

IMMORTAL

Prerequisite: [Alien](#)

There are two types of Immortal being in existence. The first never gets old, never ages and will never die of old age. They simply continue on. While it's rare for them to die from a disease, they still can, and can certainly be killed through violence or accident. Immortal at this level is a Major Good Trait and while it doesn't affect the actual game (as they can still be killed through violence) they could have already lived a long time. The Gamemaster may allow them to recall something from their past if it suits the story, or something from their history could resurface, provoking a whole new adventure. If they have lived 'ages', then they should purchase the Time Traveller trait for the past eras that they were alive and active, at the Gamemaster's discretion.

The second type of Immortal cannot be killed through violence, accident or disease. This version is a Special Good Trait. They may get a little older in appearance, but their longevity is so epic that their ageing is hardly noticeable. They can be shot, electrocuted, drowned and fried, but they just don't seem to die. They may fall down and look dead, but it isn't long before they're up and active again. Again, if they've been alive for a long time, they should also purchase the Time Traveller trait for the eras they were alive - they have time travelled, they've just done it the slow way.

Effect

Immortal is either a Major Good Trait that costs 2 points, meaning the character never ages and will not die of natural causes, or a Special Trait, which means the character cannot be killed. Both may be unbalancing to the game and if a player intends to take either version of the Immortal trait, they should discuss it with the Gamemaster. Immortal as a Special Trait costs 5 Character Points, as well as reducing the character's maximum Story Points by 4. If killed during the course of an adventure, the character looks dead and is unable to be revived. Without the Fast Healing trait, the character will heal at a normal rate (this is usually 1 level of attribute per day of rest). When they have healed all of the damage they have taken, and returned to their full health, they will wake and be fine. If the damage is really severe, the Gamemaster may keep track of how far into the 'negative' your character's attributes go, and they will have to heal all of these before they can recover. Any extreme damage, such as loss of limb, may lead to further Bad Traits unless they also have the Fast Healing trait, though these may heal over a long period of time at the Gamemaster's discretion.

Note

The Alien trait must have been purchased before selecting Immortal, though in rare circumstances (such as Captain Jack Harkness) Immortality may be granted to humans at the Gamemaster's discretion.

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

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