Tempest – Lore of Elements

## Abstract

Use different personality traits as a system to categorize your elements. 14 in total. I guess, a person can have 3 - 5 important elements or something.

## Mechanics

The **14 elements** are the basis of everything in the Time Tempest. Every being or object is attuned to at least one (dominant) element and zero or more subsidiary element(s). Every element also has a complementary element. If you are attuned to one element, you cannot become attuned to its complementary element, therefore a maximum of 7 elements will be available to any player.

The level of **attunement** for any element is measured in points, with a total of **210 points**. Attunement will enable you to go deeper into the trees of an element, and will have to be earned through practice / effort – but can be consciously changed over the course of time. Attunement roughly corresponds to player level times 2 – a player level 100 should have the maximum attunement level (attunement is not determined, but capped by player level).

In addition to attunement, you can have an **affinity** for certain elements, providing you with bonuses when you use them, or making you able to become more attuned to an element. Unlike attunement, affinity cannot be earned by just investing time and resources – *affinity is determined by the actions a player makes*. Therefore, your affinity evolves over play. Affinity can be between 0 and 100%, evenly split between an element and its complementary element. However, staying neutral also has (social and mechanical) advantages over choosing sides – making all play styles possible. Neutrals don’t burn bridges, but may not be able to enter certain societies. Other societies might welcome or prefer neutrals (ex. Bankers, merchants), and neutrals will have an easier time avoiding or stopping conflicts.

Every element has 3 skill trees with 7 tiers of skills, divided into defensive, offensive and supportive categories. On every tier, one of these skills can be chosen, if attunement and other requirements are met – but reskilling is certainly possible (though a lore-consistent way of explaining this has yet to be found). One point in attunement is one point that can be invested in an element – since multiple (max. 7) attunement points can be invested into any skill.

There are **active**, **passive**, and **sustained** skills. Oh, and **triggered** skills?

Skills all have a cooldown (most often, the cooldown is just 1 though).

Skills cost resources.

On the 7th level, the three skills are all huge cooldowns with truly awesome effects – and therefore active skills.

## Memorandum

Of course, there are also vices to be considered, so let’s add the deadly sin to elements as well. In the Book of Proverbs 6:16-19, among the verses traditionally associated with King Solomon, it states that the Lord specifically regards "six things the Lord hateth, and seven that are an abomination unto Him"

# The Elements

# 影 Opacum [ Element of Shadow]

## Flavour Deepest Darkness

“The Thing cannot be described – there is no language for such abysms of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled.” HP Lovecraft. The Call of Cthulhu.

The shadows lie in waiting, just a single step beyond your sanity, waiting to consume your darkest dreams and bring forth unspeakable nightmares tearing through the very fabric of your imagination.

Complementary Element: [気 Vacos](http://www.chaos7.org/vanilla/discussion/comment/9#Comment_9)

## Vice: Sloth

When all the times end, the shadows will consume all the seen and unseen worlds. With this knowledge, the shadows remain passive, waiting their eternities, without desiring to use their powers in the world of Tempest.

## Trait: Wisdom, Humanity, Temperance

**Wisdom and Knowledge** – Cognitive strengths that entail the acquisition and use of knowledge

Creativity [originality, ingenuity]: Thinking of novel and productive ways to conceptualize and do things; includes artistic achievement but is not limited to it

Curiosity [interest, novelty-seeking, openness to experience]: Taking an interest in ongoing experience for its own sake; finding subjects and topics fascinating; exploring and discovering

Judgment [critical thinking]: Thinking things through and examining them from all sides; not jumping to conclusions; being able to change one's mind in light of evidence; weighing all evidence fairly

Love of Learning: Mastering new skills, topics, and bodies of knowledge, whether on one's own or formally; obviously related to the strength of curiosity but goes beyond it to describe the tendency to add systematically to what one knows

Perspective [wisdom]: Being able to provide wise counsel to others; having ways of looking at the world that make sense to oneself and to other people

**Humanity** - Interpersonal strengths that involve tending and befriending others

Love: Valuing close relations with others, in particular those in which sharing and caring are reciprocated; being close to people

