

ELEMENTAL FORCES/ENERGY FLOWS (EF's)

ENERGY (E)

ENERGY is the **Balance (B)** of your EF's. With the below EF's it would be $24/4 = 6$. Keep Decimals to 2 places.

ENERGY comes into many Scenario's. Primarily, it is how much you can **HIT**.

ENERGY is essentially your **Life Force (LF)**.

ENERGY is used for: **SLEEP, BATTLE, GR's, NIT's, IF's, PAHHF Roll, TIME, PLACE, BU'ing, Wealth & Trade.**

ELEMENTAL FORCES

The Elements base Everything. They are the Common Element between all Realities, the Connecting Points and Essences.

They are:

SET 01: EARTH, WATER, AIR, FIRE

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

EXAMPLE: These interchange all the time, Science has also discovered many different types of **ENERGY's** such as Light Energy, Shadow Energy and many others. For the sake of simplicity since Apotheum Colluseum is the Basic Battle System and the first two parts of The Free Show, I will restrict the Energy's to ONLY Light Energy and/or Shadow Energy which is parallel with the differences between Good and/or Evil and all the gray shades of such. The zero-point field with the very Powerful and Energetic Null Energy which equivalates with null infinite potential = null ad potentialus majorus (= null potentialus ad majorus?).

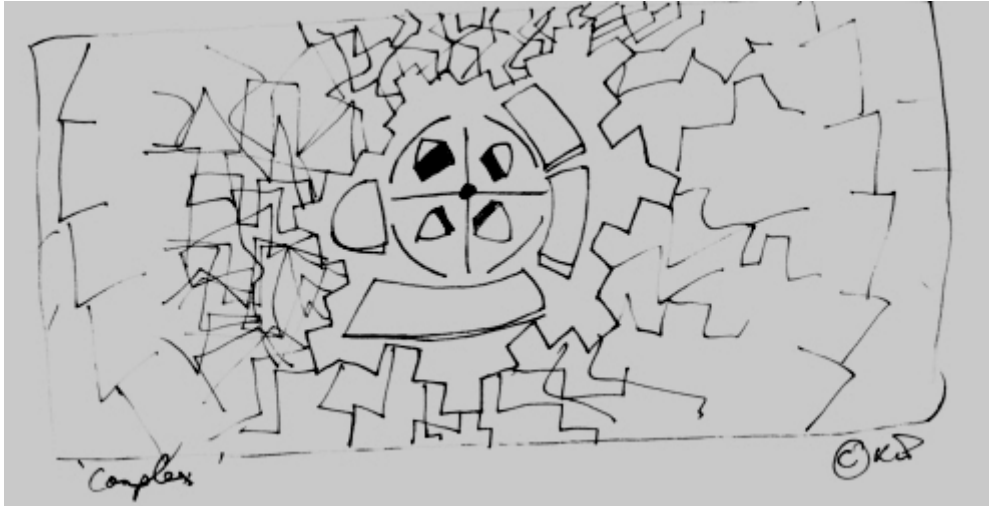
They are your **Underlying Inherent Quality (UIQ)**. They will determine all further **S&C** decisions you make in:

APOTHEUM

EF's gives you your emphasis, the basis of how your **GAP** will be Unique. As well, their **Relationship** with others and other things will determine your **Fate**. EF's are expressed in terms of **KP's**. The resulting number is your **BALANCE (B)**.

All KP's / all EF's = your **ENERGY (E)**.

Bring into your mind what kind of GAP you want to play. This will be based on the **GO** your **AWE** is going to put you through.



Proceed:

Roll 1D10 for each EF and choose where each result goes.

You want to roll High:

EXAMPLE:

SET 01: EARTH: 3, WATER: 5, AIR: 7, FIRE: 9

SET 02: ETHER: 8, LIGHT ENERGY: 9, SHADOW ENERGY: 6, NULL: 5

DO NOT worry about the results, to quote you know who, this determines your Character Class = GAP Roleplaying bias, too.

If you are, of course, so unlucky as to roll i.e. 1, 3, 6, 1... then ask your AWE if you can roll again or if you are using the **NO-DICE OPTIONAL RULES** then pick something and ask your AWE for permission.

To utilize the bell curve:

Option 1: 2D10 / 2 round up or down. Allows rounding choice.

Option 2: 2D6 and drop 11 and 12. Is weighted towards 10, so careful.

Both **SET's** are combined to generate the actual bell curve effect.