

DISABLE

The Disable trait stops another Gadget from working.

As a Minor Good Trait the effect only works on one particular target – it might Disable a Dalek forcefield, or stop one sort of weapon from working within its area of effect.

The Major Good Trait is more likely to drain the power from every Gadget nearby. Disable effects are usually temporary, but a One-Shot Disable may destroy its targets at the Gamemaster's whim.

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

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