

# CONVERT

The Gadget turns something into something else. It might turn rock into mud, lead into gold, poisonous gas into breathable air and so on.

## Effect

The Gadget can turn one type of object into another type of object (with 'object' being liberally interpreted). The size of the conversion field is usually about one metre in diameter, although this can be boosted with Story Points. As with Delete, most Gadgets with Convert have a restriction that doesn't allow them to work on living flesh or to only work on a particular kind of substance.

Particularly nasty examples of Gadgets with this trait are the Cyber-conversion chambers that convert humans into Cybermen.

It is possible for a Gadget to convert objects into more than one type of object; this is covered with multiple purchases of this trait.

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

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