

CLONE

Clone is a Special Good Trait costing 3 character points and 1 Story Points. The character has a clone; a perfect physical copy of themselves stored securely. If they ever die, the clone will be automatically activated and take their place. In order to make sure the clone knows everything they know, they must regularly visit the storage facility to update the clone's memory engrams (say, between each adventure). If they don't, then when the clone is activated, it will only have memories up to the last update.

Effect

The character literally has another life, which has the attributes, skills, traits and memories of whenever it was last updated.

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

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