

DEVOTION

The Character has deep and intense feelings for another character. This can inspire them to great heights of accomplishment or force them to act impulsively when the object of their devotion is threatened.

Effect

Once per adventure, when an action is directly related to protecting the well-being of the object of the character's devotion or impressing them, the character may gain a single temporary Story Point which can only be used on that action.

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

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