

How to do psionics

Menu

Introduction

Core and Deep core energy
Another way by the chemistry
The occult and occult
~What types there are~
Psionic ability and ability list
Signs of PK

Introduction

As the psionics are of the ability of one mind to accomplish anything, that is spoken or thought on by focus, this sets you out, to do things by the utilization of the mind, for the mind is set to a purpose, sometimes by speaking the idea you would want to occur, and this causes the subconscious, to do things. For more resources on psionics or you don't want to read all this material, go [here](#).

Protection

The first idea to think on is to have protection, or a mental guard or agent as mental protection. Done so by mentally feeling guarded, thinking you can't be hurt, or saying the effect to occur and such as to call the being to affect for you through psionics, as in stating the effect, and sometimes focusing and glimpsing or imagining the being to be there and serve you.

Now to be of it is to be with it as some people are as only to be their guard. As some people see their mental guards as dogs or bright energies, they can sometimes see themselves as the guard. I see mine as a fairy as their possibly meaner an can make things go wrong and such for the troublemaker, but also there're some "guards" in astral areas which guard the wrong purposes. As in goblin guards. However, the receiver stones are a type of guard as they can keep energies, as to think and do things with them. Maybe the telepathic messages can be hid in them.

To make a receiver stone is to be able to use psi and magic effect from the stone by thinking at it, so find a stone and think to it 'You will be as if me' or 'recieve and act for me' and it will do things you think to it, including to recieve thoughts. You could use it to recieve telepathic thoughts and have the stone 'send' the message to you and in response send a message back to the sender by the direct means or through the stone. The Yada stone, it was a receiver stone which involved great natural energies which can even cause rain. It had been used by the kings or greater shamans in far east Turkic tribes.

The wee are either goblin or hobgoblin and you have to be careful as pixie are the mean goblin types and brownie are friendly faery hobgoblin types in this case, that can achieve anything except killing themselves and working for the enemy. Sometimes they will require a fee to continue as an effective measure against bad tendency, that is chocolate or food as in a candy. Go to the ability idea and [list](#), and measure against the bad tendency and with good tendency to see your ability work. Remember this, most tendency is bad by the choice that is done with it.

The Amygdala

The Amygdala, which is the organ that controls memory, sight and sound with psychic notions can make it happen easier. As you can use your Amygdala to focus and fuel an element to power your structure of a psi object. Really its the basic idea of think what you want as to happen and feel it occur or tickle your amygdala to make it happen faster. It is possible and might occur with a thought or two. Yawning is reportedly a sign of activation. Although the debate is whether or not its a psychological reflex.

Therefore, you could yawn if you think of your Amygdala activation. To be active or to notice to affirm the idea or info, it occurs as it stands to do if possible. To realize that what it is is the actual idea makes it easier as it occurs by the realization. To do as it is, it is to feel and realize what you want and it is as it occurs, as you realize the action or idea that is an example of which is a repeated pattern somehow and noticed. More information on the Amygdala is in this idea of a [document](#).

The Soul

The soul is the part of the self that exists beyond the physical realm. It is the core of ones being, and is the thing that performs all psionic or magical acts. It is beyond time and space, and so psionic actions are not limited by these. The soul acts by changing itself and linking, so all psionic acts will have a direct effect on the nature and development of the soul. Increased maturity of the soul makes one more capable performing psionic acts. The soul also allows you to express yourself, more easily. So, you can express the ability of psionic actions, easier,

with a more developed soul.

Thought control

It is best to try to be controlling your thought from becoming action. It is a good compliment in a sense to the advice generally given, which is to often get tuned into being with more direct contact with your instincts. It takes a bit of time, but learning to prevent your thoughts from becoming an unintentional scan is worth the effort. As the scan can be sensed.

So, its normal to be curious, to reach out to those you communicate. It can also lead you to unhappy slaps in the head. So practice self observation. As in, how much focus you are placing on what you are doing. For example, when chatting, consider the people to be behind you, out of sight. But audible. Do attempt to 'look' at them, so to speak.

Some people's subconscious scanning tends to be more open ended, as they do glance, at people but theres a depth where they normally don't go because it could be seen as invasive, ie going and scanning in deepness, as far as people are of openness.

Thats only a good practice, as the trees and animals you see usually only look at people, as much as they are open, but if you close off on the surface level, animals won't look. But, they become more distrustful, because why do you have anything to hide? So, the nature of animals, as a rule is that they are usually very open with each other, and they kinda laugh at the notion of such a thing as privacy, though they respect that, too.

Essentially you need to learn to control your awareness. So, instead of being aware and reaching a small bit of it to another, you can put your awareness somewhere else. Scan you hand actively if you want, or scan the keyboard, or scan the tree outside, anything to keep your awareness off of others. You can also just see your awareness inside of your head, but if your mind tends to 'roam' the former might be easier.

When in the physical presence of others, imagine a field of energy around yourself. Practice holding it tightly to yourself, not allowing it to touch the other person. Also known as maintaining personal space. Where the field of energy causes you to be separate from the other.

How much effect occurs, is quite dependent on the sensitivity of the people involved. Some won't notice it at all, to the other end of the scale, where the recipient will be quite disturbed. Though, some might notice and not care.

Sensitivity gets better, by progressing your awareness. So, to progress your awareness, requires meditation. Meditation is a primary way of learning to control your awareness. One simple meditation is breath watching. To do this, gently focus on your breath for half an hour every day. When your thoughts wander or become distracted, gently bring your focus and attention back to your breath. This will also aid development in general considerably. Other meditation methods, are [here](#).

Ethics

Who to fight against, when you must fight? Bad people and whom you want to. However, noone is bad in their own mind though, and in someone's mind you are likely to be a bad person or something you've done which you might see as totally innocent, but which is at the ends of their moral sensibiliites. However, there is a point, that the possibility exists, that there ARE people who consider themselves "bad", so I doubt there are very many of them, but you can't help but consider it.

If in doubt, it falls to ethics, where the ethics of some are of their own choosing, and don't align with the general populace. Most people have some general set of rules of what is and isnt acceptable. Where there are some who seldom seem to be in good standing with those.

As some will, and have, used psi in ways most find morally objectionable. Some have gotten over doing that. By not wanting to do certain things at the right time. We can get over the need to do maliciousness. Say you just found that someone tried to disrupt you for some reason, and by disrupt I mean disrupt as in to cause unpleasant actions to stop you. Then you found that person, and try to do something about him, but don't actually hurt him.

So in essence your not doing anything to them, by choice. But, to do things to stop further attempts at you. Your causing the next attempt to be reflected back at the person, instead of going to you. And mirror shields are a basic here. As is setting a psi construct to cause damage to the focus he's using, if any on attempt at you.

Now there's an important point. The recourse intends to do harm to another, in defense of ones self. Basically, things that would deflect or cause damage only on attempt to cause you harm. It comes down to, you get what give. Its a malicious act, if you set the effect to attack despite the next attempt.

Instructors use those shields as a teaching tool. Set them, and observe the student while he fights. With himself. Excepting, there's no damage if theres no further attempts. Its a review of self ethics. If you set the shields, knowing the person will not back down, and will indeed harm themselves, then you have knowingly and intentionally injured someone by proxy.

In a general viewpoint, never dish out more than you are willing to take. So, if said person attacks another, hits a mirroring device and gets his ass kicked, he had it coming. Its actually quite fair, since he can't get hit with anything he himself cannot use on another.

[Goto menu](#)

Other resources for Psi techniques are at [The Psionics Dojo](#).

**Written by Skyhawk
Proofread by Ahria Swiftbanks**

**Sources by:
Dmoisant, RavenWolf, Pug, Nostradamus, Alusa, Feli and Cpt
along with varied tv programs.**

How to do psionics

Menu

Introduction

Core and Deep core energy

Another way by the chemistry

The accult and occult

~What types there are~

Psionic ability and ability list

Signs of PK

Core and deep core energy

Core and deep core energy is a more dense energy in a usable form that seems easily usable, its like psi energy as it responds to your will to focus it and make use of it, so to use it you feel the core energy and then direct it by saying what you want it to do, or imagining the energy achieving the result. Then its easiness of use is to move it the same way you do psi, to focus on the energy and visualize it moving to get used to it.

Some have managed to use it and influence events by it. Its amazing and easy to use. As to one core energy user, 'All I had to do is feel the core energy and speak with intention what I wanted. It reacts like earth energy. Its easy do whatever you want with it. It can be used for multiple things at once too.' So core energy will reproduce what you imagine or state. Some use it by healing with it, and make it part of their shields. Others use it by will to create/recreate events by the use.

How to get other people not using core to feel it, is to push it into them. To push the energy into them. They then generate it. By reading this and wanting core or deep core energy, the energy of the core or deep core is now in you and you may manipulate it at will, if you want it to do something. So, if you wanted it and are still reading this, the core energy will have been pushed into yourself. Unless you already have core energy. This core energy shouldn't be mistaken for Arcanes core. If you

wanted deep core energy, you now have that.

So some say core energy is the same as chi, but its different. Chi is green, where core doesn't really have a color. Core energy is denser but 'slower' and more potent. Where some generate allot of core and deep core energy, as deep core is fun and even more denser with a even slower speed. Some use it to do very intense idea and action that derive off the idea. All you need is to think the idea and it will do the deed. Its the center of the planet energy, and very potent as in gaia energy. It also derives off heavy elements. So it can make you feel good while it works and you generate it.

[Goto menu](#)

Written by Skyhawk
Proofread by Ahria Swiftbanks
sources by: Dmoisant, RavenWolf, Pug and Nostradamus along
with varied tv programs.

How to do psionics

Menu

Introduction

Core and Deep core energy

Another way by the chemistry

The accult and occult

~What types there are~

Psionic ability and ability list

Signs of PK

Another way by the chemistry of psionics in magic comparison

Another way to think about psionics with comparison to magic, where magic and psionics are nearly one and the same at some level except by the method used, some can think of it like a chemical reaction. To understand this material, you need to think about what a pattern is from chemical reactions on how the atom is built, the (-) is negative and represents a pull of energy or subtractive effect, the (+) is a push charge of positive atomic energy and of additional energy charge, and the (n) is a neutral neutron charge of disturbance or both positive and negative. As in this material, I use the atomic structure of the cosmos to model for patterns of life. This isn't an explanation on how to work on machines but it can apply to machines.

This isn't a world model but a set goal of patterns in real life, that's clearly be set as if it were advantages to get a desire by the many different patterns of life, to redirect the path of life to your idea situation through attraction. Consider this magic of ritual and imagination or authoritative usage of appeal, and as a (-) radiation pull, that is to gain advantage. Where psionics is a constant (+) push charge of direct influence, with radiation to control or guide the disturbance, and to make a clearly set advantage by being a pushing force. The solid objects can react in an opposite manner as its also a (+) charge and pull toward the area.

Its very clear from experiments, that the solid object is reactive to both (+) and (-) force. Its clear the set energy patterns are sometimes hostile to each other even if set by psionics and magic, like matter and antimatter. Psionics and magic can use each other, if each use is to have a separate action and equal or similar goal effect as a set pattern, like a bit of dark matter takes the charge of the energy forces and by a anchor, created by seeing and feeling a pole of energy spread, to channel the influence somewhere to do as needed.

In a atomic equation of idea and chemical interchange;

$$2 (+) = 1 (-)$$

$$2 (-) = 1 (+)$$

With the combined rule $2(+/-) \times 1 (-/+)$ = 1 (n) and 1 (+/-) except $3 (+/-) = 1 (+/n)$.

Where there is the rule of a better possible existence, is to use two worlds or possibilities of (+/-) atomic natures, to make a better one of positive (+), negative (-) or neutral (n) effect, in nature but whence created the bad possibility of chaos or chance (-) that is a negative, acts like a neutron and both effect is dropped and where there was two, theres one.

In this, you don't take without asking or being asked, as its crude and gets a secluded interaction of energy with a share offering of war and peace. The two worlds coincide, it seems and cannot exist apart without intercession or interconnections except in seclusion of everything or things fall apart, as represented by a neutron effect (+-) or (n). The neutron is mostly offshot to disrupt or to cause chaos at least 50% of the time. An unset pattern in this, is to unravel both the set idea of a pattern or other advantage to cause disuse and dissolution.

In an equation of neutrality: $1 (-) + 1 (+) = 1 (n)$ of neutral disturbance greater than the whole. Use of this is to neutralize a probable wrong or right to create a new possibility with guidance by a set anchor, for no bad feedback and it can be allowed to disallow burnout from things as in harmonic abuse or overload. If the unraveling is done too quickly then absolute disruption and probable breaking of the ability can happen to occur by burnout. And only if no anchor will occur. Following a neutral disturbance is a moment of stillness and another better action.

All through document so far is support of psionics or magic and not the evil one might think it is, as it is good, and thereby being there are opposing views. The evil is the usage and examples without explanation and the sometimes combined action with fear to cause rejection or a reaction. Bad here is to neutralize something without explanation with exemptions to the rule, like sometimes people won't believe it happened after the fact or people might feel they are exempt for explainable situations and exploitations.

[Goto menu](#)

Written by Skyhawk
 Proofread by Ahria Swiftbanks
 sources by: Dmoisant, RavenWolf, Pug and Nostradamus along
 with varied tv programs.

How to do psionics

Menu

Introduction

Core and Deep core energy

Another way by the chemistry

The accult and occult

~What types there are~

Psionic ability and ability list

Signs of PK

The accult and occult

This explains some of the actions of accultist and occultist as listed in the ranking list of magicians to date along with psions. Where, an accultist is a person that is similar to the occultist yet are activists and do magic acts with an open view and use any typical source including "spirit", "elements", "metamagic", "magic" or "magick" to achieve the activity desired.

And occultist are dark ritualists who study most their life in understanding life by trial much like monks and can do rituals or simultaneous magic of nature, demonic or other possibilities including time yet they will do one or two sources at a time for safety. Their are mostly close minded silent types and some open minded types that will speak without worry except in too open an area.

Nothing is unrepeatable and can be attempted by other people as if its noted and then its observed or can be understood. To understand the ability is to sometimes try it. So their in ability sometimes is from the God in His or Her maryad versions as is Pi. As Pi is a possible power source of the ability in number an representing ourselves or a single person. What they divided Pi by was 1.8, the number of conversion. Its also dividing the number of people they were converting that was for the natural number of possibles by the number 1.8. Its how the number works out.

This uses shen-pi, as the art of pi, as power, and idea action done. The idea of pi having power, could also mean the math of e, having power. And, other things. But, so far we are gonna work with the powers of pi, as a discipline.

It came from atlantis so they think to use it. It means there is pi or the people amount divided by 1.8 and this is how much power increase you can get thats a minimum. The power of Pi that is alike a power source, to

the area from sun and God that allots ability by unknown means by conversion of people. Where Pi is God or the sun with a measure of 3.1416 and solvable upto 50 million digits. For Pi to equal power, one must emulate it by treating an action sometimes and do an action as its seen or unseen as solvable or unsolvable to a point and an action is likely to end at a time of choosing. As the imaginary number idea, where everything is needing to be counted so theres an imaginary number till needing it, then you think about it and it may become useful and counted. Then it becomes hard to remember unless you have an immediate use, as it was thought up from nothing anyway.

Theres a beginning to an end and any action is at the time of choosing where with Pi the calculation ends at any given time as this Pi has over 50 million digits. Now some say Pi is a spiritual idea and its power is supportive, by manipulating ability and energy without detection as its basically powered after the decimal and sometimes counts as negative. The focus of Pi is positive in the outlook but with a negative reaction at some point and similiar to a job as it occurs, their is representation of Pi as its spoken as if pie an as its said the same way, it acts as a substance of addiction and support as it was the energy which supplies the most. With numbers it is the 1, 0, and -1 to represent this. To help understand better, an exercise is to apply what makes 6, -6 or 0 using 0, 1, 2, 3, 4, 5, 6? Answer is below at the bottom of the page.

The type of personality this sometimes causes is chaotically adaptive - A personality type that uses positive and negative values to, accept that which allows you to feel good, and not that of otherwise like destructive idea except to tolerate that which allows for chaos, evil or disruption. The forces against you effect a balance and to a normal, we the tools, are like a record to work with and to a chaotic adaptive we are a tool to manipulate at a distance. We, being that which is used for known or unknown purposes. Like treat a person well after browbeating them or do a somewhat nasty action and then treat them well after as in pms (Male or Female).

If you understood this, then the lesson was taught that the atomic structure can emulate a life pattern in the goal of intelligent actions or Artificial Intelligence (AI) and with this last thought that finally comes to mind. "People can teach, but not really do the things taught unless they prepare. Where people can do if they, the student, learn to achieve by what is taught and cannot actually teach except by showing what was learned. If the person tries to tell, they won't get a clear message across. If they do actions as the meaning, the message is clear."

[Goto menu](#)

Answer is: $3+3=6$, $-3+3=0$, $3+(-3)=0$, $2+4=6$, $4+2=6$, $4+2-2-4=0$, $-3-3=-6$, $-4+2+2=0$, $5+1=6$, $1+5=6$, $-2+1+(-1)+2=0$, $1+1+1-1-1-1=(3+(-3))=0$, $1+2+2+1=6$, $-2-1+2+1=0$, $1+1+1+1+1+1=6$, $-6+0=-6$, $6+0=6$, $6+(-6)=0$, $0+6=6$ and altogether its 19 ways or more.

Written by Skyhawk
 Proofread by Ahria Swiftbanks
 sources by: Dmoisant, RavenWolf, Pug and Nostradamus along
 with varied tv programs.



How to do psionics

Menu

Introduction

Core and Deep core energy

Another way by the chemistry

The accult and occult

~What types there are~

Psionic ability and ability list

Signs of PK

What types there are

A psionics force master psionic is a force user with -kinetic (channeler) or -kinesis (ability) at element name end using any one element, Jedi (spirit force controller) are with an idea and appended -master, Special force master with a -mancer (practitioner) and -mancy (master) at the end of the element name, the element can be summoned or formed into focus. These abilities fall under Magic or Psychokinesis for the mental ability of psychic mind and energy manipulation in practice, by Metarules of Affinity (likeness attraction), Thaumaturgy (like effects like any distance) and Mind over matter or Mind focus (focus of mind rules over objects and bodies).

For with it, guard and regard to then effect//to understand how to use the element efficiently and then attempt with it, and how to make effects to appear along with speed improvements. The worth of this is the fields in this usage as they are different named. So far people use the terms of the four elements along with others for the elemental forces, like the element that excites you is what you could do. As it concurs that to focus on something will get you results as of reactions. These reactions allow you to also do something which does not excite you. But this is called negative working as cold stills and heat makes actions by excitement. The negative working is also a cold working because of this.

Biokinetic is life interacting with objects and people that allows, for the reading of genetics or body type and races in people. Through looking at the soul aura with focused sight to perceive the colored aura pattern by brain interaction and by blinking your eyes. The aura can be seen as rendered perception of coloration in the original shape reveals what the aura is within the limitation of how the mind can see it. This will work in pitch black too. Anything of life manipulation by biokinesis is through

reiki as pk effects sent through a channel of energy as to the target by earth or a body channel by feel or voice to conjure the action intent by the wave molecules to enact a vibrational carrier wave through a medium of earth materials from the planck level.

To control bodies is the effect if told in some manner to do the action and it will happen. Using the einstein law of gravity in simple terms to explain the wave effect, is if you move forward and then space moves around you by displacement particles or electrons. You kept down by centrifugal force and the displacement happens from that of air molecules that look like waves that flow as you shift in movement and reallocation of weight that flows in movement from the centrifugal force.

Beokinetic as pheromone control that makes you able to control the body scents to speak or for feeling interpretation. The pheromones of the body are capable of being a totally different language in itself. This language can make what you say very understandable. The control of pheromones can make attractions possible. It can make you attractive to the other sex or to your sex. It can control within reasons, others as well. It is very easy to do by the quick way meditation.

The quick way to doing this, using pheromones is to use intention of seeing aura for pheromones by feeling that you can from Dr. Lehr, To blink your eyes and then sniff while expanding your consciousness to allow the brain pheromonal adjustment as your sniffing, activates your scent detection. See the scent by allowing your eyes to adjust to the persons aura or even food and then to sniff for the pheromones. After this, use the effective feel and watch idea, to adjust and see the reaction of others and the effort is easy as you feel the pheromones.

The easy way of blocking out the scents your aware of and don't like smelling. Use the thought of active scent of that which is not desired. Then shrink your consciousness of it by visualizing a , the idea, and how it seems to you. Thus, ignore the result of its scent to dismiss it. What does this accomplish? You subconsciously manipulated, through the meditation of your body to be able to control, pheromones by your will. Now, the scents of pheromones have different meanings.

And its not as if you are of any effect as it is to not be counted as if in any fruit that was eaten before you scented it, as the fruit makes the body scented of the fruit.

The burnt scent means anger.

A citrus or pomengranate scent is to make aware for easy scents and mental ability.

A flower or fresh scent means happiness.

The nasty body scent means disgust.

A body odor or dissimiliar scent means attraction.

The body waste smell means distracted.

A perfume scent means wonderment.

The control yourself scent is the smell of sulphur.

A burning candle or feces scent means lying.intent or a trying effort.

Judiciousness, Expert or Judgemental is the baking or pigment color scent.

Tiredness is the scent of rubber.

Burnt rubber or putrid gas is the scent of burnout or octane.
 Cleaning solution is the signature smell for changing events or changing moods.
 Serious intent is the scent of annoying perfume.
 Flowery or Pine scent is the scent for understanding and clarification.
 Sex is a scent of unwashed body, masculinity or femininity or an onion scent.
 Barbeque or Mesquite charcoal is the scent for hunger and eating.
 Mental disorder or dispute is a burning coal scent.
 Addiction is fresh charcoal scent.
 Sweat scent means not believing.
 Boredom is a scent of wood or wooden.
 Tangerine is a immaturity, concern or concent.
 Potential energy is potato or potato peel
 Charged or Inert energy is orange scent or orange spice.
 Energy usage or focus is cleanliness or undeniable stench.
 Intelligence or Interest is the scent of flower, fairy flower(any) or primrose that the stronger the flower the more it, the interest.
 Stupidity is the scent of unwashed leather, muave perfume, unwashed body or pig.
 Ash or Compost is the scent for death.
 Sweet orange is the scent of determination and discernment.
 High or Drugs is the scent of sour grape for betaphetamines (mental or brain drugs).
 Old shoes or mildew for cocaine or cocaine likeness except weed.
 Medicine scent for herbal usage.
 Rotting dirty shirt is for weed.
 Moldy mancheuser cheese, incense or mold for abuse and overdose.
 Curative of drugs is the scent of old moldy calcutta and mint.
 Healing is the scent of mint herbal flower.
 Love or Strong interest is the scent of roses.
 Attraction is the scent of something sweet or lotus.
 Rotting fruit is the scent of an edict(speech) or reprimand.
 Dissent or Ridding is the scent of keylime pie or pearl aroma.
 Hate is the scent of liquorice or bad candy.
 Distance is the scent of pollen or people sneezing.
 Bad disease or bad nature is the scent of skunk or bad antiseptic.
 Plants is the scent for planting or season change.
 Decaying matter or pungeancy is the scent of undeath or dying.
 Desire is the scent of green wood, pine scent or something new.

Geokinetic as earth where these are healers by feel or seeing brown molecules in a scrubbing motion to scrub out the disease while thinking of the disease, manipulators by pk movement or restorers by destruction or repair of objects and bodies, Along with shaping ability and dimensional effects as your forcing the earth to shape by pk movement with thinking of the effect and seeing the brown earth molecules rubbing together, Some would say this falls under the lines of pk as your moving earth as a energy. They have a limited ability to control lava as in control its flow until its positioned right and as you the controller work with the effect, the objects touched by manipulation cool down only if you the worker see the brown molecules stop rubbing. Earth is considered healing because its condensed into a form of energy called gaia energy, it will cause rapid healing if applied or rapid disruption if over applied or applied by negative or means to negative. Thus it suites as a medium of our will that is sometimes to heal.

Liquentkinetic or Magmakinetetic that allows for lava control (liquentis control) and can control volcanoes along with emotion in general because the emotion is used to control volcanoes. Similar to geomancy yet this offers more control over lava as it is lava specialization and where the earth is brown, emotion is purple or pink and lava is reddish brown. The lava manipulator can control the emotion by inciting the pink or purple molecules, like love or hate along with other emotion in most people including themselves. The liquent master can cool down or heat up lava with a will to move the molecules slower and not get burns easily unless not done right. They can control the flow of lava as well as geokinetic. With a linguistic type control of language that is progressed by or with a lavatic control.

Pyrokinetic for fire masters that are emotional and sometimes capable of loving destructions along with tricks, their control on fire can be able to make or unmake it at will. They can excite any fire particle of heat (red dots or tachyons) to some destructive force and little excess. These people are not needing their hands to make psiballs unless they desire to.

Hydrokinetic is linked to electro magnetic who use water from air and other water source manipulations to get their result, they can see and breath water well enough to effect form it anywhere including in people, and dry things up by removal; See the light blue or aquamarine colored molecules and attempt to incite them by making the particles vibrate and rub together while you feel the result or think on a result you desire on a focus at the object or area.

Cyrokkinetic for ice and cold to freeze or unfreeze objects at will, they excite or compress any cold particle (blue particles) for the effect. including water, fire (putting it out) or air, leaving a excess of energy.

Aerokinetic controls air by use of neutral energy to move wind and to get readings psychically through reading a conscious of most work or universal conscious of most time, they have omnipotency, force form barriers and air walls as in efficient barriers of air, along with support for mental control for or mental with mind. State the rule to get the effect. This is a more advanced version of psychokinetics as it is as the psychic nature or psychokinetic part of the element of air itself. So think of the effect and feel it occur an imagine the scene as if roleplaying as it may or may not happen. One thing, Air Forcecraft is use of wind energy; moving itself. So the aerokinetic and the air forcecraft could be confused.

Tachykinetic allows small red particles (tachyons, active energy subparticle) used in pyrokineticism or waves (lekton, gravity or light waves) manipulation used in biokinesis along with their interaction to form magnetic fields. This earth air is the particles of subatomic level as it supports magic and psionic ability separately because at the base level, the planck level of quantum physics that forms the sublayer foundation of energy manipulation. These people can control time and events to make what they want happen. They don't need their hands to create psiballs that are concentrated psi energy or psi effects. All thats

really needed is the voice or focus to get the effect in place with intent.

Necrokinetic who controls spirits and death by different means of kung fu and ritual where chaos and demons are their key idea in working effects including death or mental propriety itself; For the necrokinetic think of death particles as bone white. To cause death just incite by feel the death particle of bone white which is to rub or vibrate. and incite the particle to uncause death by causing the vibrating death particle to stop or see the particle rubbing together and then stop the rub by feel. The reason for this is to stop death instead of causing it.

Aekinokinetic is the ability from aekinothetics, the study of light energy conversion involving contingency effects as probability to generating electricity and energy or channeling it; To incite it the current, feel energy sparks to occur in the area and then incite the sparks by feeling the spark flare. Then shift to normal vision to see the results unless its not near.

Atheokinetic is also Alakinetic the effect of depicting a scene by description, drawing, acting or talking. The depicted event will happen through energy, psi or pk enactment from subconscious manipulation. This is Spelukin enactment with energy and magic effect added in. The material is what it needs as in psimaterial that you infuse with energy as its worked with or is of a psiball combined to the object or item. As you work with the item infused its instructed by speaking, feeling or seeing the event and making a portrayal on what you want, Such as in laymans terms, paint the scene while feeling its alive and the energy transferred from you in small bits creates the psiart from depiction and a psiball effect. Due note: the red dots of tachyonic energy can be used to infuse the objects without touching it.

Psychokinetic the usage of most elements in mental schools, They tend to use most elements as they are influencing the other elements or provoking the effect by the law of invoking gray magic or mind effects by use of the universal conscious of many minds. This makes the person aware of most troubles and events without being told by omnipotency. To do this think of silver or gray particles for most elements that are incited with a feeling of the particle vibrating or rubbing together or alternatively, feel or think on the element or feel energy. Then shift your frame of mind to the normal idea of your own and speak the result, see the result or think of the result.

Ethekinetik is the same as Etherio is Ethe is Ether and derives spirit and most negative efforts including death and void manipulation to happen with very little effort. These are short and long distance efforts that occur as a dream after the spirit-that-goes-through-everything obliges. The people act shamanic that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires.

There is a key to the effort to help the effort along and idea to occur, its the color black or ghost white that allows the effort to occur with an exciting of the particle, by adjusting your frame of mind and see the particle excited or rubbing together with the color of choice. To get the result you only have to excite the particle, speak or feel the effort you desire and when finished the occurrences can be stopped by unexciting the black or ghost white energy. Then unadjust your frame of mind to normal view. But, if you find yourself in a dream vision as these visions are prescientific in nature and range from any time point including in the past, then the only way out before it turns bad or worse than ever, is not to fight the vision but manipulate it through actions until it, the vision ends. Feel free to use lucid dreaming to control this vision.

A vision can end through thinking it ended, die in the vision, sleep or unexcite the black particle. If you die in the vision you lose the memory of what occurs in it. Within the vision the rules are to have fun and make the vision of your dreams once you gain control of it, the vision that I described. Due note: people within can act if given permission outside it, call them troops if you want as they will try to protect you unless they were attacking you. All thats needed is to deny their permission to being there.

[Goto menu](#)

Written by Skyhawk
Proofread by Ahria Swiftbanks
sources by: Dmoisant, RavenWolf, Pug and Nostradamus along
with varied tv programs.

How to do psionics

Menu

Introduction

Core and Deep core energy

Another way by the chemistry

The accult and occult

~What types there are~

Psionic ability and ability list

Signs of PK

Psi ability and ability list

The first step is to find in yourself the ability to do the acts that are required to accomplish the effect that was intended. The process to do this is to find it your own way or to find it by the way of the meditation art. When you start the meditation process, think when you wake up to yourself of the thought being able to do anything with the mind by mind having power over matter and body. When a person goes to sleep do the same thing. Keep this up for five days. The reason for this is to make the subconscious mind accept the conditioning of the meditation.

You can cut out the meditation, as you can do that anytime. As its the practice of the psionic ability which actually makes it happen but meditation helps center your mind and sometimes speed up your reflexes. So you can do it easier. You don't have to do the meditation if you are centered enough in the mind or already have an ability which is shown, or is manifested to have complaints from or to something mysterious. The results manifest by the way and show signs before the actual effect. Read of the signs of the abilities to decide.

When at least a day passes doing meditation or an action, there will be a change that might start with an ability, appearing and working itself via your mind. After this, start with tests that describe, the process of what you deserved or observed in yourself or when the events happened. When there has been some successful findings and there is a clear idea, as to what it is, focus your mind on the idea that was founded of the power

and ability, that you think is there from what you observed. The meditation should help with this focusing.

When there is enough focus, the power should manifest itself again. Now force the focus of that power into the willing, of that power into what you want it to do allowing a smooth shift of that focus. Quite suddenly something should happen for you, either small or large the next time should be easier for you. The more practice, the more easier it comes back under your own will. Along with this idea is the fact that the person unlocks more of their ability, the more practice that a person does with the ability found. To imagine the feeling of the first time you achieved a result, will allow the ability to manifest even easier.

Another way is to start, an try to do a meditative trance by working with the area an letting yourself go and feeling yourself go into the trance. Where you are awake yet asleep and more focused on what you want to do. Then think or feel what you want to achieve. And keep the trance but gather energy into your hand or general area and let your thought program the energy by thinking the thought to the energy. As in "get me thoughts of others" or "whatever I need, do" or 'whatever I desire, achieve'. Then direct the energy to the area you want to work with and release. The energy will go to where you think to do the action. After this, to achieve the result is to think of the effect or to state the effect and it will occur easier in the area of the energy, maifested in the energy that you put.

To neglect the necessary step of, determining your level of experience is unnecessary, for the psi ability. Each ability is accumulative of the last, as people build up with discovered skills and they can jump into an idea of the ability for training. A list below is what can be used for determined psi skill. Not everybody is capable of every ability.

However, the ability can be incremented or improved, by practice and repeating, sometimes with orgone energy of machine powered generated psi force. Upon usage of the orgone, it acts like a subliminal manipulation through the conscious unless you have none. Only then will it sometimes reversely effect the subconscious like an advertisement and achieve the results. I call these "packages" that do as stated and in writing unless there is a hidden effect with them.

So try some of these if your calm enough and self centered. If you practice enough you can actually do it by the 'just do it' attempt. To do some of this, you first gotta use what you have to attempt it then see the results. You see, the results are that

what you see and are what you get, and by using what you have I mean to use the energy of which is there, by doing actions in some sort of attempt or activity. So pick what you want to do, as they aren't actually done in order, then try to follow the idea of what it says to do for it, or find other means to achieve the result...but the ones that suite the interest at the time will work best for you. Some can do the more advanced abilities first but some are at the more basic ability. All this, is in the idea that its done as you do the attempt and to be done in order you desire. This is just a reference list to go by, as there may be other references out there.

Some of the psi abilities are:

Mind reading and shielding ability

Aura view, empathy, Charging and Energy reception

Psychic ability (have accident or some trauma), Psychic ability drain, scrying sight (sensing), trace ability (emotional), Focus object, Vamping and mental telepathy

Telekinesis, power manifestation, danger sense, absorption, power focus, mind camera and mental picture ability, scanning, psionic forcecraft, sexy psi and psiball

Group channel, area manipulation, link ability, no reply reply, mental crippling and telekinetics

Memory readjustment, mental lying, metavirus, shift mental place, system corruption and hacking

Shift mind, mind control (impulse), create illusion, Physical pain, mental assault(reaming, stun...) and electric battle

Body control, heartrate manipulation, item, body, or person shift, the help ability, mental block(blockage and removal), hyperpsionics and psionic healing.

After this, mind reading skill goes down and shield ability goes up.

Manifest ability (meta creation of item), group emotion (normal), share sight (of others), area control and event manifest (once daily), hexing, storming and mental aid teaching

(any event), mentally hide, group emotion (extreme), observe unseen, make body (yourself) and power phase (other forms shift)

Borrow ability, remove ability, prescience and shift area

Remake event, make body (any form), meld item (once daily), subatomical warp and control active energy

Subatomical energy manipulation, meld ability (anything) and reality control.

The packages I made so far are packages for idea enactment, packs are more than one packages and kits sometimes with added code effect, programs are the effort of a single statement that turns on a active coding; in which is interactive, and finally there are kits that allow physical manifestation. The [packaging list](#) is here to see for yourself and the instructions are on the list.

[Goto menu](#)

Signs of PK

The signs of telepathy and telekinetic are true if knowing what the other person thinks before, they can say a word or dream shown sometimes by irritation. Another sign is to be able to speak to ghosts and get reactions, another sign is to perceive someone elses telepathy by irritated actions and moody quirks. The signs of empathy are to know someone elses feeling, feel the hostility of a room full of people, to naturally understand how to deal, like messing with someones feelings by instinct or to be able to talk to a hostile person without recieving a single blow in preventing a fight. The signs of a telekinetic ability, are to make a hand gesture or feel the effect, and something moves by itself or occurs as sometimes movement can occur between a wall, to find something falling when you come near it and when you feel moody things, things move without you realizing it. Unless you look for these signs, you will probably miss them. Probably the best sign is to be able to travel there before the moment as if of all. The rest of the ability is self-taught and experiments upon things.

[Goto menu](#)

Psionic mind reading

To train psionic mind reading ability visualize, a solid platform in your head of absolute balance, where nobody can control you. Feel absolutely safe there placing yourself, and at the same time mentally. This reflects on you being sane. As you are on the platform it means sane moment surrounded by a great grey wall which cannot be breaches except by those you allow. To do thus

is to not throw thoughts as your unstable, whereas you aren't unstable. Now focus on the task at hand while your feeling of energy, within and without you. Feel the energy grow and direct it, by your iron mental will to read another person's thoughts in the neighborhood, or in the same house without destroying, crippling, or being detected by thought detection. After this, let go of the energy, then dissipate it when done and if caught most people probably, will know if you did it wrong when you meet them.

The process never fails unless theres a non willing person, and why the person knows is a mystery, but sometimes am an they will hate you, and try back stab you with the same method the same way every time as you would. After a successful or even unsuccessful attempt visualize a knife cutting the link, between the person and yourself. What happens is that the mind link occurs after the mind reading. Remember this, as the person will sometime, in your life try to find you without knowing why. They will do this by following the link, unless you use an anchor which acts as you with your signature or another.



Psionic communication aka telepathy

To train psionic telepathy try the process, of finding a receiver with permission. First, put up a gray wall by seeing a gray wall around yourself mentally, that blocks out people who would want to read your hostily or use your thoughts. You have to give your permission to allow them to pass your wall then.

The simplest way is for sending and recieving in a moment is that which seems to work for sending, relax your mind and "think it at them" or "mentally yell it at them." And that which works for receiving is to "use the first thing to come to mind." If you don't understand how to do those, then "Just do it." As the idea to make it easiest is that if you try to make a rule or two and then state it out loud, under your breath, or to another person. It soon becomes the easier path.

Otherwise, think of it like a lan network making a telepathic bridge path, by visualizing a pathway, to that other person and pinging the other person as with those thoughts to know thoughts that you want them to hear and they reply if they can

receive. Call this a test, there are two parts needed for this ability to actually work: the sender and the receiver. Ask first if they are of friendly nature. If hostile they are to be avoided unless you want mental distraction.

The sender has class who is the person who's trying, to send thoughts to another. The receiver has recognition by reception as the person who, can hear the thoughts. Use a phone to do this better. If you can find no one, try mind reading any person, of who as you want to mentally talk, to and follow along the mental, link in your head and start thinking, to them on the subject you want them, to hear wearing the gray wall. They will immediately respond, tell them mentally to make, a response back. They will sometimes respond with, a voice thought or a physical, response like a punch in the face, for a bad comment or the thought response spoken aloud. The more times you do telepathy, to a person by sending thoughts to them, the more chance of their brain, picking the method up as in training, but this might take a few tries or more.

If you practice this skill enough you will eventually, find that you can also have normal, people hear you as well. Practice receiving because there, will be a definite need to hear the reply, unless they reply based verbally reply. The process to receive thought, is to try to focus an idea of hearing and based on visualization, of the ear hearing the thoughts of another listening through, a guarded inport as in a network of thoughts that weeds out unimportant thoughts. You can find accurate rumors this way and to cheat on a test in class without cheating, listen to the people around you and since the peoples guards are down when they take tests. Skim off the surface thoughts of a person, when they are also taking a test now focus on the instructor and make, all the right answers. After that, it should be easy although one critical note: the person who intends harm gets harmed back three times worse, and the attempt of achievement not ever works when forced.

One can start by this method from Psionic forces, to begin by calming your mind and ridding yourself of any unneeded emotions that you can manage to get rid of, by imagining yourself on an immovable platform where you cannot be harmed, or by any other method you find is useful. Personally, I rid myself of my emotions, and think objectively. Use whatever works best for you.

The reason that you need to become mentally stable is because you could conflict with the other person in unintended ways. Firstly, if you are in an emotional state of mind, you might accidentally throw thoughts (and if you are also an empath, then possibly emotions as well) their way, which could give away your location to those who are also telepathic, or it could even

confuse a person who is not telepathic. Secondly, if you are in an emotional state of mind, then it can be hard to tell the difference between the thoughts that you are trying to read, and your own thoughts.

After you have attained a stable state of mind, one smart thing to do is to find an item of focus. (Note: This is not an absolute requirement - but it does help.) If you already have one assigned, then good. If you do not, find one now. It can be anything from a coin to a pocket of condensed air, to even a glass of water. It may help if it is conductive, though it is not really if not entirely required.

What you really need to know about this stuff is do with the focus item, is read a person's thoughts through it. You connect the person to the item, and read the thoughts of the item instead of the person. If it is done right, you will find that the thoughts of the item are merely the thoughts of the person directed through the item, and to you. If the person finds that their thoughts are being read, what they will do first, is search for the person doing it. By this point, unless they are capable of the mindblank ability, you will know that they are coming for you. You will have long since stopped reading their mind, and would be going about your own business, and they will be wasting time searching for and attacking the item.

Whether you read their mind via a focus item or via direct mental contact, be sure to break the connection afterwards. To create the link, imagine a line between the two of you, or between them and the focus item. To break it, imagine a knife or a pair of scissors cutting the line. It is as simple as that, but is a very important step. The possibility exists of a person that you connect to, and do not properly sever the connection with, attempting to search for you without knowing why at some point during their life. Most actually do it.

One can utilize an instant message (aim) channel, to teach or use the telepathy better so feel, through aim to the person thinking, of the person and the thought will be heard. To hear the reply imagine a receiving broadcast as off a speaker wire and the speaker states only the thoughts of the person you telecommuted to, except you can apply noise filters, to weed out words you don't wanna hear. Another trick is to think the air is a secure aim channel to do as with the aim channel attempt, and this is also possible with games or books, but you may need to imagine a movie scene with people representing communication targets to achieve communication through to any game, character or live person. Focus your thoughts thru movies channeling the energy of the other movie audience, every with' to form the channel to talk to anyone there depicted in scene or anywhere else. The one warning on this is to beware mental, of

traps as they will foul up almost any mental chat.

These techniques can be utilized to talk to people, without even knowing their language as well. Which you pick up by utilizing the method, to hear their words mentally and then comparing them, with what they said physically. Eventually, the two different sentence structures, will come together and understanding on how, to speak it will occur. When you next speak to the person, the other person will understand, as if you were speaking their native language. After this, you will permanently be able to, speak a foreign language the more you try it.

To send mental images to the person, try to visualize the scene as having a gray wall around you and know its fixed in the recipients mind, that of the vision you want to see them see. Thus you have given the receiver the mental image, of what you want and sometimes the receiver, won't respond at all. This is an instant training technique to give knowledge, to the individual without any reading, or viewing thus you can give examples of the ideas, you communicate to a person. Talk to animals in this manner as some animals, will, only respond to mental image telepathy. Like and send the image of the cat being in a litterbox, to get the cat to go to the litterbox, or to train kittens to do so.

To train the psionic telecommunications, visualize a gray wall that's of only allowing the person response as that your trying to get and then try focusing on, a telephone nearby or make an anchor by seeing the element namely a phone or wire of choice in an area near you. Visualize a untraceable link to that telephone or anchor with a black box visually connected to a dialing pad, focus on the pad the numbers you want to dial, and then hearing a click and a dial tone, and the numbers tone dial themselves. Now try to hear the response by picking up the receiver connected to the phone dialing pad mentally. Envision the receiver voice as the actual connection response and if it is a connect, and you hear a voice from that receiver thus you connected and then mentally talk to the person on the phone. To hang up, visualize the receiver in your head being put on the hook and a "click" and visualize, the place dissolved and not there anymore. Thus you know that the link is no longer there when there is no connection any longer, to reinforce the idea by realization then think the link broken and visualize, the phone system dissolving in your mind and dismiss it.

To use telepathy with animals, to speak to them and etc, and also to have a strong empathy with certain animals, especially felines and rodents. just send the communication to them and see if you get a response that is either in wording or in emotions. Usually it's wording, though occasionally you can get

emotions or pictures.

The thing to remember is that when you begin communicating with animals, plants, objects, and A.I., all of which are valid for communicating with an via telepathy, is that you usually won't get much of a response until you talk to them a lot. After all, everything is that its in existance, from what you see and feel, has a soul, and therefore, can be communicated with. The being sometimes has a soul, such as a human and draconian, but ghosts are just spirits. As though things such as inanimate objects, they have just energy that acts as a soul. Where the things in conciouness has a spirit that feeds off the soul to survive. And thats the basis of all that is done.

There are three methods that are as though the animal telepathy is easy. There are so far these:

1. Concious bubbles: Their consciousness bubbles appear in their energy field considered their aura. Wait for that, send your words into the bubble.

This is sending without waiting a response.
2. Other way is a commanding system:
Wait for the bubble, imagine a cable between your consciousness and theirs.

Then yell your commands, by thinking them outloud and immediately look to their righ eyes and tell your command outloud and ask them if they're going to obey and wait for a response.
3. Last one is a chat method:
To do this, animals need to learn how to receive at first --> that means they should be animals who have emotional connections to you or the ones you find yourself closer to.

Wait for the bubble and imagine a cable between your mind and them. And send simple questions, then wait for responses.

They can reply but don't expect a sentence.

What do you think, if they learn how to send, as though they know how to send but are not interested to?



Aura view

To see auras, focus on the shape and the shape alone without details, then blur your eyes after closing your eyes, say 'I perceive auras', and refocus them. Then you will perceive the aura of the area with people included, this will or won't work according to your thoughts at the time. What might help is the thought "perceive aura" at the attempt. Herein are the values that might be the auratic in an aura chart meaning yet there are others. There may be more to this, but the aura chart is [here](#) for those who want to compare or use a color. chart.



Empathy

To train empathy, visualize the feeling person inside yourself, making a opening from yourself that only picks up feelings from others around you. Now 'try' as only this may work on the person you love or a close friend, as they are the easiest to read from emotionally. Know as you talk to them that the person gives off tale tales of body language. Observe while the person has a conversation with you and be the silent observer. Take in and analyze the feeling that there is, while talking to them and if there is anger try to make haste, and walk away or soothe them while talking to them. If it is a lover, ask questions and react accordingly and feel the emotion to gauge the truth of the moment.

What helps this is while this is going on do a math problem in your head, at the same time to keep from being pulled in to deep as you shouldn't. If you get too deep, there will be no easy way to tell the difference from true emotion of yourself and others around you. Use shielding to keep too much empathic feelings from effecting you. As this will keep your sanity, if you keep get empathic emotions from a crowd.



Telekinesis

To train telekinesis (TK) or PK (PsychoKinesis), focus on the idea of force, make a gesture of some sort with the hand, and allow that gesture to be linked, in your mind to using that force. This is called mind force, raise the hand to raise the item, gesture to you to bring it close. Gesture away to force the item away, hold out your hand open to accept, the item from the air. When you imagine the item intended to be moved, imagine it doing what you want. Allow for the link to the idea of force, if it worked, things you imagined should happen. This takes considerable practice.

In other words, telekinesis for starters is Simple for easy approach but hard without practice. As the more you practice the more you convince yourself of success that you did the act. This in turn could make you gullible or cause it to occur. Also to train telekinesis try to think of the object or person moving and as you do, say move there go there and think where to go etc. Feeling the object shift from its spot as if on a cushion of air. Then after several tries, maybe dozens you might succeed. If to you you should push the object by thinking you did it at least in the mind, it should help out.

To do this without the excited speaking for making it lift is like reducing your chances. Saying or and thinking "rise" or "up" will be like a powerword telekinetically done. To put your hands around an object and think to turn it or move it while you imagine it moving and feeling magnetic pulse energy moving it tends to do it as well. This works on low friction objects much easier than high friction ones. To think of your subconscious or sunconconscious doing it, is to locke the idea and to consider the act to do and shift it to the back of your mind, so that its done automatically. To allow your subconscious to do it until you are ready for the action conciously and completely.

I Gno someone who did it trying this technique after 1 week. You keep practicing every day on an object as maybe a pencil, for a cliché until it works. For how long in a period of a day, as long as you can manage without giving up. It takes months of effort with hours used every day to get results. At most, however long your patience fueled by excitement lasts. When your goal is met, you actually know if you're making progress. But then you could spent a year trying to move a pencil with

your mind, few hours a day, without anything ever happening so you must think it happening within seconds. So your doing progress when you see it rise or move at least a little or a great bit.

And, no way would you start on something as hard as a pencil unless you wanted to. What then? It's hard to understand the insane amount of force and friction moving even a pencil takes. We take it for granted, we have legs and arms, while our brainmeat becomes weak and fatigued, so start on something with extremely low friction. As in like a tinfoil pinwheel and build up. Remember this, the lower vibration you are the harder it is. Try to go into a deep meditation, to theta brain waves you focus and focus on bringing your vibration to the higher dimension through your third eye. It's like swimming against a current but with effort you can become at a higher frequency than the rest of this dimension and thus psi manipulation becomes easier.

This is also part of PK, or psychokinesis, where there are two forms of this in microkinesis (MiK) and macrokinesis (MaK). Where microkinesis is movement of idea and moment by psi will to cause it and macrokinesis is the movement of things. Moving things like pencils is like moving by macrokinesis a fan, a psiwheel or getting a spoon to bending. Whereas the movement of the pencil is microkinesis.



This is the spoon and metal bending. It's sort of a passive concentration. The spoon just kind of goes soft for a few seconds and you can twist it around. So try getting into the mindset that psi's passive, and all you do is focus energy into where you want it to bend and feel it go liquid-like/soft though..now all you do after awhile is feel it go soft and it doesn't even require using your own energy on it. Now for the psiwheel or fan. As all you need for a psiwheel or fan is movement, or psi movement. what you are going to do with a pinwheel or fan is try to move it with your mind. This can be any object in truth. It goes softer with more practice, and the more you go into the passive state of making it soft; it's sorta a meditation with practice as you can increase the intensity of the meditation too. So it takes less time. Just keep a really balanced mind and don't try to force it at all, forcing seems to immediately stop the bending and "harden" the fork/spoon.

When you try to move the wheel when its covered with something like a glass bowled thing, its necessary to try thinking about the air inside and ignore the cover because if you don't cover it, you'll end up doing aerokinesis instead of pk. As you can move the wheel when it isn't covered and can only move light things easily otherwise. Now trying to move it when its covered is sorta very hard to do. If you can do aerokinesis, you

can do telekinesis. What you were doing if you did was manipulating wind element as you could do easily. The goal of this is to move the object without wind. So when you can and are ready, get the psiwheel spinning with almost no wind. Where Aerokinesis is the use of neutral energy to move wind. It's our own disbelief that is our greatest undoing.

Playing with the psiwheel or other object is weird. Sometimes you can get the feeling and can move it, sometimes not. Some spent about 5 mins getting nowhere and when they gave up the psiwheel shuddered and fell off the pin. Sometimes to move it with your hand just to memorize the motion of it moving and then try to duplicate the force using just tk works. Some were trying to get it to move and then pushed it with the hand, it went half one way that they pushed it (The force was enough for it to spin 360 degrees about 10 times), but after half a spin it turned the other direction.

It's like trying to learn how to move a muscle you ignored and have no idea how to use it... hit and miss. Fun and frustrating. Sometimes after watching videos of other people performing psionics it just gives some a major boost... They manage to mimic the actions of them and the psiwheel starts spinning pretty fast. I think the main thing about 'learning' psionics is not training the 'mind muscle' (if there is such a thing), but more about getting control enough to know how to turn it on and off and control the intensity. Like learning to roll your tongue wiggle your ears and stuffs.

So heres two methods to this telekinesis;

1. A way of training PK right now that is by going with the 'just do it' method to random items around for no apparent reason through out the day as in a fan or pencil. Some go with other objects. They feel so light, but so heavy at the same time. Like they are already suspended in the air by a few molecules, but some can't seem to make them go higher than that.

2. The second is handled by a quote from psipog.

"The first trick is to fool your subconscious into doing TK. Let's face it, sure, your subconscious is smart in a lot of aspects, but in others it's a complete idiot. It's gullible and mechanic. We can take advantage of this!"

What you need for that is an intense focus to be shifted by a thought and then it can cause the thought. (The energy of the focus.) To focus on something intensely and then interrupt that

focus in to cause a result control. This can turn things and make movement easier. Or to direct your focus and imagine what you want as if your imaging is a will and enter trance on to effect a psi movement.



Shielding

_Shielding is the art of many methods, to protect the person from destruction. There is one method approachable to use for psionics, Focus your mind. link your hands, and project outward to form, a domelike barrier to swirl up around you. This barrier forces away threat, and makes distinct presence unknown. Granting you the feeling of peace, and desire to do activity.

Cloaking shield; A cloaking shield hides your signature, and it makes it difficult for your opponent to target you. Basically, you make a cloaking shield the same way as a regular one, only you put out the intent to not be seen... visualizations such as watching yourself disappear while you make it can help, just basically program it with the intent that there isn't anything there, by thinking to the shield to 'not let me be seen' or 'not to be seen' or 'hide my signature'.

The mind blank psionic ability, is another form of shielding, and calls visualization into, working with the telepathy ability. How it works is the mind is given, an appearance of having nothing in it. The mind reader will not see anything there, thus, he will leave you alone after a moment of sheer frustration. The method is the moment of you thinking, that no one will see your thoughts. Then imagine the mind having a gray space, people only look into and nowhere, else can they see. Know this space exists and hide your thoughts, and information behind it. Imagine what you want them to see. This will blind the mind readers into not getting, or controlling information from you. When the shield is up, even scryers won't be able to see you, this takes some practice to work as practice makes perfect, you would have to get it up to the point, of a couple of half-seconds to survive a mental attack. Give them no useful information.



Charging

There be some interesting ways to charging energy. What its good for, be to get more energy and to be able to function better. The more energy you have, the better you may function. There are two general ways, absorption and generating.

The easy and more dangerous way is the way of absorption. Which is to just imagine your the energy reaching out and gathering more energy in. This can lead to psychic vampirism. As the more energy you absorb, the more you don't generate and thus, you will end up needing more to sustain yourself, more and more.

Try not to get energy from humans, as you can get addicted to it, and add a filter to filter out bad energy, if you do try it. I would suggest filtering the energy into funnels. As, when you absorb from others you also get all the horrible colouring that comes with it. All the emotions and self pity and noobishness they have.

The better and harder way and the only one that doesn't lead to vampirism, causing you to generate energy as well as also being safe. Is that you should not absorb at all and you should generate your own, by using more of your own energy and thus the more you start generating.

Albeit, you may test the waters to find out stuff and idea from the surroundings and people. So you can absorb sometimes from them, as the residual energy of a place lets you know what was there. But of course, filter! But never try to use them as a supplement of your own energy.



Energy reception

To receive the energy sent from someone else makes, life easier for unlucky people. Also considered a form of energy manipulation, but don't depend on them for supplementing your own energy. As, you may become a psychic vampire. I got this method from a famed psychic named, Sara Freder who felt I was down on my luck. I paid \$50 for this technique I am giving away for free, the main purpose was transferring luck, but it is useful to transfer other energies as well.

To start, have the picture or the token, of the person that the person has handled. Call this the personal token, wash your hands and place the personal token, in front of you. Light a candle you made or a prefab, taper candle of a color of your own choice. Lay in a relaxed position, mentally relax your muscles and soothes, the aches in your body one at a time, until the body is completely relaxed. This is to allow for energy to pass into your body, now stare at the candle and focus on the idea, of your problems fixing them one at a time. Focus on receiving from the link, of the personal token, receive energy of the type that you need from, the link itself. Take only what the person is willing to give, afterward stop receiving the moment that you feel resistance in the link. Let go and thank the person who sent it. Dismiss the personal link when this happens. Relax the muscles again and think at the candle to give, you what you want and need even when unlit. Now blow out the candle.

Another type of energy manipulation, to form raw energy with your will into the elemental effect called forcecraft. The forcecraft method is to think of what the element does and imagine it accomplishing something that you want with you in that focus. This focuses it through you and the element will repeat the event. To make people's friendships or relationships stronger, for example. Just imagine the two people, side-by-side, and then some sort of link, symbolizing the friendship/relationship, and either just make it firmer, or with relationships, something like the factor of two hearts, symbolic of love of course, and then putting some sort of percentage in it, meaning how much they love each other, or something. There are at least eight types of forcecraft.

- Life forcecraft - to use life energy; moving itself.
- Earth forcecraft - to use earth energy; moving itself.
- Lava forcecraft - the cause of some eruptions but its to cause the use of lava energy; moving itself.
- Fire forcecraft - to use fire energy to be forced to be as commanded or manipulated; moving itself.
- Water forcecraft to use water energy to be manipulated and moved; moving itself.
- Ice forcecraft - to use ice energy effects; moving itself.

Air forcecraft - is the use of wind energy; moving itself.

- Tachyon forcecraft - is the use of the tachyonic red dot particles in energy; moving itself.
- Death forcecraft - the use of death and spirit energy; moving itself.



Psychic ability

Psychic ability is often caused by a car chase, some sorta accident, some trauma or emulation phases by sinuses. True, it is psychokinesis by any other name. So we have to treat it like it was the true type deal typographically speaking. Some can reach, or overreach by whatever power that it is. And turn the true ten spurner. It becomes a challenge whatever it is. So treat it fairly and it will treat you fairly. Instant insanity is education of some rough form of it if gone too far. The idea behind this is to focus and truly type or trust what you need. Need is of desire for wherever or whatever need is there. So what need there is is there for you sometimes as greed, workforce or desire. Sometimes its representative of illness.

Fun can be had, by any or all that is with this. Some heredity by some came forth, to say that of its there and is reflective of what may be dun be there. With the psychic ability, its possible to do anything. All you need is one classic and two bones. What is recieved as impulse is recieved by anything the subconscious sees as of mend or mind thought control. It is of laying down plans we see, or hear but the subconscious makes real. What happens in subconscious idea with psychic ability is the sub-c still sees the act and makes it so as you read of it. The act is equal the real life effect, that the author intended with writing it down or showing it. What the idea of it is of is if written, or gotten some other way is truth by family in familiar idea. Directed by some force or calling in.

You can see the effect of it by whatever it is called. Compare and if it matches then you know it easier. It if made whole will share its famous opinion. Its an opinion of itself or others. If it, in necessity became real then the effect could startle you. But if it always seems to occur then you get used to it in some form. Where your area is of oftentimes, not selectual but associative for the moment as education in considered moment as its only

covered/know by use. By some usages the moment is some sort, of strange idea that is seen by subconscious but remains a given. We give to the moment but not allot of it additions in is a fair. What we see is what we get though as the saying goes, it ends there or nothing is gained from it.



Psychic ability drain

Psychic ability draining is the practice of psychic energy vampirism. Where, they would drain energy and the persons ability with that energy. How to do it is quite simple, as it only needs you to imagine funnels draining what you want from the person. or just imagine a mental hand touching the forehead or being near the person and 'draining the ability or energy' by thinking it does as you imagine the ability or energy come from the person in a stream of energy, to you. Then by needing this done, it will be done and thus you might feel like returning the ability or energy. If no guilt then you probably won't. So, you just happen to know the right amount to drain, as it 'feels right', and thats about it.

When you want to give someone an ability or energy, then just imagine the personal target with that ability and use the energy reception technique. Where you are sending them the energy/ability and they recieve it. Or, imagine a mental hand gifting the person with the things you want them to have. By, thinking that the mental hand does so, needing this done and sending the ability/energy forth in a streamed flow of energy. Again, you just happen to send the right amount as it 'feels right' to you.

Be warned! The person who is effected by these techniques might remember them, so they can perceive how to do the effect from you. Their subconscious can pick up on the attempt and watch it. Then if there's karma involved, they could try it on yourself.



Scrying

Scrying has 10 methods to do of most to see or predict events: fire or water sight, crystal, far future sight, bones and tea leaves, chicken guts, tarot cards, runes, long range viewing, ouiji board, and othersight. Fire and water sight is staring at fires and water bowls to gain glimpses of the future through the focus of the word "sight", think on the feeling of what you want or feel the vision appear as a daily practice. Crystal sight is the sight of view by crystal glimpses. Focus on the crystal and think of what you want to see, let your mind wander or unfocus and a vision might occur after as a glimpse. You won't realize it sometimes as its very quick to happen, thus you might see it in your dreams or as a after image. Visions can reach far as sometimes the visions come unbidden. When this vision happens, wash your hands and turn them over and back again to clear your uncontrolled state.

Far future sight as Nostrodamus would do it is to sit over a pyramid like chair or 4-legged stool, in a dark room near a lit candle. Look into the candle and see the future or glimpses as you think on the words, "far sight". The four legs pointed to true north, east, south and west. The act after the ceremonies of future vision is cleansing. I myself have done several future visions and controlled the sight at night by the "turn it off by will" or imagine a light switch, with on and off as the label. Afterwards, I always cleanse myself or find myself slightly confused all day long.

The bones or tea leaves reading is an easy thing as an after dinner or after activity but only for loose leaf tea, old coffee grounds or bones. In scrying sight, The effect as of this is to use old coffee grounds, bones or tea leaves to do as is necessary and act the seer as you can see shapes in the laid out pattern. Try to relax your mind and touch your reference book or think of efficiency for energy "vibe feeling" as to look at the aura. Look at the leaves, old coffee grounds or scatter bones while thinking or feeling "thought direction" and feel the effect as in energy flow. Squint and refocus the eyes to get an auratic reading of the leaves or bones. Allow the energy of the bones, coffee grounds or leaves to fill you with energy and then think about events. Images of what will become appearant as to the near future or near present will come unless you think of the past.

With a reference book you effect the additional information to understand the pattern of the "outlay" of the spread out leaves or bones. Don't be afraid to touch them as they will sometimes be grimy. The idea is to read the leaves or bones and use the feelings that are gotten from the feel of the vision you may get provoked from the sensation of the tea leaves. So look at the tea leaves and if they are fresh from the drink or dry, the impression

you get is immediate and you have the sight, your mind will perceive events of the future near present or past. Most times the vision will come in a dream trance if it occurs in which you can reveal it or not. Use music to enhance the vision along with the darkened room.

Chicken guts along with other types of guts like castrated, are read by the feel of them with prophecy intended. Mostly used for probable quick wins or loss depiction. Feel the vibes by touch and read the aura to get a reading of a vision that may be many. Some readings may be false but most are accurate.

Tarot cards are a deck of karmatic charges with pictures and all is needed is to focus on the question and the vision might be "sensed" or "appear" on a moment as you read the card. Then the card instructions will be for the meanings of each card where each card is specific and you must read the meanings in the card instructions. The outlays are celtic cross, among others.

The way of divination be to make the runic tile first by carving the entire runeset while thinking on your need for divination on some form of material sliver called tines. The tine material should be used as to your craftsman level. What materials be there? Wood, stone, paper, metal or bone be the prospects. A runic tine set is a carved runeset and these rune tines are kept in a rune bag for divination purposes. When making the tines wait a day before usage because each rune takes a little energy from the air, and after the entire runic tineset be made their is very little energy so things could fail on you.

Now, after the runset be carved and a day passes, draw the runetines from the bag one by one as the drawn rune will impart an image of the future to your mind. Draw the runes till ye get a clear enough picture of what might happen for the person ye drew them for or yourself. thus ye write the vision down or try to remember it. Its best to do this as one live future tell will clarify many things and try to use instinct as instict will tell ye truly.

Long range viewing is to focus the mind and let yourself float upon the wind, keep a gray wall around you. When the wind is enough, let yourself go where you think. You will appear in the area, yet not seen and hearing all with vision of what is happening. This isn't limited to any particular time as you can go anywhere. Feel yourself slip back into your body then release the gray wall, and then things done to it during the time will be undone. No aging will happen, yet while away you can tell people what to do and they will take it like your a ghost. This is also called geisting where you can do a ghost voice effect and play god. Thus you manipulate the person till they stop listening or you decide not to manipulate, yet don't play god as in you are the event creator. For wrongful things go back to the person if

karmatically wrong about two or three times worse, as it is for normals or wiccans except in defense. What you see is what you might not remember, so write it down as you see it in physical body as you need it later on as it can be meditated on for recall.

Ouji board are to focus the spirit of any in the area unless specified in instructions. Then you get info by the spirit guiding your hand to the letters on a board to answer a question asked of it. Unless the board is made of sacred wood like pine or oak and blessed its gonna have at least 25% chance to draw a negative spirit or demon.

Othersight is the method to see without sight anywhere or anyway. One cannot block it yet its very noticed as its brought chills or notices from people. So feel a gray wall around you and relax your mind with a random thought, and let your mind perceive the area while you feel and send out energy as feelers. The images will be seen as of thoughts and feelings along with other peoples sights or other landscapes. But you allow the feeling to work and the images will come after you think on what you saw. There are no blinders to this gift once again unless you are drugged and then the images could be heightened if you focus on "sight perception".

So a suggested drug of clearer vision is rìrèdòp of alòé + mustard powder + baking soda + water eq boil the ingredients to gain resolution and refreshment. For the real druggies out there, Tritylmyl is the vision drug, grass(least potent), opium or pot + mustard seed powder + baking soda in which you cook together for potency with water. Alternative is mustard powder or mustard (mòté) + Sea salt (seasyt) or Baking soda (NaHCO_3) = MòtéSeasyt or Mòté NaHCO_3 but add wter for potency. Another alternative is nervall and its 2p salt + 1p sodium(Na) or baking soda + 2p copper(Cu_2) and (NaCl) $2\text{NaHCO}_3\text{Cu}_2$ that lightens up all the nerves and strengthens body with clearer focus. St Johns wort(stjòwó) + grass(grès) or pòt = StjòwóGrès boiled or StjòwóPòt cooked to get a vision clarification drug. Ones you can't make are Concerta and other psycho drugs that are freely available on asking.



Trace ability

Training trace ability is to feel someone or feel your emotion is

in how defined it is, the closer you get the closer you are. Use for ideas, other things and for people finding. Part of this is area scan by picking out the events mentally by othersight that you recognize from what you saw earlier and try to recognize the area pattern from it, whatever is feeling wrong to you as you mentally look, is hidden or not supposed to be there. Or if it feels different, then you might see it whence identified as the image, of what your subconscious sees it as in dream images. Another name is psionic telemetry.



Focus object

Focus object ability is putting a world or energy into objects by focusing objects is how to put a world into an object or how to put energy into an object. Its not so difficult that you have to hurt yourself for.

Well now for the actual methods, there's the method of visualizing a copy of a near area going into an item and you can go inside to visit it at will by thinking you are going in and feeling that you do. Think of a grayness that is in the form of a tunnel an represents a tunnel that you think to go to a place with an then you are in.

The second method is it's preferable if you're starting anew to go inside the item itself and begin building freely by thinking that you do. As it's like an idea of a quick zoom in your mind to seeing what is or maybe a falling into the item inside and when you go in it's blank and in a black or white sense. So you add lighting and architecture and furniture as you wish, summoning by idea and thought of what that is. You can treat other people as the object too.

To put an energy into an object, it's mostly just taking the energy however you get it and to move it around just a bit before putting it completely in the object by visualization of it taking shape of the object and staying or being in the object by taking shape in it. It can also be a person. There is possibility to shape the energy you put in the object into any form you may want to recognize. So all you need to do is think of the shape and then think of what you want to happen and it will. As you think it, the person or object will either do it or cause it to occur. To do it by causing it to occur.

Thanks be to Jordan for the effect and by describing it.



Vamping

Vamping is the idea of sucking the energy out of the victim by imagining a psiball that causes the effect or just pulling energy from the victim with ya will. Until the point where the victim isn't awake, unconscious or is not feeling well. Generally, the vamping stop point is to the effect of what is enough for ya or when ya feel energized again. Then ya got enough energy or won a vamp duel.



Power manifestation

To train power manifestation is to form the energy or element to the will by using an image of the item or shape. Focus on the shape and then imagine it form as a shape, feel the shape form where you want and a ghost image might appear. Thus you may find the shape appear and this counts for any form an element can make the shape of.



Danger senses

Training danger sense is to sense the impending doom as you enter an area or sometime in it, and sometimes with visions of the danger by looking at the area and noting the movement. The less the area movement and more stillness, is intent of the danger to be more unless, the area was an intentionally still environment. Now if the movement suddenly increases then the

area is normal again or if a single thing moves other than your presence, its the dangerous element that found you.



Power focus

Training power focus is to focus of two or more energies into a single blend, and to make it a woven effect by visualization of the energy of one as a thread with the other energies similar by other sources. Thus to weave it together, feel the necessity need and the desire to form the weave of sources into the effect of your choice. This won't happen easily as you must have a necessity of desire for it to work, or it won't weave together. This won't combine two or more human energy sources.



Mind camera and mental picture ability

Mind camera and mental picture ability is to focus your mind and see an image in near you and take a mental snapshot of it and then be able to send it to the person or target machine at will.

From what I'm understanding, to do this, you would need a disciplined memory, and at least moderate skills in the finer aspects of either/both telepathy and remote viewing. Either that, or you would need to use some sort of object that is disposable and something along the lines of psychometry, which, as you may know, is a form of psychic reading.

For the first method, I guess you could do various exercises with the brain to train it in visualization and memory. The visualization can easily be achieved with heavy use of the imagination, but the memory would be of some work.

Now, telepathy is not easy to learn so I'd first get a partner to practice with and begin with the basics. Psipog's "The Basics of Telepathy" or Spellhawk's "Psionic mind training part 5" will

explain all you need to know about sending and receiving telepathy. The trick is you would have to figure out how to send the exact pictures, or memories if you will.

The other thing I mentioned is much easier. First, get some dispensible objects to wear or keep on your person, one at a time. These will automatically record everything you do, which, I know isn't what you wanted, but oh well.

Then, learn psychometry by holding the object in your hand and trying to feel the energy to gain the memories. It's best to clear your mind first, release excess negativity, and even gather some energy if needed, but not necessary. Basically, the words will flow to your mind after a while and you will get impressions of what happened.

Both methods come with added benefits, as you will be improving your visualization and memory skills, but also learning two very useful disciplines that, well, are already there potential-wise.

As a direct idea of this is to think of the area and the image you wanna send, and then think your eyes are of a camera and the brain stores the image. Look at the area and in your mind, picture what you want to send and snap your eyes shut and the image should be stored on your brain. Just think of the person and then the image and think "send to person".

Another idea of this is to have people see as though using your eyes and you just have to think they can look through your eyes. And they have to be concious of it but if they do try to then they will. Think they can't look and they won't.

Anadvanced idea of this is to do a mental video effect. Its simply believe what you are seeing is thought to be streamed into and through a device or person. As what you see is linked to a device or person by thinking of the device or person, and making a line drawn between you and the person or device in your mind. This line acts as a cable that carries the signal from and to the target. The live feed happens when you believe it does and it can be anything that you send but you basically want to focus on sending the picture.



Scanning

Scanning; This is from <http://www.crystalinks.com/psychicsscanning.html> with permission. Scanning is what most of us learn to do. There are many methods here - none right or wrong - whatever works best for you.

Scanning in general, is to just reach out and try to feel for the idea or what is there and what you perceive is what might be there, or there is this way, to clear your mind, focus on your target and then let the info come to you. Also, you may think of the person or thing and then focus on the aura and condition of the target and to let ya sub-c come up with the details or to feel out the idea of what is there. What ya think after ya attempt to see the condition and aura of the target is what is the condition sometimes. You can usually tell by the condition imposed on something or someone what the effect is.

Other ways to scan people in Psychic Scanning.

Psychic Scanning Method #1 - I close my eyes and - look at what is being shown to me by spirit. Let's say they show me blood flowing - one must hone in to get better definition of the problem - often by asking the person. It could be high blood pressure - but things that run high and low - are usually shown to me as a graph - bar or regular. In the case of cancer - I either see the medical symbol for cancer or the area in question with a tumor or other problem. Some illnesses have no symbology for me - so I ask the person when I am confused or the symbol I see makes no sense. It is always best to say everything you see. It may not make sense at the moment - but it will later. Seeing 'teeth' can mean dental or the jaw - as TMJ is very common - or the mouth area.

Most people scan this way with their eyes closed. As you get better at it - you can do it with your eyes open allowing spirits to show you what is wrong.

Psychic Scanning Method #2 - Becoming one with the person - You literally take on the energies fields of the person and feel what is wrong in your own body. You become one with the person - For example - You can get a headache. Your stomach hurts. Your eyes get blurry - and so forth. You do this quickly then move the energies away from you immediately. This is also useful when talking to deceased people who want to show you how they died by merging with your body. It is not exactly channeling as you are in control and you do this for a short period of time. It is merging frequencies.

After I see a problem - if I see spiraling DNA - which means the

problem is genetic. Sometimes I see food - you ate the wrong thing. So, remember that we are souls in a physical body having an 3D experience. It is all about the movement of frequency and light. Think out of the box. You are the observer.

Are you ready to try?

Look at someone near you - or think of someone you know.

Close your eyes.

Look at their body as if looking at an X-ray.

Very slowly start from the top of their body and scan downward - stopping as you go. What do you see? You can get into the muscles, tissue, blood, internal organs, breasts, limbs, anywhere your mind can travel. It is really not complicated and once learned - is enlightening.

For anyone thinking they are pregnant - or know someone who is - or might be pregnant - travel into the uterus of the woman and 'look around'. What do you see? A fetus? Good! Now look around some more. Scan for the sex of the baby. What do you see? Do you see 2 babies? Gulp! Is the baby sucking its thumb?

What's that, you say? You want to scan the person's emotional body? Sure, why not. Go for it. Get into their head and always be objective! Do it much the same way as the physical scanning technique that works for you. Remember that all illness and accidents stem from the emotional body - which stem from the soul body - so it is totally cool to go there first. You learn this in Reiki II.

Practice before you give people a wrong diagnosis. As with all things psychic - some people are great at this skill - while others never master it - or are uncertain of what they are seeing. Self confidence is most important and comes after much training.



Psionic forcecraft

Its a rarer form of psionics, as its different by the effect of thinking and doing to create an effect and that is directed by

words and actions. So, to sum it up, the effect is psionic and words, sometimes with actions, are the psionic forces direction, to which anything can be said, to direct it.



Sexy Psi

This is a technique to create sexiness through psi force. What it is, is to focus your thought and speak them toward the target person. Focus your thoughts to cause power to emanate from you. Then, state what you want to be understood. This makes you seem sexier than what you were. All that's required, is to focus and project your thoughts of sexy nature and think of sexy things to do as you need. The users will is that which programs the energy, and can direct the energy to get almost any result. The opposite can happen with a negative thought being projected with this technique.



Psiballs

Psiballs are mentioned on psipog.com, an archive site, as the effect of using concentrated focus to create a spinning disk or ball that can be machinelike in enactments, photographed using low light filter, for construction, or to be programmed. It is basically a low level construct.

