

# OPEN/CLOSE

This trait gives the Gadget the power to open locks, and to seal things shut again if necessary. If used with the Subterfuge skill to pick a lock, it gives the character a +4 bonus to the roll. Locking a door is far easier than opening it, as most locks (mechanical or electronic) tend to lock when they are tampered with, giving the character a +6 bonus if the Gamemaster decides a roll to lock the door is necessary.

good, minor, gadgets

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