

# FRAGILE

The Gadget breaks easily. It may be made of brittle materials or the connections may be so dicey that a slight bump is all it takes to disable it. The device won't work until it is repaired.

## Effect

As a Minor Bad Trait, this Gadget only has a Hit Capacity of 1 point per Good Gadget Trait, rather than the 2 points normally afforded to Gadgets.

As a Major Bad Trait, any time the Gadget is successfully hit it is rendered inoperable, no matter how much damage it actually takes.

As a Special Bad Trait (costing 4 points), the Gadget is in danger of breaking just through being handled. Whenever a character tries to use the Gadget, roll two dice. If either or both dice is a '1' or '2,' then the Gadget breaks and needs to be repaired.

This roll is made before the character actually uses the device, so the disabling of the Gadget also means that the action to use the device failed. Any '1' or '2' result can be discounted with a Story Point.

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

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