

PARANORMAL CHART (PC)

PARANORMAL CHART

PLANE	PARANORMAL SKILL	DESCRIPTION
90LB DOORKNOB	Skin	This is enhanced skin, muscles, tissues, cells.
SLAVE	Mouth	This is enhanced taste faculties.
VICTIM	Nose	This is enhanced olfactory sensations.
BABOON	Eyes	This is enhanced sight.
HOMO SAPIEN	Ears	This is enhanced hearing.
SUPER HEAVY WEIGHT GENIUS	Extra Sensory Perception (ESP)	This is not only a sixth sense but also Augmentation of the previous five senses.
MASTER	Empathy (Empt)	The ability to read other's emotions.
CONTROLLER	Telepathy (TEL)	The ability to read other's thoughts.
HUMAN	Telekinesis (PK)	The ability to move object's by will alone.
HERO	Precognition/ Clairvoyance (PRE/C)	Ability to see events for what they really are plus the intuition, foresight and/or prediction with at a max of 99% accuracy.

See The Free Show for expansion on this **Paranormal Chart (PC)**.

Know that you do not lose the previous Paranormal Ability when UP'ing to the next Plane.

Optional: Note: A HERO is Good and/or Evil. See The Free Show.

REMEMBER: No Dice Rules (ND Rules) is applied to EACH and EVERY function in Apotheum Colluseum (AC).

No Dice Rules (ND Rules) is a Unique Element of Apotheum Colluseum which is possible for EACH and EVERY function in this entire 3D Roleplaying Game. See later chapters for more detailed descriptions of this most incredible dynamic potential for roleplaying. In its present state AC is obviously intended to be played around a table with your Friends, not remotely. See later chapter for how Balance (B) functions. This is the Key to ND Rules.

Optional: You can also use dice with EACH function.

Optional Recommended: Apotheum Colluseum prefers ONLY D10's for the actual percentage system's with bell curves.

Here are the dynamics of the above Paranormal Abilities:

7. Plane MASTER

EMPATHY (Empt):

The ability to read other's emotions. This is, of course, at a max of 99% accuracy, since you can never know everything about what I feel or not.

'Nulllllll... I Sensai Nothingness!' psis Silber, Psionic Warlock.

Make a HIT equal to your ENERGY. If under you read a direct percentage, or fraction, of what the target is feeling qua Emotion's i.e. Fear, Anger, Sorrow, Courage, Happiness, Joy.

EXAMPLE: If your ENERGY is 30%, AWE tells you about a third of what the target is going through while you blast their Area.

This is not a **Battle Action (BA)** or a **Non-Battle Action (NBA)** so it does not count as an Action since you can still do other things at the same time.

This is therefore an **Insta Action (IA)** which is automatic. For IB, its usage should be limited to a quantity of times per Battle based on a relative ENERGY vs ENERGY ratio of the GAP (=Character Class) and **Group (Gru)** i.e. Result 1.0 to 1.99 is once per Battle.

If GAP's want to use their Empathy's before they, say enter a completely unilluminated room with slaverling drooling monsters in it, they can say so. Like D&D (which I first started playing when I was 12-years old. PS: Like my own AC, 2nd Edition is still way better), AWE can limit the usage of this.

This is a NBA. This is also a HIT.

The **Partier's** glean details. And general details at best, which do not give away ENERGY, EF, CAP, Magic, Psychic, Tool, Skill info. One general detail per NBA is achieved. This can keep going until the GAP's are ambushed, since this could Light Em Up, in their focused meditative passes a number of times per GAP = to 10% of ENERGY.

Once they fail they can no longer HIT. For every Succeeding attempt a +5% B is achieved.

Optional: Of course, this preternatural connection can be dangerous:

For every 10% of Bonus (10% after second try) There is a 1% chance the GAP's Imagination is grossly exaggerated, can be a Creative Element, since The GAP's will flee in terror for a number of Cycles = to ENERGY, at fastest possible speed, unless the GAP can HIT under ENERGY. The GAP can HIT once per Cycle, regain Control.

ND Rules: ENERGY must be within 2 per Plane of **Balance Sum (BS)** to regain control. See later chapter for how Balance (BS) functions.

Optional: Empathy can be used in Battle to predict OPP's move. GAP = Character Class must declare attempt before HIT. Make HIT under ENERGY.

If OPP's HIT is lower there is a **1B** for each point below on GAP's HIT. If over there is a **1P** for each. See later **Chart (C)** for how this functions.

This will glean a +1 modifier to HIT, FOE, and just checking... This is 1 HIT, can be attempted only once per **Battle Cycle (BC)** and can be done with a **Battle Action (BA)**. Once a GAP fails per Battle Cycle (BC) he/she cannot HIT again. See later chapters for how Battle functions.

NDRULES: BS is exactly **B** of **Plane**.

6. Plane SLAVE to SUPER HEAVY WEIGHT GENIUS

Extra Sensory Perception (ESP)

Extra Sensory Perception (ESP) is not only a sixth sense, intuitive, instinctual gut-feeling which gets your antenna going, but also Augmentation of the previous five senses.

