Range	VISION
0 Contact	Not Possible
R Reading 0.5 m	Needle
T Talking 1.5 m	the — Printed Word
1 Vshort 5 m	Coin
2 Short 50 m	Cards
3 Medium 150 m	Book
4 Long 500 m	Suitcase
5 Vlong 1000 m	Person
6 Distant 5000 m	Truck
Horizon	
7 Vdistant 50 km	Tower
8 From Orbit 500 km	City

Vision
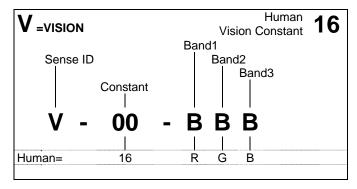
Vision senses light (radiant energy). Photons emitted by, or reflected by, objects provide information about the objects.

UNDERSTANDING VISION

The sense organ for vision is the **eye**. It detects radiant energy and feeds it to a nerve system that processes the information. A sophont's eye is sensitive to a range of light wavelengths (bands) which correspond to colors.

A sophont with a sense of vision has **eyes** and can **see**. A sophont without the sense of vision is **blind**.

V =VISION

Human Vision Constant **16**

Sense ID

Band1
Band2
Band3

Constant

$$V - 00 - B \; B \; B$$

| Human= | 16 | R | G | B |

nD — To Notice an Object
< Constant + Benchmark + Mod + Mod

Range. Roll Dice equal to Range.

Vision. The Vision Constant for the Race (Human = 16). Higher numbers are better: a sophont with Vision 20 has better vision; one with Vision 12 has worse vision.

Benchmark. Object Size minus Range. If zero or less, the Action cannot be attempted.

Mods. Mods based on circumstances from the Master Mods table (as applicable). Higher Mods are better.

THE VISION CONCEPT

The Vision Action is the referee's opportunity to present sense information to a character. When the character indicates he is trying to see what he can ("I am scanning the horizon" or "I am looking around"), the referee resolves the Vision Action based on the Vision Constant, Range, Object Size, and other details.

Once an object is noticed, the character continues to see it until it moves out of range or somehow becomes hidden.

For example, human Eneri Dinsha V-16-RGB has landed his scoutship on a broad plain. He steps out and looks around. It is ordinary daytime.

There is a cargo mover Size=6 moving near the horizon Range=6.

Vision Constant = 16. Benchmark = Size minus Range = 6-6 = 0. Mod = +2 Vfast.

The referee hands the player 6D and says "Roll." He must roll 16 +0 + 2 = 18 or less on 6D to notice the cargo mover. He has about a 28% chance of seeing it.

Option1. Eneri rolls 12. The referee tells him: "There is a Cargo Mover out near the horizon, moving from left to right, appears to be moving quite fast.

Option2. Eneri rolls 21. The referee tells him: "The landscape looks fairly common. Some flats, a few rocks, some hills off in the distance." He's probably not looking very hard.

Eneri can go back inside because there's nothing to see.

Or he can keep looking and try again.

Vision