

FAST

Some Gadgets allow their users to move with a quickness that is seldom seen in the wild. It might be a pair of rocket boots or a jetpack, or even a car fitted with an afterburner.

Effect

A Gadget with the Fast trait allows the user to travel unnaturally fast. As a Minor Good Trait, the user's effective Speed is increased by 1.5 times (round up), so a character with a Coordination of 2 has an effective Speed of $2 \times 1.5 = 3$. As a Major Good Trait, their Speed is doubled, so a character with Coordination of 4 has an effective Speed of 8. Each additional 2 points increases the Speed multiplier by 1, so spending 4 points triples the Gadget's Speed while spending 6 points quadruples it.

Note

This trait only works if the user is moving outside of a vehicle, unless it is applied to the vehicle itself.

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

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