ARROWFLIGHT ™

OPTIONAL RULE

A character may attempt to understand or communicate in a language in which he has no skill rating by tracing the shortest route from one he does have.

For instance, if one has Language: Ancient at a rating of 4, one may attempt to understand Draconic, Elven, or Giant at 3. Since the character's target number for a skill check using Language: Ancient would normally be 4, and the step from Ancient to any of the aforementioned languages is –1, the target number becomes 3.

Since a beginning character automatically speaks his native tongue, assume a Journeyman level of 3 when tracing back from a native language.

For example, a normal Corvelian citizen is assumed to speak Western at 3. When trying to comprehend someone speaking Ancient, -2 takes him back to Elven, and –1 takes him back to Ancient. His skill is effectively 0 in Ancient (see manual for making unskilled checks).

Unless part of a geographically or culturally isolated ethnic group, a character's native language will usually be the predominant regional dialect. For game purposes, regional dialects are treated as being the same as the closest basic language (i.e. someone from Brudic province in Corvel speaks Western; the provincial dialect in Brudic does not bestow additional modifiers when using the Language Tree).

The Language Tree is not intended for written language skill checks, for which basic literacy and the language in question must be taken.
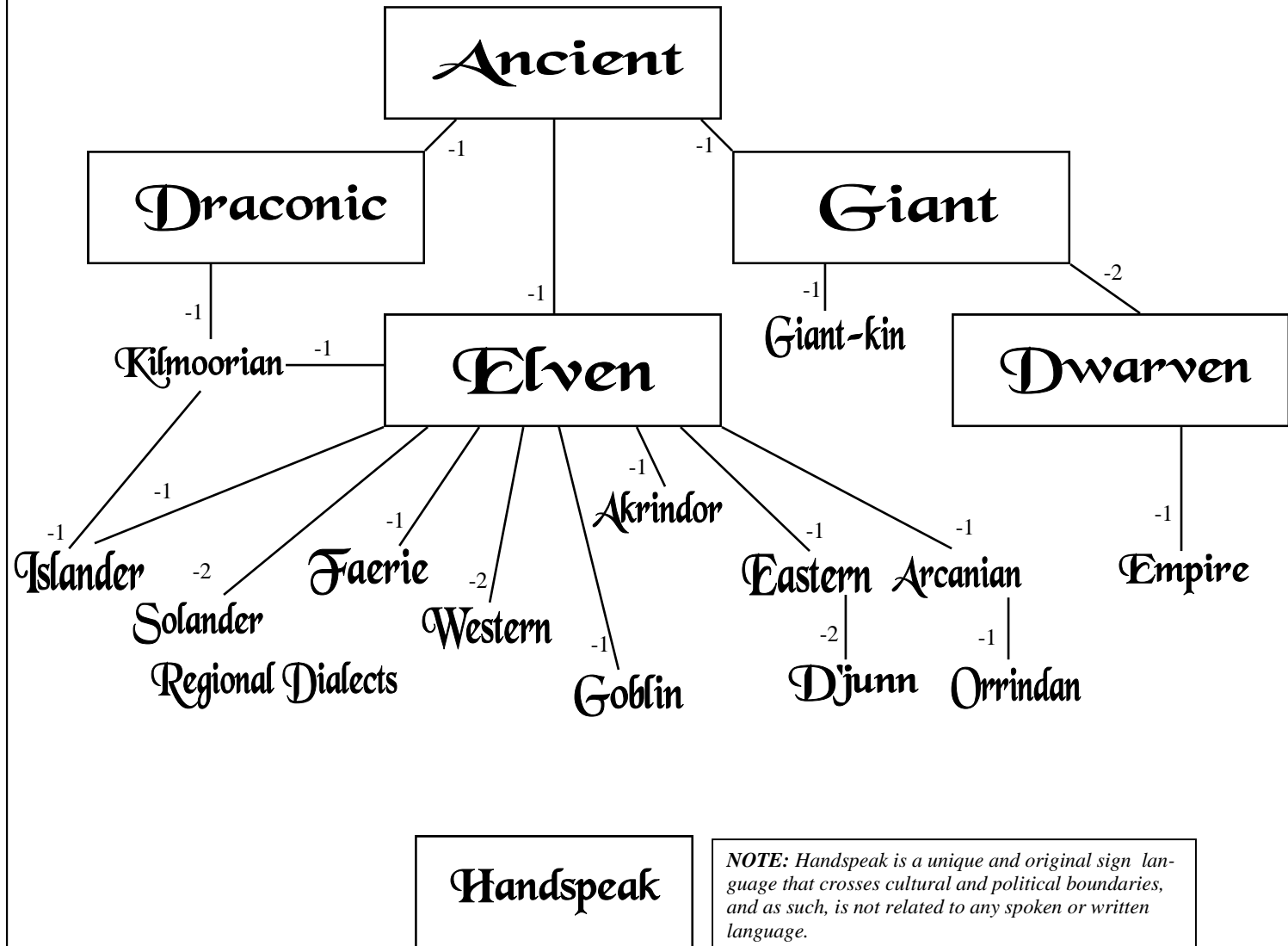
NOTE: Handspeak is a unique and original sign language that crosses cultural and political boundaries, and as such, is not related to any spoken or written language.