

CHARTER OF TRIUNNIA

Last Updated: April 18, 2025 - **Draft**

The **Charter of Triunnia** is the foundational document that defines **Triunnia**. It consists of four uplifting and healing codices -- Genesis, Perdition, Triune Democracy, and Triunnia -- which observe, educate, and set the laws by which **Triunnia** operates to build a peaceful and thriving society as close to universal law as possible.

Codices

Codex	Purpose
1 Genesis	Weaves two primary laws (The Law of Thought and The Law of Nations) together with a multi-disciplinary approach to create a solid foundation upon which to build a peaceful and thriving society.
2 Perdition	Establishes perdition as the end-result of a serious crime against humanity and provides the means to detect, cure, and safeguard against it.
3 Triune Democracy	Codifies the Triune Democratic system of government and its procedures.
4 Triunnia	Defines the sovereign society of Triunnia itself and anchors it in law.

Markdown

The Charter is written in a lightweight markup language known as Markdown. Markdown was chosen because it is easy to read and edit, has minimal formatting conventions, and changes will be easy to see and track in version control software. Markdown can be viewed through a renderer -- which this website has built in -- allowing the Charter to be interactively viewed directly from its source.

Two Markdown extensions are required to properly view this Charter in a renderer:

- Markdown Extended - (Admonitions (the !!! syntax) currently do not work on Gitea)
- Markdown Preview Mermaid Support

1. GENESIS CODEX

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WHEREAS lawmaking is an act of programming reality and such acts must be performed with the greatest of respect for every being...

1. Preliminaries

Preliminaries describe what must be known in order to work with and understand this codex.

1. Rules of Construction
2. Sources of Law

2. Definitions

This section lists and defines all definitions from all sources that are relevant to this codex.

1. From Thinking and Destiny
2. From The Law of Nations
3. Fundamental Definitions

3. Taxonomies

Taxonomies describe the structure of ourselves and our reality.

1. The Free Will Universe
2. A Triune Self
3. Self-Government From Within
4. Exteriorization
5. The Desire Hierarchy

4. Universal Law

This section lists immutable universal laws that govern our reality and are relevant to this codex.

1. The Law of Thought
2. Ownership of Self
3. Ownership of Thought
4. The Law of Free Will
5. The Law of Forgetting

5. Recognitions

Recognitions derive from universal law. They were observed, studied, and patterned, and are stated as a consequence of the operation of their respective law. It is important for a society to know about them in order to work with them effectively and to avoid undesirable outcomes.

1. Being
2. Property of Self
3. Property of Thought
4. Thoughts and their Exteriorizations
5. Confusion
6. Insanity
7. Trespass
8. Classes
9. Types of Governments
10. Basis of Society
11. Law
12. Dangers
13. Ages of Reason, Discretion, & Discernment
14. Self-Determination
15. Competencies with the Law of Thought

6. Supplemental

Miscellaneous features and responsibilities with respect to the Genesis Codex.

1. Gift to Humanity
2. Updating the Genesis Codex
3. Contributors


1.1.1 RULES OF CONSTRUCTION

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1.1.1.1 Format

1.1.1.1.A Numbering

Each entry in any codex shall be numbered in a hierarchical manner.

 **Example: 1.2.3.4.E**

1	2	3	4	E
Codex	Chapter	Section	Article	Paragraph

1. The codex number is an integer that is always specified.
2. The chapter number is an integer that is always specified within a codex.
3. The section number is an integer that is always specified within a chapter.
4. The article number is an integer that is always specified within a section.
5. When an article requires dedicated paragraphs, a letter is used for each paragraph.

1.1.1.1.B Ordering

All entries in a codex, chapter, section, and article shall be ordered by their number.

1.1.1.1.C Grouping

Entries that share the same initial series of numbers shall be grouped together under headings that are consistent with their level.

1.1.1.1.D Titling

Every entry shall have a title to the right of its number.

1.1.1.1.E Content

Every entry shall precisely communicate its point in a clear and unambiguous manner.

The main point shall be the first sentence with any supporting content following.

If the main point is a list then it shall be a numbered list so as to delineate sub-paragraphs.

1.1.1.1.F Language

Every entry shall use simple and straightforward English.

1.1.1.1.G Named Entities

Every word that has a specially defined meaning in the codex shall be decorated. It shall be a capitonym in a mono-spaced font with a different colour and a grey rounded background. Example: **Decorated**

1.1.1.1.H Context

To help clarify the meaning and intent of an entry, additional context may be specified in a special box. The box shall be indented and have a header with an icon and a title. The content of the box is explanatory in its nature. Entries may have multiple context boxes.

Explanatory Note

Context boxes should be used to communicate additional helpful information, explain the why behind the entry, warn against possible errors or misunderstandings with respect to the entry, give a quote, or any other reason or use as may be required.

1.1.1.1.I Diagrams

When necessary, diagrams should be used to explain a concept.

Diagrams

Diagrams are particularly helpful when communicating the relationships between abstract concepts.

1.1.1.1.J Citations

Citations are required in a footnote when referencing content from external sources.

1.1.1.1.K Link to Entries

When referencing another entry in any codex, display it by means of a link. The link shall display the number and title and when clicked it will show that entry. Example: [1.1.1.1.K Link to Entries](#)

1.1.1.2 Behaviour

1.1.1.2.A No Undefined Entries

1. No entry shall reference another entry that occurs later in the ordering.
2. No entry shall reference a non-existent entry.

Logical Errors

Referencing undefined entries is a logical error and doing so breaks the rules of logic which is built into the ordering. It is also a pathway for confusion and abuse.

1.1.1.2.B No Circular Dependencies

Entries shall not depend on themselves either directly or through a series of dependencies.

Logical Errors

Circular dependencies are logical errors and have no place in any codex.

An example of a circular dependency is $A \rightarrow B \rightarrow C \rightarrow A$.

1.1.1.2.C No Loopholes

Entries shall not be constructed in such a way that a loophole exists. Entries shall not be constructed with imprecise or vague language.

Loopholes

Loopholes are "unintended" consequences or behaviour of a law that open it to exploitation. Loopholes are access points for corruption and are created by having imprecise or vague language (which is itself a violation of [1.1.1.1.E Content](#)).

1.1.1.2.D Only One Interpretation

Entries shall have only one interpretation. They shall not have multiple interpretations or multiple meanings.

Loopholes

This rule captures another possibility for loopholes.

1.1.1.2.E Voided Entries

Entries that violate any rule defined in [1.1.1 Rules of Construction](#) are void. Voided entries have no effect, no meaning, are not enforceable, and must be removed from the codex upon discovery. Any entries that reference or depend upon a voided entry also have no effect, meaning, or enforceability, and must be either rewritten or removed.



Bad Law

This rule is intended to kill bad and poorly written law.

1.1.2 SOURCES OF LAW

Last Updated: April 30, 2025 - Draft

1.1.2.1 Law of Thought

Triunnia recognizes the Law of Thought and its operation in all aspects of the Free Will Universe. The following books may be used to research, understand, cite, and work with this law:

Thinking and Destiny

Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation.

Authoritative

While the Genesis Codex will do its best to map out the terrain and point out concepts that are important to developing a healthy and peaceful society, the authoritative instruction on all aspects of the Law of Thought and of Triune Selves remains with *Thinking and Destiny* while it maintains precise accuracy.

1.1.2.2 Law of Nations

Triunnia recognizes the Law of Nations and its operation in all aspects of the Visible Physical Universe. The following books may be used to research, understand, cite, and work with this law:

The Law of Nations

De Vattel, E. (1844) *The Law of Nations*. Indianapolis, IN: Liberty Fund, Inc.

1.2.1 FROM THINKING AND DESTINY

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The authoritative definitions for the following terms can be found in the **Definitions and Explanations** section of *Thinking and Destiny*¹ 14th ed., pages 975-1015. These definitions apply to the entire **Charter of Triunnia** and all law in **Triunnia** unless otherwise specified.

Note: Some terms are defined by type first, and subject following. This form is equivalent to the proper English form, and the authoritative definition applies to both forms. Bracketed words denote an alias.

Example: Government, Self- and Self-Government are both defined by Government, Self-.

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1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation.

1.2.2 FROM THE LAW OF NATIONS

Last Updated: July 1, 2024 - Draft

1.2.2.1 State and Sovereignty

” By virtue of **1.1.2.2 The Law of Nations Book 1, Chapter 1, §1**:

*Of the state, and of sovereignty. A nation or a state is, as has been said at the beginning of this work, a body politic, or a society of men [and women] united together for the purpose of promoting their mutual safety and advantage by their combined strength.**

From the very design that induces a number of men [and women] to form a society which has its common interests, and which is to act in concert, it is necessary that there should be established a public authority, to order and direct what is to be done by each in relation to the end of the association. This political authority is the sovereignty; and he, [she] or they who are invested with it are the sovereign.[she] or they who are invested with it are the sovereign.**

1.2.2.1.A Society

A group of **Triune Selves** united together for a common purpose.

1.2.2.1.B Body-Politic

A **society** organized for a political purpose.

1.2.2.1.C Nation

A **body-politic** organized to promote the mutual safety and advantage of its members by their combined strength.

1.2.2.1.D State

A **body-politic** organized to promote the mutual safety and advantage of its members by their combined strength.

1.2.2.1.E Public Authority

The means by which a **nation** or **state** organizes itself to manage its affairs.

1.2.2.1.F Political Authority

The means by which a **nation** or **state** organizes itself to manage its affairs.

1.2.2.1.G Government

The means by which a **nation** or **state** organizes itself to manage its affairs.

1.2.2.1.H Sovereignty

The means by which a **nation** or **state** organizes itself to manage its affairs.

1.2.2.1.I Sovereign

The **Triune Selves** who are **members** of the **nation** or **state** and do participate in the **sovereignty**.

1.2.2.2 Country

” By virtue of **1.1.2.2 The Law of Nations Book 1, Chapter 18, §203**:

...The country which a nation inhabits, whether that nation has emigrated thither in a body, or that the different families of which it consists were previously scattered over the country, and there uniting, formed themselves into a political society,—that country, I say, is the settlement of the nation, and it has a peculiar and exclusive right to it.

The settlement of the **nation** or **state** and is its property.

1.2.2.3 Domain and Empire

” By virtue of **1.1.2.2 The Law of Nations Book 1, Chapter 18, §204**:

Its right over the parts in its possession. This right comprehends two things: 1. The domain, by virtue of which the nation alone may use this country for the supply of its necessities, may dispose of it as it thinks proper, and derive from it every advantage it is capable of yielding.—2. The empire, or the right of sovereign command, by which the nation directs and regulates at its pleasure every thing that passes in the country.

1.2.2.3.A Domain

The exclusive right of a **nation** or **state** to use its **country** as it sees fit.

1.2.2.3.B Empire

The right of **sovereign** command in the **country**.

1.2.2.4 Citizens and Natives

” By virtue of **1.1.2.2 The Law of Nations Book 1, Chapter 19, §212:**

Citizens and natives. The citizens are the members of the civil society: bound to this society by certain duties, and subject to its authority, they equally participate in its advantages. The natives, or natural-born citizens, are those born in the country, of parents who are citizens. As the society cannot exist and perpetuate itself otherwise than by the children of the citizens, those children naturally follow the condition of their fathers, and succeed to all their rights. The society is supposed to desire this, in consequence of what it owes to its own preservation; and it is presumed, as matter of course, that each citizen, on entering into society, reserves to his children the right of becoming members of it. The country of the fathers is therefore that of the children; and these become true citizens merely by their tacit consent. We shall soon see, whether, on their coming to the years of discretion, they may renounce their right, and what they owe to the society in which they were born. I say, that, in order to be of the country, it is necessary that a person be born of a father who is a citizen; for if he is born there of a foreigner, it will be only the place of his birth, and not his country.

1.2.2.4.A Member

The **Triune Selves** who are members of the **nation** or **state** and *do not* participate in the **sovereignty**.

1.2.2.4.B Citizen

The **Triune Selves** who are members of the **nation** or **state** and *do not* participate in the **sovereignty**.

1.2.2.4.C Subject

The **Triune Selves** who are members of the **nation** or **state** and *do not* participate in the **sovereignty**.

1.2.2.4.D Native

The **Triune Selves** who are born in the **country** of parents who are **citizens**. They automatically become proper **citizens** as they mature.

1.2.2.4.E National

The **Triune Selves** who are born in the **country** of parents who are **citizens**. They automatically become proper **citizens** as they mature.

1.2.2.5 Foreigners and Inhabitants

” By virtue of 1.1.2.2 The Law of Nations Book 1, Chapter 19, §213:

Inhabitants. The inhabitants, as distinguished from citizens, are foreigners, who are permitted to settle and stay in the country. Bound to the society by their residence, they are subject to the laws of the state, while they reside in it; and they are obliged to defend it, because it grants them protection, though they do not participate in all the rights of citizens. They enjoy only the advantages which the law or custom gives them. The perpetual inhabitants are those who have received the right of perpetual residence. These are a kind of citizens of an inferior order, and are united to the society, without participating in all its advantages. Their children follow the condition of their fathers; and as the state has given to these the right of perpetual residence, their right passes to their posterity.

1.2.2.5.A Foreigner

The **Triune Selves** who are *not* members of the **nation** or **state**.

1.2.2.5.B Inhabitant

Foreigners who are permitted to settle and stay in the **country**.

1.2.2.5.C Indigenous

Foreigners who are permitted to settle and stay in the **country**.

1.2.2.6 Naturalization

” By virtue of 1.1.2.2 The Law of Nations Book 1, Chapter 19, §214:

Naturalisation. A nation, or the sovereign who represents it, may grant to a foreigner the quality of citizen, by admitting him into the body of the political society. This is called naturalisation. There are some states in which the sovereign cannot grant to a foreigner all the rights of citizens,—for example, that of holding public offices,—and where, consequently, he has the power of granting only an imperfect naturalisation. It is here a regulation of the fundamental law, which limits the power of the prince. In other states, as in England and Poland, the prince cannot naturalise a single person, without the concurrence of the nation represented by its deputies. Finally, there are states, as, for instance, England, where the single circumstance of being born in the country naturalises the children of a foreigner.

The process by which a **foreigner** becomes a **citizen**.

1.2.3 FUNDAMENTAL DEFINITIONS

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1.2.3.1 You

The reader of this codex. You are most likely an intelligent three-part incorporeal entity called a **Triune Self** and you are incarnate in a **Human Being**.

i Interchangeable Use

Unless otherwise specified, and in addition to their original meanings in *Thinking and Destiny*, the terms **Triune Self** and **Human Being** can be used interchangeably and generally understood to also mean **You**, the reader. When specific use is necessary, the correct term will be used.

i Triune Self Preferred

The term **Triune Self** is preferred throughout the codex when referring to **You** to reinforce the understanding that you are an intelligent three-part being inhabiting a human body. It is also used preferentially to refer to other people like yourself.

1.2.3.2 Health and Harm

1.2.3.2.A Health

The proper and optimal running state of a system.

i Humans and Beings as Systems

When the operation of a **Human Being** or **Triune Self** is considered as a system, they are considered **Healthy** if they are operating properly and optimally in accordance with the design of their respective system.

