

GLITCH

The Gadget occasionally causes an error or other side effect that doesn't negate its usefulness but does add an extra complication.

Effect

Whenever a character uses the Gadget roll two dice. If the result is any double then the Gadget produces a side-effect. Examples include a flashy side-effect that draws attention to the gadget's use or the bearer of a Skill-Jack acquiring a memory from the original donor of the skill. The Gamemaster should determine the nature of the Glitch; any time that the glitch occurs, it will be the same effect.

Note

This trait should only be applied if the side effect is broadly innocuous. A laser rifle that occasionally flashes a light burst when it is used wouldn't qualify (the opponent already knows that they're being shot at!) but a disguise that turns off for a brief moment could cause real problems.

bad, minor, gadgets

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