

ATTRIBUTE

The Gadget augments a character's attributes, sometimes to inhuman levels.

Effect

The Gadget may increase one or more of the character's attributes. The cost is 1 for each +1 the Gadget grants; a combat exoskeleton that increases Coordination and Strength by 1 each would cost 2 points, while an alien teaching helmet that boosts Ingenuity by 3 would cost 3 points.

[good](#), [special](#), [gadgets](#)

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