

ONE SHOT

The Gadget has one use, and one use only, so you better make it count. One shot, and it's history. Some items just burn out or explode - others are designed to break after doing what they're supposed to. If the Gamemaster feels the use of the Gadget is dramatic enough, they may refund the Story Points used to build the item.

[bad](#), [minor](#), [gadgets](#)

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Last update: **2023/06/29 23:07**