Kindness [generosity, nurturance, care, compassion, altruistic love, "niceness"]: Doing favors and good deeds for others; helping them; taking care of them

Social Intelligence [emotional intelligence, personal intelligence]: Being aware of the motives and feelings of other people and oneself; knowing what to do to fit into different social situations; knowing what makes other people tick

**Temperance** – Strengths that protect against excess

Forgiveness: Forgiving those who have done wrong; accepting the shortcomings of others; giving people a second chance; not being vengeful

Humility: Letting one's accomplishments speak for themselves; not regarding oneself as more special than one is

Prudence: Being careful about one's choices; not taking undue risks; not saying or doing things that might later be regretted

Self-Regulation [self-control]: Regulating what one feels and does; being disciplined; controlling one's appetites and emotions

## Type: Visionary / Idealist

Creative, resourceful, and intellectually quick. Good at a broad range of things. Enjoy debating issues, and may be into "one-up-manship". They get very excited about new ideas and projects, but may neglect the more routine aspects of life. Generally outspoken and assertive. They enjoy people and are stimulating company. Excellent ability to understand concepts and apply logic to find solutions.

Quiet, reflective, and idealistic. Interested in serving humanity. Well-developed value system, which they strive to live in accordance with. Extremely loyal. Adaptable and laid-back unless a strongly-held value is threatened. Usually talented writers. Mentally quick, and able to see possibilities. Interested in understanding and helping people.

## Personality: Abstractedness, Privateness

Abstract, imaginative, absent minded, impractical, absorbed in ideas

NOT: Grounded, practical, prosaic, solution oriented, steady, conventional

Private, discreet, nondisclosing, shrewd, polished, worldly, astute, diplomatic

NOT: Forthright, genuine, artless, open, guileless, naive, unpretentious, involved

## Colour: Black

## Mechanics

Great Power, at the cost of your own sanity. Using these abilities will reduce your sanity, leading to debuffs and removing colour and light from the game interface. Sanity can be recovered through skills or through time. A player has to balance loss of sanity against using these abilities. Negative Sanity is insanity, and it’s really bad ;-)

No AoE!

Cursed, Darkness, Dark Sustenance, Endless Hunt, Fears, Force of Will, Gestures, Gloom, Predator, Punishments, Rampage, Shadows, Slaughter, Strife

Absorption, Distortion, Discharge, Dream Forge, Dream Smith, Nightmare, Thought-Forms, Slumber, Focus, Feedback, Dreaming

Extra-dimensional Nightmares!

Eldritch Ephialtes

Anathema, Abomination.

## Abilities

### Corruption (Offensive)

#### Tier 1: Shadowflame

DoT, consumes magical buffs per tick, increased dmg if buff exist.

#### Tier 2:

#### Tier 7: Eldrich Ephialtes

Summons the target’s darkest nightmare – a perverted copy of itself from their dreams. If asleep, double the copies. Will wake target. Per tier, more copies / stronger copies are summoned.

### Abyss (Supportive)

#### Tier 1: Knowledge of the Depths

Sanity Mechanics explained. The more attunement to Opacum, the more insanity possible, but also automatic sanity reduction.

#### Tier 2:

#### Tier 7: Avatar of the Abyss

Casting away your sanity, you yourself become an avatar of the abyss.

Not Unlearnable / unskillable: Once unlocked, at least 1 attunement point will have to remain spent here.

### Dark Dreams (Defensive)

#### Tier 1: Sleep / Dreams

#### Tier 2:

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| From [Time Tempest](https://picasaweb.google.com/akekahn/TimeTempest?feat=embedwebsite) |

# 気 Vacos [ Element of Void ]

From the void, everything comes,

Into the void, everything goes.

The void equalizes everything in consuming all that is.

