

# LIMITED USE

While better than a single-shot Gadget, some Gadgets only allow a handful of uses before it is rendered inert. This may be due to an instability in design, a limited amount of a necessary component or any other reasonable restriction.

## Effect

The Gadget works 5 times before losing power. The operator can expend a Story Point to get an additional use out of the Gadget. Unlike with the One Shot trait, Story Points used to create a Limited Use Gadget are not refunded, although the Gadget may be retained and regains its full power between adventures.

## Note

If this is applied to ammunition, then the character is considered to have enough bullets for a single scene, as determined by the Gamemaster.

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

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