

INFECTION

Prerequisite: [Alien](#)

Some aliens have the nasty ability to transmit their 'alien-ness' into other beings. Sometimes it can start as a strange green rash that comes from a bite or scratch that takes over the victim until they become alien themselves, or it could mean that the unsuspecting target becomes host to the alien's consciousness.

Effect

Infection can work in a couple of ways, both are Major Good Alien Traits. As a transmittable disease, the target needs to be scratched, bitten or take some form of physical damage. If the damage penetrates any armour worn, or if the victim failed with a Bad or Disastrous result, they become infected. At regular intervals (usually every hour or day) they will have to make a Resolve and Strength roll, against the Resolve and Strength of the alien. Failing this will mean the infection has spread. The Gamemaster should decide how many failures mean the target has become alien (one fail spreads to a whole arm, two fails to the chest, etc.). It should give the characters time to find an antidote! The other way it can work is by making the target susceptible to possession, making them host to the alien, and the infection is actually the alien moving from one host to another. Again, this is usually from sustaining an injury. Once infected (as above), the target will have to make similar rolls, though instead of resisting the infection spreading, this is to resist becoming possessed (see Being Possessed on pg.95).

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

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