I've Modified it to Handle Their Unique Frequency (Ghostbusters)
-Jakara-type Spyrer Armor/Gaia-class samples (Light of Terra)
-Control Cube/Holographic Computer (Tenchi Muyo)
-Wireless Interface/Arcane Interface (Storm Hawks)
-Psycho-Science/Psitanium (Psychonauts)
-Nitramene (Marvel Cinematic Universe)

The Tricorder and the Scanner are all incorporated with the original technology that Lord of Light and other things give us in order to give us as detailed of a medical scan as possible during the whole process of this altering. Along with this, a 'Psitanium'/Wraithbone combination will be used in tandem with 'Psycho-Science' in the machine to monitor the mental state of the patient to ensure the energies do not negatively affect the brain OR the personality of the person or body being changed within the pool, with 'Nitramene' providing useful Vita-Radiation to stabilize

any changes that are made as well. Sometimes radiation is your friend. But to make sure we get some additional help, Iji Scanner and Orb Design Plans will ensure we can also scan various technologies and cybernetics to ensure a proper 'fit' as it were.

For an actual interface, we're going use the 'Control Cube', 'Holographic Computer', 'Nullspace Computer', and the 'Holotable' to guarantee a detailed, informed, and vivid readout on every aspect of the body being changed/created. In fact, it might even allow for a sort of 'preview' setting that can be used to show someone the things that can be done with it! And thanks to it being holographic, it can show up just about anywhere thanks to projections. But it wouldn't hurt to use one's own magic to gain further control. With 'Wireless Interface'/'Arcane Interface' from Storm Hawks, we can make sure everything is crystal clear.

But we also need to monitor and control the energies. Ergo, turning the 'Jagan Eye' into a technological or even magical version to ensure absolute analysis and mastery of the energies within the Essence Pool. BUT. We need to go further. By using the basis of the 'Jakara-type Spyrer Armor' and its ability to absorb different energies, along with using 'I've Modified it to Handle Their Unique Frequency', one CAN theoretically use these three things in tandem to study, analyze, control, and even remove varying types of essence and energies to guarantee a safe and stable creation for any abomination you wish to create!

But there's always things to add. Things to augment, things to transmute. Transmute, huh? Sounds like we're going to need some help.

-Simple/Advanced/Alkahestry/Truth (Full Metal Alchemist)
-Alchemy (Gothic)
-Alchemy (Castlevania)
-Alchemy (Banjo-Kazooie)
-Alchemy (Samurai Jack)
-Alchemy (Valkyrie Profile)
-Alchemy (World of Warcraft)
-Alchemy Knowledge (Golden Sun)
-Alchemist (Farscape)
-Alchemist (The Mighty Boosh)
-Alchemy (Masters of Magic)
-Equivalent Exchange (Minecraft)
-Alchemist/Formula Formulator (Secrets of Evermore)
-Deranged Alchemist (Van Helsing)
-Trigram Knowledge and Manipulation (Journey to the West)
-Transmutation/Alchemy (Fate/)
-Creation Prodigy (Ar Tonelico)
-Synthesis: Rank 3/Efficiency: Rank 1 (Atelier: Arland Trilogy)

We have to gain as much alchemical knowledge as possible to make full use of what we can do to the body. EVERYTHING from Full Metal Alchemist goes in, and adding things like 'Trigram

Knowledge and Manipulation' only further increases what we can turn shit into. 'Alchemy' from so many different places, along with 'Deranged Alchemist' from Van Helsing and 'Alchemy Knowledge' from Golden Sun not only lets us further transmute matter but it also allows us to create potions and methods to reinforce the body! Speaking of reinforcement and enhancement, 'Synthesis' at our rank lets us not only increase the effects of the item but it also adds on a small additional effect to help! Even lets us improve an item quality the more we make it, up to twice the amount! Better yet, 'Efficiency' lets us reduce waste along with increasing effects and quality slightly if we take our time with it. Say, if it can reinforce MAGITECH cybernetics that would be just keen!

'Equivalent Exchange' and 'Transmutation/Alchemy' will further increase our knowledge and what we can do, especially if you bought the material from Minecraft to work it to its fullest... and since Fate-style magic is total bullshit, it will only increase what we can do in time. And wouldn't you know it, 'Creation Prodigy' is also a form of transmutation and alchemy! We want to work as much as we can, as hard as we can. To tinker with the composition of the materials, to ensure our equipment is grand in function and form. Everything down to the molecular state must be taken into account.

Speaking of molecular and microscopic states, it'd be nice to have some knowledge of how to work them:

-Virologist/Parasitologist (Resident Evil)
-Mad Biologist (Archer)
-Research Notes (Van Helsing)
-Mad Biologist (Gargoyles)
-Bioengineering (Teen Titans)
-Makeover Montage (Career Model)
-Chosen of Death (Lord of Light)
-External Influence (E.V.O. Search for Eden)
-Leviathan Tech (Godzilla)
-Last Hope (Skullgirls)
-The Science Behind The Scenes (Thing-Thing)
-Throne of Creation (Etrian Odyssey)
-Infusion (Final Fantasy XIII-2)
-Blueprints (Buso Renkin)
-Leading Authority: Geneticist/Morphology (Kim Possible)
-PhD/Missing Link/Cloning/Genetic Improvement (Jurrasic Park)
-Unusual Specialization: Bio-Tech Force Enhancement (MCU)
-Commencing Operations/Make Me A Better Man!/Biology Guidelines (Franken Fran)
-Scientist: Biology (Girl Genius)
-Genetic Engineering (G.I. Joe)
-Monster Maker (Showa Kamen Rider)
-Biotechnology (GUNNM)
-Manikin Maker (Dissidia)

-Gene-Slamming (Street Sharks)

It's time to begin some INSANE biology modifications! 'Virologist', 'Bioengineering', 'Biology Guidelines', 'Gene-Slamming' and 'Mad Biologist' from both Archer and Gargoyles lets us begin with doing some CRAZY-ass modifications, basically letting us mix and match as we damn well please with a simple needle. But 'Chosen of Death' let us learn the nature of Lord of Light's mutations and biology, which means we're also engaging in some SERIOUS shit. 'Unusual Specialization: Bio-Tech Force Enhancement', 'Make Me A Better Man', 'Biotechnology' and 'Genetic Improvement' with Girl Genius' 'Scientist: Biology' will further throw in some extra ability to know what we're doing along with some serious enhancement methods. But why stop there? We can use 'Throne of Creation' along with the prior 'Magitek Mastery' perk to literally improve and make something with magic! But why stop there,'The Science behind the Scenes', 'Infusion' and 'Research Notes' help us truly fuck with the natural order. Well, 'natural'.

But what about bodies from scratch? Sometimes people want to just up and get whole new bodies... we can improve those, right? 'Blueprints' let us make Homunculi of all kinds, while 'Manikin Maker' let us use spiritual energy and magical crystals to forge a truly capable body, if we refine the process enough. Which of course we will. If we're dedicated to this, we want to put in the effort.

'Commencing Operation' with all five purchases along with 'Last Hope' and 'Parasitologist' will round out our knowledge, along with 'Leading Authority: Geneticist/Morphology' to ensure we're doing this RIGHT. 'PhD', 'Missing Link', and 'Cloning' is just icing on this wonderful cake. All of these will ensure we can at minimum have a good basis for ensuring we can do well with this machine. But just to be double sure, we'll throw on another 'Genetic Engineering' bout, 'Monster Maker' and 'Leviathan Tech' to REALLY throw on monsters. And if we want to be more precise, 'External Influence' will let us just 'evolve' people naturally to a state.

But we don't want to do just 'well'. We want to do AMAZING. We want to make sure this all TAKES. For that, we need to be much, much more precise:

-Genetic Assimilation (Underworld)
-Crazy Theme: Biology (Swat Katz)
-Essence Spinner (Starcraft: Zerg)
-Key Genes/Hypnos Gene (Resident Evil)
-Chromosome Analysis Specialist (Biomega)
-Appraising Potential (Dune)
-Biomancy Alpha Psyker (Light of Terra/Warhammer 40k Redux)
-Record of Evolution/Personal Analysis/The Science of Evolution (E.V.O. Search for Eden)
-Reshaping (Geneforge)
-Adjuster (Sekirei)
-Fleshcrafting (Dune)
-Life Shaper (Half-Life)
-Professor of Asskicking: Molecular Biology (MCU)

-Blood Saint (Bloodborne)
-Pixie Dust (Cho Aniki)
-Astrid Homunculi Creation (Atelier: Arland Trilogy)
-It's All In The Genes (Street Sharks)
-Body Reshaping (Akame ga Kill)

We'll want to splice traits immediately into a person. 'Genetic Assimilation' and 'Blood Saint' for starters, so that way the person takes to these genetic changes MUCH better while not being harmed as much. We'll use 'Crazy Theme: Biology' to help out with these traits to boot. Then we're going to get more varied, with 'Fleshcrafting' and 'Life Shaper' letting us move this stuff around as if we were fucking EXPERTS in this field. To make it even better, 'Reshaping' lets us take a body that's already there and just start tweaking it, changing specific traits. 'Astrid Homunculi Creation' further allows us to enhance any homunculi creation we could get from Buso Renkin or... really, ANYWHERE. This is VERY good for us.

Even better is 'Personal Analysis' along with 'The Science of Evolution' in order to be extremely precise with our changes, AND to study all the ways both flesh and machine can go. We're also going to ensure every person can ingest 'Pixie Dust' so the shapechanging and genetic modifications work much, much more effectively on a person. Though 'Key Genes' and 'Hypnos Gene' would probably help as well all things considered, working with 'Blood Saint' and 'Genetic Assimilation'. We will also be using 'Body Reshaping' to ensure that we grant a TON of potential to someone upon augmenting them, with said potential being amplified if we use better materials! This is going to make anyone who comes out of here very... very capable.

But we can do better. Much better. 'Biomancy' on an Alpha Psyker level lets us do some SERIOUS changes... we could go from normal person to a Custodes if we spent a few weeks constantly tweaking, and that's BEFORE any psionic boosts. Toss in 'Adjuster' to further amplify the traits! All the while, 'Essence Spinner' lets us see down to the individual trait as we see the 'threads' of a person, snipping and making changes with expert precision with 'Professor of Asskicking: Molecular Biology' and the expert precision of 'It's All In The Genes' backing us up. Finally, 'Chromosome Analysis Specialist' along with 'Appraising Potential' can let us further see into how genes express themselves and work with the prior Essence perk, making us akin to a razor.

But that's just the base form. Why not alternate forms?

-Hybrid Biologist (Killing Bites)
-Garbled Notes (Pacific Rim)
-M.O. Surgeon/Red Surgery/Hidden Potential (Terra Formars)
-Zoanthrope Awakening (Bloody Roar)
-Escafil Device (Animorphs)
-Leading Authority: Neurochemistry (Kim Possible)
-Professor of Asskicking: Neuroscience (MCU)
-Legacy Lived (Assassin's Creed)

Using these, we can give all KINDS of alt-forms. 'Hybrid Biologist' and 'Zoanthrope Awakening' can both give some very good alt-form abilities, while 'Garbled Notes' can eventually let us grant Kaiju alt-forms to people! But if we wanted to be subtle, there's always an Escafil Device hidden away to let people access animals. Very handy for occasional things. But 'M.O. Surgeon' would allow us to plant in a Mosaic Organ, with 'Red Surgery' and 'Hidden Potential' letting us make the most out of it. Nothing is ever wrong with giving us options.

The primary problem however, is control. With all of these new bodies and altforms, we need to make sure they can control their own form. 'Legacy Lived' from Assassin's Creed is good for a start, as it helps pass on knowledge of how to transform or use these forms to others with a simple blood transfusion. VERY nice. But we can do more. 'Leading Authority: Neurochemistry' and 'Professor of Asskicking: Neuroscience' gives us further insights as to how a person's mind works and the signals a brain can interpret. Naturally, using these will greatly ensure a person is eased into the transformations. ...but really, why stay with NORMAL biology?

-Masters in Xenobiology (Star Fox)
-Xenobiology (Lovecraft)
-Xenobiology (XCOM)
-Metaphysical Biology (Evangelion)
-Wave/Particle Duality (Zoids: Legacy)
-Demonologist (Devil May Cry)
-Demonic Augmentation (Hellgate London)
-Gouma-Den (Soul Hackers)
-Fleshcrafting (Claymore)
-That Undefinable Thing (Tales of Symphonia)
-Splice It and Dice It (Bayonetta)
-Geneticist (Buffy the Vampire Slayer)
-Structural Biology (Half-Life)
-Here We Are (Undertale)

Oh the KNOWLEDGE WE POSSESS. 'Structural Biology', 'Xenobiology' from both XCOM and Lovecraft, and 'Masters in Xenobiology' ensures we can study and understand alien biology like crazy. Like, super crazy. Like, 'how would you like to be a shoggoth?' crazy. If that isn't enough, using 'Demonologist', 'Splice It and Dice It', 'Demonic Augmentation', and 'Geneticist' ensures we can study things like angels and demons, taking such genetic traits and splicing them in as we desire for further effect. But we want more demons in this case, so having a Gouma-Den nearby lets us summon TONS of demons to sample and send off. Granted this can surely be increased to other supernatural creatures, as 'Fleshcrafting' lets us work with Yoma, but can go further. Leaving no telltale signs also helps.

But what if we wanted to go further? 'Metaphysical Biology' lets us work with... you guessed it, Evangelions and Angel-type beings. The thing is, Evangelions use the Genetic Code of either ADAM or Lilith, but are based off of a GENETIC CODE rather than an Angel's AT-field. This

allows us to essentially look at spiritual beings or other similar types, and figure out a way to turn others into them... or base it off genetics. But to help out, 'Wave/Particle Duality' from Zoids will complete this, letting us further understand Particle-Wave Matter and more specifically... how to swap 'states'. Perhaps this might be the secret to understanding energy beings? We can always add 'Here We Are' to ensure a bit more knowledge of SOUL anatomy, and 'That Undefinable Thing' to assist... after all, if we know how to use the soul as a power source or make physical tools for it, this gives us knowledge to work with.

So to clarify, there will be Eight Lifeweaving Tanks around an Essence Pool of Eternity, each with its own nanite tools and magitech manipulations to work inside and out of the body. Crystals will be EVERYWHERE to ensure stability, data, and perfectly accurate changes. Nitramene and healing crystals will ensure the body is stable, while the psionic functions will monitor and ensure the mind is stable and in a blissful state. Scanners and various magitech functions will monitor and change energies as needed, with each tool and device capable of transforming into any tool we need to guarantee we have what we need. And to make things better, the Operating Theater glass window will have all the readings projected, and a special chair for someone to also help essentially design their own body before stepping into either the pool to have their own body altered, or sit in the Karma Chair to have themselves transferred into a body made from scratch.

Go forth and create.

Digital Pun-Pun

We're going to explain on how to fully form a Digital Pun-Pun. This marvelous computer will be utilized in order to create a machine capable of scanning, analyzing, and turning magic into code in order to fully break into its source code and create/modify spells... maybe in time creating a new form of magic entirely. We're also going to make sure it's capable of bringing a person into cyberspace, and essentially alter their code to be able to make changes as needed... or even make the changes in the physical world.

We're going to need to start with the following:

-Mother Box (DC)
-Data Storage Chip (Digimon)
-Data Crystal Chip (Halo)
-Datatrax (Transformers)
-Calc. Assisted Choker (Raildex Science)
-Super Computer (Sailor Moon)
-Orgel of Origins (Ar Tonelico)
-Core (Bastion)
-Energy Conservation Policies (Zoids: Legacy)
-Supercomputer (Heist)
-Altar of Spellmaking (The Elder Scrolls)

-Digital Projection Helmet (Sword Art Online)
-NEMO Chair (Saint's Row)
-Alchemy Workshop (Endless Legend)
-Crucible of Eight Trigrams (Journey to the West)
-Quantum Computer Chip (Webmage)
-COMP (Soul Hackers)/(Devil Survivor)
-Sakuradite (Code Geass)
-Slayer Handbook (Buffy the Vampire Slayer)
-Memory Crystal (Five Star Stories)
-Union Core (Arpeggio of Blue Steel)
-Neural Plugs/VR Construct Hub (The Matrix)
-Genetic Lifeform and Disk Operating System (Portal)
-An Arcane Chamber (Sword and Sorcery)
-Grimoire of Grimoires (Vampire Diaries)
-Tower (Dragonlance)

The Motherbox is going to be our base, for it is a highly advanced, LOYAL supercomputer that is capable of scanning information from just about everything, along with copying the information. We're going to be attaching it to other equipment as a result, such as the 'Super Computer' from Sailor Moon and Heist to give it some additional information, and the 'Calc. Assisted Choker' from Raildex. This little box may overheat in a half-hour, but we'll naturally work on that to FIX IT. We need the processing power. From there, we attach a 'Quantum Computer Chip' which will double any processing power it possesses... for what we're going to do, we're gonna need this. Especially since we're adding a 'Core' from Bastion along with 'Scanners' from Code Lyoko to likewise include another analysis/storage device. But a bit of additional processing power should help us... which is why the 'Genetic Lifeform and Disk Operating System' is going to get looked over with the correct code programmed in! And to store the personality, it would be nice to have a 'Union Core' with its delicious Quantum Transceiver in order to ensure it has optimal communication gear.

