

LABORATORY*

Your base is equipped with a high-tech laboratory and research staff. These scientific advisors aren't any good in a fight, but they can analyse samples, identify aliens, find cures to diseases and provide other such technical support.

Effect

This Trait provides 3 Story Points every adventure that can only be spent on Science-related rolls and related activities, like analysing biological materials or building gadgets. Laboratories can be purchased multiple times and each instance has 3 Story Points, respectively.

[good](#), [base](#)

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