

STUN

Gadgets with this Trait can stun their targets, making them inactive for a number of rounds.

Effect

As a Minor Trait the target will be stunned for 2D6 - their Strength in Rounds.

As a Major Trait, they are stunned for 2D6 x their Strength in Hours (minimum of 1).

As a Special trait worth 3 points, the target is stunned indefinitely unless awakened (or a number of Story Points spent).

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

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