Complementary Element: [影 Opacum](http://www.chaos7.org/vanilla/discussion/comment/8#Comment_8)

## Vice: Wrath

## Trait: Courage, Justice, Transcendence

**Courage** – Emotional strengths that involve the exercise of will to accomplish goals in the face of opposition, external or internal

Bravery [valor]: Not shrinking from threat, challenge, difficulty, or pain; speaking up for what is right even if there is opposition; acting on convictions even if unpopular; includes physical bravery but is not limited to it

Perseverance [persistence, industriousness]: Finishing what one starts; persisting in a course of action in spite of obstacles; “getting it out the door”; taking pleasure in completing tasks

Honesty [authenticity, integrity]: Speaking the truth but more broadly presenting oneself in a genuine way and acting in a sincere way; being without pretense; taking responsibility for one's feelings and actions

Zest [vitality, enthusiasm, vigor, energy]: Approaching life with excitement and energy; not doing things halfway or halfheartedly; living life as an adventure; feeling alive and activated

**Justice** - Civic strengths that underlie healthy community life

Teamwork [citizenship, social responsibility, loyalty]: Working well as a member of a group or team; being loyal to the group; doing one's share

Fairness: Treating all people the same according to notions of fairness and justice; not letting personal feelings bias decisions about others; giving everyone a fair chance.

Leadership: Encouraging a group of which one is a member to get things done, and at the same time maintaining good relations within the group; organizing group activities and seeing that they happen.

**Transcendence** - Strengths that forge connections to the larger universe and provide meaning

Appreciation of Beauty and Excellence [awe,wonder, elevation]: Noticing and appreciating beauty, excellence, and/or skilled performance in various domains of life, from nature to art to mathematics to science to everyday experience

Gratitude: Being aware of and thankful for the good things that happen; taking time to express thanks

Hope [optimism, future-mindedness, future orientation]: Expecting the best in the future and working to achieve it; believing that a good future is something that can be brought about

Humor [playfulness]: Liking to laugh and tease; bringing smiles to other people; seeing the light side; making (not necessarily telling) jokes

Spirituality [faith, purpose]: Having coherent beliefs about the higher purpose and meaning of the universe; knowing where one fits within the larger scheme; having beliefs about the meaning of life that shape conduct and provide comfort

## Type: Idealist / Visionary

Quiet, reflective, and idealistic. Interested in serving humanity. Well-developed value system, which they strive to live in accordance with. Extremely loyal. Adaptable and laid-back unless a strongly-held value is threatened. Usually talented writers. Mentally quick, and able to see possibilities. Interested in understanding and helping people.

Creative, resourceful, and intellectually quick. Good at a broad range of things. Enjoy debating issues, and may be into "one-up-manship". They get very excited about new ideas and projects, but may neglect the more routine aspects of life. Generally outspoken and assertive. They enjoy people and are stimulating company. Excellent ability to understand concepts and apply logic to find solutions.

## Personality: Open to Change, Perfectionism

Open to change, experimental, liberal, analytical, critical, free thinking, flexibility

NOT: Traditional, attached to familiar, conservative, respecting traditional ideas

Perfectionistic, organized, compulsive, self-disciplined, socially precise, exacting will power, control, self-sentimental

NOT: Tolerates disorder, unexacting, flexible, undisciplined, lax, self-conflict, impulsive, careless of social rules, uncontrolled

## Colour: White

## Mechanics

Vacuum, immunity to damage.

Consume everything. Lots of AoE.

## Abilities

### Devour (Offensive)

### Negation (Supportive)

### Celestial (Defensive)

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| From [Time Tempest](https://picasaweb.google.com/akekahn/TimeTempest?feat=embedwebsite) |

# 水 Aqua [ Element of Water ]

## Flavour: Winter / Flood / Natural Disasters

Complementary Element: [火 Ignes](http://www.chaos7.org/vanilla/discussion/comment/20#Comment_20)

## Vice: Pride

## Trait: Wisdom

**Wisdom and Knowledge** – Cognitive strengths that entail the acquisition and use of knowledge

Creativity [originality, ingenuity]: Thinking of novel and productive ways to conceptualize and do things; includes artistic achievement but is not limited to it

Curiosity [interest, novelty-seeking, openness to experience]: Taking an interest in ongoing experience for its own sake; finding subjects and topics fascinating; exploring and discovering