But we have to power this! An 'Orgel of Origins', being a white hole generator, should give us all the power we could ever need on this baby... at least on a normal basis. But just to be safe, we're going to use a stable supply of 'Sakuradite', a high-temperature superconductor that's also a nice power source along with 'Energy Conservation Policies' to further lower energy requirements. You need to be sure to handle its heat and the radioactive properties however, but that should be relatively easy to handle in comparison. Next is as many 'Data Crystal Chips', 'Data Storage Chips', and 'Datatraxes' as possible. We want enough data storage to handle ANYTHING POSSIBLE, and the 'Data Storage Chip' from Digimon will do wonders to actually storing the data of a PERSON and any modifications. Finally, a 'Digital Projection Helmet' and a 'NEMO Chair' mixed in with a 'VR Construct Hub' is capable of transferring someone fully into a cyberspace world. We can probably give someone some 'Neural Plugs' or some wireless version as well. For that extra touch.

But we have to go further. 'Alchemy Workshop' increases the ability the machine would have in studying esoteric items, while a 'Crucible of Eight Trigrams' allows you to place a magic item inside of it, and copy magical traits. This is DEMANDED to study some more esoteric items, and the 'Slayer Handbook' will always have a self-updating compendium to the laws of magic in whatever world we go to. When studying magic we need all the information we can get, and this means even the laws themselves. After all, if we do not know the laws, how can we manipulate them effectively? We'll also be putting in the 'Grimoire of Grimoires' which is pretty awesome in that not only does it self-update on every magic or spell we possess, but it can also be a digital medium! Which means installation!

But we have a problem. Where the hell do we PUT it? It can't just be out in the open, you know. That's why we have 'An Arcane Chamber' which is perfectly shaped and aspected towards your own individual essence... which is good because we're studying magic to learn how to use the damn thing. We'll also be transplanting pieces of the 'Tower' with all its laboratories and knowledge to place it in a good location.

Of course, we need to make sure all of this is in tip-top condition as a computer. We need some more things:

-Certified Tech (Fallout)
-Tech Expert (Starcraft)
-Machinist (Skies of Arcadia)
-Analysis (Red Alert 3)
-Whispered (Full Metal Panic)
-Machines, They Just Speak To Me (Firefly)
-Analysis (Adventure Time)
-Build That Wall (Bastion)
-Engineer/Erudition (Halo)
-Not A Stupid Grunt (Mass Effect)
-Technomage (Strike Witches)
-Ancient Knowledge (Mysterious Cities of Gold)
-Gadgeteering (Blazblue)
-Independent Innovation (Gundam AGE)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Hard Science (Raildex Science)
-Xenoarchaeologist (Stargate SG-1)
-Engineering Basics (Dead Space)
-The Divine Machines/Chosen of Death (Lord of Light)
-Skills (Star Trek: TNG)
-Demigod Atelier (Asura's Wrath)
-Grease Monkey (Bubblegum Crisis)
-The Plecian Tome (Light of Terra)
-The Maddest Science Yet! (Tenchi Muyo)
-Inventor (Futurama)

-Reverse Engineering (Sekirei)
-Xenospecialist (Gears of War)
-Valkyrian Science (Valkyria Chronicles)
-I Am Iron Man/Retro-Engineer (MCU)
-Etoria Disciple (Final Fantasy XII)
-Holy Forge (Hellgate London)
-Technician (Alpha Cenaturi)
-Engineering (Teen Titans)
-Orokin Tech (Warframe)
-An Order To Things (Gunnerkrigg Court)
-Arch-Magos (40k Redux)
-Feel It Out (F.E.A.R.)
-Damaged Microchip (Terminator)
-Item Construction A+++ (Fate/Extra)
-What's This Do? (Titanfall)
-Xenotechnology (STALKER)
-Technician/Core Competence (Spiral Knights)
-Fitting into a Mould: Scientist (Gravity Rush)
-Peak ADVENT Technology (XCOM 2)
-Hands of Icarus (Heaven's Lost Property)

I'm sure we all know the drill by now. Especially with 'Orokin Tech', 'Asgardian' Tech, and 'Demigod Atelier' to ensure that what we use is incredibly advanced, and incredibly EFFICIENT. We want nothing but the best for our little codebreaker. Throwing in 'Divine Machines/Chosen of Death' as well to further add to the incredible advancements we can make. 'Special Attention', 'Mechanical Master', and 'Maker's Prodigy'/'Maker' will also further improve the parts that we're shoving into this advanced computer in order to give it the best abilities and processing skills we can possibly give it. 'Build That Wall' is just so much more important because of the Core we dropped into this thing.

On top of that, in order to understand the magic we may encounter we must also gain a clear understanding of the technology we work with. 'An Order To Things', 'Xenospecialist', 'Certified Tech', 'Independent Innovation', 'upgrades! Upgrades!! UPGRADES!!!', 'Tech Expert', 'Xenotechnology' and 'Xenoarchaeologist' will let us essentially understand about anything we find with enough time. Which is good, because to make sure this machine is completely up to date we have to upgrade it the second we find any advanced technology that could help us out. I do mean ANY advanced technology.

But doing all this is going to make for a lot of space problems very very soon. We need to crunch this thing down if we can help it, otherwise it's going to take everything over. Ergo, we need to be mindful of space and how to make things compact:

-Gadget Master (007)
-Tinkerer (RWBY)

-Transformium (Transformers)
-Specialty: Mechanics/Engineering (Transformers)
-Master Builder (Transformers)
-Miniaturization/Efficiency (Worm)
-Nano-technician/Nanoforge (Red Faction)
-Nanite Sciences/Nanite Removal and Control (Generator Rex)
-Sohon (Legacy of the Aldenata)
-Weapons Recombination Template (Final Fantasy XIII-2)
-Hybridization Theory (Zoids: Legacy)
-Nanotech Wizard (Ratchet & Clank)
-Reliable Invention (Kim Possible)
-Robust Engineering (Dune)
-Built to Last (Assassin's Creed)
-Panzerkampf (Sabaton)
-Prototyper (Polity)
-They're Like Legoes, Right?/This Is How I want It (Kerbal Space Program)

We also need to make sure it doesn't take up too much space... or that it's inefficient. Using a 'Nanoforge' to ensure a sufficient supply of nanotech will help us out, and 'Transformium' along with the 'Tinkerer' and 'Weapons Recombination Template' boons will allow the machine to rebuild itself as needed! Of course, tossing in 'Nanotech Wizard', 'Nano-technician', 'Nanite Sciences'/'Nanite Removal and Control', and 'Sohon' helps out as well to give us some more skill. But adding in 'Gadget Master' and 'Miniaturization/Efficiency' will ensure that when we work on it, we can make it much, MUCH more effective than a machine of its size would be. But let's help with that. 'Hybridization Theory' lets us COMBINE machines, so long as we can handle the power output. We can also use 'They're Like Legoes, Right?' and 'This Is How I Want It' to design some truly absurd modular technology, which will be in demand if we want to save space on this beast of a machine. We'll also throw in 'Prototyper' to ACTUALLY be able to mix and combine different technologies together, to ensure maximum efficiency.

Along with powerful technology and shrinking it down, we also need to make sure this stuff can handle the stress we're putting on it. 'Reliable Invention' and 'Panzerkampf' makes sure our equipment NEVER explodes or malfunctions on us on accident. That kind of reliability, that's golden. 'Robust Engineering' and 'Built To Last' will also ensure our materials LAST... like, 'thousands of years' last. We don't know how long we're going to live, so we need to give this thing the care we would reserve for our own bodies.

But now that we know of technology levels and how to shrink them down, why not improve them and make them better?

-Craftsman of the Gods (Viking Saga)
-Expert Smithing (Ragnarok Online)
-Daedalus' Student/Titan's Blood (God of War)
-Technical Expertise (Iji)

-Remodelling (Medaka Box)
-Glove of the East (Binbougami ga)
-Soul Smith (Dark Souls)
-Soulcraft/Sage (Demons' Souls)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Mythical Forge (Jade Empire)
-Architect's Eye (Legend of Spyro)
-Architect (Cortex Command)
-Forging (Bionicle)
-Superscale Skills (Evangelion)
-Master Craftsman (King Arthur)
-Special Attention (Gundam AGE)
-Maker's Prodigy/Maker (Darksiders)
-Mechanical Master (Borderlands)
-Chosen of Death (Lord of Light)
-Minor Blessings/Unnatural Skill/Divine Child (Percy Jackson)
-Deity's Weapon/Weapon Synthesis (Warrior's Orochi)
-Ambrosial Artificer (Macross)
-Fixer Upper (Dark Cloud 2)
-Lathe of Heaven (Chrono Trigger)

We won't settle for just ANY computer. 'Craftsman of the Gods', 'Master Craftsman', and the 'Mythical Forge' will guarantee any piece of machinery we upgrade or create will be absolutely MARVELOUS with properties and quality far beyond their original. With 'Expert Smithing' we can use a crap ton of Mana and Spiritual Energy to further 'affix' and boost it like crazy! But there's naturally more to do than merely that, for we will need to ensure it has a lot more energies. 'Soul Smith' and 'Glove of the East' will allow us to use spiritual energy to dump into and improve these machines even more to work with different forms of magic!

On top of that, 'Deity's Weapon' and 'Weapon Synthesis' both from Warriors Orochi can ensure that the more we use something or try to draw it out, the better enhanced it will become and the more its inherent properties will be magnified. Which is very very nice considering how much we'll be using it. As a bonus, 'Ambrosial Artificer' and 'Fixer Upper' will ensure we can discard unneeded parts while improving the ones we DO need! Combining those with the 'Lathe of Heaven' ability that lets us maximize strengths and minimize weaknesses... well. Let's just say we're really playing for keeps.

We'll also toss in 'Forging' from Bionicle to ensure we can use Protodermis for it. You cannot go wrong with Protodermis, especially when ensuring you have a machine that's built to last and needs to change on a whim. To boot, 'Architect's Eye' from LOSS with 'Architect' from Cortex Command with 'Superscale Skills' from Evangelion will ensure whatever we make will be guaranteed to work for the job... in purpose AND fortifications. We're dealing with fundamental forces, no expense can be spared.

By this point we'll have a machine that can do the impossible! But why stop there?

-Setup Wizard (Harry Potter)
-Doll Maker of Bucuresti (Touhou)
-Magitech (Banjo-Kazooie)
-Magitech (Thundercats)
-Technosorcery (Gargoyles)
-Moon Tech (Okami)
-Digitized Sorcery (Fate/Extra)
-Device Meister (Lyrical Nanoha)
-The Magic of Science (The Witcher)
-Manadrives/Antimatter Manipulation Principle (Final Fantasy 13)
-Antimatter Temporal Principle (Final Fantasy 13-2)
-Crystal Mechanics (Final Fantasy Type-0)
-Crimson Saint (Maoyuu Hero and Demon King)
-Mechanist/Magitek Mastery (Final Fantasy VI)
-Magitek/The Legionsx5/Garland Ironworks buff (Final Fantasy XIV)
-Ruins of the Last Age/Mythology/Azys Lla data (Final Fantasy XIV)
-Mega Bomb/Guru (Chrono Trigger)
-Tech Wizard (Devil Survivor)
-Technomage (Libriomancer)
-Technomancy (Mage: The Awakening)

'Technomage' and 'Magitech' of both kinds, and 'Technosorcery' will guarantee we can convert any technology to work with magic successfully, or at least enough for our purposes. 'Doll Maker of Bucuresti' ensures we can reverse engineer stuff, AND we can adequately create whatever magitech we need. Furthermore, the 'Manadrives' and 'Antimatter Manipulation Principle' from FF13 will allow us to effectively analyze and recreate a form of magitech at any time... maybe throw in 'Antimatter Temporal Principle' for good measure. But why stop there? 'Moon Tech' is yet another example of Magitech to assimilate and ensure we can do things well, and to boot we have the 'Crimson Saint' perk which lets us convert magic into tech... or tech into magic with a bit of help from 'Crystal Mechanics'. Provided we study it and provide the work, which will help us bridge the gap further.

To boot, 'Magitek Mastery' allows us to convert any technology we have into a partially magical creation while 'Device Meister' lets us convert any technological device to run on magic, which will help it out. Speaking of, 'Mega Bomb' not only lets us mix magic seamlessly into our technology, but 'Guru' lets us study and delve into magic as though we were an engineer applying science... no points for guessing what we can do there. We can also seamlessly blend magic and technology even further with 'Technomancy' to truly blur the lines into something we need.

We can buff it, too. 'Magitech Augmentation Theories, 14th' along with 'Magitek', five ranks of 'The Legions', and a bit of help from 'Garland Ironworks' can ensure whatever magitech we

make will be so ridiculously buffed up that it is SICK. Like, it's going to be crazy. Then we have 'Ruins of the Last Age', 'Mythology', and the data from 'Azys Lla'. This means we have a good understanding of Allagan technology, which... was more or less Magitech on crack. Since we know a bunch of this stuff, it means we're in ridiculous business.

But now that we have the base components, we need the means to actually scan the magic or magitech that we wish to study and break.

-Scanner (Iji)
-Variable Weapons System (Megaman X)
-Fractal Code Scanner (Digimon)
-Orb Design Plans (Swat Kats)
-Laboratorium (Light of Terra)
-Get Ability (Megaman Battle Network)
-Jakara-type Spyrer Armor (Light of Terra)
-Weapon Copy System (Megaman Classic)
-Scanner (Code Lyoko)
-Mysterious Code (Totally Spies)
-Card Slash (Digimon)
-Archive Magic (Fairy Tail)
-Sceptrum Virtuale (Negima)
-AGE System (Gundam AGE)
-Retribution (Night Angel)
-Sorcerer Savant (Young Justice)
-Alchemy Machines (SBURB)

We want to be able to scan anything that moves. Literally, ANYTHING that moves. 'Scanner' and 'Orb Design Plans' will guarantee that at least on a machine level, we can get the schematics of any magitech we scan, and the 'Variable Weapon System' along with the 'Weapon Copy System' can further boost our understanding of machine schematics. But we can throw in 'Laboratorium' to give us an even better idea of studying anything we find. 'Sceptrum Virtuale' and 'Retribution', with 'Get Ability', 'Mysterious Code', and 'Card Slash' will be expert data readers on whatever we scan and study in regards to actual data, and the 'Fractal Code Scanner' can even steal data from things provided we're okay with destroying the original.

'Archive Magic' is meant for straight up magic, but adding that in is absolutely CRUCIAL to our plans. We NEED a straight up magic scanner. Fortunately, 'Retribution' and 'Sorcerer Savant' will make it so we can 'scan' and copy the techniques/spells of other users, which is awfully nice. To further help us we're going to include the properties and technology of the 'Jakara-type Spyrer Armor', which is capable of absorbing different energies. If it can be adjusted enough to absorb different types of magic, it would give us further data than just regular scanning. Finally, the 'AGE System' will help us not only enhance and streamline our data mining as time goes on, but even provide the means to craft magitech and even study the self so it can determine what

works for us! We can even feed the data and the various magitech samples into the 'Alchemy Machines' to scan, study, and figure out how to synthesize them together! Isn't that nice?

Now we get to the meat of it all... the manipulation of data and magic:

-Virus Creator (Megaman Battle Network)
-App Master (Soul Hackers)
-Got the Magic Touch: Data (Asura Cryin')
-Decker/Resonance (Shadowrun)
-Conjoined Conjures (Cardcaptor Sakura)
-Temple of Thought (Binbougami ga)
-Favor of Tashlan (Chronicles of Narnia)
-Super-Class-A (Ghost in the Shell)
-Programming Genius (Super Robot Wars OG)
-Foul Hacker!/Survive the Virus (TOME)
-Knowledge is Numbers/Similar Subsystems/Exploitation Now! (Generic Virtual World)
-Prodigal Composer (Unsounded)
-Spellmaker (The Elder Scrolls)
-Maker (Darksiders)
-Reality Hacker (Web Mage)
-Radical (Cowboy Bebop)
-Reprogram/Quantum Computing (Code Lyoko)
-Administrator Access/Will of the User (Kid Radd)
-Can't Stop the Signal (Firefly)
-Altocrystarium (Final Fantasy Type-0)
-Sufficiently Analyzed Magic (Final Fantasy 8)
-Hardened Cosmosphere (Ar Tonelico)
-Talisman Adept (Inukami)
-Grimnir’s Notes (Magicka)
-Spell Sense (Quest for Glory)
-Science Changes Everything (GATE: Thus the JSDF Fought There)
-Guru (Chrono Trigger)
-Cantrip Master (Young Justice)
-Mobius Double Reacharound (SBURB)
-Dark Wisdom (Overlord: Light Novel)
-Experienced Classes: Hedgemage (Dragonlance)
-Enlightened Casting (Mage: The Awakening)
-Hacking In/Brilliant (Person of Interest)
-Maniacal Magical Mixes (Kingdom Hearts)

We need every method possible to create our own magic. Or at least every method we can grab in order to sufficiently give the computer enough variety to craft spells. 'Virus Creator' with 'App Master' means we can make just about any 'virus' in order to edit the coding of a spell or program... or person. Point is, it's there to buff us up. 'Got the Magic Touch: Data' also grants us

superb data manipulation, along with 'Radical', 'Mobius Double Reacharound', 'Hacking In'/'Brilliant', and 'Can't Stop the Signal' for expert hacking. 'Decker/Resonance' along with 'Super-Class-A', 'Foul Hacker!' and 'Survive the Virus' only further increases the sheer amount of data manipulation we are capable of, and thanks to 'Knowledge is Numbers/Similar Subsystems/Exploitation Now!', we can have further knowledge in cracking programs, writing/rewriting them, and even finding the flaw in each and every 'program' or spell that will allow us to crack it and understand it. Finally, 'Administrator Access'/'Will of the User' allows us a great deal of code analysis, securities, and the ability to manipulate the data of things. Of course we can do better, with 'Reprogram' mixing in with 'Quantum Computing' to REALLY fuck up whatever we want inside a digital system. After all, the more programming ability we have the more easily we can manipulate the magic once it's turned into code.

