

CLIMBING

Prerequisite: [Alien](#)

The alien is exceptionally good at climbing. As a Minor Trait, they can climb walls particularly well, and as a Major Trait they are equally adept at clinging to the ceiling!

Effect

As a Minor Good Trait, Climbing means that the alien can climb up sheer and difficult surfaces. While they cannot climb surfaces without any grip, such as glass, they certainly find it easy to climb walls. They receive a +4 bonus to Coordination and Athletics rolls when climbing.

As a Major Trait they have suckers, fine hairs or secrete some sort of substance that provides them the same +4 bonus, making them able to climb smooth surfaces such as glass or metal, as well as clinging to the ceiling like a spider.

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

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