

ALIEN

Aliens come in all shapes and sizes, but in the majority of cases these aliens are basically humanoid in shape, with certain abilities and features that set them apart. By purchasing the Alien trait, the character is of an alien race, alien to humanity, and one of the infinite varieties of lifeforms.

Effect

Alien is a 'gateway' trait, opening a selection of additional traits that are normally unavailable to humans, and costs 2 Character Points to purchase. The Gamemaster should approve the selection of this trait. The Alien trait means that the character is from another planet. Initially, they are of human appearance and look similar to everyone else on Earth. This trait does open up the opportunity to purchase other specifically Alien traits, and enables attributes to be above level 6. As a downside, if discovered as being an Alien, they may suffer severe consequences (such as being captured by the government and experimented upon). Additionally, some of the Alien-only traits that are now open may mean that the character will have an alien appearance. For more information on creating aliens and alien characters, and additional Alien traits, see Chapter Five: All the Strange, Strange Creatures (pg. 143).

[good](#), [special](#), [characters](#)

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