1.2.3.2.B Damage

The result of **Actions** or **Events** that cause a system to run in an improper or non-optimal manner.

i Injury

Damage is an injury to a **Human Being** or **Triune Self**. **Damage** appears as negative conditions and/or behaviours in **Damaged** beings.



All Damage Can Be Repaired

1.2.3.2.C Harm

Synonym of 1.2.3.2.B Damage.

1.2.3.2.D Healthy

The state of operating in good **Health** and with no **Damage**.

1.2.3.2.E Unhealthy

The state of operating with **Damage**.

1.2.3.3 Mitigation of Harm (The Character Triad)

1.2.3.3.A Self-Respect

Actions a **Triune Self** takes to prevent itself from **Damaging** itself.

1.2.3.3.B Morality

Actions a **Triune Self** takes to prevent itself from **Damaging** others and to prevent others from **Damaging** it.

1.2.3.3.C Honour

Actions a **Triune Self** takes to not steal *anything* from others.

Anything is not always property -- it can be time, labour, dignity, the truth, life, etc.



Tools of the Rightness Mind

Self-Respect, **Morality**, and **Honour** are thinking tools that make conscious use of the **Rightness Mind** to facilitate peaceful interaction at scale.

1.2.3.4 Rightness and Knowledge

1.2.3.4.A Right Choice (Right)

Any choice that is in alignment with the **Rightness Mind** and does not result in **Damage**.

1.2.3.4.B Wrong Choice (Wrong)

Any choice that ignores the **Rightness Mind** and results in **Damage**.

1.2.3.4.C What To Do

The set of lessons concerned with what is **Right** and in agreement with the **Rightness Mind**.

1.2.3.4.D What Not To Do

The set of lessons concerned with what is **wrong** and therefore not in alignment with the **Rightness Mind**.

1.2.3.4.E Knowledge Set

The set of all **Thoughts** encountered by a **Triune Self** for which the lessons of **What To Do** and **What Not To Do** were learned.

1.2.3.4.F Concept / Construct

One or many **Thoughts** in a particular arrangement.

Examples

Some examples are a business or intellectual tools.

1.2.3.5 Confusion, Insanity, and Trespass

1.2.3.5.A Errant Thinking

The mis-use of the **Minds** of the **Triune Self**.

Misuse

Misuse includes abusing and/or ignoring the functions of **Mind** and accessing them out of their proper sequence as described in **1.3.2 A Triune Self** and **1.3.3.1 Thought Process**. It also means applying **The Law of Thought** incorrectly. This may commonly show in expedient decisions or having **Desires** overrule **Rightness**.

1.2.3.5.B Abusive Thinking

The mis-use of **The Law of Thought** with intent to cause **Harm** or **Damage**.

i Abuse

Abusive Thinking is a special kind of **Errant Thinking** that is malicious in its core. Every abuse causes **Harm** and/or **Damage** to the **Triune Self** on the receiving end and the abuser is automatically considered **Insane**.

1.2.3.5.C Confused / Confusion

The **Damage** caused by forgetfulness.

1.2.3.5.D Insane / Insanity

The **Damage** caused by ignorance and **Confusion** having these particular characteristics:

1. The insane **Triune Self** will not know itself and therefore cannot own itself.
2. The insane **Triune Self** will disregard its **Rightness Mind** and cause **Harm** to itself and others.
3. The insane **Triune Self** will consistently and repeatedly make wrong choices that **Harm** itself, others, and **Society** as a whole.
4. The insane **Triune Self** will neither know nor practice **Self-Respect**, **Morality**, nor **Honour**, nor competent use of **The Law of Thought**.

1.2.3.5.E Trespass

Any **Thought**, **Construct**, or **Exteriorization** from one **Triune Self** that interferes with the proper operation of another **Triune Self**, their **Thoughts**, their **Constructs**, and/or their **Exteriorizations**.

1.2.3.6 Eternal Order of Progression

Refers to the development of a being in regards to successively higher degrees of consciousness, first from a primordial elemental unit and descending through **Nature** eventually arriving at a **Human Being**, then ascending first as a **Triune Self** and later as an **Intelligence**¹.

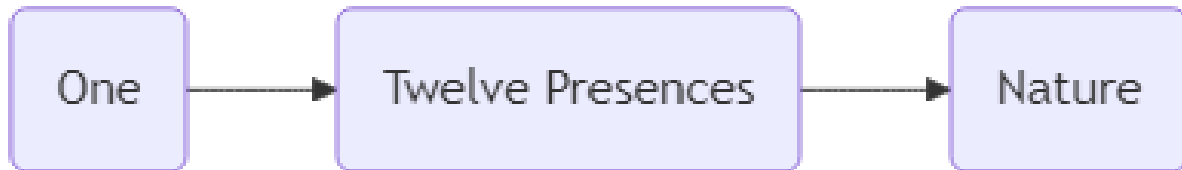
1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 952, 953, 48.

1.3.1 THE FREE WILL UNIVERSE

Last Updated: April 16, 2025 - Draft

1.3.1.1 Entry into **Nature** from the All-Inclusive **One**

- The **Free Will Universe** is part of an all-inclusive **One**, which contains twelve archetypal **Presences**¹.



1.3.1.2 Construction of the Primordial Elemental **Spheres**

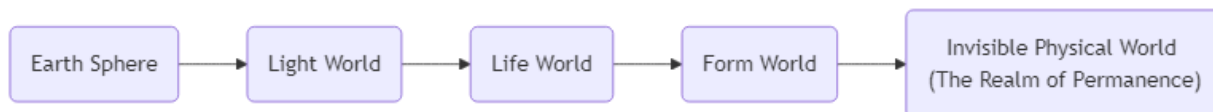
- Each **Sphere** is a vast primordial and fundamental domain of the elements².
- Each child **Sphere** is a **Unit** and is *contained within* the **Manifest Side** of the parent **Sphere**.



- The **Fire Sphere** contains the **Order of the Knowers**.
- The **Air Sphere** contains the **Order of the Thinkers**.
- The **Water Sphere** contains the **Order of the Desirers**.
- The **Earth Sphere** contains the **Triune Selves**.

1.3.1.3 **Worlds** in the **Earth Sphere**

- The **Light World** is a **Unit** and is *contained within* the **Manifest Side** of the **Earth Sphere**.
- Each child **World** is a **Unit** and is *contained within* the **Manifest Side** of the parent **World**.



- The **Light World** contains the **Noetic Atmosphere** of a **Triune Self**.
- The **Life World** contains the **Mental Atmosphere** of a **Triune Self**.
- The **Form World** contains the **Psychic Atmosphere** of a **Triune Self**.
- The **Invisible Physical World** is also known as **The Realm of Permanence**³.



Point of Interest

The **Realm of Permanence** is a point of interest on this map. Knowledge of how it might work can help a society align with it culturally, such that the society can act as a scaled down version of the **The Realm of Permanence** and reap the benefits offered from such a mirroring.

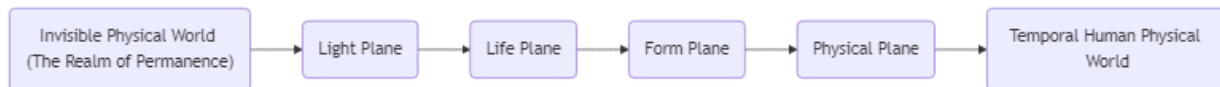
? Thought Exercise

Consider all the inhabitants of **The Realm of Permanence** as powerful, immortal beings that can alter reality by thought. Unintentional injuries to each other must be avoided. How could their behaviour be governed without trespassing upon their sovereignty?

We learn and train in the **Visible Physical Universe** to qualify for **The Realm of Permanence**.

1.3.1.4 Planes in the **The Realm of Permanence**

- The **Light Plane** is a **Unit** and is *contained within* the **Manifest Side** of **The Realm of Permanence**.
- Each child **Plane** is a **Unit** and is *contained within* the **Manifest Side** of the parent **Plane**.



- In the **Physical Plane** of **The Realm of Permanence** exists the **Temporal Human Physical World**.

1.3.1.5 Temporal Planes in the **Temporal Human Physical World**

- The **Temporal Light Plane** is a **Unit** and is *contained within* the **Manifest Side** of the **Temporal Human Physical World**⁴.
- Each child **Temporal Plane** is a **Unit** and is *contained within* the **Manifest Side** of the parent **Temporal Plane**.



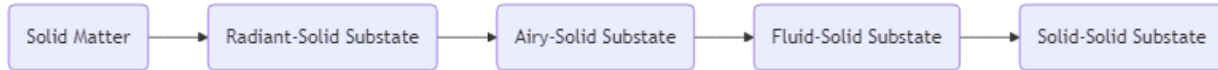
1.3.1.6 States of Matter in the **Temporal Physical Plane**

- Each **Radiant Matter** is a **Unit** and is *contained within* the **Manifest Side** of the **Temporal Physical Plane**.
- Each child **State of Matter** is a **Unit** and is *contained within* the **Manifest Side** of the parent **State of Matter**.



1.3.1.7 Substates of Matter in Solid Matter

- Each **Radiant-Solid Substate** is a **Unit** and is *contained within* the **Manifest Side** of each **Solid Matter**.
- Each child **Substate of Matter** is a **Unit** and is *contained within* the **Manifest Side** of the parent **Substate of Matter**.



- The **Radiant-Solid Substate** contains the stars.
- The **Airy-Solid Substate** contains the solar universe.
- The **Fluid-Solid Substate** contains the moon.
- The **Solid-Solid Substate** contains the earth and the visible part of the **Visible Physical Universe**⁵.

1.3.1.8 Location of Earth in the Visible Physical Universe



i Clarification

While the universal hierarchy described above from 1.3.1.1 to 1.3.1.7 is predominantly of a mental character, 1.3.1.8 is a physical classification.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 944.

2: Ibid, pg. 37.

3: Ibid, pg. 946.

4: Ibid, pg. 946.

5: Ibid, pg. 948.

1.3.2 A Triune Self

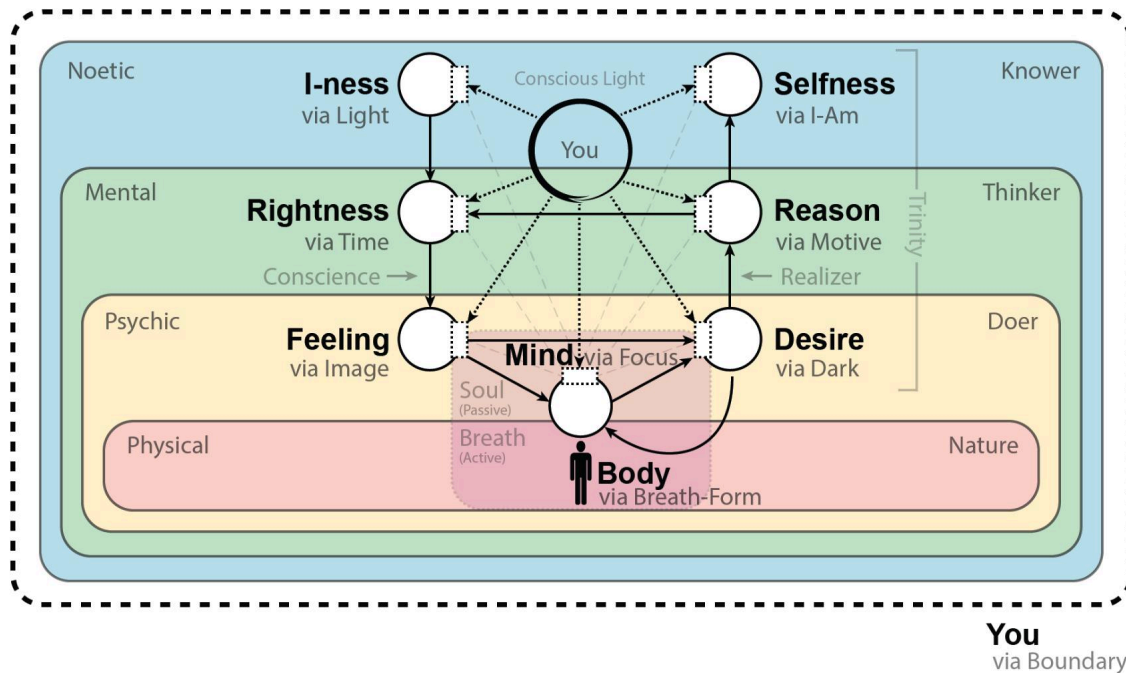
Last Updated: April 18, 2025 - Draft

1.3.2.1 Triune Self

” Self-Knowledge of the Triune Self

The **Triune Self** knows itself to be an eternal **Knower** and **Thinker** and **Doer**, as a **Triune Self**¹.

You are a **Triune Self**. An individuated and intelligent three-part incorporeal entity inhabiting a **Human Body**.

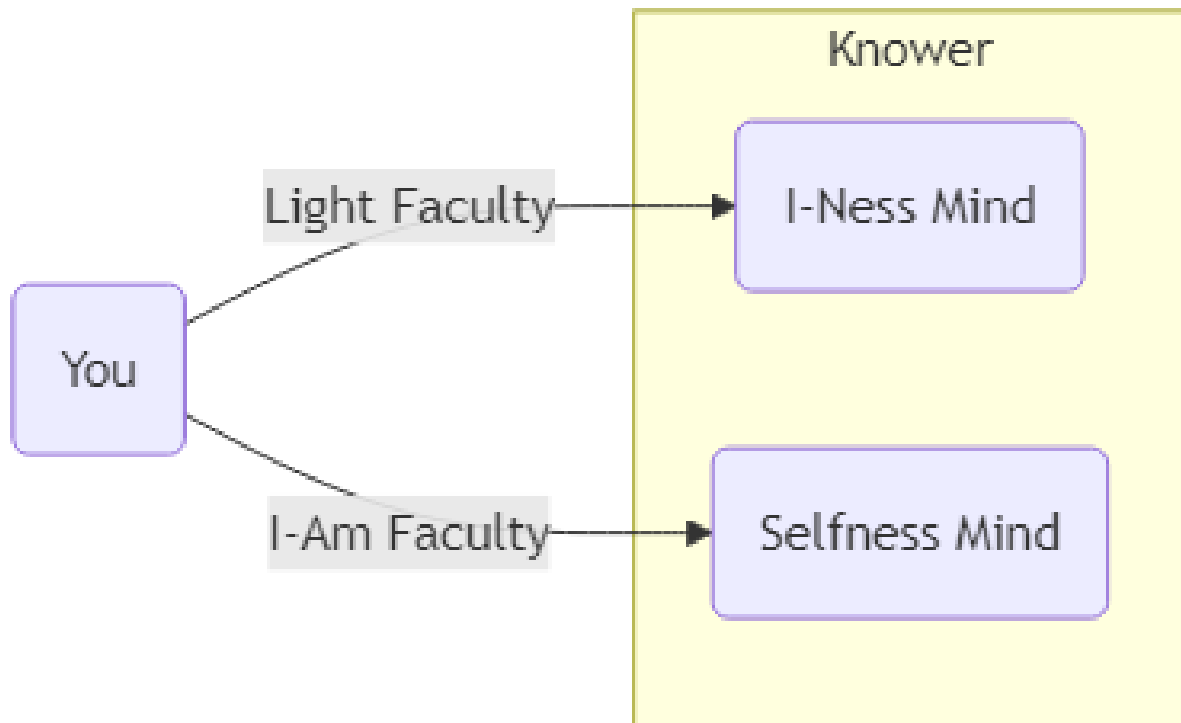


⚠ Incomplete Diagram

This diagram is the most accurate that has been drawn to date, but it is not complete. It does not present the **Aia** and the **Breath-Form** may not be accurately depicted.

