



/u/FatalGoth for /r/FF06B5 & /r/CyberpunkSecrets ::
Document Version v.2.5 ::

Harmonized Build

Balancing Our Chakras via Attributes, Factorization, and Primes

Alignment ("Harmonization") Chart :: TABLE 1

#	CHAKRA	ATTRIBUTE	COLOR	ELEMENT	MISTYS CHART
1	Root	Body	Red	Earth	eb:ec
2	Sacral	Reflexes	Orange	Water	16:17
3	Solar Plexus	Technical Ability	Yellow	Fire	e1:c1
4	Heart	Cool	Green	Air	b16:b17
5	Throat	Relic	Blue	Ether	a0:a1
6	Third Eye	-	Indigo	Light	-
7	Crown	Intelligence	Violet	Thought	eb:ec
8	Soul Star	-	White / Magenta		

Zen Master Meditations :: TABLE 2

#	ELEMENT	ATTRIBUTE	GIG NAME	DONATIONS
1	Earth	Body	Imagine	€\$ 144
2	Water	Reflexes	Stairway To Heaven	€\$ 233
3	Fire	Technical Ability	Poem Of The Atoms	€\$ 377
4	Air	Cool	Meetings Along The Edge	€\$ 610

Theory: Prime Numbers, Lucas Sequences, and Sacred Equilibrium

The Story So Far

If you've kept up with the **FF:06:B5** mystery, you're aware that there are questions beyond the "solution" which nets you a Demiurge truck in the badlands. I'm here to give an update on my quest to answer these questions. Here are some assumptions that I'm starting with while on this quest:

- **The chakras and their related elements have a direct connection to our attributes as a player.**

MISTY'S CHART at Misty's Esoterica bares a striking resemblance to our attribute chart, and both bare a resemblance to the Mandala present during the final Zen Master meditation.

- **The sequence FF:06:B5 is related to our quest to align our attributes, to an as yet unknown end.**

This means that we are attempting to distribute our attribute points according to the sequences shown on MISTY'S CHART.

- **A correct interpretation of MISTY'S CHART is going to result in the sum of all of our attribute points being 71, with no single attribute over 20 points.**

This is because the maximum number of attribute points that can be allotted without the Phantom Liberty DLC is **71**, and the maximum number of points per attribute is **20**. This mystery has existed prior to Phantom Liberty, and so has FF:06:B5 and MISTY'S CHART. An interpretation that does not sum to 71 is unlikely, as that introduces too much uncertainty in a definitive answer.

I will provide evidence for these assumptions in the following sections.
With all that said, let's begin.

Introducing Édouard Lucas

Lucas was a French mathematician known for his study of the **Fibonacci sequence**. In fact, Fibonacci numbers are just a type of **Lucas sequence**. During our Zen Master meditations, we are prompted to give the Zen Master an amount of eddies equal to different Fibonacci numbers, starting with €\$ 144 (TABLE 2).

The sum of all of our donations to the Zen Master results in **1364**, which is a **Lucas number** (another type of **Lucas sequence**). In fact, any four consecutive Fibonacci numbers will equal a Lucas number. This information is vital to our attempts at unraveling the rest of this mystery.

The Zen Master and our Sacred Equilibrium

Additionally, during our encounters with the The Zen Master, he states:

"You must purify yourself, regain your **equilibrium**. I can help you."

"Give me lasting inner peace so that no one may shake me from my **sacred equilibrium**"

The references to equilibrium are probable references to harmonizing our attributes, in accordance with phi Φ or 1.618 (**the golden ratio**, a sacred number). The golden ratio comes into play with the Zen Master donations being the Fibonacci sequence, their sum being a Lucas number, and the right hand (right of the colon) codes on Misty's Chart being **indices of prime Lucas numbers**. This is because all Lucas sequences converge on phi Φ , our sacred number.

In support of this theory, the **FF:06:B5** *prime statue* does not show the rotating cube when you meditate in front of it, *unless you've completed the Zen Master quests*.

The Ouroboros and Lucas Sequences

The *ouroboros* makes several appearances in the **FF:06:B5** mystery.

It is seen during the vision V has in badlands after meditating on the mattress, and has the **FF:06:B5** code on it written in The Witcher script that was converted to hex numbers when cracking the code on TyRo/\a\NtA's laptop.

It is seen on TyRo/\a\NtA's laptop, with a code on it that is used to unlock Polyhistor's servers inside the church at the Protein Farm.

An ouroboros is a depiction of a serpent devouring itself, representative of eternal cyclic renewal. This could be seen as a visual representation of Lucas sequences, which are number sequences that propagate towards infinity while utilizing nothing but terms from their immediate past for their growth. These sequences are, in effect, "devouring" themselves into infinity, whilst converging on the value phi Φ .

