

ANOTHER LIFETIME

That's the thing about rebooting the universe. Some people manage to keep their memories of another lifetime – like, say, being an Auton copy of a Roman Centurion for two thousand years. Normally, these memories are only barely there, but can emerge in time of need.

Effect

The Minor Good version of this trait costs 1 Character Point. When you take it, it gives you up to 3 Character Points that can be spent on attributes, skills and traits. However, you only get access to these extra abilities when you spend a Story Point, and the memories only last for one scene. The Major Good version works the same way, but costs 2 Character Points and gives 6 Character Points of lost memories.

Example

Rory has the Major Good version of this trait. When he spends a Story Point, he gains +1 Presence, +1 Resolve, +2 Fighting, +1 Marksman and the [Voice of Authority](#) trait. These bonuses only last for one scene – enough time to intimidate a Cyberman fleet or fight in the Battle of Demon's Run, say.

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

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