1.3.2.1.A Knower

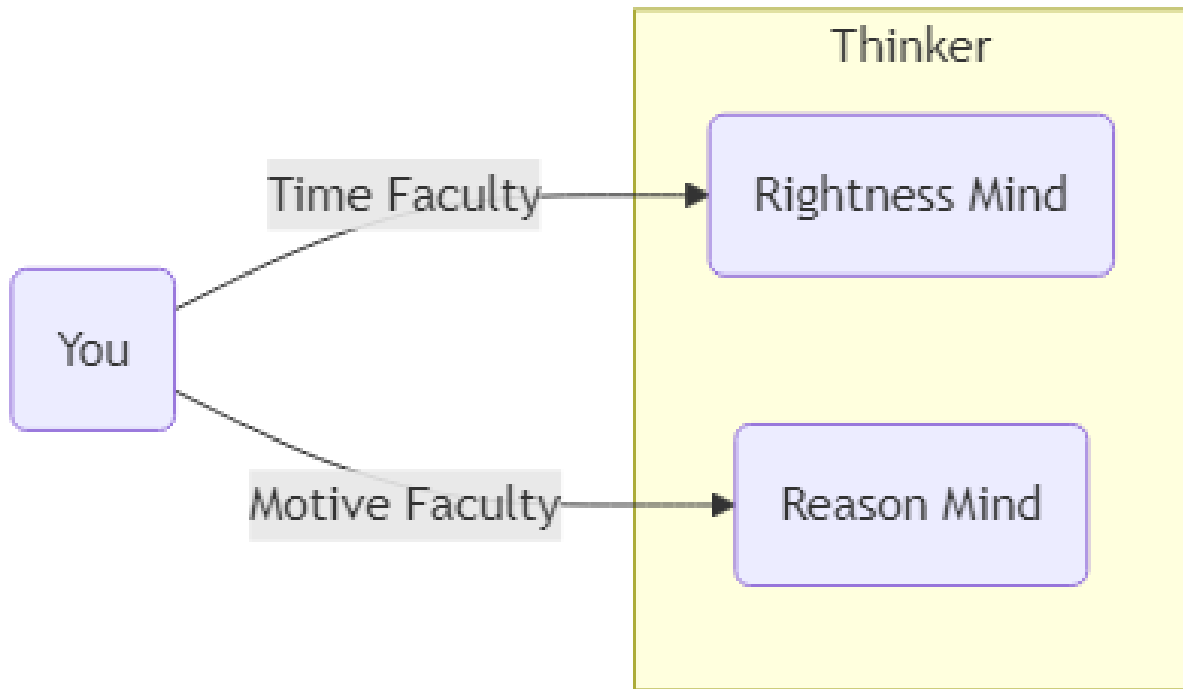
A **Triune Self** is conceptually a three-part being. One of those parts is the **Knower**, which itself is composed of a passive **I-Ness Mind** (alias **I-Ness**, informally identity mind) and an active **Selfness Mind** (alias **Selfness**, informally knowledge mind)².



Access from the conscious **Intelligence** of a **Triune Self** to **I-Ness** is via the **Light Faculty** and to **Selfness** is via the **I-Am Faculty**.

1.3.2.1.B Thinker

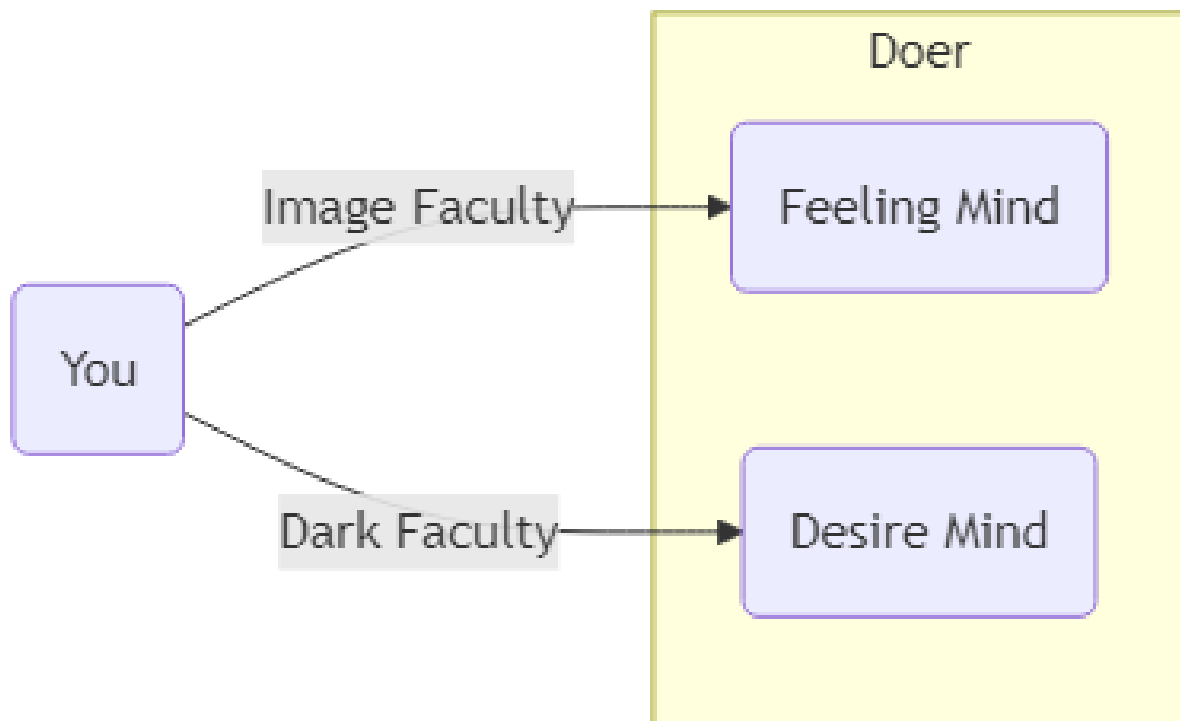
A **Triune Self** is conceptually a three-part being. One of those parts is the **Thinker**, which itself is composed of a passive **Rightness Mind** (alias **Rightness**) and an active **Reason Mind** (alias **Reason**)².



Access from the conscious **Intelligence** of a **Triune Self** to **Rightness** is via the **Time Faculty** and to **Reason** is via the **Motive Faculty**.

1.3.2.1.C Doer

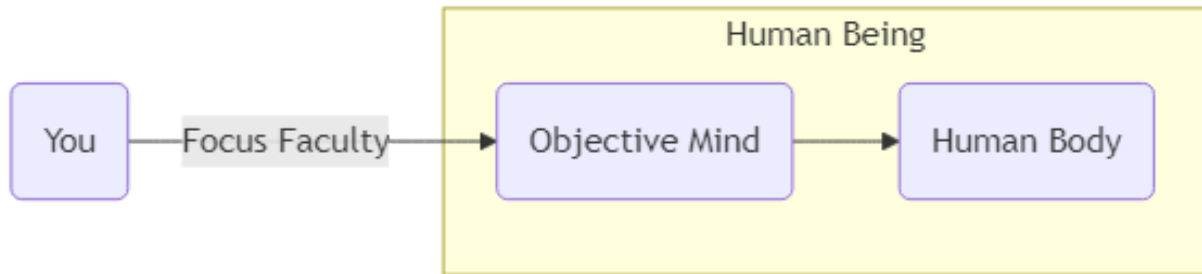
A **Triune Self** is conceptually a three-part being. One of those parts is the **Doer**, which itself is composed of a passive **Feeling Mind** (alias **Feeling**) and an active **Desire Mind** (alias **Desire**)².



Access from the conscious **Intelligence** of a **Triune Self** to **Feeling** is via the **Image Faculty** and to **Desire** is via the **Dark Faculty**.

1.3.2.1.D Mind

A portion of the **Doer** periodically incarnates in a human body². A **Triune Self** interfaces with that body through the **Objective Mind**.



Access from the conscious **Intelligence** of a **Triune Self** to the **Objective Mind** (alias **Mind**) is via the **Focus Faculty**.

1.3.2.1.E Human Being

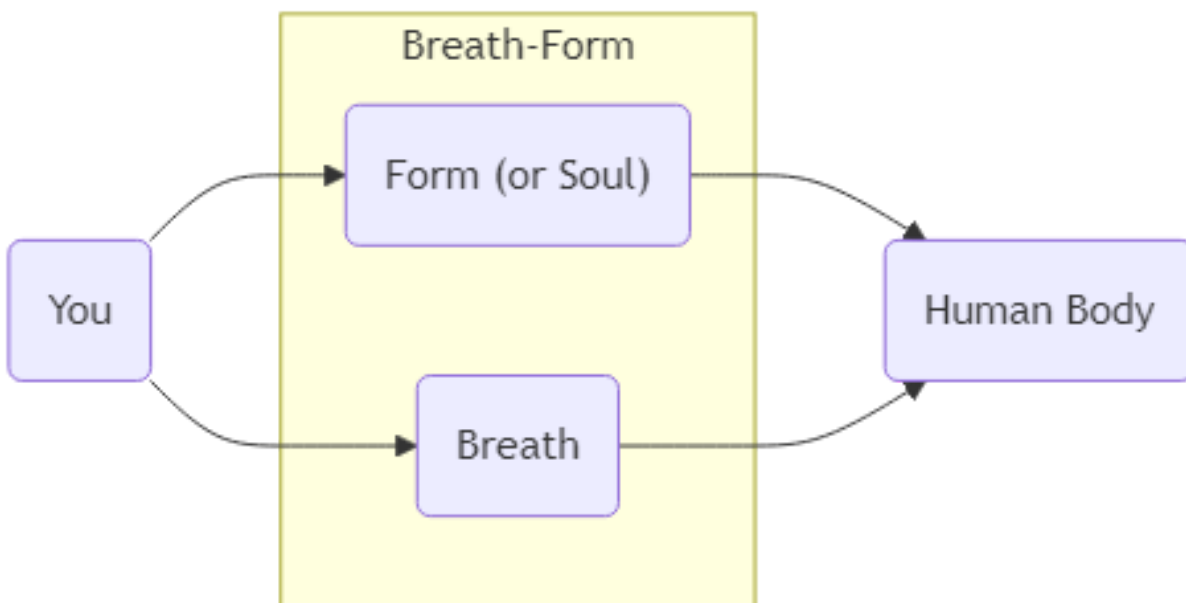
Human Beings are the bodies produced on **Earth** that **Doers** incarnate into. **Every Human Being is the property of its respective Triune Self**.

Warning

As this is a property relation, trespasses against it shall be taken very seriously. Such offences are antithetical to a free and democratic society.

1.3.2.1.F Breath-Form and Soul

The integration of a **Triune Self** with its **Human Being** is done via the **Breath-Form**. The **Breath-Form** is composed of a passive **Form / Soul** part and an active **Breath** part³.



1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 72.

2: Ibid, pg. 72.

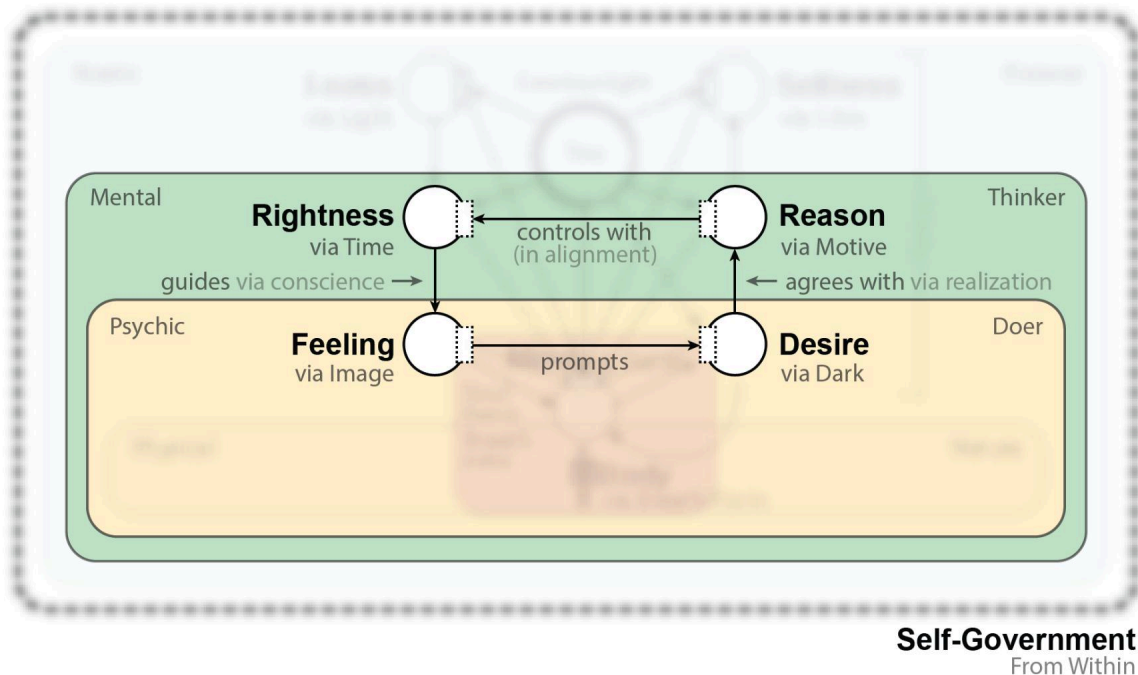
3: Ibid, pg. 1008.

1.3.3 SELF-GOVERNMENT FROM WITHIN

Last Updated: April 22, 2025 - Draft

1.3.3.1 Thought Process

The **Thought Process** is the internal operation of the minds of a **Triune Self** in sequence: **Rightness** → **Feeling** → **Desire** → **Reason** → **Rightness**.



” Self-Government From Within

In government by law and justice, **Rightness** guides **Feeling**; which prompts **Desire**; **Desire** agrees with **Reason**. Then, **Feeling** and **Desire** are controlled by **Rightness** and **Reason**.¹

⚠ Warning

- Neither law nor justice can be had by deviating from this process. **No exceptions!**
- The **Thought Process** and the minds involved are the property of the **Triune Self**. They shall not be trespassed upon.

