

STAR WARS[®]

R O L E P L A Y I N G G A M E

GRAND ARMY OF THE REPUBLIC

CLONE WARS FAN SOURCEBOOK

RYAN BROOKS, KEITH KAPPEL



CREDITS

WRITERS	Keith Kappel
EDITORS	Ryan Brooks, Keith Kappel
DESIGN	Ryan Brooks
WEB PRODUCTION	Ryan Brooks
OFFICIAL ARTWORK	LucasFilm LTD.

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Some rules mechanics are based on the Star Wars Roleplaying Game Revised Core Rulebook by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

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CHAPTER VII

GRAND ARMY OF THE REPUBLIC





NEW HEROIC TRAITS

The following heroic traits are available for use in any era.

COMPLICATIONS

Complications are temporary special qualities that any character can acquire through the course of their adventures. Similar to smaller-scale character destinies, complications often help to add depth, history, and circumstance to characters, but also provide bonuses and penalties for play in-game. Like with destinies, complications also provide a reward for successfully overcoming it, typically Force points. The acquisition of a new complication is always at the gamemaster's discretion, though most gamemasters and players will want to privately discuss such directions for their characters prior to the gaming session. Complications can include such things as death marks, pregnancies, mental illnesses or addictions, and any number of other temporary social, physical, or mental states. While it is possible for an individual to have more than one complication at a time, this should only occur within the gamemaster's discretion.

Anxiety Disorders (Phobias)

Anxiety disorders include the entire range of phobias, including such social phobias as obsessive-compulsive disorder, social anxiety, and post-traumatic stress disorder. Characters afflicted with such disorders live their lives in irrational fear of some external object, situation or circumstance.

Origin: Any incredibly traumatic event at the game master's discretion can cause the creation of an anxiety disorder. Some examples could be a near-death experience demonstrated by reaching the bottom of the condition track, intense physical trauma such as the loss of a limb (species with the ability to regenerate limbs are exempt), or being engaged in a combat zone for more than three standard months. The game master then decides what object or situation will serve as the trigger for the disorder, be it anything from space travel to Hoojibs. The afflicted target inherits a hyperawareness of the trigger, gaining a +5 circumstance bonus to Perception checks made to notice its presence.

Trigger: Anytime the target is aware of the trigger, the anxiety disorder occurs. The target suffers a +5 attack against their Will Defense. This attack bonus is lowered by 5 for every 10 squares the trigger is from the target. A successful attack triggers the effect, and increases the anxiety disorder's attack bonus by 1 for future attack rolls made on the target. Every round the source of the anxiety is present, another attack is made.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it must spend a full-round action to maintain its composure, or flee from the trigger until it is no longer detectable by the target.

Removal: Anxiety can be treated with a number of methods, though a combination of controlled exposure and psychiatric treatment are the most common. When presented with the trigger, if the attack roll fails, its base attack bonus drops by 1. If the trigger's attack bonus reaches +0, the character may opt to spend a Force Point to overcome their fears permanently. Alternately, the character may seek the help of a mentop. If this check is successful, the target's anxiety disorder is permanently cured.

Reward: Successfully removing this complication bestows a reward of +1 to the character's Wisdom score.

Dissociative Disorders (Multiple Personalities, Clone Madness)

Dissociative disorders deal with a person's sense of self. It includes disorders such as multiple personalities, clone madness, severe amnesia, and shell-shock. The common thread is the disconnect between the mind and body.

Origin: Repeated physical or emotional trauma during childhood tends to create dissociative disorders. Victims learn to "go away" in their head, so as to not experience the trauma first hand. Of course, this is not limited to children, and extended torture, war, or other trauma can eventually create a dissociative disorder. This separation of mind and body gives the victim an incredible pain tolerance, and they enjoy a +5 bonus to their damage threshold.

Trigger: Anytime the target is threatened by trauma, or sees an instrument or individual that was the cause of their trauma (at the gamemaster's discretion), the dissociative disorder occurs.

A note on Clone Madness

Clone Madness is unique to clones specifically; usually those that are given flash memories of the donor. Clones suffering from Clone Madness are considered to have the Rage species trait (SE 32). Clone Madness is essentially an identity crisis where the clone is either combating with a new, natural personality trying to compete with the flash-pumped memories and personality, or simply the realization that they are a clone. In either case, the reaction is often a bout of mindless violence or suicidal despair (at the gamemaster's discretion). Upon a violent onset of Clone Madness (the most common kind), they enter a blind rage, directed at fellow clones and allies as well as enemies. Upon triggering the Clone Madness, the player should roll 1d4 at the beginning of each turn, with the results below.

RESULT EFFECT

1	Attack Ally (prefer to attack fellow clones, if present)
2-3	Attack Enemy
4	Attack non-combatant

Once a target type is selected, the clone will attack the nearest character, droid, or vehicle that fits that description.

The target suffers a +5 attack against their Will Defense. This attack bonus is lowered by 5 for every 10 squares the trigger is from the target. A successful attack triggers the effect, and increases the anxiety disorder's attack bonus by 1 for future attack rolls made on the target. Every round the source of the anxiety is present, another attack is made.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it either is considered helpless (shell-shock), changes personalities (multiple personalities), or becomes insanely violent (clone madness) until the trigger is removed, or the target makes a Deception check that beats their own Will Defense.

Removal: Dissociative disorders can be treated with a number

A note on Multiple Personalities

This disorder, at the gamemaster's discretion, can provide more than just an alternate personality, but alternate character stats as well. If the existing character is level 2 or higher, they may trade in a heroic level for a new level 1 character representing an alternate personality, or up to 3 level 1 non-heroic alternate personalities. Players, at the gamemaster's discretion, can do this with as many levels as they wish, though experience advances as though the character were the same level as all their personalities added together. New levels can be given to any single personality. New personalities cannot have attributes beyond the core personality, though if the core personality improves an attribute, other personalities can take advantage of it. If the condition is cured, and the personalities are re-integrated, the core personality can only recover levels they initially gave up, (re you can't, as a level 2 noble, create a new scout 1 personality, and upon reintegration, be noble 1/scout 1) however, any new levels gained during the disorder, can be selected from any levels taken by any personality. Also, upon curing the disorder, you can optionally trade in your Force Point reward (before rolling) to instead gain one trained skill an alternate personality possessed.

of methods, psychiatric treatments and hypnotherapy are the most common. When presented with the trigger, if the attack roll fails, its base attack bonus drops by 1. If the trigger's attack bonus reaches +0, the character may opt to spend a Force Point to overcome their disorder permanently. Alternately, the character may seek the help of a mentor.

Reward: Successfully removing this complication bestows a reward of +1d4 Force Points to the character, usable until the character gains a new level.

Impulse Control Disorders (Addictive/Compulsory Activities)

Impulse Control Disorders, also known as Compulsory or Addictive behaviors, involve the afflicted to suffer an undeniable compulsion to perform a specific ritual or activity. This can be something

as benign as washing their hands four times every time they pass a refresher, to something as violent as pyromania.

Origin: Such disorders are most often caused by a traumatic event, usually during childhood. The afflicted most often witnesses or experiences a trauma, and then notices a separate, unrelated element that they associate with the cause. This causes a subconscious anxiety to said object, but a conscious method of reducing the anxiety. A child who witnesses their father being shot on a dusty, sand-swept world might suddenly develop a subconscious anxiety over dust, which translates into a conscious need to wash their hands. Afflicted individuals enjoy a +5 disorder bonus to a single application of a skill that is most related to their compulsory activity, at the gamemaster's discretion.

