

# SKILL\*

The Gadget is programmed or designed in such a way that it can perform a specific skilled task when the user has no ability. It could be an electronic lock pick (Skill: Subterfuge) or an auto-aiming feature on a pistol that aids the user (Skill: Marksman). The Gadget has a Skill of 2 in a single skill, which can be used in place of the character's skill if higher. This is particularly handy for characters who completely lack the skill as it allows them to ignore the -4 penalty for unskilled rolls.

The Gadget is only Skill 2, and provides no bonus to the user if their own skill is higher – the operator either leaves the device to work on its own, or they can use their own skill, not both. The trait can be taken multiple times, increasing the Gadget's skill by 1 each time, up to a maximum of 5.

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

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