PUSH/PULL

Gadgets with this Trait can push their targets further away or move them closer to the user.

Effect

For a Minor Trait, the Gadget can either push or pull (chosen at Gadget creation) a target 2D6 'spaces' (based on the scale of the encounter). The user may move the target a shorter distance than that rolled if they so desire. The GM should compare the relative sizes of the target and the Gadget in question to determine just how big an object can be moved and the Difficulty of moving it. A spaceship with a Tractor Beam built into the hull will easily move other ships of the same relative size, but using a small hand-held Pocket Pusher to move said ship is nigh impossible.

For a Major Trait, the Gadget can both Push and Pull or it can affect 1D6 targets with a single use. For an additional Major and Minor Trait, it can Push and Pull and affect 1D6 Targets.

good, minor, major, gadgets