

# VOICE OF AUTHORITY

The character has the air of command about them, possibly from being a figure of authority – a doctor, politician, military commander or a police constable – or they may have an aura of intelligence or experience that inspires people to listen and trust their judgement. This is especially handy when trying to clear an area because of some approaching danger, to order people about or simply try to gain their trust.

## Effect

This trait provides a +2 bonus to Presence and Convince rolls to try to get people to do as you wish or to gain their trust. The Gamemaster may modify this to suit the situation.

[good](#), [minor](#), [characters](#)

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