Characters D6 / The Voice

The Voice

The Skill known as The Voice 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. The voice is one of their abilities which give them power. When issuing a simple command using The Voice, a victim finds themself very hard pressed to disobey. It uses mental discpline and force of will to use The Voice, as well as extensive training, however it's one of the first things a Bene Gesserit Adept learns. it is closely guarded in it's teaching though.

Advanced Skill:Perception:The Voice
Time Taken: One Round
Specialization: None
Pre-Requisites: Willpower 5D, Command 5D
(Note: This skill is not added to any of it's pre-requisite's checks)

Effect: This ability is used to force a charachter to do the command issued by the user. The opponnent may resist with either Perception, Willpower, or Control. If the user beats the opponent's roll by 5 or greater then the opponent must obey the command given. If the user beats the opponent by less than 5 then the opponent is paralyzed by indeicsion and may not take any action this round. If the user does not beat his opponent's roll, then there is no effect. This may only be used with simple commands.(eg. 'stop' 'untie me' 'throw down your weapon')

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