

CAPABILITIES/CAPACITIES (CAP's)

CAP's are The Channel's for the EF's. They are the primary Part's of your GAP's Body.

CAPACITY is **Threshold Of Energy (TOE) Holding It Together (HIT)** each CAP can take.

Thus, in the **Noobies** case, practically none. See **The Free Show**.

CAPABILITY is **Ability to Focus On Enemy (FOE) ENERGY**.

Your GAP Acts™ as the Body for you the Partier to Explore whatever GO you want.

You are the **Control Center** behind the GAP. You will hopefully be in **Control**, not some Brain Sucking Probiscus on some distant Planet...

You can either **HIT ENERGY** or **FOE ENERGY** with your CAP's. This will depend on your Situation.

SET 01: 5 are PU CAP's: SKIN, MOUTH, NOSE, EYES, EARS

SET 02: 5 are PO CAP's: BONE, BLOOD, LUNG, MUSCLE, HEART

Augmentation is possible, very good, watch out for **ImBalance (IB)**.

These **Relate**. See **EC CHART VI**.

FOE'ing or HIT'ing

CONTACT

CAP's accomplish FOE'ing or HIT'ing in these two different ways:

SKIN, MOUTH, BONE, BLOOD, must involve **CONTACT** with the **OPP**, in **Hand-to-Hand Battle**.

RANGE

The other CAP's involve **RANGE**.

RANGE is different for each CAP. The remaining CAP's Relate both ways as such:

NOSE - LUNG, EYES - MUSCLE, EARS - HEART. See later **EC CHART's**.

The **RANGE** are the Senses in each.

If **EARS - HEART RANGE** are within **HEAR'ing RANGE** then they are within **RANGE** and one can **FOE** or **HIT** with **ENERGY**, any **EF's**, or any **CAP's**. See later **EC CHART's**.

In addition to such, as developed in The Black Dungeon Doorway, a Science Fiction/Fantasy of mine which is published world-wide, your GAP = Character Class has also the following CAP's:

BODY, MIND, ENERGY

Therefore, all the cute acronym's.

These are in many ways your basic **Genetical Factor's**

Thus, DO NOT confuse your **Inherent Energy (IE)** with Light Energy and/or Shadow Energy.

ENERGY = Inherent Energy (IE).

In fact, you could see it as a total.

Light Energy + (-Shadow Energy) = Energy (E) = Inherent Energy (IE).

The absolute value simply gets the + (Positive) or - (Negative) Value on the Object.

Mind is your IQ Level. See The Free Show.

Body is the overall strength of your physical strength and stamina plus other factors.

Your CAP's are expressed in terms of KP's.

First Balance is 1D10 for each CAP. This is a HIT Roll or HIT Choice.

ENERGY is the result which = EF's / 4.

You use each CAP to HIT.

You can also use ENERGY to HIT.

It depends on the Scenario and the permission by AWE. If AWE decides that there is i.e. an ImBalance (IB) in the Scenario then it can get scrapped and restart. Try to, in Roleplaying, work more with each other in R&D and not just Kill all each other in the rampant out-of-control competition in the 21st Century.

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EXAMPLE:

SET 01: SKIN 5, MOUTH 3, NOSE 7, EYES 9, EARS 10

SET 02: BONE 8, BLOOD 6, LUNG 4, MUSCLE 1, HEART 2

SET 03: BODY 2, MIND 9, ENERGY 7

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You Choose where each KP goes (remember roll 1D10 or choose 1-10).

The RANGE Determinant are the Senses in each. It is relative and proportional.

They Relate and Correspond.

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