Item Group 1: One

Principle: In Numerology Zero is the number for Origins. In Numerology One is the number for Beginnings, the number of Start, of Light, of Substance, of Energy.

Principle: All words sort into one of the 10 categories. The 10 numbers. 0 to 9.

Principle: In Numerology, “Energy” is a category 1 word.

Principle: The Chi of a person is the sum total of their Properties.

Principle: Saying the Chi of a person, is the same as saying the Energy of a person.

Principle: All things that exist are Energy’s.

Principle: All things that exist have a Chi.

Principle: Saying the Chi of a person is like saying the Aura of a person.

Principle: All persons have many Auras.

Principle: All Chi has Auras.

Principle: We all sense Auras all the time.

Principle: Physical Items often have Visual Auras to experience. Being able to see them is sensing an Aura. Using sight.

Principle: There is a single Chi we call the Multiverse. Also known as Reality.

Principle: The Multiverse has an age. It is very young.

Principle: A person can sense part of a Chi. A person can also sense the sum total of a Chi.

Principle: A person can sense one property of a Chi.

Principle: A person can sense one enchant of a Chi.

Principle: A person can sense a bunch of the Enchantments of a Chi at once.

Principle: There is Chi within Chi. There is also using the word in a sum total way.

Principle: All things that exist are a Particle. All Chi’s are a Particle.

Principle: All dimensions are Particles.

Principle: All Particles are positive, negative, or neutral.

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Principle: Chi and Karma are the same thing, just a different word.

Principle: There are many words for Chi. Power works well as another word sometime.

Principle: There is a primordial word for each of the 10 core energys. 0 to 9.

Principle: On a positive scale, each core energy has a color.

Principle: 0 is transparent. +1 is white. +2 is blue. +3 is green. +4 is yellow. +5 is grey. +6 is purple. +7 is orange. +8 is red. +9 is black.

Principle: On a negative scale the colors are reversed.

Principle: 0 is transparent. -1 is black. -2 is red.

-3 is orange. -4 is purple. -5 is grey. -6 is yellow. -7 is green. -8 is blue. -9 is white.

Principle: The exact words of the 10 primordial energys is unknown.

Principle: Seems like the first primordial word might be energy.

Principle: Seems like the dot, or the circle might be the symbol for the word symbol/symbols.

Principle: The 1 primordial word might be “positive”. It might be energy.

Principle: The 2 primordial word is probably growth, or expansion, or something close to that.

Principle: The energys get more complex as we go.

Principle: The 3 primordial energy might be “law”.

Principle: The 4 primodial energy might have a huge connection to the word “solid”.

Principle: The 5 energy might have a huge connection to the word “balance”.

Principle: The 6 energy might be have a huge connection to the word “change”.

Principle: The 7 energy might be connected to the words “completion”, “solution”, “luck”, “whole”, and “holy”.

Principle: The 8 energy is likely the number for the word “infinity”. Also “awareness”, “consciousness” and “knowledge”.

Principle: The 9 energy is for sure the number of the word “end”.

Principle: The exact 10 primordial words are unknown.

Principle: All forms of energy sort into one of the 10 categories.

Principle: All words sort into one of the 10 categories.

//Directions

Principle: At first there were 2 particles. Then 4. At the 4 moment there is whats known as the 4 directions.

Principle: After the 4 directions moment, happens the 8 direction moment.

Principle: The 8 directions are represented by the numbers 2 through 9.

Principle: The first direction is the 2 direction.

Principle: The number 1 and the number zero are where directions come from.

Principle: The 2nd direction is the 3 direction.

Principle: The 3rd direction is the 4 direction.

Principle: The 4th direction is the 5 direction. On and on is the pattern of the 8 directions.

Principle: Colorology, Numerology, and Physics mix together.

Principle: The next layer is likely to be 16 directions, then 32, then 64, then 128, and so forth.

Principle: All energy’s sort into one of the 10 categories, they also all sort into a 0 to 99 set of categories. The 100 core energies.

Principle: There is also the 1000 core energys. 0 to 999.

Principle: There is also the 10000 core energys. 0 to 9999. On and on.

Principle: The smaller the number the more primordial the energy becomes.

Principle: The colors mostly or entirely have opposites.

 Black and White are opposites

 Red and Blue are opposites

 Orange and Green are opposites

 Purple and Yellow are opposites

Principle: Grey and Transparent may not have opposites. Or maybe they are opposites. Or maybe both black and white are opposites of grey. Grey and transparent always remind me of each other. Not sure about grey and transparent.

//Levels / Numerology

Principle: Levels is a major part of Numerology, and a major vocabulary word of Numerology.

Principle: In Numerology there are the 10 Levels. 0 to 9.

Principle: 0 is the Level a person has, when they have no skill in a thing.

Principle: 0 is a setting often found in the Multiverse.

Principle: The Levels 1, 2, and 3 are amateur skill.

Principle: The Level 4 is expert at a skill.

Principle: The Level 5 is master at a skill.

Principle: Level 6 to 9 are sage, or perhaps Doctor at a skill. This is the system so far in Wizardry.

Principle: In Numerology there are the 3 low numbers, the 3 medium numbers, and 3 high numbers.

Principle: 1,2,3 are the 3 low numbers. 4,5,6 are the medium numbers. 7,8,9 are the high numbers.

Principle: 1,2,3 are the beginner numbers. 4,5,6 are the Intermediate numbers. 7,8,9 are the advanced numbers.

Principle: There are many systems that match the low, medium, high understand.

