

STASIS

This gadget has the ability to deflect the flow of time around the target, 'freezing' it in an impenetrable area of 'null time.'

Effect

As a Minor Trait, the field will hold everything within a roughly elephant sized radius within 10 yards of the Gadget, for 2D6x10 minutes. This is at least late TL 7 technology and requires one of the Gadget's Story Points to power the field. The Gadget may not be moved while the field is in effect.

As a Major Trait, the field will hold an area of roughly 1000 square feet that is within 1 kilometre of the Gadget for 2D6x10 hours. This is TL 8 Technology and requires 2 Story Points from the Gadget to power the field.

As a Special Trait, it will hold anything up to a large planet in size, and within 600,000 kilometres of the Gadget, for an indefinite period of time. This is TL 9 Technology and requires 4 Story Points from the Gadget to power the field.

In all cases, while the target is within the field, it cannot be affected by outside forces directly and may not act on its own as it is totally frozen in relative space-time. The technology generating the field can be deactivated in order to shut down the field, but until then, the contents in Stasis cannot be affected by any force in existence, not even that of a super-nova.

Note that placing the generator in the field is not an option as the immediate effect would be to cut power to the field, cancelling it out. Also, once a gadget uses its Stasis Trait, the Gadget cannot be used for any other purpose until the field is shut down or collapses. It uses all of its energy to maintain the field.

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

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