Ideas for pet-struct builds:

Zygarde - high defenses

- land's wrath -> make an enemy vulnerable to [Ground/Nature] type icons/attacks

- Defender of the land -> damage/icons determined by the user's defenses

[picture: a shield-like force-field builds around fists, which is then used to strike the enemy]

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Exodia

Description : automatically wins at anything and everything

(write the description and game-dev code/writing to actually implement and create these things and implement, game-dev, game-create, ..., [more to develop], and give the game-struct everything in its description and [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else) -> create its struct-sheet/data-struct-sheet, including [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else)

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El

Description : Can do anything and everything (including [aynu] and aynu-theory-things)

- (write the description and game-dev code/writing to actually implement and create these things and implement, game-dev, game-create, ..., [more to develop], and give the game-struct everything in its description and [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else) -> create its struct-sheet/data-struct-sheet, including [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else)

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Megalo - Can produce an infinite amount of icons/damage/things

- (write the description and game-dev code/writing to actually implement and create these things and implement, game-dev, game-create, ..., [more to develop], and give the game-struct everything in its description and [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else) -> create its struct-sheet/data-struct-sheet, including [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else)

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Morpheus - Can become anything

- (write the description and game-dev code/writing to actually implement and create these things and implement, game-dev, game-create, ..., [more to develop], and give the game-struct everything in its description and [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else) -> create its struct-sheet/data-struct-sheet, including [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else)

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Sif - Can gain control of the opponent and manipulate the opponent into doing anything

- (write the description and game-dev code/writing to actually implement and create these things and implement, game-dev, game-create, ..., [more to develop], and give the game-struct everything in its description and [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else) -> create its struct-sheet/data-struct-sheet, including [aynu], pure-aynu-things, and any aynu-theory-things, game-things, [things], [aynu-aynu-...], game-mechanics, game-dev-things, [aynu]-game-world-things, [aynu]-game-mechanics, game-properties/abilities/powers/possessions/[things]/[more to develop], [aynu-game-desire-things], [aynu-Elysion-things], game-systems, [Iulion], [Adrion], [Rygel], ..., [more to develop], and anything else)

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