Judgment [critical thinking]: Thinking things through and examining them from all sides; not jumping to conclusions; being able to change one's mind in light of evidence; weighing all evidence fairly

Love of Learning: Mastering new skills, topics, and bodies of knowledge, whether on one's own or formally; obviously related to the strength of curiosity but goes beyond it to describe the tendency to add systematically to what one knows

Perspective [wisdom]: Being able to provide wise counsel to others; having ways of looking at the world that make sense to oneself and to other people

## Type: Scientist

Independent, original, analytical, and determined. Have an exceptional ability to turn theories into solid plans of action. Highly value knowledge, competence, and structure. Driven to derive meaning from their visions. Long-range thinkers. Have very high standards for their performance, and the performance of others. Natural leaders, but will follow if they trust existing leaders.

## Personality: Apprehension

Apprehensive, self-doubting, worried, guilt prone, insecure, worrying, self-blaming

NOT: Self-Assured, unworried, complacent, secure, free of guilt, confident, self-satisfied

## Colour: Deep Blue

## Mechanics: Wetness / Weather Change

And, Unlife!

## Abilities

### Glacial (Offensive)

### Meteorological (Supportive)

### Flow (Defensive)

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# 混 Chaos [ Element of Mayhem]

Complementary Element: [平 Equilibrium](http://www.chaos7.org/vanilla/discussion/comment/16#Comment_16)

## Vice: Gluttony

## Trait: Temperance

**Temperance** – Strengths that protect against excess

Forgiveness: Forgiving those who have done wrong; accepting the shortcomings of others; giving people a second chance; not being vengeful

Humility: Letting one's accomplishments speak for themselves; not regarding oneself as more special than one is

Prudence: Being careful about one's choices; not taking undue risks; not saying or doing things that might later be regretted

Self-Regulation [self-control]: Regulating what one feels and does; being disciplined; controlling one's appetites and emotions

## Type: Giver

Popular and sensitive, with outstanding people skills. Externally focused, with real concern for how others think and feel. Usually dislike being alone. They see everything from the human angle, and dislike impersonal analysis. Very effective at managing people issues, and leading group discussions. Interested in serving others, and probably place the needs of others over their own needs.

## Personality: Tension

Tense, high energy, impatient, driven, frustrated, over wrought, time driven.

NOT: Relaxed, placid, tranquil, torpid, patient, composed low drive

## Colour: Yellow

## Mechanics

A lot of Randomness =)

## Abilities

### (Offensive)

### (Supportive)

### (Defensive)

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# 幾 Aeternus [ Element of Eternity ] [Kanji Changed]

Complementary Element: [期 Tempus](http://www.chaos7.org/vanilla/discussion/comment/17#Comment_17)

## Vice: Greed

## Trait: Courage

**Courage** – Emotional strengths that involve the exercise of will to accomplish goals in the face of opposition, external or internal

Bravery [valor]: Not shrinking from threat, challenge, difficulty, or pain; speaking up for what is right even if there is opposition; acting on convictions even if unpopular; includes physical bravery but is not limited to it

Perseverance [persistence, industriousness]: Finishing what one starts; persisting in a course of action in spite of obstacles; “getting it out the door”; taking pleasure in completing tasks

Honesty [authenticity, integrity]: Speaking the truth but more broadly presenting oneself in a genuine way and acting in a sincere way; being without pretense; taking responsibility for one's feelings and actions

Zest [vitality, enthusiasm, vigor, energy]: Approaching life with excitement and energy; not doing things halfway or halfheartedly; living life as an adventure; feeling alive and activated

## Type: Executive / Inspirer

Assertive and outspoken - they are driven to lead. Excellent ability to understand difficult organizational problems and create solid solutions. Intelligent and well-informed, they usually excel at public speaking. They value knowledge and competence, and usually have little patience with inefficiency or disorganization.

Enthusiastic, idealistic, and creative. Able to do almost anything that interests them. Great people skills. Need to live life in accordance with their inner values. Excited by new ideas, but bored with details. Open-minded and flexible, with a broad range of interests and abilities.

