

# FEAR FACTOR\*

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

The Fear Factor trait is designed for monsters, and those truly scary individuals who can send people running in terror. They don't have to be ugly or monstrous – people cowered at the Master's feet in fear of their lives – but sometimes just looking at the alien with the mouth full of sharp fangs that fills them with fear.

## Effect

Fear Factor is a Special Trait that is only suitable for Villains. It costs 1 point, but can be purchased multiple times. Each purchase of the Fear Factor trait adds +2 to any roll when actively trying to strike fear into people's hearts. See the 'Getting Scared' rules in your core rules book.

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

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