

TALK TO EVERYTHING

Prerequisite: [Psychic](#)

There are plenty of creatures who can't say what's on their mind, like animals and babies. However if you listen carefully, and you're just a little bit psychic, you can communicate with them.

Effect

Talk to Everything costs 1 Character Point. It only works when you're at normal conversational distance from the creature you want to talk with. Make an Ingenuity + Resolve roll (Difficulty 15) to work out how to chat with the baby or animal or anemone or whatever, and you can continue talking with them from that point on with no further roll.

Note

it is possible this ability doesn't work at all, and the character is just delusional, or playing an elaborate joke. It's not like anyone else can ask the animals/babies to check, right? Either way, it costs 1 Character Point to put it on your character sheet.

[good](#), [special](#), [psychic](#), [characters](#)

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