

Universal Gadget

A universal gadget is, essentially, a personal gadget that you may design on the fly, in the middle of a situation, as if your character happened to have “just the thing” in his satchel at the precise moment when it was needed. This gadget follows the same design rules as a personal gadget (above), but is only allowed two improvements, not three. Once defined, the gadget is locked in for the remainder of the session.

As with personal gadgets, see page 80 for detailed gadget design rules.

The trade-off is that you can define the gadget on the fly and in the moment, as something your character already happened to have on hand (or just whipped up in a matter of seconds). As with personal gadget, you may take this Stunt multiple times.

[starblazer](#), [stunt](#), [engineering](#)

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