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## Social Links

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Social links represent your connections and relationships to other characters in game that are important to you, be they friends, partners, or enemies.

### Forming and upgrading links

Each day, you have some number of Social Link Points to spend on forming or strengthening social links (this is listed on your stat card; most people will have two).

Social link points can be spent in one of two ways: they can be used to create a new social link, or they can be used to upgrade an existing social link by one level. All social links are symmetric between two people.

When you have an interesting scene with someone, you may offer to form a social link with them, picking a type off of the list below; if they accept, you must both spend a social link point to establish the link. Both of you should then record on your stat card who you are now linked to, and what type of link it is. The link starts at level 1. You may not establish a second link with someone you already have a link with.

Types of links you may establish:

- Friend
- Romance
- Enemy
- Partner

Once per day per person, when you have an interesting scene with someone you have a social link with, you may offer to upgrade the link. Whenever you upgrade a link, you may also, optionally, change its type; for example, two friends who have a dramatic fight might decide to upgrade their social link (they're more important to each other) but also change its type to Enemy, because they've had a falling out; or two partners who've been flirting with each other might decide on upgrading their link to change it to a Romance. As with establishing a link, both parties must agree to the upgrade, and both must spend a social link point to increase the rank of the social link by 1. **You may not upgrade the same link twice in one day, or upgrade a link in the same day you established it.**

We are intentionally not defining what an interesting scene is; use your own judgment. . . the intent of this mechanic is that you will end up with social links with people you interact a lot with, and that you have an incentive to keep interacting with people once you are linked to them. If you have a particularly interesting scene that should establish or upgrade a link but you have already spent all of your social link points for the day, you can choose to spend the point and get/upgrade the link upon entering game the following day; just make sure that both parties actually perform any given social link operation within a reasonable time period.

You may also create links of types other than the four listed above if you think none of those categories are appropriate, but be aware that they will be mechanically less useful.

### What social links are good for

- Some research and shadowruns will have nodes that ask for people that have social links of certain types and levels.
- Whenever you play a Weakness on someone (see the Combat section of the rules) you have a social link with, you may increase or decrease the amount of sanity damage they take from it by an amount up to the level of your social link. Note, if you use multiple Weaknesses at the same time this modifier may be played on each weakness. This cannot reduce the

damage of any weakness played below zero. (Yes, the plus or minus is up to you, unrelated to the type of the link. . . if your romantic interest or best friend discovers your darkest secrets and is shocked by them, they can twist the knife really really hard if they want to, and if your nemesis wants to keep you alive so they can monologue at you later, they can make their accusations less personal.)

- Once per day per person you have a social link with, if you interact with them in a way appropriate to your link<sup>1</sup>, you can acquire one reward off of the following list. You may take any reward appropriate to your social link level or below.
  - If your link is level 1 or more (this is someone who matters to you): One charge
  - If your link is level 3 or more (this is someone who matters a lot to you): Two charges
  - If your link is level 5 or more (this is one of the most important people in your life): One Experience

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<sup>1</sup>Again, we're not going to define interaction. If someone is an "enemy", shooting at them or yelling at them works; for a friend, any friendly interaction will work