

# CONTROL

The Gadget controls other machines. This is similar to the Possess Alien Trait, but only applies to non-living things (although, at the Gamemaster's discretion, this could apply to Robots or Cyborgs). An alien computer virus that overrides any humanbuilt firewall is a great example of a Gadget with the Control trait.

## Effect

As a Minor Good Trait, the Gadget only works on a particular type of machine.

As a Major Good Trait, the Gadget can work on any machine. Generally, Control only works on mechanical machinery, although it is possible to create Gadgets that affect machines based on an alternative scientific principle, such as bio-organics or crystalline machinery. A Zygon control device, for example, may only work on bio-organic machinery. If a Gadget is used on a machine that doesn't match what it was designed for, then the character must spend a Gadget Story Point to make the interface work.

## Note

Much like humans and other sapient characters, animals are controlled via the [Hypnosis](#) trait. Thus, Gadgets that are designed to control animals should possess the Hypnosis trait rather than the Control trait.

[good](#), [minor](#), [major](#), [gadgets](#)

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