

# BURROWING

This Trait allows the Gadget to tunnel or burrow at speed through soft ground, usually dirt, mud or sand. Anyone using the Gadget will require an alternate means of breathing (such as the Environmental trait) to avoid suffocating while tunnelling but this trait allows the Gadget's user to move at half of their normal Speed underground. They will have to avoid obstacles such as concrete or hard ground and most creatures like this will have some sort of Alien Sense to allow them to sense their direction of travel or prey.

## Effect

Burrowing allows the Gadget to travel at half of the bearer's normal Speed underground through soft ground. The Gamemaster should use their discretion to decide if the bearer of the Gadget can travel through a given terrain, modifying the Speed as they see fit.

good, minor, gadgets

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Last update: **2023/06/29 22:23**

