

# IMPRINTED MEMORIES

You have absorbed the memories of someone else, a whole lifetime's worth in fact. You might have accidentally triggered a Cybermen infostamp, or maintained telepathic contact with someone else's mind for too long. While you have not inherited the personality of the person in question, you can sometimes access their memories. Imprinted Memories is a Special Good Trait that costs 3 Character Points.

## Effect

You must construct a rough persona that you have been imbued with the memories of. It might be a Dalek, Time Lord, famous scientist or even Queen Victoria herself. The person in question is either highly skilled or has specialised knowledge you do not have. You may spend a Story Point to trigger one of the following effects for the duration of the scene:

- Access to deeply personal or intimate knowledge

that only that person would know. Gain a +2 bonus to rolls where that knowledge might prove beneficial (Gamemaster's discretion).

- Grant you access to a skill you do not have,

temporarily granting you a rating of 3 points in a skill you only have at 0.

- Allow you to act as if you are from the persona's

Tech Level.

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

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