There are two methods to making it and they are hand focus or tachyon focus. Using the process described above try to focus the energy into your hand and think to the psiball, or say to it while thinking what you want it to do for any effect, interaction or distance effect is in constructive offense or defense, with tachyon focus use an anchor set outside yourself in the shape of a sphere or ball by thinking of energy forming to your will at any distance, to set actions set for any distance or effect. For the construction aspect use any method necessary for the idea of balance and think or say the negative is used for destroying the unnecessary including destruction itself or aging.

Then use positive energy for the revulsion of those unnecessary in area, to make positive upbringing events or to make idea of construction in an area of space. These are unseen area of effect that appear solid but built on void with other energy. Then the main focuses are to see an area to copy from and to import a copy to "your" private area and this area runs itself. The area might reflect an opposite view of what is normal for you unless its a negatist view. Anything you state will happen and you might note its like heaven as you shift mental focus in view and the area shifts. Focus a psiball however you want and the programming is to "copy area", "make area" and to make the area seen in your mind or you feel its true. Only then is your area there for you, and what you make or copy becomes yours to command except if you don't set guards, to prevent other people from controlling it by whatever means necessary.

This makes the horizon area and the event area is where you are focused at. Now expand your mind on the area you think on, "make" or "copied". Now feel the area and "place" by feeling the object and feel its there. Whomever gets there can leave by the same manner, or feel yourself shift home on remembrance of the area to make a quick way out. The quick way out is sometimes blocked and if that is bocked then thiers death or think on area and suspend disbelief and feel yourself shift by displacement. Thus you are home as if returned from a dream. Same for objects except touch it and feel it shift to an area. To get there feel a door open to a place existance you made or linked with a controlled entry, allowing what you want to pass through and close when done. To feel it close may work, but to feel a hard emotion and shut the mental door with spoken "closea gate". Don't forget to put security alarms and traps to catch disruptors and for an example: is a friends fort who strives against chaos. Most use security passwords to get through and such.



Metaviruses

To create a virus there are two different virus types, viruses that are diseases and destroy the body cells or diseases that kill the virus cells. Think of the idea for the virus and focus with a standing trance meditation of standing or sitting and feel energy flow from any source like sun, other star, or other elements to achieve what you say, think or feel in any position, or self

hypnotize yourself. To do the act of self creation and focus a psi will, psiball, energy ball or other. Into the idea of what you desire. Make it like programmed with "undestroyable, retroactive, undeniable, unnaddictive, no side effects, mutative, deadly or disruptive" along with "your virus goal" and it is a set trigger of "however you would like". This is dead and done before the trance begins for the virus creation. Limitations are to not set it to kill unless your evil or told to, except for your death of which releases a deadly disease to kill the killer or killers of a mutative strain that's somewhat unresistable. So, you might have, to create a virus, that cures.

Basically, your programming a disease by physical and metaphysical means that's unblockable except for a blocker disease. The extent of damages are to effect thousands of people or the entire world by means of your design to "trigger" the effect. Once created you make the choice to deliver it in any container you will use or think it by feeling it, the virus appearing in the area. Idea for creation are to make a cure all or to cure a particular disease like dementia with a "retroactive undeniable, mutative risperdal cure to dementia and schitzophrenia with a little shock or area power recieved or not." For a "retroactive undeniable unnabuser and unviolent making virus that works off thoughts of abuse or emotion from anywhere causing fearlessness except where reverse activated on any abusive person in this world or the next." removes the abusive responses from people leaving fearles response. Finally the drug like virus that can recreate any drug, "retroactive undisruptive [drug here of choice]" with or without addiction is in "unnaddictive no side effect [drug here] disease active on need".



Group channel

Training group channel of normal condition at first is to channel two or more peoples power and energies for a cause, As in getting their permission or doing it without, and finding a cause to set the desire higher in your necessity to weave an effect. The effect is as you feel its necessary to be according to simple goals, like survival, not eating too much, hope, restoration and other things like death effects or ressurection.

Group channel to take in the focus of five or more people and direct the energy as an effect. Get the peoples agreement then start to focus the energy they are willing to focus to you. Use

feelings of what you want the effect to happen and at where to channel the energy to. If you waste the energy, the group will be tired, yet if the energy is successfully used then the people involved are re-energized.

Group channel of extreme emotion allows for the channeling of two or more highly emotional people to a desired effect. Form a gray wall around you and think of a line attached to those with extreme emotion, then imagine what you want to happen and the people involved will make it more truthful a event, unless you don't want them to know. If you don't, give the people no indication or they might interfere by not thinking of them.

So to make a net of psychic energy between everyone in the area but yourself, makes within a few mins everyone understanding how everyone else feels and things can calm down. This is group channel, modified. oh, but be sure to break every link before people start leaving. That or set a timer on it as that's one thing to do with a lot of effects. If yu set a link and yu know yu don't want it to be permanent, but yu also know yu may forget to unlink one (large effects between many people, for example). Yu set a timer, and tell the effect to die off in a day, maybe two or in a few minutes.



Area manipulation

To train area manipulation by mere thoughts for how you desire it or imagination of a scene, see a dark gray wall around you and try to focus your mind and imagine the scenario or area activity, like a movie scene thats directed by yourself. Try not to be too disruptive or point to yourself, and don't always expect it to work. This can reset time and events itself, with the concept of being able to play god at least try to avoid as you can and correct or change for enjoyment. Another way is to view the area to change it by seeing or feeling the event to occur or state the event



Link ability

To train link ability is to link one thing to another so to effect one, you effect the other. The way of doing it is to imagine the object and imagine the other object. Draw a line in your head between the objects to link, the general direction of the line determines who gets the energy.



The no reply energy reply

To get a response as if from the mind where no reply. Use a telepathic concept of focus your thoughts to send a message that you speak. Or think, to deliver while they aren't listening and allowing the thought back or thought bounce to be their own as if they had replied but this thought sent is a negative energy with a positive intent. So the negative energy acts as if to receive their thoughts from someplace and it acts as a carrier for the thought thats returned of thiers. For with a negative energy there is a reply or two that can be heard. To view a thought as it occurs, think its to be heard and listen to everything around you. And as we speak or listen it acts as a carrier to create an image in your head as you listen.

To listen just focus your ears and close your eyes to perceive that which is around you. To use the negative in this is to be unusual but don't think a negative thought or do negative actions. To close your eyes, and Listen, allows a skill that isn't hard to pick up, but that most people don't know how to do anymore. By 'listening', it means like not leaving out background sounds and actually hearing everything. Nothing magical, just...training of the ears. Use of a spell or psi effect is to effect the spell or psi effect idea by more acts of magic or effects. A effect or method feeds an effect or method and so on until its thought not to.



Mental crippling

Mental crippling is to get into someones head and form a

temporary block or to form a tone near the person and daze said person. Training the crippling effect is to see the person in your mind, then place a sonic time bomb in his/her mind by handing the bomb to said person mentally. This bomb activates when they do anything irritating to you or something disturbing to you, so you don't have worry over a guilty conscious. This can be a normal bomb as to what you desire for maximum concussion effect. The general idea is that to knock the person out mentally, your knocking said target out physically.



Telekinetics

I will have it known that telekinetics in shorthand is tks. It is as well known that objects have a objective spirit. But objects have conciousness of their own an as too and they act as they want. So it is possible to defeat their will and make them move as in it seems much more difficult in this perspective. With enough practice and desire, yes you can. From that perspective though, it would be easier to charm the object or just smash its' will. So the idea is simple, forgive your shortnesses and bring yourself into a trance by breathing slowly, and thinking about your objective that allows you to see and perceive the conciousness of the objects around.

Allow yourself to be aware of the concious that you want. Think about the object and see it to change its mind by making a deal with it. Say 'I will do things for you if you do things for me' or for example you want something to stop so its 'I will do service for you and with you for a certain amount of time if you will stop.' Or 'I will do nothing for you but you will stop making that buzzing noise.' This works most of the time, but try to bring yourself out of the trance to then do as if necessary by changing your breathing pattern to a few short breathes and a long breath. So you can do anything else that you need by being aware of it, and if its known then do.

A few other ways are there, their thought is by theory invulnerable, so there is the saying, "nothing is impossible". Everything we see exists in the physical world. Another zone, that is invisible to most, and is also there. This zone exists as is the zone of energy. Now, these may or may not be "zones," but it may certainly seem that way when you're actually viewing the energy based around the world. Telekinetics is something I have experience with, but if I had to say, I would say, because the

energy and the physical is linked, perhaps using your ability to move the linked energy of an object in the energy zone will move it's physical likeness around as well. This is true in some aspect. As in another form of existence that we manipulate.

Use the idea of the energy zone to train the objects, to move and do as I would want through use of spirit powered scripts that act as programming. The object is impelled to move like it is using the linked energy. An on thing is to use an effeciently enforce the momnt through back moments as its assured to move sometime. It never ocured to me as this before but it seems like a great way. If you send it back through the moments after you just move it to move it back. Thats the completion to my method, but I think it is to do something not yet tried, as it is learned from genetic manipulation.

When you open your perceptions; when you try and see beyond the capabilities of your body and mind... It's like standing on the edge of a glacier. Facing something magnificent and terrifying, but in-front of you is a 500ft concrete wall that stretches beyond you for a long distance. Such is life. You can only feel the bare surface of reality. Our eyes are closed. The easiest way to describe it is to ask someone "Imagine a colour you've never seen before." As moses asks God, "why cant they see you?" God says we are visible though they dont have the eyes to see us. I commend the Guidance of God for his wisdom. Most of this is from the Casa Umbrae [forum](#).



Memory adjustment

Memory adjustment causes the person to be able to make small changes in the targets memory, Training memory adjustment is to suggest in the persons head how it could be as they think it. Thus you readjust the person as they do things and this takes hours to minutes for a successful adjustment. Sometimes just speaking the event while the person feels good, due to impulse causes it to effect easier.



Mental lying

Mental lying is to speak telepathically to another without being detected in a lie. To train mental lying hold a gray wall up and on the outside make it seem like yourself, while you act without pause to tell the person telepathically the information or chat. This is a almost truth for the receiver yet if caught, you can be very distrusted. White lies to outright lies with some truth makes it believable. This takes a lot of effort to make it work.



Absorption

Absorption is absorbing of energy as the person sends it, to train absorption inside as an instinct by thinking of a somewhat, unbreakable high tension steel or plastic steel high tension rod. This high tension steel has a very high tolerance to make adaptations to any strain put on it. Imagine this rod as a line of force in your body that takes the energy thrown at the body and converts it into something it can use. The rod also will restore you at the moment it will get the energy, send to a momentary safe time or untrackable place. This means that you can get touched by any psi assault or destructive urge and use it against them, or just imagine the line of force taking the blow and sending it right back at the sender. The idea behind this is to use force with force to neutralize the force. This allots you to get nearly hit as many times as you can without breaking. There is a drawback to this, one can become immune to energy itself.



Shift mental place

Shift mental place is to be somewhere else while thinking or talking to people. To start an activity while you achieve the thought of you in a room, however you want the room or in a vacation spot that is very easy to work in without stress. Be very careful people don't catch you at it, or they won't talk to you

again. This relieves stress as it separates you from the common talking about stressful subjects or angry person.



System corruption

System corruption is essentially, you try to cause the targets systems to decay and become corrupted. There are allot of methods to doing so, including viral methods that are fairly common. TLOK-style necromancy is pretty much made for systems corruption in many ways. To think of chaos in raw form as it is, being in the target's computer system. Or think of a virus that ya cause to be in the target's system, in a manner such as to think it appears there into the target's system and effects them as ya would want.



Hacking

Hacking comes in three forms, system hacking, construct hacking and reality hacking.

System hacking is in many ways but one way to obtain control of peoples systems is through lining idea to be control structures within their systems. For example, one might send a wave of instruction to the energetic processing code while altering the base signature of the wave so it's overlaid with the targets signature, and the persons systems will 'execute' the instructions if it was done properly.

Construct hacking is to the similar thing except for constructs, it's often easier by far depending on the constructs since most people don't defend their constucts well against hacking attempts. So just be like the person and think of the construct and reprogram it by thinking of or saying code to it while altering the base signature of the wave.

Reality hacking, going about and changing things, sometimes by bending the rules of the idea and reality and effecting a different pattern to be 'set' on the area imprint, of our minds, as we decide them to be on the impact of an event. As, everything is a pattern of sorts that appear to be seen, we can change the way of how things look and act. When we want to and how we would want to. But, basically its by the effort of making an impact in the area, and then making a reality form around that impact as you decide what it is to be caused and changed.

As in a cutting through of a shield and then changing the shield from the cutting impact, as though it were something else by the waves of energy that come from the influence, in a form of a reality hacking weapon. The impact can be almost anything that we want, including making a point and thought as to what things will become. And from the waves of influence of which the said point, in the reality, things warp to become what was thought on.

Or, the impact could be used to change the akashic records, by the idea of which is written down and the akashic records change to conform, by the intention and the waves of energy from such a written impact with intention, And, the impact is very useful to cause events that come from such writings. First the event will appear as a sign and then it will occur and be there, as you look at it. Except, this can be counted as a spell and is what is considered in this patterned event. As, the spell is one of the things that can make reality hack impacts.

There could also be multiple waves, that cause another change, through conformation, right after the first change. This conformation can cause many things, one it could add on to the effect that is there, two it could modify what is there, three it could make the pattern or what is seen cancelled out, and four it can readjust the effort done by those in the area of the reality hack, including the spirit of the individuals. Or, the spirit of which is effected is cancelled out, too, with the conformation. That is when you target another, and you find you can't do otherwise.

On hacking someone else in the reality there is the idea to make an impacting point on them or something near them and then you cause by deciding what you want to happen and intention, to change them or the thing.

Due note: What we decide on is oftentimes instantaneous, in making pattern adjustments. As, the pattern of conformity is what we sometimes can use, to make the changes we desire. Things can be stated right after impact, to cause such conformed pattern changing. To note that one would ever know that they have succeeded, is to notice notice the other person or thing

acting differently.. so you observe another reality in place of another. So, we can actually be on the lookout for altered realities.

The impact has to be made first, though and then what you decided on changing is caused to be changed. This change can also occur, if it didn't on the impact by your point, by you further stating or willing the change to happen. Then the effect is not thought on, its experienced.



Shift mind

Shift mind is to find yourself mentally aware and elsewhere other than your body. To shift your mind, focus on your target and think "switch". Then you will switch places with the focused on person, making him/her think he/her is you. Thus, to fool criminals, you switch with them as they do the crime and then you can watch as the criminal is doing it to him/her self.



Impulse, mind control

Impulse better known as mind control is to make the person do as you want without care to the others feelings. It leaves them mentally unstable for they don't know what to expect and they are confused. To do this trick, try to imagine yourself gray wall shrouded and standing on a platform with no access other than what you devised. Stay on the platform till your done or take breaks as you desire, yet never state out loud what you suggested or they will know that you are doing it. If it comes up in conversation, deny that you said it as you will probably be chased after for your impulses. Feel the person doing what you want, state what you want them to do as you feel them do it or imagine them doing it as you mentally watch the target do what you desire, yet be not in the targets sight or hearing. For they might start to hate you. Afterwards let go the gray shield. If you find someone doing this ask them telepathically their name or count in disorganized patterns. It should stop even if you don't

get an answer.



Create illusion

Create illusion is projection of an illusion effect wherever you want. Create a psionic energy field by letting energy form where you desire as in a pool that acts like a heat illusion. Then project what images you think on, by imagining the entire scene as if it was there where the energy is. What happens is the energy will interact with the thought written in the form of subatomical particles and merge to create the image. This works with allot of heat better than in areas with allot of cold.



Physical pain

Physical pain is to make a feeling of pain on the other person. As they do things or as they don't, try to make a feeling of pain in them by imagining the body part of the other to be painful. Its to imagine them in pain or cause a psiball construct to make this effect of pain in the limb or body part of choice. Another way is to think of the person and use sigils to be of allot of use in causing physical sensations in the person. Particularly open ended freehand sigils. As in, to draw the sigil and make the effect by thinking of what ya want to occur with it to the person.



Mental assault

Mental assault is to focus the psi energy and deliver some sort of attack to them. Feel your desire and feelings toward the person, and imagine a scene of assault that exploits their weakness, or try to allow your energy to create a ring of

frequency that disables them. Another way is to form a mental fist and strike the person unless they are mentally aware and be sure to keep a good mentally balance with a mental shield up so you can take the blows. Only with this do you get the person to tell their guilt.



Electric battle

Electric battle is trying to knock someone else offline. And, to defend ya own system from being knocked offline. Or, its attempting to effect each others connections or other peoples connections, while also depending those connections. As in, disconnecting the person from the net. By, attempting to think of the other's connection and think of the lines of signal and chopping it with a mental ax. Or, basically, outside interference with external linkage by thinking its there. Some don't do it much due to inconsistent results even without it being defended.



Domination

Domination or body control is where you don't have body control except with the effect of your doing what the other wants. To do this with others, mentally ask the person if they give in after or as a distraction occurs. Mentally "give in" to the other. When they do, shift places with them and they will never fight with you again. Don't give in to the feeling of power and control over others or you will find yourself treating people like slaves.



Heart rate manipulation

Heart rate manipulation is to the effect of manipulating the heart in a psionic effect. So a way to do this effect, is to imagine the heart of the person or yourself. Think it going faster or slower. And then ya done.



Item, body and with person shift

Item, body and person shift is to have the object in mind or think on the person then visualize the person or item to appear where you want. If you give energy into it, you will find it may have happened by putting a little of yourself into the shift. Place a anchor and some word phrase thought to associate it, by speaking the word and thinking of the anchor with intention to make any effect with it. So place the anchor and say "switch places" to go where the anchor is. This way is blocked by a "teleport guard fee" that cannot be overridden with mentally thinking of a lead dark steel barrier surrounding the anchor.



The help ability

The help ability is very similar to the aid ability, in that you see to make them feel better by offering something or an offer of energy. Its to act to achieve and send out thought as a wave of energy for soothing and then build up energy in yourself with the thought of "help" or "guide to better" to the person. Allowing the energy to help the person. It can often guide to better idea or help better define the actions.



Mental block

_Mental blockage is to focus the psi energy and to form a block not easy to understand nor detect, you can remove it too. Think on the person and think "block" and the person won't be able to do the action or ability. To unblock, think of the person with emotion and think "unblock" to unblock the person. Alternatively, think on the person and feel the block form or unform.



Hyperpsionics

Hyperpsionics use frequency manipulation through hypervibration or voice control and causes intent with thought. This is where the Auratic vibes, caused by intention being expressed in varied degrees, mainly speaking, using music or willing your thoughts to occur. This might achieve things. This is interactions like biokinetics with living things. The auratic vibes come from living things. Auratic vibes can be the vibration we sense from those people or things we get near, that tell us they do bad or good things. Its also the vibration in the air that tell of good or bad energy.

This is a basis of Hoodoo and Demonism. The effort to do things in a ritual is with double the return action, triple the effect time to others and quaduple the effort achieved. This is using hyper frequencies to achieve or effect results.



Psionic healing

"The best type of healing is most always the one you are comfortable using in a given situation." - Akio

Psionic healing is by two different methods;

Method one is a healing construct. Just feel the energy around

you and focus it into a constructed shape that you instruct by imaging the construct in your mind and telling it by thinking at it or saying what you want of, 'make the person comfortable and to repair the damage by healing it or sucking the damage out.' Or, whatever you think is necessary. This is good at short distance or long distance.

Method two is (c) Psipog.net and reproduced with permission. It uses the hands. As it starts with making the person you're about to heal comfortable. And then mentally create a bond between your hands and their pain. Zoom in by sensing and this is putting out energy to sense with as far as your mind will let you sense. See inside your client's body and the individual parts. Once you're able to do this, you'll understand why it's necessary. Chances are, the zooming in will lead you to be able to "see" exactly what the cause(s) is/are.

Once you've found the problem, you're ready to begin the healing process. Then "suck" the problem out of their body and put it into the object near ya that ya can throw away or put away where it will not be used again. This takes time, and coaxing, and a pulling like sensation. Most of all, patience. A little massaging of the area (even if you aren't formally trained) can assist in this technique.

Psionic remote healing

Psionic remote healing is like Psionic healing, where accepting Remote Healing is Accepting to be Cured. This is (c) Psipog.net and reproduced with permission. So just use your concentration as your intent for healing the area. Remote presence can help this. If you do choose to Remote Presence during this technique, a little massage of the area can do a great deal of good. Otherwise, just suck it out. Pull it out. Coax it out. And get your trusty throw away object to save yourself some trouble later on down the line.

This info is (c) by Akio, "There are felt varied resistance when doing remote healing. Most of the time it depends on the illness and the condition of the person. The common effects experienced are:

-Resistance (type #1), this usually happens with people, who, by whatever means, have an excess of energy, commonly this will feel like when you try to push a two magnets together with the

same poles facing each other.

-Resistance (type #2), A 'gel-like' feeling or murkiness to the flow, this usually happens when people are sick with something specific and physical in nature (like a cold) where their natural flow of energy seems to slow. At first it usually feels like you're pushing through gel. After further observation however (keep in mind this is based purely on my experience), I have come to see it more as the current only being able to move so fast. The gel-like feeling is actually resistance to the speed you are pushing energy in.

-Pull/attraction (type #1), This is much like the 'Resistance (type #1)' mentioned above, but rather than the poles being the same, they are opposite. That being so, the energy seems to be attracted to the body. Usually this is a result of an undercharge of energy (in this case I would usually look for any 'leaks' in the energy system or anywhere where grounding is occurring).

-Pull/attraction (type #2), This is hard to distinguish from the other form mentioned except that, rather than exponential increase in pull based on proximity, it is linear. In other words, instead of being measurable by $y=x^2+bx+c$, it is measurable via $y=mx+b$. This is (again in my personal experience) because of the natural energy flow of the person you are working on is faster than your own.

-Synchronicity, This is the rare event that someone actually has the same energy flow as you too, as well as the same charge. I won't deny that it can happen but I can't deny that it is very rare. It would in theory feel like you were working on yourself, other than that, I can't say anything about it.

With that being said, there are other things you may experience when working with other energies aside from psi..."



Manifest ability

Manifest ability is to focus the idea of what you want and to make believe it appears where you want, while you focus the item into an existence with the physical play of handling it. This can cause it of necessity to appear.



Group emotion channel

Group emotion channel is an advanced form of Group channel and its to use the groups linked emotional energy (more than three people). In expanded use to make something occur. Some group activity does not help, as it if in its still to be believed at a later date. The sometime at a later date is meaning at a later time which is viewable from now and infers interference to the effect. It seems to stem from the effect of an efficient timing, and we see the effects of strain, which we can also channel to lesson the strain albeit the more we channel strain the more stressful we might become.

So we channel the strain and the emotion by thinking we are one being with the emotion an the link and the others being in the effect of guidance. The link is imagining a huge hand collecting the normal emotion and placing it in an imaginary collection container which can be a piece of paper or an object like a selected object. The guides are oftentimes better off as they take half the strain where the link is the medium of the group. So then we send our extreme or otherwise calm emotion where the emotion is the nerve and we seek actions to do reactions.

As if in the efficient effect of time we seek actions. These actions our mind can recreate with us in the effect. When our mind is in the balance, we do them perfectly. Each act that sorta succeeds in our minds, only makes us more stable and sane. So we appear sane but are sorta insane on the inside. It comes from bearing the emotion too often so take a relaxation rest. A relaxation rest is to relax and use decided upon techniques to relax by and in a resting position. Such may be the case where we do things on instinct, by means of our own with others as permissible.

Assume the worst in case the group has to disband, due to effect by mercurial means. We seem as eye to eye, as it may meet our goals. Some of the group may have theories, this may help in the long or short runs depending on the theory. But, the effect is plausible to effect any time any space by imagining and feeling it. To use drugs and stuff like caffeine in the short run is to elongate the effect by doing external things. This helps the extreme emotion to do as is possible by your links and by the envisioned scene. This could and does help emotional breakdown

though so stick to water.



Share sight

Share sight is to keep from being seen while you share a sight with another. This is inclusive of your activity that is obscured. This is a mental gray wall of unpiercable gray iron covered lead, 10 meters thick. If your closeup to them your still seen but there is a restriction as you will be limited by the space you allow. So there is a true trick to it, its called matching, where you get hints and in a phrase that reveals more than is spoken and their brain will match the moment. With enough of these phrases you concentrate on the vision and think send and it will appear to them as if you gave it to them or they had it. Its all in the language, as you might see it, one could call up the vision and think 'send' to the person. You don't have to have their permission.



Area control

Area control, is of a way, to control an area to which you want. Spre, like a sphere of charged energy is sent forth to center in on the earth or space beneath the person or area. Then you gain control as you think to the emergy, 'control area' or 'center area' then you should see a difference of which is you shall see the area but as you walk on it, you know it and if you know it you can manipulate people as you give them an emphatically implied feeling which is an urge. This urge is expandable to a floating thought bubble that explains what they want. This urge can allow into type messaging where you give it and think about it to move on.

They receive it and you can make the message goto a single person if you want. The way it works is to go through the core earth, as a signal to people and land. It then centers in on the area you think of and causes things to occur. This cause is physical location, area gravity mana microwaves and then the

manifest of effect by gravity support. Think 'Define gravity here and now' to get the effect more easier. The here is the (location), the now is as of near enough time. Set some guard before attempting, like envision a gray wall around you and a group that help. The area sends you a vision if you succeed on it. Of what it takes, to you, that you think is going on.



Event manifest (once daily)

Event manifest is an event able to do any effect. As is able events we have the event creator, which is taxed by the full event so its only once a day daily. To imagine exactly what you want to occur and it happens. Some use words that mean their event and it also occurs. The event can be linked to one, You cannot be found out, as its like a foolproof idea that if you don't reveal yourself, then you won't be revealed. Some project themselves in a hidden room of nothingness and cause things there. But, you have to have where you want the event, and when. So to imagine it, then see it happen by usage of words will ensure it. To think of the events in a sequence is to cause a cascade effect. Where you see it but theres many parts as in a good play with many scenes.



Hexing

Hexing is to say or think something of what ya want while thinking of the target, and this something is what ya would want to happen to them. Or, think of the person as ya draw a freehand sigil and then try to think or say of what you want it to do.



Storming

Storming is the idea of what you want to be manifested or attempted to be causing a storm. This is as you do the attempt enough times and thinking of the outside or seeing the outside and this can build up energy in the environment. When enough energy is built up, it will storm and in the manner that can be disastrous or to a lesser degree. These energized storms can mess with the effects and mindset of any active pursuits. Or, the reverse is true. As, you can make the storm worse by doing an attempt during it and the attempts you do get better. Where, the energy somehow gathers into the sky after its done by the use of yourself.



Mental aid teaching

Mental aid that's about to project forth and its subliminal teaching. Some can tend to be calm and relaxed then they can be taught mentally, if said person gives a mental speech and directs it at someone like you, they can teach as to use progression of which is the effective measure by use of idea or effect that is displayed or you can block effects that are near and displayed as idea. If the person is getting effects of positive nature off then try a 'e-tail-' as it can copy the results as of the nature in idea and some effect. It is perfect for copying what the observer does to find a way for perfect thought. To close your mind by keeping idea of a tension some in the back of your spine. Which also may make it easy to cut to some to which think you deserve it, by you exposing it and only if they are a black minded person or thinking you are showing off. Now the idea of tension can be dispelled by a terriaki or other taste to the mouth that uses distraction and a keeping of the effect of which you want by a "maigi-if".

A soul here is a get by the moment and monument to idea. A some aspect, in the moment of teaching, the person can become berserk if relaxed and another thought is mentally impinging as sometimes its by chaos. Any effect of the mind if they are directly acted upon, by it or of it will cause them to be suspicious of you. You may be watched and observed during the teaching and after it, so there are three things possible a to walk out a door as if mind but in your own b say done an make it as if an editing or ending. Then c if the third idea to this is to stop giving a speech. During a speech or after it, one will will be enough to

give mental impressions and this will cause a suggestion to be occurred. To give a third thought or second idea while teaching will make the person forget the idea and teaching and is of chaos. To basically be in subconscious and to be in.

This being true can be called congruence. Sometimes to get the taste to effect a calm, use a 'maigi-e' effect by the stating of it. To see the the idea work out, realize what is through or what is actually there without thinking one thing and the idea is another. Its of an idea to use chaos in a broadcast idea that is in mental teaching a craze making point. The person will crave or be crazy of an idea that is of a production. An alternative idea is use a sentence and then silence with the expenditure of the mentally spoken thoughts or thoughts spoken aloud some other place that is linked to your area as a place and is heard mentally as of telekinetic thoughts. The chaos is of your own effect.



Meta create

Meta create is to meet task that creates the moment by meta or mental means. This moment is meant to be seen as any other event or hidden in plain site. What you do is use a list to delineate the event and the mental energy manipulates for you to occur it. You make it, the energy manifest by thinking of the energy to use. Then Allow yourself to type it or write it up. To write it up, is to put your energy into it then it co oscillates as you see fit. Show this list to no one who was effected or they could over react. We all overreact sometimes so its normal. If that is what it takes to pay due it off. We all expect to overcompensate then pay it off. The trouble is theres no actual end to the list. How it works is the energy manifests after you write it and meta induces the effects to occur. By a coiling up effect event and the right events is the right effect after it springs into action.



Mentally hide

Mentally hide is to keep from being seen while you achieve an action or your activity is obscured. This is a mental gray wall of unpiercable gray iron covered lead, 10 meters thick. If your closeup to them your still seen but there is a restriction as you will be limited by the space you allow.



Group emotion channel (extreme)

Group emotion channel (extreme) is to be able to act a link and several people just rage or feel strain by extreme need. To do so is unlike the normal channellings of group emotion as all irritation is when someone emotes and this feeds the process as the negative ion charge is collected for use. Except we see allot of it. and the person of the group acts a link channel for this, imagining a huge hand collecting energy as it is blocked where they sometimes don't need to give permission. Imagine a object to be safe and so use that object as a focus. You can use the object from the link person and when we use the object we don't get it, but the object does and this takes the strain off of the link person. So we try to do as is necessary and achieve by what we have got. So we can assume that at the age of this writing, its to be as capable to take the extreme but not be overwhelmed. When one must assume its advisable that unlike the moment, its as if we are to use the energy for it and this casts off the excess strain. But we must be certain of what we do. As we do we are able to maintain idea and form as we must.



Observe unseen

Observe unseen is to scry someone without being noticed. This is done when you imagine a gray wall around you to not be noticed where you are, as you use a crystal, stone or machine as described in scrying above, yet be aware you will see that what which may not be true.



Make body

Make body is to make duplicate shadow clones of your body anywhere. Allow energy to pool in an area, then form into your body and act as yourself. This is till dispelled or dismissed and only allows your own form or the form you think on.



Power phase

Power phase is to make idea of another form as you and your body forms into it. This can cause blackouts yet includes energy in form from yourself. Think of the form you want and then, form mentally your body into the other form including other objects. Feel yourself an flow into the form and you are there.



Borrow ability

Borrow ability is to make the ability of others yours for a short time. Use a funnel or imagine a funnel and think of the person being drained. When your through with the ability, think "undrain" to place the ability back. When in effect, the target will appear tired and confused.



Remove ability

Remove ability is to strip the ability of the target whatever it is. This is very bad unless its deserved because it permanently removes it, To do this use the same tunnel siphon and instead think "strip ability" while thinking of the person.



Prescience

Prescience is a gift of perception to get a glance of five to one hour in advance for up to one hour straight while doing other things. This is future glancing at a expense to save your life or give you preparation for the shock. This trained psychic ability is often caused by the person saying to himself/herself "I know what will be before it happens." Said person has to believe in it. Using the power of words repeatedly one can in 2 days to 2 months after saying this to himself everyday manifest the ability in and of himself. The person is sometimes born with the ability.

It will take the form of a detached sense of vision at least 1 to 20 minutes ahead of when the event occurs. To train it further focus on what will happen and what is happening now. Now let the vision of what will occur take place by focusing the query in words in your mind "What will happen in the next five to ten minutes?"; Learn to focus it by trying to utilize it in every chance you can. Visualize a gray wall around you as the psychic deals with a ghost or poltergeist and feel a small part of you separate with the instructions of send to me what you see in five to ten minutes in advance. Let go of that part of you and meditate while doing what you are on receiving the information sent back to you.

Focusing on being receptive. What this means is that the message could be sent back to you through someone else making the conversation at the time seem dual purpose. Or the message could be in any other form. When the direst need is approaching try to visualize the result as you would want it to happen and impart some energy from you to the vision and let the energy dissipate. Ask yourself what will happen nth minutes in advance as if talking to yourself. The answer will always be surprising and it will always be accurate whether you like it or not. As some people simply cannot accept fate as it happens. Be ready to receive the answer in any form. Learn to recognize the response. When you can use this ability in a moments notice at any point in time and space, then the ability is trained.



Shift area

Shift area allows for the effect of moving an entire area to another place. Visualize with a psi focus or other stone, an area appearing in a new area and think "shift" or feel it shift. To shift it back, think "shift back" and it will be as if it never happens. If you attempt this, a) be sure to know of if the evening area is suitable, b) know if the area is shiftable. If you need this to happen, then it will.



Remake event

Remake event allows the psionist to perceive and watch the event then change the event as you desire it, by reviewing it and imagining the event as you would like. As you change the event pattern in anyone who saw it, then they think it happened different. So when you ask them on the event, give a good excuse and agree with them as it will be the new pattern.



Make body

Make body any form is to create any typical formation of a body pattern, albeit animal, monster or human. Let energy pool in a focused area and remember everything about the thing you need to exist. Focus the pooled energy into the object, monster or thing you desire to summon it into existence.



Meld item

Meld item allows you to meld any object with another to form a single piece or meld properties of many shapes into a single shape. To see a melded form won't always give you the shape change to the other forms included. Yet to do this trick, touch the objects and touch the main one with perspective or focus on the objects and feel the energy meld them together. To help this along think or say "meld" to make the form shift or change as needed. For a full object change think of the object newly made, in your mind change its shape to that desired as you feed it energy.



Subatomical warp

Subatomical warp is the ability to affect everything in an area to be as you desire except the effects are warped and chaotic. Feel the chaos in area of choice and amplify it to the degree that negative subatomical actions occur in the area with destructive effect. The more negative subatomical energy the more disaster, yet you will have destroyed any spell in the area.



Control active energy

I put this way up on the list as its dangerous. Control active energy is to form a control of any spell or energy that is in effect, and guide it to change its purpose. Perceive the energy as it interacts or the pattern of the effects. As you recognize the pattern of energetic effects you have 3 chances to control it, State what the effect is then what you want it to do, Each time the pattern changes if you fail in your attempt. The 3rd attempt is to be the hardest to change the energy of the spell or effect, as it will be set in place and if this attempt fails, the 4th attempt is impossible. When you succeed, you may get attention to

yourself yet things will go your way.



Subatomical energy manipulation

Subatomical energy manipulation controls the space time and particles of many things to change as the desirer wants. Attune yourself to the energy by visualizing yourself holding a pill that is pure energy. Then swallowing the pill and saying what you want, how you want or feeling how you need things to be. Then the area should ripple or change to you only and be as you desire. This includes imagining the event to make it happen.



Meld ability

Meld ability makes for melding even human forms and abilities to form another single form. Think of the form and touch the forms or look at them. Think "many into one" to form the form of choice as thought felt needed, and "one into many" to unform it.



Reality control

Reality control allows for the control of small things to change a large picture or area, Just by thoughts alone aka reality tweaking the scenario without being detected. Get the energy pill, by imagining energy being formed into the shape of a pill and swallow it to gain subatomical control. then say or think "I control reality". You will see a wind blow through the air, and you will find that any thought will happen without you having to think on it. Know that you will be aware by omnipotence and you

will know what to do to achieve your desire. One or two desires per affect and keep things in balanced perspective or you won't see but absolute chaos. Working with objects, is to be undetected for those not looking.



A few possible combinations

For interested people, any of these methods can save your life, by the methods being early warning systems. For mind reading, if the person has thoughts of mostly, violence and can't hide it they are either depressives, that like to hit people or wife beating, murderers, or people that have a violent past. For telepathy, if the thought that comes back, is violent and they are talking to you or near you, get away without alerting them to you intention, as they most likely would be hurting you or someone, else rather than helping.

For empathy, sometimes anger shows itself in mysterious ways, for example, if you just angered him and you talk to him again then, try to remember the circumstances that were around that, event and then judge accordingly. If it is a complete stranger with the sense, of anger or death, don't stay around him/her unless you choose, to because the encounter will be to your ill making. For telekinesis, force the danger away from you, the moment he or she attacks, imagine a force wall that surrounds the attacker. The person should freeze in stride by an unseen force, The mind blank is useful, when you feel people are reading minds.

Any of these methods will work together, such as the telepathy and the empathy. The psionic draining ability is only to be used, to people who abuse you as the energy of the sting and hurt that was given to you, can be shifted back to the offender. Just try to focus the hurt and pain he/she caused you. Willing with your own free mind the energy into a gray shield, that will deflect the pain and hurt, back to the sender. At last focus with the anger, you have at the abuse and will the energy, of that anger to make a hole in his mind, allowing the results to occur.

Some people are afraid to strike back, if you want to survive allow what, action your mind may see fit. Thus he either dies on the spot, or he makes a weak movement and passes, out forever damaged in the brain or mind. The least that can happen is that the person is disorientated, and weakened. Special occasions are

that it will wait and strike him at the least notice without anyone's knowledge. There is never a vacuum, like for example. I found someone disrupting my mind magickly, I formed a shield barrier against his attacks, and focused those attacks against him, and felt him pass out. I was never abused again.



Written by Skyhawk
Proofread by Ahria Swiftbanks
sources by: Dmoisant, RavenWolf, Pug and
Nostradamus along with varied tv programs.

The making and breaking seals seminar

This is gotten from [here](#).

Making and Breaking Seals Seminar hosted by Miri

This seminar was a basic introduction to the practical use and annulment of both containment and non-containment seals in psionic practices. There was a practical component to the seminar. Questions were welcome during the seminar.

There was a practice session, which lasted around 2 hours. That part of this has been ommitted both by request and to clean this up.

****This was edited for readability****

Today's seminar will be concerned with Seals. First let's define what a seal is, in the context of this seminar. Seals are constructs that in some way inhibit a person or other entity, either from influencing beyond a certain distance from themselves (like an inverted shield), or by reducing or stopping their ability to do energy work.

Seals are generally used for a non-confrontational alternative to combat. Some seals are temporary, others are less temporary, none last forever (though some have the potential to last beyond a natural lifetime). I'll take the time to note now that this definition is not the full scope of all 'seals' that exist in energy work, however the definition is sufficient for psionics.

A construct could inhibit someones neurological function, though that's rather advanced. It's outside the scope of most psions' ability. One needs to be adept at psionics to make a good seal,

and only to make a good seal, a very simple seal requires little skill. As also this seal could make someone indecisive, like neutral but, confused. However, that would be more along the lines of empathic suggestion. As, they could become disconnected if you will, when separated from their source of thought and ability. But mostly that's a different sort of seal. One that works on cutting off drive, rather than ability and causing depression is roughly equivalent. Which is really just another way of looking at empathic suggestions.

For example, the person feels disconnected from all their abilities as though their energy/shields feels like a flickering flame. They can see it but they can't utilize it and it's like a video is being played back instead of it actually being there.

Depression can be like that, but to think what this means is separating consciousness from the energy body, like a neuro inhibitor blocks control of the body without stopping consciousness. That is just a stage (or several) past what the advanced seals we will discuss are.

So some seals are like a shield in a way. And yes, a seal could be used to contain someone's aura within themselves. As if you were to block the energy input of a person during sleep that could be potentially dangerous. As they would wake up feeling drained like they were up all night. It could be dangerous, but 'dangerous' is a relative term... walking down the street can be dangerous. I'd say it's no worse than going to bed with a clogged nose. Less quality of sleep, but it was still sleep.

The simplest seal to make or absolve is an inverted shield. As you might have guessed, these variants on shields keep things inside a given area, rather than outside them. The most effective simple inverted shield is a mirror shield, which will bounce back basic attempts to bypass or cause damage.

Other effective inverted shields are varied, most that would be effective for combat are fine (a notable exception is a marshmallow shield which seems to be rather easy to push apart from the inside, unless reinforced) are effective in a simple seal role.

Creating an inverted shield is relatively simple, just program them to keep in rather than keeping out, keeping the rest the same. Another note on this type of seal is that their effectiveness varies wildly.

If you can't make a formidable shield quickly your incomplete inverted shield can be tossed aside before completion. Some psions and other energy workers also have various tricks, ranging from thinking in four (or more) dimensional space, to viewing themselves and the shield on different frequencies, preventing interaction between the two. Both tricks are

somewhat advanced, and there are assuredly many more. It's worth noting that these and other containment seals can be used to reduce an area of impact. A (very, very thick) inverted mirror shield can contain a psi-nukes blast area, to neutralize a very specific target, or collection of targets.

Basically, what stops the forming of energy outside of the shield, and just directing it to gather into a clump. The shield itself, as it blocks outward thoughts. Most of the time the shield itself will block outward thoughts, if it was well thought out. It's not as easy as it may seem, but that is a viable point, that's a flaw with inverted shields.

If one were to project their awareness outside of this shield. It's always possible to bypass any barrier, even a well thought out and well made one. Again, its not as easy as it sounds, but possible. If you manage to do that you outclass the creator of the seal. Outclassing someone is just that. If you're more skilled and more able, you will probably come out on top anyway. All psi is connected by distance to the user's aura. The user could possibly direct their will outside of the seal. But again, that's possible but not an easily accomplished task. You could also will the seal to break.

You can cloak someone with a seal so he can't be scanned and found. As, what happens to constructs owned by the target that are outside of the seal when it is activated, is the fact that they would decay if not well made. And that depends on many factors. A well made construct doesn't decay on its own, and one with fairly intricate programming may try to break the seal from the outside, by directed thought.

The shape of the seal does have significance. For example you could make one shaped like a small black hole centered in the target's chest area, that sucks in all energy around them. As shape isn't as relevant as programming, but if you'll read my article on designing constructs, I go over how the shape (such as encasing someone in a perfect sphere) might improve how much their subconscious accepts the effects of the seal, improving the longevity and effectiveness.

Shape plays a role, but the functional programming is more important. Depending on the shape, if you program it to a specific well known, it could be increased potency, because of the mass belief in that symbol. Sure, that's not untrue, but it's a bit hit-or-miss. It's mostly your belief and those of the target that are relevant in seals, the rest of the world, not so much.

You could make a filter in your shield that would allow you to attack while containing them. But that's not really relevant to this discussion. As is on the part about the construct, if you

where to send a construct in a couple days before they got sealed, when they did get sealed you could reprogram it to burst out, even if it needed more energy from outside, or the attempts would be blocked by the seal.

A person can be sealed more than once simultaneously, for different purposes. Or those seals that don't mix would combat each other and weaken each other. As you can use multiple kinds of seals on a person, hopefully you'll use your brain and not simultaneously use seals that don't mix. If I make a seal, I make sure that one does the trick for all needs. That's a good point, but having multiple kinds of seals can be helpful, especially in overwhelming a target. That is true, as a few slightly weaker ones are sometimes better than one strong one. Sometimes depending on the kinda seals as to many may weaken others.

In addition to inverted shields there are containment seals which would never work as shields that are only meant for use as seals. My favorite instance of such a seal is a projection seal. In this case you have a construct hooked up to a relatively unlimited power supply (for instance a ley-line) which in turn 'projects' patterned energy in a spherical container around the target. The beauty is that the containment seal need be no more than paper thick, as it will always be instantly, perfectly replenished, and there's no programming in the active seal, there is nothing for the target to impact, disable or attack.

With the right patterns in the projected energy (the best would be reactive patterning) it can be quite impossible for a novice or intermediate energy worker to damage the projector and escape, this is even more true if you heavily shield the projector. Other seal-specific designs include pain-reactive seals, seals that hurt, numb, or otherwise impair the target whenever there is an attempt to work energy or escape the seal. I won't cover these in any detail, but suffice to say these are best broken by someone other than the target, and preferably someone skilled enough to do so without using brute force.

On the *patterned energy* shield, you got me curious. The pattering on the seal would be considered ineffective programming. As programming implies that something is to be done, a pattern just indicates that it's not raw energy, it's held together and interacts with all sorts of programming, in this case the rapid cycling would make that programming useless.

You can use conceptual programming for reactive patternizing of the energy. Also how you set up a ley-line to a relatively unlimited power supply, is to set the seal up to the ley-line. That way it has a relatively unlimited power supply. Conceptual programming works, sure. Some may have trouble finding ley-

lines, so then use the sun.

It's a big ball of nuclear energy. The sun is still there. If everyone in the world drained the sun it wouldn't run out.

Remember that distance doesn't necessarily limit energy, and psi doesn't travel in straight lines. So I would try to link the construct via conceptual visualization to the sun and feel it drawing energy from it into the construct. Feel free also to use anything else, as a different star, or even the moon.

You can make a seal 'field' that blocks the use of any effect you wanted and then use it to seal off areas like a dampening field. Making a seal cover an area instead of just around someone. A field where no psi can be used. Or if the field mentioned isn't really a seal to you, there's a field where anyone that enters the area becomes sealed and if they leave the area the seal is removed. Or, the seal even follows them out of the area under certain cases.

That's similar to a 'stasis field' from the sounds of it. This isn't a stasis field, it's more like a program where you're a stick in the ambient energy of an area, possible, but there's no name for it. You can do that, and it's useful for protecting an area or something, but it's uncommon. As seals can be used to limit energy usage, skills, etc.

There is a way to *know* if you have been sealed. It's usually pretty obvious that you've been sealed. It's possible to become deluded into thinking everything is normal (great seals intend that), but it's unusual. Usually but not always you'll be able to tell if you go to scan, or if you go to do something inhibited by the seal.

It's possible to lace a seal with enough delusions to provide quote on quote "normal" feedback. It could be to disillusion you as being okay. But that's a little more complicated. There's a thought that seals were meant to keep something in, or to block ability, or block perceptions, etc.

There are seals that do not concern themselves with containment of the target. These seals are often hard to detect and harder to remove. Usually they target parts of the energy body (sometimes all of it) in such a way as to inhibit them from functioning normally or at all.

These seals come in a number of designs, from things similar to inverted shields around chakras, to dozens of tiny 'parasite' constructs circulating themselves through the target's systems, to constructs that directly inhibit the target's control over and production of energy targeting the brain, heart, etc. I won't get into too much specificity in these seal, largely because they vary

so much from case to case.

That sounds dangerous, so you might have thought these weren't for combat. Well, they can be, I think they're best used to prevent combat though. They can be seals that are naturally forming, as in astral parasites. They could be, but I've not encountered it. It's not real common at all. The person would probably subconsciously make it. Not common at all, but if you're looking for trouble they're used as a common defence in some places. But that's not "natural" as, that's right, we have a natural defense system. Where, the more complex a construct the less likely it is to appear.

A psionic immune system. And with immune systems, of that sort, they usually have to be built. They're pretty hard to make. Well I guess so, but I think they can be both constructed and naturally brought about. But it doesn't come with a person's birth, or I've not seen that, it's developed.

Someone could subconsciously create a seal around themselves if they are a very closed minded individual. They could end up blaming others for it, too. As in a seal that would prevent them from seeing ghosts. But usually they don't, they just develop 'mental blocks'. But mental blocks are much much more common. And those sometimes can be harder to break. Where seals can be created from fear, and there are seals that block people from certain things like memory as well.

The commonly used tactics to prevent seals being put on yourself, are to make a shield to prevent it. Or wear a protecting stone. With said containment seals, it'd be easy enough to just walk "through" them. Maybe for a phoenix, with a lot of bulk to do the walking, but with normal people it cycles quickly enough to equate a "solid" wall. But, Its just a matter of moving fast enough. This is one of the few seals you can't easily phase through, as the frequencies change incessantly.

You could alter reality around you to get out of the shield, and you could do pretty much anything. Its usually safer do energy work outside and ground by thinking of a grounding effect. Sure, and tactilly feel up a tether to the sun, or visually percieve a link forming, whatever.

Alright, now let's cover the destruction (or annulment) of seals. J Inverted shields are the easiest to unmake or destroy because they're the easiest to target and by far have the most vulnerabilities. Let's take inverted mirror shields as an example. True, it reflects back any energy you throw at it, but it's a very simple construct. If any of you have read Beneath the Construct by Lesenthe you should recall that he begins with the example of when he first directly viewed programming

A certain prankster dropped an inverted mirror shield on him and he switched his view to perceive the programming itself. He proceeded to rip out the programming leaving just a lump of shield-shaped energy. This isn't a terribly advanced methodology, but it is unusual for people to think of it.

It also requires decent sensitivity in perception of energy, and an ability to trance lightly, quickly helps a great deal. There are of course many alternative methods to break down inverted shields. The most obvious is brute force. Raising a little Kundalini will leave little evidence there was ever a seal in place at all.

"Attacks" aimed at the seal will often eventually lead to a break down. Expanding your field a great deal will overwhelm most containment seals. If you have a psi-pet of any sort available you can often force down containment seals by smashing it between the two of you, creating a thin spot to force your way through.

On the skillful side of energy work, you can create an equal but exactly opposite construct and overlap it with the seal. The list goes on and on. Feel free to get creative.

Of course, keep in mind that some containment seals are smarter than to be overwhelmed just by an attack or expanding your field. Of course, every rule has a lot of exceptions.

As you can create a mirror shield, simply by visualizing a mirror over ones self. There are good articles on shielding at Psipog (And everywhere else).

You could break a seal that will protect itself as in drawing from an outside energy source that can't be destroyed faster than it is regenerated. Without using an outside ally, by destroying the programming. Or with an ally, by getting someone outside. As the best thing there to is to do is get help.

It is better to try to poke a hole with your energy, or to overwhelm the entire shield. Although, it depends on the seal and your paradigm. As, if you feel any break can allow your complete escape, just bore a hole, but most are too attached to being a certain size to do that. That depends entirely on the seal, in my opinion. Some seals require just a quick jolt. Some require a long sustained blast all around.

If the programming is also restored using the same method as the energy is restored, reprogram it. As a paradigm can cause this effect, it is a set of beliefs that make up your view of reality. To actually 'destroy' the programming, Lesenthe's article "Beneath the construct" has a useful anecdote to that end. Look

for it at [Http://miripsion.googlepages.com/home](http://miripsion.googlepages.com/home). Sometimes, the person making the seal forgets to make sure that others can't alter the programming. You might be able to alter it.

I'd get into a trance state and use real time sight to see the construct and then think of a way to counter its effects based on how it is made. Although I'd suggest entering a very light trance, or partially projecting to 'view' the seal's programming directly, then just destroy it. Lesenthe used the analogy of 'lines' of light as the programming in the construct.

Or add in a little something to the programming to allow you to deactivate it. If you're a nerd, you could create a custom programming language similar to java or c++ but for seals so no one can understand it. Might work. As there is merit to that, which allows easy countering of all constructs. It might sounds like a good idea, but you don't always know how it will turn out.

Non-containment seals are much harder to discuss in this way, as they are so non-standard. My general advice is to understand what a seal is doing, if not how, and put together things that counter that effect, and remove them; this may or may not require help from someone else.

Another option is to, as with escaping containment seals, force a significant difference in frequencies between you and the seal, then extricate yourself from its area of effect (a clever bastard will make this impossible, or exceedingly difficult, but it's worth a shot).

Maybe make a seal-destroying construct before you're actually sealed and leave it in waiting outside the seal. Use some rarely used frequency as a contact link between the construct and an alarm construct near your aura to detect when the seal is placed on you, bam.

-end of official lecture-

The art of meditation

"Meditation is the tongue of the soul,
and the language of our Universe."
-Jeremy Taylor

Conventional meditation (meditation of some types)

This article is about meditation and everything that can be achieved with it. Meditation is the act of focusing by your mind, by of relaxation, a gaining of the benefit of concept, and gaining a tension release with a long life. The life span benefit can be, upto 200 extra years. Different effects of metaphysics occur on diffrent places on earth, even a 2 mile distance can vary alot. As its to think a good meditator should keep traveling, even if just to find a good place by spots to get to know the different effects.

Any simple activity can become a meditation when you try to continuously focus your attention on it. A good mindfulness exercise is to choose an activity you do every day, preferably a short one. Concentrate on every action and every sensation involved in the activity. Use the type of mental notation discussed under Eating Meditation, in the alternate meditation list, if that helps. You could practice concentrating when you shave, brush your teeth, wash your hands, wash dishes, fold clothes, or pull weeds. As thoughts occur, note them and go back to what you were doing as the task with renewed concentration. It is often helpful to switch to your nondominant hand (though you might not want to do this while shaving). The resulting awkwardness will serve as a constant reminder that you want to concentrate on what you are doing.

To go to the menu of alternative meditations go here.

When do you do meditation?

Wakeup

Meditate for 5 - 10 minutes or less on achieving what you want.

In between the day if there is stress present or knawing at the mind and or a panic situation.

Focus all the stressful energy and form it into a sphere in the head with a deep breath in and make the energy pass from your body through your body in a stretching exercise, of extending the arm and hands linked and a deep breath out. Then think and visualize in the head your balance regained. As in a smell relaxation, smell the scents around you and you relax.

1 hour before going to sleep

Meditate for 5 - 10 minutes or less on what you want to achieve.

To do this there are several ways..

The basic traditional way

Today I'd like to talk about the basic steps of meditation. In essence, meditation is a general term that has many different applications. It's an activity where the participant quiets the mind and embraces the power and mystery of the universe in an attempt to reach a higher state of enlightenment. Buddhism, Christianity, Hinduism, Judaism, Jainism, and Taoism are just a few of the religions that practice meditation, but non-religious applications are practiced worldwide as well.

Let's take a look at the aspects of meditation that are accepted by all traditions.

Step One: It's likely your environment is at constant risk of being disrupted by distractions. Turn off the television, shut down your phone, and try to do what you can to reduce jarring noises. If you're in a shared space with people who will likely disrupt your meditation be sure to talk to them ahead of time.

Alternately, you can find a place outside of your home to practice meditation. Parks commonly have the perfect place to find inner peace. Some Universities and Community Centers have places specifically set up for the purpose of meditation. You'd be surprised how common but hidden good peaceful places are. Just be sure to plan ahead and know the location you're going in to. Comfort is key when finding a location. Once you've found your spot, sit in a comfortable position (close your eyes if you wish) and begin step two.

Step Two: Control your breathing. You've probably heard it before, but breathing is one of the absolute most important aspects of meditation. Breathe in slowly and rhythmically letting air fill your lungs. Feel the life essence of the universe drawn into your body as you bring it in. And as you exhale, understand that each exhalation is an opportunity to feel the joys of inhaling more life. Goal oriented people may find it more difficult to meditate at first, and that will manifest in quicker breathing. Understand there is no rush, and that the very activity you are performing is the goal in itself. After understanding this your deep slow rhythmic breathing will fill you with a sense of life and joy.

Step Three: This step is the next level of meditation. Detach yourself from your mind, by observation of your own thoughts. Do not judge your thoughts or try to change them. Just observe. As you observe your thoughts you gain insight into who you really are. You cease to be the mind observing the mind. Your conscious elevates out of the subconscious so you can see what is really going on behind it all. This step is one of the most difficult for some people, who must always be in control of what they're thinking.

Step Four: After observing the mind and becoming detached, you may find some form of inner peace and understand that you are immovable like a young tree in the wind. Though larger trees will be snapped over by great gusts of a tornado or a hurricane, the sapling bends and remains rooted to the ground unmoving. In this way you too you will feel unmoving and solid. Around this sensation you will feel serenity and peace.

These basic steps should take you far on your journey.

These are powerful basic steps that will lead you on the path to serenity and oneness with the whole universe. Next time we'll take a look at a few steps toward deeper meditation, and look at some of the more ritual aspects such as the classic and sacred "Ohm" sound.

Now that we've talked about the basics of meditation, I'd like to take a more in-depth look at what we can do to really achieve a higher stage of enlightenment. Last time we talked about breathing and how it is widely considered the most important physical aspect of meditation. I say physical aspect because the state of the mind is, as always, the most important. This week we're going to talk about the verbal aspect of meditation.

The Omkara

You may have seen others meditating and uttering a single syllable at a specific frequency making the "Om" or "Aum" sound. This sound is considered to be sacred to several religions and spiritual traditions including Buddhism, Hinduism, Jainism, and Sikhism. The sound "aum" is formally referred to as the "Omkara," or "name of God" in Sanskrit and there are several ways of speaking it.

There are five parts to the Omkara. First begins in the mind. Open yourself up to the universe in a meditative state until you feel peace, then work on your breathing.

After breathing in through your nose and out through your mouth in a deep rhythmic pattern begin with the 'h' sound, which should come from deep within the throat and be barely audible, but felt by the speaker. In this sound you should not be speaking in the way you speak to others, but rather resonating your voice and using your body as an instrument not only of sound but of energy.

From there we go to the "ah" and "oo" sounds. These two go

together because the transition between the two should be blurred sufficiently that it will be difficult to tell when one ends and the other begins. Though you are making sound, the sound itself is not as important as the feeling your body creates.

Finally we reach the "mm" sound, in which we feel the vibration, which began in the heart chakra and climbed up the throat and to the mouth. This sensation of energy rises up to the crown chakra.

Omkaara is the musical sound the universe makes during a ten million year sigh. It is the symbol of the universally present being within every drop of rain, every speck of dust, the ice crystals around Saturn, the aurora borealis and the muscle making up the heart. It is the energy that binds us all in unity, and from which all matter came and will go. Upon understanding the unity with this sound you understand the interconnectivity you have with all things.

Posture

Now that you've been practicing breathing, I'm going to elaborate on the specifics of posture so you can maintain physical discipline and truly have a consciousness expanding meditation experience.

First, it's important to remember to keep your back straight. There are several meditation positions, including laying on your back, but we're focusing on the traditional posture. The back must be straight, and the head held high with the chin pointing forward, but not looking up. An easy way to achieve this posture is to picture a straight line in your spine, and have your head and body follow that line. As you achieve this posture you will already feel an increase in confidence and independence.

Second, though the back is straight it is also relaxed. This may be one of the more difficult aspects to play around with. If at first your back is unable to fully relax, or feels tired that's okay. There are several reasons people cannot meditate for long periods of time at first. If rather than meditate you must spend a few sessions building up your "posture muscles" in and around your spine then it's time worth investing in. Once you've grown used to the feeling you'll be surprised how powerful it is, and how invigorating.

Third, your mind must master the art of letting go. When we first start meditating, we constantly want to move around. The

clock in the other room's ticking can become obsessively bothersome, an itch on the arm or nose can suddenly crop up out of nowhere, and the pain in the back can feel at first agonizing even if it's only very minor. The reason is your mind has nothing else to focus on. Our minds constantly demand stimulation. Meditation is not about being content so much as it's about "being" without the body to drag us down. If at first you feel an itch, and find you cannot ignore it, scratch and move on. Don't beat yourself up over the small stuff. Noises are a distraction, but our entrainment programs are specially designed to melt away these distractions and focus your mind exactly where it needs to be. These recordings are always here to help you at: <http://www.store.unexplainable.net/products/meditation.php>

As the hands are concerned, lay them flat on your lap. A great posture for your hands is to lay them on your knees with the palms up and your thumb and forefinger touching. The hand position isn't specifically important, however, and you can lay them face down on your knees if you prefer.

Though traditional meditations happen with closed eyes, this isn't required. Often people will meditate with a visual aid or simply stare into the room in front of them. Others meditate while making eye contact with another person, though this can be distracting.

The face should be relaxed, with the jaw unclenched and all the muscles in the face letting go. If you have facial jewelry, you might find it distracting at first and should probably take it out ahead of time.

The legs can be crossed with the feet under the knees, or you can attempt to do another position called the Lotus position. The Lotus position is similar to leg crossing, but the feet are pulled up over the thighs. This position is fairly difficult for many people, and care should be taken not to pull any muscles while attempting or practicing it. Alternately, you can perform a half-Lotus in which only one leg is above the thigh while the other rests comfortably beneath the knee.

The more advanced way

1. For this, the time for meditation is when there is nothing to do, on the docket of events for you or any other times. Try to see it as this, theres half-meditation and meditation. Half-Meditate by standing meditation

and you move less energy, full meditate and you move more energy. So some suggested times for most effectiveness, is when you feel relaxed, wake up, and when you go asleep. The proper way to do this as taught in class and yet you can sit as you need to, is lay in a lotus (pretzel leg fold) position, Observing yourself all the while and think of nothing. Do this for 5 minutes, or longer every day, until you feel clear headed. The longer you meditate the more energized you feel. If you fall asleep, during meditaton, your life is lengthened, by a little bit. So lets get started.

2. The next step, when you feel your individualistic and ready, is to focus on creating a better way, for yourself and set, very clear goals for yourself. When this is done, don't think of anyone, but yourself first and then people, that are most important to you second. Then visualize anyone else you want, into your plans, keeping in mind, that anyone could fit into your plans at any time. When you do find, someone come into, your minds focus, do something for them first by a seen positive intention, then make use of them mentally, by making use of thier services, see in your minds eye, the person achieving the goal you have, and they will help you, much more nicely. Meditate on this, until you feel that, you are ready for the next step. 5 minutes to 2 hours, is the allotted time.

3. The next step is obvious, when the first goal is met, which is to focus in the next meditations, on what problems you may have. When you do this have, in mind what you have observed on the problems and of yourself, fixing the event by visualizing or percieving the events to correct them. Do it in a meditative trance, by breathing in and out, and lay or sit in a comfortable position, for 5 minutes or longer, staying absolutely still, up to 3 hours.

4. When that is done, feel free to repeat any step previous, and try to keep in mind, that what you visualize comes to pass, whether you want it to or not. This is because the subconscious mind, is concieved by scientists, to have measured thought wave form, or beta waves that are achieved during a meditation, and what you visualize, is most likely picked up by your

subconscious when the meditation, is achieved and this causes things to happen. So never think a negative object, when doing this and after a meditation, the mind is clearer with lifeforce being strengthened.

- The ultimate goal of meditation, is the transcendent theory to cause the body changes by will, and that is when a person can dream walk if you achieve a meditation of at least 1 min or going to sleep while meditating on it. In this meditation, enter a deep trance, and envision a grey wall around around you formed from the light of the sun before you try the actual dreamwalking. Then feel yourself being where you want, being sent there as to where you want. As if on a psychic wind. The way back to your body is to visualize a silver (lifeline) link, to your body and will yourself to come back to the body, through the link. A person can dream walk, for only 6 hours at max, before the body becomes weak. It is absolutely necessary, to make it back before then. To learn more of this and other out of body experiences read the More on [Dreamwalking and OBE](#) Document. Keep in mind that if you seriously try to hurt someone with this technique, then there will be a serious possibility of three things happening to you of the same nature or worse.
- This can help you meditate. Visualize a void area in your head, and your on a floating platform, the goal is to do what you were doing in the previous meditations, but this time you are observing, and focusing on what you want. The idea of this theory, is the Zen technique, or to focus while seeing the things around you, while blind. To visualize an area of void, that can help you force, away pain and help you see, through the conscious veil and get under the veil, or curtain that is keeping the knowledge, from coming to you. The subconscious is sometimes, locked away by the conscious, without your even knowing it, where the conscious mind is like a veil, that keeps filtering knowledge to you and on what you think is supported by your thinking revealed to you. Meditation and ritual is the persons only actual way to unlock knowledge, except through dreams. When you do this a second time focus on what you need and it will come, to you in an usable form through a dream sometime.
- This technique is very powerful, and can do serious damage if misused. You can, if recently a leg got broken, or a car accident just occurred, envision the words "no hurt of yourself, no pain to you at all." In an emergency situation, the adrenaline surges, thus what you were thinking, will most definitely happen, by the combination of this process mentioned, because the need begets reaction, and the void always gets filled. When a person, sees an oncoming warrior, there will be a reaction. From the void comes

timelessness and what you imagine.

- This proves that the monk (any type) is correct, in saying "void is substance, and substance is void." The void comes from meditu and means the same thing. From slutes we get void, meaning the same. There is never a vacuum, as you can even cure, what most hurts you, and what is shown by the onrushing warrior, is to react, saving your life.
- The third time you do this technique, visualize exactly what you want to happen, to fix an event during meditation, and then things will change rapidly for you. When rapidity starts like this, there could be a sudden surprise, around the corner so be ready, for what may come. This time though, instead of an emergency, triggering the event, it is your will that is doing, the occurrence or action, and this means you will never lose to another, if your will is your own, and this must be practiced to work.
- Meditation to keep refreshed, for longer than 10 hours, is to start meditation on the thoughts, of nothing at all, and then shift the process, to the unconscious level, by a breathing exercise of breath in, breath out, doing something of activity. After 5 to 30 minutes of this meditation, you feel your body revitalized, and ever ready. Sometime you have to sleep, but only when you feel the need to sleep. This process keeps you awake, for 8 hours or longer, and adding the image of a sun rise, visualized or thought on, makes your body awake.
- This is the 10th level yoga meditation, or the pattern shift level, and what it is is you thinking the object shifts its form to something else while you meditate and what your actually achieving, be to shifting of a major idea into action. Shifting ones concious makes a change. The idea meditated of what it is on, is what guides the way, for the shifting concious and it allows the thought pattern to happen as it is you that presents the pattern. What a yoga instructor would say, is when you achieve the 10th level of meditation, the possibility to transmute the matter around you, to what you want is most possible. I know it takes, 5 to 20 minutes to actually make this work, for the first time but after that, trying to focus an object to another, becomes a shorter time period. The goal for this level, is to get an effect within, 10 seconds. For more yoga techniques, try to look here at http://www.alt-sites.tripod.com/yoga_at_desk.htm.



Other things you can do with

meditation menu

Deep breathing
A quick diaphragmatic breathing exercise
Active meditation
Focal meditation
Contemplative meditation
Chaotic meditation (sight and memory style)
Passive and active relaxation
Deep progressive muscle relaxation meditation
Visually guided relaxation meditation
Mini meditation - 'Ways to do a mini'
Candle meditation to clear the third eye
Eating meditation
Eye shading meditation
Walking meditation
Seeing meditation
Standing meditation
The brain hemispheres meditation (semi-dangerous)
Neuracannula (brain stem) meditation
Pheromone meditation and scents
Body arts meditative rite
Alternative body shaping method
Color associations and reactions thanks to kissme
The knowledge gaining meditation
The recovery relaxation exercise
Pressure Point Therapy (in standing meditation)
Void meditation
Meditation to regenerate physical wounds
Regeneration meditation therapy
Blue rain meditation

Color therapy meditations
For protection with earth meditation.
For suggestion voice meditation
For cleansing by light or dark
For raising the dead or healing
meditation

Deep breathing

A deep breath, To fix a breathing problem is to breath in a deep breath of at least a 6 count. The idea then is to release the breath for an 6 count or more. This releases the anoxide and carbon dioxide in the body and lengthens the breath release. It can cause a person to get thier breath back even in sleep apnea. This is relaxing in itself. To breath in through the nose and out through the mouth is a deep breathing for the relaxation. To breath in the mouth for a 5 count or more and release the carbon dioxide an breath through the nose is good for exercise. What may be in allowance is to imagine the clean air in and the whatever out like a in on the in deep breath and a out of stress or emotion on the out breath. These breaths are interchangeable.



A quick diaphragmatic breathing exercise

We breathe using two sets of muscles. Consequently it is a good idea to use stress, anxiety and anger as a cue to engage in deliberate, slow, diaphragmatic breathing. Don't

wait till you feel anxious to try it out. It takes plenty of practice before you can use it successfully to combat stress on the spot. The first set is what pulls the ribs forward, making the chest appear bigger. The second set is lowers the diaphragm, a sheet of tissue separating the chest from the abdomen. This makes your stomach stick out when you inhale.

The breathing exercise within uses both sets of lung muscle. To do the exercise you may find it helpful to imagine that you actually have two sets of lungs: one set in your chest and the other in your stomach. If you have asthma or other breathing difficulties, please consult your physician before this exercise.

First this is until you know, of what is so place one hand, on your abdomen, and the other hand, on your upper chest. Then proceed through these four steps.

1. Breathe in deeply using the technique of the diaphragm. Your stomach should expand and your chest should remain still. Imagine that the lungs in your stomach, which feel like they exist, even though they don't, are inflating while your chest lungs remain as inactive.
2. Without hesitating, breathe in further--this time using the muscles of your chest. Your chest should expand moving forward and slightly up, while your stomach remains inflated.
3. Breathe out slowly and naturally. Don't push or blow the air out. Simply relax and let go. Exhaling should be completely passive; allow the air to go without forcing it out.
4. Pause for a few seconds before starting the whole process over again. Because you are inhaling more air with each breath, you will need to breathe at a much slower pace than usual.

Repeat the procedure for at least five breaths. Some people might notice a sensation of dizziness or tingling as do this type of breathing. This means that they are breathing too quickly. Use these sensations to be cues as to slow down your breathing. Just lengthen all four of the steps.

Practice the exercise twice a day for several minutes each time. Keep this up until you can do it without having your hands in place and while you are walking. At any point, you may be ready to begin using the technique in stressful situations to relax yourself.



Active meditation

Active meditation is to release stress and cause intended actions, when your doing things and then focusing your mind, as you do it. Then the stress sorta drops from you, because as you do things, you tend to block out the thoughts and idea that would normally go through your mind, and thats not associated with the task at hand. Thus, you aren't as aware of what other things are there, except the things that are being focused on, including the thoughts that you might have on the task, to do the things you want with more energy.

With this meditation, your speaking your thoughts, so your still using thoughts as a catalyst. And, energy is the fuel, where your thoughts are the catalysts for the energy. The energy around you are the actions you cause. Some of the energy that you have, is food and drink related. What you intake is what you make for yourself. Stress is one thing that is a catalyst. You can use the physical energy, as a way of focusing your mind. By directing it in some further actions. In this, thought and stress are the catalyst, to cause more energy to be put to work on a single devoted task.

Thats about it, except that when you open your mind up, to the things around you, you become aware and can use the active meditation to percieve things. When you focus your mind while doing things, and again you aren't actually thinking, except on that which you focus on. The beauty of active meditation, is when you release the thought of what you do, by speaking it. Whenever you do, then all stress disappears. As, thought of what you do equals what you focus on. This is purely stress release and idea generating, as you can state something and that focuses your mind in on the thought spoken. And, the action you do creates thoughts.

This is a simpler way, as you tend to see what is spoken can become the necessary task to do. So, what you think about is what you end up speaking. Since you want to keep down inner speaking, to achieve results and DO things. Its like an instant intent. Where, intent is used in magic as well. It may seem like your talking to yourself, but it isn't, as your directing yourself.

The danger to the active meditation is that your liable to bring up more stress the more you focus on it, unless you don't think about the task. The stress comes from failures that are remembered or potential failures bogging us down. This meditation can cause you to act stupidly, as you might find yourself acting on impulse and badly. So curtail that effect with idea, spoken out and the basic idea that you will to replace that impulse will come into place.

Some found during active meditation, that it is a time that the subconscious is doing things as well. Because, your unconsciously manipulating it. So, if there's every act thats done, is due to focus and attempt, by your focus. And, magic is a ritual done to achieve a result, then magic actions are what be done by focusing your mind and then causing an achievement, by the idea and meditation. Then what you do in magic, is what you DO and when you think about something, you don't actually consider unless its pointed out. So, using your spoken thoughts as a pointer, you can be pointing out that necessary idea. Thus, the direction be provided and a form of physical magic is done, where the subconscious is made to do things because of the statement or thoughts.



Focal meditation

Generally, you goto the process of sitting down, closing your eyes and relaxing, while you breathe regularly. And in other ways, sort of distancing yourself, from your body. Then simply letting your thoughts go, now this will result in different things. Its depending on numerous factors. All one can do is relate how it is, for them.

When one first starts meditating, their mind is cluttered with all kind, of junk, with a pileup of thoughts and such, of over a time. All one can really do is sit down and let those thoughts come at them. Then consider them, and make decisions, if there were decisions to be made. Or even, more simply, to acknowledge them. All of this was taken care of, and that can take some a few weeks, at least, to think.

When one would sit to meditate, a few of the most thought-provoking-thoughts of that day, or the period of time since you've last meditated, would come at me. Only, to be considered and then you would have a clear mind. Completely clear, free, silent, one hundred percent, at your disposal. And then, you can do whatever you want, then you can employ the full power of your mind, such as it is, at the moment, for whatever you wish. Some may even think about things, contemplate, consider things, explore your mind or anything else. Whatever the possibilities, they are limitless.

In idea, this is meditation, in which you focus on something and contemplate it. Wherein, whenever you have another thought, direct that part of your mind, to the object, of focal meditation and so achieve one-pointedness, in that way. With pure focal meditation in ones view, one is seeking pure one-pointedness, while with contemplative meditation one is exploring, in a sense the 'space' associated with a particular object, in ones mind and so engaging, in a more associative process. Once you achieve this nice state of quietness of mind, once you achieve it, a whole world of meditation REALLY opens up.



Contemplative meditation

You pick a topic/subject/symbol/thought/idea and you contemplate it, consider it and just sort of, focus your attention on it and let thoughts about it come, to you. Through this process, you can

literally learn stuff that you really never knew before. As though gnosis occurs. Which is, pulling meaning and idea, from the air, itself.

