SEARCH MECHANICS		
Everyman Skill:	Effective immediately, "Concealment" is considered an Everyman Skill. Everyone knows how to try and hide something and everyone knows how to search for something. • For 0 points, a character has 6/- in the skill. • For 1 point, a character has 8/- in the skill. • For 2 points, a character has 11/- in the skill. • For 3 points, a character has 9+(INT/5) in the skill. • If you already have the skill listed, nothing changes. If you do not, you can immediately add the 0-point level. If you have unspent XP, you can immediately raise that 0-point level.	
Basic Rules:	If the object of the search is out in the open:	Use a perception roll, modifiers below may apply.
	If something is being deliberately hidden:	• Character hiding the object makes a Concealment Roll. • Any of the modifiers below that are relevant to the size or nature of the object may apply *in reverse* to this roll. • Margin of success / failure is then applied *in reverse* as a modifier to all attempts to search for the hidden object.
	If a hidden person attempts to move:	• Character attempting to move makes a Stealth Roll, standard modifiers apply. • Margin of success / failure is then applied *in reverse* to all prior existing search roll results to determine if the character stays hidden.
Filed objects:	If an object or document is filed or placed in a relevant location by someone who has a skill that is relevant to the placement of that object or document, a different character can use that same skill to locate the object or document.	• The skill of the original individual, divided by 5 and -2, is used as a modifier to the subsequent roll. • This rule explicitly excludes anything deliberately hidden, including placement of sensitive documents into a safe. • EG a secretary files a document in a filing cabinet, use their bureaucracy skill (or equivalent). • The GM to decide whether or not a particular skill is relevant to the placement of the subject of the search. • Only when this is not the case do the general Search rules below apply.
Mislaid Objects:	Make a 'concealment' roll to find the search object. Apply the modifiers shown below, and determine the margin of failure (if any).	
Concealment Roll Modifiers for mislaid / filed objects	*1. Size* This is a completely subjective assessment by the GM - an unusually thick folder might be large in comparison to everything else in a filing system, or it might be small in comparison to a building of large files. A flash drive is likely to be small.	• Large enough to be relatively obvious: +1 • Typical: +0 • Small: -2
	2. Obviousness vs Difficulty How much does the object stand out? One particular baseball in a box of them doesn't stand out very well. One particular piece of paper will be obvious if you can identify it as the target with a glance, and not if you have to read each of large stack of papers to find the one that you want. Folded into this are all questions of environmental difficulty. Searching for an object buried in silt and underwater to a depth that you can't see except with a torch, is obviously difficult. Trying to read something written in red ink when the illumination is also red is difficult. Trying to search calmly and efficiently while people are shooting at you is difficult.	• Object is easy to find: +1 • Object is not hard to find: +0 • Object is hard to find: -2
	3. Distinctiveness & Contrast If this is the only folder stamped "top secret". Or maybe the document inside is the only one signed in purple ink. It doesn't matter what the point of distinctiveness is, what matters is that the object can be identified, at a glance, *as the* object of the search. It might be the only set of blueprints. It might be the only papers with a green cover sheet, like my lease. If a book, it might be distinctively sized, or have a distinctive cover. If similarity makes it easier to isolate a subset of the places to search, the search is obviously easier.	• Object is distinctive: +1 • Object blends in: -2 • Otherwise: +0
	4. Luck Assuming that he has rolled some luck points, a character can use them to his advantage in conducting a search.	• One level: +1 • Two levels: +3 • Three levels: +5

Concealment Roll Modifiers for mislaid / filed objects (cont)	*5. Logic & System vs Haste*	If the character articulates a sensible search strategy, that earns a bonus but moves the time track down one slot. The search is more thorough, but that comes at a cost. This is one of those rare modifiers in which both a positive and a negative modifier from the same category can apply.	• Articulated system or logic to the search: +2 • Quiet Search (Enemies down the hall): up one rank on the time applicable • Silent Search (Enemies in the next room or closer): up two ranks on the time applicable Time To Search • Panicked Search (1/16th normal time): -5 • Frantic Search (1/8 normal time): -4 • Searching in great haste (1/4 normal time): -3 • Searching in haste (1/2 normal time): -2 • Base Search Time: +0 • Taking extra time (+50%): +1 • Taking a lot of extra time (+100%): +2 • Leisurely / Casual search (+200% or more): +3
	6. Mess vs Order (environment)	If you're searching an area that is nice and neat (and assuming that you don't make a mess in the process), it can make it a lot easier to find something. If you're searching through a mess, there is going to be a loss of time from moving irrelevant stuff aside, if nothing else. Size of the object being searched also makes a big difference here, for obvious reasons.	• Large object, tidy environment: +1 • Small object, tidy environment: +1 • Large Object, messy environment: +0 • Small Object, messy environment: -2
	7. Numbers	The GM is entitled to set a minimum number of searchers required to complete the search in a reasonable time frame (4 hours, say - but that is also up to the GM and the circumstances). If the searchers can't reach that minimum number, the 'reasonable time frame' blows out proportionally, but there is no additional penalty. For every 50% over the base requirement or part thereof, there is a +1 modifier.	EG: If 2 people are the minimum for a 2-hour search, and 4 people are searching, that's two lots of +50% in numbers, earning a +2 modifier.
	8. Panic / Emotional Upset	The state of mind of the searcher is clearly a relevant factor. If you're calm and controlled, there can be a lack urgency about the search, but being able to assess what you find rationally soon more than makes up for that. On the other hand, if you are emotionally overwrought, crying your eyes out or shouting at the heavens, or in a blind panic or state of extreme fear, that represents a significant hurdle to hinder success. If you're vulnerable to emotional distress, this will only get worse as you proceed with the search without finding your target. If that is likely to be the case, or there are hints that the player is growing frustrated at the lack of success, use the overall average to determine the modifier.	• Calm state throughout search: +1 • Emotional Upset: -2
Roll Result Interpretation:	◆ Success outright: Location group 1 below, in 1/10th the 'modified minimum time'. ◆ Each step down the location list: Add +2 to the roll result until success is achieved. This tells you which location group the search object will be found in. GMs should add specifics as desired/necessary.		
Logical Search Sequence:	Likely places	1. all the places that the item might reasonably have been put, in sequence of decreasing likelihood.	
	then Plausible places	2. all the places that things were placed, the last time I remember having the item, even if unlikely. 3. all the places that I can think of that are plausible but unlikely.	
	then Possible places	4. all the places that contain similar items to the one that's been misplaced. 5. all the places where I routinely sit and do things. 6. repeat search 1, but casting a wider net, and also searching nearby.	
	then Everywhere	7. a systematic and thorough search by geographic area.	