More About Smell
Smells are atmosphere or water-borne volatile chemicals and biochemicals.

Smell-2

THE DETAILS OF SMELL

The characteristic smell of a Scent consists of its Primary Smell, an Overtone, and a Nuance (together PON). Taken together, these three digits define the smell of a Scent and how it is perceived by the individual.

A Scent is a characteristic of the substance that emits it. The Scent of a chemical or being indicates that the chemical or being is present (or was recently present).

The Racial Characteristic Scent. Each Race has its own characteristic Scent (as indicated on the Being Creation Card and on the Character Card) expressed a PON. Beings of the Race emit (in greater or lesser amounts) a characteristic Scent with the same initial PON. The Scent is further refined by the individual. All members of a specific Gender emit the same G; if there is caste, those of the same caste emit the same C (otherwise the C emitted is random). Individuals emitting pheromones emit them as E (otherwise, the E emitted is random).

Intensity. A scent has a base Intensity at its origin, and reduces in strength with distance from its origin (usually 1 level per 1 or 2 Range Bands).

Identifier

Most Scents have no effect other than as a marker. Some have specific effects.

Gender Identifier. Each Race includes in its definition Gender Identifiers for each Gender. When the Smell of a Scent has been identified, the individual also knows the Gender Identifier (if present and applicable).

Caste Identifier. Each Race includes in its definition Caste Identifiers for each Caste (if the Race has Caste). When the Smell of a Scent has been identified, the individual also knows the Caste Identifier (if present and applicable).

If the Race does not have Caste, this digit has no apparent or obvious meaning.

Substance Effects

The substance which a Scent identifies may have its own effects (which are independent of the Scent). For example, the Scent of smoke indicates a fire nearby. These effects are independent of the Scent.

Respiratory Effects

A Scent with a numeric GC (any numbers from 01 through 99) has a negative respiratory effect when breathed, and equal to 1 hit per digit times Intensity. Intensity-1 scent ABC-95A inflicts Poison-2. Intensity-5 scent ABC-00K inflicts Poison-10.

PSEUDOMONES

Some Scents may mimic Pheromones based on similarities in the PON.

Strong Pseudomone. A Scent PON with the same three Digits (in any order) as the Racial PON. For Race PON= ABC, BCA and BAC are Strong Pseudomones).

Equivalent Pseudomone. A Scent PON with two of its Digits the same (in any order) as the Racial PON. For Race ABC, AYC and C4B are Equivalent Pseudomones.

Faint Pseudomones. A Scent PON with two identical digits which are contained in the Racial PON. For Race PON= ABC, AAT and CCN are Faint Pseudomones.

Pseudomone Effects

A Pseudomone takes its effect from the sixth digit E regardless of other digits in GCE (see the Pheromone table). Equivalent operates at full strength; Strong operates at Double Strength; Faint operates a Half Strenth.

PHEROMONES

A variety of pheromones exist, although they are not necessarily produced by individuals.

The Pheromone Marker. A Scent with a Racial PON and GC=00 is a pheromone with an effect determined by E below. It exerts its effects only on the race identified by PON.

THE PHEROMONE CATALOG

Code	Value	Descriptor	Character
1	1	blank	
2	2	blank	
3	3	blank	
4	4	blank	
5	5	blank	
6	6	blank	
7	7	blank	
8	8	blank	
9	9	blank	
A	10	blank	
B	11	Trail Marker	
C	12	Alarm	
D	13	Opposite Gender Attractor	
E	14	Fear	
F	15	Repellant	
G	16	Soother	
H	17	Gender Balancer	
I	18	Gender Determiner	
J	19	Caste Balancer	
K	20	Caste Determiner	
L	21	Gender Change Trigger	
M	22	Caste Change Trigger	
N	23	Blinder	
O	24	Deafener	
P	25	Smell Blinder	
Q	26	Royalty Marker	
R	27	Universal Compeller	
S	28	Dread	
T	29	Courage	
U	30	Shun	
V	31	Berserk	
W	32	Scatter	
X	33	Paralyze	
Y	34	Freeze	
Z	35	Rally	
0	36	Undefined	

Pheromones impose a variety of effects on the subject based on the Descriptor.