

RESILIENT

While the Armour and Force Field traits are designed to protect the user, this trait protects the Gadget itself from harm.

Effect

As a Minor Good Trait, the Gadget adds an additional point to its Hit Capacity per Story Point and it takes 3 Hits to remove a Gadget Story Point.

As a Major Good Trait, the Gadget doubles the Hit Capacity and it takes 4 Hits to remove a Gadget Story Point.

As a Special Good Trait (costing 6 Character Points), the Gadget is considered entirely impervious to harm (alien crystals or extremely dense metals are often considered impervious).

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

From:

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Last update: **2023/06/29 22:43**