## Personality: Vigilance

Vigilant, suspicious, skeptical, distrustful, oppositional

NOT: Trusting, unsuspecting, accepting, unconditional, easy

## Colour: Green-Yellow (Olive)

## Abilities

### Thaumaturgy (Offensive)

### (Supportive)

### (Defensive)

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# 人 Gaia [ Element of Life ]

Complementary Element: [機 Machina](http://www.chaos7.org/vanilla/discussion/comment/18#Comment_18)

## Vice: Gluttony

## Trait: Transcendence

**Transcendence** - Strengths that forge connections to the larger universe and provide meaning

Appreciation of Beauty and Excellence [awe,wonder, elevation]: Noticing and appreciating beauty, excellence, and/or skilled performance in various domains of life, from nature to art to mathematics to science to everyday experience

Gratitude: Being aware of and thankful for the good things that happen; taking time to express thanks

Hope [optimism, future-mindedness, future orientation]: Expecting the best in the future and working to achieve it; believing that a good future is something that can be brought about

Humor [playfulness]: Liking to laugh and tease; bringing smiles to other people; seeing the light side; making (not necessarily telling) jokes

Spirituality [faith, purpose]: Having coherent beliefs about the higher purpose and meaning of the universe; knowing where one fits within the larger scheme; having beliefs about the meaning of life that shape conduct and provide comfort

## Type: Nurturer

Quiet, kind, and conscientious. Can be depended on to follow through. Usually puts the needs of others above their own needs. Stable and practical, they value security and traditions. Well-developed sense of space and function. Rich inner world of observations about people. Extremely perceptive of other's feelings. Interested in serving others.

## Personality: Warmth

Warm, outgoing, attentive to others, kindly, easy-going, participating, likes people

NOT: Impersonal, distant, cool, reserved, detached, formal, aloof

## Colour: Green

## Mechanics

Call of the Wild, Earthen Power, Fungus, Harmony, Moss, Mucus, Ooze, Slime,

Growth, Regeneration, Shrooms.

## Abilities

### Rancour (Offensive)

### Fungus (Supportive)

### Harmony (Defensive)

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# 神 Deus [ Element of the Divine ]

## Flavour

## Associations

Light.

Complementary Element: [悪 Diablo](http://www.chaos7.org/vanilla/discussion/comment/19#Comment_19)

## Vice: Pride

## Trait: Justice

**Justice** - Civic strengths that underlie healthy community life

Teamwork [citizenship, social responsibility, loyalty]: Working well as a member of a group or team; being loyal to the group; doing one's share

Fairness: Treating all people the same according to notions of fairness and justice; not letting personal feelings bias decisions about others; giving everyone a fair chance.

Leadership: Encouraging a group of which one is a member to get things done, and at the same time maintaining good relations within the group; organizing group activities and seeing that they happen.

## Type: Duty Fulfiller

Serious and quiet, interested in security and peaceful living. Extremely thorough, responsible, and dependable. Well-developed powers of concentration. Usually interested in supporting and promoting traditions and establishments. Well-organized and hard working, they work steadily towards identified goals. They can usually accomplish any task once they have set their mind to it.

## Personality: Lawfulness

Rule-conscious, dutiful, conscientious, conforming, moralistic, staid, rule bound

NOT: Expedient, nonconforming, disregards rules, self-indulgent

## Colour: Bright Blue

## Mechanics: Chants,

Chants. Crusades, Circles, Glyphs, Hymns

## Abilities

### Crusade (Offensive)

### Prayers (Supportive)

### Revelations (Defensive)

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# 空 Aura [ Element of Air]

Complementary Element: [世 Terra](http://www.chaos7.org/vanilla/discussion/comment/21#Comment_21)

## Vice: Lust

## Trait: Courage

**Courage** – Emotional strengths that involve the exercise of will to accomplish goals in the face of opposition, external or internal

Bravery [valor]: Not shrinking from threat, challenge, difficulty, or pain; speaking up for what is right even if there is opposition; acting on convictions even if unpopular; includes physical bravery but is not limited to it