Trigger: Anytime the target is aware of an opportunity to perform their compulsory activity, or any time they make a skill check with the skill enjoying the disorder bonus, the impulse control disorder occurs. The target suffers a +5 attack against their Will Defense. A successful attack triggers the effect, and increases the anxiety disorder's attack bonus by 1 for future attack rolls made on the target. Every round the source of the temptation is present, another attack is made.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it must spend its turn wholly in service of the compulsory activity until it is completed.

Removal: Impulse Control Disorder is most often treated with controlled exposure and psychiatric treatment. When presented with the trigger, if the attack roll fails, its base attack bonus drops by 1. If the trigger's attack bonus reaches +0, the character may opt to spend a Force Point to overcome their fears permanently. Alternately, the character may seek the help of a mentor.

Reward: Successfully removing this complication bestows a reward of +1d4 Force Points to the character, usable until the character gains a new level.

Mood Disorders (Depression)

Mood disorders stem from an emotional imbalance in an individual, often resulting in a long-term bout of depression, or the unpredictable ups and downs of bipolar disorder, and thoughts

of suicide. Characters afflicted with such disorders live their lives unable to find a calm center, experiencing either a variety or only one of the extreme emotions of the sentient spectrum.

Origin: Often initially caused by a combination of genetic predisposition toward a chemical imbalance and childhood trauma, this illness might not show itself until adult years, often upon experiencing or witnessing a parallel trauma, or some other relating factor. Some examples could be a near-death experience as a child, violence or other trust violations from a trusted adult, or the death of a loved one. Any incredibly traumatic event at the game master's discretion can cause a mood disorder to manifest. The depression is either steady and more or less constant, or represented by wild mood swings from the highest highs to the lowest lows. Which type of depression a character develops is at the gamemaster's discretion. The game master can add a specific person, object, or circumstance that triggers the depression with either type if they choose, though it is not necessary. Possible triggers can include winter (seasonal affective disorder), a child (post-natal depression), Characters with this disorder enjoy a +5 bonus to Will saves vs. intimidation checks or fear effects, as they are often already suicidal.

Trigger: The worst bouts of depression are often those during idle moments. Any time a character in combat with a mood disorder does not use their standard action, they suffers a +5 attack against their Will Defense. A successful attack triggers the effect, and increases the mood disorder's attack bonus by 1 for future attack rolls made on the target. Further, any periods of extended idle time, (space travel as a passenger, laying low, traveling quietly on foot, etc) at the gamemaster's discretion, also trigger an attack.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it can only move at half speed, and can take no standard actions until the end of the encounter or until they succeed at a Persuasion check against their own Will Defense.

Removal: Mood disorders can be treated with a number of methods, though a combination of medication and psychiatric treatment are the most common. When presented with the trigger, if the attack roll fails, its base attack bonus drops by 1. If the trigger's attack bonus reaches +0, the character may opt to

spend a Force Point to overcome their depression permanently. Alternately, the character may seek the help of a mentop. Also, if the mentop is also trained in Knowledge (life sciences), they can make a Knowledge (life sciences) check DC 20 to prescribe medication, which, if successful and taken daily, provides a +5 bonus to Will Defense to save against the effect triggering.

Reward: Successfully removing this complication bestows a reward of +1 to the character's Charisma score.

Psychotic Disorders (Delusions & Hallucinations)

Psychotic disorders include most mental illnesses that involve a character hallucinating sensory experiences (such as a voice in their head, or the sensation of bugs crawling all over their skin), or delusions (the newsnet anchor is trying to tell me to kill my neighbor, "they" are out to get me, etc). Characters afflicted with such disorders have a difficult time obeying the social contract amongst the civilized galaxies that govern sane beings' behavior. They are social outcasts, and unable to comprehend their plight.

Origin: Like most mental illness, a number of factors can create a psychotic disorder in a character, including severe head injuries, brain tumors, substance abuse, and extended sleep deprivation or severe psychological stress, including extended combat tours of over three months without pause. The game master then decides what sort of delusions or hallucinations the character will endure for the disorder, be it anything from a fast-talking bantha to a belief that Padmé Amidala wants you to kill her father. The afflicted target gains an innate resistance to logical reasoning and debate, and enjoys a +5 bonus to their Will Defense to resist any and all Persuasion checks or mind-influencing effects, including Force-based mind-influencing effects.

Trigger: Triggering delusions or hallucinations can occur at any time. The gamemaster should roll 1d20 regularly to decide if a character's disorder will attempt to manifest. For every attack bonus point the disorder has, a result of one to that number marks a manifestation of the disorder. Manifestation of the disorder moves the target -1 step on the condition track, representing the distraction it presents. While the delusion or hallucination is present, it makes a +5 attack against the affected person's Will Defense. A successful attack triggers the effect, and increases

the psychotic disorder's attack bonus by 1 for future attack rolls made on the target. Every round the delusion or hallucination is present, another attack is made.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it must obey to the best of its ability all the suggestions given by the disorder until they are knocked unconscious, or succeed in a Perception check that defeats their own Will Defense.

Removal: Psychotic disorders can be treated with a number of methods, though a combination of psychiatric treatment and medication are the most common. However, depending on the origins of the disorder, it may remain present until brain surgery, tumor removal, or any other number of conditions as determined by the gamemaster. When presented hallucination or disorder, if the attack roll against the character's Will Defense fails, the disorder's base attack bonus drops by 1. If the disorder's attack bonus reaches +0, the character may opt to spend a Force Point to overcome their disorder permanently. Alternately, the character may seek the help of a mentop. Also, if the mentop is also trained in Knowledge (life sciences), they can make a Knowledge (life sciences) check DC 20 to prescribe medication, which, if successful and taken daily, provides a +5 bonus to Will Defense to save against the effect triggering.

Reward: Successfully removing this complication bestows a reward of +1d4 Force Points to the character, usable until the character gains a new level.

SKILLS

Below is a new use for a skill described in the *Saga Edition Core Rulebook*. This additional application of the skill can be used in any era.

KNOWLEDGE (SOCIAL SCIENCES)

Mentop (trained only): You can use your knowledge of the human psyche to help patients recover from their mental illness Disorders (see complications on page 4). A successful Knowledge (social sciences) check that equals or exceeds a target's Will Defense reduces the attack bonus of their disorder by 1. Should

the disorder's attack bonus be reduced to 0, you may make an additional check at a -5 penalty. If this check succeeds, the Disorder is cured.

TEAM FEAT

The new feat presented here is available in any era, and follows the team feat rules presented in the *Galaxy at War* sourcebook on page 28.

BIOLOGIST FIELD TEAM

You and your allies are noted scientists, able to work together to conduct analysis and experiments both in the field and in the lab.

Prerequisite: Trained in Knowledge (life sciences).

Benefit: You gain a +3 competence bonus to Knowledge (life sciences) checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Knowledge (life sciences) check, you provide a +4 bonus instead of +2.

SPECIES FEATS

The following feats are an addition to the Species Feats found on page 31 of the *Rebellion Era Campaign Guide*.

AIWHA RIDER

You are a gifted Aiwha rider, and can weave your mount through a variety of aerial or submerged maneuvers.

Prerequisite: Kaminoan species.

