

Range	SMELL
<b>0</b> Odorless	=====
<b>1</b> Slight	===== ~~~~~
<b>2</b> Aromatic	===== ~~~~~ ~~~~~
<b>3</b> Strong	===== ~~~~~ ~~~~~ ~~~~~
<b>4</b> Intense	===== ~~~~~ ~~~~~ ~~~~~ ~~~~~
<b>5</b> Over-whelming	===== ~~~~~ ~~~~~ ~~~~~ ~~~~~ ~~~~~

<h2>Smell</h2> <p>Smell senses volatile molecules. Objects emit molecules through evaporation, fragmentation, or combustion, and the types of molecules provide information about objects.</p>	<h1>Smell-1</h1>
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### UNDERSTANDING SMELL

The sense organ for smell is the nose. It gathers molecules in the environment and feeds it to a nerve system that processes the information. In addition, some smells (pheromones) create automatic direct responses that bypass the consciousness.

A sophont with the sense of smell has a nose and can smell. A sophont without the sense of smell is smellblind or anosmic.

Smells may originate far away; they are sensed based on their intensity at the nose (the sensing location)

<b>S</b> = SMELL Sense ID   <b>S</b> - <b>00</b> - <b>S</b> Constant   Human = 10	Human Smell Constant <b>10</b> Sharpness   <b>S</b>   2
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<b>Smell Intensity</b>	
Odorless	0
Slight	+1
Aromatic	+2
Strong	+3
Intense	+4
Overwhelming	+5

<b>Sharpness Mods</b>	
Second Digit	-2
Third Digit	-3
Fourth Digit	-4
Fifth Digit	-5
Sixth Digit	-6

<b>2D</b> To Notice a Scent < Constant + Benchmark + Mod + Mod
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**Range.** Roll 2D.

**Smell.** The Smell Constant for the Race (Human = 10). Higher numbers are better.

**Benchmark.** Smell Intensity. If zero, there is no smell to be sensed.

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

Noticing a Scent provides the first digit in the UOP.

The character may try again to sense the additional digits in the UOP subject to Sharpness and Sharpness Mods, stopping when a failure occurs.

**Sharpness** is the maximum number of digits in the UOP that the individual can try to sense.

### THE UNIVERSAL ODOR PROFILE

Overtone		Differentiator 1 (also Gender)		Differentiator 2 (also Caste)	
S1	S2	S3	S4	S5	S6
<b>9</b>	<b>A</b>	<b>B</b>	<b>-</b>	<b>5</b>	<b>6 7</b>
Primary Smell			Differentiator 3 (also Pheromone)		
Nuance					

The Universal Olfactory Profile identifies Scents. The first three digits (PON) identify the smell of the Scent. The next three digits (GCE) identify the effects of the Scent.

**Sharpness** is the ability to identify increasingly subtle elements of smell, and the number of digits in the Universal Odor Profile which a sophont may try to identify.

### THE SMELL CONCEPT

The Smell Action is the referee's opportunity to present sense information to a character. When the character indicates he is trying to smell what he can ("I am sniffing" or "I am trying to smell anything"), the referee resolves the Smell Action based on the Smell Constant, Intensity, and other details.

Once a smell is noticed, the character continues to be aware of it as necessary.

For example, human Eleri Dinsha S-08-1 steps out of his scout ship.

There is a forest fire upwind, but out of sight. The smell intensity at Eleri's location is Slight = 1.

Smell Constant = 10. Benchmark = Intensity = +1. There are no Mods.

The referee hands the player 2D and says "Roll." He must roll 10 +1 = 11 or less on 2D to scent of forest fire in the air.