Principle: There is beginning, middle, end, that matches with low, medium, high.

Principle: Learning Numerology should be mandatory if learning Wizardry.

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Principle: If you read Tome of The Yellow Wizard, then it is very likely you have at least a Level 2 Wizard Enchantment.

Principle: Once a person gets to Level 2 on an Enchantment, the Enchantment is likely to grow on its own.

Principle: Once you get Level 2 at something, keep doing it, and there’s a good chance you will get to Level 3, fast and easy.

Principle: Level 3 is always easy. Becoming an expert is a challenge a lot of the time.

//Mana Battery

Principle: We all have a Mana Battery.

Principle: The Mana Battery drains on most all Actions.

Principle: When a person moves around they drain mana. When a person breathes they drain mana. When a person uses their sight, it drains mana. Hearing drains mana.

Principle: All people have a Mana Battery above Level 0.0.

Principle: One of the quickest ways to develop higher levels of Mana Battery(and using it) is to do Body Exercise first place, Breathing Exercise second place, and Meditation Exercise third.

Principle: Wizardry Practice A and B are both also, huge ways to enhance Mana Powers.

Principle: Mana batteries drain, they also recharge.

Principle: Drain and Recharge are vocabulary words of Wizardry. In life you are almost always recharging, or draining batteries.

Principle: Humans are full of batteries. The mana battery is just one of many.

Principle: Everything is a Particle. Also everything is a Battery. Everything is an energy presence. A battery is an energy presence.

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Principle: In science there is the strong nuclear force, the weak nuclear force, electromagnetism and gravity. They are known as the 4 forces.

Principle: In Wizardry there is what’s known as the 4 processes. The addition process, the subtraction process, the multiplication process and the division process.

Principle: The 4 forces line up with the 4 processes. One of the 4 forces is the addition force, one is the subtraction force, one is the multiplication force and one is the division force.

Principle: The 4 directions also line up with these things. Gravity is one of the 4 forces, one of the 4 processes, and gravity is one of the 4 directions.

Principle: As for the 4 forces one is the positive force. One is the negative force. And the other 2 forces are neutral forces.

Principle: Gravity is either a positive, negative, or neutral force.

Principle: Maybe there is 2 positive forces, 1 neutral, 1 negative. Maybe its 2 negative, 1 positive, 1 neutral. Maybe its 2 negative, 2 positive. A few more patterns are possible.

Principle: Often we find systems with 10 categories. More often systems with 9 things. More often than that systems of 8 things. And more often than that systems of 4 things.

Principle: A large part of human existence is manipulation of energy.

Principle: One theory is that the current physics is you cannot create energy or destroy energy. It can only be manipulated.

Principle: All energies are a side of the Multiverse. The spells are to build better connections between ourselves and the sides.

Principle: All energies are a side of the Multiverse. The spells are to build better relationships between ourselves and the sides.

Principle: All actions in life are spells. Some more paranormal, more supernatural, more mystical.

Principle: All actions in life have a paranormal, supernatural, mystical side.

Principle: Ultimate spells are all about enchanting yourself. About building properties on yourself.

Principle: Ultimate spells are about manipulating energy to enchant yourself.

Principle: When you train or play chess you build chess enchantments.

Principle: The process of gaining enchantments is exactly like the process of gaining physical muscle. Most, or all of the time.

Principle: In physical exercise, the muscle can tear. A new strand of muscle will grow over the tear. This can turn into more muscle.

Principle: When you drain batteries you can sometimes make them tear.

Principle: When you drain batteries you sometimes can build on your enchantments.

Principle: Drain is often Train. Train is often drain.

Principle: Drain is also used to enhance in the moment performance.

Principle: Often it takes energy to recharge energy.

Principle: Often you have to drain a battery to recharge a battery.

Principle: Drain and recharge are main words of sorcery. Sorcery is a area of Wizardry.

Information: The agenda of this article has been to cover the main word “energy” as a word in Wizardry. To cover the major/general energy details. The agenda of the article has been to be part of a book someday.

//7-29-2022

Principle: One major aspect of energy is the zoom level.

Principle: One major aspect of energy is the 3 views. 3 general views.

Principle: The big picture is the zoomed out level. The zoomed out view.

Principle: The zoomed in picture is the small picture. The small view. Known in physics as the quantum scale.

Principle: The 3rd view is the in between big and small.

Principle: The big picture view is the positive view. The small picture the negative view. The in between view is the neutral view.

Principle: Often there is thought in physics to be quantum mechanics and general relativity. Quantum mechanics is the small physics, the negative physics. Relativity is the big picture physics, the positive physics.

Principle: It seems likely that there is 1 area more in physics. The neutral physics. Or 2 more areas, that would align with the 4 forces(if there were 2 more areas).

Principle: There may be 4 general view areas.

Principle: The way things work it is possible to say that zoomed out you have 3 general view areas. Zoom in a little and suddenly you have 4 areas.

Principle: The zoomed out view is easy to predict and more simple.

Principle: The zoomed in view is more and more complex and chaotic as you zoom in. It becomes less and less predictable.

Principle: As with there being an infinite amount of numbers. There are a infinite number of zoom levels.

Principle: There are an infinite amount of numbers between 0 and 1. Also 1 and 2. Same with all numbers.

Principle: It is notable that there are such things as “energy bytes”. They are a combination of 2 “energy bits”.

Principle: There is a name for a 2 “energy bytes”…. It is unknown.

Principle: The multiverse is a network of energy byte particles.