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Chakra System

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| * **Body**   + Strength (M) - Pelvis - Earth - Brown   + Agility (F) - Stomach - Water - Blue   + Dexterity (MF) - Hands - Illusion - Swirling Colors   + Stamina (M) - Solar Plexus - Fire - Red   + Vitality (F) - Heart - Life - Pink * **Mind**   + Willpower (M) - Throat - Air - Green   + Mind (M) - Forehead - Mind - Golden Yellow * **Spirit**   + Perception (F) - Eyes - Light - White   + Spirit (F) - Above Head - Darkness - Black |

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| Title | Level | Skills |
| Freshman | 1 – 19 | * Learns basic skills |
| Sophomore | 20 - 29 | * Gets second form * Masters basic spells in one of the four elemental powers |
| Rookie | 30 – 39 | * Learns how to use all four base elements * Learns how to teleport items openly and at a distance. |
| Journeyman | 40 – 49 | * Can combine elements * Has natural ability to resist disease |
| Junior Wizard | 50 – 59 | * Learns to use Light and Darkness * Can teleport * Can enter the Sea of Chaos * Aging slows and our life-span doubles to 200 |
| Senior Wizard | 60 – 79 | * Learn to use void magic. * Life span increases to 1000 |
| Master Wizard | 70 – 79 | * Masters all 4 basic elements and has a firm foundation on Light and Darkness. * Aging stops and we gain eternal youth and vitality |
| Grandmaster | 80 – 89 | * Can bind other people’s second forms * Can alter reality for small groups of people. * Complete control of one’s biology. |
| Exalted Grandmaster | 90 - 98 | * Masters all 7 elements. |
| Supreme Master | 99 | * Highest level a human sorcerer may achieve |
| Ascended Master | 100+ | * Enter a world beyond human understanding |