

ENTRAP

The Entrap trait means the Gadget is able to entangle, restrain, capture or otherwise hold a target. Entrapment is equivalent to a Stun result except it doesn't go away after 15 minutes. Instead, it remains in place until the target is released, or until they find a way to escape. As a Minor Good Trait, escape will usually be a Difficult task. As a Major Good Trait, escape is usually an Improbable task.

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

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