For the actual magic itself, 'Reality Hacker' steps up to the plate. It's magical spells as programs, and combined with the aforementioned 'App Master' we can essentially create spell programs at will. 'Prodigal Composer', 'Maker', 'Grimnir's Notes', 'Experienced Classes: Hedgemage' and 'Talisman Adept' allows us to create our own magical spells or magical effects, while 'Sufficiently Analyzed Magic' lets us study the magic in question before making our own. Combine this with 'Hardened Cosmosphere', 'Altocrystarium', and 'Cantrip Master' for our basic spells, we have even FURTHER customization on all our spells, magical effects, or even any enchantments we may want. Even better... 'Science Changes Everything' makes it so the more science we know, the more efficient our magic becomes. Combined with 'Guru' letting us approach and manipulate magic as though it were a science with 'Enlightened Casting' enhancing our magics according to the sciences we know... oh this will be a TREAT.

But this may not always play nice. After all, different magics have different rules. But that's why we have 'Conjoined Conjures'. It may take time, but it lets us combine the magical system of different worlds. With this, we FORCE magic to play nice. We can also use 'Temple of Thought' and 'Favor of Tashlan' in order to study and look up the more spiritually-inclined things as well, which can probably only help us. We also have 'Spell Sense' which lets us sense what kind of magic something is, along with a potential counterspell... which lets us know more than one might think. We can even use 'Dark Wisdom' to ensure any spell we could cast is studied, analyzed... and then transferred over to another system of our preference, should we so choose. On a more basic level we have 'Maniacal Magical Mixes' which can let us mix together spells and create a whole new spell with different effects, and while it's basic we can use the properties to apply it to other things.

With all this data crunching, we're going to need some serious mathematics and typing skills:

-Whispered (Full Metal Panic)
-Erudition (Halo)
-Human Calculator (NGNL)
-Polymath (Gundam SEED)
-Savant (Pokemon)
-Digital Work (Starcraft)

-Steady Hands (Generic Medical Drama)
-Steady Hands (Showa Kamen Rider)
-Micromanipulators (Raildex)
-Hyperkinesis (Pokemon Mystery Dungeon)
-Fastest Fingers (Evangelion)
-Hardcore Hacking Mode (Kung Fury)

'Whispered' guarantees some pretty crazy mathematical skills, to the point where it's literally able to let people make advanced technology. Adding on 'Erudition', 'Human Calculator', and 'Polymath' at the slightest, and we're looking at more and more of a living computer inside our own skulls. 'Savant' makes this even worse, improving our calculation skills with an eidetic memory to boot.

But we can't end it here. No, we need speed. 'Digital Work' allows us to process digital information MUCH faster and type with a great deal of speed, improving what we can do, while 'Hardcore Hacking Mode' lets us belt out a ton of code without even looking at the screen or keyboard, while 'Fastest Fingers' not only increases our typing speed to even more crazy levels, but also ensures we have zero coding errors. Let me repeat, ZERO CODING ERRORS. This alone is worth its weight in gold when a single character out of place could seriously wreck something. ...but just to be safe, we'll take 'Steady Hands' and 'Hyperkinesis' to guarantee our hands are perfectly safe and stable. If you want to double up, 'Micromanipulators' to seal the deal.

But we have all this data. All this stuff. We need to make SENSE of it all. To see the connections, the lines:

-Connections (Starcraft)
-Arcane (Smite)
-Overcoming Sample Bias (Tenchi Muyo)
-Putting It All Together (Tales of Vesparia)
-Tech Tree/The Enlightenment (Civilization)
-The Stone Remembers (Bastion)
-Missing Link (Jurassic Park)
-Cryptarch's Teaching (Destiny)
-Innovator (Codex Alera)
-Technician (Alpha Centauri)
-An Order To Things (Gunnerkrigg Court)
-Elementary My Dear/The Sherlock Scan/Pieces of a Puzzle (Sherlock Holmes)
-Font of Knowledge (Kamen Rider: Neo-Heisei)

'Connections', 'Missing Link', and 'Putting It All Together' allows us to see the varying connections between different items, and glean relevant facts as a result of that. 'Overcoming Sample Bias' not only does this as well, but if we have three pieces of related information we can PIECE TOGETHER THE REST. This is worth its weight in gold, and 'Cryptarch's Teaching'

allows us to further glean relevant information on what we're looking up. 'An Order To Things' helps us see how things fit together (or how they would if we altered things), with 'Technician' letting us combine different theories to safely come up with something new... a requirement! And as if we needed to make it worse, 'The Stone Remembers' lets us collect Fragments of things, memories and knowledge of things long past... which gives us information. We'll also be using 'Font of Knowledge' which lets us pick out anything in a written or digital archive, using three 'Keywords' to sort through them and gain the information! Fun times.

But it gets worse. 'Innovator' lets us find whole new uses for things... important for data and spells, to see outside the box. Then we have 'Tech Tree/Enlightenment'... we designate a goal, it helps us figure out what to research to GET to that point. On top of this, it also ensures we see every possible variation when in the scientific stage, and our analytical theory goes WAY WAY UP. A great boon. Combined with 'Elementary My Dear' and 'Pieces of a Puzzle' which works with the prior perks of fitting things together, AND 'The Sherlock Scan' which lets us enter a hyper-state to review all the knowledge at once? Fucking GOLDEN. But 'Arcane'... it lets us glean facts we normally should not glean. It lets us know things, terrible things that we can pluck out of air. Combined with the rest, and this marvelous machine we will figure out EVERYTHING THERE IS TO FIGURE OUT ABOUT MAGIC ITSELF.

But what about the physical? We can't ignore matter:

-Simple/Advanced/Alkahestry/Truth (Full Metal Alchemist)
-Alchemy (Gothic)
-Alchemy/Mixing Mixtures (Banjo-Kazooie)
-Alchemy (Samurai Jack)
-Alchemy (World of Warcraft)
-Alchemy (Castlevania)
-Alchemy (Valkyrie Profile)
-Alchemy (Kingdoms of Amalur: Reckoning)
-Alchemist (Farscape)
-Alchemist (The Mighty Boosh)
-Alchemist (Overlord: Light Novel)
-Alchemy (Masters of Magic)
-Alchemist/Formula Formulator (Secrets of Evermore)
-Alchemy Knowledge (Golden Sun)
-Equivalent Exchange (Minecraft)
-Deranged Alchemist (Van Helsing)
-Trigram Knowledge and Manipulation (Journey to the West)
-Transmutation/Alchemy (Fate/)
-Creation Prodigy (Ar Tonelico)
-Synthesis: Rank 3/Efficiency: Rank 1 (Atelier: Arland Trilogy)
-Alchemization (SBURB)
-Alchemical Expertise (eXceed)
-Master Synthesist (Kingdom Hearts)

Hence, we get into ALCHEMY. We have to program/let it witness as much alchemical things as possible... after all, what is alchemy if not the science of magic? EVERYTHING from Full Metal Alchemist goes in, and adding things like 'Trigram Knowledge and Manipulation' and 'Master Synthesist' only further increases what we can turn shit into. 'Alchemy' from so many different places, along with 'Deranged Alchemist' from Van Helsing and 'Alchemy Knowledge' from Golden Sun not only lets us further transmute matter but it also allows us to create potions and methods to reinforce the body! Speaking of reinforcement and enhancement, 'Synthesis' at our rank lets us not only increase the effects of the item but it also adds on a small additional effect to help! Even lets us improve an item quality the more we make it, up to twice the amount! Better yet, 'Efficiency' lets us reduce waste along with increasing effects and quality slightly if we take our time with it. Say, if it can reinforce MAGITECH while being able to synthesize it all together with 'Alchemization' to ensure a smoothness, that would be wonderful. Everything down to the molecular state must be taken into account, which is why we're also adding 'Mixing Mixtures'... which lets us mix our alchemical potions together without any risk of conflicting problems.

'Equivalent Exchange' and 'Transmutation/Alchemy' will further increase our knowledge and what we can do, especially if you bought the material from Minecraft to work it to its fullest... and since Fate-style magic is total bullshit, it will only increase what we can do in time. And wouldn't you know it, 'Creation Prodigy' is also a form of transmutation and alchemy! With all this, and adding everything we know of it into the computer... even setting up a nice marked area inside the AGE forge that it can create things, we should be able to essentially create whatever magitech device we see fit... or even transmute properties into other things. In a digital sense, that's pretty awesome. Of course one would ask 'how can this machine do alchemy'? Well if you go into cyberspace and craft the programs to let the machine have it... and with all the energy it has, it should be little trouble. 'Alchemical Expertise' is even more bullshit though... if we find out everything ever about an object, no concerns or questions and able to explain everything... we could start taking traits from it and start imbuing other things with those traits! That is absurdly useful. Very useful.

But how to interface with it?

-Holotable (Marvel Cinematic Universe)
-Control Cube/Holographic Computer (Tenchi Muyo)
-Nullspace Computer (Megas XLR)
-Pip-Boy 3000 (Fallout)
-Personal Digital Assistant (Gears of War)
-Mysterious Code (Totally Spies)
-Sufficiently Advanced EtherScience (Gunnerkrigg Court)
-Wireless Interface/Arcane Interface (Storm Hawks)
-Uplink (Code Lyoko)
-Unbound (Homeworld)
-Raban (Origin: Spirits of the Past)

Relatively easy. A 'Holotable' combined with a 'Control Cube' and 'Holographic Computer' will allow us to create any interface we want along with visualizing what we see, and a 'Raban' could even be used for the sake of ensuring the space taken up is null. 'Nullspace Computer' can be added as well, for the sake of making sure of it all. We're going to need to ensure the interface is to our liking to ensure maximum comfort and efficiency... but for the times we're not at the actual computer, we can take a 'Pip-Boy 3000' and modify it with a 'Personal Digital Assistant' along with all the technology we've seen before, in order to guarantee a stable connection to the computer AND to ensure a sound and stable scanner. If you want to go the nanite route that's fine.

But the best part? The holographic parts means we can summon the controls at any time... and wouldn't you know it, 'Sufficiently Advanced EtherScience' guarantees we are able to use a machine from far, far away... and the computer is capable of a great, many things. Adding this with 'Wireless Interface'/'Arcane Interface', and suddenly we can interface and still use things from far away. To make it even worse, 'Uplink' lets us psychically use a computer's processing ability along with our own mind, which works nicely with the 'Mysterious Code' we found and the ability to merge our consciousness to the computer systems thanks to 'Unbound'. Hell to the yes. Suddenly being able to digitize things isn't so out of the blue now, is it?

With this, we have a machine that allows you to systematically scan, analyze, jailbreak, and create your own magic and magitech. Before creating magitech tools as needed... and in the event you feel gutsy, go into cyberspace to alter your own source code. Though it should be noted that trying to turn on 'invincibility mode' is probably going to be beyond the computer's ability. Maybe. It was mostly a study and variety tool.

I named mine 'Rebecca', and she is keen.

Garden of Eternity

Sometimes you just want a place of your own. The Warehouse does really good for workshops, storage, and makeshift homes... but what about a place that resonates with you? A place that can allow us to truly let ourselves go, to be free and to roam as though it were a realm just for us? We all have our fantasies and places we want to go. This? This is for making quite the magical forest. A forest where marvelous things roam and wander, a place that defies imagination.

In order to create a section to ensure all manners of energies and power, we are going to create a series of waters and trees to fuel our Gardens. Let's start with some basic materials:

-Let's Make It Bigger (Unholy Heights)
-Blessing of Goddess (Harvest Moon)
-Crystal Farmer (Final Fantasy XI)
-Crystal Magic (Avernum)

-Geneforge/Crystal Working (Geneforge)
-Magitek Mastery (Final Fantasy VI)
-Living Technology/Smiling Goddess Leaves (Tenchi Muyo)
-Legacy Lived (Assassin's Creed)
-Nectar Pets/Queen's Chambers (SimAnt)
-Soil Brain (Banjo-Kazooie)
-Keeper of the Garden (Cave Story)
-Eco-Dome (World of Warcraft)
-Conductors (Bastion)
-Aura of Cultivation (Final Fantasy: Crystal Chronicles)
-Extraction Efficiency/Rapid Growth (Final Fantasy XIV)
-Viera Idol (Final Fantasy XII: Revenant Wings)
-Egg of White (Final Fantasy XII: Revenant Wings)
-Feather Dragon DNA (Five Star Stories)
-SCP-107 (SCP Foundation)
-Herb Garden/Fertilized Fields/Gravistone/Overgrow (Atelier: Arland Trilogy)
-Blessing of the Land (Sindain) (Dark Cloud 2)
-Lafreisca Seed/Royal Flower Garden (Dark Cloud 2)
-Teleporters (Dark Cloud 2)
-Net Sphere Reformation Device (Blame!)
-Fruitful Bounty (Actraiser)
-Starro-Tech (Young Justice)
-Gardener (Mad Max)
-Cherry Blossom Grove/Black Rose Garden (Fire Emblem: Fates)
-Apiculture Networking (SBURB)
-Green Thumb/Voice of the Forest/Nature Spirits/Growth Accelerant (Origin: Spirits of the Past)
-Worldsinger (Warhammer 40k: Eldar)
-Chaw (Ga'hoolology)

Unholy Heights has a 'Let's Make It Bigger' perk that lets you expand the space inside a place... we won't use it on the warehouse, no. We'll be using it on a small shack or something we'll make for the sake of it, then spend quite a bit of time practicing to make it bigger on the inside. At minimum expect to spend a few hours every day for a thousand years, JUST to be sure. Dirt you can get from anywhere, so long as you make sure to tend to it.

Harvest Moon's 'Blessing of Goddess' to give you sprites to tend to things will make things much easier, and with imparting upon them FFXI's Crystal Farmer skill (along with Crystal-related manipulation skills from Avernum and Geneforge) they will be able to use the magic of crystals in order to cultivate and harvest the most magical of fruits and crops. But we'll also use the 'Legacy' Precursor Blood perk from Assassin's Creed to teach them the 'Keeper of the Garden' knowledge and 'Soil Brain' to help them out with dirt composition and other care concerns like 'Chaw (Ga'hoolology)' for trees themselves. We can also find a way to give them 'Extraction Efficiency' and 'Rapid Growth' to ensure regardless of how they might harvest the plants, that they will not be damaged as a result. Putting in 'Gardener' and 'Fruitful Bounty' will ensure we

get all KINDS of fruits and quantities of them, and 'Green Thumb' will only further improve it while putting in 'Worldsinger' for even greater accuracy and encouragement. We can also do 'Voice of the Forest' to talk things out, and 'Nature Spirits' will let us enhance the intellect of the sentient plants that may exist here, such as the trees we'll be using...

But we can add some additional help, with 'Nectar Pets' and 'Queen's Chambers' providing plenty of beneficial ants in the Garden that can be altered much like the Sprites. We'll also be using methods to grant upon them an 'Aura of Cultivation' to ensure anything they tend to is bountiful. But hey, our ants can get along with others, right? That's why we add the 'Lafreisca Seed'. It's a massive flower that's nice in of itself, but the prime gig is the Rainbow Butterfly it brings... which is an excellent caretaker of plants and accelerator of plant growth. We can also put in 'Apiculture Networking' to have some empowered honey producers with the honeycombs being amazing computational abilities. We will also need a proper guardian... someone who will help tend to everyone, a protective figure. The 'Egg of White' should prove proper, as when it grows into Yiazmat (and spliced with the genes of a Feather Dragon) it will be a mighty being indeed.

