

Immunity

The gift of a very powerful Immune System is a talent taught secretly among the organization known as the Bene Gesserit in so called "Un-civilized Space". In this particular area of Uncivilized space, major intergalactic houses feud with one another within a loose alliance. The Bene Gesserit, an all female secret society, manipulate all those around them while taking the posture of being uninvolved. They are widely regarded as "witches" and not trusted very far. Their immune systems are heavily specialized and they are trained in special 'mystical' rites and powers. They can alter and/or break down any harmful substances within their bodies including bacteria, viruses, and poisons. This ability is only granted to those who have reached full Sisterhood, however once they attain that rank the skill grows quickly making them immune to almost all disease and poison. Also because of this, the effective Bene Gesserit lifespan is doubled. They can naturally live anywhere between two and three hundred years old.

Feat: Immunity

Pre-Requisites: Will +4, Fortitude +3, Con 13+

Benefit: This skill allows the user to control their immune system and the compounds within their body. they can change and break up any harmful substances including bacterial infections, poisons, and even highly mutable retroviruses. The difficulties are listed above for these different things. Successful use of the skill renders the substance harmless.

Type Of Infection/Poison

Mild Poison/Mild Infection (ex. common Cold) (DC 5) (VP cost 2)

Average Poison/Major Infection (DC 10) (VP cost 4)

Virulent Poison/Virus (ex. Influenza, HIV) (DC 15) (VP cost 8)

Neurotoxin (DC 25) (VP cost 10)

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