

ZAP

The Zap Trait turns the Gadget into a ranged weapon. As a Minor Good Trait it has two versions: either the Zap does 4/L/L damage on people, or it does 4/8/12 damage but can also make things explode and burn. As a Major Good Trait it also has two versions: either the Zap can hit multiple targets standing close together with a single shot, or it is strong enough that it can blast vehicles or even spaceships. If you are creating a Gadget with the Zap trait, remember the Doctor's stance on weapons.

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

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