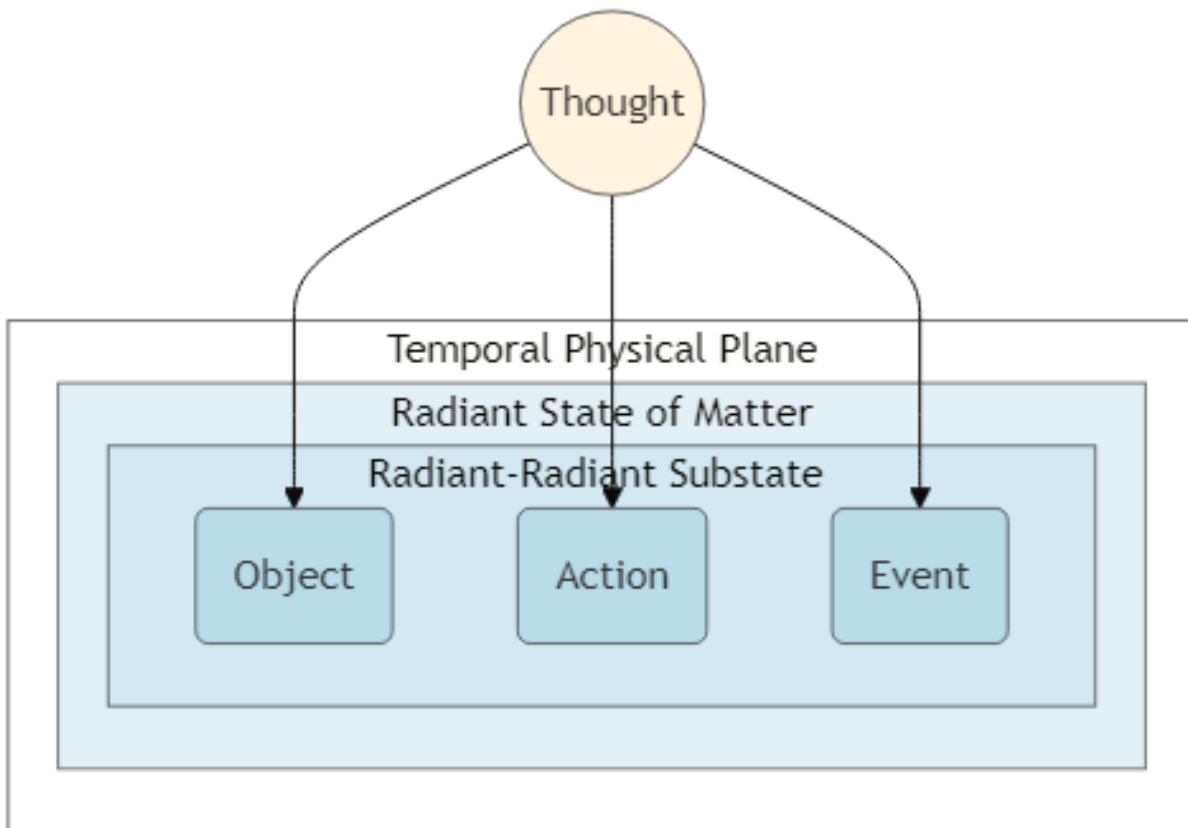
1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 954.

1.3.4 Exteriorization

Last Updated: April 25, 2025 - Draft

1.3.4.1 Precursor Exteriorization

- All Thoughts issued by a Triune Self work towards Exteriorization on the Temporal Physical Plane.
- When Thoughts reach the Form stage in their life cycle, they are held in the Radiant-Radiant state until they are ready to Exteriorize¹.



1.3.4.2 Definitions of Exteriorization (and Manifestation)

1.3.4.2.A Exteriorization

” Exteriorization

An **Exteriorization** is the **Act**, **Object**, or **Event** that was the physical impression in a **Thought** **before** it was **Exteriorized** as an **Act**, **Object**, or **Event** on the **Temporal Physical Plane**, as physical destiny².

1.3.4.2.B Exteriorize

Exteriorize is the process of transferring the **Exteriorization** of a **Thought** from the **Radiant-Radiant** state to the **Solid-Solid** state in the **Temporal Physical Plane** **during** its physical destiny in the form of an **Object**, **Action**, or **Event**.

1.3.4.2.C Exteriorized

Exteriorized refers to the **Object**, **Action**, or **Event** in the **Solid-Solid** state on the **Temporal Physical Plane** that is the physical destiny of the **Thought** from which it originated **after** **Exteriorization**.

1.3.4.2.D Manifestation

Synonym of 1.3.4.2.A Exteriorization.

1.3.4.2.E Manifest

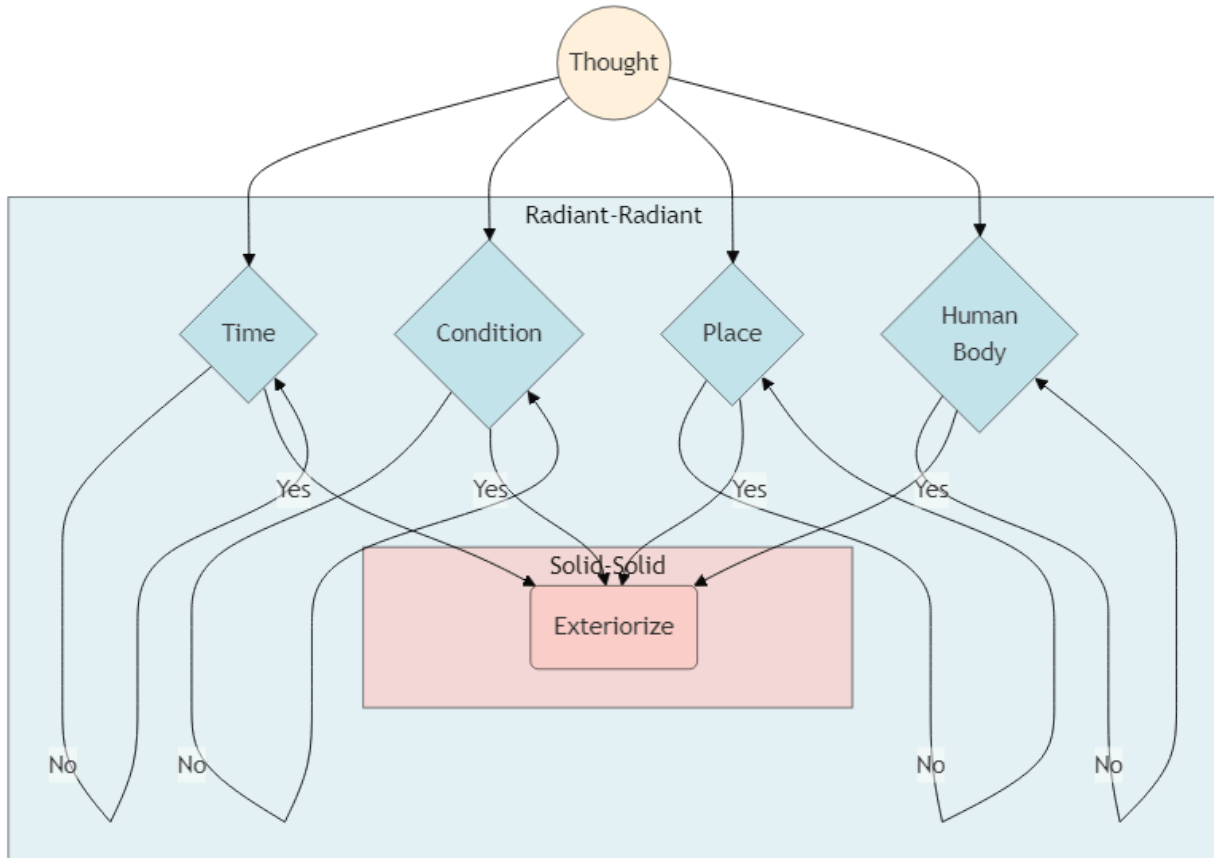
When used as a verb, is a synonym of 1.3.4.2.B Exteriorize.

1.3.4.2.F Manifested

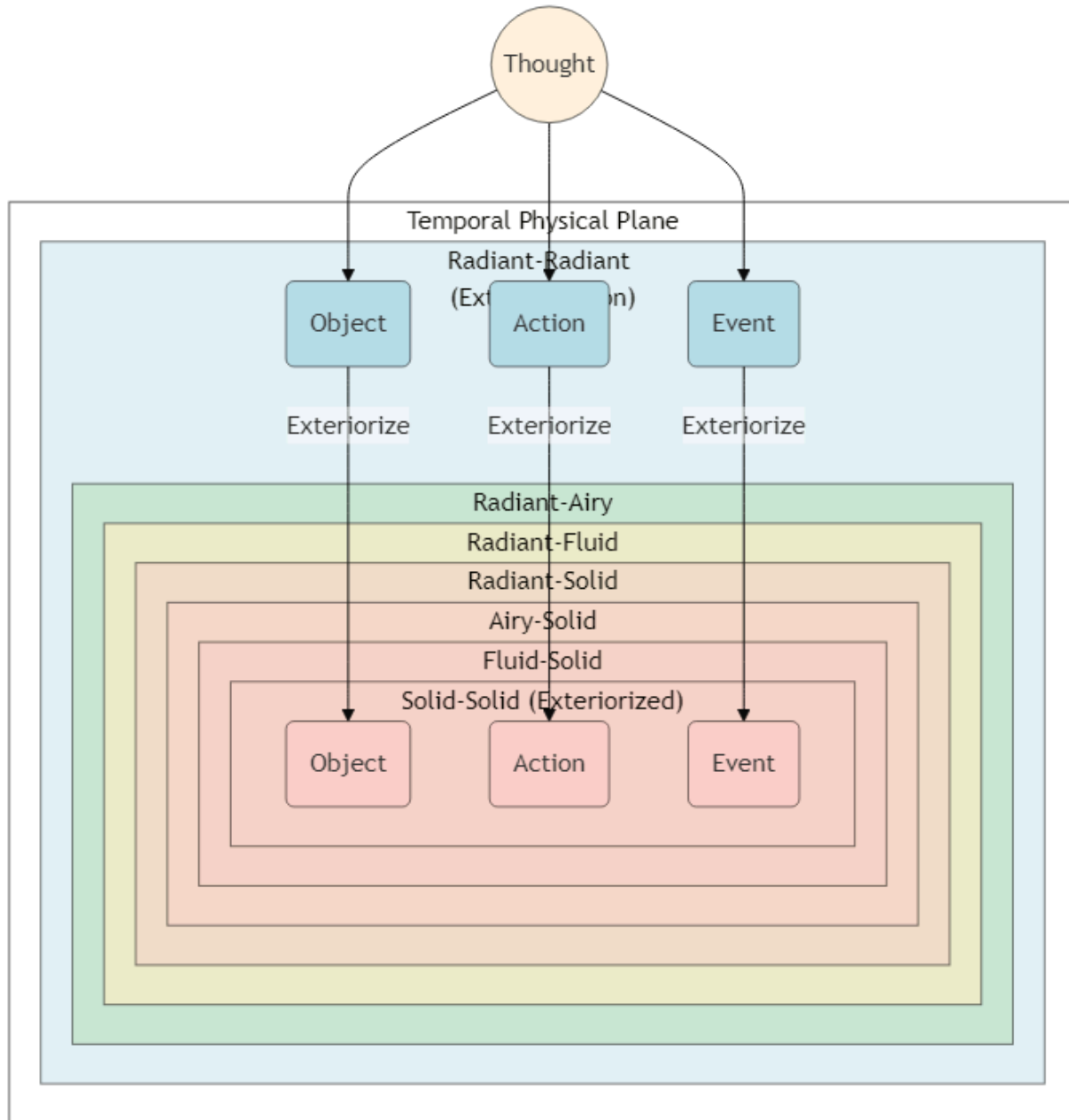
Synonym of 1.3.4.2.C Exteriorized.

1.3.4.3 Exteriorization Matrix

- Time, Condition, Place, and a Human Body form the matrix by which a Thought is Exteriorized³.
- All four factors must be satisfied for the Exteriorization to Exteriorize.



1.3.4.4 Exteriorization Result



1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 89.

2: Ibid, pg. 985.

3: Ibid, pg. 89.

1.3.5 THE **Desire** HIERARCHY

Last Updated: May 1, 2025 - **Draft**

1.3.5.1 **Desire** Hierarchy

By virtue of 1.4.1.1 **The Law of Thought**, when one thinks and issues a **Thought**, an aim towards the **Desire** is embedded in it¹.

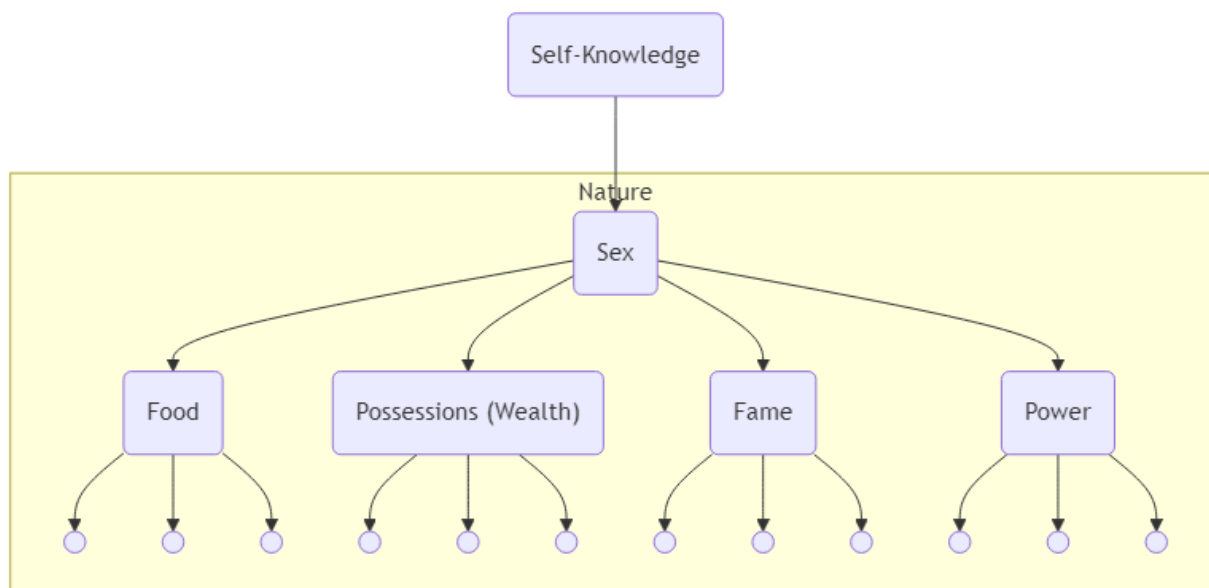
1.3.5.1.A Categorization of **Desires**

Desires can be categorized.

The top-level categorization of **Desire** is either for **Self-Knowledge** on the **Intelligent** side or **Sex** on the **Nature** side².

Within **Nature**, **Sex** has four primary **Desire** branches: **Food**, **Possessions** (or wealth), **Fame**, and **Power**³. These four primary **Desires** form a second level of categorization and each have innumerable offshoots in their category.

