

# ALIEN ORGANS

**Prerequisite:** [Alien](#)

With an alien physiology, comes alien anatomy. You may attempt to kill or harm the alien by shooting it in a certain location but it may be that their vital organs are in a completely different location, possibly not even in the alien's body at all!

## Effect

The Alien Organs Trait can be a Minor or Special Trait. As a Minor Trait, the alien's organs are in a different location than would be expected. Their brain may be centralised in its chest, or their heart(s) may be in the abdomen. An injury that would normally cause a reduction of a vital Attribute may only affect a lesser one. As such, any damage taken is reduced by -2. For example, shooting the alien in the head, aiming to kill it by destroying the brain (reducing Awareness, Ingenuity and Resolve) may only affect some of the creature's sensory organs (only reducing Awareness) and its overall damage is 2 points less than normal (unless the vital organs are located and targeted). While blinded, it survives without losing other Attributes that could have killed it.

As a Special Trait, it may be that the alien's vital organs are somehow removed and stored somewhere else. While they still function, hitting the alien itself may not kill it at all and only discovering the secret location of the hidden organs will bring about its defeat. They will receive the reduction in damage as for the Minor Trait, as their vitals are far away. Of course, damage inflicted on their disembodied organs is not reduced.

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

From:

<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:

<https://www.matrix.curufea.com/doku.php?id=traits:aorgans>

Last update: **2023/06/30 01:19**

