

Currently the procreation system is not available. There will be a complete FAQ section on the system, for now this will give the general idea. When it becomes available, players will be able to procreate with one another. Female characters can become pregnant, will carry a child to term, deliver the child and raise the child. The length of pregnancy depends on the race's specifics. The type of birth depends on the race.

The child will be an NPC for the first 3 years of its life. At that point, the parents can choose to allow someone to take over the child and play it as a character. It is important to realize that if the parents allow this to occur, the child will no longer be under their command. They will not have any control over the relationship they have with the child other than normal interactions one would have.

Children will age according to game time. This translates to two years of aging in one year of real life time. Parents can also choose to place their children into an orphanage at anytime from newborn up, as long as the child is still in NPC status. This will allow the child to be played by someone else who chooses to play an orphan. The child can be adopted by other players as well.

Players of mixed races can have children. This has certain implications for families which will need to be researched in the Family FAQ section. Some races can not create children with one another. When two compatible races have a child, that child randomly takes on the physical majority of one of its parents. For example, if a High Elf and a Human were to have a child, the child has a 50% chance of being 'Human' and a 50% chance of being 'High Elf'. The child will take on some random features from each parent, along with some features of its own. The child will also be born with certain abilities and disabilities depending on its racial make up. Keeping in mind that abilities and disabilities are not necessarily physical.

More will be provided in the future on this system. Again, procreation is not an active system in TSS yet.