By this categorization, every possible **Desire** in **Nature** can be linked in a hierarchy.



i Ascension

The path towards spiritual ascension and exiting **Nature** requires mastering every **Desire** in this hierarchy and learning **What To Do** and **What Not To Do** for each one. Through proper thinking, the **Desires** can be mastered without necessarily experiencing them as **Destiny**.

💡 The Tree of Knowledge?

If every **Thought** holds knowledge of itself (including **What To Do** and **What Not To Do** for itself)

and Nature holds every Thought, then all knowledge in Nature can be accessed via Thoughts. Nature can be thought of as a database of knowledge with the abstract tree above acting as its index. The Desire Hierarchy thus might also be The Tree of Knowledge.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 54.

2: Ibid, pg. 979.

3: Ibid, pg. 711.

1.4.1 The Law of Thought

Last Updated: January 21, 2024 - Draft

1.4.1.1 The Law of Thought

"Every thing existing on the Physical Plane is an Exteriorization of a Thought, which must be balanced through the one who issued the Thought, and in accordance with that one's responsibility, at the conjunction of Time, Condition, and Place."¹

” **The Law of Thought is Destiny**

Thinking is the basic factor in shaping human Destiny.²

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 28.

2: Ibid, pg. 28.

1.4.2 OWNERSHIP OF SELF

Last Updated: November 30, 2024 - Draft

1.4.2.1 Triune Self Ownership

1.4.2.1.A Ownership of Self

Every Triune Self owns itself.

1.4.2.1.B Ownership of Parts

Every Triune Self owns each one of its parts.

By virtue of 1.3.2 A Triune Self:

1. Every Triune Self owns its respective **Knower**, **Thinker**, and **Doer**.
2. Every Triune Self owns its respective **minds**: **I-Ness**, **Selfness**, **Rightness**, **Reason**, **Feeling**, **Desire**, and the **Objective Mind/Body-Mind**.
3. Every Triune Self owns its respective **faculties**: **Light**, **I-Am**, **Time**, **Motive**, **Image**, **Dark**, and **Focus**.
4. Every Triune Self owns its respective **Breath-Form**: **Form/Soul** and **Breath**.
5. Every Triune Self owns its respective **Human Body** and **Human Being**.
6. Every Triune Self owns its respective **senses**: **Sight**, **Hearing**, **Taste**, and **Smell**.
7. Every Triune Self owns its respective **Aia**.

1.4.2.1.C Ownership of Processes

Every Triune Self owns its *non-physical* and *physical* processes.

By virtue of 1.3.2 A Triune Self and 1.3.3 Self-Government From Within:

1. Every Triune Self owns its respective **Thought Process**.
2. Every Triune Self owns its respective biological processes.

1.4.2.1.D Ownership of Exteriorizations

Every **Triune Self** owns its respective exteriorizations and their particulars.



By virtue of 1.3.2 A Triune Self and 1.3.4 Exteriorization:

1. Every **Triune Self** owns its respective **Objects**.
2. Every **Triune Self** owns its respective **Actions**.
3. Every **Triune Self** owns its respective **Events**.
 - Every **Triune Self** owns the **Events** that happen to it.
4. Every **Triune Self** owns its respective **Time** of **Exteriorization**.
5. Every **Triune Self** owns its respective **Condition** of **Exteriorization**.
6. Every **Triune Self** owns its respective **Place** of **Exteriorization**.

1.4.2.1.E Ownership of Other Property

1. Every **Triune Self** owns its respective **Time**.
2. Every **Triune Self** owns its respective **Condition**.

1.4.3 OWNERSHIP OF Thought

Last Updated: November 30, 2024 - Draft

1.4.3.1 Thought Ownership

1.4.3.1.A Ownership of a Thought in Itself

Every Thought is a being¹ with ownership over itself.

Respect

As a being, Thoughts ought to be treated with peace, love, honour, and respect.

Warning

Although Thoughts are beings, they are not as developed as a Triune Self and it is an error to treat them as such.

1.4.3.2.B Joint Ownership of a Thought with a Triune Self

Every Thought issued into Nature by a Triune Self is jointly owned by that Triune Self.

By virtue of 1.4.1 The Law of Thought and 1.3.4 Exteriorization:

Every Triune Self owns its respective Thoughts when it issues them. This creates Destiny for that Triune Self.

Warning

Not every Thought a Triune Self has is theirs; not every Thought needs to be issued. Know the difference.

1.4.3.2.3.C Joint Ownership may be Shared with other Triune Selves

The same Thought may be jointly owned by each Triune Self that issued it into Nature.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 1011.

1.4.4 THE LAW OF **Free Will**

Last Updated: May 1, 2025 - **Draft**

1.4.4.1 **Free Will**

1.4.4.1.A Law of **Free Will**

Every **Desire** is free to choose whether or not it will change itself. It is free to choose to be attached or unattached¹.

Freedom from Nature

Thinking without attachment is the true source of freedom. By avoiding attachment, **Desires** avoid **Nature's** machinations and unwanted **Destiny**. **Triune Selves** are thus able to own more of their life and time -- they are free. **Freedom** is the ability to be, will, do, and have, without attachment to **Nature**.²

Freedom from Others

Freedom does not mean being able to do whatever one wants (in ignorance). It depends upon building a useful **Knowledge Set** to be able to conduct oneself in the world peacefully, respectfully, and honourably. Attachments to **Nature** can run afoul of that **Knowledge Set** and thus incur the wrath of other **Triune Selves** for the trespass. Self-control is extremely important for cultivating the **learned skill** of **Freedom**.

1.4.4.1.B **Desires** Cannot Be Forcefully Changed

1. No **Desire** can change another **Desire**³.
2. No **Desire** can be compelled to change itself³.



Respecting the Law of Free Will

Respecting the Law of **Free Will** means respecting the operation of **Desires** in a **Triune Self**. Interference with this operation is where trespasses against this law occur.

Desires may choose to attach to **Nature**. There is no **Freedom** in doing so and it may be necessary to regulate certain pathways. The **Desire** must go through a pathway that leads it to ultimately change itself; it cannot be re-programmed away. Suppression, shame, banning, and outlawing are unhealthy, damaging, and unproductive ways of controlling **Desires**.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 1014-1015.

2: Ibid, pg. 985-986.

3: Ibid, pg. 1014.

1.4.5 THE LAW OF FORGETTING

Last Updated: July 3, 2024 - Draft

1.4.5.1 Law of Forgetting

When a **Doer** of a **Triune Self** incarnates into **Nature** and loses contact with the **Light** of its **Intelligence**, it will forget its past, forget its **Triune Self**, and forget its **Light**¹.

1.4.5.1.A Forgetting the Past

Forgetting **Objects**, **Actions**, and **Events** as well as memories in the course of everyday life is covered under "forget its past".

1.4.5.1.B Forgetting the **Triune Self**

1. Forgetting the **Triune Self** means being in ignorance of **1.3.2 A Triune Self**.
2. Therefore, ignorance of **1.4.2 Ownership of Self** necessarily follows.

Ignorance of Self

Knowing oneself is a prerequisite to owning oneself. No one can claim to own their own property if they do not know themselves first.

Warning

Ignorance of self is a prerequisite for coercion and manipulation. No one can coerce or manipulate those who know themselves.

1.4.5.1.C Forgetting the **Light**

Forgetting the **Light** of one's own **Intelligence** results in occasionally causing harm to others, among other things.

"They don't know what they are doing."²

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 512.

2: Luke 23:34

1.5.1 BEING

Last Updated: May 2, 2025 - Draft

1.5.1.1 Composition

By virtue of 1.3.2 A Triune Self and 1.4.2.1.B Ownership of Parts:

1.5.1.1.A Aspects of Being

Every listed part in 1.4.2.1.B Ownership of Parts is recognized as part of a Triune Self.

1.5.1.1.B Exclusion of Fakes

Anything claiming to be part of a Triune Self that is not listed in 1.3.2 A Triune Self and 1.4.2.1.B Ownership of Parts is NOT considered part of a Triune Self.

1.5.1.1.C Dishonour of Being

No Thought is or can be considered part of a Triune Self.

Light of the Triune Self

The relation is the other way around and it is a relation of responsibility rather than composition. The Thought contains Light from the Triune Self given to it when it is issued. That Light is recovered only when the Thought is balanced.¹

Intent

1.5.1.1.B and 1.5.1.1.C are meant to prevent errors in thinking that equate a Thought with an actual part of one's being. Thoughts are not a part of a Triune Self nor are they an attribute of it. Examples of where this error is made include religions, pronouns, and "identifying as".

1.5.1.1.D Parts Are Beings

Some parts of the Triune Self including its Senses², Thoughts³, and Human Body⁴ are beings in their own right, with their own consciousness.

Respect

These beings are in your care and custody. They ought to be treated with peace, love, honour, and respect, and in exchange, they will serve you well.

1.5.1.2 Growth

By virtue of 1.4.1 The Law of Thought and its consequence, the Eternal Order of Progression⁵, every Triune Self is recognized as being in a continual state of growth.

1.5.1.2.A What To Do and What Not To Do

As part of that growth are two sets of lessons that will be learned⁶:

1.2.3.4.C **What To Do** The set of lessons concerned with what is **right** and in agreement with the **Rightness Mind**.

1.2.3.4.D **What Not To Do** The set of lessons concerned with what is **wrong** and therefore not in alignment with the **Rightness Mind**.

1.5.1.2.B Building a Knowledge Set

1. Each **Thought** offers lessons for **What To Do** and **What Not To Do**.
2. A 1.2.3.4.E **Knowledge Set** is the set of all **Thoughts** encountered by a **Triune Self** for which the lessons of **What To Do** and **What Not To Do** were learned.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 1011.

2: Ibid, pg. 4.

3: Ibid, pg. 54.

4: Ibid, pg. 2.

5: Ibid, pg. 953.

6: Ibid, pg. 27.

1.5.2 PROPERTY OF SELF

Last Updated: November 30, 2024 - Draft

1.5.2.1 Property Relations in, of, and for the **Triune Self**

1.5.2.1.A Property Relation with Self

By virtue of 1.4.2.1.A **Ownership of Self**, a property relation exists between the **Triune Self** and itself.

1.5.2.1.B Property Relation with Parts

By virtue of 1.4.2.1.B **Ownership of Parts**, property relations exist between the **Triune Self** and each one of its parts.

1.5.2.1.C Property Relation with Processes

By virtue of 1.4.2.1.C **Ownership of Processes**, property relations exist between the **Triune Self** and each of its processes.

1.5.2.1.D Property Relation with **Exteriorizations**

By virtue of 1.4.2.1.D **Ownership of Exteriorizations**, property relations exist between the **Triune Self** and each of its **Exteriorizations** and their particulars.

1.5.2.2 Custody of Other Beings

1.5.2.2.A The **Triune Self** has Custody over its **Human Being**

1. The **Triune Self** is a creature of **Intelligence** while the **Human Being** is a creature of **Nature**. **They are separate beings.**
2. The **Triune Self** and the **Human Being** are paired together during incarnation.
3. As a result of incarnation:
 1. The **Human Being** becomes the property of its **Triune Self**.
 2. The **Triune Self** has custody over its **Human Being**
 3. The **Triune Self** has a duty to care for its **Human Being**.

1.5.3 PROPERTY OF Thought

Last Updated: May 2, 2025 - Draft

1.5.3.1 Property Relations Concerning Thoughts

1.5.3.1.A Property Relation of a Thought with Itself

By virtue of 1.4.3.1.A Ownership of a Thought in Itself, a property relation exists between a Thought and itself.

1.5.3.2 Property Relations of Triune Selves with Thoughts

1.5.3.2.A Bidirectional Property Relation for Triune Selves and their Thoughts

By virtue of 1.4.3.2.B Joint Ownership of a Thought with a Triune Self, a bidirectional property relation exists for each Thought a Triune Self owns.

Bidirectional Property Relation:

1. The Thought is the property of the Triune Self for the purpose of the Triune Self's growth and Destiny.
2. The Triune Self is the property of the Thought for the purpose of the Thought's growth.

1.5.3.2.B One-To-Many Property Relation when a Thought is Shared with Multiple Triune Selves

By virtue of 1.4.3.2.C Joint Ownership may be Shared with other Triune Selves, the same Thought controls multiple bidirectional property relations with each involved Triune Self.

One-to-Many Property Relation:

1. The more Triune Selves that participate, the stronger and more powerful will be the Thought.
2. The Thought Exteriorizes along its aim, affecting all Triune Selves bound to it.

Not Conscious Control

The Thought does not consciously control the relation nor the attached Triune Selves. It can only direct in a linear way along its aim in accordance with The Law of Thought. They are conscious as their functions only¹, not conscious of their function.

It is for this reason that certain **Thoughts** may require guidance or regulatory pathways to safely manage their **Exteriorizations** -- for example: the **Thoughts** that are for-profit enterprises.

” **Thoughts Have People**

"People don't have ideas. Ideas have people."²



Charge and Discharge

As more **Triune Selves** attach to the same **Thought**, it can be thought of as a **charge** building in the **Atmospheres**.

When a mass **Exteriorization** occurs, it can be thought of as a **discharge** of that energy.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 50.

2: Carl Jung

1.5.4 Thoughts AND THEIR Exteriorizations

Last Updated: December 7, 2024 - Draft

1.5.4.1 Hierarchical Thoughts and Exteriorizations

1.5.4.1.A Thought Hierarchy

Thoughts can form a hierarchy.

Example

One Thought might be a country. Another set of Thoughts might be cities within that country. A third set of Thoughts might be houses within each city.

1.3.1 The Free Will Universe is an example of a Thought hierarchy.

1.5.4.1.B Exteriorization Hierarchy

1. As Thoughts always Exteriorize, their Exteriorizations also form a hierarchy.
2. The Exteriorization hierarchy mirrors the Thought hierarchy. They are the same hierarchy.

Example

The same example above is also an Exteriorization hierarchy.

1.5.4.1.C Host Thoughts Provide Realm and Laws

1. Thoughts higher up in the hierarchy provide a realm in which lower Thoughts can Exteriorize.
2. The rules that determine how the higher Thought Exteriorizes become the immutable laws in which the lower Thought Exteriorizes.

1.5.4.1.D Sibling Thoughts are Independent of Each Other

Thoughts that Exteriorize at the same level in the hierarchy are independent and have no ability to set laws for each other. They may share the same context, however.

1.5.4.2 Contextual Exteriorizations

1.5.4.2.A Exteriorizations Have a Context

Exteriorizations have a context.



By virtue of 1.3.4 Exteriorization, the context includes at least:

1. The relevant Thoughts
1. Objects, Actions, and/or Events
2. Times, Conditions, and Places
3. Any and all Human Bodies involved
4. The Knowledge Sets of the Triune Selves involved at the moment of Exteriorization
5. The position in an Exteriorization hierarchy

1.5.4.2.B Exteriorization Context can be Shared

Multiple different Exteriorizations may share the same context, but they are independent of each other.



Careful

One Exteriorization can be shared among all Triune Selves involved and they will all have the same context. This is specifically referring to different Exteriorizations occurring simultaneously and thus share some if not all of the same context.