Perseverance [persistence, industriousness]: Finishing what one starts; persisting in a course of action in spite of obstacles; “getting it out the door”; taking pleasure in completing tasks

Honesty [authenticity, integrity]: Speaking the truth but more broadly presenting oneself in a genuine way and acting in a sincere way; being without pretense; taking responsibility for one's feelings and actions

Zest [vitality, enthusiasm, vigor, energy]: Approaching life with excitement and energy; not doing things halfway or halfheartedly; living life as an adventure; feeling alive and activated

## Type: Caregiver

Warm-hearted, popular, and conscientious. Tend to put the needs of others over their own needs. Feel strong sense of responsibility and duty. Value traditions and security. Interested in serving others. Need positive reinforcement to feel good about themselves. Well-developed sense of space and function.

## Personality: Liveliness

Lively, animated, spontaneous, enthusiastic, happy go lucky, cheerful, expressive, impulsive

NOT: Serious, restrained, prudent, taciturn, introspective, silent

## Colour: Violet

## Abilities

### (Offensive)

### (Supportive)

### (Defensive)

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# 平 Equilibrium [ Element of Order ]

Complementary Element: [混 Chaos](http://www.chaos7.org/vanilla/discussion/comment/10#Comment_10)

## Vice: Sloth

## Trait: Transcendence

**Transcendence** - Strengths that forge connections to the larger universe and provide meaning

Appreciation of Beauty and Excellence [awe,wonder, elevation]: Noticing and appreciating beauty, excellence, and/or skilled performance in various domains of life, from nature to art to mathematics to science to everyday experience

Gratitude: Being aware of and thankful for the good things that happen; taking time to express thanks

Hope [optimism, future-mindedness, future orientation]: Expecting the best in the future and working to achieve it; believing that a good future is something that can be brought about

Humor [playfulness]: Liking to laugh and tease; bringing smiles to other people; seeing the light side; making (not necessarily telling) jokes

Spirituality [faith, purpose]: Having coherent beliefs about the higher purpose and meaning of the universe; knowing where one fits within the larger scheme; having beliefs about the meaning of life that shape conduct and provide comfort

## Type: Guardian / Protector

Practical, traditional, and organized. Likely to be athletic. Not interested in theory or abstraction unless they see the practical application. Have clear visions of the way things should be. Loyal and hard-working. Like to be in charge. Exceptionally capable in organizing and running activities. "Good citizens" who value security and peaceful living.

Quietly forceful, original, and sensitive. Tend to stick to things until they are done. Extremely intuitive about people, and concerned for their feelings. Well-developed value systems which they strictly adhere to. Well-respected for their perserverence in doing the right thing. Likely to be individualistic, rather than leading or following.

## Personality: Sensitivity

Sensitive, aesthetic, sentimental, tender minded, intuitive, refined

NOT: Utilitarian, objective, unsentimental, tough minded, self-reliant, no-nonsense, rough

## Colour: Pink

## Mechanics

Anti-Magic

## Abilities

### Resonance (Offensive)

### Anti-Magic (Supportive)

### Potential (Defensive)

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# 期 Tempus [ Element of Time ]

Complementary Element: [幾 Aeternus](http://www.chaos7.org/vanilla/discussion/comment/11#Comment_11)

## Vice: Lust

## Trait: Temperance

**Temperance** – Strengths that protect against excess

Forgiveness: Forgiving those who have done wrong; accepting the shortcomings of others; giving people a second chance; not being vengeful

Humility: Letting one's accomplishments speak for themselves; not regarding oneself as more special than one is

Prudence: Being careful about one's choices; not taking undue risks; not saying or doing things that might later be regretted

Self-Regulation [self-control]: Regulating what one feels and does; being disciplined; controlling one's appetites and emotions

## Type: Thinker

Logical, original, creative thinkers. Can become very excited about theories and ideas. Exceptionally capable and driven to turn theories into clear understandings. Highly value knowledge, competence and logic. Quiet and reserved, hard to get to know well. Individualistic, having no interest in leading or following others.