When we get to Tenchi Muyo, the 'Living Technology' perk and 'Smiling Goddess Leaves' perk to grant you a 1st Generation Jurai Seed becomes the CORNERSTONE of our plan. The basis which we work with. 'Magitek Mastery' from Final Fantasy VI will also guarantee anything we do here will be made partially magical. Why is this needed? Well with the amount of things here, we want to give it all an edge. Which is why in World of Warcraft we're going to be stealing the technology for an 'Eco-Dome' and modifying it to work within this Garden with its arcane methods to encourage growth, along with dropping some Bastion 'Conductors' and the 'Viera Idol' around for both statues and the encouragement of growth and purification! Buuuut we're also going to throw in 'SCP-107' just to ensure we can make it rain anywhere since... well, awesome waters have their effects amplified when used with this tool.

We're also going to want to use 'Starro-Tech'. Why? Well, it helps with mixing the properties of magic, technology, and biology together to make a safe blend. We're throwing a lot of magic into this, and with all the various plants and the potential technology... we want it to play nice. This will at least go a little ways to ensuring it DOES play nice, or at least they can intermingle with each other without something corrupting the other. If it all works on the same system, then it's easier for everything to get along.

SPEAKING of amplifications. Using 'Herb Garden', we're gonna be throwing in 'Fertilized Fields' to further improve the soil quality, along with 'Gravistones' which will... wait for it, GIVE US ADDITIONAL LEVELS. We just got floating islands in our damn Garden. How fucking cool is that?! Then finally 'Overgrow' can mix with 'Let's Make It Bigger' and the Jurai Tree, further ensuring our little paradise can grow and grow even without us being there to keep track of it, albeit incredibly slowly. We can also use the 'Growth Accelerant' to make sure any plant we put in here will grow quite large for needed purposes. We're playing the long game with this now. Speaking of the Jurai Tree, we're also going to be using 'Blessing of the Land' and try to throw in the 'Royal Flower Garden' to ensure not only will plants grow more vibrantly, but that any

sentient plants will likewise grow and rally naturally. Which is good because... well. We don't want this thing to rebel, especially when it's as powerful as Jurai trees.

Funny enough with all the space this thing is likely going to take up in its shed, it's going to become a large pocket realm. 'Teleporters' would be good to install at times, to make sure we can get from place to place without it taking so damn long. We can also start adding additional layers for other forms of interaction through the 'Net Sphere Reformation Device'... just start laying the groundwork for a second layer of a world. But we can make it more peaceful as well! Just throw in 'Cherry Blossom Grove' and 'Black Rose Garden' to have all kinds of fun plants along with helping one with any concerning thoughts they might possess, which is important in a Garden.

A heavily modified Geneforge for accuracy will be crucial in order to modify and clone the seed in question, for we don't want descendents for lower-grade trees. We want a total of four 1st Gen Trees, to be placed in a room. This tree will be modified with the following:

-Eywa Trees (JC Avatar)
-Sapient Pearwood (Discworld)
-Seed of Yggdrasil (FF13-3)
-Branch of a World Tree (Tales of Symphonia)
-Health-increasing fruit (Shadows of the Colossus)
-Traits of the stamina-increasing white lizard tails (Shadows of the Colossus)
-S2 Core (Evangelion)
-Gourmet Cells (Toriko)
-Genesaur Sample (World of Warcraft)
-Yggdrasil (Age of Ice)
-Tree of Plenty Seeds (HunterxHunter)
-MUSHROOM ME (Alice in Wonderland)
-Nursery Blueprints (Captain Harlock)
-Golden Tree/Life Tree/Massive Tree (Endless Legend)
-Kypar Tree (World of Warcraft)
-Elemental Pollution (Wood) (Captain Planet)
-Myrrh Tree Seed (Final Fantasy: Crystal Chronicles)
-Eye of Nidhogg (Final Fantasy XIV)
-Cache of Galbados, Partial Fragment (Final Fantasy XII: Revenant Wings)
-SCP-143 Sapling (SCP Foundation)
-Golden Apple Seeds (Xena/Hercules: The Legendary Journeys)
-Time Flow Seed (Atelier: Arland Trilogy)
-Eden Seed (Dark Cloud 2)
-Eye of Set (Sword and Sorcery)
-Tea Tree Bonsai (Kingdom of Loathing)
-Erana's Tree (Quest for Glory)
-MTT-Brand Always-Convenient Human SOUL Substitute (Undertale)
-Complete Net Terminal Genes (Blame!)

-Power Tree's Seed (Gravity Rush)
-Sword of Mana (Legend of Mana)
-Stairway to Heaven/Tools of Daedalus/Incubation Pod (Heaven's Lost Property)
-Tree of Life Sapling (The Foundation)
-Seed of Ga'Hoole (Guardians of Ga'Hoole)

The multiple 'S2 Core' engines will mean that they have a second source of superdimensional energy to work with, while mixing in 'Sapient Pearwood' will make it capable of channeling magic, will produce their own mana, AND can link up with each other in order to share energies and processing power, in order to become one massive supercomputer. By utilizing the 'Living Technology' perk, I can use 'Demigod Atelier' from Asura's Wrath to modify the Jurian functions and add so they will each have their own 'Mantra Reactor' and the ability to channel Mantra as well... and thanks to the 'Yggdrasil' tree from FF13-3 and 'Cache of Galbados' from FFXII:RW, they can feed off of emotions (and by proxy, Mantra) to grow and store that additional energy. Their fruit will also be able to permanently increase the vitality and well-being of any who feeds upon it, as well as ensuring it is at the top nutritional potential or even slowly capable of evolving a person. We can even mix in the 'Power Tree's Seed' to throw in some curious gravity abilities for those who partake of the fruit, and the 'Sword of Mana' once we unleash the tree, can definitely be used for some experiments and tinkering to make magic flourish even more. For the sake of some homes for some caretakers though, we'll be throwing in the 'Seed of Ga'Hoole' so there's plenty of places grown into the tree for that stuff!

We can do more, however. There's Aether, which can be used to quite nicely imbue and enhance a person. So how do we find a safe method of producing it without everything going crazy? Well in Archbishop Thoran VII's Vault in FFXIV, there's an 'Eye of Nidhogg', which is an EXTREMELY potent source of aether. It would be prudent to impart this eye into the end result of our trees, so that it can take the Aether in and make it a part of itself... maybe even produce it over time, at the very least monitor it. But we can add another eye too, the 'Eye of Set'... which is not only a perfect tool for arcane actions, but can magnify power and magic tenfold. Is it not right we use this for the end result as well? But we can do even more, and add the 'MTT-Brand Always-Convenient Human SOUL Substitute' (accounting for various soul anatomy perks so the one we give doesn't dissipate suddenly) so that it stays strong and dedicated!

The 'Tree of Plenty' material will ensure that not only is there an abundance of food every day, but that also the trees can make more of themselves every five years. The 'Golden Tree' and 'Life Tree' will ensure that not only is there much more nutrition in the area along with plenty of Dust, but that this Dust will be easily collected... while using the 'Massive Tree' to ensure it's used to taking on multiple types of bark. We'll likely put in some 'Tea Tree Bonsai' to ensure we have some AMAZING tea leaves as well, and 'Eden Seed' along with fruit from 'Erana's Tree' so there's fruit which have some insane nutrition. We will also put in the 'Golden Apple Seeds' to mix with our trees... normally it would not grow. But Jurai trees are not mortal, and the Garden will not a mortal realm. They shall grow well.

Even better, SCP-143 has wood that is super durable and tough with leaves being made blades! We can engineer a specific strain of the Trees and have it grow in another place, however... we want to ensure food and war are different things. So mix the 'Jurai' trees and the 'Kypar' trees from World of Warcraft in with them which will make its sap turn to metal when exposed to flame, and then keep it separate from the primary Trees for this purpose. But we can have them connected to the primary trees through roots for its own sake. We'll DEFINITELY want to keep the 'Tree of Life Sapling' in its own section though, for sanity's sake.

There will be more, however. The Nursery Blueprints will be used to modify the trees themselves, to allow the Harvest Sprites taking care of the place to become plant-like themselves and more in tune with the Garden akin to dryads, and the Mushrooms from Wonderland will be a good way for others to shrink and grow as needed. The Genesaur Sample will ensure the connection to all plants are further amplified, with their powers improved. But why stop there? The 'Incubation Pod' lets us turn people into Angelroids, while 'Tools of Daedalus' and 'Stairway to Heaven' lets us make modules and adjustments. So why not do our best to mix things up? Let us turn the Nursery into the means to make plant-based bio-mechanical beings, able to gain all the benefits of the Garden... technology or otherwise.

Then we throw in 'Elemental Pollution' in order to ensure the trees GROW. Oh yes, grow they will... even possibly making more trees! While 'Myrrh Tree Seed' can ensure the trees all produce purifying liquid... and fortunately can keep things from wilting and dying, which means the 'Time Flow Seed' making everything grow even faster is going to be a tremendous assistance. We're also going to need to give it a shot of 'Complete Net Terminal Genes' to make sure it can look over the virtual side as well.

But we need an atmosphere. We can't just let this all go without a proper atmosphere!

-Gaia-class samples (Light of Terra)
-Psitanium/Psycho-science (Psychonauts)
-Cheat Mode: Fire Ant (Water) (SimAnt)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Karmatron Dynamics/Karma Chameleon (GUNNM)
-Lost To The Path: Exodite/Path of the Awakening/Bonesinger (Warhammer 40k: Eldar)
-Well of Eternity Water (World of Warcraft)
-Water of Life (Five Star Stories)
-Glove of the East (Binbougami)
-Sorcery (Viking Saga)
-Monster: Space Monster (Godzilla)
-Environmental Adaptation (DC)
-Basic Bioprocessing/Advanced Bioprocessing/Enhanced Body (Symbiote)
-Mixing Mixtures (Banjo Kazooie)
-Trigram Knowledge and Manipulation/Crucible of Eight Trigrams (Journey to the West)

Remember the samples of the 'Gaia-class Atmosphere' that we took from the Light of Terra jump? Well we're going to be replicating this bad boy by using 'Feel It Out' boosted by 'Synchronicity Event' along with 'Glove of the East' ensuring that the vacuum-sealed chambers we'll be using are properly equipped to handle psionic and spiritual energies. We'll also be using them on the 'Karmatron Dynamics' nanites we'll be making to analyze and propagate the situation we'll be wanting to create. From there, we'll be condensing the atmospheric samples down into 'liquid air' by bringing them down to cryogenic temperatures and compressing them. Part of this will go to the 'Crucible of Eight Trigrams' to break it apart and study this thing.

Another part, we need to drink it. That's right, we are drinking the liquid air. That is because 'Cheat Mode: Fire Ant (Water) lets us mix liquids together in our own body, fusing them together and even producing it! We'll be using 'Mixing Mixtures' and 'Basic Bioprocessing/Advanced Bioprocessing' to mix the liquid atmosphere, 'Water of Life', and 'Well of Eternity' water together into an absurd combination. 'Environmental Adaptation' to handle the pressures, 'Monster: Space Monster' and 'Sorcery' to handle the cold, and 'Karmatron Dynamics'/'Karma Chameleon' nanites enhanced by psionic and spiritual energies to help stabilize it all. This should help us create a powerful mix along with the aforementioned studying to assist in replicating the essence.

From there, we get to the actual work. 'Lost To The Path: Exodite' to assist in the eventual seeding and altercation of the Garden area into a Maiden World-like area, and then we create a few Psionic Wells detailed later in this document. With the energy saturating the air, we can use 'Bonesinger' to bring up a lot of powdered Wraithbone into the air, with traces of 'Psitanium' lacing it while using 'Psycho-Science' to help with the psionic fields and currents to mimic the atmosphere as accurately as possible.

We will not stop there, however.

-Octiron (Discworld)
-Fairy Garden (Changeling: The Lost)
-Tomb of Sucellus/Ruins of Patria (Age of Ice)
-Body/Enchantment/Mind Mana Nodes (Age of Ice)
-Sun/Spirit/Water/Dimensional Mana Nodes (Age of Ice)
-Sword Plant (King Arthur)
-Hanging Gardens (Civilization)
-Rationing/Real Organic Food (Tropico)
-Bulb of Hope (Final Fantasy XIII-2)
-Khaydarin/Jorium Crystals (Starcraft)
-Blue/Yellow Crystals (E.V.O. Search for Eden)
-One Power/Flames of Tar Valon (Wheel of Time)
-Nitramene (Marvel Cinematic Universe)
-Technician (Alpha Centauri)
-Wallpaper (Unholy Heights)
-Artificial Blastia (Tales of Vesparia)

-Elemental/Crystallized/Volatile Motes (World of Warcraft)
-Universal Adapter (Storm Hawks)
-Myrrh Condensation (Final Fantasy: Crystal Chronicles)
-Crystal Division (Final Fantasy XIV)
-14th Crystal's Lingering Echo (Final Fantasy XIV)
-Territory Creation A+++ (Fate/Extra)
-Place of Power/Node Mastery/I Am The Fortress/Book of the Elements (Masters of Magic)
-Worker's Break Room/Hell, Ward Level 5 (Dark Cloud 2)
-Lighthouse/Moon Crystal (Dark Cloud 2)
-Luna Shard Growths/Road of Stars/Demons! (Dark Cloud 2)
-Siphoning (Vampire Diaries)
-Arcana: Prime/Soul Stones (Mage: The Awakening)
-Kessig Wolfrun/Moorland Haunt/Vault of the Archangel/Slayer's Stronghold/Alchemist Refuge (Magic the Gathering: Innistrad)

Octiron from Discworld, Fairy Garden from Changeling: The Lost, and the Tomb of Sucellus from the Age of Ice will ensure there is an abundance of magical radiation, glamour (which further works with emotion and will fuel the trees), and a great deal of Life-based mana. Anything will be able to grow there... anything. The Hanging Gardens from Civilization will only guarantee that this will be the case, while 'Rationing' and 'Real Organic Food' ensures they will ALWAYS be extremely nutritious and suffer no issues from pests. Putting around facets of Psitanium will ensure anyone who walks into the Gardens will eventually develop psionic potential as well. Traces of Nitramene will be present to stabilize the effects of all these energies and provide a safe environment for anyone arrive and develop, thanks to the stabilizing properties of Vita-Radiation. 'Myrrh Condensation' will also ensure every plant can create a purifying liquid to ensure nothing bad happens as well, while '14th Crystal's Lingering Echo' will ensure this world can produce Aether along with the Eye that was utilized beforehand.

The 'Khaydarin crystals' and 'Jorium Crystals' will be planted all around to further increase the psionic potential of others and even synchronize with the 'Wraithbone'/'Psitanium' combination. We'll also throw in 'Luna Shard Growths' in order to make anyone nearby become more intelligent as well, because smarts are fun. As a boost, we'll also throw in 'Crystal Division', which can let us merge the plants with crystals and let them absorb any magic around! This will also make sure anyone who enters this dimension, and especially anything we plant, will be graceful, more healthy, and be made MORE as a result. The fruit will be bountiful, water will be as nectar, and it will be a paradise... especially when we add 'Bulb of Hope' and make things BIGGER and even glow!

In World of Warcraft, there are various forms of elemental energy. But these elemental energies can be used in various forms of crafting and can be seen as manifestations of the elements themselves. Therefore we will be using the 'Universal Adapter' perk from Storm Hawks to ensure these forms of energy will be plentiful, supplied by a power source later on. We'll also be throwing in 'Blue Crystals' and 'Yellow Crystals' in order to gain a supply of EVO energy and data on everything around it.

When Age of Ice rolls around, there will be a fifth tree in the center, in the form of the original Yggdrasil. This tree will be given the same traits and properties as the original four Jurai trees, thus ensuring it has all the channeling and growth properties of the four trees and will be able to connect with them. But it will not have its own personality, merely being made the equivalent of an external hard drive/networking system for the four trees (and the Digital Pun-Pun eventually) to work together, increase processing power, use the mighty energies to study something, and calculate tremendous things.

This continues on, due to trees requiring water to grow and sunlight to flourish.

Unholy Heights gives us a wallpaper to place on the ceiling, to ensure there will always be sun or moon when time passes by. That in of itself is easy enough, but we must ensure there is water. Trenches and pools must be dug. Around the square that is the four trees, there will be a square for four pools within the square the trees make that will never touch each other, but all of the trees will be capable of feeding from. These trenches/pools will be lined in Octiron and magical crystals to ensure they cannot seep into the ground, and the top portions will be laced with Nitramene... there will be three decent sized, perfectly smoothed out orbs of Nitramene around each 'pool' to further stabilize it and prevent contamination, with double checking via copious use of 'Tech Tree' from Civilization and 'Technician' from Alpha Centauri in order to ensure various theories can be mixed and matched.

In the center of each pool there will be a core made of Artificial Blastia from Tales of Vesperia, encased within a container made of high-grade Nitramene (combining the properties of both items safely via copious research with the 'Technician' perk from Alpha Centauri and various Magitech perks) to ensure the Aer produced will not cause the surrounding environment or beings to be affected in a detrimental manner.

