



## More About Awareness

Awareness senses electric and magnetic fields. By extension, it senses disturbances in those fields by various masses.

## Aware-2

### SENSING THE ETHER

Awareness senses the complex jumble of electrical and magnetic fields that pervade almost every environment.

Over evolutionary time, beings who have developed this sense of Awareness come to believe that what they sense is perturbations in the ether, the universal fluid which pervades all space.

In a sense, this understanding provides a working model for the understanding of how Awareness works. All of space is permeated by electrical and magnetic fields and individuals sense these fields and perturbations in them.

Awareness provides three types of sensory input.

**Relative Direction.** Awareness detects the background magnetic field of a world and allows the individual to instinctively know magnetic north (assuming the world has a magnetic field). A character takes about one sleep cycle for his body and sense to adjust to the new environment; thereafter, he unfailingly knows local directions.

**Local Features.** Massive objects (mountains, buildings, starships) distort local fields and thus register their presence. This is mapped to visual information as hazy, indistinct silhouettes observable even when visually obscured. Awareness senses mountains even when invisible because of forest, fog, clouds, or distance. It senses buildings even in darkness. Larger masses are sensed farther away; metals are more likely sensed than non-metals.

**Electric and Magnetic Fields.** Current flowing through wires is sensed as a glow of a specific color ("Lek") even behind walls or barriers (alternating current flickers or pulses). Magnetic objects are sensed as a glow of a different specific color ("Mag").

### THE UNSEEABLE COLORS: MAG AND LEK

Code	Name	Character
L	Lek	Color associated with Electric Fields
H	Mag	Color associated with Magnetic Fields

**Code.** The single letter abbreviation for this color.

**Name.** The name of this color.

**Character.** Brief description of this color.

One of the great challenges to Aware artists is the reproduction in paint or pigment of the appearance of Lek and Mag.

### For Example

For example, sophont Norhin Sakdili A-20-1 has landed his ship on a new world, its surface shrouded in mist. He is slightly disoriented: he has not yet developed a sense of direction on this world.

He has a general sense of massive objects, feeling the presence of a range of mountains beyond the horizon, and a vast sea in the distance.

Standing at the hatch of his ship, he is aware (behind him) of flickering Lek from the ship's alternating current circuits, and of scattered Mag glows from magnetic devices.

There is a storm near the horizon Range=6 and a flash of lightning Size=7.

Awareness Constant = 16. Benchmark = Size minus Range =  $7 - 6 = +1$ .

The referee hands the player 6D and says "Roll." He must roll  $20 + 1 = 21$  or less on 6D to notice lightning. He has a 55% chance of success.

**Option1.** Norhin rolls 12. The referee tells him: "You see a flash of Lek on the horizon." Norhin starts counting and at 18 the referee says, "You hear a distant clap of thunder."  $18 / 3 = 6$  km distant.

**Option2.** Norhin rolls 31. The referee tells him: "There doesn't seem to be much going on."

