

FLIGHT

Prerequisite: [Alien](#)

Flight is quite a common feature of aliens, whether it is the hovering of Daleks over the city, the flapping of leathery wings heard when the Krillitane are about to feed or the silent gliding of sharks in a crystalline cloud belt. This trait means that the alien has wings, gas bladders, jetpacks, anti-gravity devices or rotors, but one way or another they can leave the ground for extended periods.

Effect

Flight as a Minor Good Trait means that the alien can take off, hover, and travel slowly at a limited height. In most cases, this is just hovering, like a Dalek climbing the stairs. Their Speed is half of their Coordination (round down, minimum of 1), and they can usually only ascend to a height of around 100 metres.

As a Major Good Trait, they can really take to the skies. Above 100 metres, their effective Speed is 3x Coordination. They can fly as high as they like (though the Gamemaster may want to take other factors into account such as air, cold and other environmental effects). If they're travelling below 100 metres, they will probably travel slower to avoid obstacles and the Gamemaster may impose a limit (or make the alien's player roll additional Awareness + Coordination checks to see if they can react in time to any dangers).

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

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