

# TIME TRAVELLER\*

The character is experienced with the technology and society of time periods different to their own. The Time Traveller trait also reflects how much travelling in time the character has done, and can be used as a rough indicator of how much background Artron Radiation they have picked up from travelling the Vortex. While this isn't actually harmful, some alien races have been known to target individuals that have high Artron levels to fuel or activate their technology.

## Effect

Players define the character's home Technology Level and using technology from outside of the character's experience may impose penalties as they're unfamiliar with the way it works. The Time Traveller trait means that they're used to some time periods and can operate the technology with little or no penalty.

The character automatically has a familiarity with their home Tech Level, but the Time Traveller trait records additional Tech Levels levels they're comfortable with. Lower Technology Levels to their home are Minor Good Traits, whereas more advanced Technology Levels are Major Good Traits. Technology Levels do not come into play all of the time - after all a gun is a gun and a socket wrench is a socket wrench, but there are times when technology is so advanced or primitive that your character may feel out of place or unable to recognise the technology for what it is. More information on interacting with technology out of the character's experience can be found on pg. 110. This trait can be purchased more than once, and the Gamemaster may award this trait during play if the character becomes particularly familiar with a certain Tech Level.

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

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Last update: **2023/06/27 00:00**