Of course, as the trees grow bigger and the pocket dimension they reside in continues to grow as a result of the trees and their increasing power, we need to add more things. Fortunately, we have many such things. The 'Ruins of Patria', once the pocket world is large enough and moved in, can provide quite an amount of Earth Magic and will draw forth a very large amount of resources. 'Yggdrasil' will provide Nature Mana, the 'Tomb of Sucellus' will provide Life, and with additional 'Mana Nodes' there is going to be an incredible amount of energy for the denizens to take in. With the magic that is within this place, they will be powerful and capable. We'll also throw in 'Arcana: Prime' so eventually we'll make Hallows in this Garden, powerful nexi of mystical energy which we can draw from. We can also put in the various 'Lands' from Innistrad, totaling up to 2 Red, 2 Green, 2 Blue, and 4 White Links we have available. Anyone who spends time in this Garden will be molded into a VERY powerful being.

You want to know the best part, though? 'Territory Creation' allows for the enhancement of magic while reducing costs of the magic, all while other effects are in place due to its insane rank. 'Place of Power' ensures we can cast spells to anywhere in the world, and localized spells don't require maintenance, while planting 'Soul Stones' can also grant us a powerful boon in the

form of removing Paradox from any magic we cast while giving our soul a direct line to this place. On top of that, 'Node Mastery' DOUBLES the yield of all our mana nodes and magical sources can produce while eliminating conflict. ...but on top of that, 'Book of the Elements' lets us turn ANY powerful source of great natural power into a Node, 'I Am The Fortress' allows us to retain the benefits of these Nodes anywhere we are, at any time. Which is good, because we have 'Siphoning' which lets us absorb magical energy from 'people or items', which... a lot of things in the Garden count for that. This effectively means we always benefit from the sheer power in this place. How insane is that?

Although, we can go more insane. Or in this case, more magical. The 'Lighthouse' with 'Moon Crystal' ensures that we ALWAYS are bathed in moonlight, along with enhances any magic related to night time or the moon. Imagine that, the benefits of Moonlight at any time! 'Road of Stars' will likewise give our current ants and sprites some help by allowing Star Elementals to appear, along with showing celestial bodies any time during the night... along with empowering stellar magic and once again, ANYTHING RELATED TO THE NIGHT. Which means moon. 'Demons!' and 'Hell, Ward Level 5' also seem to provide a fair amount of monsters in a civilization, and anyone who stays within the Garden will find themselves becoming more demonic. Why demons? Why NOT demons? The Star Elementals will make it fun.

But the 'Ruins of Patria' are quite useful for its ability to ensure a land has bountiful natural resources along with the 'Worker's Break Room' providing vast mining veins for ores. Surely we can take advantage of this? 'Sword Plant' ensures that if we plant something, it will grow. But in order to take full advantage, we will be planting raw ore from other worlds. By ensuring synergy via making sure like goes with like, we could potentially cause the 'Ruins of Patria' to slowly, but surely, grow other ores from other worlds.

What kind of ores?

-Elementium/Thorium (World of Warcraft)
-Eternium/Adamantite (World of Warcraft)
-Titanium (Various worlds)
-Pyrite (World of Warcraft)
-Moonstone/Eridium (Borderlands)
-Black/White Trillium (World of Warcraft)
-True Iron/Blackrock Ore (World of Warcraft)
-Mithril (Various worlds)
-Transformium (Transformers)
-Vibranium (Marvel Cinematic Universe)
-Fold Quartz (Macross)
-Raritanium (Ratchet & Clank)
-Raw Unicornium (Robot Unicorn Attack)
-Various metals (Endless Legend)
-Magnite (Zoids: Legacy)
-Magic Ore (Gothic)

-Aurorium (RWBY)
-Naquadah (Stargate SG-1)
-Starmetal (Order of the Stick)
-Gundanium Alloy (Gundam: After Colony)
-Elementite Cache (Final Fantasy: Crystal Chronicles)
-Zodium Cache/Alexandrite Cache (Final Fantasy XIV)
-Metrotek Chrome Lode (Five Star Stories)
-Halmolium Vein/Sunlite Vein (Atelier: Arland Trilogy)
-Zelmite Vein (Dark Cloud 2)
-Dreamstone (Chrono Trigger)
-Black Opals (Tortall)

Elementium is a material of great power, and seems to be a result of metal fused with all the elements. Thorium is capable of enhancing arcane properties, but Eternium is also capable of augmenting the best properties of an item while infusing them with Arcane Energy. Very useful. Adamantite is useful for its own sake, and Titanium if alchemized with the proper motes can turn into Titansteel... which is useful in of itself.

Pyrite, if compounded and worked properly can turn into Truegold, which not only 'purifies' any potential corruptive energy (see: The Old Gods), but also carries a sort of transformation property that might be utilized. Mixing Black and White Trillium into Balanced Trillium Bars can help stabilize items or properties, which will be useful in helping the Nitramene. The True Iron Ore and Blackrock Ore will be used to make Truesteel, which is a prime component to summoning a spirit called 'The Soul of the Forge'. 'Starmetal' also drastically improves the effect of steel!

Mithril is a powerful ore for obvious reasons, same as the Vibranium. It would only be natural that we would attempt to plant these in the Garden and let them grow. Raritanium can be used to upgrade various Weapons, and is a very useful tool as a result. Finally, Endless Legend has many ores such as Hyperium, Glassteel, Palladium, Quicksilver, the works. All magical items that will be used. All things that will be eventually forged. Then we can throw in Gothic's 'Magic Ore' for the sake of it. 'Magnite' is capable of restoring Zoids, but it can also be used to 'restore' other machines as well.

Aurorium on the other hand severely helps channel certain powers which is amazing in of itself, but then there's Naquadah which greatly amplifies energy. Oh the Naquadah that can be FORGED. It's gonna be bitchin'. And if we needed even more bullshit things, we've also got 'Transformium' which can give us an ample supply of metal that's very very capable of shapeshifting and going along with Cybertronian sciences. Best item? Best item. But if we want to be fucking fabulous there's always 'Raw Unicornium' for its own sake. 'Elementite Cache' grows when magic is present, and is geared towards the creation of tangible objects... which means amazing buildings!

'Zodium' is pretty sweet in that it can be used as the frame of strong weapons, and is especially useful when paired with 'Alexandrite', a gem capable of interacting with spiritual energy and even transferring experiences of a weapon into another. You have any idea how useful that is? It's GOLD for us. There is absolutely no way we wouldn't use it. Then we've got 'Metrotek Chrome' which is an extremely efficient insulator while containing unstable materials. Good for mixing with other elements.

There's other things to consider as well, such as 'Moonstone' and 'Eridium' from Borderlands. Why these? Well, Moonstone can grant interesting effects to weapons, while Eridium is an amazing material for weapons and power sources. Honestly, why not? Then there's 'Fold Quartz'... that will take some jury-rigging all things considered, but it could essentially allow us to assist in spatial and communication technology. THEN we have 'Halmolium' which is a WONDERFULLY amazing magic conductor, while 'Sunlite' blesses anything made with it with the power of the SUN. That's pretty awesome.

'Zelmite' is also a pretty good energy source for machines. We have to be SERIOUSLY CAREFUL of using this, though. It clouds minds. This thing is likely going to be one of those 'handle with extreme caution' things. We just can't use it willy nilly, it's a special thing. But the Dreamstone? Oooh yes. Described as "a perfect conduit for all forms of energy, able to act as both conductor and battery", we're gonna want to grab this baby and grow it as much as we can. We also want the 'Black Opals', gems which can store and AMPLIFY magical energy. Amplification is always cool.

But should this place really be reserved for only trees and metal? Is there not more we can use? Of course there is, for the more magical we can make this place the better. We can add more:

-Metal Seed (Zoids: Legacy)
-Hydromiel (Endless Legend)
-Bag of Seeds (Winnie the Pooh)
-Seeds Galore (Harvest Moon)
-Seeds (Dorf Fortress)
-Golden Lotus/Black Lotus/Fel Lotus (World of Warcraft)
-Netherbloom/Terocones/Rain Poppy (World of Warcraft)
-Firebloom/Purple Lotus/Sungrass (World of Warcraft)
-Khadgar&#65533;s Whisker/Dragon's Teeth/Wildvine (World of Warcraft)
-Bloodthorn/Diamondglow/Fadeleaf (World of Warcraft)
-Tiger Lily/Addler's Tongue/Frost Lotus (World of Warcraft)
-Cinderbloom/Heartblossom/Stormvine (World of Warcraft)
-Talandra's Rose/Golden Sansam/Green Tea Leaves (World of Warcraft)
-Kingsblood/Arthas' Tears/Dreaming Glory (World of Warcraft)
-Talador Orchid/Starflower (World of Warcraft)
-Magebulb/Songbell (World of Warcraft)
-Demon Ink Flower Seed (Mark of the Ninja)
-Dust Orchid/Moon Leaf/Crystal Flowers (Endless Legend)

-Ruby Cactus/Moss Pearls/Azotic Exotics (Endless Legend)
-Steel Stalks (Endless Legend/Light of Terra)
-Red Fungus (Light of Terra)
-Weaver Worms (Endless Legend)
-Eden Seed (Dark Cloud 2)
-Jeweled Tree (Fallen London)
-Rift Flower Seed (Gravity Rush)
-Golden Apple/Soma (Shin Megami Tensei)
-Paopu Fruit Seeds (Kingdom Hearts)

The Metal Seed will ensure that Reggel will grow inside the Garden, which seems to be a good source of fuel for Zoids. This implies it can be useful as fuel for biomechanical purposes. Hydromiel is apparently quite nourishing, and Dust Orchids can not only be eaten, but also ground into Dust and can pull minerals from the ground to use in forging! Moon Leaves can be used to create recreational scents, while Crystal Flowers look pretty AND can be harvested for Dust. All the other seeds are for the sake of additional foods and permutations.

However, Bloodthorne has a specific kind of sap that acts a LOT like blood, and can be used for emergency transfusions... planted here? Very nice. Diamondglow, when the leaves are dried and burned, gives off a type of smoke that calms the nerves and 'aligns the soul and the mind'. Fadeleaf is capable of being made into potions which can pierce illusions. Khadgar's Whiskers is used in potions which increase spell power and brain activity, and it's seeds and sprouts are naturally attracted to places of great arcane promise... very nice for us. Dragon's Teeth a light ooze which glows in the presence of draconic beings, is used in a variety of transformative rituals and polymorph spells, aaaaand smells like cinnamon. Wildvine allows people to enter 'dream' realms, a potion that restores mental and physical energies... and can augment the effects of other crafts when rooting and augmenting base materials.

Kingsblood and Arthas' Tears just makes for super awesome pigments when ground up. Dreaming Glory also has a nice, deep pigment called 'Nether Pigment', but is also used for regenerative effects. Stormvine when made into a dye occasionally bristles with bright sparks of electricity, which transmit the same to any clothing dyed with it. Rain Poppy can be used to induce rainfall in a ritual, with its dye made from its petals causing a piece of dyed clothing to emit a constant mist. Golden Lotus... oh boy. This aids GREATLY in achieving a Zen state and meditating, and is capable of transmuting a lot of energy-friendly gemstones. Dust from dried and ground-up Golden Lotus can also be infused in armor and jewelry, making them a magnet for nature magics and energies, and increasing the passive luck of the wearers. Pigments made from these plants have a golden radiance as well!

Firebloom augments all spells that generate even a little bit of heat, grows wild in volcanic locations, can be used to pacify elementals and spirits, and is used to create a philosopher's stone, which isn't made of souls BUT can still augment the effects of a transmutation. Purple Lotus is the other plant used to make a Philosopher's Stone, but it also scares away the undead, augments the effects of Wildvine, and creates a Dreamless Sleep Potion which is more

or less like Astral Traveling. Sungrass... ho boy, Sungrass. Aside from the potions one can make, it can also affect the attributes of other plants; the trees actively shelter those who come under their branches, the fruit-bearing plants grow hardy and strong, and their fruits are venerated for healing capabilities as well as taste.

Tiger Lily, Addler's Tongue, and Frost Lotus are all important for making additional alchemist stones, which we can use to eventually make Titansteel. A Black Lotus can make all KINDS of wonderful little potions that may be useful. Talandra's Rose is used in a potion called the Potion of Nightmares... which you go into a deep sleep to face your inner demons/darkest fears, but it actually changes your body to reflect internal changes when confronting them. Cinderbloom can upgrade the Philosopher Stone, but can protect you permanently from intense heat if you survive eating it, and any dye made from it flickers with embers, and clothing dyed in such a manner leave a trail of glowing embers which flicker out of existence a moment later. Heartblossom works well with curing fungal infections when ground up and used as tea, as well.

Golden Sansam used in a few cooking recipes that rejuvenate the soul, and can be ground into a spice or powder that augments the flavors of citrus and meats. When made into a tea, it can also increase one's spiritual awareness. Netherbloom can be used to make weapon oils that imbue nether energy into things, VERY useful. Terocones... ho boy. They can be used for creating healing salves and have a natural fertilizer in the outer shell that's basically plant-steroids. Very much needed. Green Tea Leaves when burnt give off a smoke which calms the nerves of even a rampaging dragon when they breath it in, by themselves they give off a thin mist-like appearance, and when eaten raw are capable of rejuvenating the soul of even someone afflicted by a magical curse.

The Talador Orchid is even more crazy. It's used as a spice for food, but it's particularly known for being able to, when boiled with chunks of Blackrock Ore, turn the chunks of ore into Metamorphic Crystals, reagents used for further alchemical creations. Said flower also is used with a cluster of primal spirit to make a Primal Alchemic Catalyst. Which the catalyst allows for basically taking reactions which should take thousands of years to occur and making them work within days. Enough said. The Starflower is shaped like a star and gives off a soft blue glow with a few dancing blue lights that float eternally around each blossom. It transforms True Iron into Taladite, a gemstone infused with moon energy. Yeah.

We also have Magebulbs, which can absorb latent magic from the soil it's planted in and collect it into 'dust' to be used in enchanting or other similar things. We need this so fucking much. Songbells also can make Motes of Harmony, which in turn can slowly coalesce into Spirits of Harmony... which will do wonders for our crafting. Oh yes.

We also want to add a little more pleasantness with the addition of 'Eden Seed' which while it has rare harvest times, it's JAM PACKED with nutrients and properties that can seriously help a person out. Normally it's awesome, but with the situation we're in? This thing is going to be like a fountain of youth and power, and I like it. But nothing wrong with some oddity either... the

'Jeweled Tree' can grow moon pearls, ever-warm brass, even some ruby and sapphire! Come on, that's pretty awesome.

The Weaver Worms on the other hand, we'll be researching for their silk-spinning glands and attempt to make a cotton-like and sisal-like series of plants to ensure grassilk is grown in sufficient quantities. All the while, we have Demon Ink Flower Seeds, which can be used to grant powerful abilities via tattoos. I'm sure we'll find something amazing with this... especially since we can do some mixing with 'Rift Flower Seeds', which literally has a crop of magical energy each time it blooms. Oh yes. There shall be magics here. 'Soma' is like liquid divinity that we can plant, its bountiful material restoring a man body and spirit while the 'Golden Apple' is able to restore a person's mind fully and bring it back from any sense of madness. SCORE. ...the 'Paopu Fruit Seeds' are mostly because why not.

But all we've been doing is plants, plants, and more plants. Sure we're going to have Wells soon, but what about actual water and sea life?

-Seed Bag (Aquaria)
-Big Seed (Aquaria)
-Verse/Mother Lullaby (Aquaria)
-Various Sea Plants/Reef Samples (Anywhere)
-Songstone Composer (Ar Tonelico)
-Azshara's Veil (World of Warcraft)
-Super Sea Snails (Splatoon)
-Song Magic (Ar Tonelico)
-Orgel of Origins (Ar Tonelico)
-Enchantments (Various settings)
-Jorium Crystals (Starcraft)
-Isle Fish (Atelier: Arland Trilogy)
-Volcanic Spring (Dark Cloud 2)

We carve out a pretty good-sized lake. From there, we fill it up with waters born from the Jurai Trees to ensure they are as healthy as possible. From there, we plant a great deal of plants and let the mana from the Tomb and from Yggdrasil cause them to grow bountifully. But we can do better. By planting various enchanted Songstone devices in various places throughout the seabed, and weaving Song Magic with the 'Mother Lullaby', we can cause a great deal of music to come from the lake and even grow as magnificent as it can be. Speaking of growing, 'Isle Fish' are as big as a small island and fly around land as well... so we can throw one in and try to breed it. Get some fish going in here!

A modified Orgel of Origins will provide all the power needed for these enchantments to last, with any additional power left over used to power the various technologies the Harvest Sprites might end up using along with the Elemental Fonts gained from World of Warcraft. The Trees will also assist in maintaining and monitoring this power for the Lake of Melodies, to ensure our small breed of Super Sea Snails can live here. But we can't just have cold water. Nearby we can

have a 'Volcanic Spring' so that others can instead of going for cold swims all the time can enter some really nice, warm springs and become healed from it all!

Speaking of technologies the Harvest Sprites could use...

