

REPLICATION

Prerequisite: [Alien](#)

Unlike the Infection trait, Replication means that the alien can multiply itself by various means without the need of transmitting its alien-ness to another life form. It could be that they 'bud' and create a youthful clone of themselves without natural reproduction, or it could be that any limbs lost or removed will grow into a duplicate version of themselves.

Effect

As a Major Good Trait, the alien can replicate itself outside the normal expected means of reproduction. This can mean spawning a childlike offspring or creating a duplicate of the original. The alien will have to make a Resolve and Strength roll, Difficulty 15. A result of Success or higher means that the replication is successful and another version of the alien has been 'born'. It will be confused and disorientated for a few minutes. A childlike offspring will grow at a normal rate unless artificially accelerated and will learn as it goes. A duplicate will be 'born' with the same Attributes and Skills of the original.

If a player character takes this Trait, the duplicate will not be 'playable' by the same player, unless the original is incapacitated or killed. Gamemasters should be aware of the way this Trait can produce an army of clones or duplicates that could threaten to take over the world or otherwise quickly unbalance a game.

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

From:
<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:
<https://www.matrix.curufea.com/doku.php?id=traits:replication>

Last update: **2023/06/30 01:52**

