








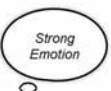









| | Life | Thought |
|----------------------------------|--|---|
| Range | PERCEPTION | |
| 0 Contact |  Flea |  |
| R Reading 0.5 m |  Moth |  |
| T Talking 1.5 m |  Bird |  |
| 1 Vshort 5 m |  Rat |  |
| 2 Short 50 m |  Dog |  |
| 3 Medium 150 m |  Man |  |
| 4 Long 500 m |  Bison |  |
| 5 Vlong 1000 m |  Hexaphant | |
| 6 Distant 5000 m |  Leviathan | |
| Horizon | | |
| 7 Vdistant 50 km |  Forest | |
| 8 From Orbit 500 km | | |

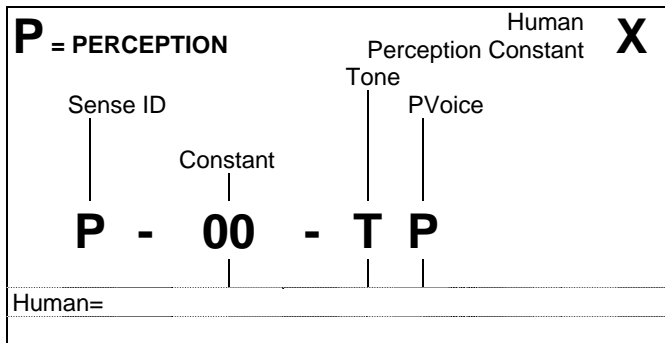
| | |
|---|--------------------|
| <h1>Perception</h1> <p>Perception senses auras surrounding life and intelligence.</p> | <h1>Percept-1</h1> |
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UNDERSTANDING PERCEPTION

The sense organ for perception is the brain. Native brain structures detect auras associated with life and with intelligence directly and process the information.

Perception is an analog of hearing: a sophont "hears" the information that the perception sense provides overlaid by brain processes on whatever hearing input is available.

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).



nD To Notice an Aura
 $< \text{Constant} + \text{Benchmark} + \text{Mod} + \text{Mod}$

Range. Roll Dice equal to Range.

Perception. The Perception Constant for the Race (Humans do not have Perception). Higher numbers are better: a sophont with Perception 20 has better perception; one with Perception 12 has worse perception.

Benchmark. Object Size minus Range.

Mods. Mods based on circumstances from the Master Mods table (as applicable). Multiple Thoughts or Emotions of the same type use the Multiples Mod. Higher Mods are better.

THE PERCEPTION CONCEPT

The Perception Action is the referee's opportunity to present sense information to a character. When the character indicates he is trying to sense what he can ("I am concentrating on life signs or thoughts" or "I am trying to sense anything unusual"), the referee resolves the Perception Action based on the Perception Constant, Range, Object Size, and other details.

Once an object is noticed, the character continues to see it until it moves out of range or somehow becomes hidden.

For example, sophont Sir Glibern Dashash P-24-33 is preparing for the evacuation of Efate, shredding files and destroying technical equipment. The Zhodani invasion is imminent.

A missile strike hits Windrose City, some 50 km away R=7. Thousands of people die in a matter of minutes = Multiple Death Throes = Size 8.

Perception Constant = 16. Benchmark = Size minus Range = $8 - 7 = +1$.
 100,000 victims = +5.

The referee hands the player 7D and says "Roll." He must roll $24 + 1 + 5 = 30$ or less on 6D to notice the death throes. He rolls 24. He feels the pain of thousands of people dying. A couple minutes later, the building shakes and he hears a loud sound in the distance.

