

FORCEFIELD

The Gadget can project a protective forcefield that automatically knocks any damage sustained down by a level. Damage the character or item would receive due to a Disastrous Result from the character (or a Fantastic from the attacker) is knocked down to a Bad (or Good), and a Bad to a Failure. The Major equivalent of this trait knocks the damage down by two levels. Many repeated hits might deplete the item's Story Points until the forcefield is useless.

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

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