

INHIBIT

This trait reduces or diminishes a target in some manner. It is the opposite of the Augment trait, but instead of raising Attributes, it lowers them. It might be a beam fired at a target, or a collar shackled around the victim's neck.

Effect

As a Minor Good Gadget Trait, the Gadget reduces a specified attribute of the target by 1 until removed or reversed.

As a Major Good Gadget Trait, the Gadget reduces a specified attribute of the target by 2 until removed or reversed.

As a Special Good Gadget Trait, costing 4 Character Points, the Gadget reduces a specified attribute of the target by 4 until removed or reversed.

The target may not increase any damaged applied to the inhibited attributes until the Gadget's influence is removed. Afterwards, the inhibited attributes may be restored as normal. Thus, a character who was 'shot' by an Inhibit Gadget could immediately use Story Points to regain the lost Attribute levels, while a character wearing an Inhibit collar would have to wait until the collar was removed to heal the damage.

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

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