If AWE wishes to warn GAP's in advance of danger (naaaah...). The chance of this for each GAP is 01% per Plane at a max of 99%. So, if you have a **Party** of 7 GAP's = Character Classes then you have a much better chance of sensing imminent danger.

ND Rules: If the GAP Sensai'ing danger has a greater KP ratio then the target potential **Enemy** at over 75% difference of the Plane the GAP Sensai's danger. Make a HIT, too.

ND Rules: Augmentation works as follows: CAP's can Sense beyond normal **RANGE**. For every KP in associated CAP 01% of **MAX RANGE** of each CAP is added.

This allows both HIT'ing and FOE'ing at **ESP RANGES**.

See later chapters for **RANGE**.

8. Plane CONTROLLER

Telepathy (TEL)

When do you become a CONTROLLER? **Telepathy (TEL)** is the ability to mentally communicate with other beings. This is one way if the recipient is non-telepathic. Two-way if both Love it... It is near-instantaneous.

WILLING RECIPIENT: AWE might consider a HIT necessary to Contact with passible

Modifiers, Circumstantial Modifier's (CM's). This HIT will be a % = to KP's, otherwise Contact is Automatic and Instantaneous. This Skill is not inhibited by distance; the user is accessing subtler **ENERGY's** and communication is more efficient than Optic Fibres. The beings still must know The same language, otherwise it's mumbo jumbo. EMPATHY might help you here. Access is **FREE** and unlimited time usage!

However, for an IB, the GAP BU'ing can use this only for a # of minutes = to KP's in ENERGY.

NON-WILLING RECIPIENT: All of the above applies except one must make a HIT, a % = to the following: For every ENERGY KP of **Recipient** below the **Sender**, 01% is the **Sender's** Success Chance.

For every ENERGY KP over, 1% is subtracted off the Base Chance.

ND RULES: Consider every KP over and under of Recipient to be a B if under, a P if over, for Sender. Subtract the Recipient from Sender's ENERGY. If positive is a B, if negative is a P, for Sender. Include other **Circumstantial Modifier's (CM's)**.

The B is exactly B of Plane (11 if 2nd Plane: Average Bell Curve of 2D10 = 9-11).

HIT'ing counts as one BA.

The advantage of a HIT is you can make one Mental Attack!

A **Mental Attack (MA)** is a HIT, FOE, or **Communication** (like taunting). You can make 01 **MA** per **Battle Cycle (BC)** on any CAP with **B3 CM**, ignoring all other modifiers.

See later Chart's in later chapters for **Circumstantial Modifier's (CM's)**.

9. Plane HUMAN

Telekinesis (PK)

Once you become a HUMAN you can, appropriately enough, know the true meaning of mind over matter.

You can move any Object up to 100 kg in 8th Plane, 1000 kg 9th Plane, 10000 kg 10th Plane by will alone. So, by HERO Plane you can throw an 18 Wheeler! Yah, yah, yah!

You can throw an Object at a speed in Km/hr = to your ENERGY.

If you want to be vicious you can use This to HIT OPP's. Massive damage but they can fairly easily dodge such a large object. Great Fun! (Picture ripe dining hall records for 'high-powered food-fight', or a Battle like Poltergeist with Objects flying all over the Place.)

HIT is 1 KP for every 100 kg's for every 10 km/h. So 100kg at 20 km/h is 3KP's.

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Sharpness, size etc is all put into Mass. Be Imaginative.

HIT'ing is a little harder. For every 1000 kg and every 10 km/h The GAP wishes to **Project Object's** at, a P1 applies. So, a 1000 kg Object at 20 km/h is P3.

Round to nearest whole number.

This is indicative more of whether GAP can actually get the Object moving rather than ease of impacting OPP's. A failed HIT is a stationary Object.

ND RULES: BS = B of Plane + Weight/1000 - Speed/10.

A GAP can make up 1B for every BC spent concentrating, up to ENERGY/10, before Projecting.

This is considered a BA or NBA.

See **Modifier Chart's (MC's)** in later chapters.

10. Plane HERO

Precognition/Clairvoyance (PRE/C)

Precognition/Clairvoyance (PRE/C) is Ability to see events for what they really are plus the intuition, foresight and/or prediction with at a max of 99% accuracy.

Clairvoyance is very useful for gleaning information otherwise completely invisible about or in any one **Time and Place**.

The GAP is permitted one C per **Time and Place**.

HIT: The GAP chooses a CAP, one of the PU CAP's and then targets something! Something is an useful bit-of-info needed at the time of your urgent dangerous mission.

ND RULES: BS is determined by the **Reputation (REP)** of the **Place**. One **InterActs™** on a deeper level involving The EF's.

Use the corresponding EF of Time and Place with the EF of the PU CAP being used, that is the BS.

See Time and Place in later chapters.

One of the more phenomenal of the Paranormal Abilities is knowing the Future. This is no simple task: One must be occupied in only this preconceiving for a # of hrs or a number of mins depending on whether it is a **Major Precognition (MAJ PRE)** or a **Minor Precognition (MIN PRE)**.

This duration is = for both to a time of (100 - ENERGY).

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HIT: One must HIT exactly the BS of The OPP. This could be the Place, or with reference to particular OPP's.

ND RULES: BS is The ENERGY of the Place, or particular OPP.

