

Name- Four Pillars(temporary)

Energy-Essence?(Maybe or something similar to essence, maybe stray essence)

Pathfinder- Ability to find pathways to places

- Pathfinders can have multiple pathways to one place and different pathways can have different colors.
  - usually beginner Pathfinders have a range of colors that range from different brightnesses and shades of a color
- There are more than one type a path
  - There's a path that just shows the way to go
  - A more powerful path that is anchored to the path itself
    - These paths makes it harder for gatekeepers to make gat/doorways or can help clear doorways

Gatekeeper- Ability to manipulate doorways to teleport

- Gatekeeper- can use hallways, two/three large objects that form something similar to an entrance, complete darkness, or complete brightness
  - Doorways are the easiest, hallways are next, the rest of themselves are much more difficult and have their own rules for how strong, stable, ease of creation, and energy requirement needed to make a doorway out of them.
  - Skilled? Gatekeepers can make permanent doorways between places
    - The easier to make the doorways the raiser to make a permanent pathway
    - Permanent doorways come in two types
      - Doorways that all ways active they need constant energy to stay open
      - Doorways that are connected but aren't open (dormant)
        - Pathfinders can use these dormant permanent doorways to make active doorways

Locksmith- Ability to hide, mix, change, pathways and gates

- Locksmiths can “lock” places (hide them from doorways)
  - Locks are never 100 percent secure and depending on the care, skill, and power of the Locksmith and the lock, the lock can have different points of bypassing/destroying
  - Locks can be temporary or permanent
  - Locksmiths can make places easier to create doorways to, it a skilled practice

Scavenger- Ability to scavenge the energy of other powers including scavenger powers

- Basically after another group finished with there power they can take any remains that aren't attached or lightly attached to something
- They can scavenge loose energy(residue that's coming from other powers)

Thief- Ability to take energy before its even used(includes energy stored in a person)

Manipulator(pulser)- Ability to pull on the powers themselves, both boosting and dampening

- Pulsers can also pull on precepts/concpets that are highly enhanced
- Can pull of pathways and doorways
  - This usually weakens the doorways, but it can strengthen permanent doorways temporarily

Peerer- Ability to receive brief hints from items, places, locations, these hints can be feelings that lead to words, phrases, emotions

Seer- Ability to receive full images, visions, paragraphs

Preservers- Ability to improve hints or concepts from objects and make them be themselves more, made a sword sharper. This can cause others to receive messages, hints, visions, from said objects like a peerer- and seer

Weakeners- Ability to dampened or muddy(make less clear) the precepts/concepts of locations, items, or places

- Can weaken pathways
- Weakerners ability to perceive concepts are alot weaker than peerers.

Forgetters- Ability to erase previous images, concepts, vision and such from locations, items, or places

- A very very skilled taboo technique let's you weaken a person
- Concepts can never be truly erased with this technique alone

Transformers(destroyers)- Ability to change\* the items into other items (may change to different power), and to a lesser extent Ability to mark the object appear blank to others and dull its purposes make a sharp blade duller.

- The transformation process is basically just weakening the concepts objects to almost destroyed, then implanting another concept via the weakerners ability
- Transformed objects are weaker than their non transformed counterparts
  - It is easier to transform an object that has already been transformed than an object than one that has not been transformed.
- Transformations that change many general ideas of the on next are harder to due
  - Transformations on the fly usually creates of similar object to the original object or dissolves the object
- Most transformation follow at best the law of conservation of mass, usually what the objects transforms into is of the same elements of the original objects and has less mass than the original object. The mass loss can come off as air, drops, crumbs, etc.
  - Transformation are more likely to have the original object lose Mass End-negative
- Skilled Transformers can use the mass around them to make the new transformed object have more mass
- Can become restorers

\*Transformation- Transformation is more of an effect of the underlying [mechanics of essence](#), Transformers true ability is more of Anti-Preserving plus the ability to input concept on other objects.

Restorers- are a small group of forgetters/transformers and some preservers who instead of creating a new or similar object while transforming they transform the object into a previous form.

- Ex. A sword is melted down and then reforge into a shield, a transformer can transformers a shield back into a sword
- Transforming using preserving cost a lot more energy and can only transform another object to a previously state, or contains a concept of

- Objects can have concepts in them that are irregular due to outside agreement and previous use

Pathmakers- A group of Gatekeepers and Locksmiths that work on making travel easier

- They create permanent doorways and run a few
- Some of there more skilled Locksmiths make places easier to get too.
- The organization is split up into two groups:
  - A more open group that run public gateways/doors, help train new Pathfinders, work in rescue missions
  - A more secretive sect that's made of mainly locksmiths who help make permanent doorways behind the scene, discover hidden or forgotten temple, fossils, relics, and research the actual skill of pathfinding
    - A few in this sect help train beginning pathfinders
- Some of their more secretive places don't seem to exist on the planet.

The Convergence (change name)- the “ruling body for four pillars users”

- They actually aren't a ruling body
  - Most of the the things that they pass are suggested to follow
- This one organization is actually several small ones under one name
- The council of educational- create curriculums for school
  - that are mandatory for schools they run
  - Depending on the case mandatory for schools they sponsor
  - And suggested for school that teach the four pillars skill
  - They also formed an organization for clubs and after school classes in school to teach/explore the magic system in areas that either can't or don't want a school dedicated
- Council of law-work on the law of the land
  - They write suggested rules of magic that actual ruling government can accept or edit for their own laws
  - Set rules for their controlled area
    - Town and cities spread throughout the world's nations where they have some say on the rules that govern the towns
    - A small country thats only have few cities big
      - The country is more of a place where the world's magic users get together than an actually country

The End- A monster that seems to hunt users of the Four pillars System, can use the magic of the four pillars system

- Takes different appearance for each power
  - Pathfinder- A bright white light
    - When interacting with it is feeling all of your sensations and thoughts/mind with it
  - Scavenger- A 2 dimensional Black/grey shadow
    - Almost as if it being drawn into them and filling them up or there being drawn into it (have to decide)
  - Seer- A opue white mist
    - Enhance all sensation and thoughts, until everything is one thing
  - Forgetter- a translucent gray mist

- They forget what's on their mind and slowly everything
  - Hard to think when interacting with it