

FORM

FORM is composed of a **Magic**, **Psionic**, **Tool**, **Talent** or **Skill**.

Magic = Spell. Tool = Magical and/or Technological Item. Talent = Ability. Skill = Specialization. Your Tooney Euro Salary and Tooney Euro Volunteer Profession are decided by these. See The Free Show.

Apotheum Colluseum and The Free Show also support Psionic = Psychic = Paranormal = Psi.

EXAMPLE: Telepathy and Telekinesis augmented by a Technological Item is Psionic + Technological Item + Optional Ability and/or Skill. You could be on a Mission = Contract within a longer Adventure = Quest for Psi.com who want you to get Info = Intel on the Enemy = OPP.

FORM also has the **Sensory Manifold (SM)**.

Magic means a Type of ENERGY is being drawn from one of the 20 EF's and directly Channeled through your GAP's CAP's = Character Classes CAP's into reality. In other words, the ENERGY goes through your GAP's Body. These definitely use SM's.

The 6th EF is Evil Villain ENERGY and FORM which is Channeled from the Evil Villain = Non-Immortal Evil Demi-God. This is Evil Villain Mode.

The 5th EF is Good Hero ENERGY and FORM which is Channeled from the Good Hero = Non-Immortal Good Demi-God. This is Good Hero Mode.

The 4th EF is Evil Demon ENERGY and FORM which is Channeled from the Evil Demon = Immortal Evil Demi-God = an Evil a god and/or a goddess. This is Evil a god and/or a goddess mode.

The 3rd EF is Good Angel ENERGY and FORM which is Channeled from the Good Angel = Immortal Good Demi-God = a Good a god and/or a goddess. This is Good a god and/or a goddess mode.

The 2nd EF is Evil God ENERGY and FORM and/or Evil Goddess ENERGY and FORM which is Channeled from the Evil God and/or Goddess = Evil Deity. This Evil God Mode and/or Evil Goddess Mode.

The 1st EF is Good God ENERGY and FORM and/or Good Goddess ENERGY and FORM which is Channeled from the Good God and/or Goddess = Good Deity. This is Good God Mode and/or Good Goddess Mode.

The 0th EF is GOD ENERGY which is Channeled from GOD. GOD ENERGY is ALL-Powerful, ALL-Energetic AND ALL-Knowing = GOD MODE.

NOTE: Null DOES NOT equal zero as described by the potential, is more like confused

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with Ether, though not the same. GOD = 0 = Infinity = Everything. See Classical and Quantum Mathematics.

These are **Advanced** and are outside the Scope of **Apotheum Colluseum**. See **The Free Show (TFS)**.

EXAMPLE: Your Rank in The Free Show has to be High enough to Activate the above 14th-20th EF and FORM's to blow the Enemy the F away completely on the Battle Field.

EXAMPLE: The first 10 Rank's to Human in **Apotheum Colluseum** precede **TFS!**

EXAMPLE: You Call upon an **Avatar = Adept** to help you in your Adventure.



Magic's, Psionic's, Tool's, Talent's or Skill's

Tool's can be Magical and/or Technological depending on the GO, the World in the Universe, you are going through. The EF's go through the Tool. In all cases they use SM's as these are your CAP Tools.

EXAMPLE: There are still SM's for Low Tech World's i.e. the Celts. In this case, the SM's are partly real for the Imaginary Impressions. In the Eye of the Beholder (sometimes literally).

Skill's are what the GAP = Character Class has trained and/or studied for. They do not use the SM's as there are little Effect's.

You choose one for each of your CAP's. Do not write in **M/P/T/S** (see **GAP Sheet ≠ Character Class Profile** later in AC and TFS).

Rather, give each a Item Name stating what they are and do. Tool could be Sword Of Loth. Magic could be Lightning-Bolt. Skill could be Fist Of Power or Fist Of Energy or even Fist

Of Power and Energy or Fist Of Power And Energy or Fist Of Power and/or Energy or Fist Of Power Energy or Fist Of Energy Power but NOT Fist Of Power And/Or Energy and NOT Fist Of Power AND/OR Energy since I DO NOT use these Conventions. You can define it but it gets highly over-redundant i.e. what is F1st OF PoWeR and ENERgy?

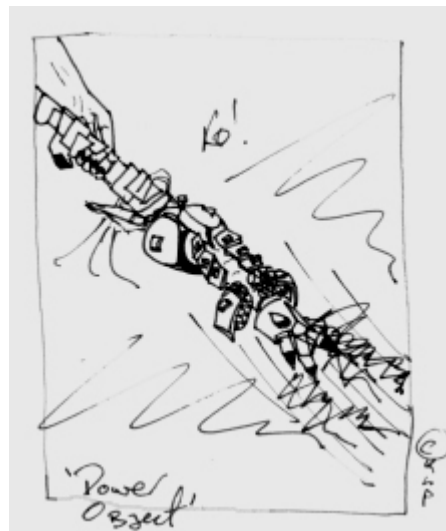
To distinguish between Item Names, since you can also have the Spell Fist Of Energy or Fist Of Lightning Energy, etc, ALWAYS give Type of Item with it and try to be accurate i.e. Sword or Amulet with Technological Tool or Magical Tool. It is also designated in your GAP Sheet or Character Class Profile from the database by M/P/T/S.

REMEMBER: Item is the Global Category.

You cannot lose an Item once gained, unless you are Tapped for you Weakest Item after Losing in Battle, as it is Bound Intrinsically to your GAP = Character Class. If it is to vanish from your GAP, though how careless can you get, it is drawn back to you Electro-Magnetically, Instantly-Reappearing at your side. Now if someone is setting up Electro-Magnetic Interference that is a different story.

EXAMPLE: If you could just Rip Off anyone's Item's then the Grandmaster Thief shows up and Rips Off your Shield Of Deflection And Reflection just before your Mission and good luck every succeeding at any Mission. **This is a Balance Factor (BF).**

EXAMPLE 02: In your Progression Over Planes (POP), see later in AC, you can indeed Fail at various Mission's, but NOT the Adventure through repetition, and get an Item Tapped by the Scenario. Hopefully the AWE will not be a tyrant vengeful Spirit who you pissed off cause you forgot to buy him and/or her chips and beer. Chip's and Beer? What none? Give me your Null EM Laser Blast Rifle for that blunder... **This is a BF.**



Without your Tools you cannot temporarily use the CAP's which you chose them for, unless you have another suitable Item, so Guard them well. Magic, Psionic and Skill can only be lost if you lose the CAP, though how careless can you get...

Conspiracy Tip # 1: IF YOU THINK YOUR BEING FOLLOWED, YOU ARE !