

# Searching the world

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Sometimes superheroes need to search the entire world, or large parts of it. Depending on context it could be looking for something, a given mind, or an object or place. This is a colossal job and it requires some high power levels or combinations of powers to achieve.

## Psychic searches

Using Telepathy, Life Sense, Remote Sensing or the similar to look to examine every person in the world is difficult but doable. It requires several factors be addressed to succeed:

- To search the world the range of the power needs to be at least 8000 miles, 23 APs, the diameter of the Earth. Or the character must be able to move to different areas quickly to conduct searches. A private Jet, Super Speed, Flight, etc. can be used for this for psychic powers with a lesser range.
- The character must have the applicable search power:
  - Detect, Life Sense, or Magic Sense, can search their distance in APs. It can search an area equal to its distance (as detailed on the table below) with no perception checks required.
  - Electro Telepathy, Interface, or Telepathy can only be used to 'ping' applicable minds or machines. They will not allow the user to find someone who is hiding. This variety of Telepathic sweep can alert other telepaths in the area or set of IDS (intrusion detection systems) in machines. It is generally assumed that a telepath can always contact known minds as an automatic action.
  - Eye of the Cat, Remote Sensing, or Mind Probe can be used to locate subjects at their distance in APs. It can search an area equal to its distance as detailed on the table below but with no perception checks required unless a specific subject or subject type is needed.

- Full vision can search the area of the power in APs distance but Research skill or perception checks will be required to pick out details beyond the obvious
- Searching the world is a 30 AP task to complete—minus the APs of Psychic power. Ex. Nathan (Telepathy: 07, Astropath bonus for +20 range) would take 8 months (23 APs) to search for every mind in the world. This would be a search to find a non-concealed mind. This time is not to identify something hiding or mind probe, or communicate in any way.
  - Keep in mind that people move and the world keeps changing. Even the 8 month search above would not be foolproof. In the case of very high values, Ex. life sense 25, with the detection type bonus would in 2 minutes be able to tell you the number of superhuman (non-hiding) on earth and their type
- For a concealed data, or someone hiding or resisting the searching, the character must make a perception check. APs of Stealth Field, Invisibility and Obscure apply as normal.
  - The GM will determine how similar the searched for data is (Ex. People who know a seven digit code similar to the one sought by the character) and determine the difficulty of the check. A multi-attack on as many as 125 people is at +7 CS to OV/RV.
  - Quick and dirty math would make this 50 million perception checks at +7 OV/RV. This would take 22 APs of time (3 months). Super Speed would modify the time to complete the task as normal. It is possible a group of telepaths could share the data and parse the perception checks.
  - If the character has the research skill it can also be used to reduce the amount of time required to parse the search. High APs of this could bring the number down drastically.
  - Use of the Clue Analysis skill or leg work could be used to lower the search area considerably

Searching lesser areas would be lesser timespans but still difficult.

Search Area	APs of task for mental quick check	APs of task for physical search	Time for perception checks
World	30	40-45	22 APs (3 months)
Continent	08	25-30	15 APs (1 day)
Large city	05	18-20	5 APs (2 min)

These time spans do not guarantee the success of perception checks. It is recommended that the GM make a few select dice rolls for the checks and not make the characters make 5 million perception checks!

### Physical searches

Physical searches of the world are equally difficult. A physical search of the world is a 40 AP task for a quick look (this avoids the use of a complex volume equation). Examination in more detail, leafing through the pages on every book on earth or looking in everyone's coat pockets would be a 45 AP task minimum. Ex. Jay Garrick (Super Speed 25) would take 15 APs (1 day) for a cursory check of the world and as long as a month (20 APs) for a more detailed check. As Jay is using Super Speed he would be able to use his power to divide the time required for the perception checks and be done parsing the data in real time. He would still need to make a potentially cumbersome number of perception tasks for any hidden data or difficult to figure out things he would just do them very fast.

If Conrad (Flight 17) wanted to do a cursory search on North America, he would take 8 (17 APs, 25 AP task) APs (16 min). If he wanted to look at every tail pipe for green smoke it would take him a lot longer (17 APs 30 AP task) 8 hours. As Conrad does not have Super Speed or Split if he encountered something requiring analysis he would need to slow to human speeds to do so. The research skill would benefit greatly here as well.

Extended Hearing or some version of Telescopic Vision and X-ray Vision would function identically to the flight example