Characters D6 / Truthsay

Truthsay

The Skill known as Truthsaying 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 uninvoled. They are widely regarded as "witches" and not trusted very far. Truthsay is done by the use of special drugs which but the user into a sort of trance. To do this they must be trained to actualy focus their immune system into removing the harmful elements of the drugs which are posionus. They must also be mentaly prepared to suffer the altered state of conciousness which is brought on by the drugs. This altered conciousness allows them to sense when people around them believe what they are saying. It is rumored that some Bene Gesserit have been able to do this without drugs.

Advanced Skill:Perception:Truthsay
Time Taken: One Round
Specialization: Human
Pre-Requisites: Willpower 7D, Con 6D, Stamina 6D
(Note: This skill is not added to any of it's pre-requisite's checks)
NOTE: This is a special Advanced Skill, it costs THREE times as much to advance as a regular skill, but stil only Two times as long to advance.
Effect: This is the ability to take and withstand the use of special conscience altering drugs which grant a specilized form of telepathic powers. They go into a sort of trance. They must first make an Easy skill check to enter the trance. From there they must make a roll every round they are actively "seeking the truth". anyone attemtping to lie may have the GM roll their Con roll for them secretly at -2D versus the user's Truthsay skill. Any con rolls that are failed, the lairs are betrayed, the Truthsayer detects the dishonesty immediately. A failure to enter the Trance originaly requires an immediate Stamina check with a Heroic Difficulty. Failure to meet this check results in painful death to the user.

Note: a Charachter who is force sensative may use this skill without using the drugs or entering the trance. there is no activation roll and no chance of dying. When such a user wishes to determine wether someone's telling the turth they merely need to roll their Truthsay skill versus their oponent's Con -2D.

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