











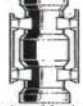





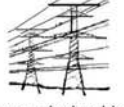




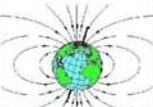


	Mass	Electric	Magnetic
Range	AWARENESS		
0 Contact			
(=1) R Reading 0.5 m	 Coin		
(=1) T Talking 1.5 m	 Cards		
1 Vshort 5 m	 Book	 Chips	 Magnet
2 Short 50 m	 Suitcase	 Low Energy Devices	 Pistol
3 Medium 150 m	 Person	 Wiring	 Rifle
4 Long 500 m	 Truck	 Fusion Modules	 Metal Devices
5 Vlong 1000 m	 Building	 Generators	 Truck
6 Distant 5000 m	 Hills	 Transmission Lines	 Building
Horizon			
7 Vdistant 50 km	 Mountain	 Lightning Strike	
8 In Orbit 500 km		 Massive EMP	 Magnetic Field

<h2>Awareness</h2> <p>Awareness senses electrical and magnetic fields.</p>	<h1>Aware-1</h1>
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UNDERSTANDING AWARENESS

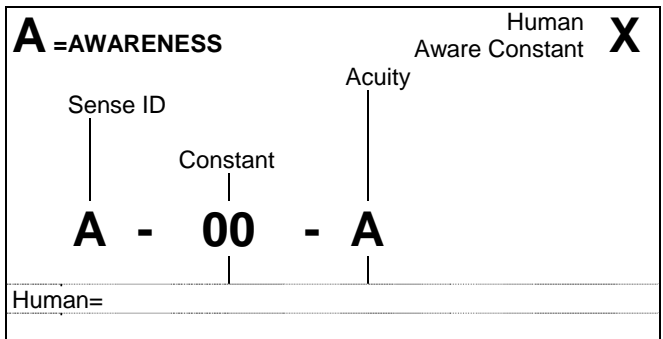
The sense organ for awareness is the nervous system. As a being moves within a field, the nervous system responds to the microcurrents which the field creates, and this information is processed by the brain (in much the way that the skin senses wind or radiant heat).

A sophont with the sense of awareness is aware. A sophont without the sense is unaware.

Awareness is an analog of Vision. When Awareness functions in association with Vision, the result is a form of Synthetic Vision. The brain maps its sensing of Mag and Lek to a three-dimensional metal visual image.

Full Circle Coverage. Awareness functions in all directions. As a result, awareness input is mapped to the beings mental image rather than to the sights seen by the eyes.

False Colors. Awareness is mapped to the mental image using mind generated false colors **Mag** and **Lek**. They are perceived as transparent colors which do not illuminate or reflect. They are perceived despite intervening objects (more or less). To the extent they are not absorbed or attenuated, they create a kind of xray vision.



nD To Notice a Field
 $< \text{Constant} + \text{Benchmark} + \text{Mod} + \text{Mod}$

Range. Roll Dice equal to Range.

Vision. The Aware Constant for the Race (Human do not have Awareness). Higher numbers are better: a sophont with Aware 20 has better awareness; one with Aware 12 has worse awareness.

Benchmark. Object Size minus Range.

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

THE AWARENESS CONCEPT

The Awareness Action is the referee's opportunity to present sense information to a character. When the character is trying to sense what he can ("I am trying to sense anything unusual" or "I am concentrating on fields").

The Awareness Action is resolved. Once an object is noticed, the character continues to be aware of it until it moves out of range or somehow becomes hidden.

