



CONSCIOUSNESS LEVELS

1. Victim

Reaction to the problem: finds someone who is guilty and will accuse that person in everything. Victim is very receptive to failures and diseases, what the collective thought systems or egregors create through negative emotions.

2. Fighter

Reaction to the problem: will find someone to accuse, accuses that person, starts to actively fight that person and proves that s/he is right. Fighter is oftentimes sick, in conflicts and accidents and is a true dessert for all kinds of structures, which feed from negative emotions.

3. Seeker

Reaction to the problem: looks for answers, tries to understand why everything has happened like this. Diseases will not reach this person too often. Seekers look for solutions for problems. Egregor and parasite systems can provoke him/her and when succeeds, then they can turn again to a victim or a fighter.

4. Player

Reaction to the problem: quick decision – quick solution. Does not use energy to find reasons. Almost never sick and are successful and joyful. They can cooperate with collective consciousnesses and know how to protect themselves from them. Sometimes may be influenced by their provocations and go to the victim, fighter or seeker levels, but as a rule not for too long.

5. Creator

Reaction to the problem is: oo, super cool! I will check out what is happening and then I take the wheel and guide this problem where need to be, or may be do not even do it – just observes how things flow and things will solve by themselves! Happy and healthy people. Sometimes go to the player's level or even lower, but only for a little adventure or because they have been influenced by a stronger provocation.

6. Aveli (Source)

Do not have problems. Fulfillment and harmony. You will not meet them on the third level Earth.

Where are you located?

Found from Valeri Blizjuk'i FB wall.

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