

PARANORMAL DEFINITIONS

ABACOMANCY: A divine practice which interprets patterns in dust or in the funerary ashes of the recently deceased to forecast future events.

ABYSSUM: An herb used in the ceremony of exorcising a haunted house. Abyssum is consecrated by the sign of the cross and hung up at the four corners of the house.

ACHEROPITE: Term used to describe a super normally produced portrait on cloth. Another term, used for a cloth that bears the miraculous portrait of Jesus, is veronica, based on an apocryphal legend of a woman who wiped the face of Jesus during the procession to the Cross. The controversial Turin Shroud is one of the more interesting examples of such a cloth.

ADDITOR: A spirit board modified by the addition of a little round hollow box with a pointer protruding from it. The hollow box is a miniature cabinet that is believed to accumulate psychic force as it moves under the fingers over a polished board printed with the alphabet. The term autoscope has been given to such devices as the Ouija board, planchette, and Additor, that are believed to facilitate the production of messages from an unknown intelligent source, at times the subconscious mind, at other times from discarnate spirits of the dead.

ADJURATION: A formula of exorcism by which an evil spirit is commanded, in the name of God, to do or say what the exorcist requires of him.

AFTER-DEATH COMMUNICATION (ADC): Also called post-mortem communication; literally communication with the deceased.

AFTERLIFE: State of a surviving consciousness after the physical death of a living being.

AGENT: The apparition, or ghost, seen by a human being.

ANOMALOUS: Deviating from the natural order or usual method; abnormal, odd, irregular, or inconsistent.

ANOMALY: A deviation from the natural order or usual method; abnormality. Anything that is anomalous.

APPARITIONS: The supernatural appearance of a deceased person or animal. It is often too distant to be in the normal range of a persons view and is uncommon to see an appearance. A full-bodied apparition shows the entire body of an animal or person. A partial bodied apparition is shown more often but only show part of a body such as torso or arms. They often appear as white (or various shades of white/gray) or solid black. Usually apparitions can appear to hover in the air. It is rare that apparitions show their legs or feet.

AUTOMATIC WRITING (AUTOMATISM): The ability to write intelligible messages without conscious control of what is being written. Often used in conjunction with trying to channel a spirit or entity into you. This can be a very dangerous method! As with all channeling methods (Ouija boards, crystals, etc.) you are opening a door way and have no control over who or what may come through, and no way to be sure to make it leave and "close the door".

COLD SPOT: A small, defined area of intense cold (at least 10 degrees colder than the surrounding area) that cannot readily be explained by other natural or mechanical causes (e.g. air conditioning, a drafty window, ice or snow). In paranormal research the prevailing theory is that when an [entity](#) is trying to [manifest](#) itself it draws on many sources of energy. One of those sources is the heat energy in the air. As the [entity](#) draws the heat out of the air the area in that specific immediate location becomes unusually cold. See our article on [Paranormal Temperature Theory](#).

CLAIRAUDIENCE: The ability to hear things not audible within normal hearing ranges. This is an example of extra sensory perception. (ESP) It includes the audible perception of ghosts, spirits, and those who are on the astral realm. Clair-audience is essentially the ability of hearing the paranormal as opposed to seeing it.

CLAIRGUSTANCE: The power or faculty of the sense of taste associated with a spirit.

CLAIROLEOFACTOR: The power or faculty of the sense of smell, to smell flowers before they bloom or trouble before it happens.

CLAIRVOYANCE: The power or faculty of discerning objects not present to the senses; the ability to perceive matters beyond the range of ordinary perception.

CLEANSING: The act of removing spirits without performing an exorcism.

CLOSED CIRCLES: A private group that is in Spiritualist Churches.

COLD SPOT: An unexplainable drop in temperature in a defined, small area that registers at least 10 degrees in change.

COLLECTIVE APPARITION: The sighting by more than one individual of the same apparition.

COMPASS: To devise or contrive often with craft or skill.

CONTAGION: A spirit or entity that follows you from a haunted location.

CONTROL: To check, test, or verify by evidence or experiments, to exercise restraining or directing influence over test.

CRISIS APPARITION: An apparition seen before, during or after a crisis event such as an illness, tragic event, or death.