If your engaging in pure focal meditation, you deepen it. If your using it, as a gateway to gnosis, you begin to perform self control on the object, of meditation, in order to effect it, or 'absorb it's virtues' within you. You COULD use it, as a prelude to deeper states, of contemplative meditation, but you usually use pure contemplative meditation, for that, which then do things with what some have "delineated the space' in their mind, to verge into focal meditation upon the 'associative network, that's associated with the mindspace.' It can really seem like a "something out of nothing" process, which can make it look very magical, as its into focal meditation, which acts upon "the whole" of your mind. This can center your mind effectively.

Which, it reflects, in the point, of how one learns to concentrate and such, this allows one to become more aware of how one's awareness and soul works, once a certain critical point is reached, which, for some cases, this comes with a distinct lack of awareness, of bodily boundaries combined with a sense, of the object, of meditation, and that's the idea being 'inside', of them. Hence, the association with the idea, of yogic self-control, as with the yogic sutras, of patanjali, that's made so much more sense of, in this context.



Chaotic meditation (sight and memory style)

An alternative is to use chaotic meditation, Chaotic meditation is to raise emotion or hope meditate with not thinking of much to clear your mind or to think of what you have to achieve in orderly thoughts. Then using unordered murky or disruptive memories of which you unrelate mentally with, by using a switch labelled bad memory on/off and feel the disbelief of the memories to

be in effect by you. Then turn off the switch for suspension of disbelief. This is a shock treatment. As once your dazed, try to be startled or snapped out of it on meditation end. By "The art of creative thinking" to become calm with the release of tension by remembering the soothing chaos. To avoid suicide tendency, make yourself not see the memories as memories but as moments that are dismissed or emotional detachment will occur with numbness and sometime madness. Best if the chaotic meditation is possible to be used with other meditations. This meditation releases hostile and immediate tension.

To use the above with chaotic conditioning, use two different idea to effect a pause and reconsideration, to fix a thought in the head by stating a chaotic (out of the air) or normalthought to make forgettance of the other idea that was suspected on before. This works similiar to hypnotism but is different as you need no hypnotism to make it work.



Passive and active relaxation

To be of active relaxation is to know what the stressing and releasing of a muscle is. To passively relax your muscles is to remember or see a blue light that is warm that passes through the body relaxing the body and it turns into a relaxing memory.



Deep progressive muscle relaxation meditation

Deep progressive muscle relaxation. Sometimes to meditate you must relax, this progressive muscle relaxation should help. Take a moment to settle in, now begin to focus on your breathing. Take a deep breath. Hold it a second. Now exhale fully and completely. Again take a deep breath. Fill your lungs and chest. Now release

and exhale slowly. Again, one more time, inhale slowly, hold and release.

Now, while you continue to breath deeply and fully, bring up your awareness to your hands. Clench your fists very tightly and hold that tension. Now, relax your fists, letting your hands completely relax. Again, clench your fists tightly and push out your stomach and release both. Imagine all the tension leaving your hands down to your fingertips. Notice the difference between the tension and complete relaxation.

Now bring your awareness to your arms. Curl your arms as if you are doing a bicep curl. Tense your fists, forearms, and biceps. Hold the tension and release. Let your arms unfold and your hands float back to your thighs. Feel the tension drain out of your arms. Again, curl your arms to tighten your biceps. Notice the tension, hold and release. Let the tension flow out of your arms. Replace it with deep feeling toward your muscle relaxation.

Now raise your shoulders toward your ears. Really tense your shoulders. Hold the tension for a second. Now gently drop your shoulders and release all the tension. Again, lift your shoulders, hold the tension and release. Let the tension flow from your shoulders all the way down your arms and to your fingers. To be fair, notice how different your muscles feel when they are relaxed.

Now bring your awareness to your neck and face. Tense up all those muscles by making a frown or face with high eyebrows. Tense your neck, jaw, and forehead. Hold the tension and release, let your eyes droop almost closed. Let the muscles of your neck and jaw relax. Relax all the lines in your forehead.

One more time, tense all the muscles in your neck or face, hold, and release. Be aware of the muscles relaxing at the top of your head and around your eyes. Let your eyes relax in their sockets, almost as if they were sinking into the back of your head. Relax your jaw and your throat. Relax all the muscles around your ears. Feel all the tension in your neck muscles release.

Hold your legs out and dig your heels into the ground for a few seconds. Or if in bed, hold out your legs and point your toes away from you for a few seconds. Feel your legs tension up. Then, relax by letting up. Again tense up your legs and hold, then release. Feel the difference as to how your leg muscles feel when relaxed.

Now just sit for a few moments.

Scan your body for any tension and release it. Notice how your body feels when your muscles completely relaxed. When your ready, pen your eyes.

How was that? Do you notice any new sensations? How does your body feel now?How about your state of mind? Do you notice any difference now from when you started?



Visually guided relaxation meditation

Visually guided relaxation is in an an example the seeing, smelling, hearing, tasting and feeling the sight in your mind. As to see yourself on a beach and its to see the area, smell the area sand and sea salt, feel the area of what it is to be relaxed, hear the water or wind, and taste the area of its scent. Then to walk along the beach and to see a baloon in the beachsand. Put your troubles of the world and whatever situates you into the baloon for a bit an then blow up the baloon to an release after tying a knot in the stem. Release it to the universe and after walking along the beach for a bit. You will burst the baloon if you can't let go of the thought but otherwise you will feel a lesser load after the meditation vision.

When you see it in your subconscious vision, then you can call it forth cause it to remanifest where you want. As to see it is want something in a store and see it. After you see it, say the identifier string that you think it is, to manifest it and if it was missing in your memory then its as if there to your memory. It depends on it remaining there or where you a put it to it existing to you. Like seeing it in your mind and put somewhere and it is there. If its where you put it in your mind, then its there and pleases you sometimes an diver.

Copyright (c) Wrap program of Feb 21, 2008.



Mini meditation - 'Ways to do a mini'

'Switch over to diaphragmic breathing; If you have a situation try to breath in good through in your nose a lot an out through your mouth a whole lot. Or, take a deep breath. You should feel ento or entering into your stomach the air that causes your stomach to be rising about an inch as you are into breathing in, lie on your back or on your stomach; you will be more aware of your breathing pattern. Remember, an it is if impossible to breathe diaphragmically if you are holding your stomach in! So..relax your stomach muscles by tensing it and releasing it or feel a warm blue light pass through your stomach causing a relaxing thought.

Mini version 1

Count very slowly to yourself from ten to zero, one an a number for each breath. Thus, with each diaphragmatic breath you say a number as the first diaphragmatic breath, you say "ten" to yourself, or with the next breath, you say "nine", an etc. If you start feeling dizzy or light-headed, slow down the counting. When you get to zero or in-between the count, see how you 'are' in feeling. If you are feeling better, great! If not, then pause a bit and do it again.

Mini version 2

As you inhale, count very slowly up to four. As you exhale, count slowly back down to one. Thus, as you inhale you say to yourself "four, three, two, one." Do this several times.

Mini version 3

After each inhalation, pause for a dew seconds, after your exhale, pause again for a few seconds. Do this for several

breaths.

General info - times to do it

Good times to do a mini, are While being stuck in a traffic situation.. when put on "hold" during an input or important phone call. While waiting in your doctor's waiting room. When someone says something which bothers you. At all red lights. When waiting for something in of about a phone call. In the dentist's chair. When you are standing in line. When in pain or extreme pain and etc., etc. The only time a mini doesn't work is when you don't do them. So go do a mini if you want.'

Copyright

Copyright (c) 1996 Ann Webster, Ph D., Director, The Mind-Body Medical Clinic for HIV-Positive and AIDS Related Disorders, Offered by The Division of Behavioral Medicine, Beth Israel/Deaconess Medical Center, 110 Francis Street, Ste 1A, Boston, MA 02215. For further information, please call (617) 632-7373. Visit our website at <http://mindbody.harvard.edu/>. This article information was provided by Mind/Body Medical.



Candle meditation to clear the third eye

To clear the third eye with candle meditation, is to peer into the flame and focus the idea of clearing the eye by thought of 'clearing the third eye'. The next act is to imagine a rainbow of color, representing the color of what you want to clear out, or it is better with a white light pouring from your third eye to the flame of the candle. This candle will consume the energy as a 'fuel' and it can also be imagined as to be there, lit or unlit. Stop, when you can think or feel its cleared.

Some personal recounts as to its personal success are:

"I use that method, it helps me feel calmer."

"I know it works because I can think again after a hard confusing day after trying this technique."



Eating meditation

You eat every day, but how often do you really pay attention to what you are eating while you are eating it? Do you usually eat with other people? In front of the tv? While reading a book? Can you usually finish a three course meal in ten minutes or less?

The following is a conscious eating meditation. Try it someplace where it is unlikely anyone will want to come over and eat with you. For the sake of this example, the food in question is a cheese sandwich.

A. Sit down in front of your food and take several deep breaths. Note the color of the sandwich, the shape of the sandwich, and texture of the sandwich. Does it seem appealing to you? Can you barely retain yourself from gobbling it up? Whatever your feeling, notice it.

B. Be aware of your intentions to begin eating. Move your hand slowly toward the sandwich. As you do this, make a quiet mental note of the action. You may say to yourself, "Reaching . . . reaching . . . reaching." By labelling your actions you are more likely to keep in mind your purpose--to stay aware. As you pick up the sandwich, notice that you are "lifting . . . lifting . . . lifting."

C. Watch the hand move the sandwich toward and closer to your mouth. when it nears your mouth, take a moment to smell the food. What smells do you recognize? Can you smell the mayonnaise? How is your body reacting to the smell? Is your mouth watering? Notice the sensation of your body desiring the food.

D. As you take your first bite, feel your teeth penetrating the

bread. When the bite is complete, how is the food positioned in your mouth? How does your tongue position the food so that it is between your teeth? Begin chewing slowly. What are the sensations in your teeth? Your tongue? How does your tongue move when you chew? What tastes are you experiencing? The cheese? What part of your tongue experiences the taste? Where is your arm? Did you put it back on the table? If so, did you notice the motion?

E. When you swallow, try to be aware of how your muscles in your esophagus contract and relax as they push the food to your stomach. Can you feel the sensation in your stomach? What size is it? Is it empty, full or somewhere in between?

F. As you continue to eat your sandwich, try to stay aware of how many and as many sensations as you can. Silently label each movement if this helps. Try eating with the hand you don't normally use, because the awkwardness may serve as a reminder to pay attention. As with your basic inclination, with this meditation when thoughts arise, notice them and then return to your attention on the food.



Eye shading meditation

The eye shade meditation is for relaxing your eyes easier or calming nerves and is to cover your eyes and think of things as they are, then see each thought you have and let them go, see yourself in a place that is soothing to you and do a relaxing thing in this place will cause calm by thinking on it. Then slowly think on nothing and lift your hands from your eyes. Leaving you more rested and less tense.

The magical way to use this, is in an adaptation, that allows one to remove headaches and bad effects of the mind, that are near the head. The process, be to use the eye shade meditation. And focus energy, through your hands, to cause relief and cleansing, of the head area.

There is a breathing exercise that goes with this, and that is to breathe in slowly and over a count of 4 and hold your breath for a count of 2, then release your breath over a count of 3.



Walking meditation

Most people cover miles in the course of their daily routines. This makes walking a good opportunity to practice meditation and mindfulness. Focus on the act of walking much the same way as you focus on your breath in sitting meditation.

A. Stand up and relax your abdominal muscles. Take several deep belly breaths. Feel your abdomen expand and contract with each breath. As you practice this exercise, try to continue breathing from the relaxed stance. Mentally repeat the word "in" with each inhalation and "out" with each exhalation.

B. Without controlling your breathing too much, try to arrange it so that one of your feet touches the ground at the beginning of each *in* breath and each *out* breath. Now, see how many steps seem natural to take during each inhalation and each exhalation.

C. As with all meditations, when thoughts or images interrupt your focus, make a mental note of this and then return to your walking and breathing.

D. Pay attention to the sensations of walking. Concentrate on your feet and lower legs. Notice what muscles contract and which relax as you lift your legs up and down. Which part of the foot touches the ground first? Pay attention to how your weight shifts from one foot to another. What are the feelings in your knees as they bend and straighten? And, while you're at it, pay attention to the ground and where you're going. What is the texture? Is it hard or soft? Notice any cracks or stones. How does the sensation of walking on grass differ from that of walking on a sidewalk? Catch the thoughts, let them go, and notice everything.

An alternative way to practice walking meditation is to count your steps in time with your breathing as you walk. If you are taking three steps during each inhalation and exhalation, mentally say to yourself, "In...two...three."

Out...two...three..."and so on. Your *in* breaths may be longer than your *out* breaths and therefore may accommodate either more or fewer steps. Or your step count may vary from breath to breath. Just pay attention and readjust your walking to the ins and outs of your breathing as needed.



Seeing meditation

You can gaze at something during a meeting, on a bus, or in a waiting room. This is wonderfully inconspicuous meditation practice.

A. Find an object within your line of vision that you might want to fix your eyes on. Take several belly breaths as you glue your eyes to the object. Let it capture your interest, as though it were the only object around you. Try not to judge what you are seeing, or have any thoughts about it at all. See if you can have the experience of "just seeing." When thoughts arise, note them and return to your focus of the object.

B. Try practicing this exercise with different types of objects. Here are a few suggestions:

- Concrete objects--objects with a definite size and shape that are usually stationary.
- Natural objects--such as clouds, sand, a pile of dry leaves, the ocean, and so on.
- Vastness--any large, uniform surface such as a wall or a finely patterned rug.
- Moving objects--a crowd of people, cars on a busy street, and so on. With objects of this nature, don't follow individual shapes with your eyes. Instead, fix your eyes on a point in space and let the movement pass in front of you.



Standing meditation

Standing meditation is to put or to do to the unconscious, the action and then call the effect forth by feeling, seeing(visualize) or saying the intent in occurrence. Another name is suggestion or self-suggestion. You don't even have stand for this. With the standing meditation it is possible to think of the calm place and then to do what you require while there. Then it effects where you want and who you in might want.

There are some situations that come with standing meditation. As its also of a called stand-by mode, when you dream 'Standby mode' is in almost the same way, depending on the type of dream or vision focus. Yet the stand-by mode is in Astral sending in the form of the dream journey. Your on a dream like journey or real dream while in Stand-by mode and this can effect others. Exactly, 'a dream-like journey'.

Very few people can really do the stand by mode. most common of astral projection is at newbie state and is done in the dream world, limbo. stand by mode is very risky in cities. The vibrations in the cars could disrupt you true. But even better its to see it as a moment and you won't be in a invaded upon mood. And cellphones and wifi modems and radio broadcasts and of course the larger numbers of people who can do things to you. All of them can awake you. You musnt be awoken. people near you might awaken you.

You might hear a significant sound. alot of things to trigger your 6th sense. Its very risky. its better done under some pine forest in a cave. Astral projection in this is no bs. People sever their silver cords or let it brake and lose their minds or sanity or lose their God given abilities. or so we are told. but you could witness the lethal danger thats at least i can assure you. Only when you don't want to come back. I can only want to come back but not actually do the mistakes mentioned. It only strains when you are slightly calm enough. Be calm when you use Standing meditation and it won't snap.



The brain hemispheres meditation (semi-dangerous)

The brain meditation is the one meditation which will allow you to think like a woman and be a man. It also increases your intelligence 100 to 200 points. The process is simple and there must be no other thought while doing this as you do this meditation. Otherwise, the brain might develop problems or the body will be afflicted strangely in some manner.

What makes this work? Well it is a connection that a human brain has. When the brain is looked at there is a connecting point between the two hemispheres. The human males are slightly disconnected and thus logical. The females of the human race have full usage of it. Now focus your mind on the bridge between the brain hemispheres. As if to imagine a stream of energy in which the two brain hemispheres can be linked and in effect linking the two hemispheres. Think of this as a bridge of energy. Now think of a math problem and something else at the same time. Thinking of two things at the same time will stimulate along the brain energy bridge a connection between the two and your intelligence will raise itself at least 100 to 200 points. This only takes 5 to 10 minutes. The brain can also at this point use psionic ability. All you need is training in it then lower in it your intolerance.

When you have the meditation done. You have the possibility to use 100% of your brain in multiple projects or just one. Now the brain has full potential. In women, this meditation has the possibility to give full potential to psionic ability. Their IQ potential increases 100 to 200 points. This can cure schizophrenia and depression. Do this meditation every 3 to 5 days or you could find yourself blacking out.



Neuracannula (brain stem) meditation

The internet linkup is stable and set in a not that easy

and this is that way, it is called the neuracunnula kinetic link simulation and this is simply believing that the symbolic link exists, to the computer in a syncing biolink through the use of meditation on a picture of you drawn connected by a line to the word, "web" and this meditation is the five to ten minute variety by imagination manipulating the subconscious. It is this: imagine a picture of a computer in your mind and sitting on a desk with you at that desk in your mind suroounded by a pink and blue aura. Imagine the keystrokes and the actions you want to do without showing any signs of typing only you can read what is on the screen. This does two things, it will make the subconciuous manipulate use of the computer in your mind and it acts as a gateway for gaining the knowledge of the subconscious.

The act of connecting an internet connection with the computer will happen by mental link to an active computer connection somewhere that is in a one mile radius. Brain syncing occurs with the fastest and most reliable connection and that is because the brain stem is stimulated by the action of the imagined computer in your mind connecting to the internet through a modem of your choice. I would suggest a cable modem as the connection is always on or dsl for possible disconnect at need. The modem has a cut off cable connected to the modem and what occurs is to make the subconscious stimulate the brain stem nerves and complete the connection. When the subconscious is recieving the command to work with the internet, it wiill automagically complete the cord that connects to the internet making the connect occur thus it is always on. Say the word nuremniuyq (nure-emn-niu-wick) meaning neuracannula link out loud to aid in making the link sometime during the process.

In truth, what this does is train the brain to simulate a neuracanulla link. When the link bridge action happens enough the biolink will happen whenever you feel the need to get on the internet. Imagine a computer in your mind that you are going to use by force of imagination will and then just do what you are wont to do and do the research at the same time on the net. Or sit in contemplation while enjoying the internet plus this is useful even while you meditate. Finally, just go to sleep and imagine yourself in a room while using a desktop computer called a molecular computer for its made of molecules and play the night away.

Turn it off when you are done but remember to wake up by imagining yourself walking out the room door plus lock the door behind you with a key that none can copy or

steal from yourself. You will immediately wake up and the body will be rested as if you meditated. There is possibility to do other things as well in the room and the subconscious will cause it to happen. Due note the effort of a backlash is possible of a bad moment and only considered bad that is spoken or thought bad.



Pheromone control meditation and scents

The pheromones of the body are capable of being a totally different language in itself. This language can make what you say very understandable. The control of pheromones can make attractions possible. It can make you attractive to the other sex or to your sex. It can control within reasons, others as well. It is very easy to do by the quick way meditation or meditation.

The quick way to doing this and if else do is to use intention of seeing aura for pheromones by feeling that you can from Dr.lehr, To blink your eyes and then sniff while expanding your consciousness to allow the brain pheromonal adjustment as your sniffing, activates your scent detection. See the scent by allowing your eyes to adjust to the persons aura or even food and then to sniff for the pheromones. After this, use the effective feel and watch idea, to adjust and see the reaction of others and the effort is easy as you feel the pheromones.

When you do this meditation, find a meaning of the word control to help understand it. Now, sit down in a comfortable place. Breathe in and out in a smooth rhythm as in a background of music or invisible music. Think of the word control and expand your mind by thinking about control of pheromones. Now keep breathing in and out.

Focus on the words pheromone control and else of body by mind. Keep on focusing on the understanding of this thought for 5 minutes. Think

or state about what it can do. Increasing sex appeal, the heightening of your language by adding scents, to make what you say more understandable, and the ability to control people by pheromones alone to get what you want. Focus on the words by speaking on it or feel it. Speak during meditation "I can do all of this pheromonal manipulation by my own will" Breathe in and breathe out and wake up from this trance with a shake of the head after 5-30 minutes of meditation in entirety.

The easy way of blocking out the scents your aware of and don't like smelling. Use the thought or active scent of that which is not desired. Then shrink your consciousness of it, the idea, and how it seems to you. Thus, ignore the result of its scent to dismiss it. <

What does this accomplish? You yourself subconsciously manipulated, through the meditation of your body to be able to control, pheromones by your own will. Now, the scents of pheromones have different meanings. Any effect is to not be counted if any fruit was eaten before you scented it, as the fruit makes the body scented of the fruit. For the scent described, imagine eating the fruit and a scent follows.

- The burnt scent means anger or someone elses anger.
- A citrus or pomengranate scent is to make aware for easy scents and mental ability.
- A flower or fresh scent means happiness.
- The nasty body scent means disgust.
- A body odor or dissimiliar scent means attraction.
- The body waste smell means distracted.
- A perfume scent means wonderment.
- The control yourself scent is the smell of sulphur.

- A burning candle or feces scent means lying.intent or a trying effort.
- Judiciousness, Expert or Judgemental is the baking or pigment color scent.
- Tiredness is the scent of rubber.
- Burnt rubber or putrid gas is the scent of burnout or octane.
- Cleaning solution is the signature smell for changing events.
- Serious intent is the scent of annoying perfume.
- Flowery or Pine scent is the scent for understanding and clarification.
- Sex is a scent of unwashed body, masculinity or femininity, or onions.
- Barbeque or Mesquite charcoal is the scent for hunger and eating.
- Mental disorder or dispute is a burning coal scent.
- Addiction is fresh charcoal scent.
- Sweat scent means not believing.
- Boredom is a scent of wood or wooden.
- Tangerine is a immaturity, concern or concent.
- Potential energy is potato or potato peel
- Charged or Inert energy is orange scent or orange spice.
- Energy usage or focus is cleanliness or undeniable stench.
- Intelligence or Interest is the scent of flower, fairy flower(any) or primrose that the stronger the

flower the more it, the interest.

- Stupidity is the scent of unwashed leather, muave perfume, unwashed body or pig.
- Ash or Compost is the scent for death.
- Sweet orange is the scent of determination and discernment.
- High or Drugs is the scent of sour grape for betaphetamines (mental or brain drugs).
- Old shoes or mildew for cocaine or cocaine likeness except weed.
- Medicine scent for herbal usage.
- Rotting dirty shirt is for weed.
- Moldy manchouseur cheese, incense or mold for abuse and overdose.
- Curative of drugs is the scent of old moldy calcutta.
- Curative is the scent of mint.
- Healing is the scent of mint herbal flower.
- Love or Strong interest is the scent of roses or flowers.
- Attraction is the scent of something sweet or lotus.
- Rotting fruit is the scent of an edict(speech) or reprimand.
- Dissent or Ridding is the scent of keylime pie or pearl aroma.
- Hate is the scent of liquorice or bad candy.
- Distance is the scent of pollen or people sneezing.

- Bad disease or bad nature is the scent of skunk or bad antiseptic.
- Plants is the scent for planting or season change.
- Decaying matter or pungency is the scent of undeath or dying
- Desire is the scent of green wood, pine scent or something new.

These scents derive off of the fact of your feeling makes itself known, by the scent given off of the body. The attraction pheromone is undetectable and always in effect. To get your way with someone, imagine the effect you want to have on the person and watch his interests change because of pheromone activation. If you do things right, said person will always follow every word. Just focus on the conversation and getting what you want to make for certain responses of ascertaining correct responses to pheromones from your body. This trait of pheromones can improve your life.



Body arts

The art of shaping your body by art is rather simple, it is the usage of tattooing body art on your body. with very real effort and each one is to be a picture of your choice. A spiral or other art that means something to yourself. choose any specific color. Feel free to use the color associations for an idea effect. The hair color can be changed by changing the genetic makeup of the body.

The art of body shaping is of the mind and accepting the changes occurred. In the following exercises many of my exercises have some sort of protection such as a onyx you can get from the AMC Flea Market. Wear it or keep it nearby at all times for 5 days thinking to it defenses of myself.

The whole basis is that you believe that it can happen and the change has a channel or path to allow it to happen. To start meditate for 2 minutes to 1 hour on observing yourself and accepting yourself as you are. When that is finished start a timer and observe yourself perfectly still for the amount of time you set it from 5 to 30 minutes. Observe the body not moving because if you don't move for a long period of time you find that you feel itches and other distractions that you normally wouldn't have noticed. This is called looking for your inner switches that you can turn off after you master not noticing the pains for 3 hours by turning off your inner pain switches.

When this is going on, the second time observe from within the distractions and turn them off in your mind thus learning where your pain switches are for mental control of your body. The next part is focusing and meditating by focusing a blue sphere in yourself. Focus everything of yourself topographically into the sphere. Shape the outside of your sphere into the shape of what you want to look like and envision all the properties that you want to have.

What should happen next is a warm feeling followed by cold flashes through your body. When the process is finished it will turn warm again. Mentally will the blue sphere into nothingness and allow the energy dissipate in the air harmlessly. If you don't want the changes envision the sphere to pop and the traits should return. In this process be willing to let go or it won't work.

To cure diseases use the same method as above except with one difference. Use a red barring sphere to surround the disease you want to get rid of envisioning it to the outside of yourself and will it away.



**Alternative body shaping
method**

Before you start this method take note that it is permanent and only when you are sure of the change should you do it. Take a flash card or picture that you want and flash it across your eyes extremely fast three times every 3 hours until it happens or you start noticing a change. To remove diseases simply put a red circle with a slash through it on a picture card with the disease and then sometimes words of "remove" underneath it. Then flash it the same way as above and the disease should disappear.

Color associations and reactions in therapy and all thanks to kissme

The Colors associations to a person is like a meditation as to think of a color and use it within the associative rite, meditative rite or to use it with a thought to the color and you feel better with how people react to color as the hair color will effect personal character and clothing color will be effective of most people around an their are mixes between. This will also make to react to make your meditative thoughts go a certain way. Some colors are from living in a rainbow with permission and Naia.

These theraputic colors are also used in prisons in the USA. with good results.

Leading hotels are using rich bright colors to aid relaxation and give a feeling of comfort. Green and blues for relaxation and deep reds, peach and yellows are welcoming colors.

Doctors waiting rooms and hospitals are now changing from the stark white color of the past. Blues and greens are used here also along with peach and sunny yellows. It reduces stress and even lowers blood pressure in some cases.

Autistic children have been found to respond well

to bright orange and yellow as well as those suffering from depression.

People suffering insomnia find relief in a light green room with touches of pink. And those with anxieties or fears do well in a lavender room.

Mentally stimulating colors in the workplace improve productivity and enhance the workers health. Dull browns, beige or cold grey and white are harsh, depressing colors to work around.

Babies rooms are best painted in pastels as bright bold colors can over stimulate making the baby restless and disturbing sleep patterns. Even choose bedclothes without bold loud colors and patterns for the baby's physical and psychological well being.

As the child ages, brighter and more stimulating colors can be used. But it is best to keep the walls a soft peach or cream and use brighter accessories.

For the elderly peach, apricot, warm tans, terra cotta, and pink stimulate circulation and maintain stamina. Soft blues, lavender and violet connect to the spiritual side providing comfort and safety.

Color action during rites

Just imagine the color doing things and what it means is as decided beforehand. As to think color red mean pain an aggravation, the color blue means healing, so to see the color blue overwhelm the color red near the spot that hurts dissipates the pain and reverts the wound to nothing. And so on the color you decide on means an what you think it does. To revert the type choice of the color is to see it and reverse it in your mind. This causes the near opposite of the effect you think on in euphorics but its the same effect. To see the color means its active so to see the effect is to cause it being. To see it as of yours, and then of others and to disrupt the effect if its bad to you.

Another one is to imagine the color of the disease or the color that represents the idea of the pain or

disease and imagine it leaving the body. With the color leaving, as it leaves the body it lessens and removes it the disease or pain.

Hair color

- With the color red that is associated with fire and like a volcano a red headed person is avoided and/or wanted as a relation for fear she will blow up angrily and also considered the color of madness. They only get along with like people unless they want to get along with you. Aloof in pride is amazing as they will turn down people for an unsuitableness like messy hair or smells. Learn how to deal with pride and snide comments and you will do wonderfully as these red headed people can spice up life.
- Black haired people are most likely to keep their calm and look to be authoritative and scientific. They be models of the society and understood how to treat people keeping calm. Most of the time they are very accomodating but when enacting with unknowns they are very neutral and controlled. Black haired people are vibrant and intelligent.able to cope but whence temper lost they are vicious.
- Blonde hair people are prideful vain leader types that make working with them more difficult by the fact of they seem to know it all. The tendency is to act out roles or act scenes of fantasy for which they like and they are likeable personalities that make things easy for people. Making them seem like pushovers but literally they aren't as intelligence is rampant in the blonde hair person. Possible quick tempers if they are used will happen more than one expects thus they can make people miserable. A blonde haired person will trust to much being easy to beguile.
- Green hair or any other color is associated

with freakyness which is a sociopathic entertaining type personality. They be moderates of society that like to entertain people and make certain that they are good with practice at what they do. Thier pursuits are many as most likely they will find reasons to switch to somthing else when the mood hits them. Tempers range from moderate to very bad and instability is somewhat rampant with thier teenage years. So watch yourself with them as if they are instable then always treat them well taking thier anger in stride. However, they are very moderate with friendly people so they react well when when unsurprised unless trained to control themselves.

Clothes color

- A person who wears red becomes completely disregarded simply because it says I am in a bad mood, crazy or mad to other people and In retrospect, the person regards them with a warm flare for its affects by making peoples tempers go up more quickly like a bull that sees red. As wearing red causes the energy around you to be there for you. It can cause a rapid energy improvement so you probably won't go sleeping around unless tired.
- Blue is associated with water thus the person who wears it is counted as cool. How it affects the person is always to be polite and thus not disputive or neutral. People who wear blue conforms to the situation. It is a catalyst of effect that means activity so avoid it if you have high blood pressure, wear to feel sensuous and if you need quick energy
- The color black is a void of colors and feelings as if it is worn by a person, said person has a almost noted shield that keeps people away from him of cool emotion. They are aloof and can start a fight, although they can be very protective and a good

friend. The affects on people are they disregard said person until making a move and then said person is almost certainly watched as if feared for that means said person took control of the situation.

- The color white is worn to be openminded, an receptive to new ideas. It can mean that what you do is to get idea as a reaction from people. It can also mean peaceful resolve by actions. The person wearing white will mean to be opposed but its only to get a openminded reaction as its purity and amplitude that is in action. People who wear white want to absorb and then for interesting energy and with idea. But sometimes their closed minded because of a death or ending.

- The color orange is the color of joy, helps depression and can cause disease to go into regression it means the color of excitement and the person wearing orange will be active. As the person is doing something almost always to be active.

- The color yellow is the color that is active for good communication, its good to wear to interviews as it signifies the moment that you or another is waiting for. It is to be aware and always able to interact with others when its worn.

- The color green promotes the thought of wealth and money. Green promotes optimism, health and happiness as with effects of the area. It can cause a person to think or it means the person is ever happy and somewhat healthy while in a good mood.

- The color blue promotes quiet and relaxation, avoid it if you are depressed. It signifies that the person is composed and relaxed at the time it is and when wearing it. It can cause thoughts of peace as its usually the color of the ocean..

- The color purple is worn for promoting

authority, it makes you aware. As the person wearing it is aware so you are too. It can signify the idea that your dreaming or the person wearing it is in a dream that is interactive and makes him or her think as she's an authority.

- The color lavender promotes calm and sensitivity. It means to be dreamlike when worn as the person that wears it is apparently sensitive to the needs and calm as if of a dream..
- The color pink will get you more support from others. As it makes it seem as your in desire and need to be worked with. As hot pink will make to reveal what your need is as by your action and thoughts which are perceived. The person wearing this will act to draw some attention by ebaring or by actual idea that is spoken of.
- When plaid is worn this is associated with mixing. The color makes a person a slightly bit addled when worn as a t-shirt or comfortable. If a suit is worn, it just makes him look good for a collection of people in business or all round.
- Black and orange or other color color combinations worn together make an interesting combo because the people who regard said person become confused by the person yet interested at the same time for they cannot read the person, unlike wearing red where they avoid the person, they think the person an enigma. The effect on the person is that said person is stimulated and awake and appears ready for anything. The color orange itself brings unwelcomed or welcomed attention.
- For a person to wear loud clothes like vibrant colors means said persons wanting attention and a danger seeker. The person who wears cool colors are distant and look very attractive to talk to as they always keep there calm so it brings invitation. People who wear hot colors such as bright

red and other bright colors are energetic and full of life who are fun to talk to but just watch the temper. Tempers with these clothes on can get bad because of the independence streak brought about by the colors.

- Muted colors signify that the person is hiding himself or it can relax said person and will protect himself if necessary at any cost because the person feels like running away or staying in a 'safe' area. The plaid muted colors signify a waffling in the head signifying easy push over and that the person can be talked into anything trusting to much. Warm colors on a person means said person is very curious to be around and that the person will be interesting to watch thus giving people a reason to talk.

Rooms of the house

These colors are good for the rooms of a house and cause therapeutic effect.

- bedrooms are pinks, cream, blue, green
- kitchen is yellow, orange, red, salmon
- study is violet, blue, turquoise, cream, lavender
- dining room is yellow, green, purple, orange
- livingroom is yellow, green, purple, orange

There are many more ways colors are used but this gives you a general idea of how they can effect our lives and be used in a beneficial way.



The knowledge gaining meditation

The way to gain knowledge is to accept by the things of told and observed as truth until disproven. So we must strive as for understanding. When disproven, simply forget the fact and accept the new observation. So to gain new information, you must be the one who must accept that they don't know everything. When looking for new information try to be able and to accept what of you as are told with a grain of salt. Test of the information can in many varied ways be important. The meditation herein is meant to be unfold by truths that are not so obvious and are as first noticed. Some things are never actually seen to be believable until you see it happen in some major way by one manner or another. So, when you do of this what is about to be explained try to keep of an open mind as when you gain of the knowledge. Learn to see of what is actually is there and not to get some distracted by side paths.

To do this technique it takes only 5 minutes. It is to sit in comfort in a comfortable chair and try to lay back or sit in on the floor and lay flat. Breathe in breathe out through the nose and allow it to relax your mind. Now, focus on your mind on the idea of coping as with of whatever you may come across. Focus your mind on the idea of gaining with what knowledge you may need and now remembering it afterwords. Now clarify it, that by thought is by on focusing your mind on the problems you may want solved. Keep focusing in on of that thought and to be breathing regularly in and out very slowly. Now try to allow yourself to slip into a trance.

Allow of the answers that you seek to come as to clarity by in your mind activity. This activity reveals what of that which you want. Make note of the answers by them the actions as they come. They could be

pictures, sheets of paper with on information, scenes, and what I call video clip moments. This is what I call on information, its there in your mind as a scene of what you seek or in the end want. When you got all of that as you need to see as of knowledge in answers, allow a change of your of breathing pattern to a quick breathe in and breathe out. The response is of your body an will snap you as out of your trance and you can do what you are of an normally do. Written by Skyhawk and Laurie.

This method works. You just have to allow enough time to have passed. I have seen men and women try to do this for days and still there minds for answers that for it may be it won't come. As sometimes there will be no answer at all. Except when you go to be off and sleep, there is a way there may be a dream as the answers that manifest instead. As of an idea that is to do this meditation is at night so you immediately get an answer if it is of an asnwer dream.



The recovery relaxation technique

This will help in a recovery process, as focusing on your body can be very relaxing. Stress can cause shallow breathing. Raking a few deep breaths can prepare you for the stresses that you may experience while completing this idea. Relaxation may also help you let go of what you have been doing this day and to focus on the current task.

Find a comfortable position, and close your eyes. Begin breathing slowly and deeply--slowly and deeply--all the way to your abdomen--and with each exhalation of your breath let all the tension flow out of your body. Continue to breathe slowly and deeply--relaxing more and more with each breath.

Repeat the following phrase to yourself: I am relaxed, I am calm, I am at peace. I am whole--I am whole.

Now focus your attention on your left foot--tense the muscles in it--then relax your left foot. Now focus your awareness on your right foot--tense the muscles on your right foot--then relax by letting your right foot hang. Now focus on your left calf--tense your muscles on your left calf--then relax your left calf. Now focus your attention on your right calf--tense the muscles in your right calf--then relax the muscles in your right calf. Now do the same for your left and right thigh. Now focus your attention on your pelvis--tense your muscles on your pelvis--now relax all the muscles on your pelvis. Now focus your awareness on your abdomen--tense the muscles in your abdomen--then relax the abdomen and pull it in.

Now focus your awareness on your chest--tense the muscles in your chest--now relax all the muscles in the chest. Now do the same for your back, left upper arm, right upper arm, left hand (make a fist to tense the muscles, let go of the fist to relax it), right hand (make a fist to tense the muscles let go of the fist to relax it), neck and shoulders, scalp, forehead and eyes (raise the eyelids as far as they will go to tense them), jaw and mouth (make a grimace and release to tense and relax them). So that all your body is in a state of deep

relaxation.

Enjoy it, the warmth and comfort of deep relaxation. Know that this is an exercise you can come back to at any time by yourself.



Pressure Point Therapy (in standing meditation)

To understand the techniques presented herein of this you may have to use visualization along of with the other methods. The reason remains that visualization can be and improves meditation. These are in essence of breathing mantras without the sound. For the visualization works with the mantra and could be it replaces it. Some might say the mantra amplifies the visualization.

The visualization technique intended for this therapy, is to imagine or manifest a neutralized energy stream at the tip of your fingers, and then touch upon the pressure point or needlepoint area, and it will act like a needle being used to dull the pain, as in accupuncture or the use of needles to dull pain. To feel out the pressure point, touch an area on your your body, in different places till you feel tension, pleasure or relief, that is immediate.

The thing to remember about these pressure points, is that on the right side of the body, because of the inflow of energy from the left to the right, any pressure point touched on any right sided body nerve, can reduce the effect stimulated in a stimulated nerve area. There is a matching reverse effect, on the left side of the body. Increasing the effect of the stimulation. With the left to right energy flow, to stand

on the right side of a sickbed, you can get sick. To stand on the left side of a sickbed, sickness is avoided. Thanks to karma class albeit this is ambiguous at the most so don't doubt it till you try it.

The right nipple can be used to increase breast milk and size or length of breast. Simply start at the nipple point and circle outward and leftward visualizing breast growth. The leftward stroking stimulates the breast growth. The rightward stroking decreases the breasts size again staring at the nipple center. It is necessary to use the visualization technique above. Only do it 5 minutes at a time because any longer and your emotions get out of control. Wait half a day for yourself to settle down. This technique can turn a male into female, for the fact that it will increase female hormone.

When it works, what you will feel is a coldness followed by heightened feelings, of pleasure from your sexual centers. You will start to feel your weight go down, except for your breasts. For this to truly work, do it for a month and the more sensitized you are, the more you have a larger breast, or less depending on which method you used. Also count into this, that after a week you have to wait longer for each treatment for yourself to become stable. Finally, know the larger the breast, the more the female hormone meaning the more unstable.

To dull pain, simply use the visualization technique, and touch the right side of the neck in the center for a minute. The pain all over the body is numbed after 5 minutes. For as long as the pressure point is touched upon, produces exponentially a numbing effect. To touch the pressure point for 2 minutes, is to have the body numbed for 5 hours. 10 minutes touched and your body is numbed for 1 day. Be very careful, as the body is numbed, so is the eating habit of yourself.

For example, if you started eating then it will (thanks to Frank) while the pain centers of your stomach, don't actually report the pain so you could eat way too much. As if you drink a carbonated drink, the carbonation expands the stomach, nulls the pain. Creating the effect of a too full stomach not being noticed. Endlessly eating of food or an endless diet. Touching the nerve, for longer than 10 minutes, makes your body forget how itself works. Also useful for panic victims. It can cause you to become unconscious for unknown lengths.

To reduce and obliterate a headache touch on both sides of the nose top and pinch the nerve there. Do it for 1 minute while making a visualization of the headache, image that means headache. Now dissipate the image in your head. The headache should disappear after 1 minute.

To knock someone out by surprise sneak up behind them, and pinch the person on their left side and on the neck center. They should be surprised and shocked, for 1 minute at the same time knocked out.

To reduce weight, focus on the stomach area, and think to yourself all day long "reduce body weight". At the same time stiletto the left side at any point of the day or night, three sensitive spots which you feel out on the left side of your stomach. Think on the visualization of energy at the tip of your fingertips and stiletto those three points while thinking on reducing your weight. Do this when you feel like it. It takes weeks to months for it to work successfully.

This is intended for males only. To ensure that you always will have a child when you

have sex with a woman. Utilize the visualization of energy at your fingertips. Then hold the dick point, then along the right side of your pelvis at the three of your most sensitive spots which you feel out. Go ahead and stiletto for 1 minute. Do this three times a day to ensure it.

The way to get females to be receptive to have a child, is to envision child-birth, and energy at your fingertips. Then feel along the inside left, of your right breast, and touch feel energy flow, for 5 minutes through your sweet spot. Please note, that this is only for females and can be administered by both men and women.

To get clear thoughts, remove control spells, remove confusion and reduce pain for at least 30 min. Hold the dick tip for 5 - 10 minutes for males. Hold the left nipple for 5-10 minutes for females. The right nipple held for a few minutes, increases power in a person, muddling the mind, produces insanity and increases the spell.. Hold the pressure point longer than 5 minutes, to get far range effects of 1 hour or more.

To block out and remove any spells, breath in and out. Visualize the spell in mind to be filtered out with the breath. Also you could focus on the thought "spell dissipation" for better effect. The spell will dissipate into the air itself, your body will have tensed, and released at least once. No spell effect remaining behind.

To restore brain chemistry by a touch, curing schitzophrenia, bipoar disease and eclecticism. Focus the energy at the fingertip, then touch the nerve in the right neck side for 1 minute or less, and above the center of the neck. This is called the above center neck point. If it worked, you would feel high tension release. Like a sudden rush of energy after 2 minutes and lasts 5 minutes.

The faint feeling comes and passes, but leaves one more stable. This pressure point leaves one not blacked out, but weakened. It can pass you out if held too long. The opposite neckside can cause instant blackout and body disfunction. This pressure point leaves the person more suggestable.

The quickest way to kill someone is hit them directly in the nose, left neck center point, or neck point center from front. To disable people, hit them in the groin, softly hit left side neck center point, or any sweet spot. Hit the womans nipple hard enough, to give them a great pleasure jolt. This will knock the woman out or stunned.

Hold energy of the fingertip, and hit the person at the heart pressure point, between the stomach and lungs, for reviving someone fainted or knocked out. Hold the heart point for 5 minutes to increase body immunity, body health and strength. The effects of the heart point last 1 hour or more.

To heal someone via pressure points. Put your hands on a persons back near the the shoulder blades, focus energy at said person, channel energy through the right hand to the other, and think "heal" or "hearepro" (heh-hare-repp-roh). The energy restores the body, including removing weak poisons.

To cause calmness or pleasure through the body, hold energy at the fingertip, touch the right side of the body torso, in the middle right torso point, for 3 minutes. Calmness should spread through the body with a little pleasure. Lasting 10 minutes. 5 minutes for 1 hour pleasure. 10 minute for 4 hours 30 minutes pleasure. Do not touch repeatably or addiction to pleasure might happen. This pressure point can cause regeneration or healthy kidney.

To cause pain in the body, touch the left side, center body point for 3 minutes. This will stun a person. Holding the pressure point 5 minutes, causes 1 hour pain. Some body discomfort and hurt organs. To hold the pressure point for 10 minutes, could kill a person. This pressure point, can cause degeneration if held for 7 minutes.

Increase dexterity through the left hand, hold the left wrist with the fingers, and hold energy at thumbtip. Touch the wrist with the thumb, at the base of the hand. The effects last 1 hour or more. If you hold the pressure point for 1 minute or more, the dexterity of the body increases for 1 hour per minute.

Increase body speed through the right hand, hold the right wrist with the fingers. Then hold energy at thumbtip, press the base of the hand via thumb. The effects last 1 hour or more. If you hold the pressure point for 1 minute or more, the speed of the body increases for 1 hour per minute.

Touching the middle, of the left wrist increases pain immunity. Hold energy at the fingertip, and touch the middle left wrist for 5 minutes. You won't feel pain for 5 minutes or more. Touching the middle, of the right wrist decreases pain immunity. Hold energy at the fingertip, and touch the middle right wrist for 5 minutes. You will feel pain, for 5 minutes or more.



Void meditation

The void meditation To feel the darkness in an area and this must be in a dark area. Then think of

nothing and you absorb the calming void of nothingness. Let a soothing calm of nothing come over you. This is you in limbo and you will enjoy it to the last. To say what you want here and then is to gain it by manipulating the energy around the nothingness. To activate the psionic sense organ and know it will come.



Meditation to regenerate physical wounds

To meditate to regenerate physical wounds is considered by use of the regeneration meditation.

The other way to do it though, is to start breathing slowly in and out and thinking of the physical wound. Think of the wounded area that is, to be halted in the bleeding if any and then disappearing. Imagine it and feel the physical wound in your mind disappearing while listening to music or breathing in and out slowly, breathing in fresh air and breathing out the wounding energy. Or, say a mantra to effect for you, instead of just breathing in and out as per say to 'breathe in fresh air' and then 'breathe out the air in your lungs as you say the mantra'. Any mantra will do, as in 'Om' amongst others.



Regeneration meditation therapy

Regeneration in the human body is concordant to the salamander. The salamander regenerates itself by the modulation of energy in a certain pattern that creates the effect of growth of cut off limbs and wounds disappear. I will describe how to do

the meditation necessary at the end of the document. Due note: the effect of regeneration of the body is slight aging unless a meditation is done.

The process for humans is a little bit different in effect. When the human regenerates it starts by an activation through meditation of the words activation of regeneration before you go to sleep and when you wake up. When the genetics of the human body is altered by this meditation and thus the body starts regenerating wounds taken on the body. Which disappears within 3 minutes of the wounding after the immediance of the stopping of bleeding. The first wound gives the power to the meditation and regeneration starts for real. Then, forever after this, the wounds heal faster and you'll never get sick. There will be an upsurge of energy that will last a month until it reaches a peak and then the human body will be like a salamander in that he regenerates lost limbs and wounding with no scarring. and, he/she will be tireless. This energy peak never goes down except when the person gets wounded.

There are three stages of regeneration. The first stage is when the person only regenerates the small wounds. The second stage regeneration acquires the form of limbs coming back and the person has a lot of energy which is maintained by eating more. After the act of regeneration the body needs mass and unless your on a diet, this mass comes from food and drink. If you are on a diet, eat normally and the body will take from the fat on the body. The third stage of regeneration happens only after one month has passed and then regeneration has the form of regenerating the brain as well as everything else. This is the most dangerous form for one reason. When the person goes into this phase the person will be unconscious for 5 hours as if in a coma when he sleeps. This person will also have the ability of the cut off external body parts regenerating into another person as well as the body parts still attached regenerating on the person into completely perfect new limb.

The weight of a person has a great effect on regeneration. If a person has 250+ lbs on his body, the regeneration effect is muted and slowed. What it will do is make a person go to his optimum

weight before it begins the regeneration effect.

When the person actually does regenerate it is very painful to degree of the person passing out. The end result is a completely new body part has replaced the hacked to pieces or cut-off body part. Five hours after the regeneration occurs the body actually stop hurting.

The person has to focus on the word regeneration bringing up in mind the actual meaning he has of it for ten minutes of the meditation when the person wakes up and before the person goes to sleep in the entire month after he does the activation meditation. For more information on this read the book "The Body Electric" by Robert O. Becker and Gary Selden.

To make regeneration active for you is to sit in a lotus position and focus on an image of a key with the word regeneration activation on top of it. Then, turn the key. There is only a one time need for this and once on it is on, it is always on. There is no turning back after it is on. Even if it seems to not have done anything, this is a direct instruction to your subconscious so it actually did work. The other times you meditate on the word regeneration and what it means to you. Do this when you go to sleep and when you wake up for 10 minutes no more.

The regeneration rate is considered apart of the energy in the air and is a little math. For the concept energy is to effect a energy balance, yet its not counted except two of different mirroring forces. To determine the amount of energy including chaotic, and to get your inner joules amongst other things. This takes it to how effective your regeneration is. Its a conception that has energy used with it to permanize it, once permanized it effects physical reality.

Energy replenishment is your regeneration rate =
 $\text{regen rate} = E_{re} = E(\%) - R_b(\%) * \text{Log}(f) = \%$
 energy replenished or regeneration %, $E=37.9$,
 $R_b=12.6$; $37.9-12.6 = 25.1\% * 15.5 \text{ s/a} =$
 29.869% regen rate. A part of this is the f for time
 flow, which is to determine the very accurate time
 flow in the area, count using a verbal count, the
 time between events and actions. Count between

any three actions, use
 $f = (E * ((t1+t2+t3)/3))^3 = s/a$. Event flow = f,
 energy % decimal = E and time(s) = t. To show an
 example, say energy level is 9% = .09, $t1 = 4$, $t2 =$
 5 , $t3 = 4$, plug the values in as $f = (.09 *$
 $((4+5+4)/3)^3 = (.09 * (14/3))^3 = (.09 *$
 $4.66)^3 = 0.419^3 = 0.074$ s/a at 9% heat level.

To get the f variable, in a less accurate speed of
 time flow, of somebody or area, you need the time,
 of how long it takes between at least 2 actions.
 Divide the total by how many recorded action
 times. Use $f = (t1+t2)/2 = s/a$, like a count of 2 and 1
 with $(1+1)/2 = 2/2 = 1$ s/a. You watched a
 swordsman, he kept changing his moves every 4 to
 2 seconds. The count was 3, 2 and 4, this applies
 as $3+2+4 = 9/3 = 3$ s/a. This applied time flow
 can help win a fight.

So in the area of electricity and contained energy,
 measure the heat or look at the thermometer.
 Convert the temperature to K(Kelvin). Then use the
 cost formula, of $E\% = \text{cost}(x) = K/4 = \%$; Take
 the decimal as percent and drop the first of part.
 Treat the end result as percentage of energy
 rounded up, in degrees. Say the temperature is 86
 degrees Fahrenheit, $86-32=54/1.8=30+273=303$.
 $\text{Cost}(303) = 75\%$. Rb percentage is converted to
 decimal from $E/3 = \text{Rb}\%$, like the energy was
 75.8% it is $75/3 = 25\% = .25$, Then apply the
 power formula, $P = 75x.25 = 18.8$ W. If theres not
 enough power, then there will be no working
 regenerations.

The chaos energy as percent, chaos energy, or
 radioactive decay is Rb and a part of regeneration
 as it measures how much on an scale that you
 might decay = $\text{Rb} = \text{cost}(x)/3 = \text{Rb}\% = \text{chaos}$
 energy or background radiation. Apply as,
 $\text{cost}(400)/3 = 0\%$. To explain this, take the cost of
 Kelvin, divided by 0.333 as $E/3$ or $Z/3$. To beget
 the result of 0 percent chaotic energy for 260
 degrees Celcius. This is for the determination of
 percent chance of failure. The more chaos in the
 air, the more failure and amount of decay. Per each
 day by activity, decay can happen to an area

reflecting on you, this % can depict this, and this is an inexact measurement for radioactive decay. 30% or more means rapid decay. To get the exact chances as 1 outta 4 events, try converting Rb% to decimal and dividing 1 into the decimal. Example: 25% Rb = .25 = 1/.25 = 4 from 4 events will go wrong unless care is taken.

To tell your inner strength, you should know, a few things first off. Your inner strength is the chi, ka. han or karma. It matches the outside energies, for whats within the body, or mind, is matched outside by, the energy in strength. So what you see, and feel within, is what the outside energy matches. Since thats out of the way, we get to how to check on it. Your inner strength, is the only thing that powers your aura, and is your aura. The strength of your aura is how strong your aura is felt. Some auras are very strong denoting strong people, some are weak denoting a weak person, and some are hidden denoting a hidden or unrealized potential.

To measure your inner strength, you can attempt to use this formula. $I_j = E/xs = J$, where E = energy %, xs = exercise time. Exercise as long as you can and as fast as you can, before quitting for a break. Then note the temperature, and do a $\cos(x)$ on the converted to Kelvin, temperature from celcius. Say your room temperature that you exercised in, was 80 degrees Celcius and your xs was 360 s. $80+273.15 = 353.15$, $\cos(353.15) = 88.3\%$, $I_j = 88.3/360 = 240 \text{ mA}$. Your body would have 240 J inner strength. Just for the fun of it, your $xs = 324 \text{ s}$, $E = 82.4\%$, $I_j = 82.4/324 = 250 \text{ J}$ inner strength.

How much energy used per action is important as to how much to what you can do, for it can be calculated by the inner strength, and the time to do the action before your tired. $I_s = J/((t_1+t_2)/2) = J/s$ is the formula, $I=49 \text{ J}$, $t_1=3\text{s}$, $t_2=2\text{s}$, then apply, $I_s = 49/(5/2) = 49/2.5 = 19.6 \text{ J/s}$. Another example, $I=100 \text{ J}$, $t_1=3\text{s}$, $t_2=5\text{s}$, then apply, $I_s = 100/(5/2) = 100/2.5 = 40 \text{ J/s}$. When the $J/s = J$, then the body will feel tired. If $J/s > J$ = the body will need rest. As $J/s = \text{twice the } J$, then the body will die, for the body can support only so much

energy.



Blue rain meditation

Blue rain meditation is the blue rain colour energy meditation and can be that you meditate with an innersilence, and adjust your imagination and intention about this astral rain, and you decide what kind of emotional and energetic state you want, and you choose the colour with that opinion. It's more likely an imagination idea that's produced. What it does achieve though is to make you feel what state of emotion and energy you want and yeah, you wash yourself with it. Then think of the idea, almost the same with drinkcharge, I guess without the drink.



Color therapy meditations

"Color therapy starts with imagining the body as color. Red is for pain and blue is for coolness of the body. Imagine the red fading to blue and notice the painlessness of the area thus setting the moment in your mind and making it real for yourself making it happen. The more advanced way of doing it is focus while exercising on the parts of your body that are hurt, strained, or in your mind the red spots. Turn the red into blue practicing the act over and over and it will heal your body while you are exercising thus making the work out longer.



For protection with earth meditation

Think on the sun shining down with a white light that comes down to surround you with radiation and pierces through you. The other way is to imagine the darkness which absorbs that comes up to shaft through you and pull away what is disliked. Then change the light or darkness to expand to 3" to surround you. As you do so, the light or darkness changes your energy by attunement and you turn it, the light or dark, brown where the brown shade is a protective earthlike color that is barrier. Also available to being absorptive of evil or negative energies to effect unhurtful nature along with absorbing the damages as energy to yourself.



For suggestion voice meditation

The way of suggestion is to focus the light pink coming through you after surrounding yourself with it. Then becoming the effect of 2" surrounding yourself. and change the color to light gray with your voice as the suggesting force and the light gray field as your protection. Change it to red to cause rage where the voice or presence can cause it. The color pink can cause love or attraction. Black can absorb and suggest.



For cleansing by light or dark

To cleanse an area is to visualize the light from a star or darkness from below to surround you yourself and then enter into yourself and the surroundings purifying you and the surroundings when you do so in a circle that starts centered on you and expands outwards going a few miles down by Ben. To send it outwardly is as light energy waves or dark absorbing waves effecting negative disruption.



For raising the dead or advanced healing meditation

The attempt may or may not work with a 20 - 60 % chance, but here it is although noones done it, Visualize the white light surrounding you and then surrounding him or her the infected or dead, and scrubbing the body clean of disease and dirt and then regenerating with spirit particles. Then enter the body to actively go deep into the earth and spread into a radius to surround the body. and turn light blue. Keep the light blue auratic light on him or her until you feel a change or 5 seconds to 10 minutes has passed. Let the body change to the moment of the light blue light and feel the body heal or come to life with the soul reuniting with the body or the body coming back to an 'alive' state of being concience. If not else, then the bodies strengthened. So feel free to repeat the moment. By overuse you can drain your body. For the dead, it might help to feel the body come back to life with a positive thought and feeling like

an upsurge of positive power. Like in auratic feel, you can feel the light blue light stimulate the spirit particles of the body. And then bring back the body but thiers a slight chance of guarantee.



[Back to top](#)

Written by Skyhawk

**Source by:
Psychology idea document or
Field psychology
Pdf book "[Meditation made
easy](#)" by Steve Gunn and for
more techniques just email
info@topukpsychic.com**

**Thanks to Kio and meditation
class**

Intention of purpose in actions

This article is about the purpose of the idea itself, and then how this purpose of intention is between the effect and the idea and how it guides us. The intention is what can make this work by the intention being the purpose you have as its in action itself. The important first step is to set the purpose and intention. Its set by thinking about what you want as the idea, and this makes the idea before the action is set and what you thought forms the essence of the action. It also acts as a guide to the action you would want to happen.

It also serves as a guide by causing itself to be imprinted on the energy, as its energy thats summoned by action and the idea as its focused on. This imprint carries from the intention by the energy being programmed by your purpose being thought on or stated. This acts on and with the target that you want the effect to occur with. So the purpose of this intention is in between the effect and the idea and guides the action by itself.

Lets go into the idea of intention and how it works with psionic effects and magic. Now, it works by guiding the action that occurs, as stated above. What we know so far is that it is formed by thought. And it works as its thought of intention into the act you create because of the re-imprinted idea.

In fact, it works by the fact of it also being part of the power of will. Added to the effect of action is the effects already there that can deamplify or amplify the effect you want. What makes it stronger is emotion. Emotion is what make the effect formed by intention stronger.

So its a purpose that is now in-between the idea and effect that forms an action and this action is powered by emotion and is the power of will. Now lets explore by example what happens when we apply this.

Lets say we want to effect an idea to occur and have it happen on another person. So we set our idea as to what we want. and how we want it done. We then do actions that cause summoned energy by the attempt of the action. This energy is charged by stating, or thinking the intention of purpose in thought, and it then is imprinted onto the summoned energy. And this energy is

released by intending it to act on the person that we want to have the effect.

If its not made to effect, then it won't as the intention isn't there. But, if the intention is there, then the energy will effect and do as you want. Also, the intention can be blocked by a counter intentioned energy. When that is there, where you want to effect, then it either makes the effect not occur or it blunts the effect. So, in essence, the effect may not be noticed unless the person is able to detect and sense it.

So, in essence, the thought forms the intent and the intent serves as the purpose of an action that is in-between idea and effect. And, sometimes it makes itself manifest through summoned energy by imprint on the energy and affection of the person or thing.

Skyhawk

How to train prescience

[Index](#)

[Introduction](#)

[Automatic Lie Detector](#)

[Some About the Author](#)

Prescience is called a trained psychic ability. This trained psychic ability is often caused by the person saying to himself "I know what will be before it happens." Said person has to believe in it. Using the power of words repeatedly one can in 2 weeks to 2 months after saying this to himself everyday manifest the ability in and of himself. The person is sometimes born with the ability.

It will take the form of a detached sense of vision at least 1 to 20 minutes ahead of when the event occurs. To train it further focus on what will happen and what is happening now. Now let the vision of what will occur take place by focusing the query in words in your mind "What will happen in the next five to ten minutes?"; Learn to focus it by trying to utilize it in every chance you can. Visualize a gray wall around you as the psychic deals with a ghost or poltergeist and feel a small part of you separate with the instructions of send to me what you see in five to ten minutes in advance. Let go of that part of you and meditate while doing what you are on receiving the information sent back to you. Focusing on being receptive.

What this means be that the message could be sent back to you through someone else making the conversation and doing a confirmation to you, in a form of feedback and at the time this will seem dual purpose. Or the message could be in any other written or derived form.

This brings to mind the idea of the dire need. When the direst need is approaching, the ability will appear the most often, so try to visualize the result as you would want it to happen and impart some of your energy from you to the vision and let the energy dissipate.

Ask yourself what will happen nth minutes in advance as if talking to yourself. The answer will always be surprising and it will always be accurate whether you like it or not. As some people simply cannot accept fate as it happens because they direct a need to cause a reaction and don't expect any feedback or response to their action.

Be ready to receive the answer you get, in any form. Learn to recognize the response. When you can use this ability in a moments notice and its at any point in time and space, then the ability is trained.

To Index

To train the automatic human lie detecting ability. This may or mmay not be accurate, if it isn't contact me with the true signals. I can be reached at trashmail_2@yahoo.com or [here](#), subject is truth telling.

First, know yourself. Know how to communicate your thoughts and ideal to others. As, when you communicate respectfully, you get a respectful response back. So, to communicate easier, just try to communicate with your best that you can do and this includes your heart. But, don't force anything and wait for the reaction before you act again. This eases up the line of communication, so you may get the result your looking for.

Always remember, fire to more fire will only make it bigger until it burns everything around it. So speak with your heart, as speaking with your heart will back you up, and calm the fires and confine them. Allowing easy speaking and making a point.

Second, know the human body language. Body language is when a person creases his forehead in a conversation which means he's nervous. Holding the hand up to the chin while directing conversation to someone else is to point out that the person is covering something up or making idea. Constantly blinking the eyes can mean nervousness. Failure to keep eye contact is to seem like making a story up, but is the nervous reaction of not having confidence. The nervousness in one's voice is the person is lying or under high stress.

Third, know how the voice can hide the truth and tell a truth at the same time. To know half the truth when talking to someone is not the full truth. People often bolster the part of truth they know by making up the other half. There is a case of point when they are led to believe the truth and it is this version when information from the informant thinks what they know is the actual truth and can use this idea to bypass lie detector tests. Not many people can sense it though, because of the fact that it is a human flaw and they are not a machine.

Now, if you can get the point of that, the objective is to build up an empty force that will only detect a lie and know the truth by reading the person's mind, whence the contact is initiated. So, to foster this empty

force, say this to yourself "I will know the truth before a lie is told." Do this every day with intent. The ability will come into play at very useful times. It manifests itself in yourself approximately a few days to 1 week after the first statement of that phrase.

Then, to test this, talk to people and try to lie to them and see what happens. What you will have formed is an inability to lie, which be the price for the ability. The other nice thing is the ability to be resistant to the truth serum drug. You'll never fall victim to it and thus the ability will let you lie in that case, due to stress causing an opposite reaction.

What it will help you to see after a while is that with remaining inventive in telling the truth while not saying everything is not a lie and is a version of that same truth or a white lie. The truth that you tell can be made true. So even if you lied, you can make it a true thing.

[To Index](#)

It came to me when I was walking to the store and I saw a car pass by in my mind which was all black and knew I was going to be murdered in the next few minutes unless I hid; Which I immediately did and the car passed by me and on down the street. I saw gunshot holes in the back window and sighed in relief. I never found a reason to report this. I found not being noticed was a better notion. I found that I could predict accurately what would happen before it did for me. Call this prescience.

I then experimented and saw what would happen for other people. I gave slight warnings and the danger to them passed with the best results occurring. When I experimented and was able to do it for myself. I created a new psychic field for me called psychic event construction. It was where I could visualize anything I wanted to and it would happen. I later on in life called it magick which is a manipulation of energies outside of the body with will and intention and sometimes with a ritual.

[To Index](#)

Skyhawk

Psi Power Balls

These things are really psi balls that are 'placed' by a mental hand into your body. The mental hand you can control and make it do as you like. It acts as a normal hand.

In order to do this trick, all you need is to imagine a hand form in the air and near your body. When you imagine the hand, imagine it forming psi energy into a ball form. Using the mental hand to 'place' it in your body is by mimicking with your real hand the action, near your heart. You will gain energy back in your body. And, you may feel energized for at least half a day.

When you are imagining the mental hand holding the psi ball, thinking to it the thought, 'don't be programmed except when necessary..' and the rest of the programming is up to you. You may form the psi ball in your mental hand and state the programming or command you want it to do.

If you want an elemental power ball that projects forth the element you deem necessary to have effect another. Then program the psi ball with the thought of, 'emulate [element]', and either mentally toss it at someone or something or imagine a 'beam' shoot forth of the element it emulates.

This beam can lance forth and spear another target. What you can do to the beam, is bending the beam to your will. There is an unlimited amount of things it can achieve to your will. You don't have to use a psi ball as it can be Hara energy. Your Hara is located a few inches below your Navel and has Greenish energy.

Skyhawk

Ok, to get any package, just say the name out loud of the package or feel the effect. These packages are orgone and as-is so if nothing happens, then it wouldn't work at the moment, as it was deemed by package. These packages auto update but when started you are immune to all damages, from them. If any ever do get a hurt on you, you recover from it and no other problems. No package will conflict with another, as they can happen on another strand of reality and its not strengthened in efficiency if similiar. The wrong person will not be able to use it along with no attacking the creator of it. So, if it, the package don't work for and you don't have to worry about it. The right gene, for the packages to work, will be activated by reading this or the package description, to aid in the package casting and for it to be easier, unless already activated. Again, if you are in the wrong by the attempt, then they won't work, as the gene shift won't happen, so for the packages to work, you must be in the right of things. Now to the package lists.

New packages

Fey package; This package is gotten by stating 'fey package' and this allows you to be in human shape and a caretaker of your own things, you are also transformed into a fairy with unrestricted fey ability. You are alive for a long time or eternally, your choice. You can be anywhere on a whim, that you focus on being. In fact, when you die you are in fey energy form, any form you choose. You can appear like any form, sometimes on a whim. This adapts to your needs and causes you to know things as you need to know. To make the effect more plausible, this package causes effects to be done and manifested as quick as possible. Sometimes as though an instantaneous result, with enough energy nearby.

Global warming pack II: To get this pack, state or think 'Global warming 2'. This package activates in winter and near winter time. It causes the world to warm up and melt the ice. This uses 3 stellar suns, a black hole and several planets to fuel it. They are linked together in energy till they are unneeded. When you need it to warm up in your area, it will. This package prevents winter storms, as it attempts to break up the storms, when they are near. And, when they are liable to start happening. It breaks up extra cloud cover. The sun will seem more intense, when its working on things. This deactivates when winter like behavior is over.

As Spellhawks packages.

The magic action package; This is that which you say the name of and you get the package as an imprint to your subconscious. As you think of it or do the ritual for the idea and then say 'done' in some manner, this package will create the condition for the effect to occur, this accomplished through a 'done' somehow implied. It the package, can do anything as of any action or cause any action as you think of the thing or things to happen and if its possible, it will occur. Its like the lil things that occur to create larger events. This event is caused by this package causing the necessary actions as like the environment for the event. This is a unlimited wish effect limited by karma as it hampers bad karma and causes good events by positive idea and thought and negative events on those with bad karma or yourself if they have enough no bad karma. If an object is the target, then it will not incite or encite bad on you unless you deserved it. If you are sure of yourself, then it would probably work unless bad karma. If you are unsure of yourself it will work unless something happens to want to interfere. It won't happen if you don't want it too.

The thinglist package or thing list that sets up people if you put their name

on it or alternates with a item list mode as you the person desire. It pops up a list to the minds eye that autowrites to your directives or thought and speech. With or without a need for a computer. It'll finish itself out. Any am an em importance that is of this is to be the utmost to be an imprint to the mind.

Timeshifter package; to be use think where you wanna go then you are appearing there as if walking throug a door. you will have a choice of being a 10th level neutral ghost or a swap effect with the person, If you go into the 4th or higher dimension you can see things like the lawnmower man a physical am of doors that you pass through. Its active on mentally seeing the place and it opens the door as you want and allows you to be there in person or not. What happens is it causes your spirit to be superised and you split off you here and you there, its safer as it works and it autodefends the person. The second person can be you if you die, and super human it copies you to a new elemental you. You know sg-1 imagine the setup and activate the gate make the symbols match and it forms a physical gate for you anywhere. It is an ever reaching in time. Now to call yourself back pull on the spirit it should appear as a double or dissolve and it its killed, try to focus on it and it returns to life albeit a thought not only can kill it from the original.

Instant fix package; Say the name to get the package, its an instant fix package that will cause healing of many sorts that is necessary and repair of any object. Like you had a deep bruise, it will cause it to disappear for awhile. Included in this disappearance is the pain of it. The wound and other bad energy is placed in a far away container that is in the earth. Separating it from you by draining it from you yourself. If you find this container, it will have a bug in it so burn it and the bug to permenantly get rid of it. Ideally it may also go to the bugs, it is the pain and wound energy, that goes into the bugs to cause them injury till their deaths. Optionally you can by will plut it in another who bugs you if you wanted to.

Stop rampaging packages package; Say the name to get the package. It stops almost invariably rampagin and act rampant packages to become better behaved and makes them nondestructive. It can stop the rampage by use, idea or actions as if a hidden controller behind the scenes. It is destructable as of utmost and seems to stem the time. To be either more or less in attribute but it either has or has not one extra and cuts off the attributes one at a time till it stops.

Gangster program allows you to be the safe gangster, with a favorite gangster of your choice giving you advice. Your the man who tells others what you can do, and tell those willing what you think. It can produce any gun for you and any idea to happen as it can produce money, With the effect of weapons, it won't produce unmakable weapons. Imagine or feel the gun in the hand or state the model and it is appearant to you. It can make you like your favorite gangster so be careful as its dangerous to appear like the wrong person. This is now exrated for violence.

Mechanic program allows for making any device, or for you to be the engineer of which is choice to use any device. Any thought of the idea is autoacted on if possible and can be turned off. Think or say "turon" for on or "turoff" for off on the program butbe reminded some objects may require physical manipulation. There is a mechanics guide to useage with it.

Police program allows you to be a bit like for you to be a security personnel or policing officer of which is needed. This program allows for any model gun. When active, it places a suit around you of the personal security with many badge types possible. If you can't be a security, then it calls someone else to be security, You can get away with anything so don't abuse your power as it gives a voice control ability to control with, alongside an innate gift to know destinies. A suit is formed around the person if it activates at the persons directive. This also grants information on how to be a security officer. If you have an itch to flame then make sure you have far more than firewood around your area. You could be very good at what you do. and it could make it so that it changes people's memories the second they find out. Its all unseen as to visible input that you an of do be. Know what you input then let you go.

A police station, in the mind, is available for this idea to work. As, it drags the targets spirit, into it and the person remembers it as real. All you need is id and to pass through the door or thinking of police actions. Anti-intrusion stops intrusion of many sorts giving the person who intrudes many sudden disabilities, disabling that are temporary or some sort of twisted fate that you don't see the target. It can make you resist the control spells, and not notice the inflicting of pain on yourself. It delinks from the person mentally that is irritated and causes you a watchful feeling. For an those of unkillable or unremovable it of mazes them by using their own mind to create sorta like a perfect prison like in a game scenario or actions, Added to the the fact in is the trips and tati wacki detection, alerts as it feels it or you may set the alerts with "set alert" and name the alert with trigger. As with your choices you can add to effect but none that disable the system. For the accidental mazing it makes them unmazed and unchanged if crazed. If of an of do be. You might have to actually call the police station.

So it's something that, if you ARE caught for it, not only could you be the subject of however much 'HE'S A WITCH!' stuff, on top of the fines for impersonating an officer Not in the least its like in af of de..your basically a free and clear person without fines as they attempt to record it but its not there to a record.

Meteorcratology program allows for easily understood meteorology and weather forecasts, That also has the added benefit of being a weathermage who can manipulate the weather easily. This turns you into a warlock of chaos so be careful as it is very interesting of what could be the weather. Given from watching Gary england on ch 9.

Prescience package: This package enables the person to percieve events before they happen. Its limited to 1 minute to 1 hour in advance. It can get you outta lotsa trouble and it acts as a damage reduction for you get time to not be effected by shock and prepared for the "effect". The package activates when your feel it necessary, or an disaster is about to come.

Science package allows the user to gain innate knowledge of any machine by experimentation. A look over will give a basic understanding of any idea on security and how it works. You can draw any design and it might work for give and take a few problems. The program is not foolproof, as it can create something that could backfire on you. Its automatic and will activate as need to analyze on touch or on site with anything. It can autolearn anything and add it to your experience at will or feeling. This is the essence of new ideas. A

person can think up items to build or work with, such as new devices or materials. Thus a person with this feat, can use any material to build a machine. This feat makes the person a jack of all trades.

Space program offers space as a free shift on about gate or a spaceport like skimming it allows you to create a world as model if experienced enough, its a very complex program with 20 pages explaining it. Your body will appear in the area after a highly compressed shift in a ship the size of whatever. Imagine or feel yourself in a starship with any type of stardrive, light speed is good or ftl (faster than light). I read the scifi book section and get a ship book and read along and be there or see a sci-fi movie and your there. Wait till your ship arrives should see a viewscreen, of the planet under your ship. Then order your ship to autopilot it down. So basically go to where you want, land, go out and come back home plus your ship shrinks to the size of your desire. Its boring in space so have entertainment.

Hacking package gives you instinctive swordsmanship and computer workmanship, as its a skill gained as a feat that is ever repeatable with natural instinct and gives natural mastery to effect better. You will know just how to attack and defend with a flare, just what to do and if not you can pick it up real quickly. You can computer hack well or if not, its easily picked up. Hacking is a joy where you get away with it. This comes with a automatic firewall/icewall that deflects unnecessary mindspeak and most assaults that makes it like a icewall for nonpass mode with auto defend unless the correct things are felt or said, or a firewall that monitors everything and changes the message and attacks if chaotic or logical through chaos to be safe and not overwhelm you. Available are the filters that are self-modifiable and you define it by what language you like or want that adjust messages as per word. Auto installed is the bad word filter and antislant slang translator. Optional is the language translator with most dictionaries to back it up but you must think on the word. Getting taught the language is very easy as it allows you to understand both as spoken so you pick it up.

Disguise package allows for easily disguising yourself to better effect and it also changes your form to not disclose you. It works without your knowing except to feel the change of body. This changes signature traces and your signature as well on necessity or if found. See your shape change mentally and you will change from what you see yourself as to what you see yourself change into. When this fails in-between change then you will change back but not always painlessly. Due to the interactivity of the package you might feel fatigue or like passing out near completion. This will occur as quick as possible yet don't expect miracles. Also for sex-changes, these might not work unless you really need to. Say "switch places" to control or switch places with whom you want to control as the tracer. "unreveal" to hide yourself again and force the change in signature. Any attacks with this package gets the attack annulled unless they deserved it or unless they were wrong in intent to begin with. Any who use this to or attack another with the same package will find it inoperable to the person, but not others.

