

LINGUIST

The character knows several languages.

Effect

As a Minor Good Trait, the character is familiar with several languages and can pick up new languages easily. They start play knowing three additional languages and, from that point forward, can spend a Story Point to acquire a new language whenever it would come up in play. The character can only learn languages for which their backstory would allow: there's no way for a 17th century Frenchwoman to 'know' the Martian tongue spoken by the Ice Warriors, but an Earth Imperial pilot in the 26th century could 'know' Draconian.

As a Major Good Trait, the character is a universal translator. They start play knowing six additional languages and may learn any language by spending a Story Point, no matter how obscure or alien, providing that they've had an opportunity to study the basics.

Note

Most characters are assumed to know their native language and familiar with at least one other, so this trait isn't necessary for a character to be considered bilingual.

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

From:

<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:

<https://www.matrix.curufea.com/doku.php?id=traits:linguist>

Last update: **2023/06/25 21:44**

