

# IMMOVABLE OBJECT

**Prerequisite:** [Apocalyptic](#)

The weapon is impervious to physical damage of any type, shrugging it off or recovering from it with amazing rapidity and maintaining its position even in the face of an exploding star. This might be due to quantum force-fields, a transdimensional nature or temporal facilities that 'turn back the clock' on damage.

## Effect

The weapon can ignore all damage taken for an entire round by the expenditure of 1 Story Point. Furthermore, it will not be knocked back or otherwise shifted no matter how much damage it takes or ignores and will recover any damage taken at the rate of D6 points per turn.

[good](#), [major](#), [apocalyptic](#), [gadgets](#)

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Last update: **2023/06/30 00:20**

