

GO Relativity (GR)

In all of the above, consider the GO. Base your choices completely on the GO you're in. The above chapters allow for all choices and are put into the CAP Chart below.

Some GO's are mostly Magical, some are mostly Tool, and there are even a few Skill Based GO's. Each GO will have a different combination of these three, based on the choice of the AWE.

EXAMPLE: You have now completed the Creation of your CAP's, engineered so as to fit perfectly into the starting GO (you hope).

Your CAP's should each have something like this:

CAP Skin	KP's 5	Action Water	EF KP's 5	SAF/BAF SAF - Dissolving	FORM Acid Suit	M/P/T/S Tool
SM's:	DENS Surrounding	CO Juicy	RAD Stale	FORM Gray	VIBE Slaps	

Repeat this for each CAP. See previous chapters.

This is not the entire GAP = Character Class. See next chapters and The Free Show.

