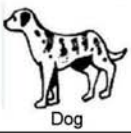
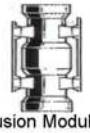
			Mass	Electric	Magnetic	Life	Thought
Range	VISION	HEARING	AWARENESS			PERCEPTION	
0 Contact	Not Possible						
(=1) R Reading 0.5 m	 Needle	 Whisper	 Coin			 Flea	
(=1) T Talking 1.5 m	the Printed Word	 Talking	 Cards			 Moth	
1 Vshort 5 m	 Coin	 Lecture	 Book	 Chips	 Magnet	 Bird	
2 Short 50 m	 Cards	 SHOUT	 Suitcase	 Low Energy Devices	 Pistol	 Rat	*Calm Life Processes*
3 Medium 150 m	 Book	 ! Distress	 Person	 Wiring	 Rifle	 Dog	*Complex Life Processes*
4 Long 500 m	 Suitcase	 ! ! ! Distress	 Truck	 Fusion Modules	 Metal Devices	 Man	*Simple Thought*
5 Vlong 1000 m	 Person	 Gunshot	 Building	 Generators	 Truck	 Bison	*Complex Thought*
6 Distant 5000 m	 Truck	 Thunder	Hills	Transmission Lines	Building	Hexaphant	*Strong Emotion*
Horizon							
7 Vdistant 50 km	Tower	Massive Explosion	Mountain	Lightning Strike		Leviathan	*Death Throes*
8 From Orbit 500 km	City	Not Possible		EMP		Forest	*Death Throes*
8 In Orbit 500 km		Not Possible		Massive EMP	Magnetic Field		*Death Throes*

The Senses

The senses feed information to a character. In most cases, the process is assumed and invisible to the players. In some cases, the use of the senses is resolved:

To resolve some sensory activities (as actions) where the result is uncertain.
To show the distinct sensory abilities of different sophonts.

The sense rules provide to players an understanding of what information they can readily find through their senses, as well as showing how likely they are to be successful. Can this character smell something strange on the wind? Can that character see some movement on the horizon? Can another character hear a faint conversation across a room? Each of these situations may happen in the course of an adventure and the outcome inevitably shapes the actions of the characters.

THE SENSES

A being perceives the environment through the senses. Each single sense concentrates on one specific phenomenon: there are six broad types of phenomena that the senses can perceive.

The six broad categories for senses are:

Energy. The detection of energy is **vision**. The energy detected is typically wavelengths of light (which may extend into the infrared or ultraviolet).

Vibration. The detection of vibration is **hearing**. The vibration detected is sound (which may be ordinary sound, infrasonic, or ultrasonic).

Matter. The detection of matter is **touch**. Touch involves contact with objects and sensing of patterns, textures, shapes, temperature, and other information.

Volatiles. The detection of chemical (or biochemical) volatiles is smell (in atmosphere); or taste (in solution; typically water). The two are treated as one sense.

Fields. The detection of fields is awareness. The fields detected are electrical or magnetic.

Auras. The detection of auras is perception. The auras detected are biological (and reflect the presence of life), or sentient (and reflect the presence of thought).

Other senses are certainly conceivable, but they are either minor in scope or too exotic in resolution for this system to handle. When they are present, they are administered as exceptions or through special rules.

THE SIX BASIC SENSES

Phenomenon	Sense	Detects	Organ
Energy	Vision	Light	Eyes
Vibration	Hearing	Sound	Ears
Volatiles	Smell	Chemicals in gases	Nose
	Taste	Chemicals in liquids	Mouth
Matter	Touch	Physical objects	Body
Fields	Awareness	Electrical Magnetic	Nerve Grid
Auras	Perception	Biological (Life) Sentient (Thought)	Brain

SENSE ACTIONS

The Senses are resolved as Actions (an Action is expressed like a Task, but no specific Skill is involved). Two types of Action are possible: At Range, and In Contact.

At Range. When senses operate at a distance (Vision, Hearing, Awareness, Perception), the Action takes account of Range by using D6 equal to the range number (Vshort=1, Short =2, etc and a range table is provided).

Resolving a Vision Action at Range=2 uses 2D.

In Contact. When senses operate in contact (Touch, Smell), range is ignored and the Action is based on 2D.

THE SENSORY ACTIONS

Energy Vision	*Vibration* Hearing	*Volatiles* Smell	*Matter* Touch	*Fields* Awareness	*Life/Thought* Perception
To Spot	To Notice	To Notice	To Notice	To Notice	To Notice
--	To Locate	--	--	To Locate	To Locate
To Identify	To Identify	To Identify	To Identify	To Orient	To Identify
To Track	To Track	To Follow	--	To Track	To Track

Spot (for Vision) or **Notice** (all others) indicates that the individual has picked out the sensory input and is able to further process it. Additional actions are not possible unless an input is spotted or noticed first.

Locate provides the individual with the location (direction and approximate distance) to the source.

Identify provides the individual with information about what the source is (for Hearing it also allows comprehension). **Orient** provides the individual with information about surroundings.

Track allows the individual to observe the source as it moves. **Follow** allows the individual to move toward the object.

THE REFEREE VERSUS THE CHARACTER

There are two important elements in the use of the senses:

Use the Senses Only When Necessary

Events become bogged down when every glance is resolved with Vision, or every noise is resolved with Hearing. Use the senses only when the ability to sense something is unclear or unusual.

Conceal The Input Until it Is Sensed

Techniques are available that allow the Referee to conceal what he knows.

The Referee. The Referee has perfect knowledge about the situation. He knows if there are soldiers lying in ambush, or faint markings on stone walls. Or, he knows that the present location is harmless.

The Players. The players have no readings from their senses to understand the situation. Some information is obvious: the referee should describe what they normally see or hear or sense. Other information may be uncertain, and the use of the senses is called for.

The Process. The Sense Process is the way characters investigate their surroundings.