-Setup Wizard (Harry Potter)
-Doll Maker of Bucuresti (Touhou)
-Magitech (Banjo-Kazooie)
-Magitech (Thundercats)
-Technosorcery (Gargoyles)
-Moon Tech (Okami)
-The Magic of Science (The Witcher)
-Device Meister (Lyrical Nanoha)
-Digitized Sorcery (Fate/Extra)
-Manadrives/Antimatter Manipulation Principle (Final Fantasy 13)
-Antimatter Temporal Principle (Final Fantasy 13-2)
-Crystal Mechanics (Final Fantasy Type-0)
-Crimson Saint (Maoyuu Hero and Demon King)
-Mechanist/Magitek Mastery (Final Fantasy VI)
-Living Technology (Tenchi Muyo)
-Pollution Standards (Light of Terra)
-Pollution Standards (Tropico)
-Reduce Reuse Recycle (Captain Planet)
-Technology: Eco (Anno 2070)
-Master Architek (Final Fantasy: Crystal Chronicles)
-Magitek/The Legionsx5/Garland Ironworks buff (Final Fantasy XIV)
-Ruins of the Last Age/Mythology/Azys Lla data (Final Fantasy XIV)
-Mega Bomb/Guru (Chrono Trigger)
-Tech Wizard (Devil Survivor)
-Technomage (Libriomancer)
-Trans-Am/Qan[T]-level Twin Drive (Gundam 00)
-Green Energy (Zootopia)
-Technomancy (Mage: The Awakening)

Living Technology lets us 'replace most interfaces with living wood-input devices', which is frankly amazing if we're going to be honest. This will potentially help us combine the facets of magic and technology to let this place live in harmony, while tossing in a few 'Pollution Standards' and 'Reduce Reuse Recycle' along with 'Green Energy' in order to truly make sure anything that comes in here is eco-friendly! To make things better, we can throw in 'Master Architek' in order to create buildings with pure crystal! Talk about friendly!

Various Magitech perks will allow you to construct various, eco-friendly items in the Garden so that you may tend to things as you see fit. 'Technomage' and 'Magitech' of both kinds, and 'Technosorcery' will guarantee this facet of our work, while 'Doll Maker of Bucuresti' ensures we

can reverse engineer stuff, AND we can adequately create whatever magitech we need. On top of that, the 'Manadrives' and 'Antimatter Manipulation Principle' from FF13 will allow us to effectively analyze and recreate a form of magitech at any time... maybe throw in 'Antimatter Temporal Principle' for good measure.

But why stop there? 'Moon Tech' is yet another section we can use to increase our capacity, with 'Crimson Saint' letting us convert magic into tech... or tech into magic with a bit of help from 'Crystal Mechanics'. To boot, 'Magitek Mastery' allows us to convert any technology we have into a partially magical creation while 'Device Meister' lets us convert any technological device to run on magic, which will help it out tremendously for our little paradise. Speaking of, 'Mega Bomb' not only lets us mix magic seamlessly into our technology, but 'Guru' lets us study and delve into magic as though we were an engineer applying science... no points for guessing what we can do there. We can also seamlessly blend magic and technology even further with 'Technomancy' to truly blur the lines into something we need.

We can buff it, too. 'Magitech Augmentation Theories, 14th' along with 'Magitek', five ranks of 'The Legions', and a bit of help from 'Garland Ironworks' can ensure whatever magitech we make will be so ridiculously buffed up that it is SICK. Like, it's going to be crazy. Then we have 'Ruins of the Last Age', 'Mythology', and the data from 'Azys Lla'. This means we have a good understanding of Allagan technology, which... was more or less Magitech on crack. Since we know a bunch of this stuff, it means we're in ridiculous business.

Furthermore, Jurai Trees can "have an internal folded dimensional space is tailored to the owner, and is usually large enough to support plants, animals and bodies of water. It's about the size of a large city park, with most of the amenities woven into the clarketech nature environment." and by taking advantage of this the space inside the shack will be made larger and more comfortable for the trees to grow. We'll also be taking advantage of the Innovation properties that 'Trans-Am' and 'Qan[T]-level Twin Drive' can do, releasing vast amounts of GN particles in occasional bursts to plant the seeds of Innovation to any who enter it.

Speaking of innovation, we need to ensure that we get the most out of the technology or upgrades we place in this area.

-Simple/Advanced/Alkahestry/Truth (Full Metal Alchemist)
-Alchemy (Gothic)
-Alchemy (Castlevania)
-Alchemy/Mixing Mixtures (Banjo-Kazooie)
-Alchemy (Samurai Jack)
-Alchemy (Valkyrie Profile)
-Alchemy (Kingdoms of Amalur: Reckoning)
-Alchemy (World of Warcraft)
-Alchemy (Masters of Magic)
-Alchemy Knowledge (Golden Sun)
-Alchemist (Overlord: Light Novel)

-Alchemist (Farscape)
-Alchemist (The Mighty Boosh)
-Equivalent Exchange (Minecraft)
-Alchemist/Formula Formulator (Secrets of Evermore)
-Deranged Alchemist (Van Helsing)
-Trigram Knowledge and Manipulation (Journey to the West)
-Transmutation/Alchemy (Fate/)
-Creation Prodigy (Ar Tonelico)
-Synthesis: Rank 3/Efficiency: Rank 1 (Atelier: Arland Trilogy)
-Alchemization (SBURB)
-Alchemical Expertise (eXceed)
-Master Synthesist (Kingdom Hearts)

We have to gain as much alchemical knowledge as possible to make full use of the technology and the materials we're placing in this Garden. EVERYTHING from Full Metal Alchemist goes in, and adding things like 'Trigram Knowledge and Manipulation' and 'Master Synthesist' only further increases what we can turn shit into. 'Alchemy' from so many different places, along with 'Deranged Alchemist' from Van Helsing and 'Alchemy Knowledge' from Golden Sun not only lets us further transmute matter but it also allows us to create potions and methods to reinforce living things! This means the Trees and other such things. Speaking of reinforcement and enhancement, 'Synthesis' at our rank lets us not only increase the effects of the item but it also adds on a small additional effect to help! Even lets us improve an item quality the more we make it, up to twice the amount! Better yet, 'Efficiency' lets us reduce waste along with increasing effects and quality slightly if we take our time with it. Say, if it can reinforce the MAGITECH that's within the Garden that would be just keen! We can also mix together technologies and help get a better idea of how to synthesize items together through the use of 'Alchemization' in order to get the most bang for our buck, too. Save space by making everything awesome!

'Equivalent Exchange' and 'Transmutation/Alchemy' will further increase our knowledge and what we can do, especially if you bought the material from Minecraft to work it to its fullest... and since Fate-style magic is total bullshit, it will only increase what we can do in time. And wouldn't you know it, 'Creation Prodigy' is also a form of transmutation and alchemy! We want to work as much as we can, as hard as we can. To tinker with the composition of the materials, to ensure our equipment is grand in function and form. Everything down to the molecular state must be taken into account, which is why we're also adding 'Mixing Mixtures'... which lets us mix our alchemical potions together without any risk of conflicting problems, which is pretty good if we're using these potions to treat the plants or the technology. 'Alchemical Expertise' is even more bullshit though... if we find out everything ever about an object, no concerns or questions and able to explain everything... we could start taking traits from it and start imbuing other things with those traits! That is absurdly useful. Very useful.

Now it's time to do our Wells, and with that we will need the following:

-Water of Life (Jurai Trees; can rapidly heal the drinker)
-Bismarck's Blessing (FF13, any flora/fauna that comes into contact grows five times their normal size)
-Elemental Pollution (Water) (Captain Planet)
-Amrita Supply (Etrian Odyssey; replenishes spiritual energy)
-Regenerating Bottle of SCP-006 (SCP Foundation)
-Node Mastery/Book of the Elements (Masters of Magic)
-Cheat Mode: FIRE ANT (Water) (SimAnt)
-Chi (Lego- Legend of Chima; enough chi orbs infuses the waters)
-Soul Smith (Dark Souls; lets you use spiritual energy instead of souls for things)
-Spiritia Abundance (Macross)
-Spirit Font (Jade Empire; font of spiritual energy/chi)
-Puddle Terrors (World of Warcraft)
-Bottled Lazarus Water (Arrowverse)

The 'Bismarck's Blessing' water with the 'Chi' and the 'Water of Life' shall be used in every pool, in equal proportions, to ensure they work together with the 'Artificial Blastia Core' and keep the Trees in an abundance of health. However, the 'Amirta'/'Spiritual Energy'/'Spirita/'Spirit Font' shall be saved for the final pool, underneath the Yggdrasil tree. There will also be a great infusion of spiritual energy using spirit energy from Yu Yu Yakusho, Bleach, and Dark Souls. The 'Tomb of Sucellus' will also be placed in this area, so as to ensure the Life Mana and vitality it gives will be saturating the trees and any life within it with the Yggdrasil tree giving off an abundance of Nature mana. Combied with 'Node Mastery' letting us double the output of any Node, and 'Book of the Elements' letting us turn sources of natural power INTO Nodes, the landscape and world itself will be very, VERY powerful and enriched.

But to speed things along, we're using 'Elemental Pollution' from Captain Planet, in order to quickly produce MUCH more 'Bismarck's Blessing' water and speed up our Well Water productions as well. We're also going to be adding 'SCP-006' to each pool along with the 'Bottled Lazarus Water' to ensure they're effectively each 'Fountains of Youth' to guarantee any that the waters touch will heal and revitalize them. But how do we ensure each pool of water is mixed effectively? Well, 'Cheat Mode: FIRE ANT (Water)' lets us eventually mix different liquids inside ourselves to create a perfect mix! So we'll just be doing that.

We're not going to let these things just remain as they are, though. We need to make sure each pool has a caretaker. So grabbing some 'Puddle Terrors' or finding a way to summon them is paramount. Why? Because they're juvenile water elementals, and they can become the waters they're placed in. They also help purify waters, which will help with preventing any contaminants that may threaten our Wells.

But in order to ensure our trees can SURVIVE the intense energies of these different sources, we need to make sure the Trees can absorb and manipulate as many varied energies as possible. We will need the following:

-Hybrid/Jagan Eye (Yu Yu Hakusho)
-Upgraded Geneforge (Geneforge)
-Item Creation A+++ (Fate/Extra)
-Living Technology (Tenchi Muyo)
-No Sell (Tsukihime)
-VWES (Megaman X)
-Weapon Copy System (Megaman Classic)
-Demigod Atelier/Mantra Reactor (Asura's Wrath)
-Fear Tech (Monsters Inc.)
-Jakara-type Spyrer Armor (Light of Terra)
-Virus Creator (Megaman Battle Network)
-Gadget Master (007)
-Tinkerer (RWBY)
-Transformium (Transformers)
-Specialty: Mechanics/Engineering (Transformers)
-Master Builder (Transformers)
-Miniaturization/Efficiency (Worm)
-Nano-technician/Nanoforge (Red Faction)
-Sohon (Legacy of the Aldenata)
-Nanite Sciences/Nanite Removal and Control (Generator Rex)
-Weapons Recombination Template (Final Fantasy XIII-2)
-Hybridization Theory (Zoids: Legacy)
-Nanotech Wizard (Ratchet & Clank)
-Plug 'N Play (Kamen Rider: Neo-Heisei)
-They're Like Legoes, Right?/This Is How I want It (Kerbal Space Program)

By using this combination, we analyze the energy-absorbing machinery of the Spyrer Armor and study it enough so that we may convert it and the Mantra technology into Living Technology, which will not only make it interface with wood but make it compatible with the trees. The VWES/Weapon Copy System added in will ensure it has extra adaptability, and with the Miniaturization/Efficiency power, we can make it small AND much more capable, giving no issues to the Trees. If possible, we need to give 'No Sell' over to the trees somehow as well, drastically reducing the effect of anything that might harm them to give enough time to let them adapt and thrive. We'll also be using 'Fear Tech' modified to work off the emotions and related energies being stored in the Garden, while also monitoring and helping maintaining a proper balance in sync with the Mantra technology. We also need to use 'Plug 'N Play' to install some tech onto the Trees, to make sure they can regulate the energy being sent over to us and make sure nothing goes wrong.

We then take samples of oneself, studying blood and the 'coding' utilized in oneself to find the traits used for Hybrid Spiritual Energy and how the Jagan Eye works before using Living Technology and the Geneforge to craft a wooden version to place inside each tree. With this, the Trees also have absolute mastery of their own energies along with the ability to absorb

different versions, allowing for modifications to the Wells or the Garden. Virus Creator will ensure we can download new viruses into the Trees to impart new abilities as needed.

We also need to make sure the technology we use will be able to work in confined spaces. 'Nanotech Wizard', 'Nano-technician', 'Nanite Sciences'/'Nanite Removal and Control', and 'Sohon' is a good start to understand and control the nanotechnology that will go into this, while 'Gadget Master' and 'Miniaturization/Efficiency' will ensure it is much, MUCH more effective than a machine of its size would be. Additional boons like 'Tinkerer', 'Weapons Recombination Template', and 'Hybridization Theory' will further improve the space we have for shoving things inside, which is good! It's very very good. We can also use 'They're Like Legoes, Right?' and 'This Is How I Want It' to design some truly absurd modular technology, which will be in demand if we want to save space on this beast of an upgrade.

Honestly though, we need to ensure these nanites and methods of adapting to the energies are in tip-top condition. Let's glance at everything:

-Certified Tech (Fallout)
-Tech Expert (Starcraft)
-Machinist (Skies of Arcadia)
-Analysis (Red Alert 3)
-Whispered (Full Metal Panic)
-Machines, They Just Speak To Me (Firefly)
-Analysis (Adventure Time)
-Engineer/Erudition (Halo)
-Not A Stupid Grunt (Mass Effect)
-Technomage (Strike Witches)
-Ancient Knowledge (Mysterious Cities of Gold)
-Gadgeteering (Blazblue)
-Independent Innovation (Gundam AGE)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Hard Science (Raildex Science)
-Xenoarchaeologist (Stargate SG-1)
-Engineering Basics (Dead Space)
-The Divine Machines (Lord of Light)
-Skills (Star Trek: TNG)
-Demigod Atelier (Asura's Wrath)
-Grease Monkey (Bubblegum Crisis)
-The Plecian Tome (Light of Terra)
-The Maddest Science Yet! (Tenchi Muyo)
-Inventor (Futurama)
-Reverse Engineering (Sekirei)
-Xenospecialist (Gears of War)
-Valkyrian Science (Valkyria Chronicles)
-I Am Iron Man/Retro-Engineer (MCU)

-Etoria Disciple (Final Fantasy XII)
-Item Construction A+++ (Fate/Extra)
-Holy Forge (Hellgate London)
-Technician (Alpha Cenaturi)
-Engineering (Teen Titans)
-Orokin Tech (Warframe)
-An Order To Things (Gunnerkrigg Court)
-Arch-Magos (40k Redux)
-Feel It Out (F.E.A.R.)
-Damaged Microchip (Terminator)
-What's This Do? (Titanfall)
-Xenotechnology (STALKER)
-Technician/Core Competence (Spiral Knights)
-Fitting into a Mould: Scientist (Gravity Rush)
-Peak ADVENT Technology (XCOM 2)
-Hands of Icarus (Heaven's Lost Property)

'Orokin Tech', 'Asgardian' Tech, and 'Demigod Atelier'... the works. Like, we're talking the works. We want everything we can to ensure these things are simply amazing. Throwing in 'Divine Machines/Chosen of Death' will only improve the sheer clarketech-style advancements we can make to ensure top-grade mechanics. 'Special Attention', 'Mechanical Master', and 'Maker's Prodigy'/'Maker' will additionally help us out with quality, because... well, let's face it. We're shoving these things into the trees. We NEED to make sure we're god on it.

On top of that, we need to be able to provide modifications to these improvements when needed. 'An Order To Things', 'Xenospecialist', 'Certified Tech', 'Independent Innovation', 'upgrades! Upgrades!! UPGRADES!!!', 'Tech Expert', 'Xenotechnology' and 'Xenoarchaeologist' will let us essentially understand about anything we find with enough time, which will provide a massive boon to our ability to stay ahead of the game. We're always going to find new things, so it is extremely important that we can adapt to them and not find ourselves destabilized.

But at the same time... well, we need to make sure all this stuff will last. Like, to make it REALLY last.

-Craftsman of the Gods (Viking Saga)
-Expert Smithing (Ragnarok Online)
-Technical Expertise (Iji)
-Remodelling (Medaka Box)
-Glove of the East (Binbougami ga)
-Soul Smith (Dark Souls)
-Daedalus' Student/Titan's Blood (God of War)
-Soulcraft/Sage (Demons' Souls)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Master Craftsman (King Arthur)

-Special Attention (Gundam AGE)
-Maker's Prodigy/Maker (Darksiders)
-Mechanical Master (Borderlands)
-Chosen of Death (Lord of Light)
-Minor Blessings/Unnatural Skill/Divine Child (Percy Jackson)
-Reliable Invention (Kim Possible)
-Robust Engineering (Dune)
-Built to Last (Assassin's Creed)
-Panzerkampf (Sabaton)
-Deity's Weapon/Weapon Synthesis (Warrior's Orochi)
-Ambrosial Artificer (Macross)
-Fixer Upper (Dark Cloud 2)
-Lathe of Heaven (Chrono Trigger)

Every bit of nanites and machinery we make for the trees, even if it's wood, will be masterful. It will be of superb quality, and will be far more powerful than it would originally be. To make it even better, 'Expert Smithing' allows it to be be 'affixed' MULTIPLE times so long as we have enough energy to use. This will guarantee it has additional properties and adaptability to guarantee both its survival and its capability. On top of that, 'Deity's Weapon' and 'Weapon Synthesis' both from Warriors Orochi can ensure that the more we use something or try to draw it out, the better enhanced it will become and the more its inherent properties will be magnified.