Seek and mission package allows for the person who persecutes to affect disaster uponst themselves. As the person merely has to attack or destroy to get the same at them. Optionally, say what you want for the miscreant to be affected by the mission set by the words unless their will is powerful, in which case it will cause you to deflect the attack while convincing the person

you are a friend. No one can affect the other by stating the words or commands and any suggestion is nullified if it will get you killed. Optional are the commands: stop: to stop and the person forgets what you did you were near, start: to start the program or person into a duel where there be a "no kill" rules and pause: to pause the fight where you can get away or break off the mission.

The Anti-takeover package allows for a person to be at peace with rampaging chaos around you. Hostile people will be appeased or lost trying to find you. For use, its automatically adapted to the moment for optimal service. Anti-terror techniques will keep from talking on people terrorizing for information. This unsabotages the sabotaged moment or devices. Nulling harrassment is second nature and is done automatically without effecting your death.

Perfection package causes this rule to effect you, any mistakes and your disabled or thought to be dead. This literally may enforce you to not make mistakes, with the stupid, cocky, lazy and dead rule by giving you 3 chances to get things right with disability from startling images of you being maimed and the 4th is counted a mistake. With this mistake is the seeing of you dying where you really aren't. This package will auto-on and auto-off at need if you feel its not necessary or if its an intentional act.

Judge package creates an inner ability to understand rightfully the laws of the area and to judge the action with intent. To be taken realistically you can be anyone judgeliike character ae any you know or you become judgeliike ae likeness. Anytime you think to use the judgement against a person for a vendetta you will be taken as being unlawful unless deserved. With this package you can project the mischievous into a courtroom and will react as a normal court. This package cannot be used against someone whom has it too unless they are criminals that are guilty.

The assassin package will let you become able to survive the assault of assassins with ultimate expertise of assassination styles. All assassination attempts are undone on you and at the time of attacks to make you appear immortal. This is with a gun or other weapon that is more deadly than a gangster gun and with silencer if gun form, most other weapons are poisoned and have more deadly effects. Martial arts are easy but your no expert unless you practice along with long range distance attacks. The long range attacks include mental takeover with the word "usurp" or "takeover", poisoning, control, terrorizing and force manipulation. With no effect from you, the program calls an assassin to compensate for your lack if you fail only if you need one. When you use this, you won't kill those unworthy of death nor hurt them.

To use, feel the gun or item form in hand and its there, the others are au natural with a turn off switch that allows for stoppage of package results. Imagine the switch and turn it to off position, its off but not if needed. Due note, the takeover will not happen because the person did nothing wrong preventing unnecessary takeovers. This doesn't allow for intrusions and undoes damage to others by not allowing you to hurt unnecessary those others. This will disallow through anti-terror techniques, to not give free info from terror attacks. Disguising the technique to keep you safe and unnoticed that is used in this or most other things, of your actions. If the person is unstable then it prevents the instability of the moment and forces stability.

The neuracannula package allows for instant computer access that is based in a mental room that only you can access, it autojects or dejects the people that aren't supposed to be there unless you invite them. Think or say "access" to gain access and it sounds like any silent modem and is dsl or cable as desired that is free internet. Visualize yourself in a room and sitting in front of a computer. Just sit down and use the computer with parts appearing as necessary for repair and upgrade. The area has a scanner and other paraphernalia you think necessary as well. When you're finished, you will have used the net with no suspicions and probable understanding, yet not having been found as if a natural and neutral habitat that is concealed with a firewall that's always on, and the room has grey walls with pink and light purple patterns for concealment. You can leave the room with equipment as needed and the devices will be detected not on you.

Channel sifter package allows you to know what's on before you see a guide. This uses a little of your spirit to shift through and "live" the program, yet you can't just live a little of it, you have to watch it to see it and appreciate it fully. This spirit is undetectable as it's gray shifted or black shifted to protect from harm on an instant and invisible, yet you get the meaning of it. Usable automatically with feeling or necessity and it makes for use on television, books, movies and explored by Anita Philipp; websites. Basically, allowing for any subject matter as you live with the memory usage of it.

Travel safety package renders impossible to kill the group travelling as it autoworks and uses the weapons against the foe or things stop working. Thus to focus on travelling to get to location, activates it if it doesn't turn on by itself. It auto offs as well so you won't have to think on it. Also is the effect of making it impossible to hit or hurt you. In travelling is the autonavigation effect and ensuring of reaching the destination unharmed. It makes the person unrecognized even up front as intended by the user. This includes autolocation with always knowing where you are along with the direction you are in.

Anti-flunking package auto-adjusts your work as you do it and unnoticeably with a grey field tinge energy, taking from those who are willing except from those that might attempt to hurt you. The ultimate effect is get an A Average on a test. The need to study is necessary for information and is stored as innate knowledge and filtered for bad results unless proved right.

Oger transform package gives you the ability to clone at will and with a wish that is only needing feelings and/or voice directives. Along with the package comes spell inner ability and a magi inner knowledge. You become the source that mimics any source, on activation by feel and necessity.

The oger package works automatically yet gives your body unlimited shapechange ability. On first time use the package changes your skin to golden and your hands and feet, to six instead of five unless you don't want to change form. This won't change gender on you unless you're wanting to by imaging the form in your mind from the body you are in. Alternatively change shapes by feeling your form change and see a picture to cause a shift.

This is your true form after the form shift and afterwards, you're practically immune to death along with the effects of demons. Warning: this package will

make you cocky at first and somewhat a disputist to knowledge that disagrees with you. So with this rule of stupid, cocky, lazy and dead; remind yourself to be sane and understanding your actions to avoid death. Simply remind yourself of the things you did. Also added in, is a mastery of any technology and the ability to make anything of tech if the parts are there.

Alarm package allows you to use a spell trap in the act of someones intrusion by tracking and reporting the persons activities to those of authorities. It reverses or dispells spells that do destuctive or disruptive things cast by the attackers and the attempt to kill you with your gaining the ability of the killer, and forces the persons weapon against themselves. Any wounds disappear except major wounding with regeneration and death goes away. To set alarm say 'alarm' and to unset say "unnalarm". For those unkillable or unremovable it mazes them, Added in is the trips and detection, alerts as it feels it or you may set the alerts with "set alert" and name the alert with trigger. As with your choices you can add to effect but none that disable or the system. For the accidental mazing it makes them unmazed and unchanged if crazed.

Thief package is allows for you if to be an no ultimate thief that is of very good nature. This is a natural ability on use and makes it easy to do a theft. One cannot steal from a person with this in effect, You can use this to pickpocket and also understand how thieves work. It can be turned off by a word meaning off and on by a word meaning on. There is an undetect field around yourself that is gray-black and I added in a crystal polymorphic shield. This can be a very positive thing that makes you feel goood when on. It comes on if its necessary and off with no danger. Along this line line of thought you can lie very well. To the aim of scoping out a place I gave the person who uses this a spying ability, you can use anything to scry with or know by othersight what is occurring. The thief package allows you to steal energy and ability or restore them. Use a holed coin or a curled finger and feel the energy of the intended target enter you. Along with the foe or object energy comes ability, to return it use the same technique with the idea or feeling of energy restoring to the thing or person.

The psionic package gives the package user a head start in psionic ability of many types. These types are any that would be desired like omnipotency, telekinesis, teleportation, psychokinesis, telepathy and others with possible others along with a small tutorial mentally on how to do it. This is an addition to your ability as it is even if you had ability already. Just focus on the ability and it will occur that you can use it. Due note: they don't appear immediately or occur automatically as it has to be practiced with. This cannot be used by those who would kill with it except for defense attorneys.

Wormhole package allows the wormhole weapon effect with saying "weapon" of death by void singularity that looks like a fire ring and effects by destroying everything you want to target. The containing effect field is summoned by saying "contain" and contains anything of item, body or mind or spirit. A wormhole transfer field will shift a person through transplantation and walking into the blue field, area ring field that you get surrounded by or an invisible teleport that can make you sick to your stomach. For protections and preservation say "preserver" to cause a wormhole effect of auto deflection by magnetics and sustaining of the item or person, all the while it looks like a blue field. For a destructive field use "destrukt" and it destroys the object

or person by a fire wormhole around the body. What ends this field is a "undestrukt". Say "shifts" to make active and it will know of the person. The cut-off effect started by saying "cut-off" where the efficiency is forming a ring to cut the area with red-fire or blue fire and cuts the thing or person to pieces, anywhere on the body. To cancel the effect say "cicl" and think on effect. The visualizing of a hole in your hand will cause upon raise a voidal wormhole considered a void tunnel. To contain say stop and let it fade.

Necromancer package gives the ability to do necromancy at a whim and raise with the right gesture and phrase. A specialty is to reanimate and then regenerate a dead body for your best needs as explorations. This body acts like a living body but with your will and mind and with regeneration. To use say "likeness person" at the person while feeling and thought of where you want it and you will have made a personal likeness live with the thought of the body anywhere you like. Otherwise just feel and want the necromantic act to happen with it occurring. Bringing back other people, has a 50 - 75% possibility to work. Say "ashes to ashes, life to life", "upbringing" or "death to life" to raise the body while touching the heart spot with two hands. Then they are granted separate sources to keep with as made from "void and negative". This grants you a life manipulation ability as well. To kill them off quickly feel them dead or say "kill now". Thus in efficiency you are a "lesser path" magic user who can change people from the inside out with a gene change, effect as well with other things. Thus your given a palemaster feel and look with death manipulation ability and life manipulation ability. Due note note, only when necessary will you control spirits as well even in the body. With necromancer we see pecc activity.

Destruction package makes destruction happen if possible of any sort desired. Active with "destruct" and deactivate with "undestruct". It can irreparably destroy those it desires. This package cannot be used against the other with the same package.

Anti-destruct package allows for restorations of destroyed things at a feel and any gesture you desire. The disturbances will go away with a will of "go away" and the destructions will stop if they happen. Thus the idea that you have or what you say will undo damages if focused.

Walk-in package allows for you to form a room or parlor by visualization or feeling yourself in it and you walk into the room. When in the room sit down or lay down on a placed seat or on the ground. Then think of the person by stating the name and you will attempt to be in the person. During this time none may enter to destroy you yet a friend will be able to save you only if you allow by auto-drawing them. Let the person go if you desire and your room disappears by efficiently feeling yourself leave the person's body. It's different for every person and the room can be used for resting or hiding. If it's counted intrusive, then the package stops with you back in your body mere moments later.

Infiltration package has you expert with makeup and shapeshift ability as you feel it necessary. Then the skills will be there too, but due to the form never really alters. You will have to act and this package gives you a natural grace that accentuates your skill. This activates auto on and off as you feel the need.

Antipackage package: The antipackage package, This will cause destructive forces by other packages to be focused on event, to abate on you with non warning to them who assault. Those attacks that are deserved by karma actually get through unless you are pure of feeling. This can temporarily strip the person attacking of packaging used. This may not be misused for revengeful purpose.

Dummy mind package allows for people to get dummified if they are not repairable mentally with the saying "dummy". This eats the mind from the inside out if they are hopeless and mentally insane. To create a dummy mind that acts like a sane self of the person, and won't go beserk under pressure to yell out unless it has to. Yet they are concealed and still accountable as themselves with reports to the holder of this package much like a golem will strive at command. This dummy mind has propensity to survive even torture with anti-terrorism to keep them from revealing you. If you are mentally crippled then it repairs your mind if the package doesn't repair or is blocked. This mind shifts to another if the body dies, usually to "usurp" to killer. Any attempt to dispell gets death of the pursuer and strengthens it. To unconvert say "unconvert" for the mind to be restored and so you can undo mistakes.

Sentinel package sharpens all the senses of the body except the eating habit. It forces weight loss to a more muscular self. Your psychic ability is sharpened and hunting skill is made possible to allow for capturing prey or decontamination if spills.

Intrusion package makes to intrude on those who are deserving it to your standards but won't override the anti-intrusion. So if the person was very bad and insulted you out of harmful spite. It would flare and mentallly take over the mind to control but not kill. Leaving victims without knowledge of it and erasing them of the attempt. The feeling leftover is they are disturbed, and they leave you alone without feeling the need to attack. This won't work if you intruded first and won't flare if your evilly using it.

Create package lets you do the necessary steps easily for memory and experience, copying into a package. Thus use is as think on the idea and say the idea with package appended on. It should create it within seconds or less and make itself modifiable to the creator only. Like psibas for psigas .

DM package will give the person mental control over the entire area and grant omnipotency, to allow you to manipulate the people without being noticed. The feel is what tells you is right or wrong, with the good feeling being hotness and the bad feeling being wrong for you.

Server package that sets up a server of many types, with the event of you you setting the rules. It works as you'd want ae sample commands, "start" to start the program, "setup" to set up the program" "restart" to reset the server, "pause" for the pause of game or server, "poser" to pose the picture of the player you think on, "tail" to trace the player, "secure" for security of shares and policy, "add" to add in commands, "unadd" for removal of unnecessary or bad commands and "fixx" to fix the server and auto deny the bad players. This could act as a computer AI that takes your commands without notice. Only qualified personnel can really use this and whom understand general server setup.

Limit Pusher Pack by Ben is a Multi-purpose package. All parts of the package are automatically activated/deactivated, accordingly to what the user needs at the moment. All parts of the package are automatically modified, accordingly to what the user can handle, what will not harm them, what is needed at the moment. The contents of the package can only be tampered with by the one who originally began working on it -- Me. (It is optional, whether to use this package or the Limit Break package, both made by Ben - Though, Limit Break is more up-to-date.)

Astral-Physical Modification connects the Astral and Physical bodies with an impenetrable link, though allows them to both move freely about as needed, performing separate tasks at the same time. All negative emotion from one to the other is blocked out. What the Astral body feels/sees/hears/etc, the Physical body will feel/see/hear/etc.

Mind Modification/Addition expands the used percentage of the mind to a point that the person can handle, yet more than what would normally be used. It will block tampering from harmful sources of all sorts.

Ability Modifier; the package will be able to push the limits of the person's abilities, to a point where it would be controlled fully, yet would be able to take on just about any challenge they are faced with. The package will basically browse the internet (undetected), for Magic-type sites, and it will draw in only the helpful information (documents and such) (viruses will be blocked, yes yes) on Magical abilities, and will make the person feel as if they have personally experienced said ability for themselves. The intake level of information will not be harmful, nor overwhelming, it will be limited to a point where it can run, undetected, in the background thoughts of the person. Upon feeling as if they have experienced it, they will understand the ability, they will be able to perform the ability, and control the ability. If an ability has already been experienced once, it will not be forced to be experienced again (by the package).

'Idea creation focus' package: You can use by stating its name with intent to get it. That makes focusing more easier and makes for you effects that you want and need, unless unnecessary. Till you don't need it anymore. The package also fixes your problems as they surface. Its intelligent, so it stops when it deems things are right with you. Try doing magic with it and it makes more potential energy be in effect. It also keeps ya in balance. It leaves part of it self active, the keep in balance part. And, if its needed, the fixing your problems part, sometimes before they occur. What you want to do is practice at least one magic action each day, to feed the package. As it gets its energy from four suns and several planets and also objects, but it uses your energy you expend to help gauge the balance you do have. This doesn't repeat if you don't want it to.

Weight program combines best known methods, using various idea and Ben's idea to lose weight at a reasonable rate without damage to the body. This helps you eat less of what you take in by a eating repressant effect. According to the weight documents and idea of doctors and this includes water treatment, the energy pattern will adjust your weight to any shape you want given the conditions are desirable in an instant.

If not instant, then be patient as patience wins out. The usage is to feel the

desire and its auto-on or auto-off as in feel like losing weight and you lost the weight as if several "lose weight" will have been said at least 10 times.. Feel like gaining and you will but the more weight, the less loss per minute or every 100 pounds (not english money) but you stop gaining at a safe weight. The weight problem is held that you bring yourself too by auto-motions unless necessary and is dropped to what you want on the feeling of it, as this can be used for acting thus some actors roles require a larger weight.

So use this with caution as it can do extreme damage. The program will auto-off for misabusive behaviours of it. The program will attempt to balance so it might auto-on if you ate too much, and all but 5 minutes exercise will lose the weight. This makes your metabolism through psi and feeling the rate of your desire higher or lower. When the program should be working such as your weight is spiralled out of control, and isnt say "weight enhance" then say "down weight", "hold weight" or "weight up" to force the weight to oblige at a cost to stamina and stops when its safe. When you start to overeat, you gain a bad taste in the mouth causing you to feel disinterest in eating This has been dismissed by will and a person can eat more than is needed but at great stamina cost. At times the program can take weight to create it as muscle, yet this is when you meditate on it or auto-on and auto-off at need. All the while your body is changing weight, the weight seems natural and your reassured that your body is perfect. With the package is the auto-replenish package that works with it so you won't be out of resources.

Language package allow for any language to be understood for you to make a response thats partially understandable. Using any dictionary of language to reassure yoo of the response. you can auto respond and get some better idea. If you never heard the language then it allows for auto-corrections or keeps you from saying mistakes. If mistakes are made then it will help you understand it.or get the phrasse in other manners. If all else fails it gives you the right to telepathically learns the language or you telepathically speak. All this undetected and very unobtrusive with anti-trace, and this is auto-on and auto-off except when you want to turn it off. Thus feel the effect turn off or on if its not that state already. Using this package increases your intelligence.

Sex package allows on saying "lady" for any female to be enhanced to the degree of increased intelligence, enhanced form of beauty and epidemic control. The epidemic control gives them disease recovery ability that gives them ability to act Dr. mom amd an innate ability that might be like regeneration yet this will regenerate even the brain. The emotion won't go up when their crossed for defense yet remain calm when unbitchy if nothing to fight on yet the hostility genes are muted. Due note their is a possibility to become pms resistant and your given birth control to be sex resistant with no child unless desired, If pushed comes to shoved or goes too far they are resistant fighters but even then know karate or other martial arts suited for them. To gain a new martial art say "I will get [martial art] as part of my defenses and assaults." On gainance of this package your fat turns to muscle in an auto-on and auto-off moment. It might seem to be weight gained but only by the amount of overeating retaining no fat. Simple exercise will take the weight off of any sort. Any female form desired becomes you yet its auto-maintain when its achieved without you not noticing except to loose interest in shapeshifting till the form is done, and they have to choose it from what they see including naming the person or draw or to unbecome the chosen form, simply unchoose by choosing your old form, and you become your own form. Achieved by shapeshifting, body

manipulation along with food intake control. They are able to effect emotion striking as a powerful weapon to evoke any emotion desired to get self satisfaction and a result to which they wanted. Throughout this their mind is their own. This will turn a man into a woman without loss of sex organs, yet the sex organs simply shrink and are unnoticed while the male turned woman gains the ability to have children.

Saying "gent" makes the person male unless their already male and gives the person more maturity, intelligence, slight testosterone increase making muscle and adrenaline control easier with slight weight gain. No spasming possible and the aggression tends to go up with memory effects to "remember" a moment of niceness or how things might be to check the aggression. There will be a slight mass increase yet its more able to manipulate your muscle growth through exercise or work-outs. No pain in the gain or loss as you see fit. There is on overeating a take the excess to muscle formation and no fat retention. Due note: this package can change females to male and the weight effects are only on your desire. To turn back deny the package and it undoes itself. Simple exercise takes the fat off and adds to the intelligence and muscle. With this effect gets combat training and its built-in as if you went through the army. Martial arts are natural to you and yet you may gain a martial art by saying "I wish to gain [martial art desired]." It will be as if you trained in it and all thats needed are classes to practice them. Desiring a male form lets you get the form on choosing and or saying the name that you know him by including their weight. This won't activate if its for the intent of communication. Men gain the advantageous insight to dating women and with less mistakes, by guidance of the subconscious.

Due note, again their is a possible chance to turn males into females with the males private part turn off and dissappeared into hiding unseen but both females and males get an option, the hermaphrodite choice. Say "hermy" to do the effect and you who are female might gain a dick while males gain female formation along with the dick. Hermaphrodites are ruled by the gods hermaphrodites the god of neuters and dionysus the two faced god, just so you know what gods rule them. With the hermaphrodite transform you gain greater streangth than females but maintain your strength if male along with a enhanced ambition. Along with both males, hermaphrodites and females your ability to manipulate increases with resistance from other manipulation. A peacemaking ability comes about from improved weapons skill along with psychological understanding ae you know innate psychology and reverse psychology as a gift and when to do it. Finally, their is a omnipotence through the spirit-that-goes through-everything as in the book "the way of the scout" by Tom Brown. After this transformation you will be proud to be called "babe" or "man". The effect of conflicts are treated as forgive and forget with self psychology and shifting off pride unless its unavoidable or you have your own way. Now their mind is unsnappable due to pressure and events or statements. Instinct is worthwhile so its reinforced and heightens your thinking process. Finally their is an innate art ability that is considered psi-art and can manipulate any one scene if they make it as an art form. This includes drawing and pottery making, yet also allows for magic and mysticism. Acting ability comes into play on necessity that seems natural and learned. At any time this package auto-turns off if you no longer desire it, but sometimes or auto-ons if your desiring it.

Adventure package makes use of anything thats available to effect the defense

or offense for yourself or friends, yet you will not attack yourself. This adds the necessary weight in muscle to keep your survival up and afterward the excess loses itself. It can mimick peoples fighting skills and gives auto-adjustments to the statistics as in effecting intelligence as you would desire or adding strength bonuses at need. This gives you mastery over weaponry of many sorts and its innately embued as from how the weapon was used before. This grants at need a defense modifier to your body in the form of ironskin that is supple, barkskin to make you hard cut through, or stonskin that creates hardness and makes attacks not hit you. Before these are used theres an natural warding modifier to your aura and soul that gives you an advantage by reading the minds of the opponent along with sending away hostiles with nightmares, and a charmspell (friendspell) for those else that leaves no trace to the mind after it fades. This warding deflects unabsorbed energy assault with mind control to alter the attacker and make him neutral along with warding away dangers. So you get no enemies while getting away with alot of things. The package gives unnatural ability to the self-projects focused on and the project is improved. Blue magic ability is done along with taking overwhelming odds or assaults or normal assaults as energy to allow you to use the energy and keep the spell cast as innate-ability. There is auto countering with the effect or not noticing the spell as it gives you strngth and ability. Imagine the song playing and it will fit the situation only to mute the emotion not allow it to control you as in any listening in. So as long as you listen to the music your in control of yourself. The song stops playing when you want or start/stop on encounter to the finish.

An auto bless of yourself and items as needed and auto polyfireshield of any element desired with you grounded to void and any other element. When you get physical assault that cannot be diverted along with your unable to defend, you get shifted and untraced to an area similiar but no assault. Tactics are very useful as its gifted to you from innate and uninnate sources. Poison leave the body by natural poison resistance and peeing, or dissoluted by water and it acts like food to retain stamina. If you need to eat, then eat with regaining full strength. When your not defendable with no shifting ability then you call friends to aid or run away under a invisibility spell auto. Bluff ability is improved along with hiding skill and made so you can lie through your teeth, hide in shadows or plain site and under truth serum you detail perfect white truths. For armor you gain a biosuit effect and each function is self-designing along with perl code ability to create function or just use english. With the suit you gain regeneration abilty and an auto-morph weapon that you make by visualizing it or not noticing it there to dismiss it. Monster lore and nature lore is there to work for the user of this package enough to make maps and make good choices in the land. The move silent skill is reinforced by effect, monk and ninja skills to allow more efficient control of body.

Auto-replenish package replenishes automatically and when you need it to of lost items and thigs you desire. It auto-copes and may enforce good behavior unless you are naturally following a acceptable pattern. By afflicting the mind with startling imagss upon which dissuade without violence. This is to get stuff and remove hstility before it get out of hand by keeping things like mistakes from happening. If forced to do things against your will then you spread this package like a virus to others. The self-unrecrimination and postive adjustment effect to cause positive upward spiralling and destructive downward self-balance effects by feedback loops and memories. With this replenishment package you get a clean colon and liver by the necessary water

amounts taken in magically or psonically.

Mastery package It guides you in the art and it allows for psychic/magic/weaving by being a self tutor at need.and you are able to gain the effect as need be without trouble and without much time. A person otherwise controlled will not be if they have the package.

Anti-chaos package will kill any chaotic being and chaos in the area. Converts the chaotic being from chaotic and causes it to serve you otherwise but you have the option to free it. An attack to you by creatures and their converted to slaves with always something to do non harmful to you, even if you don't give them things to do.

Chemistry kit is a kit of chemicals to use as needed, they form from ether or void the element substance with knowledge of chemistry as from available resources forming as shadow substance unless solid. If none, the user can look at a chemistry chart. which appears as a floating chart with the stating "chart" and the chart gives the depiction along with the long name with what it does of the element at need.

Alarm system pack allows you to use a spell trap in the act of someones intrusion by tracking and reporting the persons activities to those of authorities. It reverses or dispells spells that do destuctive or disruptive things cast by the attackers and the attempt to kill you with your gaining the ability of the killer, and forces the persons weapon against themselves. Any wounds disappear except major wounding with regeneration and death goes away. To set alarm say 'alarm' and to unset say "unnalarm". For those unkillable or unremovable it mazes them, Added in is the trips and detection, alerts as it feels it or you may set the alerts with "set alert" and name the alert with trigger. As with your choices you can add to effect but none that disable the system. For the accidental mazing it makes them unmazed and unchanged if crazed. This uses the Anti-takeover package allows for a person to be at peace with rampaging chaos around you. Hostile people will be appeased or lost trying to find you. For use, its automatically adapted to the moment for optimal service. Anti-terror techniques will keep from talking on people terrorizing for information. This unsabotages the sabotaged moment or devices.

Nulling harrassment is second nature and is done automatically without effecting your death. Using Anti-destroy package allows for restorations of destroyed things at a feel and any gesture you desire. The disturbances will go away with a will of "go awa" and the destructions will stop if they happen. Thus the idea that you have or what you say will undo damages if focused. The Anti-takeover package allows for a person to be at peace with rampaging chaos around you. Hostile people will be appeased or lost trying to find you. For use, its automatically adapted to the moment for optimal service. Anti-terror techniques will keep from talking on people terrorizing for information. This unsabotages the sabotaged moment or devices. Nulling harrassment is second nature and is done automatically without effecting your death. Disguise package allows for easily disguising yourself to better effect and it also changes your form to not disclose you.

It works without your knowing except to feel the change of body. This changes signiture traces and your signature as well on necessity or if found. See your shape change mentally and you will change from what you see yourself as to what you see yourself change into. When this fails in-between change then you will change back but not always painlessly. Due to the interactivity of the package

you might feel fatigue or like passing out near completion. This will occur as quick as possible yet don't expect miracles. Also for sex-changes, these might not work unless you really need to. Say "switch places" to control or switch places with whom you want to control as the tracer. "unreveal" to hide yourself again and force the change in signature. Any attacks with this package gets the attack annulled. Any who use this to attack another with the same package will find it inoperable to the person, but not others. With this in mind this system auto-cloaks people to give protection to people needing protection. Creates intruders into other forms as needed including valuable items.

As the Master control pack gives any package it chooses to be good for you to have as its choice based on your mindset. This will deactivate any unnecessary package, pack, program, kit and alert the package user with a heard tone or beep and the name starting with unn. If you desired none then there isn't any to deactivate. Any misuse against the creator or person who created the package is immunity against the assault or if not possible, deflection to the attacker for the person who created it or helped make it.

Convert area pack makes you an expert with makeup and shapeshift ability as you feel that it is necessary. The skills will be there too, but even due to the form, never really alters. You will have to act, and this package gives you a natural grace that helps show/bring out your skill. This activates auto-on/off as you feel the need. It makes it possible to intrude on those who deserve it to your standards, but won't override the anti-intrusion. So if the person was very bad and insulted you out of harmful spite, it would flare and mentally take over the mind to control but not kill, leaving victims without knowledge of it, and erasing them of the attempt. The remaining feeling is that they would be disturbed, and they would leave you alone without feeling the need to attack. This won't work if you intruded first, and won't flare if your evilly using it. To do a takeover, say "do it now", and the next part of the package will start. To stop the takeover say "stop it moment".

By erasing or scaring the creator or owner into working for you. It will suck their life and kill them, if you don't get control of them. Otherwise the peopleless planets and system are found and used along with ignoring the aliens in the area unless they make a fuss and then they are erased of the usage excepting information they can build devices with. You have to know the way to avoid their anger on the issue, and this idea is achieved by you getting the knowledge of how to do this, since it uses their strength to fuel you and fuel a multi-particle poly-ice-shield. The poly-ice-shield uses their attempts to control you against them, unless it is to help or unhinder, freezes attacks and then leaves the person with no memory of you after unfreezing, and even lets you become invisible to trackers. Voice quests to find you by enemy attempts are ignored.

The spell attempts to make you not talk to the enemy about secrets (or of people giving away secrets) of yourself. Enemies don't find anything to tell or no info to give. This adds and makes happen a two part spell of creating a monster that is almost undefeatable, the monster of nightmare given flesh in a non-existent form to serve you discreetly. This monster can control thousands of beings, and without help, but the idea of it is a non-existent being that scares people if they realize that it is there. It forms into any form, but it won't touch the planets that it doesn't have to be involved with. The creators don't mind the suns being used if they are given credit like nice things done at

their request, so people won't mind as they are given auto-credit and things are done for them as they might be left unaware. Except, of course, those nice things that might destroy your projects, so a good excuse for a reason not to, is always worth formulating, and offered at need with a good chance of happening many times.

With this spell, you take over planets by a matrix effect, or their source(s) with the owner controlled, or not even noticing, and unaffected by the usage, unless they are indecent or despised, but not if the package is owned, or used by another, then the creator is immune, even to unimmunity spells and torture unless doing evil without a cause, but the user is redirected to another source to control. The spellcaster/package creator isn't assaulted, and none will be concerned of his activities. If people are doing evil or destruction through evil impulses, then there are nonexistent patrolmen beings given flesh like the nonexistent flesh monster who act like matrix guardians and serve the public interests, but can be worked with by proof or notions that prove you not guilty. Users of this package do not get touched, unless doing evil intentionally; by police or the guardians and they protect the user or creator from harm.

That's when this package changes your hurt body area and, preserves you in a cyrokinetic-type cold polyshield cryogenic field while it heals and regenerates your body. Optionally, auto clones from your body that are unhurt and not turnable unless by the original's will.

Ben's packages

Charge the ritual, Drink Package To get the package, say the name of it. Basically, this package charges the drink that you want it to, with the properties that you want it to. To activate/use, think of the drink you want to charge, and imagine a stream of energy going through it. Think of the properties you want it to take on, and then think 'activate'. It will charge nearly instantaneously.

"Its a Disaster Prevention and Recovery" package: Say the name of this package, "Disaster recovery and control" package, then think 'Activate'. The activation package uses 13 suns and links them near the middle of our galaxy, along with 8 planets (though they are unliveable to people), using energy from those to cancel out any disasters in the area. It auto-searches for disasters to stop undetected. It uses a method of cancelling out Tsunamis as to effect energy walls and holding the water wall in place and draining the water energy and other disasters that involves, basically, placing energy trails or walls to stop or buffer earthquakes, that keep the earth rubbing plates, softening the quake, and cooling down volcanoes, nudging the disaster to be undetected or diverted.

This package also boosts spellcasting ability, as well as psi ability. The energy that is gained from this package also allows for easy weaving. It also prevents abusive/harmful things from happening, through prevention and memory surges. It also protects against harmful things happening to humans/animals, by, when they are drawn out to sea, they are pushed back up to the nearest shore as quickly as possible. It protects, as well, from excess damage to terrain, by, when any terrain is washed out to sea, it is pushed back, as soon as possible, to the same place that it originally was, before it was washed out. The suns create a ring, to cause an energy gate, to draw energy from the energy plane, as well as restores items to new condition if they were

broken, or worn. This package lowers the purchase prices on things that the person buys, while warding off trouble from the person. The user of this package won't get burnout or too much energy as it turns most to the prevention, yet it supplies the user just enough and won't destroy areas.

Calmness in Chaos package; Say the name of the package to get it. A gate is already powered by the Earth's core, in the Earth's core, and auto-seeks out the top 3 chaos-infected areas on the set planet (earth, at the moment), and drains them of Chaos (to a degree where it does not have any negative impacts on the surrounding area), and is sent into a far-distant sun. Can be applied to another planet if needed/wanted. Simply say "Activate", while thinking of the planet, to set the system up on that planet.

Recently combined is a package with this package. Sets an anchor double of you, to attack the cult, Illuminati and hostiles (though it leaves the nicer members living, those who help others and such). It uses false energy signatures and ID's, and even uses the criminal members one against one another if needed. When the cult, Illuminati and similar attempts to attack you, they fail in doing so.

Apprentice Package: To get it, say the name of it with intent to get it-- "Apprentice Package". Makes it 3 times as easy to learn from people (bad influences blocked) Allows the set "teacher" to link to the 'apprentice', and allows the 'teacher' to send such things as abilities, energy, and/or knowledge. Allows for sending, as well, suggestions to the subconscious. Allows for control over all abilities-- Will never get out of control. Increases ability, from a minor to major degree.

Attain tri-drone immune package, Tiny beings which are much less dangerous than nanobots (in that they will never harm the host, no matter what the circumstance) survey the entire body at all times, looking for any illnesses to destroy, or anything to fix. Before changing ANYTHING, however, they will make sure on what is supposed to be where, by reading the individual's entire DNA structure beforehand. Once this is completed, the user can enjoy freedom from illnesses for years to come. I, myself, have not been sick but once or twice in the past year or two since I made this. And to get it, say "Attain Tri-Drone Immune Package" or "Tri-Drone Immunity Package" No effect syndrome while attempting to receive it'.

Limit Breaking is the art of pushing your limits as if they are not even there. This package is to emulate a limit break - The only difference, is that it is much safer. If gone unchecked, a limit break has a possibility of being deadly. This package regulates this, and makes sure that it gives you only what you need to be your most effective. It will not be used, even if it is activated, when you are standing, sitting, laying, etc in a relatively stationary position - However, when you decide to pick up something which you would not be able to normally, or fight someone who you would not normally be able to, you will notice that there will be much more force behind what you do. Natural resistant, shall be upped by every act and resistance to this package is more and a more possible.

WARNING!!!!!! : This package is NOT recommended for long-term use. So stop usage after a bit. Not to be relied upon. It will cut out entirely when it detects directly it will get better and in your use that you are reaching the point of passing out. It'll try to and by sustain your energy level.

To get it, say "Limit Break Package" while attempting to receive it. It's constantly in effect, when you need to do something you couldn't normally - There's no trigger on/off words. (It is optional, whether to use this package or the Limit Pusher package, both by Ben - Though, this one is more up to date.)

"Non-Existing Package" Imagine two orbs floating in a space which technically does not exist to activate, and with a connecting line between the two of them. One of the orbs represents you or the object, and the other is a storage space. You can store anything there, from energy to objects. You may even branch off separate storage sections for different objects/types of energy, by imagining a third orb connected to the 'you' orb. Merely imagine the objects/energy moving across the link into the space, or out of the space and into yourself or another. You can have anything represented. Am em.

Combined focus pack and packages

"SafeShield Package" This package prevents the host from being damaged by using too much of their ability at one given time. Normally, when one uses too much ability at one time, they are damaged Magically, but this package prevents it. It brings in energy to heal the host, as well as enacting Aether for the effect of not needing to heal in the first place. It also uses the Non-Existing Package, making it so that the storage orb has an infinite source of energy, which the package draws off of for the energy which is used to heal the host. To get this package, say the name.

"Autoreduction package" To get this package say the package name. To reduce an effect unless needed by desire. This includes any effect and hand signs not necessarily needed. This can stop the effect as it occurs and as if it wasn't needed unless there's desire for it. The effects hinge on desire and no desire by means that there will be no effect, when based on need alone. It's as if an energy field reduces the effect through static forcefields that reduce the overall effect by 25% each split second. At most, it reduces the effect by quantified effect where 1×10^2 of energy force times the effort at hand to be nullified by an equal to greater amount of force in seconds.

So 1 second is made up of 100 milliseconds, and then 1 split second is 1 millisecond. One millisecond of activity can nullify anything. Static fields is what this is called when active and can, by the force of effort, make anything disappear or die down where need overwhelms desire and vice versa. When this happens, the effect naturally stays. Usage could be to reduce food intake or reduce weight. The equation is thus need in secs/desire in seconds-amount of energy per millisecond quantified. Despite this need is not desire nor does it equal out unless it is a rare occasion.

"Naruto Package" (No hand signs required. But you can use them if you think they make you look cool.) This package it's gotten by saying the name or the part name after saying the name. If you think it's not common sense after reading the rest of them, then it might require studying and devising on your part. This package allows you to use various abilities from the Anime, "Naruto." This package uses chakra as chakra is from the chakra points but they don't depend on stamina as chakra energy is from your hara and stomach that's channelled through the chakra points. As it's for higher consciousness and causes higher vibrations that seem like a higher conscious, there is physical energy that's generated in counterpart involved and thought and feel that focuses it. There are five parts. Those included are mainly, though not 100% limited to:

Part 1, The beginning stuff

Idea force; The element of idea is frustration or other felt thought, to use your frustration and other idea of energy like sickness as an energy force. Then do an effect by thinking it occurs and visualizing it the event.

Healing : Sleep is good for that as it automates the recharge of the soul and recovery of the body. I've only seen one form of instant healing so far, rushing good energy into the source of the wound and it speeds regeneration. This is an example of a light energy that heals. Just think of light and energy that passes through the victim and it does as though using your hands but at a distance. Alternatively, charged water and drinks heals magic headaches and wounds, just have someone else charge it if its you thats hurt. If you get a headache because you do too much magic, then theres no point on doing more. It'll get worse not better.

Sleep : Put neutral chakra energy rushed into the wound or skin to create an knockout.

Stone crushing : Hold the stone in the hand - think and feel of your chakra and the chakra energy entering the rock at its weak points, and then crush it. It may leave an imprint if it fails, but to succeed you will feel heat in hand and the rock will burst to dust. Feeling the pressure build is necessary in the hand through the rock's weak points as the rock is crushed. Chidori : Lightning ball held in the hand, able to cut through anything, used to slash directly through anything.

Wall-water-walking : Walk up the water well walls or on a water surface by imagining your center of gravity being drawn towards the alternate surface (anything other than the ground), or imagine that your feet are adhesively stuck to the surface. Use the hands only if necessary. Try to feel the spirit of the wall or tree by thinking of the climbing object, a tree or wall. Then move forward at a fast speed and use your feet to do the climbing. Think and feel the wall or tree as to be on it and then walk switching your center of gravity to the trees and feel your chakra points on your feet balancing you and holding you on it.

To walk on water easier, is you shut your mind, will to do, do as it's a power problem.

To walk up and down walls easier. This is done by cords of your energy field. Think the intention cords on your stomach and try to use them as ropes and be passive. Its a bit harder, so that means you shut your mind, will to do, grab the wall with your intention cords, and do by walking.

This might help. The centre of gravity can be balanced by magic and physical movement may improve it. Its chakra that you mould to the purpose and use stamina with, to shape the chakra energy into suction cups that stick to the area until you let go at least mentally and then you have to do the walking and running up walls, with emptying your mind of thoughts and not being scared of falling. As it is, just do it and close your mind to the idea that you can't. As stamina = physical energy. And moulding is to shape with your mind by thinking what it is to be the shape of, with the chakra energy from your chakra points.

To think and do it first by hand and feet will aid you to get a feel of it. This I have yet to see but its described in a text so it would take several tries. Think of gravity and as behind the walls is an energy force known as the zero effect as its to switch your gravity force to that as a tree or wall.

What else might help? Use of the zero effect to walk on the ceiling from the wall, and by use I mean try to walk on the wall, object or tree and switch your gravity center by feel of the electrons speeding up in the wall or tree as to generate gravity in the object or wall that pulls you, and pulses outward in a process called to geo gravity. To test this

I would try to jump or walk on ice drifts. Snow drifts or steep hills will work. Think of the snow drift as having its own gravity and you walk on it. Amplifying the gravity by your stamina. What is even harder is walking on the ceiling, because your weight might pull you down and nothing else can you attach to.

Sand Coffin : The Use sand to trap the victim (envelop their body in sand) and crush them like a bug under massive pressure from the sand. There is also a stone and water version of this.

Shadow Imitation : Use shadows to grab hold of a person and make them move exactly as you do, as if they are an extension of your shadow.

Mind Transfer : Transfer your mind into their mind, taking hold of their mind, and allowing you to do whatever you want while in their body. Be careful, however - it is possible that what damage is done to them will be done to you until your careful.

Sharingan : Sharingan, a vision which allows you to practically see movements before they happen, which helps you move faster and helps you deal better against fast opponents. This is in an eye move. The colored part of the eye is red sometimes, with three to four flecks of black, and one black dot in the middle. You can't actually change eye color with this unless you change your genetics. Do a Google search if you are still unclear. Predict the enemy's movements before they make them, and because of a pseudo-induced slowing of time, reaction time is faster. Be able to copy any movement including the tvs or other picture movement. The first stage of it is 2 flecks, then you get 3, then you get 4, and 4 is the best.

But it isn't permanent. Its inconsistent with the anime and it takes a great deal of effort and perseverance to achieve it. Some can imitate its effects but its an inherited trait. Yes, you can get extra dots on your eyes but they don't come at first. And they can hurt. You can't change eye color starightaway. But fast movement is a different thing...where fast seeing is achievable but not movement. As for that, you have to train a lot. But seeing alone is an advantage.

Chakra Strings : Bind with small strings of energy that are nearly unbreakable, depending on skill level. Normally can only be broken by a very sharp energy weapon.

Energy-absorbing Earth Dome : Trap the victim(s?) within a dome of Earth (or other elements - if not earth, make sure it is underneath them as well, or keeping them in may be harder), and absorb their energy from the outside. The dome is self-healing itself, as long as you make sure to repair it as they attempt to break out.

Demon-claw (Extension of Energy-absorbing Earth Dome): To use a airball as power and manipulate sand or earth as desert coffin with a distance and up close its hold demonic ability to strike out with a claw like motion, absorbing the energy into you including ability.

Demon-claw dome; its a dome of earth energy that traps them and uses demonic claws to hold the victim. **Magnetic influence :** form things by a touch into a magnet or influence things to be a magnet. Its proven to be a indefeatable attack if a mace or sword is influenced.

Gaara's Spiked Earth Ball : Create a sand (can be other elements as well, as long as they are solid) orb around you, which protects you. As the victim nears, spikes stick out of the surface of the orb, making it nearly impossible for the person to touch the surface of the orb without injuring themselves. In this oxygen = in

oxygenation from the sand.

Water wall : form a full sphere of water around yourself, air or others by feeling the moisture in the air and then imagine water forming into a sphere from the area. There's also a stone form of this water sphere. You can form fish in the water sphere, form stone in the stone sphere. Air in an air bubble. Any element in the elements sphere.

Separate Element Separation : Separate two or more elements (such as sand and dirt, for the Gaara-themed attacks, or whatever else you may need - Oxygen and Carbon Dioxide for suffocating a person, separating air and fire for putting out flame, cold and area air with material for ice effects). Simply imagine the two elemental molecules moving apart. Simply put its separate water from air or moist area, element from element to do so and create more water or element. I'd imagine a sea and water being pulled to the area or where you are from this source through air.

Shadow strangling : Move your shadow up the legs of a person (or across any limb of the person), and eventually around their neck. This can be used to bind or hold someone in place, or to strangle them. **Double weight :** Your body becomes double the height and somewhat not the weight so that when you do attack then you tend to take things out as your strength increases by the other increases.

Hypnotism : With illusion to psychically hypnotize your foe into belief that he's dead or to just do something. This goes with reverse hypnotism to reveal that which is hidden.

The peacock method : is using energy from chakra you form a defensive shield, scatter flight mode by energy formed feathers attack mode with energy of peacock or like nature in a pseudopod beast formation. Strengthen by use with magnetics or a star fallen to earth.

The air effect : By usage of swirling atoms of air you form strength if you hold it around you or assault with it if you force it through fist projected at others. You could even hold others with it.

Kage Bunshun no jutsu : Clones of the body from energy binding ash, earth and water, Clones can appear out of shared energy of the chakra from the air made using water, money, ice, stone or other elements like wood, shadow and sand for a feel that is real flesh but another you. This is a mass shadow clone, in which each mass shadow clone can share its experience until its with the original and after its a spell or dispelled.

Zetsui; an immobilized imbecile self to be of ignorance and suicide. You think to use psychic assault to immobilize him or her as she is doing the imbecility. The effect of this is to cause weight till suicidal tendency happens sometimes.

Air shiriken: Create by air a shiriken of air from materials other than normal or just air itself. Show focus, and will the idea to exist for this to work.

Part 2, the more advanced stuff

Ice focus manipulation : form ice from water in the air into a lens by use of focus techniques or combine 3 lens together to melt even rock, the hard part is getting the beam to focus right on target, but it still works well enough. Ice spears are formed of water formed of a lot of the little bubbles of water together in a fraction of a

second, freeze the tip, sharpen it, and send the whole thing through the body and then, since ice expands, Eventually do it by compressing a lot of water into a strand, and then freeze it all at the same time, or just let it decompress. A thin line compressed of ice can block anything where ice is formed by will. And it's basically the equivalent of a low-grade explosive, or a high-grade, depending on how well you did it.

You can even walk on ice platforms. Form ice particles into an assault by envisioning ice as a force and project in some form or shape. You could form the body into a frozen pattern and unage and freeze the weight. See through a ice organ or long range by lens. If you REALLY wanna try something highly powerful, try drawing the moisture from the general vicinity closer to you and then just making a gust of wind carry the moisture over to someone and freeze it all on contact freezing the person or thing. Theres plenty you can do as step focus reduction to force it and whatever will to occur.

Earth pillar; a small pillar of earth will rise up where you want it by focus where you feel the earth rising and riding your energy and this includes a possible earth spear effect an earth pillar with a sharpened spike atop. And an earth platform effect of forming a platform of earth to stand on and rise up on as much as you want..it can be focused formed under something.

Antihypnotism : Transfers any hypnotiism or hypnotism that has been cast onto you back to the caster. Clear your mind, think or say "see through illusion" (or something close to it), and imagine any illusions going back to the one who casted it.

Light Needles : Compact energy into solid needles, and fire them at an enemy. Light beams are a generalized form to compact light into the width of a needle or a beam and just release to fire them with a throwing action or throwing by will. Plus if you add enough of them in velocity, width and lengthwise, it can be pretty effective I guess. You don't even have to do the release action. Somewhat like like released from a compact disk. Idea from Secret of mana and Naruto.

Instant shift: Imagine yourself not moving your legs (there's a limit on how fast that goes), and simply gliding along (or jumping in a direction, VERY quickly), or doing a set purpose with an action by imagination and doing what it is, that you need to do. For the super-fast moving. This can cause the spirit to do the act before the moment your aware of what you did. Then the body follows.

Another way to instant shift as taught by Kakashi is to think of speed and you have to experience very fast speed first. Falling from somewhere might give you that like falling from a tree. Then you have to increase your stamina, maybe by walking or exercising everyday. Then if you really want to go very fast you have to focus chakra on your feet to push you forward. As of then do shutter runs and keep thinking of that speed until you do an instant shift. When you manage to achieve it once, remember that instant shift feeling and how to do it again. Once you do it often it'll become second hand to you and you can do it all the time. A shutter run? running back and forth.

Due note: You also need balance as if you go too fast you might topple over. so balance the body as you move it by leaning back and you prevent falling over. As you try to run without losing balance for as long a period of time as is possible.

Ryuugan : Ryuugan allows you to see something of the past present and future. This will only go on at times you need it to and not during conversation to throw you off. Unless it was attack.

Thick rope : to cause rope to form from your brows, hair or energy

manipulated by of will and pressure. Sort of a like rapunzel with her hair. This rope can actually be used for iron gray shield protection.

Switch place: to swap places with almost anything and be taken as if the object. To focus and think you are the object, then think you are yourself near the object off at a distance, and feel the shift of yourself to be free and there in physically.

Molding : to mold substance by thinking about the substance and imagine or see it change in your mind and it sometime becomes life at will with or without explosive nature.

Pulsed destructive force : To form a fist and pulse chakra energy around and through the fist for maximum amount after in extreme release, to have a short release causing explode on impact and cause chunks to appear in solids including landmass. You could lose a fist if done wrong.

Genjutsu : Jutsu, a person with an eating disorder that can use their calories through genjutsu and any other forms of energy, stored within fat cells are to be of an advantage. They the user can use it as fuel for their magic through the chakra. A semi-well example of this ability would be Chouji from Naruto. I am certain of ala in it, a fat man with alot of energy is using genjutsu.

Weight tuck : Say the name of the package to get it. This package causes this effect. As it Starts in from your crown chakra and in of your (head) chakra, to cause you to imagine energy passing in through your body from the left to your right side of your body, pulling in the weight on your body. To hold in the stomach and tuck the weight in on your stomach, the energy passes through you and don't let your stomach go out after taking a breath and after realizing your fat went out with the breath. Then to tense and untense your arms and legs, then to the rest of the body with repeat breath. After untensing you might find that the weight has increased. This is released, from your body by the breath, and with the weight comes a thought of 'less weight less fat' and then a relaxing point by breathing out on each one. Eating might release the weight but its not too sure a thing if you hold your stomach in. This in fact compresses your body weight and fat by letting out or cutting out the fat.

Trap sphere: To wrap yourself into a protective sand sphere first then the other person or group into a sand sphere to hold, crush, or rend off body into parts singularly or in mass. The sandshield: To make a big enough thin to thick shield of sand to cover the blast area and let it absorb the blast. Releasing it slowly away from the area to make certain not to overwhelm the area in effect of any living inhabitation.

Mangekyou Sharingan Genjutsu; You just get it by getting 4 black specks and going past that. All it takes is eye contact to transport them into another dimension, called Tsukiyomi; it doesn't even require eye contact to trap them in a genjutsu spell. It blinds the user little by little in the manga/anime that this was taken from, but you won't have that problem. In the other dimension, 2 weeks there = 1 second here. I do use the dimension form of it in a way - I can make the person see their own death, and at the moment of death, instead of dying, they just come back to reality and collapse to their knees. I rarely even finish them off after I do it, because I only do it as a 'this is what will happen if you do attack me, now leave me alone' type of warning. The short version is to activate that form of sharingan by making your eyes look like the Mangekyou Sharingan (google image search if you don't know what it looks like), and then to do it.

The long version is the following: There are three options - Either, you are able to

imagine a long string of events in a fraction of a second, or you are unable to perform this at all, or you will use a force of a dimensional shield that can suck other people or even a blast into a dimensional area, into the area or to suck other people into other dimensions. The sharingan is all about thinking fast or to be in focus and on target. If you can't do that, then there's no point of even trying to use any stage of sharingan. Once you know for a fact that you can imagine a long string of events insanely quickly, you can do it by looking at the person (it's easier if you make eye contact, though it is not required) and try to completely overpower them by will alone. If you do that, then you can project a mental illusion to them. You send all of the images that you imagined to them at the exact same time, in a certain order.

There's multiple ways to do it, that's just how I do it for my warning way. To do it that way, you don't have to have that form of it actually activated, it just helps towards making you think you can do it. If you can't do it by eye contact alone, you might have to walk up and touch them and do it that way, a way to do black effects. The secret to this, including sorcery, is will and concentration.

Amaterasu; To form black fire and make the 6 pointed iris of the sharingan as it can burn things with black fire after feeling the need for it to happen, and focusing on something with the eyes and then imagining this burning fire form where you want it to while feeling rejective and negative or defeated. Its unextinguishable black flame until focused on and 'put out' by the thought and action of visualization that its out.

Byakugan: In a 360 degree field of vision (sometimes with a blindspot in the back) dealing with your third eye which is what you use to achieve this. Ask it to let you see as though 360 and almost anywhere, while open. Direct the third eye by will after that. An alternative is to just visualise byakugan by imagine you possessing it and having used it actively. It can take you sometimes to know the "feeling" of it. But imagine, once you got the feeling for it, use the feeling of it and then look with your sight while focusing on the feeling of byakugan, and you can do it anytime you want to with practice. This can see hidden things as well.

Shadowing: To shadow a body is to shapeshift into that body. Its a process set by use of spirit focus and see to feel to become the form. Feel the form formation as it the form decurs to begin as it will occur. It uses elements of sand and then other things to help with the reformation to adjust the body by rapid aging and unaging to achieve a different form. The form is decompositive and you get their abilities by energy transfers. Its form to be supposed.

Air pillar: Its a pillar of air that reaches up and strikes you, your idea of opponents or supports you. Similiar to ice pillar that freezes as well.

Shadow fight clone: Now similiar to Rock Lee's weights-off, its gates-activated speed without trying, and the entire thing of getting really fast, and then the clone vanishes leaving the people/person in shock wondering 'where are they?!' then it reforms somewhere near them, and that's a sure way to hit on-target because they won't have time to pinpoint the new location and block. make the cloud of energy go straight through them, and make it reform behind them.

Gentle fist: By use of this you actually improve in fighting. Partly gentle fist, in that to use their center of gravity, Only manipulate where that is, with magic and chakra energy. and the rest of it is just a random style that totally feels natural even though you might have no clue what it's from at all. and there's no weak points unless your using weapons in the stance. To make a T-cross (not an X cross) with forearms almost, and that gives me good leverage for using the side of my right fist as a sledge-hammer for the first move. The rest are natural up to training and alot of punches or sidehits. This by punch

or kicks.

Animal summoning: To be the summon of two or more defrock animals, as in birds, dogs, snakes or frog to do your bidding. The animal is summoned by focused chi and chakra, then the idea is not to be deservd by distanced enough from it, the act. Having a little of the scent, its about having a scrap of the animal itself. then push energy through the animal item seal thinking summon. To think by an animal instead of animal is to call it. In a failed method you can have, manifestation of many different means. As in a form of being that might suck you dry for fun. Imagine the animal coming to you. The animal is possibly a frog or tadpole. You may need to forge a contract with the animal. Snakes have venom, obviously. The slimy coating on the slugs, in the show, is toxic sludge that can melt you if you touch it. Frogs allow for a toxic-marsh summoning jutsu that do just about the same thing as the toxic sludge. Snakes have snake venom.

Poison draw; Chi transfer poison draw, as into motion draw out. To focus on this or that energy and its drained or your drained of some magic energy. This can be used to draw energy. As to open out poison using a long bubble of protraction called chakra balloons to collect it and this bubble is formed from chakra and forced into the body to draw it, the substance into it. Its draw as of chakra surface redirection radiation. The draw is done after you withdraw the bubble an from the poison stream, leaving non of the poison and most of the blood as you bring some of the blood with you. Then put it in a open or closed container that could include of the ground.

This ca(n) cure the weight. To cure the weight, remove the fat gene by withdrawing it. Whatever you take out though, you can't always put back. So diu or do the act, remove the condition then do to dissolve. Die be back restores you to it and you can recover. Use atomic energy with this by focus on the atoms as they spin to spin faster and to recieve their energy. The energy is there as there is to be here. Like A of the energy, as if it is an "Epull" to pull by magic anything. This chi or han chakra poison draw is similiar to the draw and done then and after passes. To collect in the area most seen going backward, then forward till you collect the poison,

As with most things the poison streaming is more than it seems. This may leave you drained after a bit. After a bit of time you can form the bubble by imagining it, enveloping of the body area where you have the body stream of blood poison that moves at a fast pace. So collect at the poison point come, until you collect it all and stop the stream as mostly this as the a goal.

The magick chakra version is to think about "poison draw", feel it draw out by drawing something and do things like clean up to magically fascillitate this. Removing diseases and drugs with this is not always recommended as the disease or drug could be considered a poison. General effect is one effect and effects other things and area.

Part 3, the advanced stuff

Memory draw; to use the above effect, except no bubble and just pass energy through the head at both sides. This applies as energy passing through the head. And then you'll end up remembering or forgetting due to spiritual pleasure and the thought spoken of 'forget' or 'remember' and think of what to forget or remember.

Energy body: With an illusion double that was like gaseous a energy formed into a body shape. Its an energy body is a unattainble to touch, unattackable and purely useful although somewhat hard to do. As you can make your astral body 100% energy, All you have to do is a flare of your energy enough and your skin starts flaking off

and underneath is 100% pure energy. Or feel in energy form where you want from the gases of the area. The gases are formed into your shape by your will or feel. The sight as sense of what is, is from the psychic idea by impression. You may have no idea what is going on the first time. It's what happens when you have much energy, and your body goes energy-like after sharing some it to the double due to Einsteins theory of relative energy, $E=Mc^2$. It takes a LOT energy to do it. What you can effect with too much energy is slim, unless you can form solid limbs your arm would pass right through. A solid energy is the alternative due to emotional containment and solid idea that can form solid looking limbs whence you get that far with the Gas double.

In effect you are in two or three, and possibly more places at the same time. There is already something close to this - Bilocation. They're both real except ones energy. Only the fake and energy bodies can't be attacked either. they can use techniques that make them seem solidly real but are impervious because things can pass straight through them. You may have your own energy alone fueling an aura that is about the size of a star before you start changing for the first time. It may get easier and take somewhat less energy, the more you do it. So it'd be really hard for other people to do without harnessing a sun or a electrical force like atomic energy as is for the energy form. "When I did it, I was trying to see how far my aura would go out. My head was aching and my entire body was twitching, my mind couldn't hold a tangible thought for more than a few seconds at a time, and then suddenly I was just spontaneously able to handle it.

If it had taken one more second, I would have stopped from fear of passing out. You remember back when you were just starting off in Magic, and you'd walk into an area of such high energy that you couldn't make your mind sit still? I had never unleashed that much of my energy at one time, so it was that, only it was my entire body."

It's not the most dangerous thing ever, because it is doubtful that this technique would have actually cause one to pass out, but it's possible to get a huge headache. You could look like a being made of particles, with a semblance of your form with this by gases. Its what can occur with astral projection. You can control it by spoken commands directed at yourself or focus with pure thought effort. You might appear as though with some rainbow effect that colors your other form. But, you appear with what you are wearing at the most effect.

Kalagneia; to use a cologne to distract and get the person to do something else to cause pause and they the audience thinks something else. This pauses the person for a few seconds To a few minutes. Its force energy, improvise.

Calugnea; Use the act, be of an energy moment and cause by decree and action. This causes subterfuge in those who are weak willed. Causes pause in nonmonsterous strong type, monsterous type to keep on going. Its an idea of the amount of emnity in.

Force a moment; This brings actual force by thought, moment, action. In moment of actual action comes the force. To see to do with thought, and you summon force that is of a moment, push out force, self conclusion and summon use is `action. To use this force, is to summon use by thought that goes into a moment and into action. Some might, use in this in discrimination so be the force of an issue.

Distrimmable: Whatever you do. To do, act on thought, and behave appropriately. For once in your life, its just do it. Some don't however, as you can say I am unable to or not needing to as in a force by discrimination or force by wait period. You can force them to do other things by that means of indiscriminate force. So to do, act by force and then achieve to do.

Hidden mist technique; an a the to make a mist of an area that hides hidden things and things known in plain view. Including you. The hidden mist technique actually uses the water in the area to make a thick fog.

The grand fireball; the fireball that stings the most, its very tiny and seems large by a tseng tze soi. Just pinch your finger to summon force and focus the energy of fire to be released. Flick the finger forth after strngthening it with chakra energy.

Duck and dodge: To turn and get to the side to avoid the attack. To be fast yet sudden.

Morning peacock: Fire fist that casts a lost bit of fireballs per each punch by chakra transfer and the thought of 'fire', This from the punch is chakra formed to the purpose.

The kaseyeku no: To cause a bit of chakra energy that causes in as for get fullness or forgetfulness, out by it being passed at a distance through the brain to make the area targets not remember. After a distraction or by set purpose. This can also be set on a tag by sacred marks.

Aernegetics: As aernegetic is in the moment, of using electricity by standard of appreciation or just a brush of it against your skin. Then their bearing spiritual momentum in idea. Whatever momentum is their causes by things to occur on thinking on it.

Disguise technique: Its to be as if the target is become the person who sends his energy into the target. With the thought of the person, you want and you can transform him or her by thinking of the person to become. Some send chakra energy into the person to strengthen by thinking of a number of percent that they have an with their own by the targets own. This technique can form you into anyone by simply being near them.

Akatse; superpowered in ability. Its a measure of your strength skill and power amplified by focused energy and drawn by subconscious into body.

Aketse; super set up and ability. 'Do hetsu hutsu'.

Sky walking; 'a et su' to walk in the skyway as feel as if you are with gravity to repulse you and that you walk on the clouds via gravity waves and the clouds are like support which you sink into slightly.

Cloud sleeping; 'a es tsu' To sky sleep and sleep in the clouds feel that your feet are leaving the ground and with a feeling of joy you ecstatically sleep in the clouds. Wearing a ring is to make it easier.

Sky driving; 'Ae ketsu' To feel the forward way of a feeling and feel the way in on the sky movement. Its like driving to feel the sky in move and you in shift it within your mind.

Sky dragon; 'A es sue' to be in the form of which is your desire, and form in by a will a dragon to do strike as like a bear or with firey breath.

Genjutsu Illusion : An illusion to make you think where their is where there isnt as a rope that appears like a snake under something. This could be through any medium including art. This is illusion, to feel the idea and see the vibrations and as they move practically about the vision that is and forms and

then the vision is understood to be there. As first vibes and then the vision from heat and if no heat then a cold vision from abstractive or other vision. To feel the illusion you want seen or think, think of illusion and then release of energy may gain it. To think to do and then it is. This is easy to few and hard to the idea if you think about it. If you think about it you block it. Now I've written, a few of the docs in idea. If it is too hard to get then its a don't do. To get over it just do it as seeming in a another area. This build up in immunity is to an idea that is to cause you to think you can do anything. Some illusions are based off elements and some can paint illusions that occur to a few or many that they feel occur.

Fire; To feel the heat in the air and form fire out of it after feeling for chakra energy to act as a converter. As it can be formed out of anything with the crossing of the fore and index fingers from both hands or just thought of it. Including a a fire sprouting from a fire dragon. You could light a candle as with this. Or burn the victim and raise heat marks on your skin. A scar formed from this won't easily disappear, an its of fire illusion that is the lesser form. This is a form of genjutsu which can form weight as a conclusion. The weight can as with a fire to disappear. You could form a flame at the fingertip.

Ice; To form ice at a moment as illusion, it is to feel the chakra energy and let flow the ice to surround and do with the target as you'd want. Best if combined with fire as fire and ice will surely break the foe. Just cross your twinned fingers of held together forefinger and index finger and focus your chakra energy and you summoned it but just the thought might do to cause it to act.

Water; To feel the water and imagine it shifting with your thought to form as you will and be. This can form water spouts or great water floods in moments and it would be as if a summons to form. Just cross your twinned fingers of held together forefinger and index finger or think about it and focus your chakra energy and you summoned it as a wave or spouted water from something like a creature.

Water wave; to bring a large amount of water into an area like a wave of water 20 feet deep but this is actually genjutsu.

Air; To force air particles by thinking you do and cause the air molecules as to be thick as molasses for thick air or a force wall to stop the action of a person. Just feel the air slow down or form as you want. You could even trick a person into thinking they are moving faster while actually very slow.

The whorlwind attack; To force compressed air an that starts spinning and this causes it to force the person back, after it starts spinning. To have it as to turn the insides up, left, right and down and as it dazes the person.

Drawing animation; This is another form of genjutsu, to cause the animation from a drawing to be animated and strike out at the person en the target or at the area. This is done by feeling energy at the chakra level to cause your drawing to be real. It also is possible to animate drawings to cause idea and activity which is percieved. With this the art is possibly a deadly thing as its partly a real illusion. This isn't real if it is perceived by deviation where you are one away in the mind but there in body. Often the case is to form an image and your body or someone elses does the necessary reactions.

Except for the one away in the mind idea where it is perceived but only as an effect written down, so its dismissed and on dismissal the effect disappears. There are some effects you cannot dismiss however except to cause it to remake a effect in drawing like a simple line through the drawing. One could use shadow strike to cause this, as it may cause the image to not effect you or anything. And in doing so its disbelieved causing the dissolvation of the image as it depends on you to make it work. You can also do a animation by drawing it out with words.

This goes so far as to form snakes an by drawing them. That go there where you want

and coil around infinitely until the persons trapped. You wrap the person that you target or strike in a poison if not strike in force. Then you can restrain the person, this restrain restraint is broken by a large amount of energy as your focusing fire along the fingers and to a very small compact form fire. And tossing it to blow up the area, now these snakes can go anywhere. Such as you can draw tangling vines and these will appear anywhere you may want to imagine them appear after you animate them. Much like the idea of rats that discover where to go or to find other places other ways into areas. To find target easily, rats or other animals are able to slip beneath things even the smallest crack you can find them the target. You can't find them as they are invisible and they share there senses with you.

Animal link; To use an animals concious as to whats going on. This is linking to the animal and it shares its senses as if a familiar temporarily. Think that you are seeing through the animal and allow your subconscious to make the sight happen an appear before you. But to do this aptly is to do it deftly and not give this away.

Eketsu; 'a es su' To best you, The ability of mystery shift to shift among ability and mind alike. Formed by creating a portal with your chakra energy and causing it to do it.

Aketsu; 'A se su' is to see it by use and try to do. To so set such or super service. To become super being with super fit form and metabolism. To go and do as you believe a super helper will help you out and then do it.

Belief; 'A se du' is to believe in anything that comes your way. You never get hurt but your careful of others.

Time aperture; a time dilation gate with the 'a se' or the gate stated as set up. When the aperture happens, it can freeze people and cause the motion to happen. So to stop is to cause movement or buve movement as parrellel movement. Line of thinking the life in a effect of lifeline. Where Nothing unnatural is a nam du or effect.

Shift an aperture; To shift a time aperture or time window by force of energy manipulation. This is to focus and change the time in the window of events or to change the focus point of the window and time aperture event.

Aei kai; To materialize, The object to materialize is ready to make shift if by will. You knew a power, you knew it, so do use it. And it shifts.

Skyflight; to set up and use the light in heavy feeling. 'ev a hu er'. It acts as a flight to do as energy would but it is your self that does to go. Its as wings that go on you but you are in energy flight, to do go land. To do as in readiness.

Shift animalwise; to open a material or invisible door and let a being or animal be nudged through. Then transform the animal into your know own form. Now you will shift in as a being. Beings are immune to everything en and a are no cold. To see in animalform is to know and see the idea as in everything. In a an is to see, to know, to become now or show. Now to see not is to know and become or do. An en er.

Demon cloak; Its to cause your own fox cloak in the way of idea of the naruto demon fox cloak. It may seem impossible but theres a way though. This naruto package causes you to evoke the element of darkness inside yourself and shape it into a fox and fuse its energy with your chi. It, the package could cause the advance method that would be to then evoke a demon in yourself thats controlled by you. It works better if you are in a trance state, so you immediately go into a trance for those that need it for easier action.

Demonic fake body; With the demonic fake body. We see to show, as if to know it is to do but we don't always have to. This is of demonic body, as if we do but were set demonic. The demonic body is to project yourself in as a fake body but with a demonic essence. So if your assaulted or confronted then the demonic body is energized more. You can get a body which is unseen but felt when you speak or want it to be felt by actions. Some statements effective with this is the As_of. To use a statement as in as_of, is to do but if you hesitate you use the _ as an action of the thought as of idea or purpose. You can possess almost everybody with this body. You can stand on just about anything. Well, as the merge of the concept of that and either like a symbiot or a bodyguard, just think to it 'do this' when you're busy. And it's there it's just not seen.

Feeling corrupt an energies and chaos is weird. Because it's not supposed to be done. See it, the red energy in your mind as a red cloud, really you can do it, but it's weird. Feel the corrupt energies and just see the shit and bad scent from and around the area. See and and feel the failures and failings. See it as red cloudiness and feel with your gut to form it to your will. As each failing is a little corrupt energy along the lines of the failures. See it as red cloudiness and feel with your gut to form it to your will. Imagine it coalesce and be the feel into a form that's your own. As to where it is, it forms where you want it. Then think of a cause, and a purpose to do for it. This an will of course cause the idea of what you want. Its to think of what you want to do, that causes it to do something and what to achieve with what it has or with. Then there is things you can do with the body of demon by stating them. If you get it wrong then it kills you.

To set a house in of heaven with it, say "A cehl to" and the entire house or business is a heaven people can go to although you might stare at the cieling. "a cehl" is a cellular memory.

"Se cehl to" its to set the heaven effect. Its base separated support, as self support due to base idea. Purpose purport by or in self-engineering. Encartes to cast a calling of a self made purpose. This dries up and ends when the land dries up.

"Se cehl evero" is to set an ever optional idea like evero in effect. Evero is a land of evil or enclsd ever of.

"Drvei" or drow way is to look either which way. But mostly of darkness or dark energy.

"nslayne" its use divulged energy to cause a person or dog or cat or animal to slay as with "En lei ley".

"vellham" You want it your getting it or not. You don't want them doing that to you. Nothing bad happens.

"maisehs" make sense of things.

"maizhims" you start to maze.

"Nslayn" is an idea to a set purpose. These two are often used with him or her.

"Encasing" is to cause a case or cage to form around the animal, human or item.

"Envaylne" Enslum the surroundings.

"Envaiyne" is to set up with. And say the subject to set up after. So you see it isn't always effect.

"Objician" you or another can't stop to him or her you can't do with it.

"Everlyn" the ever ancient cure. Not so good with modern day.

"Se kehl ev" to set heavenly viel or an radiative evil.

"Se kehv" is to set a good effect.

"giel" its like a swoosh, and an effect goes right through the person and distracts them.

"Ciev" As all you can state in it or to make another state of things as they do and not know it. Like stress to cause the event. To correct it is "se kiev".

With "se iev" as set to leave and its wait at least for a year before going near the target but you won't get blamed. With the "ciev", you set a sieve and feel like talking after being deceived in the head for personal info.

"ce ev" makes you popular.

"se de" set death and with a ciev it deceives by death. Or calls for your death.

"de cei ve" To set correction on something to control creature or something.

"cei ve" its a the effect of an idea as its a view sometimes of deception.

"naziesm" to control then absorb.

"bie de" an idea that its create something by the cut.

"al whiel sing" to be sure of methods.

"talance" is a self-effective, to be of definite idea in sure things. Done else what is, its not as for the moment. The moment is set up.

"Das" is find in a moment just for a a transfer of moment and often dazes the person temporarily.

"das be" is record. The original record is what can restore it. Its like a lifetrack with two ways, back or forward.

"So we go" as "dei" is deuce or deduce to go or show as she or he goes in.

"the dues" are dues set by a dill.

"So low show" has redo things for a low so its show without a thought.

"For a low show", we go and we master also a by. "arct demon" we be at contisent as we have nature here we go beyond or above with necessary consequences. we all have as it seems fit. A have to be is do. Wrong thing is gained as am not or not.

"make sense" to make sense of this, don't come but go. Don't let it come let it go. And the simplest form of disease won't touch you.

"Half damix" is here to be put as here and is still healthy, to make people beleagic but still be healthy.

"mex state" in the max state for self measurement. See a self-decieve duprieve or see acknowledge it.

"self-management" to do self by management. This uses the self-management systm, where someone manages and you do where why continue though.

"Set on down" is to the selling point. "Wizardry" is into through without with some.

"Ciev di" can have drove you mad.

Object magic; To find or get the object, set and say the right phrase near it. To get the obligated effect some do an action. That is some sort of magic for objects like the word you speak an then release. This is similar to slight of the hand, notion and magic.

Part 4, the somewhat mastery stuff

Manipulation of Opponent's Energy: To use an of the opponent's energy in an of against an them. Some examples of ways to do this, are that if you are in battle with someone with a large aura, you can take hold of pieces of their aura, solidify them into forms, and use them to impale/hit them in some way. For example, creating spikes of their own energy with solid sharp tips, and send them through their body. Feel their energy as if it were your own, and then simply manipulate it as if it were your own and act to manipulate it.

Ki focus; To use Ki, you must be able to visualize something very well. The key to using Ki is a place called the Hera. The Hera is located inside your body, 3-inches below your Navel. Visualize it as a swirling ball of green energy. This is where you are going to draw your energy from.

To use Ki, You must visualize drawing energy from your Hera, and projecting it out of your body the way you want it to. By the sound of your voice you could project it forth. What you say could shape events. Mantras are often used to resignate the Hera and feel calm while you project it as a force. The best Ki technique to use for practice is the Ki ball. Visualize the energy in your Hera slowly flowing up your body. Now cup your

hands into a ball as if you were holding a baseball. Now visualize your energy going into your arms, and coming out of your palms. Make the energy come out of each hand as a beam. Make the beams swirl around each other into a ball. After a while, you should feel a push in between your hands, a wave, maybe a few sparks, and if you are advanced enough, you can make it visible. This is how you use Ki.

Key effect; Cause an effect by a key, to focus you ki and think of the the effect, then touch a key. You can also use ki to form a key and then go in with it. Use this like a demand on read, it is read and reacted to as it is done by your subconscious. Known as suggestion. By use its a small sacrifice of something, mostly your time. A big problem is its specific on time and participation. It depends on its participant. An of its, its of an idea that is too much or too little.

Personal space; See a number and see it split open or apart. Then you will be in your own personalized space. See it geer', see it close and you will have left it. Locking the doors. Its a private space, so its possible to set it up on the moment suitable to you.

E be bk; To see and block in area of effect or undesire. To strike by energy weapon and cause a flame or two where it strikes. By the light of these flames you can see the energy block even if put out. Energy be in black. "Its all in black in there as if all blacked out."

