SCAN*

The Scan trait means that the Gadget can investigate something from a range of a metre and see what's going on inside it. Whether this is a medical function, checking inside someone to see what's wrong or what species they are, or a technical function looking at the wiring and circuitry of a device, it all works on the same basic principle. In most cases, the user has to make an Awareness roll coupled with a suitable skill (Medicine for a medical or biological scan, Technology to scan the workings of a device or computer). The Scan trait provides a +2 bonus to this roll if the device is designed for general scanning.

If the Gadget is used only for a specific purpose, for example a Medical Scanner, then the trait provides a +3 bonus when used for medical purposes, and +1 when used for anything else – Medical Scanners aren't the best thing to look inside a computer, but it may help a little. If the Gadget is designed for a specific purpose, this should be discussed with the Gamemaster, and recorded on the Gadget's sheet. It could be that using the Gadget outside of its specific purpose is useless, in which case it can be considered a Restriction.

good, minor, gadgets

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