

TECHNICALLY ADEPT

The character has an innate connection to technology, and can sometimes fix things just by hitting them! They're skilled enough to operate and repair most things with limited tools, taking half the time it normally takes. Often, if the device stopped working within thirty minutes, it can be restarted just by thumping it. It may not last long, but long enough...

Effect

The Technically Adept trait provides the character with +2 to any Technology roll to fix a broken or faulty device, and to use complex gadgets or equipment. The bonus also applies to any gadget creating jiggery-pokery, and can be combined with the [Boffin](#) trait.

Note

Cannot be taken with the [Technically Inept](#) Bad Trait.

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

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