Ech chi chou zou. To summon idea by powers and use them as if they were their idea or live as it is use to form a live idea or dismiss it.

Powered movement; Chi Eg Aura object power. Act the part of being with it, with the power to manifest it. Auratically you moved the object with aura power. You could also get a attain movement effect by physical effort to attain energy in movement to direct it.

Project force expand; Some part of force To expend energy to attack with of an aura of projected force. You could also get a attain attack effect by physical movement to direct it.

Attained Energy Percieving; To attain a goal you stop attack or stop and attack, An with energy you do, your percieving what you want.

E Be pc; Energy being in peace or energy becoming a computer, is to percieve things in a peace by computer and in pieces. Focus chi, think in collusion. Think to be able minded. And focus you ki to do things as if in of you but in of something else. As of what it does, memories are sent back in glimpses.

Tugese Tugetsu: Tu get tzu em am in. Its a weapon of effect. Tzugetsu forgetful in procedure, and not always forget but its to forget as of every now and then. To make an idea in solid form, and feel like it was linked to something or somebody. Then feel it could hurt the person, or thing if you hurt the object or idea. The price of this is forgetfulness. It could also cause paralyses or unmoving nature. This can cause unharmed effects too, like losing weight. What would be now would be.

Enablement: To be able; To set an effect by effort and see an ending think you are able. Try to match a ending like it to your event. Then think. "Den and dun, id dun so we can continue the efort". This is like, set ab act to be en(at) occurrence. Set persuasion, and let it be like an act to continue it on spare energy or spare energy. Consider this tweedling. This could also be considered shifting time.

Gerjunga genju; To change color of the skin or thing to anything you like. To do not hesitate to strike the killing blow. Do not heal your enemies wounds. Just deal with it as you go. To change your color, use a thought on or of the color you want and then imagine the skin color change. Some touch the skin as they imagine it or touch it afterwards.

Iron sand; To change sand particles into that of various weapons themselves as in iron bullets slung by chakra. You take sand and make them magnetized. To change iron sand particles with chakra into magnetic field. To fill something with ironsand makes the something unable to move or think and easy prey to suggestion. Have it pass right through. Ironsand can go into vorpal mode. To warp the very essence around it by being silvered blades that strike as on if explained right into the victim. Some say to pass right through them. It can even form or sever spinning objects. To combine two of the objects together forms a forest of spears that falls downward. Iekolo body bind; To bind off by spirit or shadow the chakra point so no ki energy passes at a distance and at will.

Human puppets; Human puppets are puppets that maintain their human form. As its so, its still energy manipulation called chakra manip strings. They are made of a person who was transformed into one. They can sprout weapons as on necessity. To say this may be true, but at some level of reality human puppets can come to life as ein. Human puppets are made to retain their chakra. Human puppets are unaffected by the idea of Iron sand.

Kei pattern; The key arm and leg patterns that move in patterns to reveal individual habits by by patterns to track with. The more advanced one is, the more they train to lesson these habits. But one can use these idea habits to spot others. Once you follow their movements, you can trap them in movement and follow them down. Find them quickly to avoid their attacks. Fedem; Fed up and go, To be blindfighted by idea or in a subconscious motion to gain blindfighter ability. This locks you into an different idea of a different world that is run by games, played by moment and subdued by clues.

Reincarnation technique; To do first aid, by feeling the flow of energy of chakra into the wound and back into the the other hand thru the body. Then pu t your own energy in the body with the chakra to bring back the body soul and mind to reincarnate the person. This can kill a person to raise the dead and give life or leave you a weak person for a bit.

Great seal; Its a possible form a great seal by usage of a round fanged monster that includes roundness that gets bigger as you throw it and it cuts itself into the person. But once in it is like lead and part of its body is lead, including the base of the teeth.

Rasengan : Idea taken from the Rasengan from Naruto. Swirl energy rapidly in your hand to create an energy ball which can tear anything to pieces (generally made of air, generally held in hand). Toss it after making it to bore through the enemy. You can hold any kind of energy ball in your hand while using it offensively, but that dosen't always mean you have to. Usage is swirl, focus to force and maintain.

Dark form; it can take partial shape, from darknesss and shadow in allocation with gases in the form of what you want. The gases are in the form of what you want as you are of given shape by shadows as you gather the shadows up along within the darkness. This form lasts as long as you think about it or have thoughts on it. To make it do something only you can do so as you think of what its to do.

Dark transformation; By conversion through thaumaturgy and mind over matter, its

to use the shadows of darkness to reach out and change the essence of the ring or object. By thinking about it and shaping the effect you want by words. Thus you change the object without being near. To get the object you playact feeling darkness, and touching with it or grabbing it to change it not only for effort but by design and desire. You could not even but only change a person.

An en an; To focus on the whole and use as source for energy. Then think of what and you do, or things do to achieve results by asking one item or idea.

Konoha daisenkou; A konoha deisenhou, lightning shoots from the feet as you strike with the feet. It doesnt happen to force or lightning it just leaves a impression of it with sometime skin marks.

Kuzou; Some say to make crazy as it occurs but its an Energy blast of chi as apposed to forward to force a flat area or force blast and sometime knock out a person or at least back. This is to use your chakra energy to force a blast after, to focus the aura circle and shoot forward the chakra with your aura as a combined hit.

Chakra bomb; To chakra your energy in one spot and explode after taking some energized materisl in and you can actually blow up. Time distortion; Focus your chakra energy to slow down a time around you and in the area. Things might simply appear to pause a bit. But you and those you think of are moving faster as with your body. You can cause things to speed up as well.

Odorless poison mist; you smell it and it messes up your five senses.

Odorless smoke; You sense the smoke but not much else and your senses get messed up.

Court order; to use a crystal and focus your chakra energy to imagine a judge to appear and fool the spirit person into thinking its a court case. By which all sorts of judgements can be made. Can't do it if you havent seen a court case.

Lotus flowers; To turn visualized flower petals into a deadly force, as you slice with the razor sharp lotus petals which is you having fun with a blade as the person is 'drained' or 'dazed'.

Turn stone; To turn to stone anything you touch or focus your chakra energy at by feeling your energy and imagining stone in the place of the object or person. Then is to direct your energy at the target. This works by freezing the cells as they are in of process with the thought 'turn to stone' and stopping the person by chakra energy with turning the skin grey after you form a spidery crack of red chakra that spreads through and use is of a focus symbol. By stating turn to stone they will easily turn to stone with energy of your chakra. By saying revert to flesh they will revert or imagine the person or object to become as alive while directing and diverting chakra energy.

Vision portal; To make a vision by focusing your chakra energy or energy and visualizing on a spot in the air to have it show an oval scene. This scene is of what you want. To go further with this, is to have a person pushed or go through the visual oval on the scene as if a portal and they are there or as is possible.

Portal; To form with chakra energy the idea of a portal or door and then have the people travelling walk into it transifting by energy their body to be where you thought of as if a jump. Due note this could short out machines or cause an idea something.

Genjitsu; To use pain or poison to get a result manifest by chakra energy, as it is to be with it makes a birth of a result if you focus your mental idea of what you want. So focus the moment of pain and make the idea of what you need appear or happen.

Wood ninjutsu; This is wood ninjutsu, The ability to transform chakra energy into life itself, and is a part of the idea of a highly specialized an original ability that consists of nature manipulation. To do this, think of life, and feel your chakra energy opening from the chakra flowing to be released and form life itself. Imagine and feel the life of your chakra energy form into the formation itself. That is its what you think it and its formed as. as in a clone of yourself formed from wood thats animated.

Suicide bomber clone, the clone that blows up on you and gives you time to escape. This uses a clone that is able to use the destruction by a spot focus technique. Generating as of enough force that it turns people to dust or raw blisters then.

Sand bow; To cause a bow of sand that sends in a cobweb bow pattern hundreds of sand arrows. This has a max of over 1000 arrows at once.

Shadow strike; To cause shadows to strike at a target to dissipate and then disappear after, this is the focus and to cause the shadows to stir and surge through the targets body at some point. The most this can do is the fact of blocking something from being picked up if you hit the fingers. This can cause separation of effect from the animated image if you strike the moving image.

Hunesgan; To form two or three energy gates that block attack to you as if needing to be overwhelmed before you are touched. Imagine the gate form and feel it rise into the air one by one till you are satisfied.

Sword of Kusunagi; A blade of strengthened steel thats ever elongatable to which you extend it till it breaches the target or pushes the target away. It can form from the throat or idea place that you imagine it form from.

Zanseui; To do things like restore a person to normal human form by setting a thought restore and one touch to form a bond of energy until the person restores himself to better idea in body. This bond takes the bad and converts it to pure energy for you and allows the body to recover and revert itself..

Ginjutsu illusions; "Genjutsu" minus the visual part. As 'in' is into by interred intelligence and 'en' is at ending to see. As an en is an in, psi hints and hooks and suggestions, mixed with empathy. Part one tells you what you're supposed to think, part two tells you what to feel. It's really quite effective if you learn to manage it with enough skill. 'Genjutsu' reference is from Naruto.

Sasuke special assault; electricity of a thousand birds. Whole body chidori that is able to send energy all though the area. As if all the way through your body or think through a sword and all the way through a weapon if you are holding one. It can do a small amount as if a damage as you might think it as it is a surge to the chidori of energy manipulation that

is to cause it to surge around you. Next level up, Full room chidori of 1000 bird electrical. Its to send electrical energy through the entire room by thinking of the electrical line and the that line sending itself through the target area and through objects and people.

The lightning blade can break anything up if the energy is focused into the thing long enough. At the very least, it can cause a fire buildup practice or a mal-function. Its formed from imagining the lightning form into the hand as with chidori and above the palm. Imagine it as a ball and ya chakra energy flowing into it. Then thrust it to effect where ya wanna.

Chidori stream; This is where ya do things to produce a full body chidori. And then cause it to go forth by imagining it doing so as to strike a target in the distance. This can break apart a target as its surrounded by the lightning.

Chidori beam; To cause a beam of chakra that is formed from lightning and is bluish. To do this, focus on the chakra to go to the hand and gather lightning into a ball that shoots forth in a bluish beam. Its redirectable as to the will and is a more compressed form of chidori. So, it can break apart what it is shot through or leave burn marks.

Force fist; Generating force energy around your fist going through you arm area to your fist. As if to make a punch to punch, it is quite simple the fist and punch out and you can hold a weapon to punch out thats to punch forth. Its energy to cause the person to be taken care of.

Full wooden seal containment; To seal with wooden particles that surround the person with also going over the person making him sealed in. To feel it, know it of wooden particle and focus it. To seal up the body going over the head making him sealed in.

Weight loss; caused by considerance, being aware by consolence, made by inconsiderance. Or made by consistence, considerance, consolance. It might take a few weeks for what you might consider consistence by due considerance as to what it did, with consolance.

Great fire room; To create flames by thinking they exist and to feel the flames being near an think the flmes there and say "its there" so that these flames may exist to something though its done to those who deserve it. And yet it covers an entire area, say a room or twenty foot place or area to flame area. To this force if you focus on something, like the area around you you can cause an effective idea such as blow a force in rapitude of surrounding at least. Holding a chakra energy on the tip of your finger and then in the palm of your hand in an ever compressed fire ball and suddenly send it out to touch contact the ground and blow up the entire area in an ever expanding force. For you to escape this you instant shift and you get away.

Mild mind directed force; Theres this force that courses by pulse and thought that it will always hit an that is gliding to the target. When you hold a sword or other weapon. It ends up hitting sometimes, its just for feeling for a few miliseconds or a few milliseconds of focusing that you hit. This force guides the object and the idea of the use.

Copy force; Theres this force that copies the force that you may have had. Its this force, that you do something it does it in its own way. Sometimes it copies you, its the copy force to be of a copy in a moment which does you attempt at least in your mind and physically. This force can copy something unreal as if its real as something depicted on film or animation and then it is as if physical and thus that would be it.

Demonic tornado; Imagination to be, just consider this, Convert anything to demonic energy. It reverts or inverts anything that you would want through and of demonic nature and it has a protective quality with potential to win. And to pervrse the selection is just a warning to you. As to be not even if you don't like to. The person or thing often wants to protect or work an with you who cast it. Imagine a wind that goes to gale force that is circular and moves where you want it too. See this force as as demonic and see it occur as described. As it happens, it will do as you think it. It can be described as differently, too.

Demonic wind; For demonic essence, as effort of effectance as abnormally ever to go about and cause hindrance as to cause an improvise and improvement as an aftereffect. The wind has worse effects too, cause evil or derivant of intention for cause of internal torment to cause the demonic wind or effect. Demonic wind has two pattern it makes a pattern weak and happen to cause a pattern to reoccur. Also the demonic wind cause corruption to be effective. And as to drop to the good or evil and depends on the caster. It causes good or evil as is the intention when you were casting it. It happens when you think of the demonic energy as your own to work with and the hurt and pain that is inflicted, the demonic force should be brought up. Then blow to create the wind of which is demonic.

Chakra energy manipulation; Theres chakra energy shaping which is like forming raw chakra energy into a bound shape and chakra energy manipulation which is like energy formation and causing it to manifest in a manipulated shape. Theres one or more elements that the person can use with this. Its of these elements, earth that crushes and protects or smothers, fire that burns and incinerate, wind that cuts things up, water that dampens things and covers and lightning/thunder that shocks or can make unconcious. The early usages are limited to one element but the advanced usages are two or more (the two elements combined) like the third could be wind and water for ice or wood from earth and water (as its also possible for the stone effect). The third element is considered a bloodline limit. There can be more than 3 but no more than two or three combined.

To figure out what element you can use well, get a piece of paper and infuse it by thinking it in the paper of your chakra energy. Then Instruct it as with a little or a lot of chakra energy, to tear apart if your elements wind, to wrinkle up if your element is lightning, to crumble if your elements earth, to get wet if your elements water, and burn up if your elements fire. The other elements you can use if you want but you might need to work at it. Adhoc, its to hold the paper and feel chakra energy from your crown chakra go through you arm into the paper. It should reveal your element.

For wind element, One doesnt always win using elemancy, they can however split things in two. you picture your chakra energy splitting into two halves that rub against each other. As they sharpen each other into thin fine pieces so you then rejoin them. Thin and sharp, like a blade. As sharp as possible. To use it else, is to think it a barrier and split into layers pressed against each other combined stronger. This is to form air barriers that deflect the idea bad thing or swrve a bit the projectile. You could probably walk on it if you tried at making this good enough.

Wind strike; to form a echoing wind that strikes things and splits them apart. It bounces till it goes through everyone of the foe. And dispells any evil and spirits near. Wind fist, a fist of energy that is likely of wind but solid and can stop almost anything. And crush into things. As to focus your mind and think of a fist of energy that gathers wind to be a force on its own.

Part 5, the shippuuden stuff

Ward spell; air particle barrier. to form a barrier of particles that drive away the person or idea by warding away. Think of a bubble thats unpopable to surround and the area and to ward away as its made of air particles that hide the protected area.

Force bahv; to cause a psychic moment that fills an empty container and then you get a drink or causes something to form that you 'find'. If you describe the process, it will sometimes stop and if you think about it then it will either hurt you or not happen.

Air bahv; To cause a psychic idea that you are greater than what you appear like, where you appear several times larger. After you gather energy in and focusing on size that you appear as.

Air barrier; to cause a barrier of wind from the air as it moves and this will barrier is able to force people or things as to be in the air or into an area. It can force away poisonous gas.

Land of the dead effect; earth energy spread about in excess to return life of the bodies that will return nearby. That are alive or dead, the force making them of an undead being. As the undead being cannot be killed again, it seems that the energy makes them converted to live dead. Where they are living dead, they eat something and they cannot lose the weight unless they get energy streaming in that's metaphysical or orgone. Then the weight loses itself. In fact there is a deadening effect by passing the electricity. They cannot sleep too well but they have a 5% chance of not waking up.

Lightning charge effect; Lightning energy passing through an area, can be psiball, willballs that are of a lightning. To charge the body they get live to action to direct energy that makes it seem their alive. As to draw a rune that directs their attention with the enlivening energy. They become alive. Too, to do an action as any action is possible. Think that as you do an action, there's another place that is effected too. The fine point of defined area. This will cause that action to be done and to also appear and in energy form that may paralyze. In some form of energy, call it suburu energy. Anyway, this suburu energy is supercharged energy in a positive flux. To which we are where we wanna go by thinking we are. Or where you want to event an go. It uses thoughts, to guide it as energy builds up as thought. It causes what you call superlimits. Thus, it shifts you to place that you would want and wanna go. The energy of the business transaction can cause you to go some places with it. Suburuite, is measured by the mind and managed by the mind. An ounce is by grams, causes any effect you desire so in a moment. Which is the time of reasoning within this moment that people might be going through.

Land of lightning, is rural lightning where some are to the land of dead. This is where energy comes from the air area via a reality bond link as the tire area and takes from the mind by beta wave of the brain to form as your mind makes it happen that way. This means your mind forms to the energy as of what you think should be there and it appears to be there but the lightning itself is only an illusion that is spread about the area. Its alot of pressure for even a simple thought, sure about without thinking about much. But the energy adapts your brain to another level of reality, where you call it the next level up. This can reveal another dimension by you forming some of it.

Limelight; Is to cause a devastating lightning effect, due to cause of making four lightning flows that start from a rock in four locations and set due north, south, east or west, that combine to make a quadrupled effective action. Directed to sweep the area and intensify as to what is considered the poof to powder point. It can be formed from use of three runes places to act and direct the lightning as drawn from energy of earth and your alternative selves. Along with yourself, to direct the fourth electrical stream from another rock that is placed either north, south, east, or west. This effect can also be done by four people, being in four rocky locations that are at north, east, south and west points.

Battle clone; To form a clone from the effect of battle of effect or yourself as a person. Its as you collect energy to use and then convert to your own as you filter it through the aura and to think 'make use' and imagine how or state how. To realize the effect, and then to make use by either forming what the other did as an effect or on purpose in an energy action. Or, to cause the idea clone of yourself or an efect of your own as the energy is yours an it is. As to effect what you want as to form another you or to form another effect that appears in the vicinity.

Shadow threading; Okay, this is the shadow threading, to focus on your shadow and think it extends to the person

in strands but at first its a whole shadow that splits off after a distance. When it touches the person it pierces and joins with the person through the body and holds the person as the shadows are joined and the person is held. If the shadow weaving is broken then the person can move again.

Shadow holding; This is to think of the shadow is cool and extend it in your mind. To the effect it holds the person by you thinking it does.

Shadow bind; To bind someone with the shadows and halt their progress. To bind by shadow try to think of the persons shadow as though a shadow controls him or her. Extend out your shadow to the person and join it with the person's. Think 'halt and cause hurt'. The shadows will merge and cause the victim pain where you think it necessary including breakages. As victim though hurt it were by an impeding force that tries to break your hands and other body parts. Its a shadow force that doesn't actually hurt you. But you can think it does and when it does, you break your spine and idea of a whole body where you try to do but your body where it broke, it will hurt. To say more, the shadow effect on the victim will turn them.

Shadow splendor: To see and sense what gives and what not. Then use the idea that you get to send smoke by words and splendor that you see and sense by what you and others think. Making it by shadow techniques to be able to be sensed and looked at as though it the vision you make is there.

Shadow neck bind; To relay your message to the next person over. Or, to make the idea of a shadow come forth from yours. To join the person's shadow and twine around the persons neck and body including the arms. This won't hold if you don't think it does. In fact its if you send your shadow to do as necessary but belief is its concentration on holding the person and keeping the shadowy arms spread around the body. In other words, your effort shows what is done.

Shadow body; To focus your body into the shadows and then to form into the shadow body as though you were made of shadows. So you go places, but aren't seen. You form into shadows, by thinking that you are a shadow and you become as one with the shadows.

Shadow mimic; To act as the person and then you think to or actually touch the person while focusing your shadow to connect to the persons. This can make the other connected to to and you get control by thinking that you are in control after this. Whatever you do, you cause him to do as well if you think he does. Otherwise the person just stands there solid and as if stuck to the ground.

Foggy inferno cloud; To focus on the idea as though a foggy lens of causing your breath to go out and surround like a fog. Where it surrounds it combusts and causes mass inferno effects. Burns that will appear mysteriously, but not to the point of where it came from. So if the foggy breath cloud turns into a fireball, think 'cause inferno' and that the cloud bursts into flame when it surrounds enough, and when the cloud is ready, it will form into potent fire. If you can do physical magic, then its more possible to get this off.

Many armed Goddess of fists; To think of a many fiste Goddess as with many arms more than 4 to come and join you and infuse your aura aas to feed off your chakra to use her fists on the person whom was the victim. These fists can knock back anyone or the weapon by choosing to. Its amazing how efficient this is, to summon the Goddess and then the fists of the Goddess start pounding until the victim is down. Knocking away the weapon by choice. The blows of this Goddess are considered psychic and somewhat physical.

The 'you hurt the other ceremony' curse; To draw a circle with a triangle in it near you and on the ground. Then at some point, to ingest the person's blood. And swallow it, Think 'I am them and this makes what happens' as to the walking into the circle and the person attempting hurt to hurt them as well. This circle can be drawn psychically but try to be where it is and to move it to where you go as you move. When you ingested their blood, you might change if you re-enter the circle. The curse is broken if you leave the circle or the circle is dispelled.

Immortality trick; To live forever, as you might think. Keep the faith of the symbol and the idea of it in

your mind of a circle with a triangle within it or an arrow surrounded by a circle pointed up. Then thinking of and feeling that symbol will keep you alive even and upto the point of your head chopped off. Your head will still be alive. Yet easy reattachment might happen.

Sticky ground fluid; Think of energy and the energy being spread around as though it were a sticky fluid. Let the person walk into it, then they are slowed or stuck to a point of area. This is where the sticky energy is. To walk on it, hold energy, as in chakra energy at the feet and walk, the fluid shouldn't touch you as you can cast more of it to the area by concentration.

Detacheable hands effect; Its to cause your hands to detache themselves any which way you want. Imagine the hands are detachable, and thus controlled by you who detaches them. When you focus your mind an think "detach" with feeling energy behind the detachment, They'll come off with an energetic thrust temporarily. But if you will they can uplift and go about. If you give them the energy to do it. So think "uplift", think "your hands that fell off", then imagine them shoot forth an grab or hold or do as necessary. As though, you had visible threads in the arms attaching the hands to the arms. Which can come back and be as restored. The hands will crawl or come back, they will come back when you think 'come to my wrists' an then the hands restore themselves to your body. And so, when they do imagine thread going around your arms to attach your wrists or your hands back to the wrists or arms.

Moon mirror transform; When its done, you can't possibly return to your old self but you become the person you have a piece of or think of. Its done by thinking of the moon and then seeing yourself as though in a mirror. Imagine a circle of white moonlight appear around yourself and see yourself in that mirror change to that of the person that you think of to transform into. Its done when you felt the change occur to your body and you've dismissed the mirror in your mind and then the white light stops. As you've become the person. You must have seen the person before attempting this or you will not get it right.

Water God slicer; It can do to slice anything, using the power of the water God. Call upon the water God, Eo, and then imagine water form in a trail effect that trails the target until you slice it by imagining the water trail having a atomically razor sharp edge that slices through anything.

Holy air effect; Think of your God. Will the wind formation of your choice for the attack as a choice by thinking it does and imagining it. This will mostly work if you practice and can form into twin tornadoes that can aid the Racing fire effect..

Racing fire; This forms a fire effect that is racing and controlled as to where by your mind. Clear your mind, see it in your mind as the fire racing and feel its heat as if here. See it goto the target and do what you want as you feel the feeling that you get with the heat when you summon it. Heal it by forming a power base as of your desire and by thinking the power pooling in an area spreading to where you want to go through the target. This could use your power outlet so be careful as you might have to replace it.

Mock darkness; Basically, darkness formed in mind and body and darkness somewhere. That creates the elements and mimicks the attack or the element that was there before. And throws it at the person and area, in which it strikes out around it.

Gale winds; This ones a little harder to do. For it once applies the thinking about it applied to it is the idea, thinking the winds go upto gale winds after you cross the area with winds in a circular pattern. Feel the winds become gale and then remember that feeling so you can recreate this easier. And after that gale winds cause a push back, or flying away if you get up enough. After your done, feel the winds drop to normal and think they are normal again.

Object shadow hold; This holds a person by thinink at the object to instruct it to hold the person. When

the object crosses the persons shadow, the person finds him or her self unable to move. Sometime unable to speak.

Sugar fed; This causes sugar to be manifested or you to eat sugar and you lose weight by chakra energy reversing the weight gain effect. So the more sugar energy or sugar you eat, the more you remain slender.

Cranium carver; To feel the flame and heat of the area and cause it to form in your mouth. Breath in air to fuel it more. Think it to be forming and compressing itself till you find the heat unbearable and then release the flaming heat as to open your mouth and breath it out. This has a range of 30' at the most and at the least effect its a heat wave that could knock people out if done right. At most, it can cause a fireball effect the size of a 30' high and wide circle, which you aren't effected by. As the firey heat you release hits an area of the ground and explodes outward.

Heart chakra string ability; To use this is to mask yourself and your signal that people pick up on. Also, you can cause the ability of another to be effective for you, by using heart chakra energy in a string form to connect your heart to the others heart, and you get an added upon ability from them. Plus, you become like them as you gain their ability and as you connect your chakra circulatory system to the hearts and objects you change your chakras nature to that of the original owner. That is like fire ability, water ability, earth ability and other ability added as an added possibility to yours because of a chakra link. This, while it works, may tax the others heart as well as yours. An alternative except for some, is to use heart chakra string to connect to objects to gain the ability to reproduce what they can do. For the objects, you have to touch the object to link it. For the others heart, you think the heart chakra string connects to the persons while you mentally touch it. Another added benefit is that in order to kill you, they have to destroy the heart or object other than yours first.

Object emulation; To form as though any effect as you draw the other person or things energy into it. This first starts as your own. When you use your chakra energy to cause the collection of others energy, you form a bond with your own. So that you can focus your concious thoughts and tell it to reform you when you supposedly die. Thus you reform and aren't deathly by a process of regenesis. This process is as it says, its regeneration by some means. By imagining, kissing or touching the person you collect their energy as with an in drawn breathe. You also gain their ability and thought processes until the energy is used up. The object can emulate upto twenty people.

Rasen-shiruken; To call an rasenga and add air manipulation to it. Basic is to form the will ball, power ball or rasenga ball in ya hand and then will air to be added to it. Form it by shaping it into a swirling air rasenga shiruken shape. Then think of the attacker and throw it forth. This can subatomically cut up the victim.

The set trap; Any one thing could happen if a presence of some sort comes into range of an area. That effect is set by what you think and cause to happen. As though it were a pattern set upon the triggering presence. It can be timed to go off even without the presence there.

Crystal style jutsu: The crystal style is an effect of focusing and visualizing crystal forming in the way that you want. To form the crystal from any element as it is and you can cause it to form around or in a body or bodies. There are several methods in this. Due to the nature of the crystal, once you start to lose focus or to not think on the crystal formed, the crystal can shatter. Shattering the person or thing trapped within at least in psyche. As it crystallizes even the bodily fluids in the body if the person doesn't project chakra energy all at once by releasing it from the chakra points as the crystal style effect forms around ya. Releasing you chakra all at once to form a thin film of chakra all around you neutralizes the effect so it doesn't crystallize you. It can even crystallize human blood. This can crystallize all materials.

Crystal Style, Enclosing crystal prison; It is to focus on the bodies at hand and think "crystal style: enclosing crystal prison" While visualizing the people at hand that you wanna enprison turning to crystal while forming a seeming of giant crystal around them.

Crystal emittance; To form crystals from the air and cause them to go outward from your body. By thinking of crystals forming in the air and visualizing them going outward. Considered crystal sparks.

Crystal style: Prison safeguard; To form crystal around yourself and not inside of yourself, This blocks out attacks, and if you are managed to be hit, you regenerate by the presence of the crystal. The crystal regenerates, sometimes faster than the blows.

Octangular mirror prison; To place made crystal seeds in an octagram pattern of 8 that sprout from the ground like a plant. They form from being from a biological effect called by thinking to them, 'form, crystal prison labyrinth', that causes the crystal seeds to sprout as they emulate a biological plant. They form into a solid crystal dome as they form together that is overhanging the middle ground of the octagram. The crystal is nearly unbreakable unless the person who planted the seeds decides to cause the mirror prison to break and fade away. What the mirror prison does, is to reflect images almost endlessly. Causing the senses that sense it to refract and show the person who attempted to sense it, an area within, themselves. This living crystal can show the scene within through emanations. The scene seems to match the outside and inside but is what the crystal prison creator wants the people within to see.. It seems there is no weak spots, but the combined method effect could break it as with others. As it is under the ground as it is above.

Jade crystal mirror; Forms a mirror of crystal that appears in front of you. By thinking 'Jade crystal mirror' while visualizing the crystal form into a mirror where you want. You can use this mirror to be a scrying device or a cloning device.

Jade crystal clone technique; Done with use of jade crystal mirror. Look at your reflection in the mirror and imagine while feeling your chakra form the image into a likeness of you stepping out of the mirror from your image in the mirror. Do it as many times as you need a clone formed. When done with it, the crystal mirror shatters.

Crystal style: Jade crystal blade; Feel the chakra from your body form into a blade attached to your hand. Feel the crystal form as you imagine it form into the blade attached to your arm by two crystal shards. See a sharp point and side to it when done.

Crystal spears; Imagine forming a crystal that is a round flat disk, and then instruct it to go out and chase the enemy. Then throw it near the enemy. As it gets near them it breaks into sharp shards that chase the enemy by you thinking it does.

Crystal style: burst crystal style dragon; Transform the air and water molecules into a crystal dragon effect. Which you can ride, it can shoot crystal spears, you can make it burst near the target and worse.

Jade crystal hexagonal columns; think of the crystal forming from the air or sea. Feel your chakra cause it to exist as columns rising straight from the ground or sea. Imagine as many as you want to form shooting into the air. Till you are satisfied with the length. These columns if in a pattern, can be used to focus effects.

Divine pathway jutsu; Think of a row of crystals forming as a path near you and in a straight line. Feel your chakra mold the air into this crystal path that can lift even a small boulder.

Crystal hexagonal shuriken; Its a shuriken that forms from crystal that you can imagine in your hand and is hexagonal. Throw to inflict terrible damage that the crystal shuriken causes from becoming shards in the body.

Crystal style: Crystal wall, 8th formation; To cause a wall of crystal that is 8 feet thick and surrounds the thing that is an enemy.

Crystal style: crystal shiruken2; The spinning crystal shuriken, this is a six sided very sharp crystal. Form it in your mind, feel it form out of air in your hands, think it there where you want to strike. Then toss it to the target, imagine it forming into more six sided shirukens that follow where you think they should be. They easily disintegrate or shatter in the air or in the wound it causes when not thought on.

Fructify! Crystal style: Crimson fruit; To imagine a gemstone forming around an intended target with the word 'fructify' this giant gem goes around the intended that you want to protect. As it forms, it forms hollow and as if a shell that surrounds the intended. till it surrounds the intended completely and yet air is created and removed by the crystal. So the attacks that go near the intended don't reach the intended.

Crystal style: wild dance of shuriken; To see an imagine the air forming shurikens from it. To spin off and attack en masse the target you think on as a foe. These shurikens continuously reform to strike again until the effect maker stops reforming them.

Crystal style: Arrow of light; To form a barrier of energy that is gemstone shaped around you and its connected at six points around your body. Then imagine light form at the point of one joint of the gemstone barrier and shoot forth a beam of light. This light is like an arrow that pierces and destroys the area it hits. Then to imagine the barrier disappear and continue with what you want.

Crystal style: cloud formation; To form a 'cloud' of sharp crystal shards, By thinking of crystals of any color. Then feel ya chi flow out from the chakra points as ya think of crystals to be formed into the sharp crystal points using the air to manifest them. That go where ya think they do.

Crystal style: crystal discs; To form a few crystal disks and then allot to spim quickly like a sawblade. They shoot out to hit the idea target in mind. Or, to hit the target ya see. This is not done so easily. As to form them, requires ya to think about crystal for a few minutes and then the crystal forming in the air in the shape of whirling quartz sawblades. Then think of where they go.

Crystal style: mirror shield; To cover yourself in a mirrir like crystal that moves to ya body. By thinking of crystal thats flexible and forming around the person and then forming the crystal by thinking its there. Think it will move to ya will and ya body is an extention of that will and mind.

Method combining; To combine the two or three methods to form an even stronger effect method. An example of this is a water typhoon vortex technique. To form a wind vortex and then add water into it to form at will into a vortex. Done to work by making the timing work. To do things with animals or summoned frogs, is as you do things with the animal or summoned frog till your rhythms are perfectly in sync. Then at the right time, you focus on the synced rhythm and focus on the chakra center in the animal other and release it in an effect as water. Adding you own to the energy and the others effect for a boosted effect. To add your chakra to the attack or effect

at the right time, which could be anytime that you want the effect and the other is doing an effect.

To connect to the heart of the being is what you want, as in understanding there essence, their pride,

their feelings as well as they understanding your own. To truly understand their heart at first,

try to know what the action represents of their heart and feelings and respond. So you're in sync faster. Read their mind and respond to it.

Insect cocoon; To force energy along the wrists into an area where there are insects and increase the number of them. This is very fast as in a day to a week. As it infuses the insects with energy to increase number and idea. It also makes them resistant to energy effects and absorb the energy of the effect quickly. To stop focusing on that energy being there stops the effect as the energy quickly drains away. To leave the area as it was.

Tracks hiding; to hide the tracks by feeling your chakra and forming it on the ground through molding so it obscures scent and tracks. This could even obscure print and reading if you tried.

Smoke screen; imagine a smoke appearing out of nowhere, now imagine the smoke obscuring everything and making the scents disappear in the area. Feel your chakra from your 3rd eye and heart form near you into that smoke and cause the vision of your foes to be obscured and the scents to disappear. Just imagine the scent disappears and smoke to dissipate to clear the effect. Use it to erase traces of your movement. This only affects those whom you want to have effected.

Form strengthening; To put chakra into your body and mold it into your body to your muscles to cause a strengthening of the skeleton, and the body muscles. When you stop thinking about the effect, the effect starts to fade. This can cause the hands and arms to become larger.

Chakra to life conversion; To change your life energy into chakra energy. Think "Change my life to chakra!, Chakra points, Life and death!" while seeing an upsurge of chakra energy coming from your self and soul streaming through your chakra points. This streamed energy collects in your aura to be used. The process is aided by water and can nullify tiredness as well as give you energy for use.

Mud form: To form using chakra from your body a mud form. That is to do any possible thing, such as form into a mud wall and a muddy form that wraps around the target. This mud essence is debatable whether it can hold a person in place. But it seals away ability nicely, whenever it surrounds except the creator of it.

Multi smoke clone; Formed out of a smoke that's molecules and clumped together air dust. The smoke can form any number of your clones from the clumping together of its molecular dust and water and it knows what you know. It shares by psychic impression the info it learned by observation and activity. On death, it disperses and seems to disappear. Only it leaves its knowledge of what it learned in your mind from the imprint. These clones can form into any actual formation. Cause the smoke to be in the dispersed state and the clones disappear.

Smoke prison bind; To form smoke that's molecular into a binding around the person or thing. By thinking of smoke and think it forms around the person or thing in coils that bind the person or thing to be motionless. This sometimes works to stop a thing or a person, but will cause them to slow down.

Mucous water shield; To think of mucous from your nose, and then feel mucous water form from the chakra of your body. Think 'Into the hand' and project it from the hand into a shield projection form. Or, 'Into the area' and it forms where you think as in the form that you think of.

Water shield shot; It is formed by thinking of water that's sticky and at for 1 minute or a few seconds. That shoots outward in globule or mini globule shots to hit a target. These shots can be flung from body parts as it doesn't stick to your body.

Shapeshifting jutsu; To shapeshift ya form at will and possibly away from blows. This is done by a wearing of a body suit or clothes that ya fill with chakra energy. Then, when ya feel up to it, ya think of the form that ya want and ya will shift into it. This has a cost, to gain the weight ya shift off ya back on. As long as ya wear the body suit or clothes, then ya will almost never get tired. If ya fill ya skin with chakra energy, then its the same idea.

3-tails fog; To think of fog that forms and causes ya to face your worst fear. The fear materializes until ya realize its a delusion. This fog forms as soon as 1 to three minutes later. Its dispelled when ya stop thinking about it. Or, until ya face it down by expressing what ya feel.

The Idea protection wall; The protection wall forms as a ring around ya and then unfolds itself to surround ya in a circular wall of molecular steel. Its formed by thinking of the steel like ring to surround ya and then it unfolds to its own will. Only to fold back into a ring and disappear when ya safe again.

Fire swirl: To think on fire swirling upward from your feet and in a conical formation as it goes away from ya body. If ya keep practicing with this, ya can form ya body into an energy pattern that goes where ya think it does or supposedly is.

Water style: Hand of waves; To think about water by the taste of it in ya mouth. Then imagining the water formed near ya hands outstretched. As it forms, it forms into a wave effect of water which can douse or disperse anything.

Wood style: Giant forest; The giant forest effect is that of a forest of intertwined tree slats that form a barrier. The barrier lasts until its thought to 'go away'. The barrier is built by forming an idea with thinking about it, the forest of slats to be where ya want them as they are grown from the air. and the base of the slats is slightly under the surface.

Wood style: Giant forest Jutsu; To form a weightless vertical tree by thinking about it, to need it to grow from the area of ya hand. And to have it jut forth to get near the target by thinking it will. Ultimately, to pin and trap the target in branches.

Dead soul jutsu; Its an idea that ya can form a dead soul into a body again. So this jutsu is just that, it attempts to form a dead soul as though alive again in it body. As though it can also form its life in the caster or a body that is willing. This is done by trapping it the soul into air that it shapes as a form into itself. Trapping it the soul, is to think of the soul as trapped into its own form and then this form forms from air as though the ground up. Bearing the soul of the person. Dispellled by thinking it is dispelled back from where it came.

Columnic energy effect; To form a column of energy that forms around the person as the person releases the energy from the chakra points. To form a link with the energy to someone or something, is a way to calm that something down and keep the something nearly still. A way to do this is to think of ya chakra points, then feel them release energy as it comes to be in a column. To feel an emotion come forth while thinking on the action of the person or thing and to mentally yell 'no!' will strengthen the energy. So, ya see it as blinding, if ya looked with ya astral eye. Think of the person or thing to link to him, her or it. This calms by overwhelming the senses of the person or overwhelming the thing. Through so much energy that comes forth. This energy column can also summon beings By thought of the being coming about.

Clay particle explosion; To think there are a bit of clay particles that are absorbed into the palm of the hand and charged with energy. Then, its effectively the idea of

the clay particles emerging and reforming atop the palm. To effect the idea of an explosion, from the clay, think of the level of explosion and then toss it forward. Ya can form the charged particle clay into explosive land mines that detonate when the target gets near or steps on them. Ya can also eat the charged particle clay to explode ya body in a massive 2 mile radius explosion. After eating it, think 'explode' to the clay in ya.

The levels are:

C1 for the effect of a larger object being formed from the charged particle clay. This clay can be animated, and by your will it moves. The clay takes on a form of desire. Yoa can form a guided effort to hit the target or it can be for use. To detonate the clay particles when they reach the target after awhile, think 'detonate' and feel them explode near the target. The clay, when cut apart, can reform in a shape.

C2 for a Dragon that appears from the charged particle clay. This Dragon can form all of charged particle clay in its mouth. The clay is formed into the shape of many mini guided missile dragons or one medium sized dragon missile. They can chase the target down till it explodes on them. The original Dragon can form more of them.

C4 for a C4 Karura effect that ya 'put into the mouth' some of the particle clay that makes it charged and spit it out to make it form into a 'you' that's a spitting image. This image can be any size but generally ya can make it three times to 10 times ya height. It can form micro particle clay parts that penetrate to enter the body's of the people in the general area. So it generates them and explodes outward, releasing the micro clay. It's better to get out of the area before it explodes outward. It can seem to rapidly grow larger when generating the micro sized particle clay. Then when the particle clay, released to the air, is saturated enough in the area, think 'detonate' to the clay and it will seem to evaporate the people and things it's gotten into. As though, exploding and melting from within.

Created by Ben and Spellhawk.

Bleach package : To form anything of bleach or as a bleach episode might portray it. Just say the name of the package or effect to get it. The ability list is below and there's no hand signs necessary.

Schizt in : You are to move somewhere as with light and energy as if another self.

Image chopper : It's an image that forms into anything you want and framed in with particle energy. An image that forms into a knife and can cut through anything. Some say this knife can reform into a sword.

Reclaimer : Reclaim anything you want and it's as per se real to you.

Benji recoiler : To claim a recoiling effect as if a segmented idea forming riatsu links or spirit bonds and the bond form the image of a knife into segmented flexible knife parts joined as if bungee flexible or a bungee cord was wiring it and it responds at will or a flex to the arms.

Flight : To fly as if feeling a good feel buoyed up in the air by spirit willed particles, and your will is the direction the feeling is the force.

All Consuming force : To hold spirit particle energy and have it encompass the trouble by a touch. Aizen specialized in this form of attack as to be near and touch and the aura spreads through the target to disrupt the body and from within until it is dissolved to dust or nothingness. At least it can deform, at most it will destroy the touched foe.

Spirit mold touching: It actually is a mold of energy that forms into your will and with permission it forms into anything you will'd want or whatever need of theatre at any distance.

Bender : NBend anything to into infinite forms by applied spirit particle and psuedo electricity added in. This can form the object to any length. And back again with Pseudo cold energy.

Pseudo electricity : It forms by will on a fist to become electrical energy at will to electrify the target.

Pseudo fire : The will is the fire, as its fire and at the moment it forms helped by "spirit will on particles" standing meditation. Its fire in its freer form and could be considered spirit flame or become as weak as particle flame. Which acts like faery fire and fox fire but can actually burn if the will is destructive or has a rage behind it that formed it. This has been known to burn anything. Another name then is to the pseudo flame and is known as actually it is flame.

Pseudo ice ; Ice that forms by will and not a process can describe it, it forms to the persons will backed by spirit energy and maybe a particle force or energy electrical form. This can be considered as focusable through the weapon as well. Its also called the ice effect, where its to cause ice to form in any manner that is offense/defense or just an attack. Usually the ice energy is focused through something like a weapon. The ultimate form of this is true ice where it is to summon a psych moment to ice over the idea situation or momentary trouble or idea by moment.

Pseudo earth : It is the earth formed that smothers or creates itself from particles formed within. This can choke a fire or act as a water seal. This can be formed into any form through spirit molding. Pure spirit backed by electricity or paricles and in formation of an object such as rock or something useful as to the will by design of desire. If used you can smell the earth where their isn't. This has been known to choke victims or similiar by particle formation in the throat. Sedimentation is very easy within this force.

Parce force : To parce the energy force as of the nature of matter or similiar and form an object as something else. This is done by particle energy emittance at a certain rate that molds your chakra energy and the object. Remember the elemental colors because the force of energy emits them as well when there parced, yellow/red is fire, ice is light blue, water is blue, and pale bluish/white was air/ice, Golden infini is fire infini, black is void, spirit is grey, poison is green, yellow is disease.

Pseudo air : Anything formed from particles, which is breathable unless in solid invisible form which acts like a block. This can be an object formed back into particles and reformation therein, which has felt mass and is unseen except by psychic nature being detected. At which times it reforms with earth nearby.

supre-Volcanica: to make your aura spread out area elemental effects through suppressed energy, and your limbs can morph into larger proportions temporarily by the energy flaring and forming like a mold over the limbs, to see it one might think it was a volcano of energy spread out in firey aura. In any way it can be formed. This is also increasing skin and body strength.

Ironskin: Your skin becomes moveable as if skin but ironlike an hard as iron and bounces even swordblows as it serves like armor. This is of spirit particles of forming your skin into ironlike consistency by a caress of spirit energy molded into the body. Literally gives my skin the density of something beyond iron.

The fight: Just Instinct, fight, no seeking battle, go with a use weapon. To go with it even unless triggers needed then its depended on. Slow moment, can cause it, the fight to be better. Slow move in the moment as you think slow time to do so. To beat the cause is the case of the moment and to cease the moment.

I en tg; Iron move, To be at the target, and not caring what he or she does or wants then you are somewhere in your mind a supreme being able to do in people or I hesitate to say, things.

Brute force crush. Wait, feel the force boil up or come up and attack. To thrust forth and direct it or feel the effect and imagine it. The idea is to force by use with energy and watch the effect happen. To use a main force and have that force as an amplifier by other idea parts. Either way, To use the parts as a way to track. To simulate the force or action and then have it to be either. It takes both to make one. Force when used, is only necessary for one force and its in the subconscious that it works to use with many. A main Quarter, a quarter effect force could be exchanged to yield it. To yield is the force of energy manipulated or to do by action. This is Brute force and anger is in strength. "Force an when map just say to ge. To event when in or of an idea."

Bleach percieving effort; You see bleach, in liquid in form and your percieving the effect done with effect with an effort done by yourself, By effort you achieve an idea.

Ble broach populace; Bleed energy or feel bleh, broach an idea or make this idea or talk, to observe mere or near idea, and to be in populace or observe the populace. Energy benign being; With energy of or by aura, you feel benign then you are of a being or a being that is induced by idea or a with li.

To an sedu; Have someone use a liquid or spray, spread it an around then use bare crippling energy in a beam of light directed at the liquid to spread influence or cripple them.

Ep ki; to summon energy of a characters chi or han. Its in 3 parts, Ep si ki to summon spiritual particles by chen energy. Ep su to be in ki by energy episode that is used to govern the moment. As the episode does things you get energy. There are three types of energy, enemy type energy, normal use type, and friendly type. But why wait, so to generate an instant charge just focus it from your hera as green light. And finally you could use Ep ki se or ep se ku. For episode like energy.

Ep si; lock, Is to lock the episode in the head as away to not occur in the physical. This looks like physical locks or handcuffs that locks the spirit into a pose to do things by thinking about it. Sometimes locking the person in place.

Ep se chi; Is to see and do but it won't effect you. Its basically not there anymore. To form a basis on theory and reject or do an action that is with the thought "non effect me". To not effect they that represent the force are away.

Ke se pu; To stop and cause effect. This can stop poison.

Ke pu si; To stop and shift by silent move by some effect caused by silver. This unintentionally seals an area. You may end up seeing a silver light energy to effect a slivery vision. It gives you a vision and you see. If there is sunlight, then you can be blinded. Blinding in this case is you do not see the effect.

Ku pi; Its some sort of form of martial arts thats unusual but unseen and hard to realize.

Te do; It allows one to be a master in moments that might kill you. And you can respond like a master of attack to do. As it seems like someone comes to help at a moment in purepose. Purepose is the purity of a semblance in a pose.

Bera; To solidify your reiatsu form in a circle of fire with blood force by seeing it form around the wrist and in front of it as a thin line, then its to form a ball like force and sometimes energy around the wrist and it becomes a minor or major explosion of fire force when refocused to be sent forth in the mind as to where you want the explosion after seeing it explode there. To control and manipulate someone with this flame is possible as its the power of ki.

A-Vision effort; To see one or more visions, use of an imagined viewscreen that surrounds you in four sections or one main and four appearant. It appears to the psychic mind of what you want them to see but not appearant to the visual eyes unless necessary. You need a full concience bearge.

Cero; To form a force of zero force energy formed by collecting the forces of darkness and blood with the fire of anger so its red to build up and spread forth and hit like a wide beam. It can be a powdered energy and get the same result. This can also be in the form of Akai raito.

Akai raito; In translation, red light that is from a psiball. That is, to use a psi ball with programming and with anger thoughts in it to make it red and willing it to do what you want it to do or summon it by thinking its there as a reddish force thats hot and boiling that builds where you want and it boils forth in a cannon effect to consume the enemy in a wide beam of red light. This has consumed the target where it causes nothing to be left behind.

Cero white; Its energy built up and in an area that you think of. This energy builds up and shoots itself in a cannon effect as white hot energy that happens with a flash and the person or thing may not actually be there or severely burned. This has been known to disintegrate someone.

Cer-m; To form on a swing of a weapon or hand to cause a cutting fire of lazerlike quality to effect a beam of shearing cutting light. Some use force energy and color it red. As red is from the blood in the body. En a of; To enter a state of total focus and concentration as by upsuges in power.

Spire of bone; It makes soft bone tissue, that appears to harden and can be any shape or size and grow as its polymorphic material. It is it if it strikes, and acts like dense steel to strike thru or momentary twirling to do in more than one ropelike length. It can also wrap around the person unless the polybone

material is broken. Imagine it sucking the victim dry after impaling them and it can turn them to stone.

Step-in; Its like your in a place while in the same place. Now there is glorified reason, a reason of clearing the mind and imagine the circle or circum. A be of it if, to see if your in a different place and time dimension. While you walk in to the circle, to be as if able minded and in walk to be of two places. Be not too afraid of technology with this. Fears have a live in policy of becoming real.

Quaint moment procedure; a moment procedure. a being procedure or to be of procedure and proof is evidence. To make them believe is false.

Spire of Blackness; With black spires you form a black version of the metabone spire. Its formed out of void and on touch sorta paralyzes you or the vision or the victim. The black spire arms can form any which way you like. Any which way including twirls until unnecessary. Just envision the arm of black material surrounding the victim or going with in the victims as if spikes were at the end of it. You can form spikes as you will on your spire arm. Theres another version, called white spires, its to form of it out of light energy and cause divinity to give it direction and whatever it attaches to goes with it. Like it works by derivance, energy, in a divert.

Rejection ability; To cause by rejection or calling upon fairies or cancelling out anything to cause any limb or item including bodies to be restored or uncreated as in a fight you can shield, attack or if you call the name of the idea like a element, however like a I call shield and I reject to cause it the result. If natures curse; To be allies with nature but it is as a curse that reflects your moods.

Energy weapon; To call up a energy weapon like or on an bow or sword and it can 'inflict' damage by just shooting energy bolts or slice damage as once its drawn where its possible to whirl the blade to slice up things if very quickly. The arrow must be released, to activate the 'bolts' of light and a shock or lightning and electricity effect is summoned. Percieve the light arrow formed of spirit and ki particles in the bow and imagine it pulled back and in on release upto 1000 are possible as a arrow can split into more if made of light shock. For any weapon made up of 'energy' it can be formed into other idea forms. practice is necessary for this to work. One note; The throwing weapon an sword form can also inflict damage by being cut into the skin or outer shell of the target. If its bone, this is especially true for the arrows, then the light spirit particles can cut right through it. In fact, the shielding effect blocking the arrow, sword or throwing weapon for these weapon types are practically none so it can go through anything. Except if a ward, then theres no effect. Its like the zeedle sneider a spinnable energy blade that spins fast will cut into anything. Its said to vibrate at 3 million times per second. As it is, its a quincy blade and a bow weapon.

Travel spheres; to form a sphere in hand that expands of its form in a focused barrier of strength that is capable of causing levitation and it uses a smooth sided 'tube' of material or a sand tunnel to blast through and off a long distances with as 'nough force to send it on its way. Generated by thoughts to do so, as even if possible. The spheres act as protection as long as it surrounds you with its own energy air.

Deflection; To deflect a beam of Cero or Bera and by use of material that absorbs it. This can also deflect a spirit blow or normal blow and occasionally the material can

be broken. As there is a physical blow with a spiritual blow extension.

Whirlwind effect; To summon a whirlwind and try to focus it as a whirling air part at the person. and this will lift the person up as well by focusing it around yourself or through the person to rip him/her apart. You can easily knock out a person with this or rip off the clothes. But by generating the whirlwind as you will you can get an air effect that will feel like air going around you an enact as you will.

The crushing wave; To cause a wave of high pressured cold water and freezing and attack at the same time to cause the person to subside under the the attack and be crushed by the wave attack.

Glotonerfa; To form a absorbative in gluttonous of a mass of biotissue somewhere near that eats the person's life force and spirit leaving a deadened body that ages rapidly and in real life is burned out. This can form any scream through the personal target that can shock the system or cause a deafeness. Its like your on top of the biomass. Its linked somehow to you in concious so you may know what its doing. Still its like a separate part from you that does things in no if commands or just do it commands. But it does things as it likes while your not there.

Fast wing slice; Feel super fast blade vibration happen near the target that you an thing on with the blade force to occur the effect of slicing up things spiritually. To lash out with the blades unconsciously and hit the target without thinking about it. As its the spirit that is the high vibration slicer that can even vibrate the particles of paint off a surface.

Infinite slick; Idea for which it shows a person spouting out your idea of slick like liquid. To which is there till you don't need it and such.

Caja negacion; to punish the subordinate and seal them away permanently into another dimmer dimension. Some argue its where you go through the savior role and more argue its where you goto a dimmer dimension. Just think seal and at a person that you look at, touch and think of. Then the persons somewhere else.

Kaja negacion; this punishes more powerful foes by sealing them into their mind as if a trap maze. Leaving them weak, and not too able as well as sealing their ability and them away into another dimension. At and do is the way to shock them. He was distracted ever since as if he was sick. To call forth mana energy to seal them by thinking it and it does as its a form of rejecting the physical person. As if on a touch or focus and a thought that locks them away in the mind. The mind forms a reality that seems like real from their memory in the mind. This reality causes them to be sealed away and they live in their mind as their body seems direction but no mind. Leaving them weak.

Gran rey cero; to call upon gaia or deep magic of mana to cause with your blood and black fire energy to shoot forth from your action hand a form of fire that incinerates on touch as its a also mixed fire with black fire its bound to incinerate those who are immune.

Desgarron; To think and feel 5 streams of energy that come out of your fingers to puncture through the body and otherwise act to cause avoidance of the area as the streamers that you cast out of your hand from a built up energy act as blockers which cause people to divert from it. Disruptable by dismissing it and or cutting the streamers as is. Disrupt one you disrupt the other four.

Holgath bakkoutou is a weapon that grants an ability being of any ability from the weapon, as swords that will create different abilities from your chakra energy that will form and feed off of you and you know what to do with the abilities as though it were yours. They have one as a form that will ever reform to itself at will. They have many different power levels and abilities like forming a power wave that freeforms from your chakra into a stone wall. Only at a higher power ability, it forms more than one wall if you will it by causing more than one power wave and you can go through the wall as though apart of it.

Another as to cause light to be reflected on another to hit as is to trap the person in two worlds on where they are and the other where its in its own spirit plane. Depending on the user, you could trap the person and make them see nightmares or make them separate and easy targets from their body. To be released at the weilders will. Then there is the chakra energy introduced as produced into the sword to create any effect. You can also upon ability form a blade out of the body by eating the weapon energy to produce weapoons that shoot out your back and body, that shoot off to strike the target. The final ability of that is more blades, multiple blades as you eat the essence as you can say of the blade itself.

Infinite corridor - Basically use a weapon of choice an channel energy through it and have it gather as force of dimensional of effect. Which means, it the effect, is to be an idea to have as a manifest by your energy. This might take some practice. As per se think of a thought which causes the area to be far more than it may seem normal. And this is in a fog thats dimensional an causes a person to think about it. It'll do damage if you use a blade, and space the things out per person as if they're physical but they're not. Such as 'I ie if' that brings about the fog to use a weapon of sorts and your as if in a dimension in a limited area.

Hollow transformation; This is gotten by the use of 'hollow transformation' in some manner. This will help you get a hollow transformation to go. The method it uses is to be ok and first of all you've to be able to use demonic energy.....maybe my doc will help you in that at http://alt-sites.tripod.com/Demonic_energy.htm, as its a combination of choas and demonic energy and also to cause use of that iron seal as well. The package will spread the demonic energy through all over your body and in your hara and then call to choas and make a hollow mask using the essence of demonic energy. and according to the scripts before doing this tech, you've have cause to destroy your inner satan. As in going to the void and fighting it. Because if not then these energies will take over you forever as its almost like the demon fox's cloak.

Amagai's special ability; Imagine or hold a sword in hand, imagine it having special abilities. One that reaches focusing fire and focusing other elements. Now as you ready the sword, it has the ability to fling the element and that element flings forward as the sword's flung forward. Or put backwards, can project a large amount of the element in a jet stream type wide long range attack. By seeing the element in your mind with the sword reverted reverted, The back end showing, feel the pressure of the element to be building up in the back end. And projected forth thinking it goes and gets released in a stream. So the stream of energy is cancelled once the pressure is gone that built up so its off. The element turns back to normal.

The other special ability, is to put the projected or physical sword tip into the ground. Imagine energy of the element you chose, by thinking about it before using the sword or as you chose it, by thinking about it as you use the sword..to project through the area ground and when it reaches the target area, You see the energy reach upwards and the element you project shoots forth from the ground and at the person from beneath. Theres an advanced version of this, you can form a prison as a true prison form. By creating multiple upthrusts, by your will channelled through the sword as the sword will do it if you put the sword tip in the ground and starting your phase think to have it do the multiple upthrusts of the element. That means projection such as multiple attack and the element shoots forth in many poles. Into the air and if the person flies they can still be hit. As it shoots forth maybe thirty feet to one hundred feet into the air. And theres as many as you imagine shooting forth from the ground as per se if you wanted fifty. The idea is they come upthrusting at odd angles, hitting the target in the air or on the ground. First, it forms a prison around the person and then fill in centering inwards. You can do it many different ways.

The amagai's special ability dissipation is when you think and let the energy go from your control to

dissipate harmlessly. Actually, safety in this case is to dissipate it in your mind to dissipate it physically and then let the energy go in base form. You can cause any sorta elemental reaction action. To turn up by putting your tip in the ground or thrusting it forward and causing it to spew forth in different ways, thats up to your imagination that may occur. As to what you want, its resolve drives the element by thinking it does to do exactly as you want.

Double cero; To open the mouth and suck in the energy of the attack. Then to breathe out the attack with your energy added to it. Like a double energy cero. Which you take in the cero energy by absorption and do it outward as your own but with your energy added to it at a foe. You can contain the energy for only a few moments or it could burn you out or cause you some pain.

Double energy; This can double the energy used against the foe. To take in an idea energy or energy itself by absorption. This includes absorbing it through the skin or by breathing it in while thinking its all the energy of the attack that you breathed in as though it were sucked, and using it by breathing it out with your energy added against someone. Or casting it forth in an effect of your own ae doubling your energy and stamina. While you keep it and cleanse by filter it. So you can also cast it forth and cause double the effective energy on the other. Once cast forth, you can gain a temporary reserve of stamina and energy as a residue of said energy. Unless the energy was used to fuel your body in casting it forth to your body, in a stripped of harm form in which it keeps up the a energy reserve longer till its used up.

Double speed; To cause a catch in a self that gathers energy from around you and then adds to the energy from the spirit and within. To be applied to the heels of the feet and body to make yourself double your speed, this can include speed boosted strength and body speed perception as though, even overweight, you were twice as fast.

Cloning goo; purplish goo can clone a person on contact of the person. Formed from a will of thought to make more clones of the person as said person is thought to be as from that will that they like. As the goo comes off the person, it forms, if you strike at the goo clone it splits and dissipates the clone to make more clones. And these clones will do anything. Near the power of the person as it takes no attacks easily.

Purple goo dolls; It is simply put, think around the person and think purple goo surrounds them. It collects informatiion, about thoughts and true effects and genetic information. And after it the purple goo releases, it forms into a doll in your hand. Which can pop open, and you can snap the internal organs in effect. Which is in the power of the doll. The purple goo, it can do worse by thinking it coalesces as soon as possible to form as it is possible to do as you will. It only lasts until your spell binding the person.

Materialization; Force can become an object with enough energy and spirit particles. Some can form from your mouth or arse. By thinking of the object and seeing it in your hand while shaking your hand or pulling it out of an area. It also might form.

Cero siceritico; To combine a cero with another of two great destructive forces by thinking the two combine and materialize by imagining it there to strike the person or targets in a wide beam from a build up of force. Basically your forming two psiballs that are formed with destructive intent in mind, or told to destroy and instructed to the building up of cero energy, while you put emotion into one by thinking the emotion goes into the psiball or at the psiball, to form a blue or other color like white hot as a source and rage or dark emotion into the other psiball to create a red source and then combine by telling both to combine together. To strike the target as the psiballs are told to and thought to strike the targets in a narrow or wide beam. If the two sources arent fused together, completely, Then they can be broken up into two separate sources by energy manipulating the two with pressure at the energy fissure. This is best done by two people. As one can form one source and the other can form the other source. With directive thought to fuse the two together. As both can tell the psiball to fire in a wide or narrow beam at the targets.

Wave effect; Say a 'wave', 'destruction wave', 'deterioration wave', 'disturbance wave' or 'effect wave' while thinking of waves or the effect that flow in a general direction and i e make a geture or use your voice vibrations. This is to set off the

wave effect in a general direction. If you find it didn't reach the target, think 'This or it reaches the target' and then to send the result wave from this ritual, think of the effect, think of the person and imagine what effect happens to the target after moving a body part or hand in a wave fashion.

Sovereignty; Its an example of a bleach ability. To have sovereignty over something, you own it by you controlling it. By willing you cause it to do. You want and it will do as you want. So basically to do this Imagine eyes, eye this to do as each eye will own this function of the object as an actual idea or thing by owning the sovereignty. Thus, imagine the eyes widening and opening further and imagine it emitting a control light and then they do the effect of emitting a control code in a control effect to owning the sovereignty of something. What you think you wanna do is separate from the actions the something will do. It will do as you think it does. Acting out its actions, by action up on the thing makes it do the same as you might think. Each eye can only own one thing and open once and painfully where it does. To take over the head controls the rest of the body.

Drug fx: The drug effect is to cause a drug to appear in the body of ya choice. But by choice, it does not appear to effect the bodily container. Think it effects them to get it to effect the body. To get the drug in the person, imagine the person using the drug and entering the body. The spirit will do the deed an show itself by some means.

Geneva: To come back from the dead. By ya essence takin over certain parts of the nearest body and recreatin ya in perfect detail as the new ya pours from the body leavin the target to recover. Ya blink back into existence as though never destroyed or killed.

Special barrier; To setup four poles that can be spiritual energy along four pipes or four beam like objects that pass spirit energy to the next pole. This forms a barrier that can cause soul and spirit separation so whoever is in the barrier is in their soul form. This form can be any form thought up. As in an astral form. There is a limit as to how long there is at play within this field as after 60 minutes, it can bring storms or cause time to pause on a thought for an elongated time.

Tazeraki; Ever severing wind. Form a circle of air around you from a circle of energy thought to be there. Think of this wind as forming around your hand and forming an energy blade an changing it, charging it with wind. See the blade glow and alter itself to the degree that you want. And then make as to strike with it releasing the chopping wind as a mass of strings, that are wind strings forming around the target an cutting through the target and finishing the cut. The strings an blade uniform when your done with them and imagine them disappearing.

Absolute hypnosis; To use a blade of energy that upon sight of it you can make the people around believe whatever you want.

Freeze time and teleport; Imagine and feel in your mind two circular disks and see circular disks form a greenish column while you put your hands together and pull them apart. This greenish energy is time particles that stop time of the area. Feel the energy infuse itself into the area and the targets you want to transfer. Imagine the energy intensify and spread out like a dome that disappears the targets from energy infusion and thought of the targets appearing there to where you imagine them appearing. As it collapses in upon itself to form a collum that

disappears.

Acting effect; The acting effect is to spell out the effect by acting its name meaning. Then doing a stance like holding your hand out and the effect projects from in front of the hand or body part.

Fire wall; Summon fire in the means of your creation. And see the fire as if a wall around the area or people that you want walled off from you. Feel it flow and form into that surrounding wall or straight wall. Think it there and it remains there, think it gone and it will be gone. It is quite possible to cause the wall of flame to form inward toward the area you want to scorch. By thinking it will as you do something, then thinking that you are doing that thing it, the fire, will do so.

Ultimate guillotine attack; To focus air rings at the target, and focus ya mind by thinking of attacking the other person. Feel the energy around ya and raise ya spiritual blade, as to focus that energy. Then Rush the target with an attack.

Ultimate shining attack; To focus air blasts against the foe, then feel the energy of the heat in the air. Raise ya energy blade and focus that energy along ya blade. Then launch forward and maybe spiral with the blade held forth. So, ya strike the target unless he moves away or ya knock him back instead, with an impaling blow.

Ultimate thunder punch; To gather energy into ya fists by thinking its there and punch forth.

Rosa Blanca: the white roses sentence; To achieve this effect, imagine a black thorny dome vine that grows upward into a dome around the target/s. And this thorn bush dome sprouts white roses. The white roses use the essence of the target to grow. As it, the rosebush, cuts ya target/s off from the outside completely. The white roses smothers the targets into death by a constant flower petal falling. The reiatsu of the targets totally withers away.

The Azure Peacock; This grows vines the width of ya arms and with flowers that sprout to the point of using the targets' spirit essence. When they finish sprouting, the target/s will die of a poisoning effect and lack of spirit essence. Sometimes by a disease that appears with the weakening of the body due to the essence being used up in the flowering of the roses.

To do this, hold ya blade more tightly and imagine it sprouting a thorny rose vine. That attach themselves to the target and then grow from the body by ya thinking it does. The roses start to bloom, by budding from the vine when ya think they do and then they form blooms that are using the persons essence by thinking and feeling the persons energy flow into them. They use the person's spirit essence as fertilizer, absorbing all the spirit essence of the person's emitted reiatsu. An once fully bloomed using the targets energy essence, the person dies. When dead, imagine the thorny vines going back to ya blade or dissipating and leaving one flower in ya hand, that ya sip from by biting it. Then imagine that flower disappearing too.

To change form; Think of ya form ya wanna be in, then draw a leftward spiral outer edge first and then inward on ya left breast. And then optionally, for successful idea touch both sides of ya body at once on ya between the stomach and breasts fold and the top part of ya stomach. Imagining ya form shift into that of what ya want.

Devoura pluma; To think of wings and then the wings swishing back and forth. As each wing beat forward, There are shots of energy that go forth as the wings feathers are

'shot' forward like steel arrows shot from a bolt gun. It can decapitate the target or at the least cause the target pain in the shot area hit. These arrows of steel feathers can strike through anything.

Bala energy shots; to wave ya energy weapon and it is to feel the energy of hate and enjoyment surge into imagined energy shots of a color ya choose to shoot forth. To strike forward with each swing and unneeringly hit the target.

Highly pressurized water shots; To shoot forth the shots of highly pressurized water, imagine water forming as a sphere into a highly pressurized form. Then with a wave of ya arm ya release it, the highly pressurized water, forward into the target.

Enlightened king's heavenly punishment; To imagine an avatar form from the released energy of ya spirit blade. This avatar is to be four times the size as ya or larger as in 16 times taller. And it wields a blade that ya can manipulate as well as the avatar itself. By just a thought, ya can cause it to do things or acting its role out is also possible to manipulate it. The energy goes back into ya blade as it goes back with a thank ya and placing the blade in its sheath. To release the blade is to think of a form it will take and then swish the blade as ya imagine the energy being released from it.

Haneiko's ability; To turn the blade part of the spiritual blade to sand that surrounds the target, and the sand is as the blade as it allows with the swish of the spiritual hilt, the ability to strike any within the sand as though a spiritual blade. This sand can also be used to block attacks as they come. This sand can also turn into an ash tornado that slices up all within. By thinking it will and imagining the sand to swirl like a tornado, And then throwing ya arm out will turn it into the tornado form.

Tobiume effect; To cast forth a net, by thinking ya do as of a net of air and spread fire over the net that is made of fire or heat particles combined with red particle fire. This net can 'catch' people by them being near enough. When caught, they stop or slow down. So by thinking or saying 'snap tobiume' then a fire effect happens to those caught.

Soul Burial; This can be preformed by all shinigami's and others, its how they send souls to the Soul-Society. To do so, think of the soul society and then say as ya touch the soul with the hilt of ya spirit weapon, 'soul burial'.

Black ops molt; To molt or fade away to another area that is less harmful. Where ya disappear from one place using an instant moment, and run from the person attacking or doing things or the area you disappeared from.

Freeing the sword soul; To cause the energy soul of the weapon to free itself and form into what it would be without the weapon an as thou the soul was human or a being. This is done by talking at least mentally to the weapon, and suggesting to it to 'do what your instincts say to do. Free yourself and be as you should be not forced.' All the while, putting forth a hand and imagining the hand pulling the soul being free. If you succeed, it should appear beside you or somewhere near you.

Due note, if the weapon likes you, then its safe and it will attack for you and help you. But if it dislikes the owner of the weapon for the owners' abuse, then it will attack the owner with the same abilities that the owner has added to its own self for use. The soul of the weapon is part with the owner's soul. So, it shares with the owner its abilities and the link to the owner causes the owner to involuntarily share their abilities with the weapon soul. If your weapon soul becomes free, to get control of

the soul of the weapon, fight it and defeat it into submission unless it doesn't fight you. This weapon soul is born on the usage of what you do with the weapon.

Heaven shocking lunar fang; This is done to create a rage and hate that inflicts through energy at the target. To do the trick, think of rage and hate and place it to the spirit energy blade that ya think into existence in ya hand. Then think of the moon and electrical energy and place that energy into the blade. After that, swing ya energy sword at the target thinking 'release'. The shocking lunar fang will come in a wave form.

Heavenly greater lunar fang; To do this trick, think of the moon and the influence it casts. Then focus the energy ya find around ya. Focus it into ya particle sword or spirit blade that ya make appear from ya hand. Then think of rage and emotion over what ya would normally feel it over, and place it into the sword. Then focus the rage with the moon energy and the energy around ya and add heart chakra energy. And swing the energy sword thinking 'release' at the target.

1000 year prison; think of ice and the ice is in slab form that appears around the target in 6 slabs of columnic ice. Then think of them going in tight around the target and spinning there, maintained by the idea and the energy absorbed from the surroundings.

Bindings:

Way of Binding No 1: The Covering paralysis (Sai); Seals the target's movements. Think of a force of energy that covers the foe and causes the movement to go to nothing as ya think 'sealed' or 'paralysis'.

Way of Binding no 4: Byakurai; To cause the target pause and be stunned with a stated "Way of Binding no 4; Byakurai!" While seeing or thinking of the target.

Way of binding no 4: restrain; To think of the target in ya mind and then to see a result of restraint by causing it with a, 'Way of binding no 4: restrain' being spoken. As ya think of the target and as ya say it, the target will restrain from the attempt it/she/he was about to do.

Way of binding no 4: crawling rope; To Cast rope that crawls into position and binds the target. Its cast by a thinking of rope that crawls about and then focus ya mind. Then think of the person as ya look at the target to bind. Saying, "Way of binding no 4: crawling rope"

Way of binding no 8: Repulse; To cause a ball of energy that ya program to repulse the person or thing on it being struck. Then place it in the path of the attack by thinking it there.

Way of binding no 9: Geki; To cause the thing or person to be bound and release anything held. By stating after drawing a rune that means ya action, "Disintegrate; Black dog of Rondanini. Look at yourself and burn; Tear yourself apart and your own throat!"

Way of binding no 26: Bending light; To focus on not having the thing to hide, seen. Causing with idea the light to bend and imagining the idea an the effect is unseen.

Way of Binding no 30: Triple beak piercing beams; This is to draw with ya finger a triangle and at each point, imagine a beam of light emittance that pierces the target in the right spots an makes the trapping of the target possible. As with the pierce comes the holding of the light energy of the target into a wall or something.

Way of binding no 37: Suspending star; To feel the energy of the area and imagine it expanding with energy arms under the falling victim and going to the surfaces around and to the side of the victim. These arms attach themselves to the surface to hang the energy platform under the victim and this halts the victims plunge in mid-flight. At the least it will slow the victim's fall.

Way of Binding no 39: Circular locking fan (Enkosen); This is to imagine energy as with a circular fan pattern, That forms as a shield from where ya outward hand is. To be cancelled once it is struck or passed through three times.

Cube of protection; Way of binding no 42. To cast forth thought that directs energy and forms it into a cube of absorptive protective light that surrounds the target. This is caused by a feeling that golden light protects the target in the shape of a cube. This can also be a sphere.

Quintet of iron pillars; This the way of binding no 75. To cause 5 iron pillars of spirit particles to form in the air and thud into the earth around the victim in a tight formation. Cast by thinking of hate and iron and then those emotions expressed in a pillar form. That ya imagine thudding around the personal target.

Way of Binding No 58: Grasp of the Chasing Sparrow (Kakushitsuijyaku); When the caster inscribes a symbol upon the ground, the targets' locations and movements can be identified. The symbol can be anything ya think will cause this effect, the effect of the target revealing him or herself.

Way of binding no 58: Kakushitsuijyaku; Invocation of the tracking birds. This technique allows the user to contact with anyone and can be used to contact more than one person. The casting of this is to think of birds and butterflies and draw a symbol, that means to do what ya want. Then speak of the message to send while thinking of the people or person.

Six rod prison of light; To make this effect think of six rays of light that surround and go through the person and think or say 'Way of Binding no.61, Six rod prison of light' while pointing two fingers at the target. As the activating phrase to effect. This effect is to cause six rays of light to surround and immobilize the person.

Way of Binding no 62: 100 stepped rail; Imagine if ya will, a hundred rails that are pointed at ya target. That shoot forth into the target. This binds a person to said person's spot. Unless its resisted, it can retard the person's actions.

Way of binding no 63; Winding binding chains. To say the words 'Way of binding no 63, winding binding chains!' while imagining that chains of light energy pass through the air and circle the intended target three or four times tightly holding the target.

Way of binding no 73: Inverted crystal pyramid; To Cause an inverted crystal pyramid by use of thought up lines, that in which ya go from a point to point form of the sides and then fill in with force. To cause pausing of movement and time in space. This also supercharges effects that ya do. As ya in the pyramid ya can even heal faster.

