

# FAST HEALING

The ability to recover quickly from an injury is bound to be useful in your daily attempts to fend off alien invasion. Some people simply recover quicker than others, halting the bleeding and managing to carry on. Some very special individuals can heal major injuries, even regrowing limbs, within moments! This doesn't make them immortal (they can still be killed if they receive too much damage) but if they survive, the injuries they sustain heal themselves at a remarkable rate.

## Effect

Fast Healing is either a Major Trait or a Special Trait, depending upon the speed of recovery. As a Major Good Trait, the character will heal any damage they have sustained quicker than a normal person. Any Attribute Points they have lost due to injury are regained at a rate of 1 point per hour, though the Gamemaster may decide that broken bones will take longer to heal. They might not be able to regrow lost limbs or compete in athletic events with a gunshot wound, but they'll still be up on their feet faster than most. The player may still have to rationalise why the character can heal quickly with the Gamemaster before taking this trait.

However, as a Special Good Trait, the Attribute Points lost are recovered at a rate of 1 point per minute! Bullet wounds heal over before your eyes and lost limbs are regrown. This is a very rare trait, though some creatures have been known to recover this quickly thanks to healing nanobots or a fast alien metabolism. They can still be killed as normal if three or more of their attributes are reduced to zero or lower, or if they are hit by a Lethal attack, but they will quickly recover from most damage that isn't fatal. As a Special Trait, this costs 6 Character Points as well as 6 Story Points. Having a character recover this quickly is certainly not natural, and the reason for their ability should be discussed with the Gamemaster before players are allowed to purchase this trait.

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

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