Characters D6 / Prana Bindu

Prana Bindu

Prana Bindu is an advanced form of body training. Prana refers to musculature and absolute and ultimate control over each muscle as an individual unit. Bindu refers to the nervous system and precise control voer the signals it sends out and feeds back to the brain. This is considered to be the Ultimate conditioning of the mind. The Bene Gesserit teach it to their sisters and to certain other groups within their care. It takes a great deal of practice and training to even start down the path of Prana Bindu training. It uses very discplined control of both muscles and nervous system, blocking pain and learning to use every muscle as a single individual unit and then using all of them as a whole. for some it may take
years to train in
Prana Bindu.

Advanced Skill:Strength:Prana Bindu
Specialization: None
Pre-Requisites: Willpower 5D, Stamina 5D, Dexterity > 3D, Strength > or = 3D (Note: This skill is not added to any of it's pre-requisite's checks)
Point Cost: In Addition to Pre-Requisites the charachter must pay 20 Charachter Points to get the first 1D in this skill if it is bought after Charachter creation.(It is not recommended that a Charachter be let to start with this skill at Charachter Creation)
Note: This is a special Advanced Skill: It takes THREE times as many cps and THREE times as long to advance it.

Effect: This skill has many benefits and values. 1) May be used for Initative instead of Perception. Combat Reflexes Bonus does not apply though. 2) If Charachter has Dexterity:Martial Arts, as described in Rules of Engagement, they may also get +2D to strike and parry rolls and +1D to damage rolls when using that skill. 3) With an Easy skill check they can ignore the effects of a 'stunned' level wound. With a moderate skill check they will not be knocked prone from a Wounded level woundng, they still take a penalty though. With a Difficult skill check they will not fall into unconciousness from an Incapcitated wound level, they will take a -3D penalty to all die codes though. 4) +2D to all Stamina, Swimming, Running, climbing/Jumping, Lifting, and Acrobatics skill checks.

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