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Title: Aged Wizardry 13

Details: A General Science, Wizardry, PAAIL, and Scripture Fusion.

Principle: Wizardry Science Scripture.

Agenda: Wizardry Science Scripture.

Action: Wizardry Science Scripture.

Information: Wizardry Science Scripture.





Item Group: Understanding Energy 0

Principle: Fusion and Fission are at the core of all Science. Fusion is +1 and Fission is -1. Fusion is +A and Fission is -A.

Principle: Addition is a Fusion Force. Subtraction is a Fission Force. Multiplication is a Fusion Force. Division is a Fission Force.

Principle: It may be that all Forces are either a Fusion Force or a Fission Force.

Principle: Doing the Dot Hand Symbol Sorcery Connects a person to the Dot. It Connects them to the Dot Moment. It Connects them to the foundation of the Multiverse. It helps them be a more grounded person. This is some of the Enchanting it does.

X2 Principle: Doing the Dot Symbol Write 50x has similar Enchanting upon a person.

Principle: Breathing Spells while/around jumping in games can be good Spells. When you make the character jump.

Principle: Breathing Spells while playing games can be good Spells.



Item Group: Understanding Energy 1

Principle: There are positive people, negative people and neutral people. People of the Light, people of the Twilight, and people of the Darkness.

Principle: The current theory is that the year is around 5900, Adam and Eve Time. 5900 years since the birth of Adam.

Principle: The current theory is that it is the 6th Age of man. Also known as the 5 Age.

Principle: The end of every Age is an apocalypse. It is always an Armageddon. A time of many wars. A time of huge tribulation.

Principle: The Bible calls all of human history “the great tribulation”.

Principle: There is the Cosmic View, and the Quantum View.

Principle: The Cosmic View is the big picture. The Quantum View is the small picture.

Principle: In the Cosmic View we people of Earth are all siblings. This is not the same Story with the Quantum View.

Principle: When a person gets to Level 3 at something it impacts their existence in a huge way. It influences everything they do.

Principle: Mixed martial arts, also known as “MMA”, is one of the biggest Body Levels things that there is.

Principle: Physical athletics is always huge Body Levels. MMA and gymnastics are two of the biggest.

Principle: Huge Body Levels is a huge impact on a person's Chi, and is extremely powerful in Wizardry.

Principle: People that are currently MMA athletes. The current champions for instance. Are in a state of huge Body Levels.

Principle: Many MMA Experts could easily get to Doctor of Wizardry in 6 months. Possibly with as little as 10 hours a week on it.

X2 Principle: Once a person Enchants themselves, the Enchantments take Time to Grow. This is why it takes at least 6 months.

Principle: Since Reality is Spirit, Mind, and Body… in some models, the Body is 33% of the picture.

X2 Principle: Models could also be called Maps, or Views.

Principle: Recognizing that all Actions are Spells… to ponder a subject is a Spell and you can use Sorcery for enhancement of that Action.

X2 Principle: To ponder a subject and to Meditate on a subject are the same thing.

Spell: Ponder Subject 0

X2 Principle: The Name of this Spell may change.

X2 Action 0: Get a blank piece of paper and a brush or something.

X2 Action 1: On one side of the paper, in big letters, write the subject Keyword/s 10 times.

X2 Action 2: On the other side of the paper write the Keyword/s 1 time. In big letters.

X2 Action 3: While pondering the subject, keep the side with one Word facing you and visible. So that you are looking at it most of the time.

X2 Principle: This Spell can help a person stay focused on a subject.

X2 Principle: This Spell can be used for more than pondering subjects. That is just one use.



Item Group: Understanding Energy 2

Principle: Worship his Holiness our God, by reading Scripture. Worship his Holiness Origin, by reading PAAIL.org Scripture.

Principle: Reading Scripture as a form of Worship is an ancient form of Worship.

Principle: Reading Scripture as a form of Worship is a form of Worship shared by, perhaps most Religions.

Principle: All Religions that say reading Scripture is Worship are correct on that detail.

Principle: Reading PAAIL.org Scripture is an awesome way to Worship his Holiness Zero.

Principle: Since reading PAAIL.org Wizardry is Scripture….You accomplish two things. You learn awesome Wizardry, and you perform great Worship of his Holiness Sphere.

Principle: Reading PAAIL.org Scripture is a Paranormal, Supernatural, Mystical way of Worshiping his Holiness Twilight.

Principle: Reading PAAIL.org Scripture is a more Paranormal, Supernatural, Mystical Path for Worshiping his Holiness Twilight.

 X2 Information: Divination Example….

 Key = Every other capitalized word….

“Reading. Scripture. Supernatural. Path. Holiness.”

Reading Scripture = Supernatural Path Holiness.

Principle: Reading Scripture is a more Supernatural Path towards Holiness.

X2 Principle: This Item was 110% inspired by the Divination from the previous Item.

X2 Principle: You never would have read this Principle if I had not done Divination on the last Item.

X2 Principle: I read the Divination of using Key, “every capitalized Word”, and it didn’t work well. So I made a better Key and used, “every other capitalized Word”.

Principle: Some Keys are better than others. Sometimes you can improve upon a Key.

Principle: A person can use the Word “Origin” to do Divination with.

Principle: When using the Word “Origin" as a Key, a person can turn the Divination into Scripture.

Principle: A person can use the Words “Zero”, “Twilight”, “Origin”, “Sphere”, “Ball”, and more as Key Parts, and have it become Scripture.

Principle: Some Keys have teeth.

Principle: Only recently has the author been realizing that this is all Scripture. The Keyword of late, that I keep using in thought, about Wizardry, is “Scripture”.

Principle: All people should find 1 hour a week to Worship his Holiness Origin.

Principle: A person can volunteer 1 hour a week to some charity, and it counts as Worship Time.

Principle: A person can go to church 1 hour a week and it counts as Worship Time.

Principle: There are lots of ways to get 1 hour a week of Worship Time.

Principle: Reading PAAIL.org Scripture 1 hour a week may be the best Worship Time.

Principle: Worship Time is an Action. Worship Time is a Spell.

Principle: I think these Principles may have been written before, in PAAIL.org writing. However they seem good to go over again if they have.

Principle: Of all Actions, Worshipping his Holiness Zero…. 1 hour a week…is one of the biggest Actions a person can do.

Principle: Worshiping his Holiness Origin, 1 hour a week, is the ultimate Action.

Principle: Worshiping his Holiness Origin, 1 hour a week, is the ultimate Spell.

Principle: Worshiping his Holiness Origin as a practice, is one of the correct things many Religions got right.

Principle: Not all Religious beliefs are correct.