To boot, the 'Mythical Forge' from Jade Empire will enhance abilities by 50% AND allow them to use their fullest potential. But we want to go further. By using further combinations, we can guarantee the nanites will never malfunction from regular use, and will last for a very, VERY long time. Easily in the thousands of years. TENS of thousands, even. We do not want to have maintenance on these things, for as long as possible. On top of that, 'Ambrosial Artificer' and 'Fixer Upper' will ensure we can discard unneeded parts while improving the ones we DO need! Combining those with the 'Lathe of Heaven' ability that lets us maximize strengths and minimize weaknesses... well. Let's just say we're really playing for keeps.

But what about the virtual side of things? After all, we have the 'Net Sphere Reformation Device' being laced and installed all around, we need to control it! So let's grab some things:

-Net Sphere Engineer/Netscape Navigator (Blame!)
-Hardened Cosmosphere (Ar Tonelico)
-App Master (Soul Hackers)
-Superscale Skills (Evangelion)
-VR Construct Hub (The Matrix)
-Holotable (Marvel Cinematic Universe)
-Control Cube/Holographic Computer (Tenchi Muyo)
-Nullspace Computer (Megas XLR)
-Union Core (Arpeggio of Blue Steel)

'Net Sphere Engineer' allows us to construct objects in virtual space, while the 'Netscape Navigator' can make it so visitors aren't feeling daunted or demanded to modify themselves just to visit the place. We can also use 'Hardened Cosmosphere' to augment the digital construction abilities of the 'Net Sphere Engineer', for having a second layer doesn't mean we can just let it go hog-wild. There must be balance. The 'VR Construct Hub' will ensure we have additional coding and technology capable of operating this second layer while 'Superscale Skills' and 'App Master' can let us organize the infrastructure we will need for it all... both outside and in.

But how to monitor it or let either side communicate with each other? Well, 'Holotable' can potentially help with projecting images as needed, with the 'Holographic Computer' to further assist on that due to its dimensional capabilities. The 'Control Cube' and 'Nullspace Computer' will further assist us, being versed in dimensional communications and interactions... buuuut just to be safe, let's use the technology of the 'Union Core' to round off any communication or projection ability we may need to monitor both sides.

Now to finally imbue our waters, we need to go to World of Warcraft and collect water from the following:

-Sunwell (ignited after the Shattered Sun Offensive)
-Moonwell Water (various places across Night Elf lands)
-Well of Eternity (a vial from Vashj and Kael'thas, a larger amount from the Caverns of Time instance of the same name)
-Second Well of Eternity (from the Well under Nordrassil)
-Felwell water (corrupted water in Felwood)
-Well of Lost Souls (font underneath the Black Temple)
-Six Sacred Pools of Power (from the Vale of Eternal Blossoms)

The Sunwell water and the two Vials shall be placed in one Well. The Moonwell Water and water from the Second Well of Eternity shall be in the second Well. The Felwell and Well of Lost Souls shall be used for the third Well, and the water from the Caverns of Time instance shall provide the fourth and purest Well. Water from both Wells of Eternity will be used to ignite the Spirit Well underneath Yggdrasil, to ensure an abundance of spiritual energy. But the six Sacred Pools that represent powerful emotions and superb healing abilities... the samples of those that are replicated will be placed in a large circle around the trees.

But do we really want to end our waters there? We can add more!

-Universal Adapter (Storm Hawks)
-Artificer (Tsukihime)
-Life Fibers (Kill la Kill)
-Mosaic Organ (Terra Formars)
-Mazone (Captain Harlock)
-Crimson Saint (Mayouu Hero and Demon King)
-Crystal Mechanics (Final Fantasy Type-0)

-Psychonautics (Psychonauts)
-Fortune Energy (Binbougami Ga)
-Spiral Energy (Gurren Lagann)
-Lambda Driver (Full Metal Panic)
-Blue Crystal/Yellow Crystal (E.V.O. Search For Eden)
-Wakfu Energy (Wakfu)
-Chakra Energy (Naruto)
-Aurorium/Aura (RWBY)
-Water of Life (Five Star Stories)
-Prana/Mana (Nasuverse)
-Psionic Waveform (Starcraft: Zerg)
-Jorium Crystals (Starcraft)
-Dust Water (Endless Legend)
-Fake Chaos Emerald (Sonic the Hedgehog)
-Shinsoo (Tower of God)
-Protein Energy (Cho Aniki)
-Elite Beat/Love and Peace!/Elite Beat Pen (Elite Beat Agents)
-Phonic Energy (Symphogear)
-Orgel of Origins/Songstone (Ar Tonelico)
-Vial of Glowing Water (Siren: Blood Curse)
-Violet Energy (Green Lantern: The Animated Series)
-Eldar Psionic Energy (Warhammer 40k: Eldar)
-Argent Power/Empowered by the Well (Doom 2016)
-The Power Cosmic (Kamen Rider: Neo-Heisei)

Using 'Universal Adapter', we are capable of creating a device that can 'translate' energies right over to another form. Using 'Miniaturization/Efficiency' from a prior modification, we make it much more capable, and from there we use 'Crimson Saint' along with 'Crystal Mechanics' to slowly convert it from a machine into a spell after we have worked it inside and out. Then using our original Well materials to dig and craft the Wells needed, and proceed to make additional Wells for Fortune Energy and Shinsoo... Fortune Energy specifically so that way the entire Garden eventually undergoes Deification, turning the entire place into an actual divine realm.

The Dust Well will have a fair amount of Dust Water mixed in, made partially magical so it can fall under the purview of the Adapter. Jorium Crystals lining the walls, 'Water of Life' from Five Star Stories, and the energy from 'Psionic Waveform' will be used for one of the Psychic Wells while the energy from being an Eldar will make up the other Psychic Well, using 'Psychonautics' to ensure the energy is stable before using it. We can also take the chaos energy from the 'Fake Chaos Emerald' and use that in a well too! Sweetness.

We're also going to be extracting some energy from ourselves to make some additional Wells. What kind? Well 'Wakfu' for starters, as it's a nice life force that can reinforce things. We're also going to be also extracting the 'Chakra' energy within ourselves, and using THAT to make

another Well to try and see if we can't get some of that going. Try to buff things up a bit, you know?

Also a 'Phonic Energy' Well. Because why not? It's Phonic Energy, it's music made manifest. Soooooooooo what we can do is line the walls of a Well with 'Songstone', put a single 'Orgel of Origins' in the middle, then fill it up with adapted Well Water made of 'Phonic Energy' to fuel any Symphogear Relics we may possess. We'll also be using 'Argent Power' and 'Empowered by the Well' to make a nice ol' Well made of Argent Energy. Gotta keep things nice and varied, right?

We're also going to make a 'Spiral Energy' Well. But why? We're only capped at Simon's level at the end of the LordGenome arc, right? So why do so? It's still something that's quite potent, and it's the power of Evolution in a can, which should work well with the EVO crystals we had. The 'Blue Crystal' stores evolution energy, while the 'Yellow Crystal' can allow access to potential biological forms. We're just going to etch these into the Well's walls in a Spiral form, and install a grooved drill in the center of the Well to keep slowly spinning and ensure the water keeps spinning in a spiral pattern. Of course, this drill is going to be the 'Lambda Driver', because it's a machine designed to manifest willpower, right? Well Spiral Energy is a sign of that. Ergo, it can interact. Ergo, it can REGULATE the output of the Well to make sure things don't go insane.

Speaking of making sure things don't go insane, mixing together 'A Vial of Glowing Water' along with some Wells in places could help us out. How? Well it can purify things such as the Shibito zombie things. This means we could possibly be able to literally make 'Purification Wells' that will also help regulate and ensure that things don't get too insane. Which... will be needed, as making a 'Violet Energy' Well to ensure we have enough energy of love is going to do interesting things. We'll also be making the glorious power of friendship with 'The Power Cosmic' letting us put Cosmic Energy into a Well! Friendship and evolution for all!

The Prana Well... that's going to be a bit more tricky. Nasuverse mechanics state that Prana is comprised of two things: Mana and Od. But 'Mana' is produced by nature, which means our Prana Well is going to turn into a Mana Well soon enough. We're going to need a supply of Od if we want actual Prana. We need to do some work. Specifically, we use 'Artificer' from Tsukihime to abuse the hell out of Etherlite, which is something of a magical, artificial nervous system. But they can also be used as Magic Circuits, which means they can conduct magic. What we do is we study the hell out of Life Fibers, then produce them using techniques from our 'Mosaic Organ' we got from Terra Formars, while intertwining them with the Etherlite. Why is this important? Well, as a 'Mazone' we're kind of like a plant. Which means we're fully capable of producing Life Fibers that actually work on plants.

We then use these plant-like 'Ether Fibers' to weave into our various trees (either weave them in at only 30% maximum, or splice them in), which in a sense would grant them Magic Circuits... and since Royal Trees are quite sapient, they should count enough as living beings to start creating Od within themselves, which they can use with the Mana in the air to begin Prana production.

We then want to think of other things... like Protein Energy! It helps a person get fit, increases willpower and healing! It can even let you shoot lasers! So a Well of this stuff would help. Speaking of lasers, 'Elite Beat' grants Rhythm Energy, which can revitalize people, cause good fortune, and other such things... while 'Love and Peace!' can let it be changed into other forms. Fun! But more importantly? The 'Elite Beat Pen' turns the energy into a fine laser, increasing efficiency and directing it well. ...we're going to find how it works using the technology/crafting perks shown above, then put this in ALL OF OUR WELLS.

Whatever happens from there, happens.

Survive the Garden

There's going to be a lot of things we will be running into. I mean, a LOT of things. Various energies, plants, the works. What if you want to make a magical place of your own? In this case, the Garden of Eternity? There needs to be a way you don't just explode like a firecracker the second you turn it on. That's why we need to make doubly sure we can handle whatever is dished out.

To start, we will need the following:

-Jagan Eye/Hybrid (Yu Yu Hakusho)
-No Sell (Tsukihime)
-Magical Body (Elona)
-Bloody Magical (LOSS)
-Conjoined Conjures (Cardcaptor Sakura)
-Demigod Atelier/Cyber Hindu Godbody/Mantra Reactor (Asura's Wrath)
-Warlock/Demonology (World of Warcraft)
-Bucket/Mana capacity perks from places like Slayers, DxD, Strike Witches, etc.
-Magic ENHANCING perks from places like Negima, Avernum, etc.
-Exotic Materials/Consumable Chaos (E.V.O. Search for Eden)
-Throne of Creation (Etrian Odyssey)
-Virologist (Resident Evil)
-Key Genes/Hypnos Gene (Resident Evil)
-Adaptive Body (God of War)
-Reshaping (Geneforge)
-Crazy Theme (Flesh) (Swat Kats)
-Cheat Mode: FIRE ANT (Water) (SimAnt)
-Genetic Assimilation (Underworld)
-Essence Spinner/Primal Evolution (Starcraft: Zerg)
-Mazone (Captain Harlock)
-Karma Chameleon/Karmatron Dynamics (GUNNM)
-Node Mastery (Masters of Magic)
-Infusion (Kingdom of Loathing)

-Malleable Form (Blame!)
-Starro-Tech Notes (Young Justice)
-Prototyper (Polity)
-Alchemy Machines (SBURB)
-Plug 'N Play/Above the Influence (Kamen Rider: Neo-Heisei)

Jurai Trees (the base of the tree stuff) can bond with people and share a form of their power (in the canon case, agelessness and if need be the superdimensional energy), hence the crux of this entire thing and the need to survive just about fucking anything that's shoved into us. WoW magic has a habit of changing/shaping a being when they absorb a lot of magic, such as when Fel energy turns a person into a demon ('Demonology' Warlock ho!) and provides a great boost in spell ability, or when the Holy magic of the Sunwell altered the magical nature of the Blood Elves. So being versed in that kind of magic and being able to wield it would help us a bunch.

'No Sell' from Tsukihime weakens the effect of weaknesses on beings, even to the point of letting a demon hold a Holy Weapon, while 'Node Mastery' from Masters of Magic lets us suffer no problems from conflicting energies within the self. Combined with YYH's perks that lets us manipulate our own energies, this can be made to a non-lethal level long enough to potentially adapt to it. Elona's 'Magical Body' along with 'Bloody Magical' makes it so it's VERY difficult to tell where the body ends and the magic begins. It's a being of partially magic now, and as such one could argue that the more magic you possess, the more intense your body becomes, or even to the point where you start changing and growing due to the effects of WoW mana or other magic sources.

'Throne of Creation', 'Virologist', the Geneforge, and other things will allow you to tinker with yourself so you can potentially increase your own tolerance to magical power thanks to Elona's 'Magical Body' turning your magic into part of your biology, thereby increasing your own capacity to handle it all. Which is good, because along with 'Infusion' giving us more ability to channel magic, we seriously fucking need that. By selecting 'Crazy Theme' from Swat Kats, we can get access to the Flesh perk. Along with crazy amazing biology, you yourself end up having less complications from differing biology that SHOULD by normally conflicting. This will further increase our tolerance along with 'Genetic Assimilation', 'Key Genes', 'Hypnos Gene', 'Malleable Form' and 'Primal Evolution', topped off with 'Exotic Materials' and 'Consumable Chaos' to devour things and increase our potential. We're also going to use 'Starro-Tech Notes' on the nanites we shove into ourselves, to ensure that we blur the lines a bunch and let the power of technology and other things assist us.

It should be mentioned that using 'Conjoining Conjures' from CCS to combine WoW magic and Elona magic for the sake of tying things up would be a really good call too. Yes a lot of people feel Mana is Mana regardless of the source, but it never hurts to keep track and cover your bases. You NEVER know what will help you out. We'll also be using 'Plug 'N Play' due to a very special effect... as long as we keep the various amounts of energies on a relatively even level with each other, the more stable the results will be! With how many sources there are, this is

godlike. We can also use 'Above the Influence' to help ignore and remove any possible ideas of 'addictive' effects of magical energies on the mind, in order to help us out.

By becoming 'Mazone', we become partially plant. By doing THAT, we suddenly gain the ability to alter our genetics to be more similar to Jurai Trees, thus allowing us to handle a great deal of dimensional energy... and if we can handle that, we can handle a great deal of other things as well. But we want to increase our potential since we're going to be using technology eventually. So 'Karma Chameleon' which can allow us to advance and adapt to the struggles we place upon ourselves, AND 'Karmatron Dynamics' to include the nanotech that further improves our bodies... no such thing as 'too safe' for us. We'll also be utilizing the 'Alchemy Machines' so that way we can find ways to alchemize different machinery and technology together as needed, with 'Prototyper' only further rounding this out for us.

Of course, this can't be the ONLY precautions we take. Nooo, remember how 'Cyber Hindu Godbody' from Asura's Wrath goes with Mantra? And the 'Mantra Reactor'? Yeah, those things need to be tossed in, along with the 'Cheat Mode: FIRE ANT (Water)' to ensure we can ingest and eventually absorb magical waters by mixing it with our blood. Otherwise we're not going to be able to get the groundwork in for additional things. What kind of groundwork? Modifying the Mantra to accept different forms of energy to further help us. So we're gonna need more stuff:

-Connections (Starcraft)
-Arcane (Smite)
-Overcoming Sample Bias (Tenchi Muyo)
-Putting It All Together (Tales of Vesparia)
-Tech Tree/The Enlightenment (Civilization)
-Missing Link (Jurassic Park)
-Cryptarch's Teaching (Destiny)
-Innovator (Codex Alera)
-Technician (Alpha Centauri)
-An Order To Things (Gunnerkrigg Court)
-Elementary My Dear/The Sherlock Scan/Pieces of a Puzzle (Sherlock Holmes)
-Font of Knowledge (Kamen Rider: Neo-Heisei)

Remember what 'Tech Tree' does in Civilization? You designate a goal, then it helps you figure out where to go and what to research to figure stuff out. Combine that with 'Overcoming Sample Bias' from Tenchi, 'Connections' from Starcraft, 'Cryptarch’s Teaching' from Destiny, and 'Arcane' from Smite to get a full on, comprehensive knowledge of how to work things... and throw in 'Demigod Atelier' from before to understand the technology. If we want to throw in MORE understanding, 'Putting It All Together', 'The Enlightenment', 'Innovator', and 'Technician'. We'll also be using 'Font of Knowledge' which lets us pick out anything in a written or digital archive, using three 'Keywords' to sort through them and gain the information! 'An Order to Things' to sweeten the deal on complete and comprehensive understanding. Combined with 'Elementary My Dear' and 'Pieces of a Puzzle' which works with the prior perks of fitting things together, AND 'The Sherlock Scan' which lets us enter a hyper-state to review all the knowledge at once?

