

TECH SENSITIVE

Prerequisite: Psychic

Something about the character resonates when they are in the presence of alien technology. It might be that the energy field makes the hairs of their neck stand on end, or they get a sick feeling in the stomach when they touch a type of alien material. However it manifests, when the character is in the vicinity of alien technology they just know. The more powerful the technology, the stronger the feeling and the further away they can feel its presence.

Effect

The character automatically detects the presence of alien technology within a 10-foot radius. Few things will shield against this ability so the character might feel something is on the other side of a wall but not know how to reach it. If the tech is especially powerful, it may prove easier to detect at a distance, at the Gamemaster's discretion.

If the character is in proximity to a lot of alien tech (such as being on board a Dalek saucer) the background feelings may negate this effect, although specific, powerful items might still be detected though the haze.

As a Minor Good Trait, the character can only detect technology from a particular species (such as Dalek devices or Cyber-technology). As a Major Good Trait, they can detect anything that is not native to Earth.

[good](#), [minor](#), [major](#), [psychic](#), [characters](#)

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Last update: **2023/06/26 23:57**

