

## 16 Permutations of the Wands Focus Card (General Dignities by Suit):

Fire-Fire-Fire:	Well-dignified but static
Fire-Fire-Water:	Neutral per GD; strengthened by “energy flow” (2 Fires trump 1 Water)
Fire-Fire-Air:	Well-dignified and dynamic
Fire-Fire-Earth:	Well-dignified per GD; complementary opposites produce opportunity
Water-Fire-Fire:	Neutral per GD; strengthened by “energy flow” (2 Fires trump 1 Water)
Air-Fire-Fire:	Well-dignified and dynamic
Earth-Fire-Fire:	Well-dignified per GD; complementary opposites produce opportunity
Water-Fire-Water:	Ill-dignified
Water-Fire-Air:	Fairly strong per GD; Water and Air combine to offset the Fire-Water weakness
Water-Fire-Earth:	Well-dignified per GD; Earth and Water combine to offset Fire-Water weakness
Air-Fire-Water:	Fairly strong per GD; Water and Air combine to offset the Fire-Water weakness
Air-Fire-Air:	Well-dignified and dynamic
Air-Fire-Earth:	Neutral per GD; moderately strong due to individual compatibility of suits to Fire
Earth-Fire-Water:	Well-dignified per GD; Earth and Water combine to offset Fire-Water weakness
Earth-Fire-Air:	Neutral per GD; moderately strong due to individual compatibility of suits to Fire
Earth-Fire-Earth:	Well-dignified and stable