All to understand, and from there convert the cybernetics so it will accept Mana and other energies as an acceptable source of power. One would think that this isn't needed, but considering the shit we come across we are going to need it so very very badly. 'Jagan Eye' and 'Hybrid' comes into effect once more, allowing us to study, manipulate, and merge the energies of Mantra and Mana to work together along with other energies. And we all know what happens when you get a surplus of Mantra in AW...

Really, the whole point of this was to ensure there is a way to combine Holy and Fel energies without completely imploding, and then accounting for the INTENSE POWERS of one Well, to say nothing of multiple versions of them (including a Spirit version of it)... and with all the different waters essentially encouraging combined effects and the Trees (which, thanks to Metaphysical Biology and the mass-produced EVAs from SEELE giving a nice amount of resources each have a single S2 core) fueling that power?

Speaking of, there must be a means to modify the Mantra technology already within oneself to work with magic in order to accept it, and as such you need the following perks/items:

-Jakara-type Spyrer Armor (Light of Terra)
-Gadget Master (007)
-Tinkerer (RWBY)
-Transformium (Transformers)
-Specialty: Mechanics/Engineering (Transformers)
-Master Builder (Transformers)
-Miniaturization/Efficiency (Worm)
-Nano-techician/Nanoforge (Red Faction)
-Sohon (Legacy of the Aldenata)
-Nanite Sciences/Nanite Removal and Control (Generator Rex)
-Weapons Recombination Template (Final Fantasy XIII-2)
-Hybridization Theory (Zoids: Legacy)
-Nanotech Wizard (Ratchet & Clank)
-Reliable Invention (Kim Possible)
-Robust Engineering (Dune)
-Built to Last (Assassin's Creed)
-Panzerkampf (Sabaton)
-Prototyper (Polity)
-They're Like Legoes, Right?/This Is How I want It (Kerbal Space Program)

Admittedly the primary requirements are everywhere here, but it is the entire package that is needed to ensure the safety of oneself.

The 'Jakara-type Spyrer Armor' we must study to effectively figure out how it can absorb so many different energies and even evolve to encompass different energies, as this will be a pretty big crux in our plans. 'Transformium' will ensure that the technology can alter and adapt

itself in the event a different form is required. We also require as many size reducing/nanotech perks to ensure we can crunch all of this down to actually work AS a form of nanotech along with sufficiently controlling these nanites in the event there's an energy we DON'T want to absorb. After all, if we can't even control ourselves then what is even the point? This is why 'Sohon' is also placed in, so that we may control what is inside ourselves. We'll also throw in 'Prototyper' to ACTUALLY be able to mix and combine different technologies together, to ensure maximum efficiency. Speaking of efficiency, we can also use 'They're Like Legoes, Right?' and 'This Is How I Want It' to design some truly absurd modular technology, which will be in demand if we want to save space on the nanites we'll be using.

The other thing is making sure these nanites last as long as we do. 'Reliable Invention' and 'Panzerkampf' to make sure the damned things don't explode on us by accident, and 'Robust Engineering' with 'Built to Last' can likewise help us with making sure they weather all manners of issues and problems. We don't want to be repairing them every three years or so, do we? Especially with the amount of stress we may be placing upon it and ourselves? That's like asking a person to crack open a nuclear reactor and fixing it while it's still running on full power, and we don't want that.

But how do we help it out? Simple! Magic.

-Moon Tech (Okami)
-Doll Maker of Bucuresti (Touhou)
-Technosorcery (Gargoyles)
-Crystal Mechanics (Final Fantasy Type-0)
-Digitized Sorcery (Fate/Extra)
-Crimson Saint (Maoyuu Hero and Demon King)
-Magitech (Banjo-Kazooie)
-Device Meister (Lyrical Nanoha)
-Setup Wizard (Harry Potter)
-Manadrives (Final Fantasy 13)
-The Magic of Science (The Witcher)
-Sufficiently Analyzed Magic (FF8)
-Magitech (Thundercats)
-Mechanist/Magitek Mastery (Final Fantasy VI)
-Arcane Interface (Storm Hawks)
-Magitek/The Legionsx5/Garland Ironworks buff (Final Fantasy XIV)
-Ruins of the Last Age/Mythology/Azys Lla data (Final Fantasy XIV)
-Mega Bomb/Guru (Chrono Trigger)
-Tech Wizard (Devil Survivor)
-Technomage (Libriomancer)
-Technomancy (Mage: The Awakening)

Or rather, Magitech. Gargoyles/Banjo-Kazooie 'Magitech' will ensure they can all run off of magic, along with other magitech perks such as 'Device Meister' to sufficiently convert

technology to run on magic. To boot, 'Magitek Mastery' allows us to turn ANY cybernetics partially magic, which means we can improve them with magic and further make them more accepting of the energies that may be flowing in. This along with our biological modifications can at least help us with assimilating this stuff, which is like... DAMNED useful. Speaking of, 'Mega Bomb' not only lets us mix magic seamlessly into our technology, but 'Guru' lets us study and delve into magic as though we were an engineer applying science... no points for guessing what we can do there. We can also seamlessly blend magic and technology even further with 'Technomancy' to truly blur the lines into something we need.

We can buff it, too. 'Magitech Augmentation Theories, 14th' along with 'Magitek', five ranks of 'The Legions', and a bit of help from 'Garland Ironworks' can ensure whatever magitech we make will be so ridiculously buffed up that it is SICK. Like, it's going to be crazy. Then we have 'Ruins of the Last Age', 'Mythology', and the data from 'Azys Lla'. This means we have a good understanding of Allagan technology, which... was more or less Magitech on crack. Since we know a bunch of this stuff, it means we're in ridiculous business.

But can we upgrade the technology we have? Or what about utilizing other forms of tech?

-Craftsman of the Gods (Viking Saga)
-Expert Smithing (Ragnarok Online)
-Technical Expertise (Iji)
-Remodelling (Medaka Box)
-Glove of the East (Binbougami ga)
-Soul Smith (Dark Souls)
-Soulcraft/Sage (Demons' Souls)
-Feel It Out/Synchronicity Event (F.E.A.R.)
-Mythical Forge (Jade Empire)
-Master Craftsman (King Arthur)
-Daedalus' Student/Titan's Blood (God of War)
-Special Attention (Gundam AGE)
-Maker's Prodigy/Maker (Darksiders)
-Mechanical Master (Borderlands)
-Chosen of Death (Lord of Light)
-Minor Blessings/Unnatural Skill/Divine Child (Percy Jackson)
-Artificial Alloys (Anno 2070)
-Technician/Cybernetic (Alpha Centauri)
-Deity's Weapon/Weapon Synthesis (Warrior's Orochi)
-Ambrosial Artificer (Macross)
-Fixer Upper (Dark Cloud 2)
-Lathe of Heaven (Chrono Trigger)

'Artificial Alloys' will help us create about any kind of naturally-occuring material that would assist, and 'Technician' from Alpha Centauri lets us mix and match theories to ensure minimal conflict if we add it with the prior knowledge/research combo. To boot, 'Technical Expertise' can

help us augment these machines to work more effectively with what we need as well. Extra sorts of fun for us!

'Cybernetic' from Alpha Centauri allows us to make just about ANYTHING into a cybernetic function as well, and throwing in 'Miniaturization/Efficiency' would mean we can shrink it down and make it efficient enough to more or less be nanotechnology that can be placed inside anyone who wishes to visit the Gardens. But we can do even more. We have an ACTUAL nanoforge that we can use in tandem with the 'Mythical Forge', and combining that with our combination of 'Master Crafter', 'Expert Smithing', and 'Craftsman of the Gods' will utterly guarantee if we put in the work then it will be a STUPENDOUS set of nanites.

But let's further help this out by using 'Soul Smith' and 'Glove of the East' to imbue a sort of spiritual acceptance into the machines we'll be implanting... spirit energy is another form of energy! So are psionics as well, so 'Feel It Out' can help us attune ourselves to psychic energies! ...which the Garden has plenty of. On top of that, 'Deity's Weapon' and 'Weapon Synthesis' both from Warriors Orochi can ensure that the more we use something or try to draw it out, the better enhanced it will become and the more its inherent properties will be magnified. On top of that, 'Ambrosial Artificer' and 'Fixer Upper' will ensure we can discard unneeded parts while improving the ones we DO need! Combining those with the 'Lathe of Heaven' ability that lets us maximize strengths and minimize weaknesses... well. Let's just say we're really playing for keeps.

But what about other technologies? What can we use for that?

-Certified Tech (Fallout)
-Tech Expert (Starcraft)
-Machinist (Skies of Arcadia)
-Analysis (Red Alert 3)
-Whispered (Full Metal Panic)
-Machines, They Just Speak To Me (Firefly)
-Analysis (Adventure Time)
-Engineer/Erudition (Halo)
-Not A Stupid Grunt (Mass Effect)
-Technomage (Strike Witches)
-Ancient Knowledge (Mysterious Cities of Gold)
-Gadgeteering (Blazblue)
-Independent Innovation (Gundam AGE)
-upgrades! Upgrades!! UPGRADES!!! (Red Faction)
-Hard Science (Raildex Science)
-Xenoarchaeologist (Stargate SG-1)
-Engineering Basics (Dead Space)
-The Divine Machines (Lord of Light)
-Skills (Star Trek: TNG)
-Demigod Atelier (Asura's Wrath)

-Grease Monkey (Bubblegum Crisis)
-The Plecian Tome (Light of Terra)
-The Maddest Science Yet! (Tenchi Muyo)
-Inventor (Futurama)
-Reverse Engineering (Sekirei)
-Xenospecialist (Gears of War)
-Valkyrian Science (Valkyria Chronicles)
-I Am Iron Man/Retro-Engineer (MCU)
-Etoria Disciple (Final Fantasy XII)
-Holy Forge (Hellgate London)
-Technician (Alpha Cenaturi)
-Engineering (Teen Titans)
-Orokin Tech (Warframe)
-An Order To Things (Gunnerkrigg Court)
-Arch-Magos (40k Redux)
-Feel It Out (F.E.A.R.)
-Damaged Microchip (Terminator)
-Item Construction A+++ (Fate/Extra)
-What's This Do? (Titanfall)
-Xenotechnology (STALKER)
-Technician/Core Competence (Spiral Knights)
-Fitting into a Mould: Scientist (Gravity Rush)
-Peak ADVENT Technology (XCOM 2)
-Hands of Icarus (Heaven's Lost Property)

Along with KNOWING advanced technologies, we still need to be able to UNDERSTAND them. Various 'Analysis' perks along with understanding perks such as 'An Order To Things', 'Xenospecialist', 'Certified Tech', 'Independent Innovation', 'upgrades! Upgrades!! UPGRADES!!!', 'Tech Expert', 'Xenotechnology' and 'Xenoarchaeologist' will let us figure out all manners of shit to accomplish with any modifications to our cybernetics or nanites. But just to be safe, 'Retro-Engineer', 'Reverse Engineering' and 'Whispered' will help us out even more. One may think 'that's too many perks', but really one can NEVER have enough perks to understand something that we're relying on to not die.

Things like 'Erudition', 'Demigod Atelier', 'Orokin Tech', 'Arch-Magos', and 'The Divine Machines' will also guarantee our technology is EXTREMELY advanced, because if we're going to be toying with this shit then we're putting in as much effort as we fucking can. Throwing in 'The Plecian Tome' for reference along with 'Valkyrian Science', 'Hard Science', and 'The Maddest Science Yet!' and additional assistance from 'Technomage', 'Holy Forge', and Star Trek 'Skills' can potentially let us offset this stuff with even more bullshit.

And then the basics. We have a bunch of various perks to give us understanding in basic technologies, which is kind of important because a lot of tech works off of basic concepts still, on

SOME level. If we can't even master the basics, how can we be expected to understand all the important shit to bolster ourselves with? Answer: We can't. Always know your damn basics.

But once we get down to basics, there is... well, there's the necessary functions of augmenting the materials we have right now. What can do that? Why, alchemy of course!

-Simple/Advanced/Alkahestry/Truth (Full Metal Alchemist)
-Alchemy (Gothic)
-Alchemy (Castlevania)
-Alchemy/Mixing Mixtures (Banjo-Kazooie)
-Alchemy (Samurai Jack)
-Alchemy (Valkyrie Profile)
-Alchemy (Kingdoms of Amalur: Reckoning)
-Alchemy (World of Warcraft)
-Alchemy (Masters of Magic)
-Alchemy Knowledge (Golden Sun)
-Alchemist (Overlord: Light Novel)
-Alchemist (Farscape)
-Alchemist (The Mighty Boosh)
-Equivalent Exchange (Minecraft)
-Alchemist/Formula Formulator (Secrets of Evermore)
-Deranged Alchemist (Van Helsing)
-Trigram Knowledge and Manipulation (Journey to the West)
-Transmutation/Alchemy (Fate/)
-Creation Prodigy (Ar Tonelico)
-Synthesis: Rank 3/Efficiency: Rank 1 (Atelier: Arland Trilogy)
-Alchemization (SBURB)
-Alchemical Expertise (eXceed)
-Master Synthesist (Kingdom Hearts)

We have to gain as much alchemical knowledge as possible to make full use of this scheme. EVERYTHING from Full Metal Alchemist goes in, and adding things like 'Trigram Knowledge and Manipulation' and 'Master Synthesist' only further increases what we can turn shit into. 'Alchemy' from so many different places, along with 'Deranged Alchemist' from Van Helsing and 'Alchemy Knowledge' from Golden Sun not only lets us further transmute matter but it also allows us to create potions and methods to reinforce the body! Speaking of reinforcement and enhancement, 'Synthesis' at our rank lets us not only increase the effects of the item but it also adds on a small additional effect to help! Even lets us improve an item quality the more we make it, up to twice the amount! Better yet, 'Efficiency' lets us reduce waste along with increasing effects and quality slightly if we take our time with it. Say, if it can reinforce MAGITECH that would be just keen! We can also mix together technologies and help get a better idea of how to synthesize items together through the use of 'Alchemization' in order to get the most bang for our buck, too. Save space by making everything awesome!

'Equivalent Exchange' and 'Transmutation/Alchemy' will further increase our knowledge and what we can do, especially if you bought the material from Minecraft to work it to its fullest... and since Fate-style magic is total bullshit, it will only increase what we can do in time. And wouldn't you know it, 'Creation Prodigy' is also a form of transmutation and alchemy! We want to work as much as we can, as hard as we can. To tinker with the composition of the materials, to ensure our equipment is grand in function and form. Everything down to the molecular state must be taken into account, which is why we're also adding 'Mixing Mixtures'... which lets us mix our alchemical potions together without any risk of conflicting problems. 'Alchemical Expertise' is even more bullshit though... if we find out everything ever about an object, no concerns or questions and able to explain everything... we could start taking traits from it and start imbuing other things with those traits! That is absurdly useful. Very useful.

But we still need to focus. We have all this stuff, but what if we find something we need to absorb NOW?

-Orb Design Plans (Swat Kats)
-Scanner (Iji)
-Savage Salvage (KanColle)
-Reverse-Engineering (Lego: Legend of Chima)
-Weapon Absorption (Dark Cloud)
-Weapon Synthesis (Dark Cloud)
-Self-Made Shopkeeper (Recettear)
-Augment Blade System (Dark Cloud 2)
-Heretical Adaptation (Senki Zesshou Symphogear)

'Savage Salvage' and 'Reverse-Engineering' allows us to eat machines and assimilate some form of traits the machine could do, which means we'll always be able to update ourselves when new things are created or encountered. It's pretty sweet, but why not take it a step further? By combining 'Savage Salvage' with the assimilated blueprints of the 'Orb Design Plans' and the 'Scanner' from Iji, our adaptation and scanning potential to further improve ourselves is bolstered, increasing the chances of understanding and utilizing technology that can assist us.

The one thing that helps us stand out, though? 'Weapon Absorption' and 'Weapon Synthesis'. The first one lets our items actually grow from experience and self-improve from battle ALONG with absorbing other weapons into the base template, which is amazing in of itself if we want to absorb other nanites to improve our own. We'll even add the 'Augment Blade System' and 'Heretical Adaptation' to it in order to amplify its ability to grow. But 'Weapon Synthesis'? We can crystallize a weapon, then pass ANY ONE PROPERTY into another item. Do you have any idea how amazing that is? It's fucking amazing. We can basically create weapons and items that we require with a certain property, or even just take something we really want, before crystallizing it and shoving a property into our machinery. We can then use 'Self-Made Shopkeeper' beforehand on it to make sure a SECOND trait was passed on. Do you have any idea how amazing that is? It's fucking amazing. That is beyond fucking amazing. It's near godly for adaptation.

So with this, we SHOULD have a pretty good basis for being able to survive the sheer influx of energy from the Garden... to say nothing of being able to absorb and assimilate energies of all other kinds as well. Which is seriously good, because otherwise we'd explode from all the conflicting energies inside of us. But with all this preparation?

Light 'em up.

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