

DRAINING

The Gadget is dangerous to anyone who carries it. Unlike the Harmful trait, which injures the character when the Gadget is used, a Gadget with this trait harms the character simply for being in contact with it.

Effect

As a Minor Bad Trait, being in contact with the Gadget is mentally taxing. The character takes a -2 penalty on all mental actions while carrying the Gadget.

As a Major Bad Trait, the Gadget causes 4 levels of damage every turn that the character is in contact with it.

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

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