Benefit: Any feats or talents that require a Pilot or Swim check can be used while mounted on an Aiwha with a Ride check instead. As the rider, you gain a +1 bonus to slam attacks, or attacks with mounted weaponry such as bombs or repeating blasters.

ANALYTICAL DETACHMENT

You are able to rely on logical reasoning and intelligence when others would rely on charm.

Prerequisite: Kaminoan species.

Benefit: You can use your Intelligence bonus instead of your Charisma bonus for all Charisma-based skill checks (except Use the Force).

KAMINOAN GRACE

Even among Kaminoans, your soft voice and fluid movements possess a regal grace that command attention and respect.

Prerequisite: Kaminoan species.

Benefit: Whenever you make a Persuasion check against a target's Will Defense, the target does not receive the benefit of insight or morale bonuses to its Will Defense.

NEW PRESTIGE CLASS TALENTS

This section presents new talents for the Medic prestige class found in *The Force Unleashed Campaign Guide* on page 52.

MEDIC TALENTS

The following talents are for use with the Medic prestige class.

New Advanced Medicine Talent

The following talent is for use with the Advanced Medicine talent tree, which is available to members of the Medic prestige class. Any character that can normally choose talents from the Advanced Medicine talent tree can choose this talent as well.

Psychiatric Caregiver: When making a Knowledge (social sciences) check to treat a psychological complication (see psychological complications, page 4), if you beat the target's Will Defense by 5 or more, you can decrease their disorder's attack bonus an additional point.

Prerequisite: Trained in the Knowledge (social sciences) skill.

Mental Health Specialist: Select one category of mental illness (one complication). When making a Knowledge (social sciences) check to treat that psychological complication (see complications, page 4), you may re-roll your check, keeping the second result.

Prerequisite: Trained in the Knowledge (social sciences) skill.

CLONER TALENT TREE

You are trained in the science of cloning and gene manipulation, allowing you to create copies of individuals or animals, and modify them to suit your needs.

Clone Scientist: Your knowledge of genetic manipulation and cloning allows you to create desired mutations or other alterations. Specific traits are given on the table below. You may add as many traits as you like, though each trait can only be added once unless otherwise noted. All traits must be selected at clone gestation, and clones must be grown from embryos, using the appropriate species or creature age table to reach maturity unless otherwise noted.

Before beginning cloning, you must acquire a DNA sample of living tissue from a donor, and pay 50,000 credits per heroic level, or 10,000 credits per non-heroic level of the creature or being to be cloned in order to cover genetic research and development. This is for pure genetic replication. Creating the clone requires a Knowledge (life sciences) check DC 25; you can't take 10 or 20 on this check, the time to grow the clone is determined by the cloning tank (see cloning tanks in equipment). If the check succeeds, you create a level 1 (heroic or non-heroic) child-aged (consult the *Age By Species* table in the appropriate source) clone with the same attributes, gender and species as the donor (modified for the child template, minus bonuses from cybernetics, destiny, or levels gained). If the check fails, the clone rolls on the cloning mishap table. If the check fails by 5 or more, you lose all credits spent creating the clone, though you may start over with a fresh DNA sample if you wish.

CONDITION	DC MODIFIER
Fossilized DNA Tissue Sample	+15
Dead DNA Tissue Sample	+10
Re-cloned DNA Tissue Sample	+5
Sub-standard Equipment	+5
State-of-the-Art Equipment	-5

Other characters trained in the Knowledge (life sciences) skill can assist you, reducing proportionately the time needed to

TABLE 7-1: CLONE SCIENTIST TRAITS

TRAIT	DC MODIFIER	EFFECT
Designer Genes	+5 each	+/-2 to an attribute. Maximum use of once per attribute.
Environmental Movement	+5	Select one type of environment (desert, tundra, subterranean, etc.). All difficult terrain is treated as one step lower while in that environment. Trait can only be taken once.
Genengineering	+10 each	Select one skill, you may re-roll checks made with a specified use of that skill, keeping the second result.
Limited Role	+5	Select one skill (other than Use the Force). You gain a +5 species bonus to all checks made with that skill, but suffer a -2 penalty to all other skill checks.
Modified Speed	+10	+/-1 squares to Speed. Trait can only be taken once.
Natural Defense	+5 each	+/-2 species bonus to a Defense score. Maximum use of once per Defense.
Submissive Worker	+5	Confers a -5 penalty to Will Defense against all Persuasion checks (if sentient) or Ride checks (if a beast).
Weapon to Tool	+5 each	Any natural weapons a species has takes a -2 penalty to attack rolls, but instead provides a +5 species bonus to a single Strength, Dexterity, or Constitution-based skill. Trait can only be taken once for each natural weapon or attack.

complete the cloning process, they can make a Knowledge (life sciences) check to aid your check.

Prerequisite: Trained in the Knowledge (life sciences) skill.

Gene Splicing: You have unlocked the secrets of combining the genes of a variety of creatures to create mutations and even new species. When you create a gene-spliced clone, first select a clone template as normal. Next, you may add additional template species, each time adding either one method of movement, one natural weapon/attack, or one species trait or special quality. Every additional species spliced adds +10 DC to the cloning attempt. Each new form of movement adds +10 DC, each new natural weapon/attack adds +5 DC, and each Species trait or special quality adds +10 DC. Spliced traits can stack with Clone Scientist and Master Cloner traits.

Prerequisites: Clone Scientist, Trained in the Knowledge (life sciences) skill.

Master Cloner: You gain access to advanced traits for cloning, listed on table 7-2: Master Cloner Traits on page 11.

Prerequisites: Clone Scientist, Trained in the Knowledge (life sciences) skill.

Mass Cloning: You specialize in creating large groups of clones from a single source at one time. The table below determines the increase to the DC modifier. Note, you must have a

CONDITION	DC MODIFIER
2 - 10 clones	+1
11 - 100 clones	+2
101 - 1,000 clones	+5
1,001 - 100,000 clones	+10
100,001 - 1,000,000 clones	+15

TABLE 7-2: MASTER CLONER TRAITS

TRAIT	DC MODIFIER	EFFECT
Advanced Designer Genes	+10 each	+/-4 to an attribute. Maximum use of once per attribute. Stacks with effects of Designer Genes Trait.
Advanced Geneengineering	+20	Select one skill, you may re-roll checks made with that skill, keeping the better result.
Altered Speed	+10	+/-2 squares to Speed. Trait can only be taken once.
Controlled Growth	+10	You may increase or decrease the size of the clone by one category, bestowing all bonuses and penalties associated with the new size. Trait can only be taken once.
Environmental Adaptation	+5	Select one type of environment (desert, tundra, subterranean, etc.). Confers a +5 species bonus to all Survival checks made in that environment. Trait can only be taken once.
Loyal Worker	+10	Select one organization or individual. Clone cannot make Deception checks against, be bribed, blackmailed, seduced, or otherwise convinced to act against the selected organization or person's interest. Any such attempt automatically fails.
Niche Market	+10	Select one function of a skill (other than Use the Force). You gain a +10 species bonus to all checks made to use that function of that skill, but suffer a -5 penalty to all other skills (there is no penalty or bonus for other uses of the selected skill). Trait can only be selected once.
Unnatural Defense	+10 each	+/-4 species bonus to a Defense score. Maximum use of once per Defense. Stacks with the effects of the Natural Defense Trait.

number of cloning tanks equal to the number of clones you wish to simultaneously create prior to attempting a mass cloning.

