

ADVANCED TECHNOLOGY*

The base has got a piece of advanced human-built technology, perhaps one that has been reverse-engineered from alien sources. Examples include the turbo-fans that keep the Valiant aloft, or the experimental teleporters of Project INDIGO.

Effect

Discuss with the GM what sort of Advanced Technology the base has. You've got two options – either it's a 1 point gadget that everyone in the team is assigned (one per person) , or a 4-point gadget that's built into the base.

Note

You can take this Trait more than once. Each time, it gives you a different form of advanced technology.

[good](#), [base](#)

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