

# SPECIAL

## Prerequisite: [Alien](#)

Sometimes aliens can do something remarkable and odd, something that none of the other powers and abilities listed here covers. It could be the Weeping Angel's ability to send its victims back through time or the Krillitane's ability to steal the traits and features of the races they conquer. This trait allows the Gamemaster to go wild and create the odd and special powers that can sometimes define the race.

## Effect

This is a Special Trait that costs 3 points or more. The more powerful the ability, the more the trait costs. Using other powers as a guide, the Gamemaster can create any power they feel necessary to make a cool alien. This can be around 3-4 points for the Krillitane's ability, to 7-8 points for being able to move faster than you can imagine (when you're not looking) and being able to send your victims back in time. Specific traits for these powers can be created, or the Gamemaster can simply use the Special Trait to cover these.

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

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