

## **GAP Filler's**

### **General Rolls (gr's):**

Besides a GAP's Super Human CAP's there are going to be times where opening a door with Fist Of Thunder is slightly excessive.

Examples of gr Scenario's are attempting to overcome an OPP by using your CAP's, ENERGY, and EF's, not including your AF's. This Acts on the gentler persuasion...

A gr Scenario includes such things as spying on your Friend's (FOE'ing with a CAP), trying to open doors (HIT'ing with a CAP), avoiding impaled death (PR'ed with a CAP), trying not to freeze to death while naked in a blizzard (PR'ed with EF), settling an arm wrestle over a wench (PR'ed with a MUSCLE), all the little nasties that will want to make you go 'gr'.

In the entertaining sideshows which will arise simply PR to HIT. Whatever is in your way PR's to HIT as well. Whichever gets closest to their EF, ENERGY, or CAP B prevails. If KP's have to be reduced as in the case of an arm wrestle reduce the OPP by the value of your EF, ENERGY, or CAP and follow Battle Procedure for in some cases there may be Damage caused.

It is not necessary for both Participant's to EF, ENERGY and CAP since Door's do not have CAP's and GAP's do not PR with per se only EF's. There will be Scenario Modifier's (SM's) which might be appropriate, which is up to AWE.

The options are Infinite, your Success limited only by i.e. your ENERGY.

### **Conspiracy Tip #9:**

### **Great Rolls (GR's):**

Since Apotheum is in Dream Time™, you the GAP can perform Great Act's (GA's) with your ENERGY. Essentially you are causing ENERGY to do whatever you want, putting your thoughts directly and immediately into Reality, or vice versa...

GR's are the usage of your ENERGY to do anything Great. Anything Great is beyond the normal realm of Dice Rolling. In DreamTime™ you can simply use your ENERGY to do anything, such as Cast Spell's i.e. Create Storm, use Psychic Capabilities i.e. Telekenesis, and all the latent Power's and Energy's inherent in your psyche. So to reflect this Apotheum allows you to use your ENERGY to GR.

GR's cannot be used for Travel, AF's, TAP's, gr's, PAHHF's, BU'ing, BAF'ing or SAF'ing. GR's can achieve anything else within or without the rules. Thus, it can be used in Battle but does not replace such dynamics.

To GR, decide what you want to do. Associate an EF to your GR. Whether what you do is constructive, destructive, or other things such as Divination you can place any EF with it. This Will determine Modifier's from the EF Chart's. AWE Will determine the EF proportions

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of what you are subjecting your ENERGY to. Some things are obviously disallowed for the great ImBalance (IB) which they cause i.e. You may not just flatten a whole City unless you are at a min of a god or a goddess Rank. See The Free Show.

For instance, you might want to make a Tidal Wave. You choose Earth 20. AWE Rules that the Water, due to the mass of the Tidal Wave, is 15. This makes it an Earth GR, and gives you 2B. This makes sense as a GR counts as 1 Non-Battle Action (NBA).

The Effect's are based on what the GAP chooses to do with it, provided a Successful PR.

Fire away! Or is that Earth away!

The Subject of your Creative Force (CF) could be a combination of EF's. For example, you want to make glass. This is putting all the Basic EF's together: Sand + Water + Oxygen + Fire. You choose Earth 20. AWE decides, since you are making a Man Sized Dome, you are trying to combine Earth 20, Water 10, Air 5, Fire 20. Total Modifier is 0 and unless you are doing it in the field than there are no SM's.

After Modifier's are decided and determined, you PR with ENERGY, adjust result by Modifier's, and hope your PR is within 1/Plane on either side of your ENERGY.

**REMEMBER:** This does NOT replace the Battle System of Apotheum Colluseum and The Free Show.

### Non-Intelligent Things (NIT's):

In many GO's NIT's are part of its very fabric. NIT's are Devices, Gadget's, Trinket's and Inanimate Object's. It is natural for you to come across these or to even go looking for them. After all, they are Useful.

Though, they cost Money in Tooney Euro's using the Credit System of The Free Show.

To Allow for all possible to conceivable NIT's, Apotheum is excellently prepared: There is not a single NIT which is not composed of the Basic 4 EF's. It is up to AWE to define the varying EF B's of them.

**Optional:** You can theoretically apply the other EF's to a NIT but it gets a little bit B if you say my desktop has Shadow Energy and/or Light Energy.

After all, there is always some NIT who will put a Door NIT in your way, a Wall, an Entire Building, a whole Corporation and/or Government, just to make your life pure unadulterated living Hell.

Well, 1 NIT can outsmart another NIT...

In Apotheum, you can get as many as you want, and probably lose them as easily.

**Note:** This is where the so-called Master Thief in the Guild Of Thieves (by Gary Gygax,

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founder, creator and writer of Dungeon's and Dragon's) has no problemo breaking into your Private den, if your Security sucks so hard, and still your most precious Item's.

**REMEMBER:** NIT's are not your Bound Item's which you can never lose except the weakest one which gets Tapped. See previous chapters.

If you are annoyed by some NIT's like those irritating cans lying around for FREE Advertisement and want to destroy one, since it just got in your way, you need to HIT it.

Since it does not have CAP's, you target its EF's; you FOE and HIT its EF's directly. When you reduce half of its EF's to zero, it is destroyed. Congratulations and well done in helping to clean up the Environment!

**REMEMBER:** If you printed any of my shit across 2500+ pages and counting n.o.w. then you are a good for nothing low-life Tree Killer.

