

Scenario Formula (SF)

Scenario Name: This is helpful because 1 Exploration has Multiple Scenario's.

Time: Moonday, 18:21, 3rd Place: Bluffs, Castle Ruin Site.

Moon/Sun: REP: Earth 64 Fire 15 Air 50 Water 60 Ether 62, Shadow Energy 67, Light Energy 45, Null 55.

Conflict: There is a SUPER HEAVY WEIGHTGENIUS (6D10) Planar Ghost in residence. The GAP's love to attempt a reconciliation or Exorcism of such Spirit, for the new Arch-Mage Head Knowledge Keeper wants to renovate this sea-sidescape and move in. You, the GAP's, are hired.

Detailed Description: Here, AWE writes down particular details such as Relevant Info, Plan's, and its relation to other, previous or upcoming Scenarios. Get creative!

OPP's: CC's, EF's, NIT's, IF's, GAP's and/or OPP.

CC Formula: 31 4D10 Ghost's with 5 CAP's (Gray Ethereal Armor's, Shadow Arm's, Haunting Scream's, Eyes Of Evil Emanence, Mouth's Of Poison Cloud's)

EF Formula: 31 2D10 Minor Spirit's with EF's (E,W,A,F, Eth, SE, N).

NIT Formula: 3 Arcane Inanimate Object's with EF's (E,W,A,F, Eth, SE).

GAP Formula: 310 1D10 Black Bay Hound's with 3 CAP's (Black Claw's, Slavering Teeth, Thick Bristled Fur)

IF Formula: 13 3D10 Major Spirit IF's with 5 CAP's (MOUTH A18, EYES A15, EARS A13, LUNG W15, HEART E06)

OPP Formula: Planar Ghost, SUPER HEAVY WEIGHT GENIUS, 6D10 (MOUTH A35, EYES F40, EARS A20, LUNG Eth24, HEART SE43)

Map/Grid: See Map/Grid Construction.

REMEMBER: CC = Custom Creature. See The Free Show.

Direct Perception and PAHHF Roll (DP and PAHHFR)

You will have a measure of Direct Perception. It Will Act as a PAHHF Roll.

If in cases of desperation, use it. This qualifies you out of the Maelstorm of all Time and Space, just having achieved the Now and Here. The Now and Here holding all ENERGY and Knowledge you achieve a glance at what you need. Normally, you narrow or filter yourself in Conditioned Reality so you do not get Blown Away by it All.

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However, it can Back Fire.

This is allowed once per Exploration per GAP. So, in 3 UP Exploration with 5 GAP's, GOD can give out 15 PAHHF Roll's, 3 for each GAP.

The PAHHF Roll is the Plant Animal Heaven Hell Force Roll. A Successful PAHHF Roll means you gained whatever Knowledge and Power and ENERGY you needed from one of these Realms, right in the face.

PAHHF Roll uses your PR to successfully get PAHHF'd. You have to PR exactly your ENERGY.

If you Succeed, you momentarily become Invincible and accomplish whatever you were trying to do. If in Battle with an OPP, you win the Battle Round (BR). In other words, any single Action you do Succeeds.

If you Fail 2 OB you Summon a Plant IF, up to 4 OB an Animal, 6 OB a Hell Creature, 8 OB a Heaven Creature, 10 OB a Force. See IF's.

Over this amount no one is paying attention or just die near-instantaneously... or run frrrrrooom the Devil!

Optional: 12 OB a god-like Man or Woman Hero, 14 OB an Angel or Demon, 16 OB a god or a goddess, 18 a God or Goddess, 20 OB GOD or Satan.

And you lose a # of KP's = Plane PR off of 1 CAP randomly.

Time: In Apotheum Colluseum there is a monthly and yearly Sun Cycle and Moon Cycle. There is also the Daily Sun Cycle which is the Day, and the Daily Moon Cycle which is the Night. The two together make a Day Cycle.

The various Time Division's of those two are up to the GO and by AWE. See The Free Show for more Time Division's.

In each Daily Sun Cycle there is a Peak Time, the Point where the Sun's rays are most direct. At this Time BU'ing is improved by 10%. And there is a 20% greater chance of a Random Encounter triggering a Battle.

In each Monthly Moon Cycle there is a Full Moon. At this Time BU'ing is improved by 10%.

Optional: If AWE and the Partier's both agree with the extra difficulty of applying positions of Planet's and Constellation's then you could do some interesting Solar System Scenario's.

Conspiracy Tip #10: Ignorance is Bliss: Sometimes being Stupid is being Smart.

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Time in Apotheum is compared to Real Life.

GAP BA's and NBA's are compared to you the Real Person. A GAP can do any Action you can but Better Faster Stronger.

Each 2 KP of ENERGY is approximately = to 10% Better Faster Stronger than a Human Olympic Athlete.

Use this to decide speed of BA's and NBA's.

This is also a good means to stimulate Partier Chat and InterAction™

Avoid excessive Debate over this -AWE has final word.

Area's: Each Area besides having its various treacherous traps for GAP's has a Reputation (REP). This is not to be confused with Character Class Reputation (CCREP). See The Free Show for more details.

This is just like a GAP's EF's. 8 EF's 1D10 per Plane: E, W, A, F, Eth, SE, LE, N.

Each Area has its different ENERGY because of many factors.

Each EF will represent what is influencing that Area and to what degree.

The AWE can choose to give whatever Effect's are wished by this.

Building Up (BU)

To regain CAP KP's, you need to Spend Time to BU.

You can do this at any time, if you were expelled from Dream Time™, or simply HIT.

You BU from the Negative Value you were HIT to. Sleep and EF's help you BU.

Sleep allows you to BU 50% of your ENERGY every Hour.

A better way, while at Rest or in conjunction with Sleep, is to expose yourself to the EF's.

This means:

You submerge yourself in WATER.

Bask in the rays of the Sun, or FIRE.

Cover yourself with EARTH.

Be in lots of Fresh AIR.

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At least 50% of your Body must be exposed, and associated T/S/P/M accompanying you.

Gained KP's can BU any CAP's.

WATER and EARTH, EARTH and FIRE, Null and Light Energy and other combinations can be done if you have the corresponding Element's in your Character Class Profile. Simply, instead of globally BU'ing it only BU's those parts.

You BU 50% of the EF in 1 Hour.

The particular Area you are in are the deciding factors. So, a Higher Plane Area with FIRE 30 gives you 15KP's/Hour. A BU at a max of would be Sleeping while you bask in the Sun and Submerge yourself half in Water.

Thus it is cumulative.