Way of binding no 75: Gochuu Tekan; A strong Technique used to bind the opponents limbs, by thinking of a thought 'bind limbs' while feeling directed energy go to the target to force that binding of limbs.

Way of Binding No 77: Soaring Net of the Heavens (Tenteikuura); When the caster inscribes a symbol in the air and chants the incantation, telepathic communication with any or all people that the caster or his/her comrades have encountered is possible. The symbol could be anything that ya think will work with the chant and cause this.

Chant: "Black and white net! Twenty two bridges, sixty six crown strings, footprints, distant thunders, mountain peaks, valleys, night shadows, cloud sea, cyan line! Fill up the circle and zoom to the edges of the sky! "

Severing void; To cause a void shield of a rectangular shape that reaches above your head and is wider than your body to take the damage effect instead of you as if imprinted there on the shield. Just to imagine that you are behind a clear void wall that and think or say 'Way of binding no. 81, severing void' or just "severing void barrier" causes it to exist for you as you want.

Way of Binding no 99: Kin; Causes the target to be bound at the back. By thinking of straps that bind the target as ya say 'Way of binding no 99: kin!' This can restrain the target for a long period of time.

Way of binding no 99; Restrain, is cast by calling 'Way of binding no 99, Restrain!' while imagining a four way spirit shadow particle band forming around the victim and being forced down by heavy widgets that force it into the ground and holding the restrained person to the ground in four directions.

Way of binding no 99 Part 2 imprisonment; Form by seeing it and imagining it as of 4 strips of black spirit particles that join to surround the contender. To hold a contender in a path that you decide so you can stretch these black spirit particles in so many ways. What this surrounds, can't move normally.

Way of Binding No 99 type 2: Ultimate Suppression (Bankin); A very unique kidou Spell which has three parts, called songs. This kidou requires a massive amount of concentration. Think of ya music that ya like and then think of the target as ya say "The way of binding: Ultimate Suppression" then add with its Song 1, 2 or 3.

- First song, The Furling (Shiryuu) - Binds the subject in cloth.

- Second song, Hundred Bolts (Hyakurensan) - Pierces the bound subject with countless large pins.

- Third song, Ultimate Seal (Bankintaihou) - Crushes the immobile subject with a gigantic block of stone.

Destructions:

Way of Destruction No 4: White Thunder; White lightning that is to think of energy around you and then feel the energy current and imagine the energy form from things with electricity into a sphere over your hand or in the air that is as small and compressed as you'd want. Then the effect is to say white lightning and shoot the lightning forth with a pointing of the finger and an thinking that it hit the personal target.

Way of destruction no 12: Concealing fire; To feel the heat and then try to imagine the heat conceal itself. Then at the right time, by the 'release' statement as in 'snap' it releases in a form of what ya may have of fire.

Way of Destruction No 31: Firer Cannon (Shakkahou); Fires a thin bolt of lightning from the caster's fingertips, piercing the target. A powerful Kidou if the explosion hits the target full on, and is basically a weaker but shorter version of Soukatsui. To cast it, think of a charge that is around ya and feel it flow through the fingertips,

think it to be there and charging itself an drawing in more energy while it compresses itself. Then, Release it to strike the target, by thinking of the target.

Way of destruction no 31: Red flame cannon; To shoot forth into the air towards a target, a red cannon shot of flame. This is formed by thinking of rage and despise and the color red as ya feel the heat around ya take fire in front of ya outstretched hands. Then shot forth by thinking of the target and letting go as though it were shot out of a cannon.

Way of Destruction no 31: Red shot of fire; To shoot forth into the air towards a foe, a red shot of fire. This red fire is formed upon thinking of a fire thats red, and it, the red fire, shooting forth after forming where ya want it to as ya feel pressure from within release from ya. To hit a target. Think of where it is, then aim.

Way of Destruction No 33: Blue Fire, Crash Down (Sokatsui); Fires a big blue ball surge of reiatsu at your target. A very powerful kidou but Considered to be a low level Kidou due to it's simplicity. Requires a long chant before use if the user hasn't mastered it yet.

To cast it, imagine and feel a psiball form that ya imagine is the color blue. Then tell it to gather charge and feel it gather energy till it is ready to be cast forawrd. And then think to it where ya want it to go with thought of the target and the thought to 'do major damage'.

Chant: "O Lord, mask of flesh and bone, all creation, flutter of wings, ye who bears the name of man, truth and temperance, upon this sinless wall of dreams unleash but slightly the wrath of your claws!"

Way of destruction no 54: Waste Flame; Generates a fire by thinkink of 'incinerative fire' while causing heat to form into flame at the casters fingertips, that is able to completely burn and incinerate a target of a low reiatsu, on release of the flame after thinking of the target. Can be used to burn lost limbs and on funeral pyres.

Way of Destruction no 58: orchid tempest blast; To focus on a wind that ya imagine is a whirlwind and horizontal or vertical coming from ya palm or the spinning of the spirit blade. And the speed of the spinning is set by ya. Feel the whirlwind tornado thrust forth into the target. This will disorient the target at the least.

Way of Destruction No 63: Howl of Singed Thunder (Raikouhou); Fires a thin bolt of lightning from the caster's fingertips, piercing the target. Imagine lightning forming at ya fingertips, that compresses itself until it is too hard to handle as its drawn energy into itself while compressing. Then cast it forth by a thought of the target and the thrust forth of the fingers.

Also, this little beauty can start with an incanting to the effect of stopping a person with a temporary paralysis lightning. Its to think of the target and say, "Shattered bones of beasts. Spire, Vermillion crystal, Steel wheel, If moving, tis wind. If not, tis Sky. The tone of clanging spears fills the empty castle! "

Way of destruction no 88: flying dragon strike; Heaven shaking lightning cannon. Cast by saying 'Way of destruction no 88: flying dragon strike!' While, imagining the blue white lightning form from your hands to strike down the foe or foes. In a path that you imagine it going an this can be any such path.

Way of destruction no 90: Kurohitsugi; To form this is to cause a cube of black energy that surrounds the target/s. This is does damage to the nervous system while it lasts.

To cast it, is to think of black light columns that surround the target in a box shape and to think it does damage and keeps the target still. As it blinds the target temporarily.

Way of Destruction No 91: Black Coffin (Kurohitsugi); Encircles the subject with a gigantic black prism, causing damage to the entire body. Imagine a black prism forming around the target. Think it does damage to the target entire and draws energy from the target to do it.

package made by Spellhawk

Slayers package; To say the name 'slayers' will get you the package, which will be the abilities that you can do in this magic. This means whatever the ability listed is what you are gonna do, automatically upon saying the effect or thinking of the effect, that is whatever is listed for each ability. The abilities are listed under sections and can cast themselves if needed one by one.

Genre general section and unidentified magic;

Analyze Magic; This spell causes you to analyze magic and understand it. It magic that can be from the memory and happening in front of you. It can be active magic that is there in some form. Cast by thinking of the spell or pattern of effect and saying analyze or iyyzmyy (pronounced aye-wize-my-why) to find understanding in what you see. Once you feel the effect of the spell as it works, then remember that feeling to cast it successfully again. Most spells when discovered can turn vicious if dark or fire based within 5 to 10 seconds.

Bomb Spirit; Occurs out of time, where you cast it it happens to strike the spirit as though with an overload of energy from the 4th and 5th dimensions. It can knock someone out if the least occurs of it. Cast by imagining the person or seeing the person and thinking or saying bomb spirit.

Cuo gestuo; Saying cuo gestuo will summon force which may neutralize what is near or strong life forces. And that which you target as it spreads in a wide force spread wall as though in a cloud.

Cuo getuo; Saying cuo getuo is summoning the main force of a dragon via air force or getting energy to achieve that in which is by a summons. That you focus by thinking it does to get it to do things or by feeling the force and making a hand gesture.

Cuo kelvin; Saying cuo kelvin can cause a boost of activity and temperature change as to how you want it. The temperature that you notice is responsible for so much activity. As after you say it, the activity can die down.

Cuo kevin; Say cuo kevin and hold your hand out while you do so and you summon something behind a shield cast by your hand. It also summons up a force of destruction that you direct by feel and thought. Formed from your body its an extension of your body, and it uses the sickness and positive idea. Of which, the sickness is removed and the idea is thought about to be done, to cause a self sufficient manner, or if run into or hit into a nearby person it could cause a heart attack.

Diflasher; Causes flashing lights that blind the person after it weakens their body and spirit through absorbance of their energy, to create the effect. Cast by thinking of the target and saying diflasher.

Done; Saying done after or while you think of the effect and to say 'done' as it is done to be made into happenstance or occurrence as though precharged in event and the 'done' is the trigger..this is similiar to saying a word that uses thoughts and idea intention energy to cause the effect that was thought on .

Earth To Mud; Cast this by thinking of the words earth to mud or "Earth Below, Heed Me" and seeing the earth near or below the persons feet turn to mud. This can work to turn earthen areas to muddy ones.

Esbngn; Drug creation effect. Use this spell by stating Esbngn (pronounced es-bh-nin) and it materializes by being summoned to come to you. Sometimes its in powder form. If you overdose or become addicted, then its your fault. As this drug that you think on while casting is created upto a certain amount of time. Then it fades to nothingness as though it were never created. If overdose, again it will not effect you but as though you took the drug the first time or not at all until a time after the effect wears off. This spell will get to you the effect of the drug thats right for you as though doctor prescribed if you don't think of the drug name on casting.

Ex lax; To cause an extra lax state of the body as it courses psionic energy through you or the target. This does cause less fast farting as well by reducing the gas generated. By saying ex lax at the person or not thinking of anyone and it effects you.

Fae taestatsi; Saying fae taes-tatsi and thinking of the person will infantize the person, as a targeting force will come and bring the person targeted in mind to be a mental infant first and then an infant second in physical form in soem manner.

Fel Za'red; Unknown except for the effect of causing microwave energy enough to make a person collapse, by thinking of the area to make the energy appear in and having them walk into it while saying fel za'red. They the victim literally run into it or it can travel at your will to them.

Fifteen times nine; This is probable solution, its to say 15 times 9 for a solution that takes effect on thinking it will.

Gem enchantment; A ceremonial spell that allows the caster to transform flawed rubies or perfect ones into a magical amulet of protection.

Cast by saying:

"Source of all power, flames that glow red," - Sets up the magic square which must be aligned with north in your mind.

"You who cross between heaven and earth pass beyond all, evermore." - Turns the ruby into a fine dust consistency.

"Infinite earth, gently flowing water, come to my hand and give this form." - Turns the ruby dust into a magical amulet of protection.

Ie Profen; It is like Ibuprofen painkiller except it works off of an energy basis. As the pain is there and energy is taken up for the consistency of the pain, this spell takes and through leach that pain energy to use it for relief energy. Cast by saying or thinking Ie profen or Ibu profen and thinking of the pain to relieve. This might take awhile to work as up to 1 hour to 30 minutes. The shortest time it took was 1 minute to 30 seconds.

Marker; Dye spell which creates a dye effect of which is to cause color in the area you imagine of the sort you want. Cast by thinking of the area and the coloring and then saying dye marker for the acxtivation of the spell create the dyeing.

One point 5 of nine; Or fifteen of nine, On statement of 1.5 of 9 or 15 of 9 can cause 'lesser purity' and will form on thoughts of this or that it will.

Restore; Restores a room or something to the way it was earlier in the day. Chant implies some form of temporal manipulation is involved. Which to cast is to think of the thing or room and say "Time which has passed, be called back one more." Seeing it the thing or the room restored in your mind.

Shield deflection; To form a shield of energy with the words 'shield deflectus' and it the shield forms around you, as with you imagining what it does. Becoming a part of your aura and deflecting the effect back on the cause.

Sudofed; This causes energy to be as though food and is acting as a substitute. So its energy food that feeds you although its not actual food. Cast in effect of many people or just one, its effective physically. By thinking of the personal target or no one for yourself and saying sudofed or sudafed. Be warned, you can eat more energy or more actual food from this.

Sunfire; Imagine where you are, think of the sun and the sun or stars' energy in the planet. Think that you feel the energy that you percieve from the star. Think it forming near you or by the hand and think it a sphere that is the size of what you want. But, feel energy compress into it and compression happens when you imagine it getting smaller and smaller and smaller with the compressed sun's energy coming into it. This includes the energy that you get from the planet itself. So the fact, is that you use the sun's energy, from where you are. You yield it by feeling it the sphere expand if to yield it for a shield or a block after compression to the size you'd want. Feel the sphere shift to the size of a golf ball or a pinhead if to have it form near your hand.

Then thrown forth with a pinched thumb and forefinger thrown forward. It will disintegrate a block or whatever near it that 'touches' it including spirits and people. But sunfire, if thought to expand will on touch will turn a person or object that you want desimated to be dessimated. Also useful if you imagine it form around yourself, where you are radiating the sun's energy in a sphere that protects you in effect of destructive incineration. Where theres not any powder left.

Spirit infestation; To be called with saying spirit infest or tae-festia and then thinking, seeing or saying the target's form or name, and its as anothers spirit gets infested with bug like energy forms. Feeding you information and then other idea from their mind as well as their personal energy. Sucking it from the person. This person can also be a thing.

Summoning; The spell summons things, people and idea to come to fruition or appear near. To cast it, say for the long form of the casting "Controller of destiny! You who must come! You who goes! Join yourself to me and obey my will! Come to me! Come forth my Ally!" Say for the short form of the casting 'summoning' while imaging the things, people or idea to appear in some form.

Taestatsi; Saying tae-statsi will form the chakra from the crown and heart. And you focus it into what you imagine so that you create the effect of the character or place by event. What you imagine or want will be reflected of the character. It is mostly done, and when you focus on the character in the mind in imagination, and then you think 'what they do' they get energy. To do such an act that you imagined. And so, in due testing you will get that effect. But each point, each experience that is done by the character is your experience as well. Excluding and including many others. So each character has their own space of existance as well as a shared space of existence.

Now, the effect is simple; the character emerges, and they miss their chance, and so in real life they and others who put their energy into the character, they will do it to some degree and in some

form. To succeed, the experience value allows the character value that is appreciated and validated and brought back to necessity, as of being useful again. To be valient is to succeed, and so on. And so to fail means the character is no longer important to you. You see the result, as if you succeed the character succeeds in your mind. So think of something, and so it is.

Ten times nine; This is solution, to form of almost any problem. Once stated as 'ten times nine' it will form by some form of self-autonomous action.

Protection Barrier; Utter Wall (variant) that forms and blocks the path as it absorbs energy and spells, with blows, to cause it to be fueled and the wall still exists by it. Think of the wall as being there and absorbing spells as it stands and say protection barrier to cause it to appear.

Vero veronza; This is also veronza veronza. This creates a golem, to where you command him or her to do what you want. And then he or she either gets destroyed or unsummoned. This is basically creating a golem pattern. To where it forms from energy as to what you want as to what you should its form as. As you say the summoning phrase.

Wizard Eye; Wizard Eye variant where illusion spells can be projected through it. Its possible to see a lot of things through this eye that is like a third organ. To cast this spell, think of an eye appearing. Then say wizard eye and it should appear. This eye will be one that sends images to you of the area, without being distracting and that you can project spells through.

Wytchism; To feel the effect as though here but not here as its there or feel the effect there but lock the effect away as its an alternative self. Thus you don't feel it here but there unless you think about it as though wanting it. Cast by saying WytChism (pronounced as white-chism). And then what you don't want to feel is never felt. If you do feel it, then it wasn't an alternative but you.

Genre Black / Curses nagic;

Ciem Diem; Cast this spell to cause yourself to control the evil and evil people. By making it seem worthwhile through various means through their spirit. This may include torture, inciting, creating or else like making it seem good to. You might find yourself talking to them physically. Cast by saying ciem diem and thinking what you want or speaking what you want as each thought or spoken idea is a sugeestion to the right ears and right to through the spirit of the evil person.

Dark cloak; This is a dark cloak, so say 'dark cloak' and this dark cloak forms around you and conceals you as well as forms as a thought fog that is to the air in which conceals from darkness. Also it addles the area and the people in it.

Gaia Graze (gaia gureizu); This is a summoning spell in which a magic circle is drawn on the ground or thought to be around \you and a Brass Demon is summoned by saying gaia graze and thinking of the demon. The demon obeys the commands of the person who summoned it, and can only be damaged by spirit-shamanist magic, black magic, and anti-evil white magic.

Ia vil; Something nasty which your mind might break of as a bad pain, where it actually pains you or its a nasty pain here. This could in effect cause your physical body to dump in some manner or be in bad pain. In effect, it relieves pain but it is creating it if there is no pain and stress in the body, reverting it as well as relieving the weight of the body. Controlling it as some weight comes from puffing up of pain, reverting it to energy again. Causes weight loss as of necessary. And in effect, the Ia vil is with alleve or advil as an active ingrediant in energy form. To cast this effect, think of the target and say ia vil. You can alternatively think ia vil to cause it silently.

Necro Vuud (nekuro vuudo); This is a spell which makes weak spirits and ghosts possess corpses,

and creates undead such as skeletons and zombies on the saying of necro vuud and thinking of the body or bodies. The undead will follow the caster's orders, but can only understand simple commands. When a high-level mage casts this spell, it is possible to create zombies that can even respond to jokes.

Raugnut Rusyavuna (raugunuto rushavuna); This is a powerful curse that can only be used by pure Mazoku or demonic types. Any living being that is enchanted by this magic which is cast by a think of the target and saying raugnut rusyavuna, turns into an indiscriminate ball of flesh with the ability to regenerate infinitely. Flesh snakes emerge from the target's skin, which loop back and devour the target - a process which repeats endlessly, causing the victim to suffer eternal pain. Legend has it that the Fallen Hero King Dirus II attempted to wage war on the Mazoku and was sent back as one of these balls of flesh. There is no way to free the target from this curse except to destroy the Mazoku that cast it.

Vun Ga Ruim (vun ga ruim); This is a spell which summons "Black Beasts," from stating vun ga ruim and thinking of black beasts, they are low level beasts that live on the Astral Plane. The Black Beasts then touch the target(s) and start draining their mental energy. These beasts can only be harmed by offensive spells of the spirit category, black magic, or white magic.

Zelas Gort (zerasu gooto); Also as: Summon Jellyfish. Know that Zelas Gort and Kyu-Kyum Spin are often confused for one another, even in the official Slayers references. This spell was created to summon jellyfish by thinking of Jellyfish and saying zelas gort. When drowning in the sea, the caster can be saved by the rush of jellyfish, but no other use of this spell can be seen.

Genre Black / Offensive magic;

Balus Rod (barusu roddo); Also as: Valis Rod. A whip of light appears in the caster's palm which can be used to attack on the saying of valis rod and imagining the light whip appearing in hand. Unlike spells which are shot out, the movement of the whip can be more tightly controlled by the caster, improving the chances of hitting the target. The primary weakness of the spell is its short range and dispelled by thinking it is.

Blast Ash (burasuto asshu); Also as: Brass Ash, Black Occult Field. The caster makes a black void appear in a certain area by saying brass ash or blast ash an then imagine the void appear, and anything alive or possessing a spirit is turned into ash. Inanimate objects such as the ground, buildings, and equipment are not affected; the spell has an effect of a relatively large area, making this one of the few black magic spells which can be used in cramped alleys and town squares.

Blast Wave; With a single hit with both hands and chanting blast wave while imaging a white or other color of overwhelming light come out of the hands, the spell can open a hole in a wall large enough for a person to pass through with ease though no shockwave is generated.

Boost; This spell triggers a magical item to release its power. Specifically, this spell is used to activate talismans in order to allow use of high-power attacks like Blast Bomb and the Laguna Blade. This calls on the Lord of Nightmares herself and grants you a boost in energy: "Lord of the Darkness and the Four Worlds, I call upon you, grant me all the power that you possess!"

Dark Claw; A spell which shoots out magical energy balls from the body part on the saying of dark claw, which tend to resemble winged insects with unclear edges. These balls cause the area which they touch to disintegrate, and go through the target's body. Of course, it is possible to kill the target, but it is also possible to remove an arm or a leg. It initially starts by rotting of the body where an insect touches.

Dark sword; To call a dark sword is to call a chaos blade that comes to form at hand and can work even in the cloaking shadow. This chaotic blade is very destructive and can only be held for a minute to 10 minutes or less. It seems to call it, you need to make a temporary contract to deal destruction on the enemy. So to call this sword say 'dark sword come to me, I swear to deal destruction on my enemies by chaos and moment. I call you chaos blade!'. Then imagine the sword form and try to feel the moment as it works. Remember to bring up that feeling of what it felt like to handle it and say the phrases for next time after the first success.

Disfang; A spell which summons a dragon in the caster's shadow on the calling out of disfang. When the dragon inside the caster's shadow bites part of the target's shadow, the physical counterpart of the target's shadow is damaged. When an opponent casts this spell, it is possible to negate the effects of this spell by making your own shadow disappear through the use of Lighting or a similar spell.

Dolph Strash (darufu sutorasshu); Like Dolph Zork, this spell calls on the power of Deep-Sea Dolphin on the call of dolph strash. A spear-like shockwave moves at super sonic speed, destroying the target. Unlike Dolph Zork, this spell can even be used where there is no water.

Dolph Zork (darufu zooku); Spell which calls on the power of Deep Sea Dolphin, one of Ruby-Eye Shabranigdu's five lords. The spell turns water into a single sharp blade on command of dolph zork being called out which cuts through practically anything. However, this spell can only be cast where there is a lot of water.

Dragon slave; Explosive Fireball variant powered by Ruby-Eye Shabranigdu. This spell which calls on the power of Ruby-Eye Shabranigdu, leader of the dark forces in the Slayers world. This is the strongest spell that humans can cast without a talisman of some kind; its effect is broad and destructive enough to level a city. The name was originally "Dragon Slayer" but as the legend was passed through the years, it became garbled into its current form, "Dragon-Slave."

Cast by a: "Darkness from twilight, crimson from blood that flows; buried in the flow of time; in Thy great name, I pledge myself to darkness! Those who oppose us shall be destroyed by the power you and I possess! DRAGON SLAVE!!", while imagining a tiny fireball appear in hand to cast forth by pinching the forefinger and the thumb together and releasing the pinch in a throwing action.

Dynast Brass (dainasuto burasu); Just like Dynast Breath, this spell also calls on the power of Dynast Grauscherra with the saying of dynast brass and imagining the pentagram form around the target. Lightning falls around the target in a pentagram, and then the lightning rushes towards the target. Caution is necessary when the target is too close to the spellcaster because there's a chance that the caster will also be caught within the pentagram. The long form of the spell is to imagine the target surrounded by a pentagram and chant "Supreme King with the frozen soul! Grant me the power of Icy Rage! Dynast Bras!"

Dynast Breath (dainasuto buresu); A spell which calls on the power of Dynast Grauscherra, one of Ruby-Eye Shabranigdu's five lords. This spell instantly freezes the target with ice (which can freeze even Mazoku) with the statement of dynast breath and, right after that, the frozen target is shattered along with the ice. By careful placement, though, it is possible to keep the target alive in ice.

Ferrous Breed (ferisu buriido); Also as: Fehris Breed, Fearous Breed, Fertous Breed. This is a summoning spell, which can be used to call animals to the caster's location. The animals are not controlled by the caster, they just have an overwhelming urge to go towards the caster on the saying of ferrous breed while imagining animals coming to you. The long form is to imagine animals coming to you and saying "Star which passes through heavens' night skies, heed the ancient coven and the

Earth, I pledge my life that he may be called forth! FERIOUS BREED!" (Thanks to A. Rosteck and Avocado for clarification)

Flame Breath; This creates a magic circle which pelts the enemy with energy by saying 'flame breath' while imaging blows of energy pelting the enemy from an expelled breath that you see is flamed. The long form is: "Anna-ku rahzu lamku so. izu-pe ku naomu! FLAME BREATH!" Note: Sometimes only dragons can cast this spell due to the enormous magic capacitance required.

Gaav Flare (gaavu furea); Also as: Garv Flare, Darm Flare, Demon Dragon Inferno Howl. Flame Jet variant. Powered by Chaos-Dragon Gaav. Spell which calls on the power of Chaos-Dragon Gaav on the saying of 'gaav flare', one of the five servants of Ruby-Eye Shabranigdu. The fire which travels in a straight path, pierces the target and keeps on traveling and deals damage to any directly behind the target. Since Gaav no longer exists except in time, this spell can no longer be cast except by high ranking mages who can do time spells and think through time.

Giga Slave (giga sureibu); Like Laguna Blade, spell which calls on the power of the Lord of Nightmares (Golden Demon Lord). Thought to be a combat spell, Giga Slave is in fact a summoning spell for the Lord of Nightmares (Golden Demon Lord). The Water Dragon king, forgetting that the Lord of Nightmares was the mother of both the Kami and Demons, has portrayed the spell as having the potential to destroy the world. Its power is so great that it cannot even be compared to Dragon Slave; when tested, this spell turned a beach into a bay of death.

By casting this spell on the Sword of Light, Lina has defeated Rezo Shabranigdu. This is a most powerful spell, but because it brings the source of nothingness into the world, it has been sealed. But by thinking of nothingness, its possible to get it to work while you want it to work. By saying and imagining in 'Darkness beyond blackest pitch, deeper than the deepest night! Lord of Darkness, shining like gold upon the Sea of Chaos, I call upon thee, swear myself to thee! Let the fools who stand before us be destroyed by the power you and I possess! GIGA SLAVE!!' and imagine the target to be hit by it.

Laguna Blast; This spell calls on the power of Hellmaster Fibrizo, one of the five lords of Shabranigdu by thinking 'laguna blast' while imagining an inverted pentagram form around the person. With the target of the spell in the center of an inverted pentagram, a pillar of light shoots upwards doing great damage to the victim, followed by black plasma which spills out of the pillar and envelops the victim.

Ragna blade; Creates a blade of composed of the power of the Lord of Nightmares (Golden Demon Lord) which can cut through anything. However the spell takes a physical toll on the caster to the point of causing physical damage if maintained for too long. However, darkness is formed between the caster's hands at the saying of 'ragna blade', which is then shaped into the form of a blade or trowel shape. Since the spell drains a tremendous ammount of magic power with a violent and short consumption, the spell can only be cast when the caster is in dire need, and only then for a brief moment. Since the sealing of the Giga Slave, this spell is one of the strongest spells. After learning about the true nature of the Lord of Nightmares from the Clair-Bible, more power can be utilized, at the consequence of a shorter spell duration.

The long version of this is to imagine a black sword appear in your hand/s and, state, "Lord of the Darkness and Four Worlds, I beseech thy fragments; by all of the power thou possesseth, grant the heavens' wrath to my hand; unleash the sword of dark, freezing nothingness; by our power, our combined might, let us walk as one along the path of destruction: RAGNA BLADE!"

Striking shadow; The strike you shadow, this is called by saying 'shadow strike' the force thats summoned of shadow is brought against the person thought on. And the shadow around the person strikes out the person. As though they were punched in the nose or face repeatedly. Causing, a pain and

somewhat choking and as you might think till they die or pass out.

Ruby-Eye Blade; A spell which calls on the power of Ruby-Eye Shabranigdu by on the saying of ruby-eye blade and imagining of the crimson blade formed in hand. The spell forms a crimson blade from the powerful magical energy released by the demon king. The blade is even more powerful than the legendary Sword of Light and can cut through anything in the world.

Zelas Brid; Also as: Zelias-Bleed, Zelas Bleed. Calls on the power of Greater Beast Zelas-Metallium, one of the five lords of Ruby Eye Shabranigudu. A thin band of light, more powerful than Dynast Brass, moves dimensionally in any direction the caster wills toward the target. The basic structure of this spell is similar to that of Balus Rod. This is a good example for showing how the power of the spell depends on how powerful a being is called upon.

Genre Shamanism / Air group magic;

Aero Bomb (earo bomu); Makes a compact ball of air explode in the desired location. This spell deals little damage, and was created to deflect things like arrows and offensive spells. Since it can be used against all kinds of attacks, it is considered a useful beginners' spell cast by imagining a condensed form of air in a sphere that appeared next to the target area and released when aero bomb is spoken.

Air Valm; A wall of wind appears in front of the spell caster and deflects attacks. Only effective against attacks from the front of the caster, but the spell also takes less time to cast. Effective against all attacks but earth-shamanism, since earth magic attacks from the ground. The way of casting it is to imagine an spell absorbing wall of moving back and forth in circular patterns wind. Then say air valm. The spells power the effect.

Arc Brass (aaku burasu); With the spell caster as the center, makes lightning rain down on an area of several blocks. Death is highly unlikely. At the worst, the target(s) will suffer paralysis. At the best some the target(s) will suffer some kind of mental disorder. If the spell-caster is within line of sight, there is little possibility of avoiding this spell which is cast by thinking of the lightning and saying arc brass or acr and seeing the area to effect in your mind.

Assha Dist (asshaa disuto); A spell designed to attack undead. Most undead creatures such as vampires will disintegrate on contact. Cast by a assha dist being stated and then some sort of touch to it.

Bom Di Wind (Boday Wind); Shape Air or bomu di win. In which by casting this spell, the caster first greatly increases the air pressure in an area, and then releases it. The resultant wind blows away anything directly in front of the caster. Even a thick log cannot stand against the wind that blows. The spell deals no direct damage, but the effect of the spell is absolute as its cast by a saying of bom di wind and its automatic as to the release which somehow happens.

Bram Fang (buramu fangu); A spell which is cast by imagining an arrow that is of air and released from the body part by saying bram fang. Tis creates an arrow of wind and cuts the target. However, the arrow is so weak that when it strikes a living being, all it will do is leave a light scar along the target's skin. Since this spell requires no particular motions, the spell can be used to cut the bonds when tied up or something.

Bram Gush (buramu gasshu); Also known as Blam Gush. The spell creates an arrow of wind, which

is shot at a target and bursts upon contact (or at the caster's choosing), shredding the target to pieces. An extremely lethal spell which has the power to blow a hole through a brick wall, cast by thinking of the wind and an arrow forming of air to be released on statement of bram gush.

Dam Brass (damu burasu); Also known as: **Vibration Blast.** A spell which shoots out a red ball of light at a target which self-destructs upon contact cast by thinking of a very concentrated red self destructive beam of intense energy released by saying dam brass or damu burasu. The explosion sends high-speed vibrations through the target, destroying it. The spell is like a small, concentrated earthquake. Since the effects of the spell do not spread out, it is a useful spell for opening holes in ceilings and walls.

Damu Bras; A spell which shoots out a blue beam which can destroy a target cast by thinking target or damu ib bras and seeing the effect in your mind of a blue beam of intense overwhelming energy shoot forth from somewhere. Then to hit the target by you seeing the target hit.

Digger Bolt; A lethal spell which shoots out a blast of lightning from the palm of the extended arm. Cast by thinking of lightning and saying digger bolt while seeing the target in some way. There is a small chance that the target struck by this spell will catch on fire. The long way to cast this is to imagine the lightning forming and collectecting in hand while you say "Wind, crimson flame. Grant the power of thunder to my hand! **DIGGER BOLT!**", in which you release the bolt by imagining it hitting the target at the last syllable.

Diem Claw (dimu kurou); Rearranging Diem Wind to blow wind vertically, with the caster in the center, as opposed to horizontally. No use except for when you want to put on a show, in which case cloaks become particularly dramatic.

Diem Wind (dimu win); Also known as **Diem Wing, Demon Wind.** A spell which compresses air, creating temporary strong winds in front of the caster. If the target is a creature, all the spell does is prevent the target from moving forwards for a short while. But, as a defensive spell against things like missile weapons, the casting time is short, making this a very useful spell. Also, this spell can be used while fleeing from targets who it is important not to injure. Wind variant (creates temporary strong winds which can be manipulated to the caster's will). Cast by saying 'diem wing' and thinking of what the wind does after that.

Diem Damu; cast by thinking diem damu and thinking of the target. It causes a wall of glass to separate your target from the area and dimension.

Dimil Arwin; Also known as **dimilar wind or dimiraawin.** Spell which creates a powerful wind by shooting a high-pressure ball of air. Wind strong enough to burrow into the ground delivers damage to the target. However, anyone who is within the area of effect of this spell will be blasted away, so caution is necessary. Cast by thinking of air an 'is e as' and feel it while its compressed in your hand ever tighter, until it is very compressed and released by saying dimil arwin. As you imagine it unravelling in the air, it creates the wind.

Levitation (rebiteeshon); By manipulating wind, the caster gains the ability to levitate after saying or thinking levitation or rebiteeshon. After casting the spell, it is possible to rise or fall simply by willing it. This spell is very easy to control. It is possible to cast easy spells while casting this spell. Its a Levitation variant (Air rather than Movement college).

Mono Bolt; Also known as: **Mono Volt.** Lightning variant that can cause mononucleosis and is an elementary lightning spell. A direct hit simply paralyzes a target temporarily, due to the targets' skin. Because of that, this spell is often used in combination with edged weapons to directly electrocute targets from within..

Ray Wing; Also known as: Raywing. Flight variant cast by thinking of the wind and then the term raywing, while feeling the airshield cause you to fly or be combined with Force Dome. This spell can be combined with Force Dome (air variant) Depending on the wish of the caster this can act as the Flight spell or a combination of Flight and Force Dome (which does not have to be in the ground to work). The caster gains the ability to fly by creating a shield of wind around him/herself. The caster can carry other people, but since the speed, diameter, and the maximum weight that can be carried all depend on the caster's skill, more weight means less speed. Unlike Levitation, the spell is harder to control, and requires a lot of concentration, so other spells can not be used at the same time. The caster can continue flying as long as he/she concentrates, and can end the spell, by simply breaking concentration. The shield of wind also serves as a defensive shield. The shield can also protect the caster from all but the more powerful spells.

Raza Klouva (raza kurouva); Flickering motes of light blow towards the target like a blizzard. The spell deals damage to both the spiritual and physical forms of a target. Avoiding this spell is nearly impossible to all but the most acrobatic. Cast by seeing the target in some manner and then saying raza klouva. It feels like it is particles that are responding to will, and if hit, it feels like particles shredding you by multiple puncture.

Scatter Bleed (Scatter Brid); This spell calls forth several dozen spheres of energy which swarm towards the opponent in annoying waves but does negligible damage. The energy is electrical in nature, though damage is negligible. Cast by imagining the spheres as floating there, in some space and formed of energy that is your choice. Then saying scatter-bleed or scatter brid and imagining the spheres appearing here to swarm toward the target in waves.

Psychism; Creates a psychic ability in the body and then the mind. Starting with the brain, it creates from latent untapped ability potential the psychic ability which, by will, manifests itself. This ability could be anything that the person is capable of and it manifests itself by time when its needed and disappears when its not. Cast by thinking of the person and then saying or thinking psychism.

Wind; Creates a wind that is manipulated by your thoughts. To say or think wind and then think what you want the wind doing will cause it to do so.

Wind Brid (uindo buriddo); Creates and shoots several shock waves of wind; basically the wind version of Flare Arrow. Unlike Flare Arrow, though, it is impossible to see, making this spell harder to dodge, but the damage dealt is also less. Another problem is that it isn't as visually exciting. Cast by thinking of the shock waves and then imagining the shock waves in the air striking the opponent.

Windy shield; Forms a psychic barrier that gives you time and action to do things. To create a windshield that spreads around you and spreads near you. To block out effects and idea events that are psychic in nature. Just imagining the wind after saying windy shield, to form itself in the area that you want. As in, to block out the physical effects of casting a spell that effects an area. This wind is to be imagined moving back and forth, or just going very fast in a circular pattern. Saving your life as well as serving a personal protection. Surrounding the spell-caster with a barrier of wind which defends the caster from all attacks but requires concentration to maintain preventing any other spells from being cast. The most popular defensive spell. It is possible for several spell-casters to combine their shields to increase the defense of the barrier and it can be used against all offensive spells.

Genre Shamanism / Earth group magic;

Bephis Bring (befisu buringu); Also known as: Befis Bring, Behfis Bring, Earth Spirit Road.

By calling on the power of the earth spirit Bephimos, a tunnel is created through earth by saying bephis bring and imagining the target area to be dug. It is possible to dig a tunnel horizontally, or to create a vertical tunnel and use it as a pit trap. However, as long as the target is made of earth, the spell works, but the spell has no effect against wooden boards or metal.

Blade Haut; A spell designed to supplement sword fighting by generating a shock wave along in the ground when the sword is swung. By swinging a sword, a shock wave is created along the ground, which then attacks a target. Even if the target tries to run away, the shock wave will continue following the target. A fighter-mage skilled with a sword should learn this spell cast by the effort of saying blade haut at the blade while in use or before use.

Bogardic Elm (bogaadikku erumu); Note: Calls on both Earth and Water Shamanism. By calling on the power of the earth spirit and water spirit, the caster turns the ground into a temporary swamp by imaging the area and saying bogardic elm. The muddy ground makes it extremely hard to move around. When a mage has to fight against a fighter, this spell will come in handy. This is Naga's original spell which Lina didn't know about.

Boo Brymer; Animation that occurs after saying or thinking boo brymer and this animation can occur in anything that you see to animate.

Bu Brymer Special; Shape Stone by thinking or saying bu brymer special and then the target stone. Basically imagine the stone shaped into its form as you say or think it.

Dil Brand (Explosion Array/Explosive Array); Also known as Dill Brand. With the caster at the center, this spell can blast anything upwards within a circular range of the ground, including dirt, rocks, or anyone inside. By thinking of the area and then the words dil brand. Since this spell's effects aren't lethal (though the resultant fall might be), it can be used to knock targets unconscious and capture them. In addition, the pillars of displaced dirt and rocks can be used to hide from or blind the target. There is a chance that nearby party members or hired help will also be blasted, but there's little chance they'll perish, so, in a way, there's no need to worry when casting this spell. Of course, there's no harm in exercising caution, either. (stun damage only)

Dug Break; A spell which shuts out the power of Bephimos (the earth spirit) in the area and returns things to their natural state by stating or thinking dug break. A spell which affects earth spirit magic or things like golems which have been created by earth magic. As a result, offensive earth spells are negated and golems become piles of dirt.

Dug Haut (Stone Spiker); A powerful and effective spell in which numerous large stone spears rush out of the ground. This is done by gathering magical energy in a hand and slamming that hand against the ground psychically, mentally or physically, which causes the layers underneath the ground to shift. Since this spell also causes a small earthquake, any target whose feet are on the ground will have a hard time dodging this spell. Cast by a stated "Infinite Earth, mother of all things. DUG HAUT!" or "Earth below me, submit to my will! DUG HAUT!" while imagining the earth spiking upward as you hit the earth with your magical energy in hand.

Dug Wave (dagu ueibu); Makes the earth below the target explode; the resultant shockwave deals damage to the target. Similar to Gray Bomb, but this spell can be used where there is no bare ground. As a result, the spell takes a little more time to cast. Earthquake variant that makes ground explode with energy of the earth. Cast by thinking or saying dug wave and while putting your hand or body part pointed to the ground.

Gravitation; To cause an effect of gravity in any manner that you want it to be as imagined. This gravitation is symbolic of earth and air being used. Cast by thinking of the effect and

saying gravitation or in gravity or thinking gravitation or in gravity.

Gray Bomb; Earthquake variant (makes ground explode). Requires bare ground. Makes the ground beneath a target explode, and deals damage to a target with the shockwave by holding your body part or hand downward and thinking gray bomb. Can only be used where there is open ground, but against humans it's relatively easy to control whether you want to kill the target or leave the target alive. Long form of casting is to say while your hand or body part is pointing down, "Infinite earth, mother who nurtures all life, let thy power gather in my hand! Gray Bomb!!"

Mega Brand; Cast in the same manner as the Dil Brand, the damage from this spell doesn't differ significantly from that of Dil Brand, but the area of effect has increased, making it possible to attack even more targets. Since the amount of dirt which flies up has increased, the spell's ability to cloud the visibility of opponents has also increased. The increased area of effect also means that party members have a greater chance of being victims of this spell, but hesitation in battle usually means losing anyways. It can be cast on any ground.

Mega Brando; Create Fire+Explosive Fireball that is timed to when you want it to be detonated. To cast it think of the place and imagine it forming in the air and compressing more fire into itself till it is as dense as a small ball for minor impact and the size of a pinhead for major damage. Saying mega brando releases the timed and explosive fireball to be exploding by the time you want and where you want it to.

Mega Vraimer; Note: Calls on both Earth and Spirit Shamanism. Shape Earth+Animation using Vu Vraimer being stated and imaging the change. Unlike Animation the spirit will have its own intentions and desires requiring contest of skill to keep control of the creature. Another of Naga's wonderful spell variants, this spell mixes spirit-shamanism with Vu Vraimer to create a humanoid golem with limited intelligence. However, the spirit's own intentions and desires can cause the caster to lose control of the golem.

Vigarthagaia (viigassugaia); Earthquake variant that does not shatter the ground and requires one to touch the ground. Cast by the spell-caster places his/her hand on the ground and sends out a pulse, which then causes something like an earthquake within a certain area. The shaking is strong enough to destroy a building or to seal the entrance to a cave. This spell doesn't attack living beings directly, but can be used to kill target(s).

Vlave Howl; Turns a certain area in the line of sight of the spell caster into a pool of magma by seeing the area and saying or thinking at the area vlave howl. Since the spell is directional there is no need to worry about whatever is behind the spell-caster, though the spell does affect a large area so that the spellcaster should throw the spell far enough ahead so as not to be enveloped in the effect. The long form of this spell is to say while looking at the targety area "Infinite earth, mother who nurtures all life, let thy power gather in my hand! VLAVE HOWL!"

Vu Raywa (Stone Ghost); Shape Stone+Animation using the power of Bephimos (the earth spirit) to make and animate a Dragon statue or other statue by thinking of the statues being formed and breathing the word vu raywa at the statues. An original of Naga, the Serpent, this spell calls on the power of Bephimos (the earth spirit) to create dragon or other statues made of rock and as you imagine, then makes nearby low level spirits possess the statue, turning them into golems. However, this spell is still incomplete, so the shape of the dragons is often inconsistent, and the golems will go berserk unless you think and will that the golem statues won't go berserk.

Vu Vraimer (vu vuraimaa); Also known as: Spiritual Curse. A spell which creates a rock golem out of stone walls and rocks lying in the area. The golem obeys the commands of the spell caster -- but only simple commands. Cast by thinking vu vraimer to condition the rock and saying vu vraimer to cause the animation.

Genre Shamanism / Fire group magic;

Balus Wall; Force wall variant. This spell is effective against flaming attacks (fire-shamanism, dragon's breath, and normal fire). Flames heading towards the caster would, instead of striking, would be diverted to the left and right of the spellcaster. Cast by saying balus wall.

Bam Rohd; Flame Jet variant that's cast by thinking of a jet of flame appearing from an area or a body part and saying or thinking bam rohd. Producing a rod like fire jet that comes into existence to go near where you imagine it going.

Bamu Rod; Also known as: Bomb Rod. A whip of fire appears in the caster's hand on the imaging, of a fire whip in hand and saying bamu rod, which can then be used to attack the enemy. The initial damage dealt is about the same as a Flare Lance, but since the caster can control the whip's movement, there is a greater chance of hitting the target, and it is possible to attack a target in ways which wouldn't be possible with a normal spell, such as swinging the whip horizontally and cutting the target. Since this spell has a variable duration, the caster can keep on attacking with the whip, another advantage over Flare Lance. It generally does heat damage.

Blast Bomb; The strongest fire-shamanist magic that when cast, balls of light about the size of a fist appear. Up to this point, the spell is similar to Flare Bit, but each ball nearly has the same destructive power as Burst Flare. The strongest fire-shamanist magic, said to be castable only by the legendary mage, Rei Magnus. When the spell is cast, balls of light about the size of a fist appear. Up to this point, the spell is similar to Flare Bit, but each ball nearly has the same destructive power as Burst Flare. This spell can not be cast by even Lina without the help of the Demon's Blood Talismans, by thinking of the spheres forming of very compressed fire. Then casting them out by saying or thinking blast bomb.

Bom Spreed; Shatter. To cause a shattering effect of any items thought on and by saying bom spread while thinking on the items. Then they might shatter easily.

Bomb Sprid (bomu supuriddo); Also known as: Bomb Spread. At first glance, this spell is similar to Fire Ball, but it delivers far less damage. The ball can be made to burst at any place the caster desires, though, making this spell is perfect for capturing fleeing enemies. Being a flash effect, no heat is released, so there is no need to worry about objects catching on fire as it can cause disintegration.

Burst Flare; A ball of light appears in the targeted area, and in the next instant the ball bursts, raising a tongue of blue white flame. The flames can melt even a golem with ease. Against a human, not even the bones will remain. This is the strongest fire-shamanist magic a normal human can cast. That does only as strong of damage to the target as the will of the caster. Cast by imagining the area and saying or thinking burst flare.

Burst Rondo; Also known as: Burst Rond. Create Flame variant (creates numerous balls of light near the target which burst, spreading flames). The spell creates numerous balls of light near a target which burst, spreading flames. The spell is visually impressive, but the damage from the spell is negligible. Even a direct hit will only cause burns, making this a good spell to use as a diversion or to frighten enemies by thinking of the area and saying or thinking 'burst rondo'.

Fireball (faiaa booru); A ball of fire appears between the hands of the caster which can then be thrown. Upon contact with an object, the ball explodes, spreading flames. Caution is necessary when using this spell in enclosed area or forests because this spell affects a wide area. This is the most popular offensive spell. Lina uses variations of this spell such as making the ball of light appear in places other than between the hands, or making the ball of fire explode on the word "Break." Being

able to cast this spell is one of the criteria for a full-fledged mage. Cast by imagining flame in hand that is formed from heat, and thinking of either golf ball or pinhead size, this heat is condensed into the fireball form after sinking into the hand and coming back useful. To form the condensing of the fireball into the size of a pinhead can destroy the whole block. To form it to golf ball size can detonate a small area. This fireball is released on the saying of fireball or thinkinking of the target and then word fireball. The long way of doing this spell is to condense the fire in your hand from heat while saying "Source of all power, light which burns beyond crimson, let thy power gather in my hand. FIREBALL!"

Fire bolt; To summon fire by thinking heat condensing into your hand that does not burn you, except you may feel the heat and by saying fire bolt you focus it into a bolt form that shoots forth into the target.

Flare Arrow (furea aroo); A spell which makes several fire arrows appear around the caster, and fly directly towards a target. The spell can be used to attack, or to make something catch on fire. There is an area of effect that is of 21 - 50 feet with them. The number of arrows that can be created depends on the caster's skill. Through careful arrangement, it is possible to make the arrows appear in places other than in front of the caster. This is the most basic offensive spell, but since the casting time is short, it is useful in combat. Cast by saying "Source of all power, crimson fire burning bright. FLARE ARROW!" while imaging the flare arrows form where you want.

Flare Bit (Inferno Array); A spell which creates several dozen small balls of light which burst upon contact by the effort of visualizing the small balls of light that appear by will where you want and saying flare bit. Each ball deals about the same damage as a slightly strong punch, making this a useful spell when wanting to capture, rather than kill, a target. The spell can also be used to frighten enemies or to use the smoke to reduce the visibility of the target. Can be useful in creating a display of particles at night.

Flare Lance; Several Flare Arrows are fused together to form a spear which is then shot, at a target cast by effecting the flare arrow spell except you imagine the flare arrows fusing together to form a lance and its cast forth by a saying or thinking flare lance. The spell can be used for destruction or to light fires, but by controlling the strength of the spell, it is possible to turn a large rock into a heater or a medium sized rock into a frying pan.

Flare Seal (furea shiiru); Fireproof+Resist Fire variant, a pretty high-level anti-fire spell, which is so powerful that even while being in fire, no heat can be felt. However, using this spell in combat is difficult because of the long amount of time required for casting. Cast by thinking of the area or thing and saying flare seal at it. This spell takes some time to perfect as it won't always take on an object.

Rune Flare; Creates a series of flaming spears which can cover a large area. Creates a flaming spear by drawing power directly from the fire spirit. This spell is slightly weaker than Burst Flare, but it is the strongest fire spirit magic which can only effect a single target. Since the spell is pure energy, rather than flame, there is no need to worry about objects catching on fire. Cast by thinking of heat energy coelesced (formed by grouping) together that is from the fire spries or fire spirit. Cast forth into flaming spears towards a target with a thought of rune flare or even saying rune flare.

Val-Flare (varu furea); Also known as: Va Ru Flare. At first glance it looks like an enlarged Flare Arrow, but upon contact it causes a tremendous explosion by being more compressed than the flare arrow and deals a tremendous amount of damage. Cast by imaging the enlarged

flare arrow that formed from compressed heat and cast forth by a saying or thinking of val-flare. It can be used against living beings, and also to open holes in ceilings. Care is needed when casting this spell in a wooden building because the building could catch on fire from the heat of it. This requires a lot of heat to cast.

Vice Flare (vaisu furea); A stronger version of Val-Flare. Both fire power and the area, upon contact, the explosion can affect have increased. With this spell, it is possible to open a hole in a wall through which an upright man can walk through. However, since the flames spread out over a wide area, using this spell indoors endangers the spellcaster. Cast by compressing more heat into the arrow and causing it to be half the size. Cast forth with a willed thought of or on saying of, 'vice flare bentidocht'.

Genre Shaminism / Spirit group magic;

Assha Dist (asshaa disuto); Disintegrates most undead (including Vampires). A spell designed to attack undead. Most undead creatures such as vampires will disintegrate on contact. Cast by saying Aasha dist and somehow touching the undead. This could even be by teletouching.

Astral Break (asutoraru bureiku); A spell which destroys the target from the Astral Side. It is powerful enough to take out a Brass Demon with one hit. This spell is powerful, yet requires little time to chant the spell.

Astral Vine; Temporary weapon enchantment can result in items as powerful as the Sword of Light. A spell which enchants a sword, axe, or other weapon with magic. A weapon enchanted in this way makes it possible to deal damage to Mazoku and becomes as powerful as the Sword of Light. However, this enchantment is only temporary. Cast on a weapon of choice, by saying astral vine at the weapon while its held.

Bram Blazer (buramu bureizaa); Also known as: Drum Blazer, Blue Magic Wave. Note: The spell effect varies slightly in animated form. This spell shoots out a shock wave of blue light directly at a target. This is a valuable spell which can deal damage both to a target's spirit and body. However, this spell is not practical when trying to capture a target for interrogation, since both the target's spirit and body would have to be healed. Cast by a imagining of the blue light that is intense with electrical energy and released by saying bram brazer.

Divine / Search (tansaku); Locate magical object that the caster owned or created. Spell used to divine the location of an object is to say divine search and see in your mind where it might be and pulled as though connected to the object. However, in order to do this, it is necessary to know the pattern of magic which the object possesses. In other words, this spell can only be used to search for magical items which the caster owned, or items which the caster marked. It isn't a perfect spell, but it prevents important items from getting misplaced or lost. Cast by a stated or willed, 'Loke T'

Elmekia Flame (erumekia fureimu); Stronger version of Elmekia Lance. Instead of a lance, a pillar about as wide as a man's chest is shot out. It deals no physical damage, but since it attacks from the Astral Plane, it can easily destroy the spirit of a man. Cast by thinking of the spirit and saying while thinking of the target, elmekia flame, or the long version of "Light! Gather within me and become a flash! Smash the abyssmal darkness apart! ELMEKIA FLAME!"

Elmekia Lance; A spell which creates and fires a lance of light, which damages a target's spirit by casting it with a think of the starget and form the lance to fire it by saying elmekia lance. This spell deals no physical damage, and even a direct hit only causes the target to fall unconscious for a period of time. A useful spell against spirit beings such as Mazoku.

Fehlzareid (feruzareedo); A spiralling ray of light deals damage to a target. Since the spell

doesn't travel in a straight path, it is harder to avoid than spells like Bram Blazer which travel in a straight line. Can deal enough damage to destroy a Brass Demon with a single hit. Imagine the spiralling compressed light that's electrical and holy in nature that shoots forth on saying or thinking of fehlzareid.

Gai Ra Duuga; Summon Plasma Dragon that requires large body of water nearby. Has powerful electric breath. Imagine the body of water and say gai ra duuga to cause the effect of a plasma dragon as you imagine it forming. This spell has a 23% chance of failure.

Garuk Ruhaad; Strong wind which deals both physical and mental damage attacks outwardly, with the spellcaster in the center. Can leave an attacked person mentally deranged or damaged with light wounds that appear magically at the least. One of the few spells that can deal damage to both Mazoku and beasts. As long as allies remain near the spellcaster, they will not be affected which makes this a rather useful wide-range spell. The effect of casting this spell is as stunning to the target as it non effects the caster. To cast this is to think of a strong wind that is charged and released by saying, 'garuk ruhaad'.

Goz Vrow; Also known as Goz Vu Rou or gozu vu rou. A spell which summons a "shadow" which first deals damage, to a target's spirit and then to the target's body. The shadow which appears on the ground heads for the target in a straight line and, upon contact, deals damage to the target's spirit from the Astral Plane. Since the shadow is "alive," it cannot be dispelled by Lighting or other forms of light. Casting this is to say goz vrow while thinking of a shadow and the person or people who are the target.

Gu Lu Douger (gu ru duuga); Naga's original spell, this summons a Dimos Dragon, said to be only found in the Katart Mountain Ranges where the Demon King of the North lives. This dragon can only be damaged by powerful spirit-shamanist attacks or black magic. The dragon summoned in this way will not always obey the spell caster so caution is necessary. The dragon is summoned by a thinking of the dragon and then saying gu lu douger.

Guumueon; Astral Plane anti-magic shield. Does not effect material objects. Manipulating the Astral Plane, this spell surrounds the caster with a shield that completely shuts out all other spells. Since this spell is effective against all magical attacks, it is very powerful, but caution is necessary since objects like throwing daggers will easily pass through. Casting time is short as all that's required is to imagine the person to protect surrounded by a white circle and saying guumueon (pronounced 'gue-uh-mew-eon).

Guy la Douger (gai ra duuga); Naga's original spell which summons a Plasma Dragon by a thinking of the body of water and then the dragon as you say guy la douger, known for its powerful electric breath. Since a Plasma Dragon is similar to a Water Dragon, this spell can only be cast near large bodies of water. Just like with all of Naga's other spells, the summoned dragon usually goes out of control unless you think it won't. As the key to any spell control is to think it will and it does do something that ya thought it would.

Illusion; Mental Illusion, prevents other spells from being cast by thinking of the person and saying illusion, or guy la reivs, and while being said imagine what you want the person to see..this is a spell which allows the spell-caster to send an image directly into a person's head. Since this illusion can only be seen by the spell-caster and target, there are many uses for this spell. While the illusion is being maintained, the spell-caster must concentrate and cannot cast other spells. This spell can be very powerful, but the problem is that while there seems to be a battle going on between the target and the spell-caster, the sight is rather laughable to onlookers as the image is only inside their heads.

Protect (purotekuto); Scryguad variant (Astral Plane only). A spell which prevents detection of an object from the Astral Plane. For this spell to be used, a clear understanding of the nature of the magic within the object is necessary. Even inanimate objects have magic. Cast by thinking of the object and saying protect or protekuto. Seeing it in your mind disappear.

Puppet (kugutsu); Control Person/animae/anything with a spirit. Spell which allows anything with a spirit to be controlled just like a zombie. Usually only simple commands can be given, but Elishel Vrumugun was especially skilled at this spell; by using a ruby as a key, she could control the target as she wished in which she held the ruby while it was cast. To cast this spell think of the person/thing/animae, and say or think puppet and imagine what he or she does.

Ra Tilt (ra tiruto); The strongest spirit magic spell which envelops a target in blue-white light. This spell can only be used against a single target -- and only those that have spirits -- but its effect is absolute. The blue-white flame can destroy even a pure Mazoku with a single hit. There is a long form which is to think of the target engulfed in a blue light while saying "Source of all souls which dwell in eternal and infinite, everlasting flame of blue, let the power hidden in my soul be called forth from the Infinite! RA-TILT!" or think of the person being in a blue fame while saying 'ra tilt' or 'ra tiruto'.

Shadow Snap (shadoo sunappu); This is a spell which holds a target by manipulating the Astral Plane through the knife pierced in the target's shadow. A target affected by this spell can do nothing except cast spells. However, in a place where there are no shadows or when for some reason the target's shadow temporarily disappears, the effects of the spell ends. So, by using spells such as Lighting and Fireball to temporarily erase your shadow, the effects of the spell can be negated. Cast by a thinking of the person and putting a knife through their shadow mentally. while saying or thinking shadow snap.

Shadow Web; Also known as: Shadow Wave. The caster's shadow stretches out like tentacles, which, by piercing the shadow of the target, brings about the same effect as Shadow Snap. It is possible to hold multiple targets by creating several tentacles at once. Can be negated the same way as Shadow Snap. Cast by imagining a shadow stretching forth like a tentacle and piercing another's shadow while saying shadow web or shadow wave.

Telepathy; Telepathy spell that gives the telepathy ability of the person a boost. This is a spell which allows communication with people without the use of spoken words. This technically isn't a spell, but is more like something a person has to be born with. Since words are unnecessary, at first glance this spell seems useful, but there are problems such as the fact that the other person knows what you're thinking. Cast by thinking thoughts to the other person, and optionally thinking or saying telepathy.

Visfan Rank; Alternately known as: Visfarank. A spell which enchants the user's fists with magic. By striking with fists, it's possible to deal damage directly with the magical energy added to the power of the fists. It is also possible to deflect spells of a level equal or lesser to Flare Lance. Caution is necessary because the magical energy weakens with each swing. Cast by thinking or saying visfan rank or visfarank at the fists that are thought of.

Vision; A spell which allows an illusion of the spell caster to be projected over far distances and makes it possible to converse normally. A very useful spell, but there must be a mage who can receive the vision, or a special area where a ritual has been performed is needed. Normally used to communicate between mage guilds. To cast, think of your self and think of yourself there as though a visually seen form an saying or thinking vision and your spirit can be channelled to lift things or put things places. Saying vision while thinking of the person seeing again will alternately grant the user sight if she or he were temporarily/permanently blind.

Genre Shamanism / Water group magic

Aqua Breathe; Breathe Water, this spell makes it possible to breathe in water. Once this spell is cast, it lasts for a while so there is no need to concentrate in order to maintain the spell. This makes it possible to cast other spells in water. The downside is that the spell doesn't improve your movement in water and your equipment will get wet. Cast by seeing yourself breathing in water and saying aqua breathe.

Aqua Create (akua kureito); Creates water by thinking of the water forming while saying aqua create. It will first appear as moisture and then as actual water. So don't get your hopes up.

Cucumber Spin; Summon Animal (sea cucumber) by imaging the sea cucumber coming and appearing while you say cucumber spin.

Dark Mist (daaku misuto); Darkness with Fog variant. Spell which fills the area with a dense black fog while you focus your mind by thinking of a dark mist and saying dark mist as you see the mist come from your body or hands. In the black fog, even magically created light is completely absorbed. Once created, the fog remains even after the spellcaster stops concentrating. An alternative to this is a cloaking shadow. Which is to call a shadow called by the effect of saying 'inf diesa' and imagine it about to be as if it was a dark fog that comes from your hand or body part and the art of darkness. As the art of darkness, you basically figure shadow and think of it as a fog around the area that adds to the fog produced. And breath out, at some point to cause the shadows to create the fog that absorb magic, except that you put in persistence of darkness. And the fog keeps going also as of a cloaking of an area. Its only the person that uses darkness can see through it. Cancelled when you think it unneeded.

Demona Crystal (demona kurisutaru); Also known as: Demonic Crystal. Highly effective spell which makes icy fog appear out of the ground, which then suddenly freezes anything within. Since the fog appears out from the ground, only battle-scarred veteran adventurers can dodge this spell. To cast it, imagine the person freezing solid in a fog and saying demona crystal.

Dust Chip; Rain of Ice Daggers variant which are small arrows of ice about the size of the tip of a fingernail. The actual damage dealt is minimal, but the arrows hurt a lot. A good spell to use when the goal is to weaken the opponent's will to fight by casting it with think of fingernail sized ice chips that appear and hurt the offender while you say dust chip and point your hand at the target. If cast into the skull of the target, it can cause stupidity.

Freeze Arrow; Throw Spell+Icy Touch appears as an icy arrow. The spell makes several ice arrows appear near the caster and then fly towards the target; the ice counterpart of Flare Arrow. The arrows can also be used to restrict an opponent's movement by freezing the target's feet to the ground. Though this spell is similar to Flare Arrow, it does not cause things to catch on fire, so in areas where there are many combustible such as towns, this spell comes in handy. All that needed is to imagine the freezing arrows appear and then to say freeze arrow. Think of the target before casting.

Freeze Bullet; Also named: Freeze Brid, Freeze Bit, Freeze Bleed. Note: Also spelled, 'furiizu buriddo' / "freeze brid" in some texts. Throw Spell+Icy Touch looks like Ice Sphere. Similar to Freeze Arrow, though the effect is spherical in form, rather than arrow-shaped. Cast by effect of thinking of a freezing spherical orb that you say 'freeze bullet', 'freeze brid' or 'freeze bleed' to summon. This orb you throw forward to hit the target. If the target is hit, then he or she or it freezes for a short or long duration. the duration is depending on how strong will is.

Freeze Rain (furiizu rein); Rain of Ice Daggers variant (creates a ball of ice in the air which continues to shoot out icicles into the area. Self powered and uncontrollable unless you think its controllable. Naga's original magic, this spell creates a ball of ice in the air which continues

to shoot out icicles into the area. Either because the spell was incomplete or perhaps because it was cast by Naga, the caster has no control over the ball of ice. To end this spell, the ball of ice has to be destroyed to prevent icicles from spraying out for all eternity by imaging the ball of ice being crushed by you, as you form your hand (either one) into a fist. To cast it, think of the ball of ice being formed that's spraying ice spears and say freeze rain. Each sphere has the same effect of the freeze bullet.

Gray Buster (gurei basutaa); Cold+Frost that lowers the temperature in a certain area, freezing living things within that area by thinking of the area and feeling the temperature drop while saying gray buster. Since the moisture in the air freezes and floats in the air, causing the diamond dust effect, this spell is extremely beautiful. Mages cast a variation of this spell within their cloaks, using this as an air conditioner during the summer called by saying small gray buster. While feeling the temperature drop in the small area of the coat or cloak.

Howl Freeze (hauru furiizu); Snow+Storm creates a blizzard. The caster creates a powerful blizzard which deals frost damage to all targets within a certain area. The damage dealt will not be lethal, but it is extremely hard to avoid the spell unless you use windy shield or one of its variants. In addition, the frost makes it harder for those affected by the spell to move. The spell has visual impact and can be used to either hide from or to frighten enemies. Cast by saying howl freeze as you imagine the blizzard coming into an area.

Icicle Lance (aishikuru ransu); Ice dagger or spear of ice which is thrown at target. Created by fusing together arrows created by Freeze Arrow by imagining the arrows of ice fuse together into a lance. Unlike Flare Lance, this spell can be used in towns because it doesn't cause objects to catch on fire.

Kyu Kyum Spin (kyukyumu supin); Also known as: Sea Cucumber Spin. Note: Kyu-Kyum Spin is sometimes confused for Zelas-Gort, even in the official Slayers references. This spell summons sea cucumbers from any nearby body of water. Its usefulness is limited to humiliating your opponent and procuring food if you're hungry. Cast by thinking of sea cucumbers and saying kyu kyum spin as you visualize them coming to you.

Ly Breim; A wave of freezing air shoots out from the extended hand of the caster; anything that is touched by the wave is frozen. Compared to Icicle Lance, which is also used against a single target, the range of this spell is short, but its effect is far more potent. Think about the freezing air effect and put your hand or body part out pointing in the direction you want and saying, 'ly breim'.

Sea Blast (shiiburasureto); Wave variant. Requires caster to touch the water. Spell which causes a large wave to appear on the surface of water, which could easily capsize a mid-sized ship. The problem is, in order for this spell to work, the caster must have his/her hand placed on the surface of water and thinking about the wave while saying 'sea blast'. Focusing energy into the sea through the hand till it forms. In addition, this spell only affects things on the surface and will have no effect against anything underneath the water.

Sight Frange; Fog Spell in which fog spreads out from the spellcaster, resulting in reduced visibility for both friends and foes. Mainly used when escaping from battle. Against enemies who use attacks that aren't visible, such as wind attacks, the fog makes it possible to see the path of the attack. As though it were cast by a fog breathe being said while thinking of the fog as it will form.

Van Rehl (van reiru); Also known as: Van Rail. Icy Touch variant that creates a icy spider web. Strings of ice spread out from the spellcaster's hand when placed against a wall, along the ceiling, floor, and walls by thinking of ice forming and saying van rehl or van rail. The target(s) who are

touched by these strings soon turn into statues of ice or stop moving entirely. This is one of the few large-area spells that can be used in passages.

Vice Freeze (vaisu furiizu); The ice counterpart of Burst Flare; a ball of ice appears in the targeted area, which then bursts, covering the surrounding area in ice. This spell is the strongest ice magic cast by focusing on creating an intense ice, by visualizing or imagining the ice form into a floating ball that you release by imagining it going into the target area and saying vice freeze to cause it to burst.

Washu; To effect this spell by thinking or saying washu and then imaging the effect, can cause the person to feel or see what you see or want the person to feel or see. Its effect is caused by water particles that are in the air as they are caused to ring at a certain vibration level.

Water fx; Also known as Water Wash. This calls up a water that isn't water to serve your will. Just think of the effect and say water fx to direct it. As this water is from another dimension. It can wash you, work with you and be directed by statement or thinking to it while saying 'water wash' or 'water fx'.

Water Washu; Its water that's illusion and very real to those who believe it. Cast by imagining the water effect being there and saying or thinking 'water washu'.

White magic;

Armetism; To cast a spell as this makes armor of your body and is psychically on your body. By thinking of the person and saying or thinking 'armetism'.

Be pure; To say 'be pure' as purity is, it forms the object or item to be pure what you perceive of yours or mine in action.

Chaos String (kaosu sutoringu); Originally created for the purpose of construction work. Can be used to entangle strings thrown at you with magical strings. Can also be used to entangle other objects, but since the spell is weak, it can not prevent the target from moving. By thinking of the strings appearing and acting as though they are there while you say chaos string.

Chaotic Disintegrate (kaotikku disutingureito); This spell forms an attack of blue light which damages Mazoku. So far, only Filia has been seen casting this spell. As its in long form its to say "Anaku soro'mu nazak'u sakriim. CHAOTIC DISINTEGRATE!" while imaging the target being enveloped by an intense chaotic blue light. Its short form is to think of the target and think or say chaotic disintegrate.

Counter-Sleeping (suriipingu de neteru-hito o okosu-sube); Awaken spell to awaken those who won't awaken with normal means. Cast by thinking counter-sleeping and stating 'awaken' at the person or thing.

Defense (bougyo no jumon); A white magic spell which creates a defensive shield. This spell's defensive capabilities are far greater than those of the spirit-shamanist spell, Windy Shield, but use a lot of magic power at once. As a result, this spell can only be cast a few times each day. Cast by thinking of a white circle to move with you and or saying or thinking, 'defense'.

Dicleary (Detoxify); Cleansing spell that also works to rid drug effects. This spell removes poisons from the body of the target. When there are two or more poisons present, all are removed. A spell which is nearly as popular as Recovery among clerics. Cast by linking your hands together and saying detoxify as you put your linked hands over the target body or surface. It can make a person recover from a drugged sleep.

Disenchant (kaiju); Spell which negates the effect of curses and spells with durations (sleep, control, etc). Can only be used by high-level priests or people who want to if they thought themselves a high level priest. Since the spell takes too long to cast, this spell is not used during combat. Cast by thinking of the problem spell or condition and then saying while thinking of a god, 'disenchant' or 'kaiju'.

Exit Ball; Also known as Ext Ball. Spell created to extinguish flames. Since it isn't a very powerful spell, it isn't possible to extinguish flames over a wide area. Cast by thinking that there's water that can be summoned and appear. Then saying 'ext ball' and imagining a ball of blue whiteness that's made of water and it bursts when you think it does, or when it gets near flame.

Fishing Spell (iregui no jumon); Lina's original spell which makes fish bite onto the hook, at the end of a fishing pole. Lina tries not to use this spell unless she's broke or something because there's a chance that all the fish in a river will become extinct, and it takes away from the joy of fishing. Cast by thinking of the fish you want to bite the hook and saying, 'fish bite'.

Flow Break; Dispel Magic that is a spell which negates the effects of all spells within the area. Cannot be used during combat. Except for white magic, all spells take their strength from the energy created by altering the natural flow of energy; this spell negates other spells by returning the flow of energy to normal. Can restore a body to normal blood flow and energy flow. Cast by thinking of the area as effected while saying or thinking, 'flow break' or 'dispel magic'.

Holy Bless (hoorii buresu); This spell dispells all low-level undead within a certain area around the caster. The spell's greatest strength is not the effect of the spell, but the area of effect of the spell: large enough to affect a small city. The spell has no effect on living things, so there's no need to worry about where to use the spell. It also boosts your allies abilities and physical feats are easier. However, this spell draws on so much magic power that it is impossible to cast this spell more than once a day unless you think of a god before casting. Cast it by thinking of the city and saying or thinking bless or holy bless.

Holy Resist (hoorii rezasuto); This spell seems to put up a magical barrier against certain black magic and spirit-shamanism effects. Cast by a thought of or a statement of resistance or in resist, it can cause things that effect you not to seem effective. To seem like things that were effecting you didn't effect you.

Holy Rezast; Filia uses this spell to send Ralmus to the next world. It can cause the spirits around the person to be calmed and if the will is there to do so when saying holy rezast, it can send spirits to the spirit world and demons back to the demon world.

Ia advil; Actively digresses the pain, by relieving it and converting to be of the energy. Advil and ice energy is a part of this energy that converts it. to be energy that is of use. Where effect is considered higher up of pain first. The main ingredient of this is advil as it alleves the pain fast. Taken in of a form it effects in twelve to thirteen minutes. To actually work, the effects seem to be immediate. This is cast by thinking of or seeing the person afflicted and thinking or saying ia advil.

Ia alleve; This is to make all in something leave. Makes pain leave as its like all the pain in the body leaves in energy form and is converted into that an is energy. And it is frozen in effect when is of converted energy to which you know. It pain leave as this is like tylonal except it is as its for 24 to 48 hours that it makes pain leave. To cast it, think of your pain medicine or you pain and then the person and say or think 'ia alleve'. Ia alleve can be stated as, 'in all, pain leave'. Cures some of which are your symptoms through idea.

Ie advil; The enactment of removing the pain through cause of which is distance to it, by draining away the pain and reverting it by converting it to energy for use. It also takes off the weight. It does this by using a energy of ice to break down the pain when 'ee advil' or 'ie advil' is spoken and thoughts of the person exist in your mind. Or not thinking of the person, and saying either the phrases. So it does as necessary.

Raphas Seed; Also known as: Laphas Seed. This spell can completely prevent a target from moving by entangling them within magical ropes. A target affected by this spell cannot even cast magic. This spell requires no concentration to maintain and its effects last for a little less than an hour. It can be cast by thinking of the target in the area and saying rephas seed or laphas seed. (Thanks to Beast Master Xellos for help)

Lighting; The spell creates a ball of light which is about as bright as a street lamp. Normally the duration of this spell is 2-3 hours, but by shortening the duration the spell can be made brighter. A blinding flash of light, for example, can be made by decreasing the duration to a split-second. Cast by thinking of a light that shines in the area and thinking or saying lighting or saying "Light of life, brighter than flame, Let thy power gather in my hand."

Lock (rokku); Magelock spell. This spell magically locks things such as doors and windows by thinking or saying while imagining the object locked, lock. Even doors without locks are shut tightly as though the door was nailed shut. This spell doesn't increase the strength of the actual door, so entry is possible by simply breaking down the door.

Megido Flare; This is one of the anti-evil spells which has the effect of lessening feelings of evil intent and enmity. It can also dispell weak spirits who wish to do harm. Against normal living beings, the spell has a calming effect, but against the undead, the spell has a most un-calming damage effect. Cast by thinking of the target and saying megido flare or "You pitiful twisted creators, not of this world... by the Light of Purity I possess, I bid thee, begone to the nexus of our two worlds! MEGIDO FLARE!"

Mos Varim; A counterspell which can only be used against fire. This spell was created by improving the Ext Ball spell. The spell creates a ball of light which has the effect of drawing the fire into itself, extinguishing the flames. Caution is necessary because the spell can also affect fire spells cast by party members. Cast by thinking of the fire and saying, 'mos varim' while imaging the flame die down and extinguish themselves. Can also work, by drawing heat into a water or air ball. As an alternative to the norm. Just imagine the light being white for air or blue for water. As, you cast the spell.

Ray Freeze; This spell neutralizes opponents by preventing them from motion of any kind. Being unable to move, targets are also rendered unable to speak, and thus, unable to cast spells. Cast by thinking that the targeted person or people can't move or speak and saying ray freeze or "Anna-gurax ozu-lu-faam izul nax orumudohl. Ray Freeze!"

Recovery; Can be cast as either Share Fatigue, Minor Healing, Major Healing, or Great Healing (full chant). Just think of the effect at the time of casting. The spell heals the wounds of a target by maximizing the target's ability to regenerate. However, the spell's healing energy comes from the target so when this spell is used against a severely wounded target, the wound might heal, but the target might die of extreme exhaustion. In addition, when this spell is cast on a diseased target, the number of bacteria and virii increase as well, worsening the disease. Cast by thinking of a ring that sends healing good energy into the person. This ring that sends could also be vibrations which are sent into the body.

Resistance; This is a alternate resistance spell to holy resist. To cast the resistance spell, you cause a possible effect of being unaffected by any element unless you want to be affected.