Prerequisites: Clone Scientist, Trained in the Knowledge (life sciences) skill.

Rapid Cloning: You have found ways to increase the rate of aging of clones to more quickly put them in service. The overall cost of the creation of the clone is increased by the age modifier. The different age modifiers, and the increase to cloning DC, are presented below. When a clone whose age has been accelerated moves at least -2 steps down the condition track in the same encounter, they also add a year to their relative age. Also note that while accelerated aging brings the clones to physical maturity more quickly, mentally, they progress at their actual physical age.

This means that a human clone who is engineered to age twice as fast as normal, will be a physical adult after eight years (humans are adults at 16-40 years old), giving him no modifiers

CONDITION	DC MODIFIER
Age 1.5 times faster	+5
Age 2 times faster	+10
Age 3 times faster	+15
Age 5 times faster	+20

to Strength, Dexterity or Constitution, but he will still only be eight years old mentally, meaning he still suffers the -3 penalty

of a child to Intelligence, Wisdom and Charisma until he is twelve years old (twenty-four in clone years).

Prerequisites: Clone Scientist, Trained in the Knowledge (life sciences) skill.

Retrovirus: Your mastery of genetic manipulation has extended to affecting those already alive and modifying how their genes are expressed. You can create a retrovirus that allows a single Clone Scientist Trait to be expressed in a living being. Creation of the retrovirus will only work for one individual and clones of that individual, and still requires all the costs and skill checks as if creating a clone of that person, with the addition of +20 to the DC modifier to create the retrovirus. Further, each time a retrovirus is used, the subject risks corrupting their DNA, and must resist an attack on their Fortitude Defense with an attack bonus of +5. A successful hit moves the target a persistent -1 step on the condition track for cellular destabilization. At -5 steps, their DNA is hopelessly corrupted, and their cells break down, causing death.

Prerequisites: Clone Scientist, Master Cloner, Trained in the Knowledge (life sciences) skill.

NEW MEDICAL SECRETS

Listed below are new Medical Secrets for the Medic prestige class found in *The Force Unleashed Campaign Guide* on page 52.

Arkanian Cloning Secrets: You are capable of using the Genetic Splicing talent to create new near-species or new creatures without adding +10 to the DC of the check for each additional species you splice (though you still pay for added traits, forms of movement, and natural attacks). (See the Near-Human traits on page 17 of *Unknown Regions*, or Creating New Creatures on page 89 of *Unknown Regions*).

Columi/Khommite Cloning Secrets: Clones you create gain a +5 bonus to their Will Defense when they roll to check for Clone Madness.

Kaminoan Cloning Secrets: When you roll a Knowledge (life sciences) check to create a clone, you may take 10 or 20 on the check.

Lurrian Cloning Secrets: When you use a gene sequencer, you gain an additional +5 bonus to your Knowledge (life sciences) check when you create a clone.

Medical Cloning Secrets: You are able to use cloning to

create replacement organs with no chance of rejection, as well as gene-therapy to help re-vitalize your patients. You can create a retro-virus that reduces the physical age of your patient by 1 step (from middle age to adult, etc). Note you cannot use this to move younger than young adult. A de-aging retrovirus adds +10 to the DC.

Polis Massan Cloning Secrets: When you make a Knowledge (life sciences) check to create a clone with a Fossilized or Dead DNA tissue sample, the DC is reduced by -5.

Verpine Cloning Secrets: When you make a Knowledge (life sciences) check to create multiple clones with the Mass Cloning talent, reduce your DC by -5.

NEW EQUIPMENT

Republic Decree E49D139.41

"All nonmilitary cloning of sentient is prohibited, and military cloning is to be confined to Republic-licensed facilities, such as those of the government of Kamino, and any others designated by the Republic now or at any time during the duration of the hostilities. This prohibition encompasses the supply of cloning equipment; the hiring or contracting of cloning technologists and genetic engineers for the purpose of carrying out cloning techniques; and the procurement of sentient cloned organisms. Exemptions: Khomm, Lur, Cloumus, and Arkania may continue therapeutic medical cloning with appropriate license on a case-by-case basis."

What this means in game terms, is that all cloning equipment is considered Military only, limiting most players or NPCs to acquire cloning equipment on the black market or by planning a heist.

Brain Mapper

In order to record the memories and skills of a donor, they must undergo a lengthy session in a brain mapper. This device is able to record memories and details directly from a being's brain, allowing the data to be preserved for posterity in a holocron-like device as an AI, or to be copied and given to clones. The process requires the individual to spend eight hours for every non-heroic, and twenty-four hours for every heroic level inside the brain

mapper, undergoing a detailed interview. The operator of the brain mapper has to roll a Gather Information Check DC 20, and a Use Computer Check DC 20. If a subject is unconscious, the DC is increased by +5. If the subject is conscious and unwilling, the DC increases by their Will Defense -10. It is also possible to control what is mapped of an individual, allowing you to reduce the number of the donor's levels that are mapped. For every level you remove, increase the DC by +5. The memories or skills available will only be those that were possessed at the highest level mapped. Success indicates a complete mapping of that character's levels, skills, feats, talents and memories. Failing means that the data recorded is corrupted, and adds a bonus to clone madness attacks against a clone's Will Defense equal to the amount the check was failed by. Failure by five or more indicates that no usable information was recorded.

Size Large; **Cost** 5,000,000; **Weight** 500 kg; **Availability** Restricted

Brainwave Canceller

This device is used by the cloners of Kamino to disable wayward clones without harming their product. Kaminoans can tune the device to a specific clone. Upon a successful hit against a clone the weapon is tuned to, an attack is also made against the target's Fortitude Defense, success on this second attack moves the target -2 steps on the condition track. Resetting the device for another clone requires a brain-mapping of a clone or the Prime Clone, and a Use Computer check, DC 15 over fifteen minutes.

Size Tiny; **Cost** 3,500; **Damage** -; **Stun Damage** 2d6 + Special; **Weight** 2 kg; **Type:** Energy; **Availability:** Restricted

Brainwave Probe

A sensor used by the Kaminoans to detect products in the early stages of Clone Madness via irregular brainwaves. Use of this device allows you to use the Notice Targets application of the Perception skill to detect Clone Madness. Clone Madness begins as a Fine target within a clone, though its size category increases one step for every point its attack bonus goes over 5.

Size Tiny; **Cost** 10,000; **Weight** 1 kg

Clone Serum

Clone serum is designed to help re-condition wayward clones, and those suffering from Clone Madness. Injection via either hypo, or dart launcher (like the clone serum gun carried by many Kaminoans) initiates an attack against the target's Fortitude Defense (at the administrator's BAB). Success gives the clone a -5 penalty to Will Defense for 1d6 hours, leaving them open to persuasion and treatment by a Mentop.

Cost 1,000 per dose

Flash Memory Pump

Often combined with Spaarti-style cloning tanks, flash memory pumps are able to feed skills, information and memories to a clone as its body grows to physical adulthood. This technique of "flash-pumping" a clone with a personality has the advantage of giving any clone the same mental age of the character who was brain mapped (see brain mapper, above). There are two ways of using a Flash Memory pump, in one way the clone will gain the same memories, levels, skills, feats and talents of the memory donor. In this case, when a clone is trained in this way, they risk a much-increased chance of clone madness. When rolling against their Will Defense to see if they are afflicted by clone madness, the base attack gains a +10 circumstance bonus to the attack each time.

