

DELETE

This means that the Gadget can remove something from existence, almost like a one-way teleporter. It transforms the item into its component molecules, and records it. Usually, the item stored in its memory is deleted later, literally thrown into the object's memory trash. However, it can be stored for up to an hour and reconstructed ('digital rewind' if you like). While the Gadget is holding the item in its memory, it cannot be used to delete something else, without 'trashing' the first item zapped - it can only hold one thing at a time. The size of the object that can be deleted like this is usually up to a metre in diameter, though this can be doubled if a Story Point is spent. Items with the Delete trait usually have a safety function to prevent its use on living tissue, which can be taken as the Restriction (Living Tissue) trait.

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

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