

ARMOUR*

Prerequisite: [Alien](#)

Armour as an Alien Trait means that the alien has 'natural' armour that protects it. Armour counts as 'natural' if it cannot be removed. For example, a Sontaran wears very heavy battle armour, but can remove it. Cybermen and Daleks are literally built into their armoured casings and the armour cannot be removed. If it's a permanent feature (whether this is a cybernetic suit, or just very tough, leathery skin) it is an Alien Trait.

Effect

Armour as an Alien Trait can be purchased at various levels.

As a Minor Trait the alien has a tough hide that is able to reduce injury by 5 levels. If the alien is hit by a weapon and receives 6 levels worth of damage to reduce its attributes, this 6 is reduced by the 5 of the Armour to a single point. This makes the alien quite a tough cookie! Even Lethal damage is resisted: treat it as 8 levels of damage and reduce it accordingly.

As a Major Trait, the damage reduction is increased to 10. In most cases, this armour will be thick plating, such as metal or scales. However, their Coordination is reduced by 1 (to a minimum of 1).

As a Special Trait every additional Character Point spent increases the armour by a further +5 (and reduces their Coordination by an additional -1 to a minimum of 1) - so if you spend 3 points on the trait, the creature will have Armour 15 and -2 Coordination. This means you can create huge and heavily armoured creatures, but they don't move particularly fast.

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

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