Flash memory pumps can also be designed to only provide skill training, providing the clone with only half as many levels as the donor, none of their memories, and limit their talent, feat, and skill selections to only those possessed by the donor at the time of the mapping. While this also comes with an increased risk of clone madness, the circumstance bonus to the attack is only +5.

Size Tiny; **Cost** 25,000; **Weight** 25 kg; **Availability** Restricted

Flash Training Helmet

Clones that experience age acceleration often suffer an adjustment period while their social and mental facilities catch up to their adult bodies. Flash Training helmets, combined with vid-screens and skill training software, are an attempt to speed up cognitive development to better keep pace with a clone's physical

body. The training helmets are often linked via a network for unit training, and an education specialist will often possess a clonetroller to fine tune the rate and type of data, or to assist individuals that lag behind the group. For every year of flash-training (at least 4 hours a day, 5 days a week) a clone undergoes, their mental age increases by an addition three months. Meaning a Republic clone trooper who is flash trained for ten years, will mentally be 12.25 years old, and physically 20 years old. Note that flash training has no appreciable effect on clones or beings that don't have accelerated growth.

Size Diminutive; **Cost** 1,000; **Weight** 2 kg; **Availability** Restricted

Gene Sequencer

While gene sequencing is a necessary step to cloning, double-checking your facts and figures, while adding time, will often yield better results. Running an extra check of early clone tissue against the template DNA via gene sequencing computer will take 2D6+the clone DNA donor's level days, and requires a Use Computer Check, DC 20. Success provides a +5 bonus to your Knowledge (life sciences) check to create a clone. For every ten you beat the DC by, you gain an additional +5 to the check. You can only sequence a gene once per cloning attempt, though you may take ten or twenty on this check.

Size Large; **Cost** 2,500,00; **Weight** 500 kg; **Availability** Restricted

Kaminoan Cloning Tank

Descendent from cloning technology acquired from the Columi and Khommites, Kaminoan-style cloning tanks, upon creation of a clone, decant an infant, who then grows up as a normal child would (age acceleration notwithstanding). Creating the clone requires 1 day of work per 1,000 credits of the cloning cost. Upon creation, the clone is a child both physically and mentally for the appropriate species, age 1. Any clone decanted from a Kaminoan-style cloning tank must resist an attack against their Will Defense with a base attack of -5. Should the attack hit, the clone is afflicted with the clone madness complication (see clone madness).

Size Medium; **Cost** 2,000,000; **Weight** 70 kg (empty); **Availability** Restricted

Sparti Cloning Tank

Also derived from Khommite cloning tanks, Sparti Cloning Cylinders continue to grow clones past infancy and decant them as physical adults. These clones are still infants mentally, starting their mental life upon decanting. To combat this problem, A flash memory player is often installed to provide training and a personality during gestation, most often that of the DNA donor. Creating the clone requires 10 day of work per 1,000 credits of the cloning cost. When using a Sparti Cloning Tank, you can use the Rapid Cloning talent twice to increase the rate of aging either after decanting, or the rate of gestation to reduce the time it takes to grow the clone. The DC stacks if both options are used. Every time a Sparti clone gains a level of experience, he must resist an attack against his Will Defense with a base attack equal to the clone's level. Should the attack hit, the clone is afflicted with the clone madness complication (see clone madness).

Size Large; **Cost** 5,000,000; **Weight** 200 kg (empty); **Availability** Military, Rare

CLONERS OF KAMINO

Creators of the Grand Army of the Republic, the cloners of Kamino are some of the galaxy's most talented geneticists. If not for Kamino's superb cloning of bounty hunter Jango Fett into a fearsome, but obedient military force, the Republic would have been trampled by the Separatist droid army in short order. Below are the Kaminoans responsible for the creation of the Republic's first standing army in a millennium.

PRIME MINISTER LAMA SU

As Prime Minister of Kamino, Lama Su was the world's chief contact with the rest of the galaxy, and the de facto head of the Ruling Council of Governors. Early in his administration, a decade before the Clone Wars began, Lama Su was contacted by Jedi Master Sifo-Dyas, who placed an order for a massive clone army on behalf of the Galactic Republic. The order was so large that it became the focal point of the Kaminoan economy, a fact that troubled Lama Su as the years passed without word from his client. It was with great relief that Lama Su greeted Jedi Knight and



Galactic Republic representative Obi-Wan Kenobi in Tipoca City, just days before the outbreak of violence on Geonosis. Lama Su personally gave Kenobi an extensive tour of the cloning facilities, hoping the Jedi was not only pleased with his army, but that he would honor the bonus clause for on-time delivery, credits his world desperately needed to repay debts taken on to begin the project.

With the onset of the Clone Wars days later, Kamino was declared a strategic asset by the Republic, and a number of Jedi were dispatched to oversee cloning operations and take delivery of their units. Two months into the Clone Wars, when Kamino was first attacked by the Separatist forces under Commander Merai, Lama Su assisted in defending his home alongside Jedi Master Shaak Ti in Tipoca City's tactical command center. When

it became clear battle droids would soon overrun defensive positions, Su and Ti agreed to release the one hundred ARC troopers being held in stasis. Their deployment bought Lama Su enough time to single-handedly evacuate the second generation, still years from deployment age.

Five months after the war began, Lama Su's world was ravaged by the Second Battle of Kamino. A small, but elite company of Mandalorian warriors were able to single-handedly tear through defenses and cause massive destruction to the cloning facilities and instructional centers. Lama Su spent months overseeing rebuilding efforts in Tipoca City, and was forced to concede to Chancellor Palpatine's demand that a back-up clone production facility be constructed somewhere in the core.

Only four months later, the Separatists tried to invade Kamino to steal Jango Fett's DNA, and cripple their cloning facilities. Lama Su resumed his role of directing the defense of the planet from the tactical command center, which was briefly penetrated by battle droids. However, Lama Su retained his composure and directed a counter-attack by Generals Kenobi and Ti, which pushed the invaders back to the main hangar, forcing the enemy to retreat.

Over the next month, Lama Su engaged Chancellor Palpatine

Other Cloners

Atha Prime: A rogue geneticist, Atha Prime worked for the Confederacy committing all manners of genetic terrorism, including his own clone armies and genetically engineered biological agents. He was defeated at Skye by General Obi-Wan Kenobi and his allies, Anakin Skywalker and Halagad Ventor.

Tef Shabiak: Master Cloner and senior geneticist at Arkanian MicroTechnologies, Tef Shabiak spent most of the Clone Wars trying to keep up with Kaminoan advances in the field. However, he was eventually contacted by Lord Vader to clone Emperor's Hand Sa Cuis. He was later executed for treason on Darth Vader's command.

Elliam Baniora: One of the top embryologists in the galaxy during the Clone Wars, his research was later acquired by Sergeant Kal Skiratta in effort to restore the natural life-spans of the Republic's clone troopers.

in a series of negotiations via encoded transmissions related to the extension of the Republic's contract with Kamino for new clones. Lama Su had already helped the Republic create a new cloning facility on Centax-2, and sensed Palpatine might be attempting to cut the Kaminoans out of the production chain. Further, without a living prime clone in Jango Fett, Lama Su knew that future clones would begin to exhibit reduced effectiveness, a matter he had often lamented over with Jedi Master Shaak Ti. Lama Su pressed Chancellor Palpatine for a good faith payment of one billion credits in addition to a renewal contract, but was continually rebuffed by the chancellor. Three months before the end of the Clone Wars, Kamino's contract expired, and the Centax-2 facilities were given primacy, creating a falling out between Lama Su and Palpatine. To add injury to insult, the Galactic Empire nationalized Kamino's clone production facilities shortly after the Clone Wars.

