

Battle

The following are the Aspects of **Battle** as they Appear:

You, the GAP = Character Class. The **Opposition (OPP)**.

If the OPP is someone or something that stands in your way or who you are in the way of, which you don't like and if the OPP is an **Intelligent Form (IF)** or GAP, not a **Non-Intelligent Thing (NIT)**, they most probably don't like you either, you generally start to think about your AF's...

This is when you get to put your **Push Out (PO) CAP's** and **Pull In (PI) CAP's** to the demonstration of your ENERGY, in the BATTLE CYCLE (BC).

1 BC involves 1 **Battle Action (BA)** by every BATTLER. See Time for how **Non-Battle Actions (NBA's)** work.

1 BC is 1 BA by every **Battler**.

1 BC is 1 HIT for The OPP and/or OPP Group and 1 HIT for the GAP and/or GAP Group and/or combinations.

HITS/FOES OCCUR SIMULTANEOUSLY.

The max # of HIT's for 1 Group = # of GAP's or # of OPP's.

A BA is a...

PRESSURE ROLL (PR): A Successful **PR** is a HIT.

A PR is 1D10 a Plane.

PR is important when trying to do things and dealing with the OPP. A PR is in response to Pressure being directed against your EF's, ENERGY, or CAP's. You can either FOE or HIT when you PR.

This Act by its **Magnetic Effect (ME)** will bring attention to you if an OPP is within RANGE.

FOE'ing is done only to glean information as a NBA versus anything, sensing the KP's of ENERGY, CAP's, or EF's.

HIT'ing is only a BA. HIT'ing involves the reduction of Points of GAP's CAP's or an IFs CAP's and the EF's of AF's and ENERGY, and NIT's.

PI CAP's can FOE all OPP's, but can only HIT another GAP or an IF.

PO CAP's can HIT all CAP's, but can only FOE the same CAP of another GAP when PI CAP's HIT and PO CAP's FOE.

Apotheum Colluseum, The Ultimate InterActive™ Game

The Modifier in EC CHART VI and VII is reversed.

This system gives you the choice which EF, CAP, or ENERGY of your GAP to use against which EF, CAP, or ENERGY of your OPP.

Affecting your PR's are various Modifiers which Increase or Decrease your chance to...

EXAMPLE E9 F5 W3 Spigot (90LB DOORKNOB) is in your Way!

You are mighty HERO: E75 W69 F80 F90 E70 W65 A83 A85 A80 F73

Spigot Attacks! HIT's with its E9 Slime against your Cloak Of Rising A85 CAP.

See GAP Sheet.

It has -15 (E75/5) Modifier using EC CHART V.

You The GAP HIT's 9D10. You PR Roll 18. Which just sucks and is a very unlucky HIT.

Spigot HIT's your A85 for 5 KP's !

You now have A80 since Rolling so beyond the Bell-Curve.

But, of course, next BC you splat the thing with your Sword Of Fire which has 90 points to go feeling somewhat stupid to step into such a thing by accident.

Optional: If you swung too hard HIT'ing stone then the AWE can give your Item Damage at 1D10 or more depending on what you HIT before or behind the OPP.

HOLD IT TOGETHER (HIT)!

If you can HIT, you do not Succumb to Pressure and are Successful. To HIT you or your Group or combinations hereof have to approximate your B closer than your OPP or OPP's or combination hereof. Whoever is closer to their CAP, ENERGY, or EF with CM's Succeeds in that BC.

If both are The same OB both HIT's are nullified.

By HERO Plane it will be much easier to HIT and your KP's last longer, since the PR Dice Configurations and Bell-Curve are geared to increasingly approach B. This is true because of the Greater number of Dice Rolled which reaches the average mean. After all, you know more Points, the Higher your Plane is AND you last longer.

If you HIT and you are HIT'ing an OPP you use your...

ENERGY (E)

The amount by which you HIT your OPP is = to your ENERGY. Since Repetitive Bashing with the same Points would be Boring, you may PR Roll.

Note: The PR uses the Plane Points of you i.e. 90LB DOORKNOB, 1D10. CONTROLLER, 8D10. See POP Chart.

This System achieves the Objective in CI : to Succeed with your Known.

It is Impossible to **Kill** someone or something in APOTHEUM. What is relevant is who Reigns Supreme: who wins a particular Battle or War. Losing will prevent you from Overcoming your Explorations, which will prevent you from POP'ing. Effectively, you become Dead/Inactive/Obselete.

But, you CAN always try the 3D Level again...

Inherent Underlying Quality (IUQ) of your GAP is the same as the Universe: Your Elemental Forces (EF's).

See previous chapters.

It is Impossible to destroy the Building Blocks of the Universe. Only the Universe can do that or GOD.

See BU'ing in later chapters.

After all, the result is simply waking UP, Expelled from Dream Time™, until you BU, to return again...

BATTLE EXAMPLE

Scenario: Crag The nil monster is in a room with Dorg the good guy.

BC 01:

OPP Crag EXPLODES Dorg's SKIN with Its EYES¹² FIRE¹⁴ Exploding Orb Of Light.

AWE says: "Dorg Suffers through a Searing, Burning, Sharp, Violet Explosion."

GAP Dorg DISSOLVES Crag's BONE with His SKIN⁵ WATER⁴ Dissolving Acid Suit.

AWE says: "Crag Suffers a Surrounding, Juicy, Stale, Grey, Slapped Dissolution."

Crag HIT's 11. It is 3 OB: $14 - 11 = 3$.

Dorg HIT's 8. He is 4 OB: $8 - 4 = 4$.

Result: First, The difference in Planes is 1 and it is FIRE vs WATER , so Crag receives 1B/Plane/5KP's higher which is F14 vs W4.

$14 - 4 = 10$. $10/5 = 2 \times 1$. **Result (Res):** 2B.

This Results in a Modifier of 2B.

Note: DO NOT confuse CM with Modifier.

2B is applied on only 1 Group so Dorg remains 4 OB. Crag is now effectively at 1 OB.

Res: $3 \text{ OB} - 2\text{B} = 1$.

See EC Chart V, see later chapter, for the Modifiers which apply to this Scenario.

Therefore Crag Succeeds and HIT's Dorg's SKIN by its ENERGY or PR 2D10. Say, 10.

AWE Says: "Dorg's SKIN is fried at -4 and his Corresponding CAP no longer can be used until he BU's."

He shakes off the Pressure and hopes for next BC.

Optional: EC Chart VI, see later chapter, can also be used. If so, Crag's EYES vs WATER is P1 which would give him a 2 OB. Dorg's SKIN vs FIRE is P2 so he would be at 6 OB.

For combinations average out the OB of the Group'ed multiple GAP's or OPP's. Compare those opposed. Thus 1 vs 4, 2 vs 3, 25 vs 4 etc.

AN EXAMPLE OF THE FOOLISHNESS OF BATTLING HIGHER PLANAR CREATURES.