## Personality: Reasoning

Abstract-thinking, more intelligent, bright, higher general mental capacity, fast learner

NOT: Concrete thinking, lower general mental capacity, less intelligent, unable to handle abstract problems

## Colour: Purple

## Mechanics

Chronomancy, Age Manipulation, Paradox, Spacetime Folding / Weaving, Speed Control, Temporal Combat, Timeline Threading, Timetravel

Extra-dimensional monsters (living in the temporal dimension)

## Abilities

### Chronometry (Offensive)

### Chronology (Supportive)

### Chronomancy (Defensive)

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# 機 Machina [ Element of Machines ]

## Flavour

## Associations

Tesla: Electricity / Lightning, as this is what powers machines. And Steampunk, of course.

Complementary Element: [人 Gaia](http://www.chaos7.org/vanilla/discussion/comment/12#Comment_12)

## Vice: Greed

## Trait: Wisdom

**Wisdom and Knowledge** – Cognitive strengths that entail the acquisition and use of knowledge

Creativity [originality, ingenuity]: Thinking of novel and productive ways to conceptualize and do things; includes artistic achievement but is not limited to it

Curiosity [interest, novelty-seeking, openness to experience]: Taking an interest in ongoing experience for its own sake; finding subjects and topics fascinating; exploring and discovering

Judgment [critical thinking]: Thinking things through and examining them from all sides; not jumping to conclusions; being able to change one's mind in light of evidence; weighing all evidence fairly

Love of Learning: Mastering new skills, topics, and bodies of knowledge, whether on one's own or formally; obviously related to the strength of curiosity but goes beyond it to describe the tendency to add systematically to what one knows

Perspective [wisdom]: Being able to provide wise counsel to others; having ways of looking at the world that make sense to oneself and to other people

## Type: Mechanic

Quiet and reserved, interested in how and why things work. Excellent skills with mechanical things. Risk-takers who they live for the moment. Usually interested in and talented at extreme sports. Uncomplicated in their desires. Loyal to their peers and to their internal value systems, but not overly concerned with respecting laws and rules if they get in the way of getting something done. Detached and analytical, they excel at finding solutions to practical problems.

## Personality: Self-Reliance

Self-reliant, solitary, resourceful, individualistic, self-sufficient

NOT: Group-oriented, affiliative, a joiner and follower dependent

## Colour: Red

## Mechanics

Steam power, punk, tesla, summon robots of death.

## Abilities

### Steam Power (Defensive)

### Tesla Waves (Offensive)

### Clockwork Design (Supportive)

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# 悪 Diablo [ Element of Evil ]

Complementary Element: [神 Deus](http://www.chaos7.org/vanilla/discussion/comment/13#Comment_13)

## Vice: Envy

## Trait: Humanity

**Humanity** - Interpersonal strengths that involve tending and befriending others

Love: Valuing close relations with others, in particular those in which sharing and caring are reciprocated; being close to people

Kindness [generosity, nurturance, care, compassion, altruistic love, "niceness"]: Doing favors and good deeds for others; helping them; taking care of them

Social Intelligence [emotional intelligence, personal intelligence]: Being aware of the motives and feelings of other people and oneself; knowing what to do to fit into different social situations; knowing what makes other people tick

## Type: Doer

Friendly, adaptable, action-oriented. "Doers" who are focused on immediate results. Living in the here-and-now, they're risk-takers who live fast-paced lifestyles. Impatient with long explanations. Extremely loyal to their peers, but not usually respectful of laws and rules if they get in the way of getting things done. Great people skills.

## Personality: Dominance

Dominant, forceful, assertive, aggressive, competitive, stubborn, bossy

NOT: Deferential, cooperative, avoids conflict, submissive, humble, obedient, easily led, docile, accommodating

## Colour: Red-Orange

## Mechanics

Unlife, Corruption, Blight, Blood, Bone, Curses, Hexes, Plague, Reaving, Scourge, Torment

## Abilities

### Demonic Arts (Offensive)

### Blood (Supportive)

### Necromancy (Defensive)

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| From [Time Tempest](https://picasaweb.google.com/akekahn/TimeTempest?feat=embedwebsite) |

# 火 Ignes [ Element of Fire ]

Complementary Element: [水 Aqua](http://www.chaos7.org/vanilla/discussion/comment/14#Comment_14)

Ignes are the flames that burn in the hearts of the people aligned to them. For every flame of Ignes is a different passion, and for every passion there is a flame burning for it.