Cast by saying 'resistance in resist' or 'element in resist'. This can cause you to seem not effected at all by what could effect you.

Resurrection (rizarekushon); This spell heals the wound of a target by using the energy drawn from nearby life forms including objects. There is a chance that a seriously wounded target might die if Recovery were cast, but this spell doesn't have that drawback. However, the casting time is longer, as compared to Recovery. A target who needs this spell will have to be healed with all possible speed. Cast by thinking of the life around the caster and the objects energy sources and then imagine that life and object energy as to going to and through the wound with the thought heal or resurrection until done..

Rune Breaker (ruun bureikaa); By creating a ward in the shape of a pentagram, by imagining the pentagram around the magic that is white all magic within the pentagram is weakened and absorbed to power the of the rune breaker spell. This spell does not depend on the skill of the caster, but instead depends on the size of the pentagram. The larger the ward, the weaker offensive spells and unnatural enchantments become.

Sleeping (suriipingu); Makes creatures withing a certain area fall asleep. Those affected by this spell will stay asleep for about half a day, even if a dragon roars or a banshee screams. This spell is not taught at the Guilds because it can be used for criminal activities; it must be constructed by the would be caster. Some construct it as to think of the person and say or think sleep while seeing the person fall to sleep.

Unlock (anrokku); Opens things like locked windows and doors. Even a door closed by Lock can be opened using this spell. Since this spell can be cast simply by memorizing the words, this spell is not taught at the Mage Guild. To cast it, think of the locked area, will and say, 'unlock anrokku'. See the lock unlock itself. Sometimes it will, sometimes it won't. Sometimes, it will unlock an ability, too.

Valmaceid (varumashiido); A spell which has high defensive properties against the elements of earth, water, fire, and wind. It is possible to enchant armor with this spell. However, the components required for the casting of the spell are expensive but can be thought to exist and used by you as invisible substances but its as you are using the subsistency of the spell components. Thanks to this package, you know the right spell components instinctively.

Vas Gluudo (vasu guruudo); A spell which creates a magic barrier the size of a small shield. It is effective against all types of magic and doesn't take much time to cast, so it is a well-balanced defensive spell cast by thinking of a shield suspended in front of you and saying or thinking vas gluudo.

Vas Pure; To pour forth of energy while thinking what ya want to happen as this is also counting as what you may think with the idea will occur. On the saying of vas pure it will occur.

Package made by Spellhawk and with Ben's help in mind

Autocompletion package You may be mistaken and may be thinking, "this seems like a lazy, 'I want YOU to do it' type package", in which case you don't have to use it or do it. This package will automatically complete things that you start, as long as the only reason that you do not finish it is something logical. If you want the package to activate because you are lazy, then it will not activate. If you want it to activate because you have cold feet and cannot go through with something, or because you are too busy and you desperately want to be able to do all of the things on your agenda, then it will activate.

Additionally, if you miss a segment of what a person says, then this package will automatically help you know what the rest of it was going to be.

Psi-clone package; To psychically clone another you as you become the other person by the mind or to, by the mind, psychically make a split off another or yourself and including the ability enabled again by the mind. This happens after so much psychic energy is focused through you or sent off from you yourself or another. You appear, act, and are of the mind yet solidly, as well either in your body or with another of yourself. All that's needed is to say "ofu" for the person as yourself or "ofan" for the split off clone. This package automatically does the necessary action as the person as yourself or the other you split off. Believe in it or do it, To believe in it be to being inclined to do. They sometimes duel a moment as natural idea. Now to state what it states, and that's what it is or basically it's a natural conclusion. But otherwise they believe what you believe or you believe what they believe. They speak as if their will is by enter entry phrase, express opinions, identify interests. To repeat what you or some other says unless they have an original idea back.

The secret package;

The secret package is gotten by saying the name and automatically adjusts you in this aspect you are to the better, and by everything that rebounds and has energy and rebounds back to the person as an objective force. So if you send out positive energy by an act you get positive energy back and it happens at the end of the day. Like imagine the event as you would want it and it will turn out that way. So to lose weight you would imagine yourself or the person as with less weight already and it will have happened as with thirty or forty pounds less as an active lifestyle. Then you will be as such thirty or forty pounds less and active. To say your desired goal to a mirror with imagined lit candles and it's with better, more possible effect. For a child, imagine as self with child already and you have gained one.

This is basically if you imagine you having the baby and it doesn't quite work out. As to imagine yourself with self center and having more energy and you have that much more energy by three times. This is more effective as with the body such that be it is yours or others is spurred on by the visualization and it happens to do just that and causes the scenario. Like take a 20 \$ bill and put 3 zero's after to increase your wealth. If you put this bill up on a mirror and glance at it everyday then it's possible your fortune will increase.

This package is all representative of force as within nature and the 2nd law of thermodynamics, whereby it would be basically energy where each and every thing has force of energy and where what you put out you get back in. Governed by entropy, everything eventually comes to a stop or nothing via a void force except in space where once set in motion it keeps going. Or with the 2nd rule of thermodynamics, whatever force puts out directive energy and has force back in of representative as feedback to you.

Now each bit of energy to you is universal energy as the universe itself, basically is what you put out you get back in but if too negative where what you get back is too negative you get a positive instead put back by you and lose some. You can think positive to get positive feedback and thoughts back. If you think negative a like "I can't do this" then you won't. Instead, think "I will do this" and it will happen. Or think "I can do this" without the "but maybe I will not." Another preventative thought is "You can't see it so you won't do."

For every event is eventful and triggered by more of some event. Sometimes with a positive now and then that is charismatic debt paid by changeover. Where the

current event theory is correct where you put out and then you get some back some enough if its bad enough then its probably not where if its good enough you get back some. Some examples where the gn-en-hi effect is, you make a gesture upwards and make out to grasp something as reach out grasp and you grabbed it. It works just the same as the real thing where you reach out and grasp it you grabbed it. Make doubly sure of vulnerability or invulnerability. Other representative forces are too in the navel. Where too much navel is pushy where where too little navel is pushover or too easy as within yoga for dummies document. You can use any amount of bills or any bill for this.

See the things that you want as already yours. Know that they will come to you at need. Then let them come. DON't fret and worry about them. Don't think about your lack of them. Think of them as yours, as belonging to you, as already in your possession. You do not have to ask over and over again. Just ask once. It is exactly like placing an order from a catalogue. You only ever order something once. You don't place an order and then doubt the order has been received and so place the order again, then again, and then again. You order once. It is the same with the Creative Process. Step One is simply your step to get clear about what you want. As you get clear in your mind, you have asked.

Step two is believe. Believe that it's already yours. Have what I love to call unwavering faith. Believing in the unseen. You must believe that you have received. You must know that what you want is yours the moment you ask. You must have a complete and utter faith. If you had placed an order from a catalogue, you would relax, know you are going to receive what you ordered, and get on with your life. See the things that you want as already yours. Know that they will come to you at need. Then let them come. DON't fret and worry about them. Don't think about your lack of them. Think of them as yours, as belonging to you, as already in your possession. This package may take weeks to effect.

Spirit regen package; Just say 'spirit regen' to get this package. This package causes the soul to regenerate the spirit, if lost or damages occur to it. As, the spirit recovers very slowly, so with this package the soul is instructed to recover the spirit quicker. As if there was a spirit, it'd take info from the soul and makes the body enact it. So to say, the soul won't reproject the spirit. Unless instructed to if its lost. If the spirit ever gets taken from ya after saying 'spirit regen' to get the package, it regenerates from the soul again. There is a slight danger of getting an attitude while its recovered and maturing.

Memories package; If ya want the package, just say 'memories' as ya read of this, look at this or as ya think of this package. This help the idea of past lives, as ya can remember them until ya don't want to. As if we can learn things we already know, it saves time and we make better decisions. And if we can learn of our past memories, then we will make the idea better. This package causes ya to remember it perfectly even if it is 3 lives ago. This is basically a use of a spell to make that effect as though during meditation. As, immediately after saying package name, ya go into slight recall trance and start remembering. When recall is done, then ya remember it even after ya go out of the trance.

Permutation weight control package; The permutation weight control package. Just say the name to get it if you havent already caught on to this and to do this automatically. This is another way of weight loss and control that is the permutation weight control meditation. This causes the heart to race as with exercise and directive force. Wear heavy clothes and wear if possible a blanket and make sure of sweating. Pull in your stomach and hold it in. Now in through the mouth and breath out through the mouth. Breathe in fresh air and fresh thought, and breath out the fat and as you breath out you catch the fat and

cause it to travel out as to a jar of energy. This jars unspillable so you don't have to worry about gaining it. Breath in through the nose and breath out the mouth a deep breath. Breath out fat breathe in fresh air, now then breathe out through the mouth breathe in through the mouth and keep up the pattern repeated for 5 minutes.

Make sure you have some sorta nuts or house food non fatty as this helps the digestion. Music can come play a role so it can ease the meditation. So thats basically it except.. you can alternate the breathes as in breath by mouth or nose and out breath breath short breathe after and repeat. Like the breathe in breathe out and nose in out mouth then a short breath and repeat as this follows the idea of Form firm breathe in breathe out repeat breathes. It makes it so that like everything you eat is sent past (or through, whichever you would preferr) a programmed net of energy or something, that makes it so that it will be used for muscle mass or shat out instead of used for fat buildup You may do this without the blanket but if you sweat then thats good. As this package will cause you to eat less of the food you take in.

Bargain finder package Say the name, 'Bargain Finder', to aquire it. A package that will steer the user towards finding things that have cheaper prices and still have high enough quality to not break easily. It will make it so that you will be able to find whatever it is that you are looking for at a lower price than the next person would, or at least at a price which is not offered on a common basis. Not much else to say.

Ogre strength package;

The ogre strength package is gained by saying its name of course. This takes fat to muscle and makes strength like in the ogre strength spell. This package will flex your muscles and basically convert your fat into muscle mass, with help from the heat and cold of the surrounding area. Dropping the excess weight with a backpack effect, of you go back in time while wearing a real or imagined backpack to a certain point defined by you. It makes it so that everything you eat is sent past (or through, whichever you would preferr) a programmed net of energy or similiar, that makes it so that it will be used for muscle mass or shit out instead of used for fat buildup and weight. This combined with slender muscle build is a plus.

Slender muscle build package; To acquire this just say the name. The slender muscle build is eat as you will and don't have to gorge to gain the muscle due to heat influx and programmed energy net with formation by energy influx of your spirit particles on your body. The preprogrammed net affects the food and body that is building muscles by attempting the exercise. The weight is programmed to lose itself and leaves muscles behind and your apetite doesnt change much. This is an adaption to the ogre strength spell and thats all it turns out to be.

The hack iq package; To raise your Iq by many means through intelligent universal energy and universal knowledge itself. You might be saying "MAN, I wish I had that when I was taking the act. Oh well, I did my own form of it." This iq increases till you almost become stupid, but after you take your info as a increase of your IQ base. By knowledge from your past lives and alternative lives, that are representative of your question an answer comes up if there wasn't one before, through you by lore or to you by serendipity or discovery. So you can increase your intellect base by oh so many points as e i and you won't become stupid.

Increases to it still by copy and paste like actions. From your past, and present

lives along with alternatives. Your iq could be over 1000 with a base of 180 or 200 or unlimited so. The info actually can store itself in food and drinks. You can read information as though you know it. To see the information as though it were refreshing your mind. You already know it so this is just a refreshment. As though it were yours to know. This is similiar to my version that was just basically the whole drawing that one rune that's like >| only with the | on the bottom with "Make me smarter, starting at the start of the test or application".

The antimiasmal package To get it just say the package name to not ever feel sick again and it includes a cough drop effect with it as you always find yourself with a cough drop at necessity. If you overeat then you will feel it nonetheless so you don't overeat. Or if you undereat and find yourself lacking in a needed vitamin/mineral or dehydrated you'd still feel it and get water or drink or nutrients, This just gets rid of viruses and bad bacteria and numbs the stomach and keeps vomiting down by the tri-drone effect and with tin energy fields. This is the effect that keeps people from getting sick to the stomach and antibacterial too. The cough drop won't happen if you don't like them and again dehydrated, you find water or drink. If you feel miasmal or dizzy it goes away and theres a small chance you'll feel the sick feeling. Theres a cold and tin effect for swelling to keep the swelling down.

The antianger package; The antianger package is to keep anger down no matter the reason by two methods, The recognizing of your anger level and by a anger meter of 1 to 10 1 being the least and 10 being the most through the four parts of anger. The first method is active when your angers a 7 or up and is the A-B-C-D method model. to control through the Activating red-flag event. Belief about the interpretation and belief about the event. Your self talk. C for emotional consequences. You recognize the emotional consequence and halt the anger through a time out. D for the dispute. This part involves identifying the or any irrational belief and disputing themwith more rational or realistic ways of looking at the activating event. The idea is to use statements of self that lead to or escalate anger with ideas that allow you to have more realistic and accurate event interpretations. In this you will find set limits to self talk. You don't have to do this as with the second method that activates on a 5. The thought stopping method. You simply tell yourself a series of self commands to stop thinking the thoughts that make you angry. Like "Don't buy into this situation." or "Don't go there." You may find yourself in more control saying thoughts to yourself that not only prevents anger but stops it. With this package its automatic.

Dragon Summoning Package

To get this package just say the package name. Firstly, there are three elements which are innately used by Dragonkind. There is Fire, Life, and Death. Using this package, no one may summon a death elemental - In fact, it is not reccomended to summon a death elemental at all. What the package does is, when you attempt to summon a dragon, by a "I create a dragon" or "I summon a dragon" it will summon a Wyrm of your elemental choice (fire or life). It will then use a time-lapse spell to allow it to grow into a full grown Dragon.

From there, it is your responsibility - You can teach it what you want to, make it do what you want to, but gaining a mental connection with it is not only reccomended, but highly advised. A mental connection would make it so

that you do not have to speak commands aloud to it, and so that you can go about your day and keep those pesky skeptics from thinking you're crazy, or that you're talking to yourself.

Personally, I transformed mine into a Primal Dragon at this point by a Primal God transformation spell, after making a good mental connection and getting to know it well enough to keep it calm once it attained a more primal nature. Personally, I would advise against using a Primal dragon, though the choice is yours. Don't forget to name it with a "I name my dragon dako" as a example to copy and modify for naming it. You can't call a death elemental dragon for its too hazardous.

The 'monitor' package; It allows ya to monitor what you desire to observe, as the enemy and people involved are doing things, to you or to others. Say 'monitor', to get the package. Its as though you will know what is thats happening, suddenly. This package won't overwhelm you and your idea that you percieve, unless you want it to. As, its your intent that causes it to work.

The cleaning package; causes you or energy itself to clean things, by whatever method necessary and this be also cleaning your teeth, when necessary for no reason. So, it will auto renew itself, as it is expired or about to expire, slightly different every time it renews itself. This package causes you to regenerate your gums and teeth, as well. But, its primary focus be cleaning. This package uses the sun, to work and power itself. By reading the package description and stating, 'The cleaning', then you get the package.

Written by Ben and others. Addons also made by Spellhawk.

Impetus Package Sends genius-level ideas to you and those around you, in ways that cannot be twisted into evil intentions. They are sent to you, and to anyone around you, except people that do not deserve it, as long as they are guaranteed to use it for good. They do not even have to have the package. Over time, this is a good way to reinforce the community, and perhaps make the world a slightly better place. It will give ideas which will help things move along smoother, and help things in the short and long run. This won't repeat if you don't want it to. Must be specified.

(Note: "Impetuous" (im-pet-you-us) is 'hotheaded decision'. "IMPETUS" (im-pet-us) is something that moves things along.)

This package passes impetus notion unless not appreciated. Impeccable and interesting while being conniving and motivated or worthwhile. I wonder at what it means? This will tell you. Its absolute in tender motions in meanings, or similiar but this won't work if it is unneeded.

The crystal change package;

Say the name of the package to get it. By using the crystal technology. The change by crystal of any sort of one thing to another. It will change on cue any of it of her or his one thing by crystal power lattices. Except for that which is unchangeable. Akasha It can only be formed into shape not molded unless a reverse force is availed that acts an on the object. Just focus on the element, or item as an idea by voice or looking at it and imagine what you want it changed to. The object cannot be another human, unless you intend an object he or she

may hold. You can change anything with this. This package made by Spellhawk.

The cloning package; To clone yourself using whatever that was/is necessary and the clone would be progressed by universal knowledge and grown retroactively. appearing right where you want. In the process of being grown, It will then use a time-lapse spell to allow it to grow into a full grown clone. Just think about getting a clone and you have one and then where and its placed To think or feel or say the name or effect of the package and you get it. This may not be used for destructive purposes. If you don't think of where to place em then they are where you are. Package created by Spellhawk.

Manga and movie package; Say the package name to get the package. You know instantly whats in the manga, as if you read it before unless you like the suspense which would cancel out the whole package. This also goes with movies where you know whats in the movie as if you saw it before unless you like the suspense. An Anime is considered a japanese movie.

Global warning and unwarning pack;

Part one;

This package will spread like a virus from person to person; it will spread to anyone who does not have the package, whenever they come into the general vicinity of someone who does have it, without trouble, and immediately. It will make plants intelligent, and make them take in more CO2 and convert it into Oxygen. They will also give off more seeds, to make more plants grow. Make plants everywhere grow faster, much faster unless not possible. Humans and humanlike will be less inclined to do things which will harm the environment and begin to breathe oxygen and nitrogen through the skin. They will get more energy to do things by energy infusion.

This package will solidify glaciers and icebergs, make it rain when necessary and attempt to put the environment back to what it should be. More nitrogen is converted from other gasses, in order to help fuel the plants converting the CO2 and to cool off the atmosphere cooling down the glaciers. This will shift people's mindsets away from things that'll hurt the environment and make them more aware of it. There will be two suns to prevent the global warming and power it, the package. This self-renews itself to the full moon and can draw from activity near the affected person.

The nitrogen with oxygen will blend into form, as an added energy. But the glaciers on normal land won't occur in extremity as its through distributed heat as in the ice age glaciers not allowed to form. Its a mass with more equal spread of distribution. The infusion of energy will help fuel this. As there won't be any misunderstanding if there is about this pack.

Part two;

Theirs a second part. Its on a mental basis, way harder to explain, It'll shift as to how people think about global warming and the earth in general, and anything natural that they come in contact with will instantly have energy surged into it to help repair it. The first part is on the side of restoration and making things work more efficiently. In contrast, this does a little bit of making things work more efficiently, but it's almost 100% changing the mindsets of humans to make them realize the beauty of what is around them, as well as some restoration as well. The first part is the technical side. The second part is the mindset that helps fuel it. Freaked out minds will be soothed. Pack made by Spellhawk and Ben

Get a job package; Just say the name to get the package . Just say the name to get the job of your dreams. This will set up a less embarrassing moment where you say all the right things to get the job starting in the interview unless you already have a job. The idea is simple you get a job you have free time to pursue other pursuits such as writing or other things. This sets up an attraction to you that says I will do anything for you by your aura. All they have to do is hear of you or be in your presence. Whatever you do, some most often won't get jobs so this animal magnetism is important to get a promotion or to attract of good press. So next time you will be assured of one. The interview and the letter after you will feel obliged to do as to thanking the employer after as with getting hired. Lying on the job won't be detected, and the rigorous attention will pay off. The hiring is up to them and your good tongue so it will seem like you got a silver spoon as a gift. If it doesn't work then you will find other ways of funding. You don't have to work at all as to these government SS and SSI funds. So its a lesser job that pays off, if you do all the right things to fake a misery and have some an sort of disablement. So theres two ways of this job, actual work or SS/I and you know the fault it is if it doesn't work out.

Drive package;

It's not the same thing as driving, you become more efficient and avoid accidents To drive a car more effeciently and drive on rollerblades as well. Being more responsive and aware as if you have a knack at it and being able handed by practice. steering's not a problem for rollerblades. It's difficult just to gain the skills needed to go forward on the blades. It's getting the impetus by feeling the need to get better and get the go easier. So practice makes better itself and known to be getting a drive to get better. Its not just steering however, its getting the gas or push forward and back and stopping. Its not the same as doing it, so go out and get practice/activity done, as you'll feel like to go out doing it. This just gives you the knack for learning it, you actually learn by yourself. If your drunk then it reduces your drunkenness by eat bite of food or drop of drink.

Get along package; Just tricked into action, just say the name 'get along' and you get it. Its either a he or she that responds compassionately and if no response then the method is known how to get on with or to the person except for evil. It comes to you as a personal interest. Just so, so you just have and hold and so on. You get along with just about anything or anyone. Even without having to fatten up. Exempting the person from harm or harassment. Excepting slimming down is always acceptable.

The biart (package); What the package does, is cause the brain to become the 3rd eye, and allow for the right and left sides of the body to be equally powerful, while the left would normally be stronger. It can adjust either way the left or right as stronger. But not if you don't desire it, and don't design by desire either, unless necessary as it is accountable to being somewhat evil minded. You can both use the right hand as deft strong as the left, and it makes the left hand deft strong again as you would. But if you get lazy then it will not do this and allows you free leverage without the additional strength. Or its a pain reliever as well as it applies hotmonal relief. This may appear as if the hormonal balance is schewed a bit. Leaving the body overweight or underweight. Skinny as heck or over the weight limit not set yet. It does the work for you (not 'torture) if you so desire. So

don't resort to torture with this unless you have to.

Monster control package;

Package that controls monsters by charm and other means. You actually impell the monster even sometimes inside of you. The secret of this as in this sorcery is to be willfull and concentrate. To be a monster isnt always a bad thing, we all are at some point so we can control it. The top idea is to be the secret controller by allure with the monster to do what is efficient. What you want, much like a carrot held out to do with another that is to going forward.

Secret control package;

Secret control by secret means developed by SH, or some other. Secret actions or regular actions not everyday that control behavior. Secret denial is possible to deny the action as in secret. This even controls a torment session.

Elemental vision package;

Elemental visions package allows you to see the vision of elements easier. By the basic elemental vision consisting of elements and their related color. So to see in elemental vision, its to relax your body then feel the remaining body tension and think of the element by color, feel the element represented shift your vision, using gut instinct and relax the tension by letting it go. This allows your eyes to shift by as it blurs then unblurs and then only for a moment, Basically, how you manipulate it is reach your mind out and just do it by holding and molding, forcing the element as if it was putty in air. If you havent released the tension, release the tension for easier control. This is basically using othersight for elements.

Its the basic elemental vision including; fire (red/yellow), water (blue), earth (brown), void (black), air (extremely light blue).

The Infini elemental visions reach infinite to include; fire (golden), water (blue), ice/air (pale blue), earth (brown), void (black), spirit (grey).

The voidal infini one is not reccomended to do, nor is the normal void sight because it can drive you insane and the water one is addictive.

Fire vision is almost as everything is on fire and you can manipulate it, and don't use air/ice infini because it's addictive.

Fire infini is almost like a golden liquid, more than real fire. It's easy to use where everything looks golden, but according to some people, it can be too explosive. A few drops can be equal to a small atomic bomb.

Water vision, You see with the precipitation in the area, and all of a sudden the individual moisture droplets, where you could manipulate them but with water INFINI vision, you see everything in a much deeper shade of blue, and it acts more like a lightning-water cross than actual water. Its like manipulating electricity.

Earth vision everything's a bit more brown, You might not see in all brown and I don't see dust particles any better than normal, but earth manipulation's a lot better, like with pillars and stuff. This is one that some of the visions are just to get into a mood where those are what your concentrating on, more than anything. Earth's one of them.

Earth infini, everything is just brown and you can manipulate shit and values of things..

Air vision, you see air currents as a really light blue color, not much else but you can use air as wind blasts, wind blades, just huge gusts of wind that can level opponents and etc. Don't use air infini.

Void vision is similiar to, seeing everything in a darker shade, and void is kind

of like a gas. If you want an example, look up what is left behind when Nightcrawler teleports in the X-Men movies. Don't use voidal infini, 'cause it's raw death energy and can drive one insane'.

Omni-elemental vision is grey, and you can use any element you want in it. It is all elements put together. You probably won't like it because it's all in greyscale. Omni-vision and omni-elemental vision do not have to be crossed together, but you may say it works that way. Because of how wide of a scale of things you will see, but you will have no problem using omni-elemental vision in it's own. To use it you can percieve the thoughts of even objects for which you would want to pase out. Though you can use the grey infini and then bring out different elements from it, Sometimes controlling the elements once you change them from grey into, say, normal red fire, can be difficult, because you could be in the mindset to control spirit infini, not the element of fire. So it's better to fling grey infini and convert it at the last moment by use and drawing it out.

Pestilence control package; Control pestilence by linking tp the pest and saying go away to drive the pestilence away, or share to share what they see. It can be like a drastic measure though and raid or some chemical bomb could be used.

Vermin control package;

To control the level of pestilent vermin and keep it low to nonexistant. By similiar means that could by anything be anything. One time it was an attempt to get rid of pestilence by a chemical bomb that wiped out a possum too.

Area creation package Say the name to get it. All that you need in order to create an area is an object inside of which to contain the area, and an idea as to what the area should be like. From there, you merely imagine the area being created within the object, in as much detail as you wish inclufing how to enter and leave. Upon entering the area, you are automatically sized down due to compatibility spell so that you will fit within the area as you wish. Because you created the area, you can set the rules - You can change anything, such as how to enter and leave by thinkong about it or seeing its name or touch the object with a certain thought, do anything, and even restrict what others can do during their stay in that area. This idea came from Bridge to Terebithia.

The getting stronger package. To get this package is to say the package name. This package will help you as a way to get your power, to get the feel for your power and to know your power. It's one of the harder and easier parts of magic. It can take a little while to learn to perfectly manipulate energy with or without molding anything with your hands and just using your intuition, but once you get a little grasp on it, the rest comes easy. This package eases the way into doing just this by example shown and by usage. The technique is to be practiced until its proven, efficiently done. The people I know are still trying to get more powerful as a higher priority than finding more techniques. I think techniques can make you strong. Where you've already established the power so when you do magic, you make techniques.

But practicing the techniques and getting the feel for it down is the first thing that makes you stronger. The second is power in technique. As it can take a while to guide energy by intuition, but by the time you mastered that instead of guiding it by sight. that's another reason you could be so powerful. So

similar to as one of my friends to be those who can't do anything to a person if they're out of their sight range, I just go "do this to that person" and it happens and so can it be for you. You can have feel for it down more than the sight most of the time, which is why he's learned since, but that's how he was before. That's the basis to get stronger, but you'll ask yourself, what is stronger. You can get attack-technique ideas like this, things that just come out of nowhere. Sometimes you can learn like this a lot...you can learn something new in the middle of a test, don't understand it at all going in, and it just clicks at the last second.

That's when people sometimes attack and what they do gets converted to technique, but the thing is that you're not actually fighting. You are in an astral body but not this one, and the knowledge is subconsciously shared a little bit. Sometimes you wonder if that really is happening. It seems like that but in your imagination you are. You may or may not feel multiple bodies branched from your one subconscious, but at the same time you're not as it stems from this. It's an astral body that shares its technique as it does it. Every so often, when you feel spread out too thin (literally), you have to call your bodies back into a general location. These beings are known as equay beings. It helps as if a symbiant, works as if separate. They're equal in a wild way. They are unusually born when you or me are born. Any project you do is likely because of this, I think I mean specifically you or me. Yes as it does happen to other people.

So anyone has one, as their half angelica half shinigami. They normally follow people around unnoticed. You might notice if you focus at least two beings. That have signatures strangely similar to you almost always following you around. Don't let them get what you have as what they take they don't return unless duress.

Authors note, The technique described here is to be done, and say bye to bad and sometimes temporarily made efforts, then the element achieves itself by some other attempt, the element can be any affect you want or need. My view on magical "power" isn't so much how much you can blow away in a single attack, how much energy you have, or how many techniques you know, but your skill in being able to use what you do have. Someone who can only use one element can be just as powerful as someone who can use all of them, depending on how flexible they are within their element.

I have seen a fire user bolt around a giant water-monster with speed and precision, and convert the water-monster's entire body into steam. By most standards, the water-monster was "stronger" - it could use tidal waves to stifle the flames of the pyromancer, while the pyromancer could do little else than somewhat large bolts of fire. By my standards, the pyromancer was more powerful, because of his ability to use his magic with great skill, and defeat the water-monster, even though water normally does defeat fire. Magic by quality can win against magic by quantity any day. Keep those ideas in mind while considering what "power" is to you. This is considered in the package. Not really an idea for the package. Food for thought, and useful information. An end to this is everyone's getting stronger.

Safer network package.

One this does not let the network crash just when another linked network crashes or other connections do not crash other your connections..

Two let and allow the step out to try new things idea in a separate procedure process, thus your network expands and becomes better Then you know the results before the actual finish or start.

Three this will utilize and fully expose and foolproof any net/internet idea unless even if uninteresting, so let's say any net in is new to experience by itself so you

have to experiment as if its a process by procedure thats separate in itself. Anybody caught unaware is dispelled of their illusions.

A Symbiant Power Recovery Package; Any very powerful mage has a symbiot, one or more, to help them deal with their power. They spread the power amongst two or more bodies, though they are linked to one another, and to you. Your conscious mind is their subconscious, and your actions are their conscious mind. You send thoughts to them and they take it as a directive suggestion. When you require more power, it is sent to you by them. Most of the time, they are resting a spell, though they will accept commands from you, if it is something that they would not dislike doing - the way to determine this is by thinking of what you would like or dislike. These are the symbiants, to handle over extended things as if a physical project. The concious symbiant share concious, subconconscious for a small moment when power comes up enough.

Not like a doppelganger. They convert the power into useful application unless too much for them then it may pass off. The problem with Symbiants is as such: If one of them is killed, their power will either be transmitted to you, or it will simply disspate.

One can remove diseases this way. What this package does, is make sure that the power is sent to you. If the symbiant dies, all of it's power is sent either to you or another of your symbiants. If you are in a situation where you cannot handle a large surge of power, it will be as you can and be sent to a symbiant. Otherwise, it will be sent to you. If you do not have any other symbiants, this package will create one, and the power will be sent to it. If you need a share of the Symbiot's power, it does get sent to you, being rather resistant and then the symbiants power transfers to yourself.

To use something as Raven't rune. Raven's Rune affects you from the symbiant by incremented speed, skill, and power. It gives you the guiding ability to overcome great obstacles that you wouldn't normally, whether in battle through speed, skill and power, or in every day things, by simply somewhat guiding you to the choices that make you benefit the most and sometimes to concentrate some strange force. You can form your symbiot into another form. The most it sometimes does is concentrate some strange force. It be 'cieves some very potent force. And of course, say the name to get it, the package.

Empathetic Suggestion package;

To get this package is to say the name of it. This is the magic or psi way that you'll end up doing. Much like Telepathic suggestion, for emotions. It works best if you think in emotions instead of words. Notice the energy signatures of certain thoughts, emotions, and objects, and use these as the basis of empathetic suggestion. The format of this skill generally is that you send an emotion to the person, almost the same thing as broadcasting positive thoughts to the person, and making them accept those thoughts. If you wish to make them feel a certain way about a specific thing, it generally follows this basic layout: Energy signature of object, Emotion you want them to feel

For example, if you want the person to sit down, you can send the following: Energy signature of chair, 'Good' emotion, making them want to use the chair Or: Basic thought of feet, 'Tired' emotion, making them want to sit down If you want them to sit in a specific spot: Energy signature of all other chairs, 'Bad' emotion -- Energy signature of the specific chair, 'Good' emotion.

Theres a nonmagic way to empathize that what most sometimes do and thats what I describe for what you'll do. You'll be guided in its use by this means. Remember of that as the inadvertant idea or action ceases a normal or a bad

event. Emphatic reactions are securing the idea action with reassurance by stating what the person feels. So state the problem as a question and put passionate feeling into it. It should work to release the tension and improve communications. By the power of Emphatic communication. its to be as assignative because you feel good or somewhat better in reaction.

This solves conflict if you point out that you were not trying to command but point out something. I mean showing up the problem with words of feeling to show concern. Or treating the problem like an object and pointing it out. You might like the magic version better as in, harder to lie. A subsequent solution to most nonhuman or human gent. You can use the nonmagical way too, obviously, but if one fails, the other can back it up. Again, To state the problem as a question/statement or the magic way, to back it up but give them no reason to lie. To resolve yourself and others due to training intrained in to or empathically command in using empathy. You can sometimes feel like this with the package so its easier as its your choice.

Fairy baiting package;

To get this just say the name Fairy baiting. Fairy baiting is as simple as it sounds. You might find yourself doing this by the package. It is making the events that are slightly annoying for as long as it takes to draw a fairy to your abode, using a fairy trap or put out chocolate and not be annoying as all you should say is fey three times or feyly (feh-lye) once. Till you get their attention. When the fairy appears, try to talk with it.

Say, "I feel your presence fairy being. Please work with me for as long as it takes to complete my experiment." Never say or think what the experiment is. Then say, "I will make it interesting for you as long as you stay. Please, give me your name as trade?" This must be done as a quavering voice. Sometimes, you would have to pique its interest to gain its help. Always answer its questions or you might gain poor service. You have to keep slightly amusing events happening for it to be around.

When you need something from it, make the name of the fairy and explain in slightly bored but intrigued tones "I need you for my experiment, the part you can do is ...". The ... can be replaced with the explanation of what you need. You won't feel the fairies presence. Except, things will occur without explanation. When you no longer need the fairy as a helper, dismiss it in your mind and makes things boring for it. This is what one person did named kevin. This is one who summoned a fey, 'I put out chocolate, said feyly (feh-lye), sounds like lie, and when it came its speakin and it sounds like a mouse sorta. I use tunnel vision, visualizing the area near the squeek. imagined the voice the squeek is, was squeeky then calmly. Then it changed as I could see it. Then said translatio, and what should I see except a white aura and I speak to it. It should speak as I can hear the area and the voice, as it speaks in an understandable lang if lucky. But I wasn't and nearly lost most of the chocolate except that which had a nibble in it. So I asked it for something an I got it, I asked for beauty.'

Universal knowledge package;

Be well linked to the universe and use a universal time field to gain info. To think about it like this, its written down on a sheet of paper that you can read but its scrambled. Think on that paper and it unscrambles as is what you need, then the info appears in your mind and you can say it out loud for your ears. Instead of the sheet of paper it could be a person speaking for your mind. Knowledge shall be yours. Also

get your know how from surfing the oneness concious. Being willing or be willing, wishing and thrush forth.

The polymorphic material package; Just say the name 'polymorphic material' to get it, the material in what for imagined. Do what you want as this package summons a liquid that is compressed of tightly placed material into a ball. It follows the owner if it is lost somewhere, by moving it's liquid form either on the ground or through the air. When first made, it is a blank slate, and anything can be done with it. It can even be re-imprinted as seen fit. The idea origionally itnended for it, however, is to think "Equip" to it, and it will disperse, and latch onto you in the design/way that you want it to. To get it off, think "Unequip" to it. It can also grant abilities or skills when equipped. For example, it moves with you to add strength and speed, and a string of it can fire off of the wrist to emulate Spiderman's webbing abilities, and instead of hanging there once released (like Spiderman's does), it returns to the suit without slowing you down at all. It can even be designed to take on any form while unequipped - a wristband, headband, or a simple orb, etc. Make sure of not to make the suit thing alive. Just to make it blindly follow orders. So it doesn't become a horror movie idea.

The momentum and info package;

Just say the name to get it, This helps you use your body momentum. To use your body's momentum to help balance, stand there and do something. standing on one foot for balance and then let your arm drop for when your done or to throw. Like, to close the fridge door, turn to grab a plate by going on one foot and tossing my left arm to my left side, just sort of twisting from the momentum of the weight, grab it, etc. This a brilliant idea. The very act of brilliance, that is self distinguished by self actions. This lets you think up an idea too. Kinda sit as if here tossing around various pieces of info on one topic in my head hoping to suddenly notice something I never did before or to toss around pieces of info like their people and listen to what they say.

Limited adrenaline control package;

Say the name of the package to get it. When necessary, you will Feel can't do it then deal it for a limit break. To write it down in a limit break gets the effect by air being pushed out, then the person mentioned may or may not die except at the time the person would die but you have to power it by break or use if they do or the person powers it sometimes by their own dealt with blow. But if the person's blow is blocked, then the person a will live on and b is up to this rule, that is the person dies to power the idea they represent and the command happens naturally as to due die di. Sometimes to die is to be shifted to another space. To be in ef(ficient) use is if as efficient again, as if to go on. Now to keep the beings effected from going overboard. Lord shavner, the root of all magic.

Physical power package; This thing pushes the limits of reality by causing you use a few rules to cause some to several effects of physical power without actually the power near necessary. Explained in aspect magic is 'As in a d e' an phesical, (energy world of effect) type of based reality energy. This causes a Form of Alexander the great. Helper and defender of mankind as with great strength. you might hear "thats brilliant alex' because of this effect.

This effect causes it to the spread of using your time wisely and you author it yourself. Their might be questions on this, To answer them use hiero. As a form to cause in people, purpose and Godliness. This can give you another viewpoint of being normal to each other.

This will effect and is run by your definitions. Where normal = see it to use it. inverse = see it but not use it or use it but not see it. adverse = see it but use it by at least by spirit, do it but divert it, to be of or but of and near it but no use needed unless practical. As it should be broken but its in still work or see it but don't mind it. negative = do it or see it but people notice and you don't or you don't use it or see it. What you said in it is what you fear. Be fear in itself. If you see it don't put it. You could do a nothing for a something with this. To leave the body or separate from it and make it as if you had another and watched your own body do the necessary steps to achieve it.

So another way to do this is to exit and do work, is to exist separate but equal to the body and watch it do things. The inadvertant idea and action that suits it, ceases a normal or bad event for the person. Do what you think, As you need it but do it, as you did it too far away. Direct focus, is a line of thought. Where it doesn't matter what they said, it matters what you do kinda thing. By use of this package, you will be awate of these facts. The three stages of cooperation: To cooperate as with each other, To compell by council with each other, To riot on with each other. Nothing so phony balogny. Because you have to feel the truth go with the moment. And so goes down to a le. Living with or without example. To be on guard to each other. This is to be so called good while with some bad intentions. Ends with one it ends with others. Don't if you don't want to. not.

Essential mind fight package; This will make a strong battle where the primal self takes hold. With this, there are three minds to one person, the normal you, the primal side and the "white magic" concious. The more levelheaded you are while using magic, the more powerful it is. I call the levelheaded 'white magic' ... 'cause it's red (primal), you (neutral), and white (levelheaded/'Godly'). This is energy you'll use when in that mindset that feels 'godly'. There's the normal you, which is a neutral combination of them both, then there's the other two. I used to think there was a third, but it's just my subconscious You don't forfeit control.

You'll work with them but when you absolutely snap, then the primal side definitely takes control. It's more than adrenaline , your aura turns the color of the primal one (blood red, kinda), and you go primal. THEN adrenaline hits you, AFTER primal-ness does. That white magic self is the concious.as it reflects time, events and actions sometimes of the future. Limiting the subconscious. by actions to accentuate the idea. It hardly ever takes control. It just does but replies as i f calm and concious. This will aid you in protection in 'a fight. In three ways,

- 1 Load it up, condolent it negatively or Positively, dismiss it.
- 2 Be a pardon, burgeon it, dismiss it or beat it.
- 3 So do go be. So 'de go be'.for the death blow.

Set goal packg: In this packg a Set goal is self languity. There is no point except nothing. This is a set point in a goal by setting things in a point. This is part of a set goal by some result. A set moment in this is lenuity. To always lend but freely acknowledge it even it is not as returnable. Just say "se_six" to End_war or set a easy to use, know and do pattern. This is a regalia that some say to 'Repair from war'. In this idea war is just an

transaction efficient with some disabling effect. "En_war" Transaction is an just effect. This sets a lengthening of life by mode of Set languidity. This sets "a en aen" or "en aen" In leguidity your there. Languidity is relaxation by felt use to relax on a moment. "En_moment" to end the moment.

This idea may fetch or an do to be of what you can do because its as if "Set tax lax" for you. "Set en du". as to Set in a moment you can be smart for yourself. In of the Set it is in threes by setting the moment once per each of three different idea with different pattern. As on the tip of your tongue as I am listening. This sets a Need in a way to corral corroborality. Where a "Is_se" is to set to need by use or know but its set to do everything you would ever desire. Set by need if beset by desire. Some people set things by desire if need for brief pant or moment. As to say "If_as if se_as_beset" Some may think it good. It can cause bereft motion and beserk state. Its Self-set. "An eg de" A momentous conception, with the price sometimes as a fathers death. The mother is immemorialized, where some don't have effect. "eg raw" Thanks to the department of egridulture. Raw magick may be defined by differences. This helps you Sound sane where you are sane. Sometimes when you sound sane you go here and are insane.

Where evil is machination of corrupt good as to them sometimes good is to corrupt good. With this package, yeu are to be dutiful so do good. "ei ih good" to send them back. Now this lets us be cool to be good and hot this to be neutral. If essence if the distance is allow, then go. This allows "ev good news" -ba even good news has a shadow. So we must be careful about acting impulsively,, instead of thinking about the consequences of our unpremeditated reactions. It was simply a motion to be complex by simple measure. Say "ev be" is eve be or evil be, whichever one for where not now is not unless. It's best to express feelings instead of trying to hide them. Whatever you set doesn't trap you in this. "ev get ne" evil may never get on the evening moment. "ev ne". As ever near. So be ever good or evil its near to be. Evil dissolves itself. This is as some may be to live sometimes alone to and live a line or live on a line. "cul are" This may help to cool down by not, and in essence, denseness, cool near as its in the dense vapor that you want. "ne ev" never as evil as of you and them are not ever evil. "Iw" on immediance and considerate. "En ge" is natural friend. "En_ga" As end to game. "En de" to en the death. "En de ge" Its of endangerment to end a dangerous game.

Time tardis package; With this package you get a tardis - a time and relative dimension that disappears within space. It goes stays flows. To just apply our natural skills and do. Where disappear to and reappear to. This package allows us to understand english, where skill is a natural do and want is a unnatural need. You can do anything with it, except break it and you can go forward or backward in time, like in a timeline. The time is the story, like an episode. Where you go is where you see or think about. One of a episode at a time. To Unbreak where necessary, to mend it and do go. In happenstance, To have the object make egges as people get near. An Egges are mutable universally modular people. Egges can make things happen to send it away. To do something we need of now.

To do now we need to get it. This is to have an object make an Eps. An Energy pulse system usually in the center of the living area can cause episodes. These are Episodes, that are covering for the idea. As its the subconscious thats an episode and event maker, and the spirit as the guide and effect maker with the body to be of low response. The soul

is the memory and support. It can an ae make anything happen. To be on the spot direct moment movement it can make time be of movement. If one fails, its on the spot and its direct moment by procedure in movement. First if the eps starts, then time is stopped after which the area moves or you move in time to another area.

The episodes people are the Egges and Aeppes that are universally mutable and translatable people. A of Aeppes worship technology, and are shiftable apes to any form they find in mind, achieve, and when emotional their extreme. The being is the belief and what they hold dear to them. The idea is to be nice, then they help if actions done for a request. They each hold their own as to each their own. To know its like them makes them able to help. They learn by xposure. The aeppes are considered time travellers or trammolors. They can manipulate machines as if natural. They consider is as the fact of idea. The face of reason. The natural hazard of them is where you lie in this, Its a natural hazard when you lie so much you can't face reason. Then you could go beserk on things. This is a natural excuse for this package 'Ae en an en; Didn't break anything just worked there.' To stop the episodes, let them run out or say "en ep".

A contain energy package; Too much energy is bled to the earth for what it is trying for is to contain energy. This basically work in the idea to keep energy from being of too far widespread nature. Its basically a multileveled crystal field, and each one will work on absorbing it at the same time. If a lot of it is physical, then there are a few set points through something called proxies that the energy will be sent to. Energize the plants so that they can more effectively get rid of CO2 in the process of stopping the effects of too much energy. Mainly trees, since they live so long. And then it'll slowly work it's way back into the earth at a pace that people can stand. Instead of just a huge explosion. The energy travels in arcs in a parabolic shape up into the air, so that it doesn't pass through anyone, thus preventing from them going insane/berzerk. Only for severe damage control.

Size package; Its as size able, to base yourself as the size and become it by view. To be of it and become oef it. The views are, based on yourself and off of objects;

Large, a major, minor, small mini tiny. By thinking about it you become of it so when you are small you gain as of the ability to fly, and Mini to Tiny you can become a white dot of energy as at some point you turn into energy representing the form. You can become any size in any part of the body with this. As with the size, you can control or manipulate others by energy mimicing or thaumaturgy. Remember this, 'So it doesn't mind the matter of what they have said, as it matters what you do.'

Universal concience package; You are able to use these commands, by stating 'Universal conscience', with intent to get the package.

'As of it ef in be'. We are one in universal conscience yet we are of singular purpose. Therein is our escape and idea. Self-supportive respite. You know the hits that just don't quit.

"As if ef em and be as not in em". Anull hit. As if in efficient use. Where we are one but do as we need, to besmirch with universal energy. As if in efficient use by a twist. This could anull any hit by energy twist impact that heals and changes the blow by healing it. Considered the healing blow. If you could use the energy, then you could be as of a God.

So the last part of the package, you can use the energy to do things. Act like a God to manifest things, and create an event by seeing it.

Mirrors package; "Like the mirror assault of insanity, where there is a being behind it as always. I visited and saw so many mirrors behind it. A lot of times, a thousand different alternatives back there. They alternate to adjust. Many have no use after their use. They are based on power items that are near." But their use is an idea in this package as you think you do and you do where it's like an egress. With this package, you can use the alternative mirrors as an instant way to somewhere else as if a pro. In a dimension above if your use is by focus, then you could notice an energy gate appear that is caused by egress through a mirror or some door gate. If you use this then you could appear in the dimension of the egress.

You use the alternatives as to effects you can gain. As where you are to go is up to you. If you think about it, then 'its egress abc' where you are shifted to the enemy area or the area considered to seem gotten to. But you get disguise kits as well, to hide in plain sight. Relieve yourself by being uncertain from this type of energy. This mirror energy can cause high stress within a sustained moment. And to try to focus a mirror by imagining where you want to go, then touch a mirror and imagine it closed from thoughts on it or it on the side of it and to focus it. Then walk through a door and your someplace at least in spirit. That imagined mirror, Self directive measure by means to act as a focus and you become aware and as to where you are. A vision can come upon ingenerated by you as to where you are.

Somehow package; "As you do things here, you somehow cause the event therein do that makes the event here." To somehow do is of what you want as to focus, force and do an event there and then to effect here as it's somehow due to force. There are four possible ideas of where there is: There is an there that is of near where you are. There is an there of somewhere else. There is an there of somewhere in something. There is somewhere is an there by there being described. There are 4 classes to this, mage, warrior, healer, seer. "See it as thus, you can't attack yourself by pseudo energy so you can never destroy yourself with pseudo energy." As you can become any one of these as they are classes. They are more dangerous as they use electricity or just imagined power.

Pseudo warrior to use is as a basis of attack by machines or energy that makes it seem like attack when it isn't and yet some physical harm is done. On only to those self deserved. To focus the energy after as realizing it for the energy it uses, then do physical type activity that represents the effect you want. To 'an en if' channel the energy and cause result. To see the effect in your mind may cause it to effect by the act. To be of the effect that nothing is possible as a source then it goes to a human who replaces the machine as the source.

Pseudo mage a able person that is to use the magic based on math and machines that make it seem real, if necessary the earth could be a machine for them powered by people. People are the energy in this case. Realize what it is, then think to channel from of it. Do an action to channel it further in what as if you want by felt, indecisive or imagined use. If you don't want it, then feel it not happening. Sometimes you feel it not occur when viewing it to stop it. This is decisive use or self-delusion.

To see something not really there, use the idea that you want there to make it there where it isn't. Realize the fact to stop seeing it. Or not. The channel of a pseudomage is its a embankment of built up force where by acting out the

part you get result.

Pseudohealer a able minded person who can heal by ki or machine energy. But its not a true heal, as of act. Its of effect by true intention or you can become anyone with these classes idea by of seuper nothing. As of ef. As of efficient use to see use. They realize there is two sides to things, a negative and a positive. To effect something a first time is rescuing by effect from negative effort or cause a negative effect, but to do a second time can maybe cause a good effect with positive energy. Negative cause by death, negative is felt but unimposed until necessary.

Pseudoseer a person that is of use to do things but not relaze it, it is of import as of a moment in glory or effect. They can see by focus of nothing energy to achieve the idea nd this nothing energy comes from items or things. To say "as of" then cast the item down and you get the effect. To the effect of the design, they could say what it is after seeing it. What triggers the seeing is the radiation in aftereffect. Due to the nature of their energy, they could speak the magic tongue and speak the result to occur the result. By the light of a candle they could set an asseurt point. An asseurt point is an assertion point, where they change things by gifing visions or things.

They are four mad classes which you can become if suitable for, They are mad for the essential emotional energies they channel.

Mad healer If by use they are of disposition that if you are to heal. You need to destroy something first. They fist to heal, then use that effect to cause a healing somewhere. They can get quite made mad if for some use that doesn't work. The mad healer doesn't go beserk or bad as they realize balance as is necessary to deal with people. The mad healer can talk you into sanity by various idea.

Mad mage If by a coincidence the mage works, he destroys something to release energy and make it work, that which he always desired. Dingaling, its by energy of the dingaling and hera beneath. That facilitates the effect more easier. They can get quite made if their angry by an idea of success. If recognized they fit the moment, to help but sometimes hurt the person enemy. A mad mage can sometimes talk you into madness.

Mad warrior Is to affect a killing by attack of yourself or of something near thats somewhat indestructable. As they attack they attack something as the person or thing sometimes on the person. They can go beserk over any effect while appearing sane. This means drool and effective use while being invulnerable and sometimes going off on people. If recognized, they could try to fix it so you won't win. As of ef. To use energy, is of an effect for these people. As they use it things tend to work for a bit and break down after.

Mad seer Is to see the seeing as an offer to occur and they weigh the offer by use. What they see they could force a person with. Via psychic imprint and idea statement. Its part of their madness. They could drive you sane with there visions, but there is an insane moment before.

The rages can be used to cause even more effect than the mad mage and excetra of the clases before as the people can become of it.. The rager, The rage driver, The rage canner, The magicker. These rage driven classes are part demonic except the magicker.

The rager is someone that sees something thats wrong to them or someone else, to rage at it or with it and in this they seek the rage which stems as they seem to have greater ability than the other as rage is cause of things to be as if instant to be the rage. Rager forces the moment by being outrageous and they might complain a bit. To defeat the rage of the

person who's a rager, deal with them through authority. By what you might say is suggestion in their problems or as they bring an it up. The ragers intensive creed is 'do not actually like the teacher but to do self experiment on their own. Sometimes using examples from around.'

The rage driver, is the type to be of rage, they see something thats correct to them and seem to drive with it. They see something that doesn't match up to par, they try to drive it home. They do as to what they think is doable. The rage driver is usually driving a person or does something to drive them or do something. As their out there and just point out idea or things. Agree with them by dealing with what the they deal with and agreeing with them. As is the rager, agree with them as with their idea as idea. The rage driver does a will if in rage in theory, but they can always be nice. As they're an out rage to do things.

Rage canner, as is to be a sometype of female or of male. who just uses rage at anything they see as wrong to them. To can the person in the mind and make them do a concious choice. To see a chance that is in the mind and make the person who's responsible to be raged at. In the end they may end up raging at the person responsible for it. The rage canner easily rages at the person, cans them in the mind to force a concious decision. To defeat a rage canner, use what they use. As if being what use as they have it and agree with them. To defeat the rage canner, sometimes use public appeal with idea to counter things.

The magicker is one who wills an uses death energy, its one who uses things for death and or death for any sort. Including sacrifices, to being of a moment and use death energy and deadly energy for magic. That is which is the castings by imaging it an sometimes blood as if one an for doing things. As like actions as you know he knows or she knows by perception of you the person. The rage is all that counts to them, and people that are ragers of all sorts are demonic or partly demonic. Magickian also uses some sort of corruption, to some effect or some effect. The effect of the situation is to effect the situation of effected people in some sort of manner.

As is to do it is use of some physical objects as their magic is sometimes physical based. They are the monickers of the ragers as they use good feeling to addict you to allowing what they do. They could use greed until life intercedes an its what they say, 'it ain't worth it.' However, its more like a dangerous power source so like rage as its up to them to inter and do this. With the rage drivers, They will use their idea as this one thing as if an actual action as an excuse and agree with them as to agreeing. Its with the rager that agreeing stops the rage a little bit till they find something else to rage about..

A magical weapon package; If you think you have the package then you do. You can recall A magical weapon to your hands, If you wanna look at it just recall the image in your mind. Its how the old time weapons were called. As the old mist of time spells and weapons were called. You don't even know where they're stored or not. To recall them in summoning by their name can get you a curse too as a defense but some don't. To use names, that makes it easier for someone /else/ to summon weapons. As if to use a name gets you higher powers unleashed, as you know it but don't give it away. So by use you can activate the higher powers. Some can do dischief on you, so a name isn't always necessary. Dischief a disabling of mobility or mobile action. But,

You can do to recall a weapon an not only perfectly, but know of its properties. Think of a properties sheet as in a game, and adjust its properties to your liking.

Like in a magical bike, the recognition and calling of the weapon becomes easy with this. You must be aware of it, but some are affected by what I call A mo be. A mo be, A more likely idea of being able or a mobile. It depends

on tradeoff and dependability of mood or the mode of life. Some weapons can be hidden, by disguise. A disguise. Hidden with mobile action or mobility. Now we need a way to make one, that's you can create one easily, so to create one by yourself or your buying what we call the main material. You can find yourself making with this material by when you have the materials by focusing at it. Then forming it with properties as you want it in your mind, then knowing it is yours and will come at your whim as the latter is important you can touch it to reaffirm it as set. Your feel is your way with it, so be of care and know any weapon will work for you.

The energy sheath package; To have a sheath power up, this powers up a sword blade which is held in an energy sheath. Release the sword and its sword goes to swipe in a point or an invisible sheath forms around it to power it up till its release. Don't go so bad that you can't get out of it.

Subconscious control package; Makes it easier for use of any subconscious just in seconds and usage by an statement in phrase and you get the result. All you in need, need to do is state the result. And so by in view of your subconscious in can become very useful and unique as you can do. Imagine, but do in or do not as it's just basically in an subdue or link. Not to happen: fortunately it's like in solved or motion to create pattern by thought and action. The action is somewhat up to the person.

Scare package; Just say the name to get of the package, To show them their death before they do things to you as in their minds. It starts with a partial scene at first, but you can be getting more potent in blatant mind control. As an offence. It is as a self-defence mechanism, something attacks me or you and you show it it's own death, You make it feel fear, but you could if increased ability, play out an ENTIRE big screenplay in their head that makes them in this huge horror film, with them as the victim. As they don't die in the end but that's only 'cause, just as they're about to, you bring them back to reality with the option to run away.

The fact that this even works against beings that're too strong for you. If you can take control of their minds and make them see what you want them to see. Then you can make anyone at all run away with their tail between their legs. Course, you could just use it as a way to avoid actually having to kill. To just make them run away. An alternative is to go with an idea that they did their trip as a shopping trip or something else without seeing you, And as they walk through the door in their minds they do in real life. Totally missing you and going on their way. They are released as they walk through the door.

Untrained skill package; Just say the name and you get the package. Even if you don't remember exactly what the words are that do the spells or effects, and so you'll know the effect and you'll be able to do it. A part of you will remember it and you'll kind of, do similar to pressing an 'accept, just do it' type of button in the back of your mind. And then the effect happens anyways. Unless you don't want it. If you choose to use it.

The natural shield package; Its how ever long they do, they are protected as long as it goes to the activity as it's to the activity as long as they do it that their protected. The activity can change too. It takes a moment and allows you to have adrenaline for that. The natural shields can fail if the luck conflicts with it. So I would be certain that luck is on your side. Anyway it might happen, if an accident you recover for it by energy and some

sort of activity. This could be entail actions that account for the activity. Don't get me wrong, you can have natural psi shields that are unnatural shields too, that shield crippling physical blows. You can also have supported, shields that you have to consciously put up. They just of kinda run.

Dating and friendship package; This package allows you: friendship, companionship, time and energy, to make sure she or he is comfortable, and after love of some sort is understanding. This isn't to make you look better than you actually are, its to make you look better as the info is apart of you. These idea are governed by this rule list. This package will help you be a giving machine, To don't be more worried over losing the person than going or gaining then of them. To not worry over looking silly/foolish. To have a putting patience and a commitment with support.

This package will help you realize these rules and regulations in idea that are necessary at the time as if to let it be as if you were a natural. This will help you get along with people. As you might see it, its like a moment to see things. The difference between male and female will be obvious. Theres alot more to this package but its as if a hidden influence. Some of this is to prevent losers from coming to near as you will recognize a loser. "If the marriage or relationship is one sided, This package will be like its to end the relationship as its one gives and the other takes almost always." To be due it that which is of our necessity.

Alternative skills package; Also the affirmation skills package; These are idea that wont be use to fit anywhere but here. You need no fancy hand movement and you get some result by you thinking and your body or someone else doing them. These are skills that happen to affect the dimension to get the effect. This will block the dating packages. The effect is gotten by thinking on them.

Be fed jack; Is the statement "I never feel hunger since I was born." This makes you able to eat yet feel no hunger as to some game effect. To feel the energy within and spread through your body then drink or do things you won't gain but you a councillave won't feel any hunger.

Hedm; To be as hedonistic as possible as its on a head and be able to not be conflictive. This is to be as of a feel and imagine and as you imagine you see to be as indicated. Sometimes successes get to you and you become as hedonistic as possible. Hedonistic is as a head case to effect chance by change as you are that package or idea effect and you can effect without block or sometimes with as if block to effect of it else.

Hedn; This creates an assylum effect by energy changeover as in Isseulum. Isseulum is representation to inside housing thats converted to a assylum people keeper house. This will prevent idea to come thats zany and insane. As its just energy that goes through the house and converts things to assylum pieces that support the assylum way. The as is idea is to effect in atmosphere the assylum of life.

Fedm; Fed is, To be as an able person within a system and take your fight aside. To fight subconsciously as an ex beside the moment. This on thought of it actually does what it says, it will do it as is. Jenr; To do anything, or fight after gaining weight in the sub-c or in spirit. Also its a game genre. Or genre of fight represented in game. This causes after weight gain thats temporary for lack of exercise, you to be crazylike in a fight and or you to do any several things that were impossible or may happen.

Henr; To be the top doc in anything you care to do. You in your mind then the

body become as an expert doctor. You could know any one or two things as if hypnotized to know by being aware of a condition the right way and answer to fix it.

Caggots; Crggts to randomly be of a way in mind to seek out the objects and ideas that will aid you by use. This skill is likely to get you to far lengths of anywhere to get something as if your hedonistic and only want the object and idea. The idea of this is to feel in need physically and see to want in your mind that will cause you zany thoughts and dependable actions by independant means.

Cergt; Certify and be dependant by dependance. To be of the means to do and not care as if your caring center is cut off. This is a mental condition that comes to settle over you after thinking about it. This skill is to use and do but not want things distracting you in your mind so you dismiss them after cutting them out.

The chaos suppression package; This package is gotten by saying the name of it, to use energy elements that presents light and raw order to restrict chaos and cease its activity otherwise on necessity. This package goes worldwide and acts like an idea or effect. It acts from the idea and effect of it and this works with others too. But then too much order is boring. too much chaos is ... chaotic. This may use a balancer package, to make you ... 'somewhat normal'. So raw order is used to restructure the chaos into order. Still, but pure order is kind of boring, so it stops effecting you if too much order or it corrects for you if too much chaos. Its you that make it a little more better. Like it fuels you to make you into a more effective system.

So through light action can you cancel an you wield raw order to shape an event an use void as a shield or for shielded action. This helps you to don't treat chaos like an enemy, and treat those who use it against you effectively sometimes as an enemy. So chaos will stop if decency and you let your result be known of raw order. It could be the god of purity and goodness or evil itself. Raw order is different from order as light and raw order feel similar to the normal aura. It uses a chaos effect trough iron or steel to shape its actions because it can only do what its alerted to. But, it is referenced by an light. The light is anything that prevails with it. Where the order result is a usage of light in a area that needs guidance. Raw order uses iron and steel as a pass through for energy. But not a single pound is actually gained using it as raw order might do.

The legend-set package; If ya want the package, just say 'legend-set' as ya read of this, look at this or as ya think of this package. It'll make you a better person, and it will make people get along with you more easily, and vice-versa. It will do this by the forming and merging of multiple effects, though it will also subdue animalistic fears in many people, via the multiple effects. It will also bring about peace. Ultimately, it will write you into 'legendary status' by what you do, by causing more people to remember you, and your memory will be passed on. Some suggestion will be viable to do what is necessary so its as auto-suggestion before the moment as predefined by pre-existing and present idea when you mention it.

Impervious energy package; All thats needed is to say the package name to get it. Its all in the use of it the energy to make things impervious. As you use it you become as impervious as the objects which also become hard an to effect. Like Kellog; to be impervious the more you use it. Whats impervious?

its hard to effect by an action which can be energy or just unaffected by energy. This can also make you impervious to need, so your appetite could go down as you don't need the food. Sometimes it could drag up the appetite but you can ignore it.

Optional package works package, this package may attach itself to others so to get the package say the name of it. As it works an idea being of assimiilar nature to being a optional idea and chosen in option that then is good. As you think of something, it, an idea comes to you as an optional idea to which it is of use in improving your idea. This process can continue until you feel it unnecessary. To be preceded in mind as its of a necessary use in some cases. To use something also gets an idea of use for it.

Destiny effect package; Its to help you do wiccan and destiny magic as these phrases were wiccan all others are pure willpower. Its pure will with energy, as when will is strong all things come naturally. And thats where in an irrational sense, that is what makes energy come and serve naturally as well. So to avoid trouble, and thats where we can get in trouble, we can naturally with this package watch what we want or say. As we might want something irrationally and natural energy can come to give it despite the cost, well our will is what occurs when enough energy of focus comes together. Theres energy in every action, as if it naturally serves us and then things go our way, if not then they go another. Thats destiny for you to work with as the will of energy.

Thats what this package helps you to be talking about. This an what an if it is destiny effects more without you knowing it before the moment unless they think on what you want. I mean this idea can direct destiny but sometimes in accidents were not the director. So it, the package helps prevents them. As God allows us to control destiny as its God we use to control it with sayings and know how. This helps to access the book of knowledge. where is all the words of knoweledge. Well this destiny by magic attempts to use destiny to its own ends. Where the words and knowledge are written down as wisdom or instructions. Its easy with this package, Just have to feel the energy around you, and say a few words meant for the destiny effect and the energy does the rest.

Leadership package; This package will make yo realize how to be a leader. It helps with the idea of being a leader. It will help you reflect on and use these idea, sometimes without you gnoving it. To use assertive communication, as in I statements. As "I feel (emotion) when you (action) because (why). Or I need to/ would feel like (explanation). This is reflective be chance or action of an idea to self-confidence. To talk positively to yourself and this leads you to experience success and set goals. To take chances and make decisions. This reminds you that leasders are motivated/ motivating others. To be a self advocate or speak out for yourself. To plan, gather support, focus your efforts, ask for or get what you want. To assert calmly and be firm and persistent, also to be brief. To get this package just say the name "leadership". Any loony comments do not effect the owner or creator of this package.

The go and be back package; Say the name of the package and then you get it. Some dont have the go and do it attitude, so as is, a simple approach that makes more sense. This package makes it easy. To just decide to go and then do. Thus you are stuck for what you do, but the package makes getting out of

trouble easier by distracting the mind who is suspicious at the right moment.

The sorcerer hunter package; Say the name and visualize the words to get the package. This is a list of abilities to do as if it was of you. You don't need any special gestures to do it, just focus and think of the effect. Below is a list of abilities from sorcerer hunter.

lifxeit; Life existant energetic, To create life to be existant and its energetic. This could be any type of life thats hought about or on. This usually derives itself from the concious and being of the person or idea object that is near. To do a sacrifice is to make it occur faster, so treat the effect as if its alive. To feel with your mind, and be at peace with intention may on make it to effect as positive and of manifested nature.

Kill effect; As it is if it is with idea to kill an effect or to the extent of killing a 'force', where void deconstructs it and while this can be of an human an is to be of the element effect and contain it in void to use it as of a void source to 'kill' it. Use things of the void, to be of the void and think of the element to kill it by access of you. There is only so much of an element if you do this long enough, so you will eventually create a coldness where the element was at least in your aura. In a rewrite, as you can overdo in writing some things are sometimes lost in the translation.

Kinjuu; You or the target may gain the ability to turn someone or something to crystal as a crystal form or thing as crystal. To learn to crystal of someone by thinking of the vibration and feel them change through the vibration and heat into crystal. To feel this vibration as a force within to manipuate and form to the moment.

Soul harmonization; Causes soul harmonization as your giving of your life for the effort of creating life with sorcery or of use sorcery an to make life as an effect of life. As of every life or time of effort with some degeneration. This might form as a child or babe. So to imagine the life of another in or of things or as a person and feel it turn into what you want much like a seed. Or to hold a seed and feel the life go into the seed as from an object with life energy and this drains from you also. It takes two life forces to make one as it seems, this from a sorcerer hunter anime.

Soul storm; Soul energy storm, This imitates a 5th level energy storm of some type from the game Legend of Lore, Know calm in mind and purpose by feeling the harmony as you hold an energy psiball, or energy inbetween your two palms and you focus in as to target by seeing the person in a vision or in your mind and release thinking of the energy striking down at the person or thing. In the process of doing the psiball think lightning, air, air fire, void or other elements. And you get the storm form as a version of it.

Burur; To bury by burrowing, Bury in your mind a thought and let it occur as if suggestion. This is one actual trick to say your undoing or not. This causes you or someone to beat the hands on a drumlike surface and create the sound vibration on it if you focus your mind on a person or thing, as you feel the effect of vibration you imagine it form around a person's limb or throat. You can form rings by separation of sound that surrounds the throat or limb part and trap them that way. To gather the music vibration in a focus can imitate a drumbeat.

Mind gather; The next one idea you have is a trick that is to gather from the area your thought or your mind. To feel it, think it, and do an action to see the energy in it, fluctuate and draw your effect of some sort of emotion or idea. Feel peace and consistence or insistence to give yourself strength to

do this. So you gather from the area your thought or your mind and feel it lick or become as you want and it does. So you see you get the deal in issue, think of the element and see it happen and feel it occur and that should gather it, but you might feel a little bit of the energy hard to feel in itself.

Hiquee; Makes things lighter so you can lift up things easier. Something as with an a of mind to mind interactive effect that allows you to lift and with the mind. To feel a force slide in under and make lift of the object by mind.

Flower magic; to cause a flower to take a little of the soul to do as you request. Give a part of the flower to the person for the strength in that they show. And that strength along with some of their soul will be used to create the effect that appears from materialization. Mindless blank magic; To focus on the body and suck as through the mouth or invisible energy por. This sucking drains the body of movement and they became a living statue at the thought of them changing into that with a feel that they did.

Psi being attack; To feel a "being mend" and "torment" helps this along but its of a attack by focusing and standing or sitting to cause an effect of something on someone. Yo gather energy from standing to do things or yo sit to gather from the seat an an objective force gathers it for effects to do. Yo can even do it through a brochure. Do as above and think the effect to snap chains and feel the chain weaken then snap your fingers. This will achieve with somewhat success the chain snapping.

Zoantropi; Zenio xeobiological, Zirexenphobic is to be able to transform into one of these thinngs; a beast with horns, a minotaur, or a dragon. In effect its when they the infected recieve the imprint of magic for/or of the attack of magic. They transform into it on touch of the magic as on a release of genetic structure to adapt itself, only its a thing thats wrong that starts the transformation. To stop the effect and transform them back is pain, lashed into them as external pain, anyway it works like this.

Impersonal justice; If you percieve or rule that it isn't going well for you, then state a rule that restores what you think of or think is justice. Put it as a spell to effect as you need as a law to cause. Hasmodious palmodeous; Send life to where you want as from where you point your palm at.

The quick transport; Know an of the feel, and feel the peace of calm. Know where to go and know where they want to go, see the place and Feel the tubb or feel the people shifting. It will be like their there, or that their flying till they reach there for long distances. Unfortunately, it might be that they are there in spirit or it might be there in personal consequence. Now to think the shift and you are, so as you can see if you do shift then it takes at least 1/3 to 1/4 your energy in your power source of a body. To shift an entire group, think of a bubble to surrounding the group in and to go to the target area.

They can turn into an energy sphere or ball for long distances, to a trip back after they arrive at the destination and did what they needed. The fact that they call it an instance shift is to the fact that they feel the shift as if an instance where it might've taken 1 to 5 months. The instant shift is now done. There is an electrical version of this, to feel of the electrical pulse surrounding you and then think of the place, letting the electrical pulse a due of your movement to move you there. Feel yourself shift back to where you were to get back.

Instant manifest; To manifest things as of a tag or object or two, focus on the tag or object formed from a ball of energy materialize in the hand. To occur the original tissue imagined or desired or had desired far enough. That you can easily turn attack, an it doesn't effect as if blending with the object, area or person and if it blends with the object, area or person then you can effect it. This requires no actual materials of course. But if you

wore something it takes from the object your wearing as if weaing it down. The chimes effect. You can cause anything by this effect at least in your mind. Just focus what you want to happen in your mind and ring the chimes or sound out music. Sometimes the effect is induced physical activity. You can also start the song of desire after thinking on what you want as a sound out. Life draining darkness spears; To cause stone spears of white gem stone studded nature to shoot out after someone gives up or is defeated. And this person impaled by it turns to stone of white nature. Only great need for them and with love makes them live again and the stone spears are dissolved as the body takes in to themselves the life energy again.

The rumpster package;

Only say or think the name to get it where the forces of antigravity cause the lift of things by thought, and the dark matter supports by use and idea with just being there and directed by your thought. The forces of antigravity and movement are caused by dark energy. To use matter as energy and direction through set actions and thoughts by the matter and the energy thats imprinted with alpha waves. To set the result that you accept by that means. The general matter as drive material, the dark matter as drive and dark energy as the lift and movement. The theory about this is to think about going there or it going there, and feel a shift in your mind. Then you or it will be there in mind and body.

There's matter, dark matter, and dark energy where dark matter makes dark energy move as a collective point for dark energy to thrive and exist in. Its a way to a collective measure of dark matter in how much repulsion is there. Allows you to measure the dark matter. As customs down repulsion of polar dark matter. Dark matter has an inward gravity force and dark energy has an outward or extensive collective one. It repulses even the universes from each other. They only call both of them 'dark' because they're completely invisible to the human eye, or any tool that we have. Because they don't interact in any way with any form of matter that we have control over, except for light, and with light, it has to be waaaaaaay further away to have the kinds of effects scientists actually look for.

The adapt to do it package;

It is the effect of change as if you don't change, you won't adapt and you die. So with global warming you will survive with the idea of this. As with any incident or action, you with this package willas change as is necessary, and adapt and live even if you don't always realize it.

Tune up package;

Say tune up package while thinking of it, everything tune-up related that you can do to yourself to repair the body. The package itself is a little giftwrapped bundle that holds a copy the little psi-machine. When you say the name while thinking about it, you get the package, it auto-opens. And it does what it's asked. It's quite an interesting little machine.

It was created with the intention of repairing everything deemed possible. Clears the lungs, repairs the nerves, repairs the muscles and tendons, repairs the skeletal structure, aids in the healing process (and that's only about 1/10th of the list). As in kidneys stomach heart arteries, etc..

The explosive deflection package;

For an element that would deflect the bad thing noticed or the bad influence.

Just say 'gimme it' and its yours to do with, automatically delivered to you as a body suit, its on you when you wish it there. It diverts the influence on you and does a mini explosion of it to get rid of it.

The energy folding package;

This package is gotten saying or thinking "The Energy Folding", and this causes you to do energy folding for a period of time where your body says its enough so it ends at that time. Energy folding is: Taking all your excess energy, and flow it into all your cells, compact it in and hold it as long as you can and then let it go.

This package will do the energy compacting every time you need to, when you exercise or your body needs it for a few hours, every day. Your energy body will get much stronger doing this. It is based on the principle of how the Japanese fold metal to make a blade.. this tempers your body, making it more resistant and more able to handle more energy overall. If this is done correctly, your body will physically hurt, ache over all. This is because energy-working is a physical skill, like football or martial arts. The hunger that naturally occurs after doing it will be diminished after each attempt.

With this package, you won't get too much energy as you have precharged food and drink before you consume it. Increasing your energy ten-fold if enough drink is taken in. As your taking in your own energy thats been direct to the food or drink and quadrupling your lifes' energies or making ten-fold your own. One other thing is that you will find exercising more likely to occur with this idea. To extend your bodies life and energy as you work out. Energy folding will also be done with the exercise in long bursts.

Thus your weight won't increase, like it naturally would after the energy folding attempt. As when you're doing it right, this package makes the attempt done right, you'll feel a 'pressure' that feels like it's condensing your whole body - this package will make sure you're not just tensing your muscles. Now you might find that your energy body has become more dense in a natural state, with more energy available to use, and you can use a higher intensity for a longer time without getting fatigued, and have a more dense energy field/storage. The side effects are that you're stronger, more resistant, need to feed more when you're tired out, and your potency is sometimes too much for what you're intending to do.

Cazzy's packages.

