

# UNSTABLE

The Gadget is made of volatile materials. It could explode at any time.

## Effect

Once per scene, or at any point when the character holding the Gadget is jostled or shaken, roll two dice. If the result is doubles then the Gadget explodes.

As a Minor Bad Trait, the Gadget causes 8 levels of damage to the operator.

As a Major Bad Trait, the explosion also causes 8 levels of damage to anyone near the operator (within 30 or so meters).

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

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