

SENSE OF DIRECTION

There are some people who instinctively know the easiest way to get from one place to the next. It may be a labyrinthine maze of streets and identical houses, but characters with the Sense of Direction trait rarely seem to get lost, or can usually find their bearings if they do.

Effect

This trait gives the character a +2 bonus to any roll (usually Awareness and Ingenuity) to regain their direction when lost, or to simply work out how to get from A to B. This can be map reading, running through a miles of similar corridors, or simply knowing which way is up while spinning in zero gravity.

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

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