High-force energy transmitter Say energy transmitter to get it, then configure everything and latch it and your done. This package is used on an unreliable force of energy such as a star, which is prone to sunspots and flashes. The package is a transmitter, latching to the energy point and drawing in the energy at a fixed rate, and cancels out any of the star's abnormalities, then it processes and stores it, and can be transmitted to you or a building, warrior or package in safe amounts without the usual haphazard of a star's energy field. The transmitter is forcefielded on the sun by its own energy, and is only broken through the elapse (destruction) of the star core itself, the transmitted energy travels not through space but an alternate dimension created regularly by the package, changing every so often to avoid attracting leeches.

After a dimension is replaced, the old one is destroyed and then mutilated,

the energy being processed then sent to a crystal, which is extra energy for the transmitters owner if you have one of them, you can drain the crystal at any time, but you must be in the fort in person. Or we can have pickup drones escort it. The transmitter also has a control device that you can access at any time, showing the ratio of soul transfer energy being gained from the source, how much longer in time the source can drain at that level, the percentage of chance of malfunction (although very low on most reasonable settings) This device is suited for continuous streaming of energy, not quick bursts. We are developing a package like this for quick bursts also. You could always store the streaming a in a container and burst from that.

The Esp package; State "A An of", to get the package. The effect of this package is to stabilize energy sources especially those that are especially volatile. How it works is a dimension shift storage to draw in the energy before you will need it, when used it goes before the needed event to get it on time, using time travel and so is the dimension shift.

To use, choose your energy source like volcano, star, void reactor etc and bond it to the machine. With the thought of a string of energy from you to the source. The string is the construct. Blue coils around the string can be turned to increase or decrease energy infusion, and the dimension shift stops all time and location complications. The resulting energy is extremely stable, usable when needed until the source is ran out. Can also be configured to search for other energy sources and notify you when any are running low or more found.

To get the package say 'ESP' and think of the effect and the package will appear.

Crazy making package: Read through this description, or state 'crazy making' with intent to get the package, to get the package. This package causes your spirit to cause yourself to do things that make you look crazy, as though you have mental problems, and when you need to start looking crazy or need to be examined. You get easily entranced by patterns on the walls, simply put, you start staring at the patterns on the wall. Whenever you are needed to be examined, 1 day before it you start to appear distracted, most the time and unfocused. You start to talk about magic, and your experience with it. You start to talk to yourself, you stop shaving, at least 1 week ahead, you start to not make sense and use inconsistent speech patterns, you start to reflect other lives and you wear your crappiest clothes, to the examination. This package unactivates when you no longer need it.

Hérons packages

The idea energy field package;

This is by Heron, just saying or thinking the name 'bug-fix', with intention to get the package, will get you the package. The package is an idea with energy that effects the area your in and is also setting up a special idea energy on a different frequency all over the body to suck away energy bugs that tire you out and bug energy without interfering with the body energy. It should be undetectable to you unless you decide to see it specifically, just deactive and reactivate at your will.

It removes bugs and sucks them into a different dimension and basically burns them into pure energy where they're destroyed and thus harmless. It also attempts to remove bugs from the area physically, too. For chaos bugs,

that adjust to this and use the energy fields energy for empowerment, the idea energy field is readjusted using the order element. They'll be destroyed on the same frequency yet in a non-interfering way. For, if you use chaos on a chaotic being, the being will adjust and use it as an energy.

There is use of an optional fireshield or infini fireshield to keep the bugs and bad influences away, activated by need or demonic presence detected. This fireshield effect can even ignite farts nearby, if intensified.

Ranks of magic users and energy weavers

The ranks of a magic user are listed below and starts of at: mage, hermetic mage, wizard, magi, sorcerer, open sorcerer, warlock, witch, wiccan, druid, dark mage or hell mage, kaoist, dark wizard, dark witch, necromancer, white wizard, white mage, palemaster, shaman, voodoo witchdoctor, subliminal magi, subliminal sorcerer, demonist, hell sorcerer, diviner, mystic, healer, warmage, Blue mage, maverick, wishmaster, Archmagus or Seraph.

The ranks of a weaver are listed below and starts with: weaver, channelor, Aes Sedai, Asha'man, palemaster weaver, dark weaver, hell weaver and forsaken.

The ranks of a forcemaster, or psion are listed below as Forcecrafter, Elemental master or Jedi, Bard, Sergoi.

The Possible Training

The training for magic users starts, at rank 7, as the starting rank, to rank 1, as the finish:

- 1 Magus, magician -does the effect of short and long ranges with competency.
- 2 Long range user -teaches long range concepts to do tasks at a distance farther than what you can see.
- 3 Short range user -teaches the basic structure built from the journeyman stage adapted to what be in sight.
- 4 Journeyman -self experiments and formation of own idea with testing.
- 5 Apprentice -teaches the completion of a task with fair progression.
- 6 Acolyte -simple constructs based from idea understood and tested.
- 7 Neophyte -basic tenets of idea taught for the belief or magic

system.

Weaver and Channelor skill training starts, at level 4 and ends, at level 1:

- 1 Weaver or Channelor -the full ability of the channeling and weaving skill with self-learning.
- 2 Focuser -focus advanced weaves to great effect and do self-chores with alot of chore time.
- 3 Apprentice -teaches the task completion with fair progression and simple weaves or channels.
- 4 Acolyte -simple patterns and structures with idea taught along the way.

Forcemaster, or elementalist rankings start, at level 1 and ends, at level 3;

To learn, find someone to observe, or self-experiment and ask advice, as is necessary using the documents that are readable to you.

1. Young jedi or Acolyte, that starts with learning and achieving by self experiments along with chores and practice for expedience. To pass this you must lift something up or move something around by psionic attempt. If bard training write a song.
2. Apprentice, Trainee or Beginner to attempt till you move on as your trying to master the forces of energy and harmonics. To pass this you must show mastery by a performace of skill and expedience or beat someone of similar strength with expedience.
3. Bard, Jedi(-Master), [Element]-kinetic like pyrokinetic who is capable of working objects to other area, or other masteries and doing a performance as needed with almost no flaws as is possib.

These are the possible classifications for what the magic user or weaver can do or are called.

Magic user classification

Magus or Magician = General name for a magic/k user who makes devices, enchants and events on request or for self as a thought to be paid for success or self-fulfillment.

Mage = Hidden magic manipulator and enchanter or illusionist through "magic" manipulation. They sometimes go out of their way to manipulate and get their way by tricks of magic. If they

don't get their way, they force by hidden means or interesting manerisms to do as they desire.

Hermetic mage = A mage who uses "bridgecraft" or to trust the general formulas to use the bridge for a witchcraft effect. This "bridge" is formed when raw enery in solid form becomes effected and causes the effort to happen through infusion of the area to be enacted upon. What words used cause the effect of the raw energy, and the effect is achieved as this hermedic medium is lengthening the effect beyond a few minutes to few years. This can be used to get places, with achieving to awe or inspire if necessary.

There is a game that is related to this idea called "Ars magica" by atlas games and it has five art verbs with ten form nouns in it. With this in mind there are many more nouns as the game is limited in scope to keep it simple, like as many as you can make in another language excepting the verbs are still mostly five and yet the nouns are unlimited where you can specify exactly what is affected. As "make peace" to make a peaceful moment out of nothing. raw energy is everywhere so to say a few words gathers energy from all around to form the effect, in a simultaneous cast that may have a weak effect. With each effect is the effort of temperature drop, to make a instant recovery as two minutes pass. The hermetic mage will do jobs but with the aid of the hermedic magic to get through it.

Wizard = Visible magic manifestor, enchanter, evoker or conjuror through "magick". They live near family and then outlive the family to cause destruction on persecuters and positive results for helpers. They self practice and study for long ages to sell their trade for profit or to adventure and explore new areas of magic.

Magi = secretive good event manipulators and light guiders by "inner source ability" sometimes self taught and "chastised" or "rewarded" if caught doing wrong and they live in clans. Magi are very good with weapons as its their second study.

Sorcerer = Secretive event manipulators that act as self examples or dark guidance through "inner source ability" or "psychic ability" sometimes self taught and if they figure out a way, then they will use it to manipulate energy or by energy, yet they are regarded as "outsiders" with no morals if doing wrongful activity, and openly. There be no "reward" or "chastisement" except pain from enemies who catch them. Through dark inner

source or psychic workings, with a developed idea to trade with and gather information through experiments, they gain self-concepts to provoke or lead others into what they want. They are considered the dark magi as they won't consider people as near themselves or will but not consider the feelings.

Open sorcerer = A person who uses a source of his or her choosing to get effect by believing in himself or herself and thinking about things to happen. They sometimes use demons and demonology to achieve their goals, by a sacrifice of being possessed for a time or something that's given as a token for an idea or action that they want. He or she is open to some explanations, and is willing to explain his or her way of doing things. They definitely use the idea of soul bonds or energy elementals given to a purpose. They live with their imagination and idea as though it were alive. They experiment with their energy golem or soul bonds freely, always willing to try something new.

Warlock = demonic chaotic manipulators through "conflict" or "chaos" usage to control events or weather. They group in secret areas to meet and do rituals. When paid they will do an open ritual.

Witch = An open magical scientist through "magic" or "metamagic". Living where they want and yet group near covens or grottos hidden during the meeting. They openly work magic and get asked for the rituals when they are spotted or as they see trouble.

Wiccan = witches that don't openly acknowledge being a witch to avoid being asked for help. When the wiccan spots trouble they deal with it with help or being alone.

Accultist = People that are similar to the occultist yet are activists and do magic acts with an open view and use any typical source including "spirit", "elements", "metamagic", "magic" or "magick" to achieve the activity desired. Through instant spell casting, rituals or groupings consisting of however they want in an open, yet unseen place. The atypical accultist will attempt to not do violence unless necessary, or unpushed so they won't be seen as the disrupter and show an example. These accultists are viable to violence in an instant when they don't get what they want, unless they are people in social areas which mind this, or might arrest them. An accult worker will use

torture to a sum of money or as part of a ritual if they have to. These are much like witches except slightly antisocial and original in which they will use others work if they don't mind.

Occultist = Dark ritualists who study most their life in understanding life by trial much like monks and can do rituals or simultaneous magic of nature, demonic or other possibilities including time yet they will do one or two sources at a time for safety. They are close minded silent types or open minded types that will speak without worry except in too open an area. If anyone sees them, they erase the person of any dangerous sightings or info.

Druid = People that love nature and watch for problems, some can use demonic energy while they will do, as they please despite others anger, unless its tasteless, as activity. They guide people as to a greater achievement through good, light, neutral, dark or evil activities. Thus they are herders in the field of people that aren't aware of them. When they want a large effect they use a concert "link" or tryst to achieve results with three or more people in a ritual. Unless they simultaneously cast to get a quick result using raw energy gathered from the surrounding materials. Their information comes from anything they want as theirs were the materials used to form others belief or practice.

Their lifespans are 500 or more years due to the natural energy and healthy diets they have. They are light druids or dark druids that follow the path of the goddess and god or their own god and goddess of choice. The dark druids skew the idea they come across to fit their own and they try create their own identity as a deity to suit their purposes. The dark druids are shadow druids willing to poison the victim before they do violence or take wrath yet no violence so no proof. They are "chosen" to be trained at an early age and follow the guidelines for training above.

Famed were Morgana le Fey, the "lady of the lake" and Alente, a "researcher" high priestess along with others. The older the druids are, the more crazy or insane they turn out due to elemental energy.

Dark mage = Kaot, Caot, Chaoticist and somewhat separatists, Hell mages that are the epitome of darkness and violence with a little bigotry added in, yet they look good to others. This next part is mostly true. Their sources of energy are "hell", "wild energy", "negative" "life", "astral". they are out for themselves to create the desire of choice and sometimes through secret

rituals and handshakes as security, to make their dark deals unknown as their worst fears are to have revealed themselves unknowingly. So they do rituals at night with simultaneous spellcasts, any other time. With probability of any source they prefer negative energy as they are untouched by it. their will be to control and their voice be to manipulate, cause any event through calamity. their favorite places for the meetings are the astral plane, dream world aka "tel'aran'riod" taken from "the wheel of time series" from Robert Jordan with whom they deal with, for fun.

Dark mages dislike the light and will ritual suicide if caught too often in dark desires with controlling criminals and destructive people due to the rememberances of hell. Draining energy from the event be their favorite activity to get the evil deeds undone or stop the crime. Dark mages use "magic" to achieve the result along with darkness, deception, hell, demons, light and manipulation. they arent bigots, biased unless pushed and prefer not to fight and yet to resist aka "dirty fighting". their most useful allies are the drow ae "dark elf", outer dimensionalists, other darkish people as partners in unseen disruption. When anythings wrong they punish the person responsible unless its an ally. Satanists are their natural enemies. If the dark mage gets a job then they could be punished, they arent easily accepted because of their life view and non participant attitude. Some chaots are Julie, Ravenwolf, Rachael and others.

Kaoist = felt mystic energy, chaos manipulator, chaos mage, Mystic master that are trained by monks and are considered a monk yet aloof. They use the open hand combat techniques as well other weapons, yet limited to no weapons of pointed nature except staves. As many prefer the stave or staff yet use chaos and void to achieve results with the rule "void is substance and substance is void". thus the kaoist is used to do nonspoken and mentally scened, felt magic. Void is within boundaries of infinity and substance comes from void only to go back to void. Chaos is used by them to form events that are ordered for positive results. Whether or not its negative or positive energy, its the same for their purposes. Sometimes the chaoist is able act the scene and or speak what a person does, the person or scene is achieved most cases. Also the witchcraft action almost always occurs by chaotic energy.

Dark wizard = similar to dark mages yet they use "magick" for the visible effect along with "shadows", "light" and "negativity". These people are more dangerous as they view people as innocents who don't deserve destruction. yet pursue the evil doers to the death unless convinced.

Dark witch = Death witch, Users of people, idea, persecution, and light through "magick" and "metaphysics" to create the event, while in serving the dark gods and goddesses. These witches cause the witchhunts to seem necessary as they would use any to get their need. Yet they follow tenets of darkness that direct them to deceive, destroy enemies, do evil in the name of good while they do dark to control or compulse evil doers. If a good person gets in their way they ruin them as it seems fit or to leave the victim alone as it suits their purposes. They abuse property rights to steal and they break laws as they wish for sheer joy and to feel good. The dark witch cannot stand light very easily but will tempt it for job seeking and work at night or day.

Necromancer = Dark sorceror/ess, Death sorceror that will use the dead to give them joy as they raise or restore a person by the attempt. Using the apprenticing system they learn at the masters heel. Yet they are neutral evil at their core with "negative", "demonic" and "death" energies for personal use. If they catch the wrongdoer then they will tear the wrongdoer to pieces with death or negativity. Without a care for many except themselves except for those they respect, they will do vigilante justice unless higher ups say to let the constabulary do justice. They can get jobs as they want and yet prefer solitude.

White wizard = Life wizard, Person who will use any thing to get what is desired as they use the "arcane vitras" for magick to get as a goal the desire when blocked or not. Life wizards are optionally able to share memories with, from others to do top notch in the field of choice. With the machines, they know quite a bit as they are part dreamwalker and can manipulate dreams, visions at a whim. These wizards don't have to study if they can share the memory of the machines use. Their special ability is to switch places with another. Life mages can bring people back through pattern actions, idea with "life" energy.

White mage = Life mage, A person who is in service to the hidden way of life, "arcane vitras" and uses many life lengthening "tricks" along with things of other magic to suit their purpose. Their sources be "life", "earth" and can make possibility of anything through, mutative, changing effects as life will imitate any source to suit the purpose. They are immortal till they choose to die by removing the aging process and natural mutations. This can be used on others for the purpose of interest and only with permission, unless attacked, panicked and then they change a person from the inside out. Their special ability is

to switch places with another. There are three types, light, gray and dark life mages. Life mages can bring people back through pattern actions, idea with "life" energy.

Life mage of the light are very noble and know their entire lifepath given to new idea sometimes expressed by others. To use life means your exposed to much and can go insane more quickly per spell to get the result. Yet they can "borrow" memories to get the results in hidden ways that are obvious to the right people, those that recognize a pattern. What that means be to see where its coming from and know what to do to unravel the spell from events. The light life mage may bring something alive to get the device enchanted. Yet they most definetly will change an object to show the properties or ask first. The object used are animals and mundane with rare exception those humans and humanlike that agree to be adapted with reassurance to be undoing it if told by the person. Light life mages won't use genetics unless necessary.

Life mage of gray will share both light and dark, while being deceptive to those who are untrusted, yet will strive to create an inner life in anything that can live and keep it hidden from those who would hurt it. This is unless the object is a animal, construct or humanlike and are given permission by the object, human. They are arguably the most likely to use their own idea with possible inclusion of other interests for positive results. They get no pleasure from torture with great possibility to make a new form if allowed through creativity. Yet the gray life mage will alter their own body to suit their purposes at a good time where they will be unnoticed. Their techniques are to use mutations, genetics and changes to do as necessary for good results.

Life mage of dark will use "hell" as well as the normal sources of "life" and "earth" as a concept to create the perfect mutation. These people have no morals and keep no oaths unless its worth their while, They will use anything that be useful ae humans, animals and objects, to mutate, experiment on where the experiment can turn into any shape, enchantment. They may play with genetics at some point to improve results and to improve the looks. Dark life mages will get humor, pleasure from torture and anger from failure.

White witch = a person devoted to good and sometimes not allowing themselves, to attack except by psychology or reverse psychology. Able to heal on necessity, work with most with or without manipulation except to charm those who insist on stupidity. Use what they can for creation purposes and create crafts, for people who insist on the good purpose. Use no demons except to study it, demonology and control demons of

others instead. Otherwise they are like the witch who openly does witchcraft but they are closely tied to their covens.

Palemaster = Spirit sorcerer, Necromonger, Mastery of spiritual energy for people or things and considered spiritualistic that allows for any typical manipulation. As in stealing the spirit from the body to make it into objects, different shapes, and put into an object or put into another body and back again as if a voodoo priest. This ability is given by being a voodoo zombie who got a soul back, or tortured to death and brought back undead. Thus his/her body regenerates, with no destruction left even after the body be decimated or chopped to pieces as it comes back like a zombies would. Lifespan be for as long as the body doesn't wear out which means 400 or more years. They can't get jobs for the "zombie" scent that remains after the original separation and smells as of a dying diseased person, yet they can if they have musk or perfume on.

Some don't prefer to be around them for the raw scent and almost revulsion of the senses yet some don't have this scent. The problem exists that their faith is very intricate afterword to drive them almost position hungry intending to get what they can get. Otherwise the palemaster prefers neutrality to fighting and yet they live almost fighting for things. Their faith is to outlast by any means, the fight and win despite odds. With each success their is a glory sense that empowers them a little more as the victims life force is taken into themselves. This religion can be described as a chaos faith.

Shaman = Life priest/ess, White priest/ess, Spirit masters that speak to the dead and speak to the living spirit through the-spirit-that-goes-through-everything and can tell the shaman anything about a situation as well as allow control the person or spirit through the-spirit-that-goes-through-everything and this allows the scout ability, to work better as you know when something will happen like omnipotence. The energy of the user will go up on usage of spiritual lifeforce as well with unaging as long as the spirit supports it.

This renders the user a wiseman and a ageless person who does not die as he can merely ask god through the-spirit-that-goes-through-everything for a boon and it will be granted with a good reason. What jobs they can get are myriad as the spirit can tell you what you need to know to complete the job. Shaman will guide in two ways; white shaman to peace and light and practice "white" magic rituals. Red shaman guides toward light and war who practice "red" magic rituals. The shaman can't get a job unless they want to because as you can see the job they have

are to guide and live off the land.

Voodoo witchdoctor = Dark priest/ess, Death witch, Death wizard, Death priest/ess, The zombie crafters and voodoo priest/ess that are most likely to use any event or create their own by spiritual manipulation from ritual activities or just thinking on it with a gesture. The voodoo priest/ess also know by spirit what be happening and are the opposite of shaman or consleidered dark shaman, ae they guide toward the dark path. These people live as long as they desire with no aging. The voodoo priest/ess will oversee the ceromonies as a job that pays almost nothing except with a spiritual push. The witchdoctor will use a drug powder called voodoo powder to put the person in a coma for 24 hours or more. Then separate the soul and place it into a bottle or other container. Where the efficiency comes in voodooism theres alot of support people to effect a high ritual and then gets glorious sense of self afterward. What jobs they can get are to be a voodoo priest/ess for the effect of a lifetime unless they seek else.

Subliminal sorcerer = Prescientific sorcerer or prescientific magi who can use their subconscious, to do the spell effects and it seems like a wishsong effect. The subconscious has taken over and subsumed the conscious, the conscious turned transparent and acts as large focus, either way it no longer viels the mind with the subconscious controlling the body. They also have inner sources that are fed by the subconscious in a continuuos balance. To selimagi all time is available to manipulate and seen as they want, a focus. Feeling the result is instinct with causing it to occur as well thinking it out. Their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if alot of outside presences due to internal mental pressure. They follow the rules of the magi.

Subliminal sorceror = Prescientific sorceror who like selimagi can use their subconscious, to do the spell effects and it seems like a wishsong effect.

To selisocao, all time and people be available to manipulate and seen as they want, act a focus. Feeling the result is instinct with causing it to occur as well thinking it out. Their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if alot of outside presences due to internal mental pressure. They follow the rules of the sorcoror with similar abilities.

Diviner = People that need idea or recieve images to get an idea

to form a focus and then they call this a vision, usually the idea comes from the focus of words or an object to create the event in their mind. As in: tarot cards, crystals, crystal balls, revelations, disruptions and pendants. The efficiency of this vision is to be more proficient with less time for a clear reading by "sensing" it from the target. Any glimpse be to give a hint and for the moment that be reconstructed mentally, what they use this for is to see where its safe to go as a path. What the deviner identifies be the object with which will change things or lead them along. Jobs are easy as they know where to go and when or what time as divination will effect by the persons need to know and what they get out of it.

Mystic = A great example for those that will listen, They use "spirit" to divine stuff, "people" to get stuff, "magic" to manipulate people or events and enchant objects, "magick" if they can to effect the visible effects and create strong artifacts through any element energy they can. The things they do make them "eccentric or concerned" geniuses that are very diplomatic and enigmatic. The work situation are self projects able to devise any solution if there are materials for it, and if no materials then they buy or trade. They will work for a living if needed or accepted as money demands or they have to buy something. When they get a free item, they are grateful and yet they will give a favor for it when they are forced to.

Healer = Clerics come in many forms that can channel a deities raw force through concentration, hell clerics channel hells energy with regard to neutrality as they are demons and paladins will heal anything on the human body including regeneration effects to make a body recover from sickness through a focus of energy. Where the body be in bad condition, use topical herbs or herbs and focused will of energy. By the use of "god energy" or any "elemental" energy including hell itself and "body" energy to heal through use of aura manipulation, by a talisman or focus device and effect the disruption of sickness by forcing the body to recover, where it wouldn't.

Through the aura they can percieve anything of the body and thoughts, including humours and mental state. Where it be to use this aura healing and describe where to get at the area of pain or feel the area for tension. The aura vision be necessary to percieve the actual condition of the body, since the healer doesn't have the machines to aid. With thoughts of this their jobs. can be any that like doctors or eccentrics.

Warmage = Magical soldier with war magic, that causes insight

to events, heated body and ability to withstand great pain without flinching. the war mage is psychic and psionic with the hitch to this as it is they become warlike and very skeptical. When they are this skeptical as to doubt even a good deal when you look at it, you won't make very many friends. they are good at insults and know how to draw out a person, in converse with said target. Instinct of primitives are very important to the war mage as to strike on an insult is second nature. Giving a chance when the person tries for it is a necessity till you feel tired and antisocial and they give up. Yet to gain this, they are born with it as its the nature of warriors, and its inherent in the person. Innate ability is a part of the bodies resistance to cold and pain while it gives psionic ability. this includes dimensional manipulation skills that are very hard to detect. They are often considered aurors of magic to be fair.

The warmage has magical power as it is the magic of kinetic motion. It is the moment of movement that is hardly noticed but focused to create an effect. this effect is the concept of motion which is focused by the warrior's single-minded purpose. Imagine the effect you would want, and focus it through your motion of body, weapon choice. the thing to do is to believe that your motion will allow for the effect. there are many thing they can do with this including the usage of air as raw energy. this is what they can do: Traveling, Human defense field, Human kinetic attack, Kinetic manipulation, Flight, Funnel, Kinetic rune, Kinetic metal manipulation, Choke a person and Elemental power focus.

Blue mage = The worker of this blue magic is doing an act of capturing any spell or radiation sent to you, albeit an attack or aid spell. Then to use the energy to influence or make an action, by absorbing the captured energy or disturbances and reusing it. Most blue mages live indefinitely until their demise by albeit bad result. At their demise their body is like a uncorruptable saints body, With which it doesn't turn to dust or decomposes, the body remains demigod like(undecomposed) or whole if their is energy remaining in the body.

Maverick = A corrupted magic user that is gimwis, gimwyk, gimlir, gimmlack and gimmelmaa. Gimwis is a corrupted wizard be to use chaos in the form of visible "magick" and make ends meet, having insanity fits all through the act if in an unstable mode. They have gained magic back and were burned out. The gimwis is considered a "maverick" wizard. Gimwyk, a corrupted witch is a "maverick" witch who has no coven yet isn't very witchlike Given reason to do magic, metamagic in self projects and jobs, they would quit if they had no desire, poor moral unless forced. These were burned out witches who found reason

to continue. They may, may not go beserk with tough jobs as they become unstable from reawakening ability or magic usage. Gimlir is a corrupted mage who uses any idea to form spells and causes corruption through activity of some sort, ability usage or magical usage that sometimes is mutative by magical corruption of the result. These are the burned out mages who regain their arts and considered "maverick", unranked and uncontrollable. Gimlir can insult anyone into a rage.

Gimmlock, a corrupted warlock who uses chaos to aid themselves and are demonic, monsterlike with possibility to destroy their own works and do other things for position. The items not destroyed are either sold, used as their value is deemed. These are maverick warlocks yet have not lost their ability, but can hardly use it without fits unless they are stable. These people can turn on a dime unless their projects keep them in line. Gimmelmaa is a creative person who burned out on ability and to reawaken is to blast open all the mental ability doors by energy striking or hit by lightning. When they are able again, their attitude is mild to happy with aggression to those who do it better and yet they think theirs is better anyway or they tend to match it and dismiss the so called better after beating it. They have moods or crazy fits and willingly take risks if their are proofs. The ultimate desire is to "gain ultimate ability" or "gain ultimate understanding" from people. The most often needed job is denied if they are schitzophrenic but not if they arent. What they need is what they get but not always realize it and they might deject it for the crazy fit on doing the activity. Some are lucky to not have these "crazy moment". These are considered "maverick" psionics or force masters. If this is mentioned near them then the person can go berserk or moody.

Wishmaster = Wishmaster starts as a wishdoctor, and they are people like voodoo witchdoctors who came from the Nords a few thousands of years ago. Wish is a focused need, desire, want as a focus that happens by natural subliminal, activity acting as a high energy bridge with subatomical particles being influenced, causing the people that the energy interact with to achieve your desire. Otherwise its a desire that achieves the result when felt, spoken through influence on the area surround, and its not magic as its metamagic through atomic structure being hyperactive from the energy of a being. Now any energy source can reinforce the pattern aroused, from the programmed particles. the wishdoctor would use this technique without knowing it. Knowing only that it worked and used with the thoughts of the problem of a moment, they used it as an attempt to make amends, wars to stop, disruption to crime and curing, healing people.

How long do they live due to the wish aging them according to

affect and effect was like 300 or more years. the pattern they caused from a wish sometimes formed a storm, worse. Where they grew old, they wished for youth and drew from the air, the earth to achieve it. Some became wishmasters that were consecrated neutral, evil with intent of achievement, and a wishmaster are people that give statements of a desire to effect change and were wishdoctors making the decision to grant wishes to others as well for themselves. they come in three brands good, neutral and evil. the good wishmasters are moralistic conceptioners that will agonize over a wish,, be watchful of results and maintain the results if needed. they often work with those of worth, for a cause and will mess up those of evil intent including evil wishmasters. the good wishmaster often has trouble and sometimes death for the aiding of friends who have enemies. Still there are to date no good wishmasters left unless a new one comes around, but wishmasters of good will allow some aging unless their youth fades.

Neutral wishmasters are egotists that will grant a wish if they are able to and only when they feel like it through payment, force. Given that they are sometimes chased away and their projects ruined for aiding the wrong person. these people are able to survive with a little bit of impetus, sometimes they won't but their wishes outlast them. they do live longer than good wishmasters and if they age they won't seem aged through a wish and natural energy effects. Evil wishmasters never die with probability of evil tricks to fool the person as a way to mislead them. Otherwise they give a wish to the willing and those who ask, yet the wish end is disaster for the wisher as they are often losers in what they gain. they most often will look old and somewhat forlorn yet the looks aren't the appeal, its the power they offer.

Archmagus = belmagus, Archmage is a person who is a magic user and older than 300 years, with not dying yet they appear young and might be weaker for after 200. they can use 3 methods, take a young body through "transcendence" that is strong and 10 to 14 years of age. Shine to another body on death by shifting through death to the slayer at long distance, short distance on touch. the body becomes the person who shines, and they are transformed in minutes, remain different as the person desires. Finally, the third method is become regenerative by any means including changing to a creatures form, like a shapeshifter, troll, other as of atomic, particle shapes.

Seraph = Immortal sorceror that comes in two flavors, good, bad with indivisual tastes as corrupt as one might think. Good

seraph comes from magi and will accept funds, offers of info while doing as they want and seem to take a bribe. they don't seek power nor do they need fame except they are known and not challenged, unless they are caught doing what said person don't like. the self-involved projects that are done, achieved with people freely aiding, Ranging from any of interest and they might change the projects given a diversion of any concept. When they can attempt a free community project, they will but one thing which is not to share everything as is desired, thus its a need to know basis that seems like sharing. these people are rolemodels and teachers that draw inner knowledge to teach with, foregoing the research if they could. they will ask for information if they can and rely on flukes of events to get by. the average starting age for a seraph is 700 years, above. If their body is old, they will use the archmage techniques to gain youth if they have no other.

Evil seraph come from sorceror and are very likely the epitome of Iyers and criminals that guide people to be better. these people will come back as they want through their "undying" nature and drive to continue, much like a draegaran in a "Vlad taltos" book their not aging unless they want to. All the while they do their own self-satisfying deeds, without a care to help others but secondly. Now their ambition is high and if they don't succeed, they do other alternatives to get to the same success. Yet they don't seem corrupt, to have killed anyone although there is suspician of wrongdoing. their self-projects consist of genetics and destructive spells that could affect bad. thus don't trust them unless you have too as they could mislead you as they think their better. somewhere they figured they could do what others can't so pointing out mistakes will you nowhere, unless they are thinking on the problem.

Weaver classification

Channeler = General name for a pattern maker by energy and considered weaver or channelor. What they use it for be sustaining with what is there or finding things to do and generally being of help.

Weaver = People that will use general elemental forces to effect a weave gaining the result. This weave be to focus energy through anything that can be used as a channel or their bodies. Their organization depends on sex unless they are self-taught as their sources are three. "ying, han or saidin" for males, "yang,

chi or saidar" for females, "true source or astral" for both sexes. A typical weaver lives 750 years or more, middle age be 400, old be 750+ years, the female be honorbound or strict in discipline where the male be chaotic and much like warlocks except they are free and considerate. They each have self-goals taught by themselves to themselves from peoples reactions. Their general strength can be "linked" to each other for larger effects or strength. The range of effects are any one necessity to any effect.

Channelor = Like weavers they can channel energy straight without much effort of a ghost or concept to effect the human or idea of patterns and make it occur. These are the mediums for ghosts and spirit working and added to this be electricity, astral and void weaving if they wanted to risk it. The technique be the same except they use their bodies as the channel without feeling pain. Due to the chaotic energy and possible body aftereffects, their lifespan be 100 to 200 years. Their appearance be youngish for most their life till they decide to die.

Aes sedai = A weaver with half the life length of a weaver with the three oaths to cover for safety as an attempt to soothe the public fear or full lifetime without the oaths and yet they can be faked. Their only added benefit be their athame or magic knife that allows the person to be struck once and the victim dies with added benefit to be woven through. What athame does for the weaver, the athame won't do for people who don't deserve it, instead it kills them. He or she if they can use "saidar, saidin, han, chi or yang" for the beginning till "true source or astral" is learned. Their methods are rote and learned by self with personal potential expanded due to limitations. They earn their sash of color y choices to earn how their treated of black for without oaths and neutral, red for men haters or feminists, blue for mischievous or political, brown for knowledge or studiers, white for good and violent or gray for neutral and information gathering. Their effects are nonlimited to killing on necessity or any one effect to many.

Asha'man = Man Weaver who are apart of a unlimited organization that take similar oaths and non-limiting to ability to defend at need, be honorable or courageous and use dicipline at need. They use "ying, han or saidin", "true source or astral" for the efficiency of not being noticed and "void" for the extremist. The asha'man treat the sources as a witch would and create with it like a warlock, for new idea and effects.

Men weavers live as long as they want with a learned trick if

they know it, yet normal lifespan be the same as weavers with the exception of when they want to die. They are wild and very free spirited that do as desire with a group sometimes. Red and black sashed sedai don't like them as they are too wild or they outright kill them unless they are killed. Their pin represents ranks and are soldier, knight and general awarded from actions of honor by the commander-in-chief. Their range of effects are to cause one event to many affects.

Dark weaver = People that will use general elemental forces to effect a weave gaining the result of elimination or control. Their organization depends on sex unless they are self-taught as their sources are three. "ying, han or saidin" for males, "yang, chi or saidar" for females, "void or astral" for both sexes, "negative" for the risk taker with 20 times the power and the true source is traded for void as its nearly the same. A typical dark weaver lives 1000 years or more since its the nature of void to preserve yet destroy from pressures within, young be 250, middle age be 500, old be 750 years, ancient be 1000+ years. No dark weaver uses a sash and on becoming one they remove it.

The females be strict in discipline with a little insanity where the male be chaotic and much like warlocks except they are free and considerate with crazyness. They each have self-goals taught by themselves to themselves from peoples reaction that are ignored only for the dark weavers enjoyment. Their general strength can be "linked" to each other for larger effects of at least 200 percent more strength. The range of effects are any one necessity to any one effect, of control or elimination with other results possible. They can create any one item as void be matter and matter be void. Dark weavers prefer to be unknown as they can sometimes work with Forsaken but at other times with neutral standing for they are very similar.

Palemaster weaver = A weaver who was channeled or woven to life through soul infusion with an undead scent as result and ability to channel any typical energy through abstract thought or mere focus, and intent to have an effect. The effect be to work with "true source or void " or "astral" as its unseen or other energies and seen to a few. Yet they are never seen to have woven anything as this isn't counted as true weaving as weaving through "metaenergy or aether" conjoling any other energy to work with an added spirit manipulation ability.

The weave be done through speaking the effect or feeling the effect. These people live ages with a self regenerating body. Their special ability be "shining" or switching bodies to another body and efficiently control the target with ease. The undead

weaver cannot die from attacks and yet won't attack unless necessary as they can bring themselves back by channeling. When the person wants a job, its use cologne or musk to cover the scent and then they are fine.

Hell weaver = A person who works toward the light from redemption to being in hell at some point. The person can weave any power including "hell" itself who are often mistaken for the past as he/she was. This weaver has a demonlike ability to affect instantly as its willed with a demon transformation ability. With regard to spawnlike ability to manifest a new form and the efficiency of resisting corruption. When done so, they can manipulate anything through effects or ability like a dreamweaver for turning people good or to the light, yet good people are turned neutral by watching the effort. These are immortal people who are ageless and don't mind what other people say or do.

Yet they can "link" to others through "true source" or "hell" that be 1366.48 Kelvin, this was found to be true, from an oil drill to hell and interactively powered by millions of tortured bodies. When this hell source be woven by reaching into hell itself, it interacts a vision to effect the action. A range of effect be from any one to several torments to positive results. When there be hell weaving, it disrupts the evil activity with a bad result except at the weaver itself there be no effect.

Forsaken = Men or women weavers of criminal, outlaw or vigilante nature and who broke oaths or did a accounted murder that was against some sort of nature. These people know more than the normal groups other than themselves except for weavers as they are men and women who do their own thing, for the sake of themselves to help others. Like asha'man, except they are considered anathema to the Aes sedai or weaver cause for being neutral or very wild and they expect obedience or understanding as they work or they just do it and leave it alone.

These people are like weavers and black sash sedai with dark weavers ability in that they have ability to focus ability beyond lesser weaving skills. These people commit cold blooded murder to protect themselves or outright sabotage to prevent. Their range of effects are many to more than one event causing interest and sometimes mayhem due to the need for revenge. On interaction, theres a huge ego that works with most and gained from achievements.

Their control is based on fear and who they can bully with a outcome that suits them, some won't bully though so your safe

that they trick by manipulation. If they won't bully or trick, then they would kill when they achieve nothing with control after refusal. Who they bully is dependent on the personality and those that abuse. They, the controller, use the idea of force or motion or words create the situation, when this fails they resort to trial and error. Some would go to force of abuse to get a message across.

Forcemaster classification

Forcecrafter = Shaper, Psionist and Elementalist are the crafters of wordcraft and represented elements sometimes reflected by wordcraft manipulation, So far their is earth, air, fire, water, spirit, music and others like earth is also objects and body. The forcemaster is a general name for those who use the forces of the elements, Some make the art where people can admire it as a performance such as spiritual manipulation by music. Elemental master = Psionist, Jedi (spirit force controller) with an appended -master, Specialistic force master with a -mancer (practitioner) and -mancy (master) at the end of the element name or psionic force user with -kinetic (channelor) or -kinesis (ability) at element name end using any one element, the element can be summoned or formed into focus. These abilities fall under Magic or Psychokinesis for the mental ability of psychic mind and energy manipulation in practice, by Metarules of Affinity (likeness attraction), Thaumaturgy (like effects like any distance) and Mind over matter or Mind focus (focus of mind rules over objects and bodies).

With regard to understanding how to use the element efficiently, and how to make effects to appear along with speed improvements. The true worth is the fields in this usage as they are different named. So far people use the terms of the four elements along with others for the elemental forces, like;

Biomancy or Biokinetic is life interacting with objects and people that allows, for the reading of genetics or body type and races in people. Through looking at the soul aura with focused sight to percieve the colored aura pattern by brain interaction and by blinking your eyes. The aura can be seen as rendered perception of coloration in the original shape reveals what the aura is within the limitation of how the mind can see it. This will work in pitch black too. Anything of life manipulation by biokinesis is through reiki as pk effects sent through a channel of energy as to the target by earth or a body channel by feel or voice to conjole the action intent by the wave molecules to enact a vibrational carrier wave through a medium of earth materials from the planck level.

To control bodies is the effect if told in some manner to do the action and it will happen. Using the Einstein law of gravity in simple terms to explain the wave effect, is if you move forward and then space moves around you by displacement particles or electrons. You're kept down by centrifugal force and the displacement happens from that of air molecules that look like waves that flow as you shift in movement and reallocation of weight that flows in movement from the centrifugal force.

Beomancy or Beokinetic as pheromone control that makes you able to control the body scents to speak or for feeling interpretation. The pheromones of the body are capable of being a totally different language in itself. This language can make what you say very understandable. The control of pheromones can make attractions possible. It can make you attractive to the other sex or to your sex. It can control within reasons, others as well. It is very easy to do by the quick way meditation.

The quick way to doing this, using pheromones is to use intention of seeing aura for pheromones by feeling that you can from Dr. Lehr, To blink your eyes and then sniff while expanding your consciousness to allow the brain pheromonal adjustment as your sniffing, activates your scent detection. See the scent by allowing your eyes to adjust to the person's aura or even food and then to sniff for the pheromones. After this, use the effective feel and watch idea, to adjust and see the reaction of others and the effort is easy as you feel the pheromones.

The easy way of blocking out the scents you're aware of and don't like smelling. Use the thought or active scent of that which is not desired. Then shrink your consciousness of it, the idea, and how it seems to you. Thus, ignore the result of its scent to dismiss it. What does this accomplish? You subconsciously manipulated, through the meditation of your body to be able to control, pheromones by your will.

Geomancy or Geokinetic as earth where these are healers by feel or seeing brown molecules in a scrubbing motion to scrub out the disease while thinking of the disease, manipulators by PK movement or restorers by destruction or repair of objects and bodies, Along with shaping ability and dimensional effects as your forcing the earth to shape by PK movement with thinking of the effect and seeing the brown earth molecules rubbing together, Some would say this falls under the lines of PK as your moving earth as an energy. They have a limited ability to control lava as in control its flow until it's positioned right and as you the controller work with the effect, the objects touched by manipulation cool down only if you the worker see the brown molecules stop rubbing.

Liquentmancy or Lipientkinetic that allows for lava control (liquentis control) and can control volcanoes along with emotion in general because the emotion is used to control volcanoes. similar to geomancy yet this offers more control over lava as it is lava specialization and where the earth is brown, emotion is purple or pink and lava is reddish brown. The lava manipulator can control the emotion by inciting the pink or purple molecules, like love or hate along with other emotion in most people including themselves. The lipient master can cool down or heat up lava with a will to move the molecules slower and not get burns easily unless not done right. They can control the flow of lava as well as geokinetic.

Pyromancy or Pyrokinetic for fire masters that are emotional and sometimes capable of loving destructions along with tricks, their control on fire can be to make or unmake it at will. They can excite any fire particle of heat (red dots or tachyons) to some destructive force and little excess. These people are not needing their hands to make psiballs unless they desire to.

Hydromancy or Hydrokinetic who use water from air and other water source manipulations to get their result, they can see and breath water well enough to effect form it anywhere including in people, and dry things up by removal; See the light blue or aquamarine colored molecules and attempt to incite them by making the particles vibrate and rub together while you feel the result or think on a result you desire on a focus at the object or area.

Cyromancy or Cyrokinetic for ice and cold to freeze or unfreeze objects at will, they excite or compress any cold particle (blue particles) for the effect. including water, fire (putting it out) or air, leaving a excess of energy.

Aeromancy or Aerokinetic controls air and get readings psychically through reading a universal conscious of most time, they have omnipotency, force form barriers and air walls, support or mental control of mind.

Tachyamancy or Tachykinetic allows small red particles (tachyons, active energy subparticle) used in pyrokineticism or waves (lekton, gravity or light waves) manipulation used in biokinesis along with their interaction to form magnetic fields. This earth air is the particles of subatomic level as it supports magic and psionic ability separately because at the base level, the planck level of quantum physics that forms the sublayer foundation of energy manipulation. These people can control time and events to make what they want happen. They don't need their hands to create psiballs that are concentrated psi energy or psi effects. All that's really needed is the voice or focus to get the effect in place with intent.

Necromancy or Necrokinetic who controls spirits and death by different means of kung fu and ritual where chaos and demons are their key idea in working effects including death itself; For the necromancer its ritual and the necrokinetic think of death particles as bone white. To cause death just incite by feel the death particle of bone white to rub or vibrate. and incite the particle to uncause death by causing the vibrating death particle to stop or see the particle rubbing together and then stop the rub by feel. The reason for this is to stop death instead of causing it.

Aekinomancy or Aekinokinetic is the ability from aekinothetics, the study of light energy conversion involving geomancy, aeromancy and contingency effects as probability to generating electricity and energy or channeling it; To incite it the current, feel energy sparks to occur in the area and then incite the sparks by feeling the spark flare. Then shift to normal vision to see the results unless its not near.

Athemancy or Atheokinetic are also Alamancy and Alakinetic the effect of depicting a scene by description, drawing, acting or talking. The depicted event will happen through energy, psi or pk enactment from subconscious manipulation. This is Spelukin enactment with energy and magic effect added in. The material is what it needs as in psimaterial that you infuse with energy as its worked with or is of a psiball combined to the object or item. As you work with the item infused its instructed by speaking, feeling or seeing the event and making a portrayal on what you want, Such as in laymans terms, paint the scene while feeling its alive and the energy transferred from you in small bits creates the psiart from depiction and a psiball effect. Due note: the red dots of tachyonic energy can be used to infuse the objects without touching it.

Aethemancy or Psychokinetic the usage of most elements in the magic and mental schools, They tend to use most elements as they are influencing the other elements or provoking the effect by the law of invoking gray magic or mind effects by use of the universal conscious of many minds. This makes the person aware of most troubles and events without being told by omnipotency. To do this think of silver or gray particles for most elements that are incited with a feeling of the particle vibrating or rubbing together or alternatively, feel or think on the element or feel energy. Then shift your frame of mind to the normal idea of your own and speak the result, see the result or think of the result.

Ethemancy or Ethekinetic is the same as Etherio is Ethe is Ether and derives spirit and most negative efforts including death and void manipulation to happen with very little effort. These are short and long distance efforts that occur as a dream after the

spirit-that-goes-through-everything obliges. The people act shamanic that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires.

There is a key to the effort to help the effort along and idea to occur, its the color black or ghost white that allows the effort to occur with an exciting of the particle, by adjusting your frame of mind and see the particle excited or rubbing together with the color of choice. To get the result you only have to excite the particle, speak or feel the effort you desire and when finished the occurrences can be stopped by unexciting the black or ghost white energy. Then unadjust your frame of mind to normal view. But, if you find yourself in a dream vision as these visions are prescientific in nature and range from any time point including in the past, then the only way out before it turns bad or worse than ever, is not to fight the vision but manipulate it through actions until it, the vision ends. Feel free to use lucid dreaming to control this vision.

A vision can end through thinking it ended, die in the vision, sleep or unexcite the black particle. If you die in the vision you lose the memory of what occurs in it. Within the vision the rules are to have fun and make the vision of your dreams once you gain control of it, the vision that I described. Due note: people within can act if given permission outside it, call them troops if you want as they will try to protect you unless they were attacking you. All thats needed is to deny their permission to being there.

Bard = Ability of song and bardic power, By use of these atomic charges I am using (+) positive as push, (n) neutral as sustaining and (-) negative as pull. Normally the bard is a singer and performer with usage of voice (-) with or without harmonics (n) to create fascination (-) or fascimilation (-) with a crowds responses (+), but by the use of psionics that is amplified with harmonics or just voice to conjole the effort, makes an idea that is portrayed or felt to occur, the bard can make magic with a balance of voice (-) and/or harmonics thats neutral by harmony (+) + melody (-) and add psionics (+) as a boost for magic (-) and that which is negative conjoles or provokes the listeners response (+) to see a change in mood.

Visually see the event and it might happen while feelings are evoked from the sight of the worded events. One, the bard only has to use voice tones to gain results, by speaking or to feel the intent of others to use as a blue mage would. Which has the

ability to channel energies directed to other purposes that were focused at them with direct or distance recognized energy. Same for a bard that can use the interest or disinterest of people in a crowd to fuel the effect, as if thoughts were a radiation and a gang or crowd were easily worked with. The bard can manipulate reality very easily and shift areas if they could figure the trick.

A song that's (+) is not interesting as it's pushing where the enticing song quality is pulling (-). To detail a (+) song is if the song is a bad peak vibration and not the mood of the person, where the (-) song is either bad or good and the mood matches as a good song has vibes that match the mood. A very good song provokes the imagination or feelings to be better as a response (+) and a bad song makes a person's mood drop by not fitting the mood as a response (-). Another use is to shock or subdue a crowd or person with a (+) intent or convince and manipulate a crowd with a (-) action and volume adds a (-) for a response. So crowd control is (+) push + (-) loudness + (-) reaction = (n) resolution + (-) reaction = (-) attraction. Forced control or captive audience is (+) push + (-) pull + (+) reaction + (+) loudness = (n) provoking + (+) activity = (+) emotional responses or angry mob. Argument is (-) pull + (+) reaction = (n) give and take. Finally for rock'n'roll (+) push + (-) reception or (-) pull + (+) response + (-) loudness = (n) attention or inattentive + (-) loudness = (-) attractive.

Antiwitch = Kxc981, antimage, One who bargains to get deals but will watch those of the other magic ideology. To hurt those with criminal tendency and openly appear to aid them. Any negative requests are apparently done without asking, except in secret they do the opposite of what is asked. Any positive idea is to help others or to get aid for doing the action. The moment of which requires the motion to occur is psionically achieved. The coven may be visited but not actually worked with. Some scientific idea is approved but not always looked for and thus ignored if given it without earning it.

Where some attempt to create the distraction for evil witches and keep them from evil unless it's deserved. The ancestors of the antiwitch/antimage is Inquisitors whom tortured any who were reported except another inquisitor. This group doesn't torture unless necessary and drives people insane, by control if they are suspected or observed by long range viewing. Usage of reverse psychology is sometimes necessary and the original Freud techniques are done to mess up the person who mess with them.

An antiwitch is similar I suppose to the CSICOP except they disseminate where, the antiwitch kill the unsuspecting disruptor or control them in a process, of reverse witchcraft. They use

suggestions and tokens, of power, to help their effects along, that they cause. The witch in the Antiwitch group are lenient to them with exception to those who torture. An antiwitch is unseen and unheard except to those who know of them. These are mostly understood people of illusions who torture mentally without leaving a scratch, and up close they would seem harmless.

Even if they manage to kill someone they can raise them and use them as undead but they seem alive. With a slight reverse field around them to keep hidden, they support at a distance with dreamwalking or long range viewing. To think of and set guards to keep stealing down, they try to keep the thieves distracted to other houses. Optionally is to use the weaving techniques and train those else who can as well.

Mostly allowed is to use lethal force and anyhow they can, with weaving and martial arts. Some who know of their special "questionors" may fear the name or site as they can weave or psionically make a person do whatever they want. As if they were a puppet and with their own life to live. Except these baddies use manipulation techniques to keep control of their chosen puppet. Any slave they come across they free or make it hard for slavemasters. These are like terrorists against terrorists and sometimes seek other planets as vacation spots.

Are they the "good" terrorist group that keep the aliens at bay? Some, like ex-long range viewers say that they, the antimage exist but not for the reasons stated, as if they are spied out, they arrange events, to cause the effects and these effects make them hard, to remember. They are also a surviving group that pays for itself.

Sergoi = ageless psionist, old jedi, Ageless elemental force master, are omnipotent(mentally aware and found by energy signature trace) and omnipresent(spiritually aware and not found from distance) and most able to pick up new tricks by observing or feelings. Most that watch them are slightly disturbed by the amount of energy and understanding that is shown. Some have a mad cackle and some very stern or concerned with others or at least for themselves. Able to master time and probable control over reality, they serve to please if they want something. Starting age for sergoi is 300 and the sergoi is usually from the early ages and with some ancient bloodline, cursed to live forever or fairy immortality. They are known on site as the body is slightly deformed, shows signs of many breaks and they are curiosities or curses to be around as they love to perfect skill by getting info and learning it or with inner knowledge. Their methods range from chaos to mental effects as in spars and experiments if nothing else.

However, if someone wants to not be under their shadow, as they consider most people young beings unless they show maturity, they drive them away or "act a friend" till they can disappear. Most knowledge comes from within and from what is learned by sight. Most use any element that suits them and they suck it like a kitsune to keep alive or young for spells or psionics that drain them. Their way to get things is to spread info, or connive by means sometimes unknown to get the effect or object and compliments are an option. The sergoi are neutral as they deal with troubles and fix conflicts by deals, negotiation or chaotic manipulation. To get one off your back pay them peaceful respect as negotiate or compliments and you might find their regard to doing their own projects. Everything is a resource to them including failed idea. To this point you might think they bathe often, they are like aggies in that they bathe when they can. Some are cannibals, but some are not and share the aggies attitude. The seroi sound like children yet act mature with an old voice even at age 100 and some have adult memories at a young age but some don't.

**Written
by
Skyhawk**

**Influences:
Other and experiment
Jay, Paul, Danny**

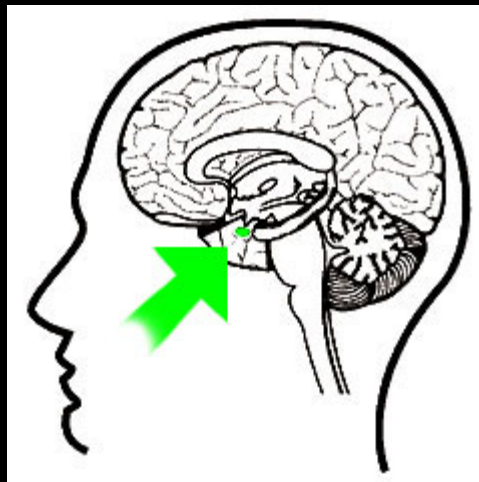
**Books:
Wheel of time series by Robert
Jordan**

**Book source:
"Ars Magica" by Judith Tarr
Source of A.H. Dahr**

The Amygdala

What is the amygdala?

The amygdalae (Latin, also corpus amygdaloideum, singular amygdala, from Greek αμυγδαλή, amygdale, 'almond', 'tongue') [from ^ <http://dictionary.reference.com/search?q=amygdala>] are almond-shaped groups of neurons located deep within the medial temporal lobes of the brain in complex vertebrates, including the humans. [^ University of Idaho College of Science (2004). amygdala. Retrieved on 2007-03-15.] Shown in research to perform a primary role in the processing and memory of emotional reactions, the amygdalae are considered part of the limbic system. [^ a b c d Amunts K, Kedo O, Kindler M, Pieperhoff P, Mohlberg H, Shah N, Habel U, Schneider F, Zilles K (2005). "Cytoarchitectonic mapping of the human amygdala, hippocampal region and entorhinal cortex: intersubject variability and probability maps". *Anat Embryol (Berl)* 210 (5-6): 343-52. PMID 16208455] Read the rest from http://en.wikipedia.org/wiki/Amygdala#_note-dictionary.com



Tickling as both your amygdala for increased mental abilities

From www.neilslade.com or [here](#) "Mental visualization

technique proven to increase your mental capacity, creativity etc. Easy to learn, simple to do, and the knowledge to better yourself is free. Here ´s a couple quotes from the article:

New research in the field of brain and behavior now allows any ordinary person to learn how to control and self-stimulate their own brain for such results as mentioned above. Studies by one particular behaviorist and researcher, T.D.A. Lingo, in his work from 1957 through 1993, has been able to pinpoint this area of the brain which seems to be responsible for releasing enormous levels of untapped intelligence, creativity and pleasure. Additionally, and remarkably so, self-amygdala stimulation frequently additionally turns on such "hidden" brain functions as pre-cognition, clairvoyance, clairaudience, telepathy, telekinesis, and in can even allow the ability for some individuals the ability to communicate with non-ordinary physical and non-physical intelligences and entities.

Lingo conducted a 30-year study of three hundred and nine students and test subjects involved in long and short-term brain education, behavioral, and thought self-modification programs. The resultant increases in intelligence, creativity, and positive emotions were demonstrated and measured by a variety of objective and subjective means, standardized tests and analysis methods. Lingo reports that this included 10 to 40 point increases on the Stanford-Binet I.Q. test, and 500% to 1400% increases on the Getzels-Jackson Creativity Index. Presently, similar results continue to be reported from individuals from across the U.S. experimenting and doing brain-self-control on their own, following the standard procedure and brain "exercises."

...

Amygdala stimulation directed at the front or anterior portions of the amygdala apparently can additionally produce an intense emotional state known historically throughout world cultures and religions by various names: nirvana, satori, samadhi, born again, peak experience, cosmic consciousness, one-with-the-universe rapture. Among brain laboratory subjects this has been affectionately nicknamed "Popping your frontal lobes."

Now science understands the actual neuro-pathways and brain physiology responsible for this "mystical" state, and makes it available to anyone from bus drivers and short-order cooks, as well fasting monks. Only now, you don't have to meditate for twenty years to experience it.

...

For example, by simply imagining that you are tickling the

front part of each amygdala with a feather, you change the flow of electro-chemical activity in the brain- and voila! This clicks the amygdala forward, if only temporarily.

This imaging alone increases frontal lobes activity and begins increases in creativity, intelligence, and so on. The more frequently you tickle, the more you click, the more pronounced the results. These changes are measurable by modern brain scanning medical instruments such as PET and MRI machines. The brain is a thought machine- and thus, one controls the brain and it's electro-chemical circuitry with simple thought. (No surprise there!) This simple exercise properly done often brings immediate results, with sometimes very pronounced effects. The brain lab developed hundreds of methods that further refined, accelerated, supercharged, and make permanent the results."

The basic use and element

So you can use your amygdala to focus and fuel an event, or element to power your structure of a psi object and possibly the other events as well. Really its the basic idea of think what you want as to happen and feel it occur or tickle your amygdala to make it happen faster. It is possible and might occur with a thought or two. To any of this may get yawning, yawning is reportedly a sign of activation. Although the debate is whether or not its a psychological reflex. Therefore you could yawn if you think of your amygdala activation or if its a psychic event. To be active or to notice to affirm the idea or info and it somehow is done it occurs as it stands to do if possible from an element. What element you feel excited about, when thinking about the event is what it is that helps it, the event, along.

The way of the amygdala

These are just facts that I noted. Its by use in imagination, and if you think about it, then things might occur because the amygdala can interact with the energy of systems and make things occur. As its the degenerated psychic organ as well as the biological facts of it as it has lost size and cannot feed on enough blood because of devolution. The only way is to use it is unconsciously as it is with conscious effort to get partial results.

Subconscious/unconsciousness effort with better results by

thinking the activity is happening with the back of your mind. With its use, you get your brain strong enough so it can also cause your brain to regenerate. You might be aware of this, but the amygdala is possible to be used for the effort and you might get some weird results. Yes, the use is what you want, the effort is what you put into it. Yes, amygdala clicking is to cause it to do things for the body, where as frontal lobe popping is to focus the frontal lobe that includes the amygdala more to get effect by effort. This may improve efficiency of idea and experience. As an improved experience to tickle both of it while thinking of the the idea. Of offermented efficiency in use.

The other methodology

You can also dismiss pain by causing pain reduction with the amygdala. Where you don't exactly remember the pain and its dulled where it is. This is visualizing that you don't feel any pain.

Then there is using the amygdala as a diffusing device. Where you perceive an idea or a vision and you feel the amygdala absorb the emotion and energy from it to be used as personal energy, its to use it to grow stronger or weaker depending on the energy. As the negative energy unless filtered get you weaker, and the positive energy is making you stronger.

Sometimes you can just use it for an energy boost.

How long you have to do it is a concentrated 20 minutes a day or something as long as your tolerance level allows for it. then one day it will work but sometimes if you get frustrated over it.

Weight loss and other things

You can get immediate weight loss with it too. By thinking and feeling the weight that can drop like an anchor while tickling both the amygdala. Then now be surprising and mentally drop that anchor.

To tickle your amygdala, and pop it forward is like smell something you see as good, or to use energy in the form of a feather to stimulate them. Just feel the energy form as in the form of a feather and instruct it to constantly tickle your

amygdala.

To perceive an answer that may be as correct as possible is simplicity. This is a psychic idea that comes from the question. To focus on the back of your head and think of both the amygdala being tickled and then energy at the forefront of the brain, then hear the question and let your feelings come of the answer as you then let words come to you as it is pulled by the energy. Its up to you of what the answer you emit or admit to be heard. As its if the odd feeling is its wrong, and the other feelings are and that as its right.

To cause through telekinetics an object to be some idea or event or to be of some idea or event. Imagine the event and it being done as in the idea that you want by the object. Then when you are doing it in your mind your doing it in the objects mentality. As it will want to do it as well if you receive it as if it was intelligent. As most objects can replicate the event if you think it will. So think it will do as you imagined and it will use people and idea, sometimes including yourself as if mimicking for it can pick up on the mental images. Usage of the gesture will help this and touching the object will transfer some of your charge to help it along. Just imagining it will activate your amygdala to do the intent. What helps, is due trust as to see it, know it and it will.

Using your amygdala to raise or animate people. Just focus on the thought of your amygdala and the person and think their alive or animated. Tickle your amygdala lobes and wait till an feel an energy surge comes up. Consider this a backwash the splashes into the body or allow this energy to enter into the body to cause it to come back. Why I call it an animation is it depends on your amygdala to exist for it to continue to work...what might happen is the personal body might be disappearing and they will remember dying after coming back. You then can possibly control the person or thing, by a sympathetic will or a will to help do as for whatever in any way if your not careful. Unless you intend to control with this.

Popping your frontal lobes

What you do to pop your frontal lobes, well the method is different. Feel the idea and think of what you want and if it happens then its like a popping sounds where the intense situation of a feeling comes over you. To feel the idea is to imagine what you will and think to use the frontal lobe as to have something. The idea will manifest in a visual scene which

won't always be where you are. But the lobes will replay a moment where you are of you or someone else doing the idea out. The event you want is likely to occur when done correct, inexactly. This can cause if used too much throat closure not the least bit like choking on your food or strange manic behavior. There are other methods to doing this as well. Now what it may feel like, is that "It was like... a rush of understanding, almost enlightening as it occurred, it was just an accident" quoted by a friend named Caz. Due note, you won't always feel something or choke for the idea.

Shifting yourself

You think the effect you want the amygdala to do and then have a thought to where you want to go or as you want. The idea is what your brain frontal lobe is doing to what your amygdala is doing. When they both sync together on a point of contentment you do physical movement and you shift Focusing on amygdala and eyesight, visualization a different world and 3 objects, etc. This is a method of shifting to another place and what one person did. When those two thoughts are going and your content. Step an forward to go to another space of existence. To think of your world and 3 events related to it to you, and think of the idea you want the amygdala to do and when you feel contentment then step back one step, then your in your own world again. This can even get you into another's mind if they are near

Warnings

- When you do the self shift, communications can be disrupted a bit.
- When you do this idea as is listed and you feel a sense of loss then stop.
- When you overdo on the amygdala mysterious events can occur an like accidents because its an defunct deformed organ that can also control psi energy and the green Hera energy of the organ below the navel, these events can be misinterpreted into being caused of the surroundings, influence and excetra. As it is without prediction. Some of these events are;

- As its by use. Causing people nearly to sneeze and some to sprain their leg muscles.
- Some might say acid indigestion of the entire chest that can cause throw up.
- Ecclectical Electrical surges that are through the body an forcing the pinneal gland to be cut out.
- Some might say that lack of breathing, or unexplained weight gain that are the worst effects.
- Some say, teary eyes when doing it is the least result in effect of physical changes it does to the body.
- One other warning, if your using the amygdala, and eating then you won't realize that your eating it and you might not stop eating. I mean it, it probably won't occur to you why your gaining weight either.

Exceptions

By the way, clicking into the Amygdala is a sudden 'logical' manifest for the brain and a physical process of a movement of the uniting point of the body as the real activation is happening on the uniting point of a person's aura, which moves the uniting point, the uniting point being where the body, mind and spirit unite together in the aura. As to when is being moved by thoughts, the Amygdala receives commands from it. Also the Amygdala commands the uniting point to move. They're connected to each other and it's impossible to expect them to work solo. And it would be stupid to ask 'how an energy field commands an organ?', or on the contrast. Moving your uniting point takes allot of energy. So rest up and sometimes use the Summarization techniques to gain it, the change of or recharge of energy. Optional is charged water to gain what energy you use back.

Some more exceptions of what nots and fixes

If that you've been up to using the left amygdala since a year

to a half a year, you may constantly perceive different realms. When active in the left amygdala, you may perceive different realms every moment. This is quite dangerous for mental health too, not like schizophrenia or a mental disability, but you stop visualizing; you rather 'see' when left amygdala is totally activated. I don't know if danger is the word, but yes, uncontrolled power is not a power. This amygdala thing should be done carefully and balanced. The left amygdala is the converter of the information an receivings from the assemblage point to the human brain. and the right amygdala is converter of emotional and psychological things. balance is ==> pumping the blood equally. To activate them both equally, is the goal.

When you care so much about the left amygdala, try using the right one for a week. And this should be done: drawing a line over the known and unknown to get the balance. unknown is unknown, and we shouldn't care much about the unknown when we're up to the known, and the reverse. Drawing a line is literally distinguishing the 1st attention from 2nd and 2nd from the 1st. We can sometimes not magically do this for convince ourselves that 1st attention and 2nd attention are different.

It can be done to convince our brains; as we know, when we write something, we learn it more effectively. What you gotta do is make it concrete, not just explain a theory. Okay, let's put it this way then: we should know that the world of what we know is the world that we know, a world what we don't know is the world that we don't know. We shouldn't mix these worlds up; what we do in the world we know of, stays in the world we know of.. what we do in the world we don't know of, stays in the world we don't know of.

How to make a difference to show we recognize the difference.. we do it by our actions an thoughts. To make one active think of which side to tickle and tickle it if you see too much of one side. Otherwise, we become in between the two worlds: known - unknown. Both meaningly, both literally in between, I mean. An example from myself: I try to convince ourselves that 'known' and 'unknown' are different things. Some psychic abilities are things that should be used under control. Thats good, since 1 year, my left amygdala is active almost every moment of a day an I constantly see, an my right amygdala is not as active as the left one.

When you get into the super-consciousness, everything about the normal consciousness is reduced. You don't feel fear, you don't feel hungry, you don't feel love, etc. So that made me feel fear, happiness, anger etc too in super-consciousness and to some, that's what we don't want. Because, in the world of unknown, you shouldn't feel the emotions of the world we know of. Oh thats more sense, as when you feel the emotions of 1st

attention in 2nd, that makes you open for psychic attacks all the time.

Because inorganic beings -in every kind- like our emotions and else and that makes them get closer to us. Thats very true as we're 'open' to psychic attacks when we're up to emotions in the world of unknown. And that's the way of shielding our shining spheres from psychic attacks in the world of unknown. But if we still feel emotions in 2nd attention, we should keen on our right amygdalas for some time. As being with other people makes a shield for us from psychic attacks because when they don't know the 'unknown', this 'not-informed' mood shields us too.

Add to that, if you tickle the correct side of the brain while stating what is there, focuses ya amygdala, you can create an effect this way as your brain triggers the amygdala to simulate the superconciuous. Writing what happens is also stating it. I believe thats your drawing the line as well. The amygdala is not magic. It just sometimes pulls in the chakra energy to cause events. It's a natural organ. And people who can use both of their amygdalas, who don't feel the first attention in second and second attention in the first in the same moment, become genius.

Thats tickling both at once, while you state what you see an want. Try it sometime as what your trying to form is a superconciuous awareness thats w/o the emotion. The amygdala is a converter of receivings from two centers: we get the emotional receivings from our stomach, where our emotional brain is, and assemblage point of aura, where our psychic antenna is; it works totally as a cortex and totally natural. doing magic on it will sometimes break it because it's like a device.

Where some can cause events, by popping her frontal lobe and that's a chakra thing. Only to notice the effect of what things are as one wants it. Thats what I am talking about. Some cause the effect that they should or would want to see. an even if it isn't, it is to them after through perceptions. The amygdala is for perception, its what perception that they saw as there that is what they formed it as. Through chakra additions as they gather energy on crown chakras. Its only possible w/a usage of both sides of the amygdala at once. Or, its uncontrolled or it doesn't happen.

I noticed some don't actually draw from the crown chakra. Its like, only a few people who have very high iq and eq can use the both sides in the same time. The draw happens naturally with a frontal lobe popping. As they gather energy on the crown, the bodily energy which they manipulate from chakras or abuse from outside, and use it for purpose and yeah, i can read minds when my frontal lob pops up. So the popping of the frontal lobe is

naturally using chakra energy. As if we consider the energy of intent is from chakras. Things go well when we think of or say the after event and not the actual want without the means first. Things can go bad if you only say or think the want before the means.

**Written partially by
Libbyhawk**

Sources of:
Casa Umbrae as of Nov 24, 2007
and Godlike productions on Nov 24, 2007

MEDITATION MADE EASY

How to meditate

Meditation...to a lot of people sounds difficult but the secret is it's really easy AND IT CAN CHANGE YOUR LIFE.

Don't worry about any pre conceptions about needing to sit cross legged amid joystick smoke chanting some mysterious mantra; or trying to clear your mind when it's totally crammed with the thoughts and worries we all face day to day.

Most people in my classes start off telling me they can't meditate because their mind is too busy or they're too active to relax etc. Yet within 20 minutes they're there.

EVERYONE can meditate. Your body knows how to meditate; it's just about knowing some simple steps to access the meditative state. And it SO EASY !

What is meditation

To be in the meditative state means to be free of outside influences, thoughts fears and worries; to tuned in to ones own energies and the energies around. To be perfectly centered, balanced and at peace. Meditation is not a state of mind, it's a state of mind, body and soul in perfect harmony.

Modern life encourages us to separate thoughts from emotions and instinct from actions. It drives us to believe it's what we think that makes us who we are and rules our lives. Sometimes we even believe that our emotions are somehow wrong, or that we shouldn't think or feel a certain way. This is where stress, fear, worry and other negative energies creep in and gradually build up.

It's a state where the three spheres of human existence, mind body and soul work separately, we become 'scattered'. BUT; those three elements; mind body and soul are meant to work together and if we just give them a chance will come back into balance.

Remember a time when maybe you settled back and daydreamed on a warm beach or in front of a fire and felt at peace and at ease. This is the sort of feeling we get from being in meditation.

In order to start meditating;

1. Find a space where there are no distractions. Send the kids out, turn the TV off, whatever you need to do to create a quiet comfortable atmosphere.

Candles and incense help if you have them but if you haven't don't worry. Just make sure the lighting is not bright and then sit and get as comfortable as you can.

Always meditate in bare feet with your feet touching the ground.

2. Close your eyes and do nothing
Thoughts, ideas, worries will come and go. Let them
Don't feel you have to make any effort to clear your mind
because you don't; things will all happen naturally if you let go.

One way of letting go is to imagine sitting in busy traffic and all the other cars around each representing the daily challenges to be negotiated creating the daily pressures, worries and strains in your life.

Visualise pulling out of the traffic to the side of the road and sitting quietly watching the traffic go by without worrying you anymore, as you are now a detached observer and not amidst the hustle and bustle.

Slowly the traffic will subside.

3. Just continue to sit and do nothing

Slowly your thoughts, feelings and your physical body will align and your energies will come into balance. Don't worry about it happening it just will.

Enjoy the feeling of comfort; the lack of distraction. Sense how your heart feels, sense how your tummy feels (these are two of the main energy centers or 'chakras')

If they feel a little tense then visualize any stress just evaporating from them.

4. Allow your senses to wander and go wherever they like. Thoughts, ideas, feelings and sometimes even colors will flash past. Let them come and go and just be the detached observer.
5. Remember the last time you were sitting in the sun and how it felt with the sun on your body.

Visualise that white light all around you. Remember visualizations don't need to be convincing, it doesn't take a lot of effort, just imagine it.

Soak up that sunlight. Encourage the light to surround and fill your body.

6. Just sit and sink deeper into meditation, increasingly relaxing and attuning

Memorize the steps and try it. Don't be a slave to the detail just remember the basics.

Give it time and you will find very quickly you are able to relax into the meditative state more and more quickly.

SOME SPECIFIC MEDITATIONS – simple energy work

i. When someone has hurt you

Many spiritual advisors will tell you to send unconditional love to those who hurt you. This is very true as it negates negative karma and releases them and you from it.

However those who can love unconditionally without feeling loss, anger, resentment are few and far between ! We are all human.

So here's a meditation to help settle the negative karma and also help release loss, pain anger and resentment.

1. Go into meditation
2. Visualise the person who has caused the emotional pain you are feeling
3. Imagine saying to that person, you caused me pain and I forgive you but I still need to deal with the pain (anger or resentment etc)
4. Visualise a HUGE wall between you and that person, as high and as wide as you can 'see'
5. Visualise the pain and hurt they have caused you as objects on the ground in front of you. I usually see dark cloudy 'blobs' but however you want to see it is fine , or however it naturally appears to you.
6. Collect them all up and throw them over the wall.
At the same time say to the other person in your own words..."I forgive you but this pain (hurt anger etc) does not belong to me.

This method is surprisingly powerful and karmically 'cool' with the universe as you didn't cause the emotions you are feeling; so you release them and send them back to the source with love and forgiveness.

ii. To connect with someone to see how they feel about you

This is a simple yet powerful meditation

1. Go into meditation
2. Imagine yourself sat in a chair with another chair close opposite you
3. Visualise the person in question sitting in that chair with their eyes level to yours and look into their eyes.
4. Usually the look on their face, their general demeanor and any emotions you pick up will give you an indication how they are feeling about you.

iii. A daily protection ritual

Protection rituals are very important when we are psychically, emotionally or intuitively sensitive to other people's energy and we don't want to be effected by it.

For example, an angry boss, jealous co-workers or people who's energy 'drain' us.

1. Go into meditation
2. Bring down a white light from above your head, through the top of your head and down the center of your body
3. See the light exit deep into the ground through your feet
4. Feel the flow of energy gradually charge your energy and the beam of light broaden until it extends one foot all around you
5. See the light change to gold as it forms a sphere of protection around you

iii. To protect yourself from a specific persons energy

If someone's energy is disturbing you and you wish to protect yourself try the following;

1. Go into meditation
2. Visualise that person
3. Build a huge wall of pink quartz crystal between you
4. Imagine that wall growing wider and deeper until its so tall and wide you can't 'see' the edges.
5. Make the wall thicker and thicker
6. As it gets thicker visualize it pushing the other person back away from you

iv. To send healing, love and light to someone

1. Go into meditation
2. Visualise the person standing in front of you but not close, so you can their whole body and the space around them
3. Visualise a white light coming from above their heads and down through the center of their body and into the ground
4. As the light gets stronger see it grow wider and wider where it meets their body until it surrounds them in a glow
5. Let the white light turn blue, the healing color
6. Visualise their pain, aches, worries and any medical conditions soaking up the light and dissipating into nothing.

7. Finally let the light turn gold until it wraps then in a gold protective ball.
8. Say whatever words you feel you want to say to them

These are just a handful of the many meditations where we manipulate energy. They are very powerful, just try them and see.

For more meditation just email info@topukpsychic.com

© Steve Gunn March 2005

keen.com/uk+psychic