DEATHBED VISIONS: The greeting of deceased relatives, friends and unknown people before passing on.

DEBUNK (DEBUNKING EVIDENCE or PARANORMAL ACTIVITY): Reported paranormal evidence or paranormal activity is said to be "debunked" when a simple, logical and non-paranormal explanation can account for the reported event(s). Even if the activity is genuinely paranormal, if a simple and reasonable explanation can also be applied, because of this ambiguity a prudent paranormal investigator has to side with the debunking explanation until further evidence of paranormal activity can be obtained. Care has to be used since it is easy to be skeptical of any report or evidence. Usually if the non-paranormal explanation is complex or requires many assumptions it may be over analyzing the situation. See our article on [Occam's razor and the Paranormal Investigator](#).

DEJA VU: The illusion of remembering scenes and events when experienced for the first time, a feeling that one has seen or heard something before.

DEMATERIALIZATION: To cause to become or appear immaterial, to lose or appear to lose materiality.

DEMON: According to the Catholic faith demons are angels that were cast out of Heaven by G-d during the rebellion against G-d lead by Lucifer. There are several levels or hierarchies of demons, each with different powers. Other faiths may have different concepts of what demons are.

DEMONIC HAUNTING: A haunting by a [nonhuman](#) entity. Can be very dramatic, even violent. Demonic haunting's often start out with subtle and relatively simple paranormal activity, then quickly increase to stronger activity. Most often affects people or families that are already under great personal stress from conditions such as alcohol or drug use, psychological or emotional problems, family or marital problems, etc. It is believed the nonhuman entity takes advantage of people in such weakened psychological and emotional condition. Persons who believe they and/or their families are the subject of a demonic haunting should immediately seek both [professional paranormal assistance](#) and counseling help. [Click Here](#) to read more about demonic haunting's.

DEMONOLOGIST: A person who actively pursues demons and other [nonhuman](#) entities both for study and to help people rid them from their lives. Usually demonologists are very religious people, as they believe strongly that only faith has the power to combat a demon. They are also usually schooled and/or experienced in the field of psychology and mental health. **IMPORTANT:** Active pursuit of demons and demonology is not something to be tried for fun or kicks. Serious injury - both physical and mental - can occur! Please read our article on [Demonology 101](#).

DISCARNATE: Having no physical body.

DISEMBODIED VOICE: A voice heard that does not have a known source.

DIVINATION: The art or practice that one seeks to foresee or foretell future events, or discover hidden knowledge, usually by the interpretation of omens or by the aid of supernatural powers.

DOWSING (aka DIVINING): The ability to use a pair of rods (often metal) held in the hands to locate objects, most commonly water. A Y-shaped tree branch can also be used for finding water. In the paranormal investigation field [Dowsing Rods](#) are sometimes used to locate energy sources that could be paranormal in nature.

DOGMA: A religious belief or doctrine that is taken as the truth without any proof to back it up.

DOPPELGANGER: A ghostly counterpart of a living person, a twin entity.

DOWSING RODS: The ability to use a pair of metal rods to locate energy sources that could be paranormal in nature. They can also be used as a communication tool between the living and the dead.

EARTHBOUND: Tied in or to the soil, located on or restricted to land or to the surface of the earth.

ECHOLALIA: A professional clinical word that means to repeat back what you hear. As applied to the paranormal field it means when a ghost or spirit repeats back something you have just said in order to show they are there and are trying to communicate with you. The words repeated back could be [EVP](#) questions or just casual conversation. It is not clear why an [entity](#) might repeat back your words rather than respond on their own. Perhaps it is easier/simple for an entity to repeat what it has heard rather than form new words.

ECTOPLASM: The substance left behind when an [entity](#) tries to [manifest](#) itself. Although still largely theoretical (none has yet been collected for chemical analysis) it has been photographed on many occasions. Ectoplasm often appears in photographs as a thick white mist or smoke in nearly straight lines. Vapor and humidity is often mistaken for ectoplasm. It is rarely seen with the naked eye. It can, however, be felt as a dense area of cobweb-like strands.