Lama Su, now barely more than a figurehead, had fortunately held back a reserve of Jango Fett DNA and trained troopers. With these, he began building an army to oppose the Galactic Empire. Ten years after the Clone Wars came to their galaxy-shaking conclusion, Lama Su's rebellion against the Empire turned into a deadly battle for control of Kamino. Lama Su's Clone Masters were doomed from the start, and after losing what little Jango Fett DNA remained, as well as their troops yet to be decanted from growth chambers, Lama Su and his allies admitted defeat. They attempted an escape in a pair of LAAT gunships, but were shot down by the 501st Stormtrooper Legion in an ironic act of patricide.

Lama Su (Second Battle of Kamino) **CL 15**
Medium Kaminoan Middle-Aged Male Noble 9/Corporate Agent 6
Force 10; **Dark Side** 1
Init +8; **Senses** Perception +9
Languages Arkanian, Basic, Bothese, Columi, High Galactic, Huttese, Kaminoan, Lurrian, Massan
Defenses Ref 28 (flat-footed 27), Fort 27, Will 31; Resistant, Unreadable
Hp 66; **Threshold** 27
Speed 6 squares
Melee unarmed +10 (1d4+7) or

Ranged by weapon +11

Base Atk +10; **Grp** +11

Special Actions Competitive Drive, Coordinate +2, Instinctive Defense, Jedi Familiarity, Mounted Combat, Mounted Defense, Recall, Stand Tall, Willful Resolve

Abilities Str 11, Dex 13, Con 11, Int 16, Wis 14, Cha 14

Special Qualities Executive Leadership (3/encounter)

Talents Arrogant Bluster, Competitive Drive, Competitive Edge, Coordinate +2, Unreadable, Willful Resolve

Feats Instinctive Defense, Jedi Familiarity, Linguist, Mounted Combat, Mounted Defense, Rapport, Recall, Resolute Stance, Skill Focus (Knowledge [bureaucracy], Treat Injury), Stand Tall, Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Gather Information +14, Knowledge (bureaucracy) +20, Knowledge (life sciences) +15, Knowledge (social sciences) +15, Persuasion +14, Ride +13, Treat Injury +19, Use Computer +15

Possessions 1,000 credits, datapad, secure comlink

PROJECT COORDINATOR TAUN WE

A loyal and longtime aide to Prime Minister Lama Su, Taun We was his natural choice for Project Coordinator for the Galactic Republic's secret order for a clone army. Taun We oversaw the project personally at almost every level, coordinating with Chief Scientist Ko Sai, Lord Tyrannus, and the clone template Jango Fett, to create the most capable army possible for the Republic. Taun We and Jango developed a close working relationship, and it was not uncommon for Taun We to mind young Boba Fett while his father was away on business. Taun We specialized in human psychology, and often conducted psychological sessions with officers or Special Forces clones to ensure they were well adjusted and able to perform.

Only days before the start of the Clone Wars, Taun We met Republic representative Obi-Wan Kenobi, who she accompanied, along with the Prime Minister, on a tour of the facilities, before organizing a brief audience with Jango Fett. Not long after

Kenobi's departure, Jedi Grand Master Yoda arrived to take delivery of the first 200,000 units, and Taun We was tasked with locating Jango Fett, so that the Jedi grand master could discover who hired him. Taun We spent the better part of a day waiting in the prime clone's quarters, but only Boba Fett returned, with news of Jango's death. While Taun We was saddened to learn Jango had died at Geonosis, she still dutifully informed the Jedi of Boba's arrival, though she gave young Fett time enough to make his own escape.

The Clone Army was not Taun We's only responsibility; she served as a point of contact for smaller contracts, such as bounty hunter Vianna D'Pow's order for a clone of herself only weeks into the Clone Wars. Still, Taun We remained a critical part of the



TAUN WE

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Republic's cloning efforts, despite the addition of Jedi Generals in the training process. Two months into the Clone Wars, when Kamino was under the threat of Commander Merai's Separatist forces, Taun We provided the Jedi with a briefing on Tipoca City's defenses, and later was thoroughly questioned about the genesis of the clone army. Three months later, she watched in horror as Tipoca City was ravaged by the Mandalorian Protectors, led by Fenn Shysa and the aberrant clone known as "Spar". Taun We would never forget the devastation, during which she lost many of her friends and family.

Taun We took pride in her product, and had a special place in her heart for the clone commanders. It was not uncommon for her to hand-pick replacements for those she favored, such as Commander Vargus. Nine months into the Clone Wars, Taun We provided Vargus with a special squad for a mission to Ando Prime. One year later, when the officer training program was revamped, Taun We championed the addition of nick-names into official training, and worked closely with ARC-17 "Alpha" and Commander Thire to train commanders to better work alongside Jedi-Generals.

Of all the Kaminoans, Taun We was one of the very few thought of favorably by clones. Forty-two years after the end of the Clone Wars, she still worked for Kamino, having weathered the storm of Imperial nationalization, the death of mentor Lama Su, and the fall of the Empire. It was during this time that she contacted Boba Fett, and used her life savings to place a bounty on Fenn Shysa's head, still incensed over his role in the Second Battle of Kamino. Two years later, she was visited by Boba Fett, for whom she provided a cloned replacement leg.

Fifteen years later, We left Kamino after seventy-three years of service, absconding with a vast amount of research data to Arkanian MicroTechnologies. Only weeks after fleeing, she was found by Boba Fett. Despite the bounty on Taun We's head by the current Kaminoan Prime Minister, Fett's only interest was a copy of her data, and information on the fate of former Chief Scientist Ko Sai. Taun We was left in peace to live out her remaining days as Head of Clone Adjustment under Arkanian Micro's Developmental Sciences and Education Division.

Taun We (Second Battle of Kamino)

CL 10

Medium Kaminoan Female Noble 10

Force 9

Init +6; **Senses** Perception +12

Languages Arkanian, Basic, High Galactic, Huttese, Kaminoan, (2 unselected)

Defenses Ref 22 (flat-footed 21), Fort 22, Will 24; Resistant

Hp 45; **Threshold** 22

Speed 6 squares

Melee unarmed +7 (1d4+5) or

Ranged by weapon +8

Base Atk +7; **Grp** +8

Special Actions Adaptable Talent, Coordinate +1, Critical Skill Success, Inspire Confidence, Recall

Abilities Str 10, Dex 13, Con 10, Int 14, Wis 14, Cha 16

Talents Coordinate +1, Critical Skill Success, Inspire Confidence, Skill Confidence (knowledge [life sciences, social sciences])

Feats Adaptable Talent (Coordinated Leadership), Cut the Red Tape, Linguist, Rapport, Recall, Skill Focus (Knowledge [bureaucracy, life sciences, social sciences], Treat Injury), Skill Training (Ride), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Knowledge (bureaucracy) +17 (may substitute for Gather Information checks), Knowledge (life sciences) +17, Knowledge (social sciences) +17, Perception +12, Persuasion +13, Ride +11, Treat Injury +17, Use Computer +12

Possessions 500 credits, cloak of office, clonetroller, comlink, datapad

CHIEF SCIENTIST KO SAI

Chief Scientist in charge of the Republic's clone army project from its inception, Ko Sai was a savant in the field of genetic manipulation. However, mass cloning held little interest for Sai, she much preferred to work on more challenging, smaller-scale projects that really showcased her genius. Her only breakthrough of note with the clone army was her control of the aging process, allowing the Kaminoan cloners to grow their product to maturity in half the time it would naturally take.