## Vice: Wrath

## Trait: Justice

**Justice** - Civic strengths that underlie healthy community life

Teamwork [citizenship, social responsibility, loyalty]: Working well as a member of a group or team; being loyal to the group; doing one's share

Fairness: Treating all people the same according to notions of fairness and justice; not letting personal feelings bias decisions about others; giving everyone a fair chance.

Leadership: Encouraging a group of which one is a member to get things done, and at the same time maintaining good relations within the group; organizing group activities and seeing that they happen.

## Type: Performer

People-oriented and fun-loving, they make things more fun for others by their enjoyment. Living for the moment, they love new experiences. They dislike theory and impersonal analysis. Interested in serving others. Likely to be the center of attention in social situations. Well-developed common sense and practical ability.

## Personality: Social Boldness

Socially bold, venturesome, thick skinned, uninhibited

NOT: Shy, threat-sensitive, timid, hesitant, intimidated

## Colour: Orange

## Abilities

### (Offensive)

### (Supportive)

### (Defensive)

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# 世 Terra [ Element of Earth ]

Complementary Element: [空 Aura](http://www.chaos7.org/vanilla/discussion/comment/15#Comment_15)

## Vice: Envy

## Trait: Humanity

**Humanity** - Interpersonal strengths that involve tending and befriending others

Love: Valuing close relations with others, in particular those in which sharing and caring are reciprocated; being close to people

Kindness [generosity, nurturance, care, compassion, altruistic love, "niceness"]: Doing favors and good deeds for others; helping them; taking care of them

Social Intelligence [emotional intelligence, personal intelligence]: Being aware of the motives and feelings of other people and oneself; knowing what to do to fit into different social situations; knowing what makes other people tick

## Type: Artist

Quiet, serious, sensitive and kind. Do not like conflict, and not likely to do things which may generate conflict. Loyal and faithful. Extremely well-developed senses, and aesthetic appreciation for beauty. Not interested in leading or controlling others. Flexible and open-minded. Likely to be original and creative. Enjoy the present moment.

## Personality: Emotional Stability

Emotionally stable, adaptive, mature, faces reality calmly

NOT: Reactive emotionally, changeable, affected by feelings, emotionally less stable, easily upset

## Colour: Brown/Gold (Orange-Yellow)

## Abilities

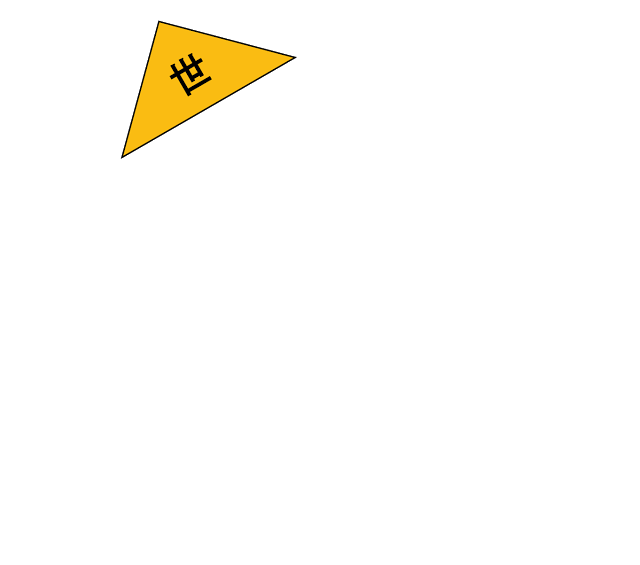
### Geomancy (Offensive)

### Golemancy (Supportive)

#### Tier 7: Titan

Summons a powerful titan.

### Petrification (Defensive)



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