

BURROWING

Prerequisite: [Alien](#)

A rare ability in sentient species, this Trait allows the creature to tunnel or burrow at speed through soft ground, usually dirt, mud or sand. The alien will require an alternate means of breathing (see Environmental Trait overleaf) to avoid suffocating while tunnelling but this Trait allows the creature to move at half of their normal Speed underground. They will have to avoid obstacles such as concrete or hard ground and most creatures like this will have some sort of Alien Sense to allow them to sense their direction of travel or prey.

Effect

Burrowing allows the alien to travel at half of their normal Speed underground through soft ground. The Gamemaster should use their discretion to decide if the alien can travel through a given terrain, modifying the Speed as they see fit.

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

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