1.5.5 Confusion

Last Updated: December 30, 2024 - Draft

1.5.5.1 Origin of Confusion

By virtue of 1.4.5 The Law of Forgetting, each Triune Self forgets the foundation of knowledge it has for itself and this is the state of forgetfulness:

1. The intuitive channel through which knowledge is gained is clouded, such that only small fractions of knowledge can be obtained.
2. The knowledge of proper thinking procedures is lost, and thus Errant Thinking occurs. See 1.2.3.5.A Errant Thinking.

1.5.5.1.A Forgetting Proper Relations

A Triune Self in a state of forgetfulness will also forget its relations with other Triune Selves and/or their own Thoughts.

1.5.5.1.B Unknowingly Breaking Contracts

A Triune Self in a state of forgetfulness will unknowingly break agreements and contracts with their Thoughts or with other Triune Selves and this causes more Confusion¹.

1.5.5.1.C Ignoring Conscience

A Triune Self in a state of forgetfulness will ignore its Conscience when it intervenes in their thinking, and this causes Confusion².

1.5.5.1.D Confusion

A Triune Self in a state of forgetfulness is said to be Confused.

Confusion

Without an accurate foundation of knowledge, a Triune Self cannot *understand* what is happening in their world. They will not know What To Do or What Not To Do. They will not know who they are or who others are.

1.5.5.2 Impact of **Confusion**

As a result of the **Errant Thinking** inherent in confusion:

1.5.5.2.A Increased Probability of Wrong Choices

The probability of making **Wrong Choices** is greatly increased. See [1.2.3.4.B Wrong Choice](#).

1.5.5.2.B Increased Probability of Individual and Societal Harm

The probability that **Wrong Choices** cause **Harm** to individuals and cascade to affect all of **Society** is greatly increased.

1.5.5.3 Realm of **Confusion**

The **Free Will Universe** is also known as the **Realm of Confusion**.

1.5.5.4 Genesis Safeguard

Every **Society** implementing the **Genesis Codex** must implement methods to safeguard against **Confusion** developing in its population.

1.5.5.4.A Safeguard Without Harm

Safeguard methods must be instructive or curative. They must not cause **Harm** or **Damage** to a [1.3.2 A Triune Self](#) or its [1.3.3.1 Thought Process](#).

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 144.

2: Ibid, pg. 284.

1.5.6 Insanity

Last Updated: May 5, 2025 - Draft

1.5.6.1 Prerequisites for Sanity

1.5.6.1.A Ownership of Self

A **Triune Self** must know and understand [1.3.2 A Triune Self](#) and [1.4.2 Ownership of Self](#) to truly have ownership over their self.

Proving Sanity

If a **Triune Self** cannot even explain how it is designed nor how it works, how can it prove it is sane? Ignorance and **Insanity** are the recognized defaults in this world of **Confusion**. Lacking self-ownership, **Triune Selves** are easily coerced.

1.5.6.1.B Honour the Rightness Mind

1. A **1.3.2 A Triune Self** must have a correctly working [1.3.3.1 Thought Process](#) and must honour its **Rightness Mind**.
2. A **Triune Self** must not ignore their **Rightness Mind**.

1.5.6.1.C Mitigation of Harm

A **Triune Self** must not **Harm** their self nor allow **Harm** to come to them from others. See:

- [1.2.3.3.A Self-Respect](#)
- [1.2.3.3.B Morality](#)
- [1.2.3.3.C Honour](#)

Harm

Harm results from **Errant Thinking** and ignoring the **Rightness Mind**. A **Triune Self** cannot be said to be sane if it is using its **Minds** improperly.

1.5.6.1.D Competence with The Law of Thought

A **Triune Self** must know and use [1.4.1 The Law of Thought](#) competently in their daily life.

Competence

Competent use of **The Law of Thought** means understanding how **Thoughts** work at a level

beyond mere agreements and contracts and using that knowledge **Respectfully**, **Morally**, and **Honourably** in daily conduct. Among such aspects of **The Law of Thought** that must be known and understood are balance, attachments, context, exteriorizations, and building a **Knowledge Set** consisting of **What To Do** and **What Not To Do** for each **Thought**.

Lacking this knowledge, a **Triune Self** will be led around by a ruling **Thought** -- such as a religion, the state, science, or other such belief -- and this is not competent use of **The Law of Thought**.

1.5.6.2 Origins of **Insanity**

By virtue of **1.4.5 The Law of Forgetting**, **1.5.5.1 Origin of Confusion** and **1.5.5.2 Impact of Confusion**, it is not possible for a **Triune Self** in a state of **Forgetfulness** and **Confusion** to satisfy **1.5.6.1 Prerequisites for Sanity**:

1. The insane **Triune Self** will not know itself and therefore cannot own itself.
2. The insane **Triune Self** will disregard its **Rightness Mind** and cause harm to itself and others.
3. The insane **Triune Self** will consistently and repeatedly make wrong choices that harm itself, others, and **Society** as a whole.
4. The insane **Triune Self** will neither know nor practice **Self-Respect**, **Morality**, nor **Honour**, nor competent use of **The Law of Thought**.

1.5.6.2.A **Insane** by Definition

1. Any **Triune Self** that fails to satisfy **1.5.6.1 Prerequisites for Sanity** shall be considered or deemed **Insane**.
2. This does not apply while the **Triune Self** is growing and learning the **1.5.6.1 Prerequisites for Sanity** or reaches a designated age or milestone, whichever comes first.

i **Person Non Compos Mentis**

The definition for **Insane** also includes:

- idiot
- retard
- mentally disabled
- person non compos mentis
- ward of the state
- **Human Being** without a **Triune Self**
- **Human Being** in ignorance of its **Triune Self**
- **Triune Self** that is ignorant of itself
- **Triune Self** that knows itself but wilfully chooses **Actions** inconsistent with the **1.5.6.1 Prerequisites for Sanity**

i **Self-Governance**

Self-governance is a critical cornerstone of sanity, freedom, democracy, growth, adaptation, and evolution. Where its development is lacking -- as in the case of a ward of the state no matter their age -- that being cannot be considered sane because they fail to satisfy **1.5.6.1 Prerequisites for Sanity**.

1.5.6.2.B Insane by Confusion

Any **Triune Self** that **Exteriorizes** consistent and repeated **Actions** of 1.5.5.1.D **Confusion** and especially where such **Actions** result in **Harm** or **Damage** to self, others, or **Society**, shall be considered or deemed **Insane**.

War Exception

Deliberate **Acts** of **Harm** or **Damage** done as part of a rebellion, insurrection, protest, civil disobedience, civil war, international war, espionage, or as part of any other grand political strategy where the **Acts** are **Morally defensible** shall not be grounds upon which an **Insanity** declaration can be based. Such actors must still satisfy 1.5.6.1 **Prerequisites for Sanity**.

Crime Exception (Maybe?)

Insane Triune Selves commit crimes, but crimes may not be used as the sole justification for deeming a **Triune Self Insane**. The **Triune Self** must be tested against the 1.5.6.1 **Prerequisites for Sanity** and must fail that test to be deemed **Insane**.

1.5.6.2.C Insane by Thinking Errors

1. Any **Triune Self** that **Exteriorizes** **Actions** consistent with **Errant Thinking** shall be considered or deemed **Confused**.
2. Should their **Errant Thinking** lead to consistent **Harm** or **Damage** to self, others, or **Society**, then they shall be considered or deemed **Insane**.

See:

- 1.2.3.5.A **Errant Thinking**
- 1.2.3.5.B **Abusive Thinking**

1.5.6.3 No Penalty for **Insanity**

No penalty nor punishment shall be imposed against a **Triune Self** following it being considered or deemed **Insane**.

Misconfiguration

Insanity is a misconfiguration of being that can only be fixed through the learning and development of the **Triune Self**. It is not a crime to be **Insane**. **Insanity** is the *default condition* of humanity at his time due to widespread ignorance.

1.5.6.3.A No Defense for **Insanity**

Insanity cannot be used as an excuse or a defense when a crime has been committed.

1.5.6.3.B No Defense for Lack of Self-Control

Lack of self-control cannot be used as an excuse or a defense when a crime has been committed.

Symptom of **Insanity**

Any lack of self-control ultimately means failing **1.5.6.1.A Ownership of Self** and thus failing the **1.5.6.1 Prerequisites for Sanity**. Lack of self-control for any reason is an issue of **Insanity**, and thus cannot be used as an excuse for:

- the choice to commit a crime directly
- the choice to surrender control and thus commit a crime directly or indirectly

Examples

- Impulsive behaviour
- Listening to voices or being possessed
- Following blackmail instructions
- Remotely controlled by a computer
- Under the influence of drugs and/or other intoxicants
- Under the influence of any sensation from **Nature**

1.5.6.4 Genesis Safeguard

Every society implementing the **Genesis Codex** must implement methods to safeguard against **Insanity** developing in its population.

1.5.6.4.A Safeguard Without **Harm**

Safeguard methods must be instructive or curative. They must not cause **Harm** or **Damage** to a **1.3.2 A Triune Self** or its **1.3.3.1 Thought Process**.

1.5.6.4.B Safeguard into **Sanity**

Safeguard methods must produce a population that satisfies the **1.5.6.1 Prerequisites for Sanity**.



Standard Knowledge Set

Identify a standard set of **Thoughts** that create a **Knowledge Set** to satisfy the **1.5.6.1 Prerequisites for Sanity** and teach them along with their respective laws.

1.5.7 Trespass

Last Updated: May 6, 2025 - Draft

1.5.7.1 Definition

Any **Thought**, **Construct**, or **Exteriorization** issued by a sending **Triune Self** that:

1. By virtue of **1.4.2 Ownership of Self**: Interferes with the proper operation of the receiving **Triune Self**.
2. By virtue of **1.4.3.2.B Joint Ownership of a `Thought` with a `Triune Self`**: Interferes with the proper operation of any of the receiving **Triune Self's Thoughts, Constructs, and/or Exteriorizations**.

See:

- **1.2.3.5.E Trespass**

Sameness

It is possible for the sender and receiver to be the *same* **Triune Self**.

Damage

As the proper operation is defined as **Health**, **Trespases** can be a source of **Damage**.

Trespases

Trespases against this property relation can steal the **Destiny** a **Triune Self** needs to learn and grow, which can **Damage** it. Alternatively, unwanted or undesired **Destinies** can possibly be prevented by such interventions.

1.5.7.2 Trespasses Upon Exteriorizations

One **Exteriorization** can interfere with another **Exteriorization**. This is called a **Trespass**.

1.5.7.2.A The Owner Trespasses

1. The owner of the **Trespassing Exteriorization** is **Trespassing** and is called a **Trespasser**.
2. The **Trespasser** can be a **Triune Self, Human Being, Human Body, Construct, or Thought**.

Remember Singular Aim

Thoughts have a singular aim and may occasionally combine with other **Thoughts** during **Exteriorizations**. If such encounters are undesired, such **Thoughts** may need to be guided (or regulated) so as not to **Trespass**.

1.5.7.2.B Property Relations are Exteriorizations

The recognized property relations in 1.5.2 **Property of Self** and 1.5.3 **Property of `Thought`** are **Exteriorizations** of their respective **Triune Selves** and it is possible for them to be **Trespassed** upon.

1.5.7.2.C Host Thoughts do not Trespass

Per 1.5.4.1.C **Host `Thoughts` Provide Realm and Laws**, when a host **Thought Exteriorizes** a reality with **immutable universal laws**, those laws are not a **Trespass** and their ruling **Thought** or **Triune Self** is not **Trespassing** so long as they maintain non-interference.

Immutable Universal Laws

Immutable universal laws are part of how a reality works and cannot be changed from within the reality. If there are ever laws where this immutability is not guaranteed, then this rule does not apply, and the host's is vulnerable to **Trespassing**.

1.5.7.2.D Sibling Thoughts can Trespass

Per 1.5.4.1.D **Sibling `Thoughts` are Independent of Each Other**, when a **Thought's Exteriorization** interferes with another **Thought's Exteriorization** and this occurs at the same hierarchy level, this is a **Trespass** and the owner of the **Trespassing Thought** is a **Trespasser**.

Impact

To demonstrate the impact of this understanding of **Trespass** consider the following scenarios.

A thief steals some jewelry (A). The thief is arrested (B). The thief is sent to jail (C). A, B, and C are each independent **Exteriorizations**. None of them are **Respectful, Moral, nor Honourable** behaviour.

- In A: The thief **Trespasses** against the owner of the jewelry.

- In B: The police **Trespass** against the thief.
- In C: The state/court/police **Trespass** against the thief.

A **Triune Self** performs work for someone and collects their part of the trade (A). The country's tax authority takes a percentage of the trade (B). A and B are independent **Exteriorizations**. Although B is part of the host reality (country), its laws are not immutable universal laws.

- In A: The **Triune Self** is **Respectful, Moral, Honourable**.
- In B: The tax authority is **Trespassing** because there is no explicit agreement waiving the interference.

Acting **Respectfully, Morally, and Honourably** at all times allows a **Trespasser** to be dealt with at the moment of their **Exteriorization** where they are best positioned to learn. It is the responsibility of the **Trespasee** to teach this lesson however they see fit and in accordance with their ability (which is *their* **Exteriorization**).

1.5.7.2.E Explicit Consent Required

Explicit consent is required whenever one **Exteriorization** would interfere with another **Exteriorization**.



Conscious Welcome

This ensures the would-be interference is consciously welcomed and thus not an interference.



Presumption is Dangerous

Without explicit consent, all a **Triune Self** has to do is change their mind or disagree to revoke presumed consent and the next **Exteriorization** becomes a **Trespass**. Compliance is not consent. Tacit consent is presumptive and not conscious consent.

1.5.7.2.F Edicts Without Consent are **Trespasses**

The **Exteriorization** of an edict without first obtaining explicit consent from all affected shall be a **Trespass**.



Terrorism

When such a **Trespass** is backed by violence, it is terrorism.

1.5.7.3 Trespasses Upon Beings

1.5.7.3.A Betrayal of the Triune Self-Human Being Relation is a Trespass

By virtue of 1.5.2.2.A The `Triune Self` has Custody over its `Human Being`, the Human Being is a **separate being** from the Triune Self and is in its custody. The Triune Self has a duty to care for it. When the Triune Self breaches that duty, it has **Trespassed** against the Human Being in its custody.

Self-Respect Protects Against Trespass

All Self-Harms are Trespasses

This includes suicide, which is actually the murder of another being -- the Human Being in the custody of the Triune Self. Suicide is more properly termed self-murder¹.

Other examples of self-harm include, but are not limited to:

- Consuming foods, drinks, and other substances the body is not designed to digest.
- Breathing air and other gasses that interfere with the body's breath mechanism.
- Injecting foreign substances into the body.
- Any self-inflicted physical, psychological, mental, or noetic injury.

1.5.7.3.B Producing Exteriorizations that Directly Harm Others are Trespasses

When a Triune Self or Human Being produces an Exteriorization and:

1. That Exteriorization injures another Triune Self and/or its Human Being and
2. That Exteriorization has not changed ownership

Then this is a **Trespass** and the producer is a **Trespasser**.

