

PERCUSSIVE MAINTENANCE

There are some people (mad scientists, leather jacketed greasers from the 1950s, etc.) who have a rather peculiar innate understanding of machines that allows them to activate malfunctioning machinery with a single well placed blow to the appropriate area.

Effect

Whenever the character fails a roll to repair some sort of technology, they may immediately whack it with their fist or some other object and may roll again, replacing Ingenuity with Strength. They may only attempt this once per repair.

In addition, if they don't have time to make a proper repair, they may use Percussive Maintenance to get a piece of technology temporarily working by making a Strength + Technology roll. On a Success, the tech will work for one use, on a Good Success, it will work for D6 uses, and on a Fantastic Success it will continue to function until the Gamemaster decides otherwise.

[good, minor, characters](#)

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