

TRUE CONNECTION

The character has a deep, positive connection to another person that can help them in crisis situations. Parents might have such a connection for their children, or lovers for their partners, or it might develop between life-long friends.

Effect

The character has a +2 bonus on any social interaction roll with their true connection, for example to calm them down, inspire them or help them to break out of mind control. The character also has a +2 bonus to resist any compulsion or influence to harm or thwart their True Connection. Whenever the character's True Connection is endangered, the character earns a Story Point by rushing to help regardless of any risk to themselves.

If the character neglects their True Connection, the Gamemaster can choose to apply a penalty, perhaps a loss of Story Points.

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

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