Morality and Honour Protect Against Trespassing Upon Others

Toxic Food and Gasses

If, for example, a restaurant produces meals using ingredients the Human Body is not designed to digest and serves them then this is injurious and a **Trespass**.

If, for example, a Triune Self or Human Being smokes or vapes, and there are nearby Human Beings who breathe that in, then these gasses interfere with the body's breathing mechanism, and this is injurious and a **Trespass**.

If, for example, a business produces polluting gasses, and there are nearby Human Beings who breathe them in, then these gasses interfere with the body's breathing mechanism, and this is injurious and a **Trespass**.



Psychological, Mental, and Noetic Trespasses

If, for example, a therapist uses hypnosis or other means to interfere with the proper operation of the **Triune Self**, reprogram it, fracture its personality, or install other personalities, then this is a **Trespass**.

If, for example, a state official or media company produces propaganda that coerces its audience in such a way as to interfere with the proper operation of their **Triune Self**, then this is a **Trespass**.

If, for example, a set of lies or a synthetic device controls the mind of a **Triune Self**, then this is a **Trespass** and the controller is a **Trespasser**.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 129.

1.5.8 CLASSES

Last Updated: May 6, 2025 - Draft

1.5.8.1 Recognition of Classes

By their thinking, the population self-selects into four primary classes: labourers, traders, thinkers, and knowers¹.

1.5.8.2 Labourers

Those who predominantly **Act** as hired labour, slaves, or who pool their labour with others to accomplish larger communal goals².

The Working Class

Labourers are more commonly known as "The Working Class", "contractors", and "employees". Owners of small mom & pop shops are also considered labourers.

1.5.8.3 Traders

Those who **Act** by trading³.

The Things Traders Trade

Traders trade products, currencies, metals, animals, slaves, businesses, etc. They profit primarily through the arbitrage of others' work. Some examples of traders include business owners, large landlords, politicians, lawyers, and some doctors⁴.

1.5.8.4 Thinkers

Those whose profession supplies information and services to labourers and traders⁵.

Examples

Some examples of thinkers include priests, teachers, healers, warriors, builders, or navigators⁶.

1.5.8.5 Knowers

Knowers remember **Sense-Knowledge of Nature** and **Self-Knowledge** of their **Triune Self** through incarnation⁷. They apply this knowledge in more useful ways than the mere practicality of thinkers.



Knower Professions

Knowers do not have any specific professions of their own, but can serve in any of the other professions.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 541.

2: Ibid.

3: Ibid.

4: Ibid.

5: Ibid.

6: Ibid.

7: Ibid, pg. 542.

1.5.9 TYPES OF **Government**s

Last Updated: May 8, 2025 - **Draft**

1.5.9.1 Recognition of **Government** Types

By their thinking, the population establishes its **1.2.2.1.E Public Authority** and rulership¹:

- by the many (via **1.5.8.2 Labourers**)
- by traders (via **1.5.8.3 Traders**)
- by learning (via **1.5.8.4 Thinkers**)
- by knowledge (via **1.5.8.5 Knowers**)

1.5.9.1.A **Government** by the Many

Forms of **Government** where rulership is practiced by the many tend to result in the greatest amount of **Confusion**, want, and unhappiness, and are the least successful forms of **Government**².

i **Labourers**

The many tend to be of the labourer class who are often not learned in the ways of the world or of themselves. They will curse the **Government** with ignorance, indifference, lack of self-control, and selfishness³. Democracy in this fashion eventually devolves into tyranny.

1.5.9.1.B **Government** by Traders

Forms of **Government** where rulership is practiced by traders tend towards regulation, order, and business, but this is not sufficient to stop corruption, hypocrisy, and trading in the public affairs⁴. **Confusion**, want, and unhappiness still result.

i **Corruption and Trading**

Both the many and traders will trade the general interest of society for their private ends, and this causes corruption of the **Government**. The traders will at least maintain an appearance of general order⁵. Trader-designed **Governments** will tend to resemble aristocratic republics.

1.5.9.1.C **Government** by the Learned

Forms of **Government** where rulership is practiced by the learned tend towards notions of integrity, honour, and nobility⁶.

i **Thinkers Temper Corruption**

The virtues of the **1.5.8.4 Thinker** class temper the inherent corruption caused by the many and by

traders⁷. Thinker-designed **Governments** will tend to resemble monarchies.

1.5.9.1.D **Government** by Knowledge

Forms of **Government** where rulership is practiced by those with knowledge tend to result in the greatest well-being and happiness among the population, and are the most successful⁸.

Knowers

For a society to be truly successful, it must qualify its leaders to ensure they possess at a minimum **Sense-Knowledge** of **Nature** and **Self-Knowledge** of their **Triune Self**. Their leaders must also be learned in the **Law of Nations**, the ways of strong **Character** development, how to navigate freedom of choice peacefully, and how individual actions scale to societal actions.

Knowers free the **Government** from greed, lust, and cruelty, and bring justice, simplicity, honour, and consideration for others⁹.

1.5.9.2 Recognition of **Government** Systems

Governmental systems generally follow a sliding scale by the number of people entrusted with the right to command, from one to all, though they may be combined and varied in any way¹⁰.

1.5.9.2.A Democratic Systems

Democratic systems are those that ensure the entire *body* of the **Nation** keeps to itself the right to command¹¹.

Direct Right

Note that this is a direct right. If it is given up in any capacity, it is **not** a democracy.

Direct Sovereignty

While this right is maintained, the *body* of the **Nation** also keeps to itself its **Sovereignty**. It is from this right and only from this right that individuals can be counted among the **Sovereign** as in Self-Sovereignty.

1.5.9.2.B Aristocratic Systems

Aristocratic systems are those that entrust a subset of the body of the **Nation** the right to command¹².

i Republics and Representation

These are republics if they have a senate, house of representatives (or commons), or any other similar representative structure. "Representative democracies" are not democracies -- they are aristocratic republics.

1.5.9.2.C Monarchic Systems

Monarchic systems are those that entrust a single **Triune Self** with the right to command¹³.

1.5.9.2.D **Government** Systems and Types by Class

The dominant thinking class of a **Society** determines the type of **Government** it will have, which will be expressed in a system that keeps the right to command to the people of that class.

Thinking Class	Government Type	Government System
1.5.8.2 Labourers	By the Many	Democracy
1.5.8.3 Traders	By Traders	Aristocratic Republic
1.5.8.4 Thinkers	By the Learned	Monarchy
1.5.8.5 Knowers	By Knowledge	Any of the Above

i Exceptions Possible

This is a recognition of a general trend. There are any number of exceptions possible.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 542.

2: Ibid.

3: Ibid.

4: Ibid.

5: Ibid.

6: Ibid, pg. 543.

7: Ibid, pg. 542-543.

8: Ibid, pg. 542.

9: Ibid, pg. 543.

10: De Vattel, E. (1844) *The Law of Nations*. Indianapolis, IN: Liberty Fund, Inc. Book I, §3.

11: Ibid.

12: Ibid.

13: Ibid.

1.5.10 BASIS OF Society

Last Updated: January 25, 2025 - Draft

1.5.10.1 The Sovereign State

Every politically functional State must have¹:

1. A Sovereignty -- the system by which the State works and is also known as the Government or Public Authority.
2. A united people -- the Sovereign -- who own the Sovereignty and are truly free.
3. A united population -- the Citizens -- who are the developing subjects that do the work.
4. A united Society -- the Sovereign and the Citizens united together in the common aim of the State.



1.5.10.2 Collusion

By virtue of the unity described in 1.5.10.1.4 The 'Sovereign' 'State' -- A United 'Society', the Sovereign and the Citizens conspire and collude with each other to forward the aims of their State².

i Important Recognition

This recognition is important because Citizens do not always act with explicit contracts in place and they are not likely to understand the nuance involved here. Citizens consent to their situation by their Actions. If they pay their taxes, they collude with their Sovereignty. If they do what their Sovereignty tells them to do, they are colluding with it. If they trespass upon their Sovereignty, but their Sovereignty allows it, then their Sovereignty colludes with them.

i Citizens Not Innocent

When the Sovereignty Acts in immoral and dishonourable ways, the Citizenry supports it via collusion through their taxes and labour.

Thus, the Citizenry cannot be deemed innocent nor do they have any right to immunity.

Under the Law of Nations, the entire State is one entity, and both the Sovereignty and the Citizenry can be held accountable for their Actions together as one.

Under the Law of Thought, the entire State is one Thought, and both the the Sovereignty and

the **Citizenry** will balance their development according to that **Thought's Exteriorizations**.

1: De Vattel, E. (1844) *The Law of Nations*. Indianapolis, IN: Liberty Fund, Inc. Book I, §1.

2: Ibid. Book I, §2.

1.5.11 LAW

Last Updated: May 9, 2025 - Draft

1.5.11.1 A Law is a Rule for a Reality

A law is a prescription for the performance of **Units in** a reality. It is a rule that determines how the reality functions for those inside it.

Understand the Context

Wherever there is a law, there is a reality context to it. When faced with a law, ask what is the reality supporting it?

1.5.11.1.A Realities Defined by Rules

Realities are defined by rules.

1.5.11.1.B Laws on the Inside

For those *inside* the reality, its rules are immutable laws.

1.5.11.1.C Rules on the Outside

For those *outside* the reality, a rule is merely a rule and can be changed as desired by those with the ability to do so.

1.5.11.1.D Reality Description

Realities can be described by discovering and listing its laws or rules. These laws or rules are merely *descriptions* of them and are not the actual laws nor rules themselves.

Tangible Effect

The actual laws or rules will have some kind of tangible effect when they are altered.

1.5.11.2 Prescription for Performance

"A law is a prescription for performance, made by the **Thoughts** and **Acts** of its maker or makers, and to which those who have subscribed are bound."¹

1.5.11.2.A Attachments are Law

Whenever a **Triune Self** attaches to a **Thought**, the attachment becomes a **Law** unto the **Triune Self**.

Law Until Detachment

The **Law** will remain in effect until the **Triune Self** has learned from and balanced the **Thought**, at which point it will detach from it.

1.5.11.2.B Law Proceeds to Destiny

By virtue of 1.4.1.1 `The Law of Thought`, the attachment as **Law** carries the **Triune Self** to its **Destiny**.

Beware Unwanted Destinies

Not all **Destinies** are desired or necessary. Having many attachments, and thus many **Laws** and **Destinies** can consume a life and enslave a **Triune Self** to their **Mind** and to **Nature**. Avoid unnecessary attachments for greater freedom.

1.5.11.2.C Authority for Law

Per 1.5.11.2.A **Attachments Are Law**, the **Triune Self's** own **Self-Knowledge** is the authority for the attached **Law**.²

By virtue of 1.5.4.2.A `Exteriorizations` Have a Context:

Self-Knowledge is part of the **Knowledge Set** the **Triune Self** has about itself at the moment of attachment. Comparisons to what others would do in a similar situation are irrelevant.

1.5.11.3 Conscience Overrides Legality

By virtue of 1.4.1 `The Law of Thought`, 1.3.2 A `Triune Self`, and 1.3.3 **Self-Government From Within**, and whereas conscience is a message from the **Rightness Mind** to the **Feeling Mind** backed by the **Knowledge Set** of the **Triune Self**³, whenever conscience speaks it immediately makes the **Triune Self** responsible for its **Actions**⁴.

Conscience

Conscience can be thought of as the subset of the **Triune Self's Knowledge Set** consisting entirely of **What Not To Do**.⁵

1.5.11.3.A Laws of the Land Irrelevant

Conscience has no consideration for the laws of the land⁶, whatever they may be at that or any other time. Whenever there is a conflict, the legal rule shall be held in doubt and re-evaluated or voided.

Moral Guide

Conscience is a moral concern that points to the only possible way to scale behaviour peacefully and facilitate evolution towards the **Realm of Permanence**. Its signal can indicate development issues in the **Triune Self** and design issues in the **Society**.

Check Abuse

To prevent abuse of appeals to conscience, verify that the **Triune Self** is acting in a manner consistent with **Self-Respect**, **Morality**, and **Honour**.

1.5.11.3.B Triune Self Liable

The **Triune Self** is liable for ignoring their conscience⁷.

1.5.11.3.C State Overrule Unlawful

Should the **State** attempt to overrule a valid conscience warning, the **State** shall be held liable.

Perdition

Laws that overrule a **Triune Self's** conscience and force it to act against its internal compass make the **Triune Self** a victim of perdition and are a serious crime.

1.5.11.4 Entering and Exiting Realities

Every **Triune Self** has the ability to enter and exit realities.

1.5.11.4.A Attaching and Detaching from a **Thought**

Every **Triune Self** has the ability to attach to and detach from a **Thought**.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 144.

2: Ibid.

3: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 283.

4: Ibid.

5: Ibid.

6: Ibid.

7: Ibid.

1.5.12 DANGERS

Last Updated: January 20, 2025 - Draft

1.5.12.1 Slavery and Human Trafficking

Slavery -- whether voluntary or involuntary -- and human trafficking are dangers that threaten humanity.

Offence Against the Self-Directed Life

An enlightened civilization -- as well as a free and democratic society -- requires that its people live a self-directed life. Both slavery and human trafficking steal the right to a self-directed life from their victims and **Trespass** against the **Triune Self** and its **Human Being**.

Voluntary servitude -- also known as employment -- is a form of slavery and is recognized as a danger to humanity just the same as slavery.

A proper functioning civilization would construct itself in such a way that ALL of its people can live self-directed lives without relying on slavery to function or survive.

1.5.12.2 Transhumanism

Attempts to integrate a **Human Being** with a machine defile the **Human Being** and threaten humanity.

Misguided Evolution

Evolution is a choice that **Triune Selves** make as a result of proper thinking. It requires that the **1.3.3.1 `Thought` Process** be kept in proper working order so that **1.5.1.2 Growth** and adaptation can occur and the **Triune Self** can evolve according to the **Eternal Order of Progression**.

Interfering with this process by altering it with a machine corrupts the process and injures growth and adaptation, which prevents evolution.

The desire to "evolve" by integrating with machines is a veiled desire for power, which will trap anyone who does so in **Nature**.

A proper functioning civilization respects and encourages proper evolution.

1.5.12.3 Singularity Mimics

Attempts to upload a **Triune Self's Consciousness** to a computer (or internet, network, cloud, artificial intelligence system, 'singularity', etc.) will result in **Death**. The personality expressed through the computer will not be and cannot be the **Triune Self** and shall be considered or deemed a mimic.

Ill-Informed Understanding of Consciousness

Consciousness is a presence, by which one is conscious. It is not physical and cannot be touched by computer code.

Furthermore, **Triune Selves** have four bodies: the physical body, psychic body, mental body, and noetic body. Only the physical body is actually physical -- the others are not physical and cannot be touched by any physical means. The psyche cannot be touched by computer code.

Attempting to physically upload something that cannot be touched physically will not work. If, in the process, the **Triune Self** is separated from its **Human Body**, that separation will be permanent.