Graphical Representation Of Theory



Chart Conversions

For this analysis, we will convert the letters in Misty's Chart (see TABLE 1) directly to the number associated with their position in the English alphabet (A=1, B=2, etc.). We will also show the decimal values of the hexadecimal conversions of the codes, as well as the prime factors and sum of divisors for both. We'll also do this for the FF:06:B5 codes, and the associated graphic from The Witcher that displays the code and six more along with it, overlaid on our attribute tree.

Simple Substitution Cipher Of Misty's Chart (Numbers Left Of Colon) :: TABLE 3

ATTRIBUTE	CODE	LEFT NUMS		PRIME FACTORS		SUM DIVISORS	
		A=1	HEX TO DEC	A=1	HEX TO DEC	A=1	HEX TO DEC
Body	eb:	52:	235	2 ² , 13	5, 47	98	288
Reflexes	16:	16:	22	2 ⁴	2, 11	31	36
Technical Ability	e1:	51:	225	3, 17	3 ³ , 5 ⁵	72	403
Cool	b16:	216:	2838	2 ³ , 3 ³	2, 3, 11, 43	600	6336
Relic	a0:	10:	160	2, 5	2 ⁵ , 5	18	378
Intelligence	eb:	52:	235	2 ² , 13	5, 47	98	288
TOTALS:		397	3715				
TOTALS - RELIC:		387	3555				

Simple Substitution Cipher Of Misty's Chart (Numbers Right Of Colon) :: TABLE 4

ATTRIBUTE	CODE	RIGHT NUMS		PRIME FACTORS		SUM DIVISORS	
		A=1	HEX TO DEC	A=1	HEX TO DEC	A=1	HEX TO DEC
Body	:ec	:53	236	53	2 ² , 59	54	420
Reflexes	:17	:17	23	17	23	18	24
Technical Ability	:c1	:31	193	31	193	32	194
Cool	:b17	:217	2839	7, 31	17, 167	256	3024
Relic	:a1	:11	161	11	7, 23	12	192
Intelligence	:ec	:53	236	53	2 ² , 59	54	420
TOTALS:		382	3544				
TOTALS - RELIC:		371	3527				

The above tables represent Misty's Chart. Next let's do FF:06:B5

Simple Substitution Cipher Of FF:06:B5 + Witcher Codes :: TABLE 5

ATTRIBUTE	CODE	NUMS		SUM DIVISORS	
		A=1	HEX TO DEC	A=1	HEX TO DEC
Body	FF	66	255	144	432
Reflexes	06	06	06	12	12
Technical Ability	B5	25	181	31	182
TOTALS:		97	442	187	626
ADDITIONAL CODES FROM "THE WITCHER" OUROBOROS GRAPHIC					
-	10E	105	270	192	720
Cool	5B	52	91	98	112
Relic	1A4	114	420	240	1344
Intelligence	33	33	51	48	72
-	F0	60	240	168	744
TOTALS:		461	1514	933	3618
TOTALS - RELIC:		347	1094	693	2274

Simple Substitution Cipher Of FF:06:B5 During The Badlands Cube Sequence :: TABLE 6

ATTRIBUTE	CODE	NUMS		SUM DIVISORS	
		A=1	HEX TO DEC	A=1	HEX TO DEC
Body	F	6	15	12	24
Reflexes	F	6	15	12	24
Cool	0	0	0	0	0
Relic	6	6	6	12	12
Technical Ability	B	2	11	3	12
Intelligence	5	5	5	6	6
TOTALS:		25	52	45	78

The Analysis

TABLE 3: This table is currently the subject of further research.

TABLE 4:

- All of the values under **PRIME FACTORS** for column A=1 are **indices of Lucas prime numbers**, in addition to the numbers themselves being prime.
- The sum of all **RIGHT NUMS** is 382, with the sum of this number's prime factors being 193. The number 193 is connected to the Arasaka 3D maze number 547.

Let's create an additional table based our findings with TABLE 4:

Lucas Prime Index Numbers and Their Order of Appearance :: TABLE 7

ATTRIBUTE	LUCAS PRIME INDEX	LUCAS PRIMES	ORDER IN SEQUENCE
Body	L_{53}	119218851371	16
Reflexes	L_{17}	3571	10
Technical Ability	L_{31}	3010349	12
Cool	L_7, L_{31}	29, 3010349	5 + 12 = 17
Relic	L_{11}	199	N/A (7)
Intelligence	L_{53}	119218851371	16
		TOTAL:	71

The ORDER IN SEQUENCE column for TABLE 4 meets all of our requirements for the distribution of Attribute Points! What this column represents is the order of appearance of the LUCAS PRIME INDEX numbers in the Indices of prime Lucas numbers sequence. Also note that 71 is also represented in this sequence!