EMF - Electro Magnetic Field: In its natural form it is the natural electric field (sometimes thought of as an aurora) that is generated by all living things and many inanimate objects such as metals and certain minerals. EMF is also generated by man-made electric sources such as lights, radios and wires. In paranormal investigations the theory is that entities are largely composed of energy, which may be electrically based. By trying to detect EMF it may be possible to locate an otherwise unseen [entity](#). The stronger the EMF detected the potential greater the paranormal phenomena. See our article on [EMF Theory](#).

EMPATHS - EMPATHIC ABILITIES: Some people are sensitive to the typically stronger feelings a paranormal entity gives off. They may also be able to see people and events that have occurred years in the past at a given locations. While feelings are hard to confirm or deny, when recorded along with other paranormal evidence that can be documented, empathic ability can be a helpful investigation tool.

ENTITY: A generic all-encompassing term used to describe a paranormal object/being that is presumed to be a ghost or spirit. Since no one is yet 100% sure what paranormal objects really are the term "entity" is used as a pronoun to include any and all possible things such as [ghosts](#), spirits, [poltergeists](#), [non-human spirits](#) etc.

ESP (EXTRA SENSORY PERCEPTION): Perception (as in telepathy, clairvoyance, and precognition) that involves awareness of information about events external to the self not gained through the senses and not deducible from previous experience.

EVP - Electronic Voice Phenomena: The hearing of unexplainable voices during the playback of a recording made on an electronic recoding device. The voices cannot be readily identified as persons speaking or events (mechanical sounds, background noise etc) that took place while the record was being performed. Can be encountered on both tape and digital recorders. Sometimes also found on video recorders (not film however). See our [articles](#) on [EVP theory](#) and [classification](#).

EXORCISM: To expel (an evil spirit) by adjuration b: to get rid of (something troublesome, menacing, or oppressive), to free of an evil spirit.

FAIRY: A mythical being of folklore and romance usually having diminutive human form and magic powers.

FALSE AWAKENING: The sense of being awake while still sleeping (dreaming).

FEAR CAGE: A term used to describe a confined area such as a walk in closet, hallway or basement with very high [EMF](#) readings. The combination of being close and confined with in an area of strong EMF often brings out extremely great feelings of uneasiness, anxiety, paranoia and/or uncontrollable fear. When this occurs the best thing is to quickly and calmly leave the area and go to a more open area with lower EMF.

GHOST: A spirit or shade of a dead person believed to haunt people or previous habitats/locations. The spirit remains of a living being, strongly attached to the living realm by some form of emotional force. Often ghosts do not realize that they are in fact dead. Others live out the routine of the day they died, and continue this in a cycle. Other ghosts interact with everyday life of the living.

GHOST HUNTING: Investigating a place where a ghost has been reported in the hopes of finding evidence of ghost, spirits or other paranormal activity.

GHOST LIGHTS: What looks to be a flickering light seen at twilight, generally over bogs and swamps. A light left on overnight on the stage of a theatre.

GRAY LADY: The ghost of a lady who has died at the hands of a lover or waits for the return of a loved one.

GUARDIAN ANGEL: An angel believed to have special care of a particular individual.

HALF REAL OBJECTIVE: When you perceive nothing subjectively but obtain objective documentation.
HALF REAL SUBJECTIVE: When you subjectively perceive something that was not documented via objective means.

HALLOWEEN: All Hallows Eve is the night of October 31. It is said that this is the night when the spirit and normal world allegedly become one.

HALLUCINATION: Perception of objects with no reality usually arising from disorder of the nervous system or in response to drugs.

HAUNTING: To visit or inhabit as a ghost.

HOT SPOT: An area of frequent paranormal activities or ghosts sightings.

HYPNAGOGIC AND HYPNOPOMPIC HALLUCINATIONS: The hallucinogenic state that happens during the moments before falling asleep and before waking up.

HYPNOTISM: An induced trance or sleep state.

