

# Animal Communications (Ability)

Gives the Forest-Knight a basic knowledge of an animal's communication. Each animal will cost 5 Modification Points to enable communication.

Modification Point cost: 5

**Ability-points to invoke:** Passive ability.

**Area of Effect:** Forest-Knight

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will enable the Forest-Knight to communicate with a certain animal of his or her choice. Remember that certain animals only have a certain intelligence, thus can only communicate in base ways. This will be strictly up to the G.M. to interpret.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Not applicable.

**Resting time:** Not applicable.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 500 white-gold