



The Senses

There are six possible senses, of which all Sophonts have Touch, and they may or may not have one or more of the others. The senses are defined and described using the human senses as the baseline.

Sophonts-10 The Senses

THE SENSES

Each sense concentrates on one specific phenomenon of the six broad types that senses can perceive.

The six categories are:

Vision sees wavelengths of light (possibly infrared or ultraviolet).

Hearing hears sound (possibly infrasonic or ultrasonic).

Touch feels objects (including sensing of patterns, textures, shapes, temperature, and other information).

Smell and **Taste** sense an identifiable aspect of objects. The two are treated as one sense.

Awareness senses electrical or magnetic fields.

Perception senses biological or sentient auras.

Other senses are possible, but they are either minor in scope or too exotic in execution for this system to handle. When they are present, they are administered as exceptions or through special rules.

Sense Strings. Capabilities of the senses are conveyed by Sense Strings.

SENSE STRINGS

Sense	String	Elements						
Vision	V-00-RGB	V- Constant-	Band1	Band2	Band3			
Hearing	H-00-FSVR	H- Constant-	Freq	Span	Voice	Range		
Smell	S-00-S	S- Constant-	Sharpness					
Touch	T-00-S	T- Constant-	Sensitivity					
Awareness	A-00-A	A- Constant-	Acuity					
Perception	P-00-AV	P- Constant-	Acuity	PVoice				

THE SENSES

Flux	Constant	Vision	Hearing	Smell	Touch	Aware	Percep
-5	06	Blind	Deaf	Anosmic	Touch	Unaware	Oblivious
-4	08	Blind	Deaf	Anosmic	Touch	Unaware	Oblivious
-3	10	Blind	Deaf	Anosmic	Touch	Unaware	Oblivious
-2	12	Vision	Deaf	Anosmic	Touch	Unaware	Oblivious
-1	14	Vision	Hearing	Anosmic	Touch	Unaware	Oblivious
0	16	Vision	Hearing	Smell	Touch	Unaware	Oblivious
+1	18	Vision	Hearing	Smell	Touch	Aware	Oblivious
+2	20	Vision	Hearing	Smell	Touch	Aware	Percept
+3	22	Vision	Hearing	Smell	Touch	Aware	Percept
+4	24	Vision	Hearing	Smell	Touch	Aware	Percept
+5	26	Vision	Hearing	Smell	Touch	Aware	Percept

Roll Flux once on each Sense column and note the Senses received on the Sophont Creation Card (the sense of Touch is automatic). Roll Constant for EACH Sense received. For each Sense received, consult the specific chart for that Sense and create the Sense String.

Flux	VISION				HEARING					SMELL		TOUCH		AWARE		PERCEPT		
	C	Band	Star	C	Freq	Span	Voice	Range	C	Sharp	C	Sensi	C	Acuity	C	Tone	PVoice	
-6	04	DHV	B0-B3	04	1	0	1	0	04	0	04	0	04	0	04	0	0	
-5	06	UDH	B5-B8	06	1	0	1	0	06	1	06	1	06	1	06	1	1	
-4	08	SUD	B9-A1	08	2	1	2	0	08	1	08	1	08	1	08	1	1	
-3	10	PSU	A2-A8	10	3	1	3	0	10	1	10	2	10	2	10	2	2	
-2	12	BPS	A9-F6	12	4	2	4	0	12	1	12	2	12	2	12	2	2	
-1	14	GBP	F7-G1	14	5	2	5	1	14	2	14	3	14	3	14	3	3	
0	16	RGB	G2-K0	16	6	3	6	2	16	3	16	3	16	3	16	3	3	
+1	18	CRG	K1-K3	18	7	4	7	3	18	4	18	3	18	3	18	3	3	
+2	20	ACR	K4-K6	20	8	4	8	3	20	5	20	4	20	4	20	4	4	
+3	22	NAC	K7-K9	22	9	5	9	3	22	5	22	4	22	4	22	4	4	
+4	24	INA	M0-M1	24	A	5	A	4	24	6	24	5	24	5	24	5	5	
+5	26	FIN	M2-M4	26	B	6	B	4	26	6	26	5	26	5	26	5	5	
+6	28	XFI	M5-L8	28	C	6	C	4	28	6	28	6	28	6	28	6	6	
+7	30	ZXF	L9+	30	D	7	D	4	30	6	30	6	30	6	30	6	6	

LANGUAGE MEDIUM

Sophonts typically communicate by an efficient language based on their available senses under the following priorities:

If The Sense Combination is

Hearing	Verbal Language
Perception, Deaf	Perceptual Language
Vision, Deaf, Oblivious	Visual Sign Language
Touch, Deaf, Oblivious, Blind	Tactile Sign Language

SOME SENSES ABSENT

- Blind**= No Vision.
- Deaf**= No Hearing.
- Anosmic**= No Smell.
- Unaware**= No Awareness.
- Oblivious** = No Perception.

THE RACIAL SCENT

Generate the Racial Scent using 1D and 1D for each of the six digits, producing a scent in the format ABC-DEF.

RACIAL SCENT

D	1	2	3	4	5	6
1	1	2	3	4	5	6
2	A	B	C	D	E	F
3	G	H	I	J	K	L
4	M	N	O	P	Q	R
5	S	T	U	V	W	X
6	Y	Z	7	8	9	0

The sophont, like all living creatures, has a characteristic scent which it emits, and which can be sensed by others.

Human is HUM.