By the time the first batch of clones was delivered to the Republic, Ko Sai was already bored with her work, and eager to move on to more challenging projects. Two months into the Clone Wars, Ko Sai feared for her life's work after learning an attack on Kamino was imminent. After a brief interview via holonet with Master Yoda regarding the genesis of the clone army project, she contacted the Separatists in an effort to defect. She was extracted by a Separatist agent during Commander Merai's attack, and put on a transport headed for Neimodia. However, Ko Sai had no interest in working for the Confederacy to create a clone-killing nano-virus, and ditched her escort at the earliest opportunity.

Ko Sai spent over a year on the run, moving from Vaynai to Aquaris, Da Soocha, Napdu, and finally Dorumaa, where she set up an underwater laboratory. She hired a few Mandalorian mercenaries as security, and set about creating a new clone army, superior to the Grand Army of the Republic. She had many factions chasing her, including the Kaminoans and Arkanian Micro, who wanted ownership of the Kaminoan scientific data and Ko Sai's expertise. Chancellor Palpatine also had elite Republic units after her, in an effort to explore extending his personal life-span. Meanwhile, Kal Skiratta pursued her in hopes of reversing the accelerated aging of all the clones in the Republic's army.

Unfortunately for Ko Sai, sixteen months into the Clone Wars, Kal Skiratta's team caught up to her on Dorumaa, killed

Notable Cloners

Master Cloner Sayn Ta: One of the Master Cloners for the Kaminoans working on the Republic's clone army under Chief Scientist Ko Sai, Sayn Ta's primary job was finding new ways to enhance the clones' combat effectiveness. Four months into the clone wars, Ta was tasked with creating a vaccine for a deadly nano-virus, but was killed by his assistant, Kuma Nai, who had created the nano-virus as part of her deal to defect to the Separatists.

Senior Research Geneticist Hali Ke: A Kaminoan cloner working on the Republic's Grand Army under Ko Sai, Hali Ke was known for meticulous research and somewhat philosophical quotes on the nature and motivations behind cloning.

her guards, destroyed her lab, and let her believe they also destroyed her data. Then they covertly relocated Kamino's premiere geneticist to Mandalore. Crushed, at the loss of her data, Ko Sai refused to cooperate with Skirata and his ilk. Though over time, Ko Sai eventually acquiesced, in exchange for the chance to study the genes of Jedi Knight Etain Tur-Mukan's unborn child, whose father was cloned from Jango Fett's genome.

For two months, Ko Sai assisted in laying the ground work for reversing the accelerated aging process until, in a bout of depression over the loss of her data, she hung herself. Ko Sai's body was sent back to Kamino in pieces, save the head, which was sent to the Republic in order to convince the other various factions that she had died on Dorumaa when her underwater lab exploded. Null ARC Trooper "Jaing" actually made a pair of gloves from her hide. Her legacy and research into clone aging was eventually taken on and completed by scientist Ovolut Qail Uthan.

Ko Sai (First Battle of Kamino) CL 16
 Medium Kaminoan Female Noble 7/Medic 9
Force 10; **Dark Side** 4
Init +9; **Senses** Perception +16
Languages Arkanian, Basic, Columi, High Galactic, Huttese, Ithores, Kaminoan, Lurrian, Massan, Spaart, (3 unselected)
Defenses Ref 28 (flat-footed 27), Fort 33, Will 31; Poison Resistance, Resistant
Hp 88; **Threshold** 33
Speed 6 squares; **Impulsive Flight**
Melee unarmed +12 (1d4+9) or
Ranged by weapon +12
Base Atk +11; **Grp** +12
Special Actions Brilliant Defense, Clone Scientist, Connections, Instruction, Recall
Abilities Str 12, Dex 13, Con 12, Int 20, Wis 16, Cha 10
Medical Secret Columi Cloning Secrets, Kaminoan Cloning Secrets, Polis Massan Cloning Secrets, Verpine Cloning Secrets
Talents Clone Scientist, Connections, Exceptional Skill (Knowledge [life sciences]), Instruction, Mass Cloning, Master Cloner, Rapid Cloning, Retrovirus, Skillful Recovery (Knowledge [life sciences])

Feats Analytical Detachment, Biologist Field Team, Brilliant Defense, Experienced Medic, Expert Briber, Impulsive Flight, Linguist, Poison Resistance, Recall, Silver Tongue, Skill Focus (Treat injury), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +13, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +18, Knowledge (life sciences) +21, Knowledge (physical sciences) +18, Knowledge (technology) +18, Perception +16, Persuasion +13, Treat Injury +21, Use Computer +18

Possessions 500 credits, clone serum gun (as hypo with clone serum), comlink, datapad

MASTER CLONER ORUN WA

Master Cloner Orun Wa worked beneath Chief Scientist Ko Sai on the Republic cloning project ten years before the Clone Wars began. Orun Wa was placed in charge of developing Special Forces units from the Jango Fett genome. His first attempt at a dozen enhanced units was personally considered a failure, known as the "Null batch", of whom only half survived gestation. After two years of training, the remaining units were deemed uncontrollable. Prior to their termination, Orun Wa sought confirmation of their value by Jango Fett and his associate, Kal Skiratta.

Though the surviving "Nulls" were accepted for training by Kal Skiratta, Orun Wa had already decanted his "Alpha Batch" of ARC troopers. The ARCs consisted of one hundred units who seemed to better meet specifications, and Orun Wa arranged for them to be trained by Jango Fett personally. Unfortunately for Orun Wa's reputation, the independence of the Alpha units caused his superiors to doubt their reliability, much like the Nulls. Instead of termination, the Alphas were placed into stasis just before the Clone Wars began. Orun Wa's only true success was the Republic Commandos, barely altered Jango genomes built for small unit tactics.

Unfortunately, the brilliant failures of the Null and Alpha batches doomed Orun Wa to a professional life of obscurity during the years leading up to the Clone Wars. However, two months into the conflict, after the Battle of Kamino, Orun Wa enjoyed a newfound popularity. The Alpha batch had been brought out

of suspended animation and performed admirably, and Chief Scientist Ko Sai had defected, leaving Orun Wa the natural choice for acting Chief Scientist.

