



<b>AMO</b> <b>AMO</b> rite \TopSpeaker \PowerElite \Influencer  KnowNot: stay poor in spirit 2 rule <sup>MT.5:3</sup>	<b>HIT</b> <b>HIT</b> tite FearHandler RiskReducer Fighter  Mourn 2 heal  <b>8BladeBlessings</b> of the LAMB [Mt.5]	<b>CAN</b> <b>CAN</b> aanite ProfitTrader Distributor Dealer  AllowOthers 2 inherit	<b>PHE</b> <b>PHE</b> resite OpenDecider PureExpert Reviewer  Yearn4Justice 2 be satisfied in open worlds	<b>JEB</b> <b>JEB</b> usite Stamperder RuleFollower Administrator Server  Empathize 2 get mercy	<b>HIV</b> <b>HIV</b> ite \TempTent Rotator \NicheVil- lageBuilder \Searcher  UnBiasLogics 2 see Reality	<b>GIR</b> <b>GIR</b> gashite \Crushed Dust \Ignored Othered \Sufferer  MakePeace 2 belong
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<b>ACD</b> <b>Adventure</b> <b>Calls</b> <b>Dare</b>	<b>TTT</b> <b>Trial</b> <b>Tribulation</b> <b>Training</b>	<b>GAT</b> <b>Gain</b> <b>Advantage</b> <b>Temptation</b>	<b>MYM</b> <b>MeetYour</b> <b>Maker</b> InfinityAlone	<b>LUC</b> <b>LuckyUlti-</b> <b>mateReward</b> <b>Comedy</b>	<b>RES</b> <b>RES</b> cue TripTo <b>RES</b> urrection	<b>FRE</b> <b>FreeReborn</b> <b>Evolving</b> Better
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<b>KB</b> <b>Knowledge</b> <b>Uncertainty</b> <b>Base</b> ↑Evolvix ↓Isa.11 Reality know <b>Yah</b>	<b>WB</b> <b>Wisdom</b> <b>Condition</b> <b>Base</b> 2019: Data  Wisdom infer	<b>IB</b> <b>Insight</b> <b>Context</b> <b>Base</b> Oriented  Insight apply	<b>PB</b> <b>Possibility</b> <b>Planning</b> <b>Base</b> Insight  Council plan	<b>RB</b> <b>Reasoning</b> <b>Discernment</b> <b>Base</b> Storage ...  Strength decide	<b>VB</b> <b>Value</b> <b>AimsTimer</b> <b>Training</b> <b>Base</b>  Knowledge implement	<b>OB</b> <b>Observed</b> <b>Feedback</b> <b>Fear</b> <b>Base</b>  RealChange Fear see <b>Yas</b>
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7Spirits \SpaceProcesses illuminate Reality in ZION