IMPRINT (IMPRINTING): It is theorized that events and strong feelings/emotions can leave a copy or record of themselves on places (tunnels, rooms, fields etc) and objects (furniture, buildings, personal affects etc). Most notably this occurs when a sudden and violent death occurs such as a powerful accident, a murder or other crime, a war or battle area etc. The energy that is left can result in a non-intelligent haunting, usually a [residual haunting](#). In these cases people often report seeing and hearing the same thing over and over like a tape playing, rewinding and playing again. Sometimes the event seems to be recorded on the specific location rather than a building, room or object. There have been cases reported where an imprint haunting has occurred in a building, the building is later totally demolished and a new one built (or the area just left vacant) but the haunting still continues. In the situation of imprinting on an object the haunting can follow the object through several owners. This is often reported with items purchased at a yard sale or flea market.

INCORPOREAL: Not corporeal: having no material body or form.

INCUBUS: An evil spirit that lies on persons in their sleep; especially: one that has sexual intercourse with women while they are sleeping. (Also see succubus).

IR (INFRARED): Infrared light is light from the lower end (long wave length/low frequency) of the electromagnetic spectrum (between the visible light spectrum and microwaves). IR light is not visible to the naked human eye without the use of special equipment. IR is not to be confused with thermal imaging. While IR and thermal energy are both on the short end of the electromagnetic spectrum they are not the same thing. There is evidence that ghosts/spirits and other paranormal [entities](#) may be more susceptible to being viewed (including video and image photography) using the IR light spectrum. IR sensors are also often used for measuring temperature and detecting movement. [Click here](#) to read our article about using alternate light spectrums for paranormal investigations.

INTELLIGENT HAUNTING: A type of haunting that interacts intelligently with the living through voice manifestation, manipulation of objects, creating cold spots, etc.

INTUITION: The power or faculty of attaining to direct knowledge or cognition without evident rational thought and inference.

INVOCATION: The act or process of petitioning for help or support, a prayer of entreaty.

KARMA: The force generated by a person's actions held in Hinduism and Buddhism to perpetuate transmigration and in its ethical consequences to determine the nature of the person's next existence.

KINETIC ENERGY: Energy needed to force an object at rest into motion. Objects in motion have kinetic energy. Energy is neither created nor destroyed. As the kinetic energy diminishes it changes into potential energy.

LEVITATION: The act or process of levitating especially: the rising or lifting of a person or thing by means held to be supernatural.

LEY LINES (aka LEY): The theoretical lines that can be drawn to connect ancient (and some modern) sites across a country, even around the world. The term "Ley Line" ("Ley" being a Saxon word meaning meadow or cleared strip of ground) was first coined by Alfred Watkins in the early 1920's. He noticed that many ancient and prehistoric structures (e.g. mounds, stone circles, temples, river crossings, ceremonial hilltops, etc.) could be connected by straight lines. Often these lines exactly fit compass directions, and sometimes at certain times of the year match up with star alignments. He also noticed that many of these lines intersect and where they intersect are significant other structures such as churches, temples, and burial grounds. Some people believe Ley Lines also follow the natural magnetic forces of the Earth and therefore are very powerful for spiritual and mystic activity. Ley lines are also known as corpse ways, church paths, church lines, and coffin lines.

LIGHT EMITTING DIODE (LED): A semiconductor diode that emits light when a voltage is applied to it and that is used especially in electronic devices (as for an indicator light).

"LIGHTS OUT" INVESTIGATION: A paranormal investigation, usually conducted indoors and at night, where all the light sources and other electronic devices in the building have been turned off. The equipment used for paranormal investigations is typically more sensitive at night and in the dark. Having lights off reduces the possibility of false or misleading evidence caused by reflections and glares.

LIVING GHOST: The [manifestation](#) of a [ghost](#) or [entity](#), usually a living close family member or friend, that appears a long distance (sometimes hundreds or even thousands of miles away!). This event usually coincides when the other person (the one manifesting) is facing an immediate great stress or life-threatening danger. Examples include an aircraft pilot or crew flying through a storm, a soldier on the battlefield, an automobile driver or passenger during a severe accident, etc. Some believe this is related to astral projection and out-of-the-body experiences. This phenomenon is related to the [moment of mortality](#) manifestation.

LOST TIME: With paranormal ghost/spirit activity it is possible that a small concentrated area of high paranormal activity may briefly alter the physical environment (see [Warp](#)) such that time slows down or stops altogether. For example, a person in such an effected area may be in the area for 20 minutes as measured by a clock outside the area. But the person's watch only shows them in the area for 15 minutes. What happened to the 5 minutes difference? This phenomenon is similar to what sometimes in reported UFO cases.

