

TEMPORAL CASTAWAY

The character is from another time and place but is now stuck in a single, unfamiliar time and place; they have a bit of trouble adapting to their new home.

Effect

Whenever the character attempts to use technology that is unfamiliar to their home time and place, they take a -2 penalty on the roll. Over time, the Gamemaster may reduce this penalty to -1 or even 0 as they become more familiar with that particular technology. This trait cannot be taken with the Time Traveller trait if the latter would grant familiarity to the Tech Level that the character is currently stuck in.

[bad](#), [minor](#), [characters](#)

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