

	TOUCH
Hand	
Paw	
Tentacle	
Gripper	
Grasper	
Socket	

<h1>Touch</h1> <p>Touch senses direct contact with objects. The pressure of contact (and other details: temperature, texture) provides information about objects.</p>	<h1>Touch-1</h1>
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UNDERSTANDING TOUCH

The sense organ for touch is the skin in general, but specifically manipulators (hands for humans; other manipulators for other sophonts). They feel contact with objects and feed the information to the nervous system.

All sophonts have a sense of touch.

T = TOUCH Sense ID T Constant 00 Sensitivity S Human Touch Constant 06 Human= 08 2	Textures Xfaint -4 Vfaint -3 Faint -2 VSmall -1 Small 0 Grooved +1 Coarse +2 Rough +3 Very Rough +4
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2D To Notice a Texture < Constant + Benchmark + Mod + Mod

Range. Roll Dice equal to Range.

Touch. The Touch Constant for the Race (Human = 08). Higher numbers are better; a sophont with Touch 20 has better touch sensitivity; one with Touch 04 has worse.

Benchmark. Object Texture.

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

Sensitivity. Sensitivity is the number of times the character may retry before deciding there is nothing of interest.

MANIPULATOR MODS

Manipulator	Grip Mod	Touch Mod
Hand	0	0
Paw	-2	-1
Tentacle	+1	0
Grasper	0	-2
Gripper	+2	-1
Socket	-1	-3

THE TOUCH CONCEPT

The Touch Action is the referee's opportunity to present sense information to a character. When the character indicates he is trying to feel a texture or a surface ("What does this surface feel like?" or "Are there any seams, or cracks?"), the referee resolves the Touch Action based on the Touch Constant, Sensitivity, and other details.

For example, human Eneri Dinsha T-06-3 is exploring the interior of a ruined structure. He runs his hand and fingers along a stone wall.

There are Faint carvings in the surface.

Touch Constant = 6. Benchmark = Faint = -2. Mods = 0.

The referee hands the player 2D and says "Roll." He must roll 6 - 2 = 4 or less on 2D.

Option1. Eneri rolls 12. The referee tells him: "There doesn't seem to be much there."

Option2. Eneri rolls 3. The referee tells him: "The surface feels like etched writing, strange writing, obscured by years of dirt."