LUCID DREAMS: A dream where the dreamer does not know that they are dreaming.

LUMINOUS PHENOMENA: The occurrence of strange lights or glows, often around objects or people. A.K.A. Ghost Lights.

MANIFEST or MANIFESTATION: The act of an [entity](#) trying to make it self appear in our world. [Entities](#) are believed to exist mainly as energy with no physical form. When an entity is trying to make itself appear or make it's presence known in our world it is said to be manifesting itself; trying to make itself into some form of physical state.

MATRIXING: When the mind attempts to manifest images as something they are not, such as a cloud looking like an animal.

MEDIUM: An individual held to be a channel of communication between the earthly world and a world of spirits.

METAPHYSICS: A division of philosophy that is concerned with the fundamental nature of reality and being and that includes ontology, cosmology, and often epistemology.

MIST: An energy field that looks like a cloud or haze but has a paranormal ectoplasm substance. There may or may not be any particular shape, color (typically white or light colored), thickness, or consistency.

MOMENT OF MORTALITY: A ghostly [manifestation](#) that occurs when someone is at the exact moment of his or her death. A ghost, spirit or other [apparition](#) appears to a close friend or family member. Can happen over great distances (hundreds, even thousands, of miles away). This phenomenon is similar to the [living ghost](#) and Death Bed Visions phenomena.

NEAR DEATH EXPERIENCES (NDE): The clinical hallucinations that are experienced when one is clinically dead, but then survive. Bright lights and tunnels are the most common experience.

NECROMANCY (NECROMANCE): The attempt to conjure, summon or raise the dead in order to learn secrets and insights from the spirits. Usually intended to gain personal advantage or fortune over others. The person who is trying to perform the necromancy process is called a Necromancer. This deals heavily into the unsavory realm of magic, spells, and dark/forbidden witchcraft rituals. Can also be attempted with Tarot cards and Ouija boards. Regardless of the process used, necromancy is highly dangerous from the point of view that you are opening a doorway and has no idea what thing may come through and into your life!

NECRONOMICON: The book of the dead.

NIGHT SHOT: A setting common on hand held video cameras. Originally it was a term used to describe the night vision (total darkness) recording capability of the Sony Handicam series of camcorders. This term has since become synonymous with meaning any night vision/total darkness video camera or recording device regardless of the manufacturer. The night shot feature uses a built-in [IR \(infra red\)](#) illumination source. An external [IR illuminator](#) can often be attached for additional viewing range.

NONHUMAN or INHUMAN SPIRIT: An [entity](#) (ghost or spirit) that is not the result of a human person that once lived on Earth. This category also includes angels, demons, devils etc. It is not known exactly where these kinds of entities come from but it is reasonably well accepted by the paranormal community these spirits are not from people who had lived on Earth and have since died. Encounters with non-human spirits are rare and usually dramatic. Extra care should always be used if dealing with a potential inhuman spirit!

OMEN: An occurrence or phenomenon believed to portend a future event.

ORACLE: A person (as a priestess of ancient Greece) through whom a deity is believed to speak, a shrine in which a deity reveals hidden knowledge or the divine purpose through such a person.

ORB: Orbs appear to be a form of energy of an unknown origin. An orb can take different shapes. They can also be seen by the naked eye, but most of the time you only get orb sightings in photographs, and on video-tape (VHS). They seem to defy gravity and change directions quickly. They seem to also twinkle. The presence of people makes them react. They appear both indoors and outdoors. False orbs tend to be transparent and pale white, or blue. Real genuine orbs tend to appear dense or brighter on film. To increase the probability of you getting a photograph of a genuine orb, it is good to take the photograph at the same time as other unusual phenomenon are experienced, such as sharp changes in temperature, and increases in electromagnetic energy. In a genuine orb there is a nucleus. It has concentric circles or bands within. It can be active in visible realm, but more active in infrared. They appear abundantly in supposed haunted locations. Drops of rain, specks of dust, insects, reflections, as well as many other things can be mistaken for orbs. Read our discussion of [False Evidence](#).