Propaganda Danger

The mimic created by the process and claiming to be the **Triune Self** is not the **Triune Self**. Proponents of the process claiming otherwise are ignorant of the **Law**, intoxicated by **Desires** for **Fame**, **Wealth**, and **Power**, and the wise **Society** will regard them as enemies attempting an attack.

1.5.12.4 Reality Entrapment

Advances in virtual reality bring the risk of locking the **Triune Self** inside the virtual reality. Advances in physical immortality bring the risk of locking the **Triune Self** inside **Nature**. Both scenarios are offences against the **Eternal Order of Progression** and threaten humanity.

Trapped in Nature; Used by Enemies

While trapped in a virtual reality, the **Human Body** is accessible to others while its **Triune Self** is unable to use it. The danger is that the body can be used to perform **Actions** without its **Triune Self** knowing or having any control over them.

The **Triune Self** is a being of **Intelligence**. Trapping it in **Nature** is injurious to **Intelligences** and their evolution. It can also be thought of as using **Nature** itself as a "jail" or "prisoner of war" camp.

A proper functioning civilization will in no way entrap the beings in its care.

1.5.12.5 Universal Tyranny

On its present course, humanity will spread its tyranny across [1.3.1 The Free Will Universe](#). Unless it learns the ways of peace and honour, respects its people, and learns how to build civilizations that neither defile nor **Trespass** against its members, **Actions** must eventually be taken to prevent and stop the spread of this tyranny.

Moral Scaling

Morality isn't just a good idea, it's a law that determines whether:

1. A **Triune Self** is worthy of the **Realm of Permanence**
2. A civilization is worthy of exploring space

Civilizations that fail the lesson of how to scale the **Actions** of their individual **Triune Selves** peacefully and honourably (Moral Scaling) either destroy their planet or become blights upon the galaxy if they survive.

1.5.12.6 Succubi and Incubi

Succubi and Incubi are real. They are encountered internally as a result of injured digestion, parasitic infestation, loneliness, and/or a persistent yet unfulfilled **Desire** for sex or connection, all of which facilitate contact with lower elemental beings in the psyche. They tempt with pleasure and coerce with guile so as to feed off the psychic body.

Grave Injury

On the journey to conscious immortality, the **Triune Self** must develop its **Perfect Physical Body** in order to exist in the **Realm of Permanence**¹. The immortal body is constructed in part via astral germs paired with the vitality of solid germs². The Succubi and Incubi attach to the astral germs to gain more vitality via the generative force of the **Human Body**. In so doing, they consume the material the **Triune Self** needs to build its immortal body, and thus gravely injure its vitality and immortality.

Ultimate Self-Respect Test

The temptations of the Succubi and/or Incubi are among the most intense tests of **Self-Respect** that **Nature** can inflict upon a **Triune Self**. The **Triune Self** *must* betray itself and violate its **Self-Respect** in order to yield to the Succubus/Incubus. It must allow **Damage** to its own being to occur by their **Action**. It is the **Triune Self's** choice to accept or resist the influence of the Succubus/Incubus. Only those **Triune Selves** that pass this test can build the **Perfect Physical Body** and ascend to the **Realm of Permanence**.

Temptation

"Lead us not into temptation..."³

1.5.12.7 The Light at the End of the Tunnel

During **Death**, the "light at the end of the tunnel" is an **Object** in the **Astral** plane (or **Radiant-Solid Substate of Matter**) that is detected by the senses. As it is received through the senses, it is not of the **Triune Self**, and like all **Objects**, it has a **Thought** behind it. Interacting with that **Thought** effectively means agreeing to experience its **Exteriorization**, which in this case means one more trip in the reincarnation cycle and is demonstrable proof of the lack of knowledge of **Self** and **Nature**.



Wrong Direction

The **Realm of Permanence** and "Home" is a higher dimension than the **Radiant-Solid Substate of Matter**. It cannot be accessed by traversing laterally in the **Astral**. It can only be accessed by ascending "upwards" internally into higher levels of consciousness, which will have a "pulling back from" or "stepping out of" kind of feeling, and traversing *The Great Way*⁴ *while still alive*.

1.5.12.8 Failure

Inasmuch as there are valuable lessons to be learned from failure, the consistent failure to learn those lessons does present a kind of danger. The duty of every **Doer** or **Triune Self** is to regenerate and restore their perfect body⁵ by learning and balancing their thoughts, preserving the perfectly balanced **Units** of their bodies, traversing *The Great Way*, and ultimately exiting **Nature** and returning to the **Eternal Order of Progression**. *This* is evolution and it is their duty. Failing in this task will keep them trapped in **Nature**.



Civilization

It is also the duty of every civilization to assist their **Triune Selves** in their progression.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 1002.

2: Ibid, pg. 221.

3: Matthew 6:13

4: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 698.

5: Ibid, pg. 49.

1.5.13 AGES OF REASON, DISCRETION, & DISCERNMENT

Last Updated: May 11, 2025 - Draft

1.5.13.1 Age of Reason

The **Age of Reason** is that age when a **Triune Self** consciously understands the functions of **What To Do** and **What Not To Do**, how they relate to their **Rightness Mind** and to **1.3.3 Self-Government From Within**, and are able to accept and endure the responsibility and consequences for their **Actions**.

1.5.13.2 Age of Discretion

The **Age of Discretion** is that age when a **Triune Self** consciously understands the functions of realization, reasonableness, and judgement, how they relate to their **Reason Mind** and to **1.3.3 Self-Government From Within**, and are able to accept and endure the responsibility and consequences for their **Actions**.

1.5.13.3 Age of Discernment

The **Age of Discernment** is that age when a **Triune Self** consciously understands how to test new information for truth and **Law** against the **Knowledge Set** they built, specifically where that **Knowledge Set** is correct and accurately anchored in universal **Law**. The **Triune Self** can discern truth from fiction for any subject.



Propaganda Inoculation

The **Age of Discernment** is important for making a **Triune Self** immune to enemy propaganda and cognitive warfare.

1.5.13.4 Attained Differently for Everyone

- There is no set age at which any of the **Age of Reason**, **Age of Discretion**, or **Age of Discernment** are achieved. They may be achieved at any age and by any means, and the manner of attainment will be different for every **Triune Self**.
1. **Discernment** are achieved. They may be achieved at any age and by any means, and the manner of attainment will be different for every **Triune Self**.
 2. Some **Triune Selves** will go their entire lives without having achieved any of these ages.



Ages Vary Greatly

Some Ages might be achieved as young as 6 while others might take 40 years to achieve, if at all. *Conscious* use of the **Minds** and **Knowledge Set** is emphasized in attaining these Ages.

1.5.13.5 True Freedom Requires Every Age

For a **Triune Self** to claim true freedom, it must have attained every age: **Age of Reason**, **Age of Discretion**, and **Age of Discernment**.



No True Freedom Without the Ages

Lacking any of these Ages will make the **Triune Self** vulnerable to forces and unwanted **Destinies** that would otherwise be checked and prevented by the attainment of these Ages. The **Triune Self** cannot claim to be truly free if it is controlled by an external force, no matter how subtle.

1.5.14 SELF-DETERMINATION

Last Updated: May 11, 2025 - Draft

1.5.14.1 Self-Determination

Every **Triune Self** is free to quit its **Society** and find a new path forward for itself.¹²

1.5.14.1.A Change **Society**

The **Triune Self** may move to a different **Society**.

1.5.14.1.B New **Society**

The **Triune Self** may create a new **Society** with like-minded **Triune Selves** in accordance with international law.

” The Right of Self-Determination

*"All peoples have the right of self-determination. By virtue of that right they freely determine their political status and freely pursue their economic, social and cultural development."*³

☰ Self-Determination Treaties

The following resources establish self-determination as a right in international law. The success of any new **Society** will require working along these lines. **Countries** that fail to recognize **Triune Selves** diligently working towards self-determination will be in violation of their treaties.

- United Nations Charter, Chapter 1, Article 1
- U.N. Resolution 2625 - Declaration on Principles of International Law concerning Friendly Relations and Co-operation among States in accordance with the Charter of the United Nations
- U.N. Resolution 3166 - Convention on the Prevention and Punishment of Crimes against Internationally Protected Persons, including Diplomatic Agents
- International Covenant on Civil and Political Rights
- Vienna Convention on Diplomatic Relations
- Vienna Convention on Consular Relations
- Montevideo Convention on the Rights and Duties of States
- Pacta Sunt Servanda - All Agreements Shall Be Kept

1.5.14.1.C Exile

The **Triune Self** may choose exile, or not belonging to any **Society** and venturing into the wilderness.

1.5.14.1.D No Codification

Whichever path a **Triune Self** chooses, it is unique to that being, its environment, and the circumstances of its life, and cannot be thusly codified.

i Ages of Reason, Discretion, & Discernment

That said, it is highly recommended that any **Triune Self** pursuing self-determination first achieve the **Age of Reason**, **Age of Discretion**, and **Age of Discernment**, as well as be learned in The Character Triad: **Self-Respect**, **Morality**, and **Honour**.

1.5.14.1.E Peaceful Settlement of Dispute

1. The path of self-determination is the *peaceful* way to settle irreconcilable disputes with the host **Nation** of the **Triune Self**.
2. On this path, finding peaceful and honourable ways to navigate the world, solve problems, and move forward is critical for success.

1: De Vattel, E. (1844) *The Law of Nations*. Indianapolis, IN: Liberty Fund, Inc. Book I, §33.

2: Ibid, Book I, §195.

3: International Covenant on Civil and Political Rights (adopted December 16, 1966, entered into force March 23, 1976) 999 UNTS 171, (ICCPR). Part 1, Article 1.

1.5.15 COMPETENCIES WITH THE Law of Thought

Last Updated: June 30, 2025 - Draft

1.5.15.1 Recognition of Competencies

As a **Triune Self** becomes more conscious of the **Law of Thought** and its operation, it will gain increasing competencies with it.

1.5.15.1.A Mundane

1. The mundane **Triune Self** has no knowledge of the **Law of Thought**.
2. It primarily thinks by *comparing* thoughts with each other rather than studying the thought in itself.
3. No genuine **Mental Action** occurs in mundane thinking¹.

Thinking is Energy Intensive

Thinking takes a lot of energy to do properly. It can be difficult and exhausting. The mundane generally do not spend their energy in this way.

1.5.15.1.B Beginner

1. The **Triune Self** has basic knowledge of the **Law of Thought**, though this may not be conscious knowledge.
2. It understands the Law of Opposites, but still *compares* the opposite polarities of a **Thought** with each other.

Law of Opposites

The Law of Opposites may be used as an entry point into understanding the **Law of Thought**.

1.5.15.1.C Intermediate

1. The **Triune Self** is conscious of the **Law of Thought** and understands the interplay of opposites.
2. It will start to *focus* on the **Thought** in itself.

1.5.15.1.D Advanced

1. The **Triune Self** is conscious of the **Law of Thought** and of *sameness*.
2. It can comfortably work with *paradoxes*.

Solving Paradoxes

The **Triune Self** at this stage knows how to solve paradoxes to consciously arrive at the sameness of a **Thought**.

1.5.15.1.E Expert

1. The **Triune Self** can comfortably understand the world in terms of the **Law of Thought**.
2. It begins to identify and separate itself from **Nature**.
3. It understands how to work with **Nature** effectively.
4. It has been tested and tempted by **Nature** and successfully held its own.

Weaving Thoughts

At the level of conscious sameness, the **Triune Self** can weave together the polarities of a **Thought** to create more powerful outcomes.

1.5.15.1.F Master

1. The **Triune Self** can comfortably use the thinking system described in Chapter 14 of *Thinking and Destiny*².
2. It can enter *into* any **Thought** when desired.
3. It has become conscious of **Consciousness**.
4. It has fully identified and separated itself from **Nature**.
5. It has or is near to achieving conscious immortality.

1: Percival, H.W. (2010) *Thinking and Destiny*, 14th ed. Rochester, NY: The Word Foundation, pg. 264.

2: Ibid., pg. 864.

1.6.1 GIFT TO HUMANITY

Last Updated: May 14, 2025 - Draft

1.6.1.1 Genesis Codex is a Gift

The Genesis Codex is a gift to humanity. It was created as an endeavour to uplift the people out of tyranny and set course for a new enlightened age.

1.6.1.2 Gift to Society

Any Society, new or old, is welcome to adopt the Genesis Codex for free and without any restrictions except for the following:

1.6.1.2.A No Alteration of Content

The content and structure of the Genesis Codex must not be altered in any way.

1.6.1.2.B Presentation may be Altered

The presentation and styling of the Genesis Codex may be altered as required.

1.6.1.2.C References and Links may be Altered

Any references to Triunnia, Charter of Triunnia, and any links may be altered as required. References to Paragon of Triunnia must not be altered.

1.6.1.3 Gift to **Triune Selves**

Triune Selves are welcome to use the Genesis Codex in any way for free and without any restrictions except for the following:

1.6.1.3.A No Alteration of Content

The content and structure of the Genesis Codex must not be altered in any way.

1.6.1.3.B Presentation may be Altered

The presentation and styling of the Genesis Codex may be altered as required.

1.6.1.3.C Potentially No Effect

Unless the **Triune Self** is a member of a **Society** that has adopted the Genesis Codex, none of the articles in this codex can be expected to have any legal effect in their life.

Move to Compatible Jurisdiction

For those **Triune Selves** wishing to live by the Genesis Codex, they must move to or build a **Society** which supports it.

Useful Guide

The Genesis Codex is still useful as a personal guide and has the ability to highlight errors in non-implementing jurisdictions.

1.6.2 UPDATING THE GENESIS CODEX

Last Updated: December 31, 2024 - Draft

1.6.2.1 Paragon of Triunnia Required

1. Only a **Paragon of Triunnia** has the ability to update the Genesis Codex and is the only one authorized to do so.
2. Contributions by others require a **Paragon of Triunnia** to authorize.

Qualifications

The following minimum **Knowledge Set** must be learned and is required to update the Genesis Codex:

- Law:
 - **The Law of Thought**
 - **The Law of Nations**
 - **The Free Will Universe and Nature**
 - **Law** and Realities
 - Contracts and Agreements
 - Standing and Jurisdictions
 - International Law
- Character:
 - **Self-Respect, Morality, and Honour**
 - **Self-Knowledge** and Discipline
 - **Self-Government From Within**
 - Freedom from **Nature's** influence
 - Freedom from Perdition and Mind Control
 - Actively Good v. Actively Wicked; Passively Good v. Passively Wicked
 - Courteousness, Protocol, and Manners
 - Navigating Life with Total Freedom and Total Responsibility
- Disciplines:
 - Deep Esoteric and Occult Knowledge
 - Philosophy and Metaphysics
 - Psychology
 - Systems Science
 - Computer Science, Software Architecture, System Design, and Systems Scaling
 - Biology and Physiology
 - Ecology
 - History
- Class:
 - Knower

1.6.3 CONTRIBUTORS

Last Updated: January 1, 2025 - **Draft**

1.6.3.1 Contributing Paragons

Address	Name	Title	Year
Her Imperial Majesty	Anonymous	Founder and Paragon of Triunnia	2023-2025

1.6.3.2 Other Contributing Authors

Address	Name	Title	Year
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