

BUILDING BLOCKS OF MATTER

NECESSARY REQUIREMENTS

The Necessary Requirements of a GAP to survive the Rigors of the GO are:

ADAPTABILITY: The measure of the Balance of your GAP, you need foresight and ingenuity to Create a Balanced GAP.

PROTECTION: Plenty of this is supplied to you in APOTHEUM; Strategic Thought and Creativity applied to EF's, CAP's, and Action Forms will allow you to Successfully use your PR to HIT.

PERSONALITY: If you are Obnoxious, expect in Battle, Diplomacy can help you. InterActing™ is not the same without Acting.

TRAVEL

Each Plane Of Progression your Travel improves. Once gained, you can utilize them as often and for as long as you like. They are gained in this order:

WALK: Walking can get you 80 km in 8 hours, 10 km/hr. 01 minute Bursts Of Running can be achieved, so long as one rests 10 minutes after. 5:1 Ratio. A ½ minute Burst Of Sprinting with the same rest time can be done. These can be sustained, with cumulative rest afterwards, up to a maximum of 30 minutes of Running and 15 minutes of Sprinting.

RUN: Running is twice as fast as Walking. 160 km in 8 hours, 20 km/hr. ½ minute Bursts Of Sprinting with 5 minutes rest, same details as Walking. One can extend this by 10% of ENERGY for every 5 minutes or ½ minutes in Sprinting.

SPRINT: Twice Running. 320 km in 8 hours! With the Messengers back then, no one ever thought of this... 40 km/hr. Can extend as in Walking.

LEVITATE: Levitation is Vertical Flight, up and down. Because you have not traction in the air, once airborne, you cannot control your Horizontal Motion. It is possible to simulate Flying in a Dangerous Way. You can WALK, RUN, or SPRINT, leap up and stay up. Unfortunately, you now continue in the direction and at speed you were moving. 40 km/hr is max speed you can Rise. Can extend by 100% of ENERGY. To Descend you can use the max 80 km/hr Rule or let Gravity accelerate you down at 9.8 m/s every second and then take control before you impact.

FLY: Anything up to 100km/hr, you have Cruise Control over both Vertical and Horizontal Directions. Can extend by 100% of ENERGY. Anything over 100km/hr you have to make an AIR. HIT for Fancy Maneuvers.

TELEPORT: Teleport allows you to Teleport yourself Instantly to any Area you can Touch, Smell, See, or Hear and/or Sensai. Any Area on your Planet which you are familiar with, you can Instantly Materialize in. Familiar means Known: You have either already been

there or you have an accurate description of it, like on a Map, or you have a Line Of Sight.

PLANE TRAVEL: You can Instantly go Anywhere on your Plane, your Area and Time, if Known.

OUT OF BODY ASTRAL PROJECT: You are a god or a goddess! You can Access any Plane, Any Time and Area, in the Universe, but only Mentally. This allows you to go there but not to InterAct™ there, since you cannot bring your body with you, yet.

TIME TRAVEL: You are Human! Send yourself to Any Plane, Area and Time, Anywhere in Any Universe, Personally. You, of course, had to have first been there with Out Of Body Astral Projection. There is, of course, different Timelines.

The following Travel are inherent to the Terrain and apply to Everyone:

SWIM:

Speed: Max 50% of WATER EF in km/hr.

Duration: WATER EF in minutes.

Speed of Water: For every 5 km/hr will slow or quicken you by 2 km/hr.

Holding Breath: A number of minutes equal to AIR EF.

CLIMB: If Climbing is Treacherous, that is whenever there is a Chance of Falling, an EARTH EF HIT is needed. If you HIT within 5 KP's of your EARTH EF, you do not fall. 5-10 Out Of Focus.

JUMPING:

Moving Start: For every 20 km/hr: Up to 5% of AIR for Vertical, in meters. Up to 10% of FIRE for Horizontal, in meters.

Standing Start: 2.5% of AIR for Vertical. 5% of FIRE for Horizontal, in meters. Your Vertical is reached halfway through Horizontal.

Falling: Great Fun, until impact. Gravity accelerates your body 9.8 m/s, on Earth. Other Planets are a Fraction of that. So, in one second you go 9.8 m/s, the second second you go 19.6 m/s and so on. For every 9.8 m/s, 35 km/hr, of speed you take 2D10 Damage to all your CAP's.

Due to AIR's lack of Solidity, it does not affect your descent significantly.

AWE will give various Modifiers.

EXAMPLE: You take a Running Start at 20 km/hr. You are a BABOON; if your AIR is 30 and FIRE 30, your Vertical is 5% of AIR and your Horizontal is 10% of FIRE.

Vertical = 1.5 meters X 1 = 3 meters.

Horizontal = 3 meters X 1 = 3 meters.

It is times 1 because for every 20 km/hr you multiply the result by one more.

If you do not have a Safe Landing Spot then Landing will cause you the same Damage as Falling: 2D10 for every 35 km/hr of Jump Speed. Though you can Roll the same as though you Slipped: HIT.

AWE will have Modifiers.

BASIC MODIFIERS

TEMPERATURE: Temperature Maxing Out for an appropriately clad Human is 50° Celsius both ways.

Your GAP can tolerate 50% of FIRE in addition to these extremes.

Out Of Focus (OOF): You lose your grip and need to HIT again and regain your grasp. 10 KP's OOF, you fall. AWE will give various Modifiers.

BASIC MODS

SLEEP: 1/3 of your GAP's time is necessary for Unconsciousness, to maintain normal GAP activity. You can Stay Awake for 100% of your ENERGY, extra, in hours, max, at which Point you immediately fall Unconscious, no matter what you are doing. You then Catch Up (CU) on the Sleep you missed, and maybe more if it was at an inopportune moment.

Before that, your CAP's Suffer. Every 100% of your ENERGY CAP, in hours, you Miss Sleep, you do 1D10 Damage to each CAP, seperately.

AWE will give various Modifiers.

You can reverse the Flow anytime by CU'ing on Sleep, with Complete Recovery of KP's, with Complete Recovery of ALL lost hours.

In addition to normal Sleep you can BU.

See BU'ing.

