

INVISIBLE

Prerequisite: [Alien](#)

The ability to be unseen is possibly one of the best weapons and defence on the battlefield. It is an ability seldom seen (pardon the pun) naturally occurring in aliens but a mild version of this Trait can be accomplished with shifting pigments in the skin, allowing chameleon-like blending into their surroundings. Full invisibility is more commonly found in advanced technology, such as the optical camouflage developed by the Sontarans, or in ghostly, intangible creatures that barely exist in this reality.

Effect

Invisibility is a Special Trait that comes in various levels. If the ability is natural, and the alien can blend into the background to be unseen, then this is a Major Good Trait that costs 2 points. If the alien remains immobile, any attempt to spot it suffers a -4 penalty. Full optic camouflage is usually a Trait that would be part of a Gadget and costs 4 points. This provides the same -4 penalty to be spotted but the alien can move around without losing this advantage. While it is usually a Gadget Trait, it can be a natural ability if the Gamemaster can rationalise it. If this invisibility cannot be turned on or off, as in the case of the alien being ethereal or immaterial, the same -4 penalty is actually a Bad Trait, providing 2 points.

All of these levels of invisibility can be purchased or taken multiple times to provide better invisibility with the penalty being cumulative. For example, if the alien has almost perfect invisibility through optic camouflage, they could take the Trait twice, providing a -8 penalty to anyone trying to spot them.

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

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Last update: **2023/06/30 01:49**

