

WEAPON

Gadgets with this Trait have some sort of weapon built into them.

Effect

For a Minor Trait, the weapon is simply a blade attachment, a heavy clubbing end or some other enhancement that allows the gadget to be used in melee combat, adding +2 to the unarmed damage of the wielder.

For a Major Trait, the gadget has a long ranged offensive capability of L (4/L/L).

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

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