

HOMING BEACON

This Gadget automatically transmits a homing beacon when operational.

Effect

Whenever the Gadget is used it automatically transmits a homing beacon – whether those it is designed to find decide to come and how long it takes them to get there depends on the usual limitations of time and space. Homing beacons are normally innocuous – when the Gadget is powered it requires an Awareness + Ingenuity roll (Difficulty 15) to notice, or an Ingenuity + Technology roll (Difficulty 12) if the operator is actively looking for a homing beacon.

As a Minor Bad Trait, the homing beacon may be shut off – this requires an Ingenuity + Technology roll (Difficulty 15). As a Major Bad Trait, the homing beacon may only be shut off by destroying the Gadget. This requires the same roll, but if successful the homing beacon is shut off and the Gadget is broken. Repairing the Gadget also repairs the homing beacon.

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

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