

## **Modifier's (M)**

### **Conspiracy Tip #6: If you have it, use it!**

**AWE says:** 'Decide what to do first in various Scenario's. Rushing into a Time and Place is not wise or smart.'

Apotheum Colluseum is a Modifier Based Game System (MBGS), allowing for simplicity through its logical design and great potential difficulty and complexity through the EC Chart's.

## **Scenario Modifier's (SM's)**

Depending on many things in Battle there will be different SM's.

There is always something to Hinder or Benefit, **Penalty (P)** or **Bonus (B)**, you in your Surrounding's, the Battle Scenario.

For instance, you might have Partial Cover (PC) behind a rock outcropping, or Full Cover (FC) behind a wall.

It is necessary for SM xP's and xB's to be up to the discretion of your AWE due to the innumerable different Scenario's.

**Note:** A good AWE will also ask the opinion of his Partier's as to whether they actually like his Scenario's or not. You can then discuss new Scenario's. But be careful, in my experience with DnD (like the difference between 1<sup>st</sup> Edition and 2<sup>nd</sup> Edition) some discussion turn into Debates which then turn into Doom's Day Scenario's which then turn into Death and Destruction of your friendships... Try to find a good middle ground, you obviously cannot scrap a Mission in middle Adventure and making good well Balanced Scenario's take time, learning and experience...

**Note:** SM's are used in Battle Scenario's (BS) and in Non-Battle Scenario's (NBS). All Scenario's can be classified into one of these two.

See 3D Range Diagram in previous chapter.

See Unknown - Known = POP Formula in previous chapter.

## **Penalty's (xP's) and Bonuses (xB's)**

An xB will move your HIT Result towards your B. An xP will move it from your B.

Both xP's and xB's in every Instance have to be multiplied by the Difference in Planes between the Partier and the OPP.

The number of your Plane (or your Rank in The Free Show) is the same as the Die Modifier to your PR POP.

## Apotheum Colluseum, The Ultimate InterActive™ Game

The Modification is applied on the PR.

See Battle Examples in previous chapters.

### EF InterAction™

The EF's InterAct™ vigorously, often violently. Each has their own Energy Flow, thus EF.

### Conspiracy Tip #7: You've got more than you think.

This chart describes how EF's InterAct™

#### EC CHART V a

There are two Set's. See previous chapter.

### SET 01: EARTH, WATER, AIR, FIRE

Set 01							
Earth	←	Water	←	Air	→	Fire	→
Earth	→	0	←	Air			
		Water	→	2P	←	Fire	

For each EF the direction of the arrow a 1B/Plane.

Earth is evidently stronger than Water, look at the cause of tsunami's

Water is more dense than Air and only gets moved if there is a lot of wind.

Fire technically consumes Air.

Earth, like sand, can easily put out Fire; it takes a lot of Fire to burn Earth leaving mostly scorched marks. Your house is actually wood primarily so does not count...

For Earth and Air both OPP and Partier get a 0 Modifier.

For Water and Fire both OPP and Partier get 2P Modifier.

Air and Earth barely InterAct™, only many decades of wind wears rock down, and Fire and Water do not mix well at all. They are Opposite Polarities.

Obviously the same EF is a 0 and the Optional Quantity and Quality Rule below becomes very important though you still have the difference in Planes to satisfy this.

**Example:** When the OPP brings in an Air M/P/T/S and the Partier brings a FIRE M/P/T/S, the Partier will get a 1B/Plane. After all Air feeds Fire and Fire consumes Air thus the choice of using a Fire M/P/T/S here is more effective in defeating the OPP.

**Example:** Depending on the Plane of the OPP or Partier who bring in Fire vs. Water the higher Plane logically wins. More Fire than water evaporates it and more Water than Fire douses it. The same result in a lot of steam...

### Quantity And Quality Rule

Quantity and Quality count very much. This Rule is very important. For the sake of Game Play your Plane accounts for both Quantity and Quality.

To HIT: 1B/Plane for every 5KP's Higher for the Opposite Polarities.

To FOE: 1B/Plane for every 5KP's Higher for the Opposite Polarities.

1B/Plane for every 10KP's Higher with same EF.

### SET 02: ETHER, LIGHT ENERGY, SHADOW ENERGY, NULL

The other EF's work on higher Planes in higher more subtle ethereal and smaller particle forms and substances (shhh don't tell anyone).

**Example:** The Air is the Ocean to a Higher Being, like a Platonic Spirit.

#### EC CHART V b

Set 02		
Ether	➔	Light Energy
Ether	➔	Shadow Energy
Light Energy	2P	Shadow Energy
Null	⬅	Ether
Null	⬅	Light Energy
Null	⬅	Shadow Energy

For each EF the direction of the arrow a 1B/Plane.

Ether feeds or augments both Light and Shadow Energy thus both Light and Shadow Energy are better at destructive interference and get the 2B for second Plane.

Null is not technically Nothing, it is more like the Null Point causing Null Infinite Potential Energy. It is more powerful and energetic than all the others and can also just snuff them

out with Null Energy so it gets the 1B per Plane.

As in set 01 the Quantity and Quality Rule is very important.

**Example:** Two Vampires who hate each other meet suddenly in a New York alleyway next to a grunge bar. One is a Victim and the other is a Homo Sapien, qua their Plane. Both launch a Shadow Energy Wave Of Energy Drain at each other. Who do you think will win the BS?

To more intuitively understand why the EF InterAction™ functions as such, extend each EF to Infinity and the basic Laws Of Physic's. Now, relate each of them to the others: Earth is more Solid, has greater Integrity, and therefore is slightly more powerful than Water. Why does Water flow through Earth and not vice versa? Likewise, Air gives way to Water, and Fire needs Air. Fire vs Earth, though it is hard to picture Fire without Air, completes the Energy Flow, though with enough friction to wreck your whole building. Fire is able to particalize Earth, though depending on how much Fire there is; it is continual fuel, and the combustion generates more Air, for Fire, except if it is in an enclosed space.

As a result, the 4 EF's of Set 01 create a Circular Flow via convergence and Balance with Polarity in Reality.

The Quantity and Quality Rule is all-determining, for what are the chances of a Victim defeating a Homo Sapien?

Is it all just Density and Integrity of particles and substances? No, technically Fire is more powerful and energetic than Air and uses it to destroy, yet it is more subtle, thin and fine... And, on the other hand, Air barely affects Earth yet is more subtle, thin and fine...