OUIJA BOARD: A board made up of letters & numbers, and usually the words "Yes" and "No," used in trying to communicate with spirits.

OUT-OF-BODY EXPERIENCE (OBE): The ability to leave ones body through the crown chakra.

PARANORMAL: Events above the normal or everyday experiences. Events that cannot be readily explained by known conventional reasons and/or commonly accepted science. Not to be confused with [Supernatural](#) that implies a deity explanation.

PARAPSYCHOLOGY: A field of study concerned with the investigation of evidence for paranormal psychological phenomena (as telepathy, clairvoyance, and psychokinesis).

PENDULUM: A body suspended from a fixed point so as to swing freely to and fro under the action of gravity and commonly used to regulate movements.

PERCIPIENT: A person on whose mind a telepathic impulse or message is held to fall.

PHANTOM: Something (as a specter) apparent to sense but with no substantial existence, something elusive or visionary, a representation of something abstract, ideal, or incorporeal.

PHENOMENON: An observable fact or event, an object or aspect known through the senses rather than by thought or intuition, a fact or event of scientific interest susceptible to scientific description and explanation.

PLANCHETTE: A small triangular or heart-shaped board supported on casters at two points and a vertical pencil at a third and believed to produce automatic writing when lightly touched by the fingers.

POLTERGEIST: Term is German for "noisy ghost". It can be dependent on a certain individual or group of individuals. They usually make the biggest impact on physical objects. They tend to be temporary. In some instances a poltergeist can appear as the psychic extension of a person, usually most common in adolescent females. Tend to be mischievous and like to play pranks. More recently developed theories move away from ghost activity to the realm of spontaneous and unconscious (unintended) [telekinesis](#).

PRECOGNITION: Knowledge clairvoyance relating to an event or state not yet experienced.

PREMONITION: Previous notice or warning, anticipation of an event without conscious reason.

PRESENCE: Something (as a spirit) felt or believed to be present.

PSYCHIC: A person apparently sensitive to nonphysical forces, psychic phenomena sensitive to nonphysical or supernatural forces and influences: marked by extraordinary or mysterious sensitivity, perception, or understanding.

PSYCHOKINESIS (PK): Movement of physical objects by the mind without use of physical means.

PSYCHOMETRY: Divination of facts concerning an object or its owner through contact with or proximity to the object.

RAPPING: To strike with a sharp blow.

READING: Information given to a person by a medium.

REIKI: A system of touching with the hands based on the belief that such touching by an experienced practitioner produces beneficial effects by strengthening and normalizing certain vital energy fields held to exist within the body.

REINCARNATION: Rebirth in new bodies or forms of life, a rebirth of a soul in a new human body.

RESIDUAL HAUNTING: Non-conscious and unintelligent (no thought or purposely actions), usually appear as person but can sometimes be a group of people, and animal or any non-living thing. An example is the famous "Flying Dutchman" legend. There are no interactions with observers. They stay in same location replaying the same event over and over usually on some rhythmic cycle or pattern (though what the pattern is can be hard to determine). Sometimes causing electrical environment interference to occur. Often compared to a video recording that automatically plays itself over and over.

RETROCOGNITION: Familiarity of a past event acquired psychically.

SCRYING: Someone, like fortuneteller, who can see things by looking into a mirror or crystal ball.

SÉANCE: A spiritualist meeting to receive spirit communications.

SENSITIVE: A person who has psychic abilities, but not as toned as a medium.

SHADOWS: (Shadow Beings, Shadow Entities) Shadows refer to the possible paranormal [apparition](#), which appears as a dark human-form [manifestation](#). We say "possible" paranormal apparition since the true nature of this type of paranormal event is still unknown and the subject of much research.

SHAMAN: A priest or priestess who uses magic for the purpose of curing the sick, divining the hidden and controlling events. (Witch Doctor).

SIMULACRA: An insubstantial form or semblance of something.

SIXTH SENSE: A power of perception like but not one of the five senses, a keen intuitive power.

SKEPTIC: A person disposed to skepticism especially regarding religion or religious principles, a non-believer.

SLEEP PARALYSIS: Upon awakening complete or partial loss of function especially when involving the motion or sensation in a part of the body as though there is someone sitting on you.