Orun Wa (First Battle of Kamino)

CL 12

Medium Kaminoan Male Noble 7/Medic 5

Force 8; **Dark Side** 2

Init +8; **Senses** Perception +12

Languages Arkanian, Basic, Columi, Durese, High Galactic, Kaminoan, Lurrian, Massan, (3 unselected)

Defenses Ref 25 (flat-footed 23), Fort 28, Will 25; Resistant, Unreadable

Hp 56; **Threshold** 28

Speed 6 squares

Melee unarmed +8 (1d4+6) or

Ranged by weapon +10

Base Atk +8; **Grp** +10

Special Actions Coordinate +1, recall

Abilities Str 10, Dex 14, Con 11, Int 18, Wis 12, Cha 14

Medical Secrets Columi Cloning Secrets, Kaminoan Cloning Secrets

Talents Clone Scientist, Coordinate +1, Exceptional Skill (Knowledge [life sciences], Use Computer), Mass Cloning, Master Cloner, Unreadable

Feats Analytical Detachment, Biologist Field Team, Cut The Red Tape, Linguist, Rapport, Recall, Silver Tongue, Skill Focus (use computer), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Knowledge (bureaucracy) +15 (may substitute for Gather Information checks), Knowledge (life sciences) +18, Knowledge (physical sciences) +15, Knowledge (social sciences) +15, Knowledge (technology) +15, Perception +12 Persuasion +13, Treat Injury +12, Use Computer +20

Possessions 500 credits, comlink, datapad, medkit

MENTOP GLORII PROFUS

A mentop for the Republic's clone army, Glorii Profus was tasked with making certain the clones remained loyal to the Republic and mentally capable of dealing with the stresses of combat. Profus achieved this not just with psychological evaluations, but with a somewhat fatalist spirituality as well. He was known for his penchant for expensive Tallian wines and his artistic airs, rare among Kaminoans. Glorii Profus was the mentop for ARC trooper Jango-tat, and his teachings were instrumental to Jango-tat's willingness to sacrifice himself for the sake of his mission to Ord Cestus.

Glorii Profus (as of The Battle of Geonosis)

CL 5

Medium Kaminoan Male non-heroic 12/medic 1

Force 3; **Dark Side** 1

Init +7; **Senses** Perception +13

Languages Basic, High Galactic, Kaminoan, (1 unselected)

Defenses Ref 13 (flat-footed 12), Fort 18, Will 16; Resistant

Hp 28; **Threshold** 18

Speed 6 squares

Melee unarmed +9 (1d4) or

Ranged by weapon +10

Base Atk +9; **Grp** +10

Special Actions Brilliant Defense, Elder's Knowledge

Abilities Str 11, Dex 12, Con 11, Int 14, Wis 14, Cha 14

Talents Mental Health Specialist (dissociative disorders)

Feats Brilliant Defense, Elder's Knowledge, Improved Defenses, Skill Focus (Knowledge [social sciences], Persuasion, Treat Injury), Skill Training (Deception, Gather Information, Perception, Persuasion), Surgical Expertise

Skills Deception +13, Gather Information +13, Knowledge (life sciences) +13, Knowledge (social sciences) +18, Perception +13, Persuasion +18, Treat Injury +18

Possessions Brainwave probe, comlink, datapad, Tallion wine bottle.

HEADMASTER YAN SO

Yan So was one of the many Kaminoans who oversaw the training and education of the Republic's clone army, under Taun We's leadership and direction. While mercenaries provided combat instruction, Yan So oversaw flash training and testing for classes of two hundred units at a time. Nine months into the Clone Wars, products were being assigned to various units to replenish losses, and it fell to Yan So to decide which clones under his purview would be sent where. It was not uncommon for Project Coordinator Taun We to step in during replenishment, and hand pick the highest scorers for favored commanders.

Yan So (as of the Battle of Ando Prime)

CL 4

Medium Kaminoan Female non-heroic 12

Init +7; **Senses** Perception +13

Languages Basic, High Galactic, Kaminoan, (1 unselected)

Defenses Ref 11 (flat-footed 10), Fort 12, Will 12; Resistant

Hp 24; **Threshold** 12

Speed 6 squares

Melee unarmed +9 (1d4) or

Ranged by weapon +10

Base Atk +9; **Grp** +10

Special Actions Elder's Knowledge

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 15, Cha 12

Feats Cut the Red Tape, Elder's Knowledge, Skill Focus

(Knowledge [social sciences]), Skill Training (Knowledge [bureaucracy, life sciences, physical sciences, social sciences])

Skills Knowledge (bureaucracy) +13 (may substitute for Gather Information checks), Knowledge (galactic lore) +13, Knowledge (life sciences) +13, Knowledge (physical sciences) +13, Knowledge (social sciences) +18, Perception +13, Persuasion +12

Possessions 250 credits, clonetroller, comlink, datapad

CHIEF OF MEDICINE NALA SE

An experienced cloner and surgeon with a very un-Kaminoan empathy for her creations, Nala Se was the natural choice to act as Chief of Medicine at the Republic's newly-converted *Kaliida Shoals Medical Center*. Onboard the retrofitted merchant space station, Nala Se oversaw the well-being of sixty-thousand wounded clones, and was in charge seven months into the Clone Wars, when the station was threatened by the Separatist Providence-Class cruiser *Malevolence*. Nala Se oversaw the evacuation of those able to be moved, but remained behind with many of her immobile patients in the face of certain doom. Fortunately, Nala Se and her patients were saved from Separatist slaughter by the Jedi-led Shadow Squadron.

Shortly after the threat of the *Malevolence* was neutralized, Nala Se was transferred to a newly-created mobile sister facility to Kaliida Shoals near Ord Cestus. Two months into her transfer, what should have been a simple emergency re-supply turned deadly when Geonosian Brain Worms were detected onboard the resupply craft. To make matters worse, the ship was on a collision course with her station, forcing her to scramble tugs to keep the infection quarantined. Once again, the Jedi were able to save Nala Se from almost certain disaster, and the medical supplies received were forwarded on to Jedi Master Mace Windu's forces on Dantooine.

Nala Se (Battle of Kaliida Shoals)

CL 14

Medium Kaminoan Female Noble 7/Medic 7

Force 9

Init +8; **Senses** Perception +14

Languages Basic, High Galactic, Ithorese, Kaminoan, Massan, (4 unselected)

Defenses Ref 26 (flat-footed 25), Fort 31, Will 28; Resistant, Unwavering Resolve

Hp 77; **Threshold** 31

Kaminoan Caregivers

Chief of Medicine Nala Shan: Replacement for Kaliida Shoals' former Chief of Medicine Nala Se shortly after the assault by the CIS ship Malevolence, Nala Shan brought along her favored assistant, Topuc Ti. While Nala Shan maintained a more distant relationship with her patients than her predecessor, she was no less dedicated to achieving optimal efficiency in returning the maximum number of patients to the battlefield.

Aide Topuc Ti: A personal assistant to *Kaliida Shoals MedCenter* Administrator Nala Shan, Topuc Ti often dealt with middle ranking recovering patients personally, freeing Se to focus on VIP patients and visitors.

Speed 6 squares

Melee unarmed +10 (1d4+7) or

Ranged by weapon +11

Base Atk +10; **Grp** +11

Special Actions Bolster Ally, Coordinate +1, Instruction

Abilities Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 14

Medical Secrets Improved Long-Term Care, Improved Perform Surgery, Improved Treatment

Talents Bolster Ally, Bring Them Back, Clone Scientist, Coordinate +1, Extra First Aid, Idealist, Instruction, Master Cloner

Feats Cybernetic Surgery, Experienced Medic, Linguist, Mission Specialist (Treat Injury), Poison Resistance, Rapport, Recall, Skill Focus (Knowledge [life sciences], Treat Injury), Surgical Expertise, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +14, Knowledge (bureaucracy) +15, Knowledge (life sciences) +20, Knowledge (social sciences) +15, Knowledge (technology) +15, Perception +14, Persuasion +14, Treat Injury +19, Use Computer +15

Possessions Comlink, datapad, medkit, serum pouch



NALA SE