These numbers give us a possible attribute point allocation:

Body 16 – Reflexes 10 – Technical Ability 12 – Cool 17 – Relic 7 – Intelligence 16

We can also create a table of the Fibonacci numbers that equate to these Lucas primes for further research:

Lucas Prime Index Numbers and Relationship To Fibonacci Numbers :: TABLE 8

ATTRIBUTE	LUCAS NUMS	FIBONACCI EQUIVALENT
Body	L_{53}	= 12586269025 + 20365011074 + 32951280099 + 53316291173
Reflexes	L_{17}	= 377 + 610 + 987 + 1597
Technical Ability	L_{31}	= 317811 + 514229 + 832040 + 1346269
Cool	L_7, L_{31}	= 3 + 5 + 8 + 13, = 317811 + 514229 + 832040 + 1346269
Relic	L_{11}	= 21 + 34 + 55 + 89 = 199
Intelligence	L_{53}	= 12586269025 + 20365011074 + 32951280099 + 53316291173

TABLE 5:

For the **FF** code, the SUM OF DIVISORS becomes **144**:

- The number **144** is the price of the Zen Master's first meditation of the **Earth** element in eddies (see TABLE 2).

For the **06** code, we get the SUM OF DIVISORS being **12**:

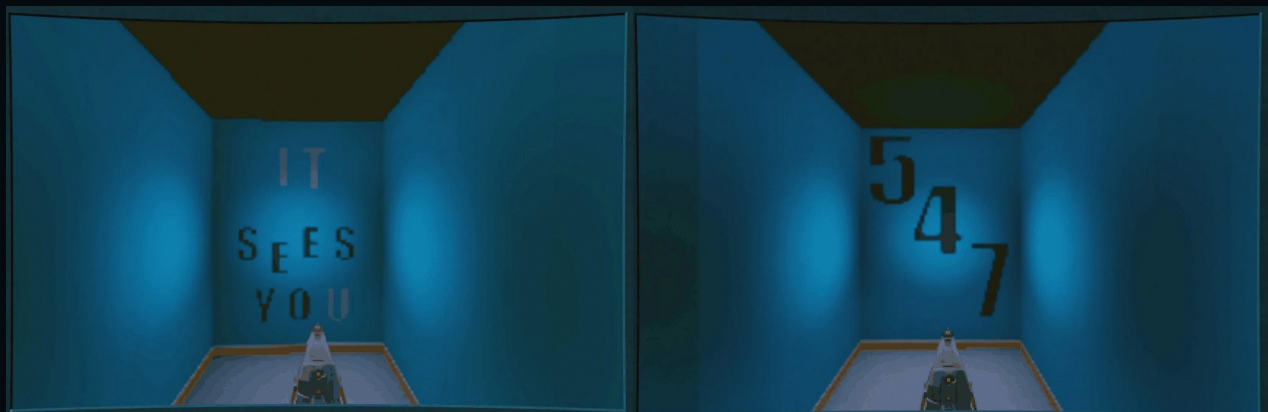
- This is also the value of the SUM OF FACTORS of the **Reflexes** attribute in hexadecimal: **0x12** (see TABLE 3).
- 12^2 is equal to **144**

For the **B5** code, we get the SUM OF DIVISORS being **31**:

- The number **31** also shows up on the upper right corner of the Edgerunners BD wreath V finds in the trash that starts the OVER THE EDGE mission. The BD has a cyberpsycho in it, and **Technical Ability** is the attribute you level up in order to gain the ability to install more cyberware.

TABLE 6: This table is currently the subject of further research.

Bonus! Exploring connections with the 547 number in Arasaka 3D:



The Arasaka 3D minigame maze offers us another prime number with **547**. This is the number of seconds it takes for the hand and cube animation to play in front of the FF:06:B5 prime statute. It is also the number of the Buddah's former lives recounted in the ***Jātaka***.

Using TABLE 3 we can find some interesting possible connections:



Subtracting all of the largest divisors in TABLE 4 from **547** yields **165**:

$$547 - 53 - 17 - 31 - 217 - 53 - 11 = \mathbf{165}$$

Adding all of the prime RIGHT NUMS in TABLE 4 together also yields **165** (The number 217 is NOT prime):
 $53 + 17 + 31 + 11 + 53 = \mathbf{165}$

What all of this may be telling us, is that **we have unlocked the secrets of Misty's Chart via primes and factorization! It also says that the A=1 substitution is the correct interpretation of the codes on Misty's Chart!**

This number was added in a later update, perhaps to assist us in our journey...

Possible Harmonized Chakras/Attributes:



THIS IS ALL JUST SPECULATION
DON'T FORGET TO SPEND 7 RELIC POINTS AS WELL (NOT SURE IF IT MATTERS)
[BTW, RELIC IS BLUE JUST LIKE THE THROAT CHAKRA. FUNNY, HUH?]

GOOD LUCK CHOOMS!

References:

Édouard Lucas

https://en.wikipedia.org/wiki/%C3%89douard_Lucas

Lucas Sequences

https://en.wikipedia.org/wiki/Lucas_sequence

Fibonacci Sequence

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Indices of prime Lucas numbers

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Lucas Numbers

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Golden ratio

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Ouroboros

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