

Twinmaker

The *Twinmaker* cloning vat is a recent shipboard variant to Nepleslias' iconic cloning system devised by [NAM's MEDTECH](#) division under the sponsorship of the [New Yellow Relief and Developmental Society](#) as a way to revive marines whose lives were lost in combat and who have opted into having a [Brain Spider](#) by taking leftover biological material from the corpse and data from marines cerebral chip to clone a new body around said chip with the brain of the marine being re-built with his/her memories and experiences.

The Twinmaker was installed into most [Nepleslian Star Navy](#) ships as of [YE 42](#)

Designer:	Nepleslian Arms and Munitions, NYRDS
Nomenclature:	NA-M7-02
Manufacturer:	NAM
Fielded by:	Nepleslian Star Navy , Nepleslian Space Marine Corps , NYRDS

How It Works

The Twinmaker is made of a [Durandium Alloy](#) frame around a large [Transparent Durandium](#) tank of specialized medical nanites. When the cerebral chip is loaded onto a connected terminal and some biological material is placed in an adjacent, smaller tank and the process started the nanites will begin carefully dissolving surface matter and stripping it down to its DNA and re-creating the host body in the main tank.

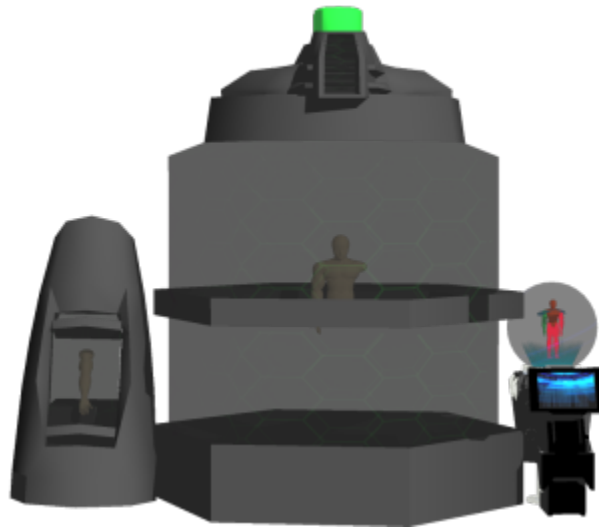
The process takes several days depending on the species. With some species like ID-SOL and Mutants taking up to a week due to their complex DNA structures. The clones are made biologically fresh and with complete organs and general functions, without previously installed cybernetics. Missing limbs and eyes otherwise replaced before their demise are replaced with what they would have otherwise been born with and grown naturally before their loss or replacement.

After the process is complete and the body is fully cloned. A connected terminal will begin a final diagnostic to ensure all parts were successfully re-created and that the brain retains all functions. From here the body is kept comatose to avoid waking with a sensation of drowning by being submerged in a bath of pure medical nanite fluid and can be removed from the open tank after the nanites are drained to be evaluated by medical professionals on the ship or in the installation. When removed from the nanites the body will naturally drain them through natural bodily functions such as coughing and sweating them out or otherwise absorbing them into the bloodstream where they will eventually dissolve.

With the body removed from the tank and nanites intern, it will resuscitate itself naturally. Being a fresh clone there is a guaranteed case that the awakening soldier will have considerable memory loss around their death and severe muscle fatigue from their new and unused muscle. The fatigue will wear off throughout a couple of days as the body absorbs the nanites and the new muscles are used. This is often the best time to re-install a new cerebral chip and preferred cybernetics.

The Twinmaker is not a form of [Soul Transfer](#) technology and does not work on [NH](#) series bodies such as Neko or Minkin due to the bio-android nature of their bodies and their advanced digital brain. Without a

cerebral chip, a body will be cloned in a vegetative state with a very little chance of coming out of the vegetative state they are cloned into due to the Twinmaker being made to insert the memories from a cerebral chip and leaving such areas of the brain mostly blank as compared to most other forms of cloning¹⁾.



GM Tips

- Only one body can be cloned at a time per tank (This is why ships and bases often have many of them).
- Biological materials (Corpse parts) dictate the appearance of the clone. The material will be chosen from the largest samples (So if the arm of one marine is thrown in with the half body of another the nanites will choose the half body to clone and put the memories of the chip into that body. No

mixing-mixup mistakes unless you or the player want it too 😊)

- More than one of these tanks can be installed in a ship.
- The new body will be weak and confused. Because their last experience was death they may be erratic or paranoid without knowing why and may cause paranoia or temporary amnesia or memory flashes. Or it might not. Use it as an RP tool for whatever is most interesting for you!
- Neko, Minkin, Hedoro and other races that cant have a brain spider installed cannot be cloned.
- ID-SOL, Mutants, And other biologically complex species take longer to clone.
- Cybernetics are not cloned. The body will be 100% biological.
- Diseases, illnesses, and sicknesses will not carry over to the new body but defects do due to it being a clone of the previous body will.
- Scars do not carry over to the new body.
- Hair does if only so the char doesn't come back bald.
- The char will be naked unless otherwise desired (Like in a non 18+ plot).
- The twinmaker does not insert memories without a brain spider. It can't be used to make clones of a character without it. Even chars with cybernetic brains who can upload.
- The evil or multiple clones of a character is an overused trope.

- If the system receives damage or loses power it is up to the GM what happens.

OOOC Notes

[Charmaylargo](#) created this article on 2019/12/11 16:27.

[Approval Thread](#).

¹⁾

So no. You cant use it to clone your characters multiple times.

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