SPECTER: A visible disembodied spirit.

SPIRIT: An often malevolent being that is bodiless but can become visible.

SPIRITUALISM: A belief that spirits of the dead communicate with the living through a medium.

STIGMATA: Bodily marks or pains resembling the wounds of the crucified Jesus and sometimes accompanying religious ecstasy.

SUCCUBUS: A demon assuming female form to have sexual intercourse with men in their sleep. (Also see incubus).

SUPERNATURAL: Events or happenings generally attributed to the will of a deity. Usually includes the concept of angels, demons/devils, and other G-d-like creatures.

TAROT CARDS: A deck of cards used primarily by readers or mediums to predict the future of the person being read.

TELEKINESIS: (Telekinetic power) the ability to manipulate physical objects using the body's static electrical charges. Chi is the Asian term for telekinesis. Psychic extension of the person transported through the electrical field surrounding the individual. More commonly known as a persons' ability to move object with just their mind and thoughts.

TELEPATHY: Communication from one mind to another by extrasensory means.

TELEPORTATION: The act or process of moving an object or person by psycho kinesis.

TOUCHED: The act of experiencing physical contact from a [ghost](#), spirit or other paranormal [entity](#). Can be as simple as a tug in your shirt or pressure on a part of your body to scratches, burns or being pushed/shoved. However, serious physical injury is very rare.

TRANCE: A sleep like state (as of deep hypnosis) usually characterized by partly suspended animation with diminished or absent sensory and motor activity.

TRANSCOMMUNICATION: The ability to pick up voices of the deceased through electronic means. See [EVP](#).

TRANSFIGURATION: A change in form or appearance, metamorphosis an exalting, glorifying, or spiritual change.

ULTRAVIOLET (UV): Ultraviolet light is light from the upper end (long wave length/low frequency) of the electromagnetic spectrum. As with [Infrared light](#), UV light is normally not visible to the naked human eye without the use of special viewing or photography equipment. Some paranormal investigators have experimented with using UV light to take video of ghosts and other paranormal [entities](#). The results have been indeterminate. Other paranormal investigators have claimed UV light is an effective barrier to block [demonic entities](#). [Click here](#) to read our article about using alternate light spectrum's for paranormal investigations.

VORTEX - Vortices, Vortexes: A concentrated yet brief area of high electromagnetic energy often found in photographs taken at para-normally active locations. They often appear as solid (opaque) white or silver tubes, rods, or elongated ovals. They can also appear to be braided like a rope or chain (care has to be taken to ensure it is not a rope, chain, camera strap etc). A vortex is not an [entity](#). However, some paranormal researchers believe a vortex is a momentary doorway or portal to another realm that allows entities and other paranormal phenomena to come into our world. Some researchers also believe vortexes are linked to the Earth's own electromagnetic field which at least in part help determine when these portals open/close. It is also believed that some locations are more prone to having active vortices due to the alignment of the Earth's magnetic field and local geological structure.

WARP: Two possible meanings:

Areas where conventional laws of physics can break down, linear time may not always apply. They can be locations infested with entities, imprints, and barrage of other paranormal activities. They may be unpredictable areas that can twist perceptions beyond the understanding of logic. Areas of paranormal activity so intense that time itself changes. Time may speed up, slow down ([Lost Time](#)) or briefly stop altogether. The area effected is very small and of short duration.

WHITE NOISE: White noise is the random non-descriptive static sound produced by various electronic devices. The sound covers and combines all wavelengths and frequencies. In this way it is like the color white which is really a combination of all colors. Hence the name white noise – the combination of all sounds. Examples of common white noise sources are the radio or television static when set to an empty channel, the hum of an electric fan motor and the babbling sound of a fast moving stream or brook. [Click here](#) for our article that discusses using white noise for paranormal investigations.

WHOLE REAL: When you are able to document an experience both objectively and subjectively. There are three different types of whole real:

Type I: When the subjective and the objective appear at the same time.

Type II: When the subjective and the objective appear at different times.

Type III: A combination of types II and I when the subjective and objective match but additional information is documented on either side.

WRAITH: The exact likeness of a living person seen usually just before death as an apparition, an insubstantial form or semblance.