

IMMOBILISE

The Gadget may be carried about, but while in use the character is effectively immobilised and oblivious to everything around them.

Effect

While a character is using this Gadget they are considered to be Stunned. Once the Gadget's effect is over, the character may act normally. A character may be 'awakened' while the Gadget is in use but this automatically ends the Gadget's effect.

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

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