

GADGET

Prerequisite: [Alien](#)

Aliens sometimes have in-built cybernetic or mechanical enhancement, giving them Gadget traits. Bannakaffalatta had an EMP device, Daleks have forcefields as well as the ability to “Emergency Temporal Shift!” Gadgets are purchased as normal, but how and where the gadget is ‘plugged in’ (and if it can be removed) should be defined.

Effect

See Gadgets within the core book rules.

[good](#), [minor](#), [major](#), [special](#), [alien](#), [characters](#)

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Last update: **2023/06/30 01:40**

