

Range	HEARING
0 Contact	
R Reading 0.5 m	
T Talking 1.5 m	
1 Vshort 5 m	
2 Short 50 m	
3 Medium 150 m	
4 Long 500 m	
5 Vlong 1000 m	
6 Distant 5000 m	
Horizon	
7 Vdistant 50 km	
8 From Orbit 500 km	Not Possible

Hearing

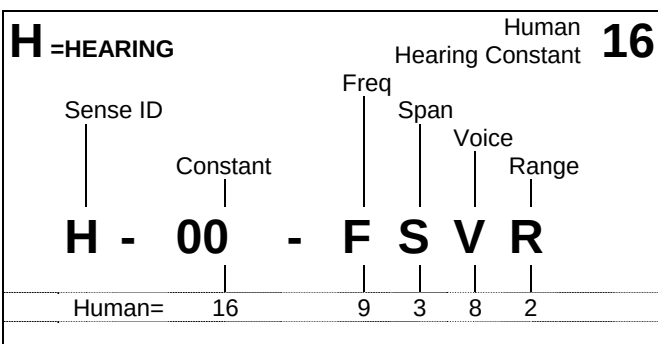
Hearing senses vibration of matter in atmosphere. The motion of objects induces vibration in atmospheric gases (or in water) and this vibration provides information about motion and location.

Hearing-1

UNDERSTANDING HEARING

The sense organ for hearing is the ear. It takes in vibration and feeds it to a nerve system that then processes the information. Typically, the ear is sensitive to a range of frequencies which correspond to sound pitch.

A sophont with the sense of hearing has **ears** and can **hear**. A sophont without the sense of hearing is **deaf**.



Sound Benchmarks

Earbud	-2
Whisper	-1
Talking	0
Lecture	+1
Shout	+2
Distress	+3
Distress Many	+4
Gunshot	+5
Thunder	+6
Explosion	+7

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

Range. Roll Dice equal to Range. Treat Range=R and Range=T as Range=1.

Hearing. The Hearing Constant for the Race (Human = 16). Higher numbers are better; a sophont with Hearing 20 has better hearing; one with Hearing 12 has worse hearing.

Benchmark. Sound Intensity minus Range. A benchmark less than zero can still be attempted.

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

THE HEARING CONCEPT

The Hearing Action is the referee's opportunity to present sense information to a character. When the character indicates he is trying to hear what he can ("I am listening" or "I am trying to hear any unusual noises"), the referee resolves the Hearing Action based on the Hearing Constant, Range, Object Size, and other details.

The referee may also introduce information (when an unusual sound happens, he gives the player an opportunity to hear it through the Hearing Action).

Once a sound is noticed, the character continues to hear it until it ends.

For example, human Eneri Dinsha H-16-9382 is relaxing in the Lone Star with his friends. They notice two uniformed human naval officers talking to each other. Eneri's friend whispers "Sh! Listen to those officers. Can you hear what they are saying?"

The officers are Talking. Their table is close by: Range=1.

Hearing Constant= 16. Benchmark = Sound minus Range = 0 - 1 = -1. The room isn't crowded, and relatively quiet. Mod= 0. He must roll 16 -1 = 15 or less on 1D to listen to the conversation. He rolls 6. After a while, the officers notice and stop talking.

Or, the room is crowded and noisy. Background Noise Mod= -12. He must roll 16-1-12 = 3 or less on 1D. He rolls 5, and can't make out anything.

Outside, it starts to rain.

There is a clap of thunder about a kilometer away. Hearing Constant= 16. Benchmark = Sound Minus Range = 6 - 5 = +1. The Lone Star has background noise = -3.

The player rolls 5D. He must roll 16 +1 -3 or less on 5 D. He rolls 22 and doesn't notice the noise outside.

Later they step outside and notice its raining. There's another clap of thunder. It's obvious; there's no need to roll. They hear the thunder.

