star wars rpg - d6

Guide to Cloning & Genetic Engineering

(Version 2.1)

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This sourcebook was devised by combining the skills ***Genetic Theory*** and ***Genetic Engineering (A)*** listed under the Lurrian template, the random character creation rules published in Alien Encounters by WEG as well as a few modifications thrown in by Ugavine.

Genetic Theory is used in creating a Clone & in creating a new creature.

Genetic Engineering (A) is used in creating a new creature.

Cloning is an established process within the Star Wars Universe, but not real rules, well none that I can find, have ever really covered cloning. This sourcebook doesn't really go into technical detail, but does allow player-characters to learn Genetic and Genetic Engineering. Obviously though, they need the cloning facility in the first place to conduct such experiments.

1) Choose a base species to engineer.

2) Determine Attribute dice

3) Choose Primary Attribute

4) Roll for other Attribute Min/Max.

5) Special skills and Abilities.

6) Cloning

7) Growth and learning times

1) Choose a base species to engineer.

The genetic code must be used from an existing species. In game terms, choose an alien race template to modify.

Engineering creatures

Three Attribute Min/Max are rolled randomly. Two Secondary Attributes are rolled for by the Geneticist. The third is the Primary Attribute. This is the Attribute that is kept, and attempted to be enhanced.

Additionally the Geneticist may roll for Natural Weapons, Special abilities & constant abilities.

2) Roll to determine the Attribute dice.

Attribute Dice: Roll *Genetic Engineering (A)*

No. Of Attribute dice	Difficulty Level	*Genetic Engineering (A)*
8D	Very Easy	5
9D	Easy	10
10D	Moderate	15
11D	Difficult	20
12D	Very Difficult	30
13D	Heroic	40
14D	Heroic	50

3) Choose primary attribute

Now roll **Genetic Theory**.

On a successful roll the min/max for this attribute may remain the same for the new creation.

Increase the difficulty by one level to increase the racial max. By +1D.

Attribute _Difficulty_

Dexterity Moderate

Knowledge Difficult

Mechanical Moderate

Perception Difficult

Strength Easy

Technical Moderate

This Attribute will be set at the racial Minimum if this roll is failed.

4) Roll for other attributes min/max.

Roll 3D and consult the table for the min/max of the *three random Attributes*.

Roll **Genetic Theory** and consult the table to determine the *Secondary Attributes*. Lower Attributes than what was rolled may be chosen for the Secondary Attributes.

Random Roll 3D	Secondary Att. Roll **Genetic Theory**	Min	Max
3	15	1D	2D
4	16	1D	2D+1
5	17	1D	2D+2
6	18	1D+1	3D

7	19	1D+1	3D
8	20	1D+1	3D+1
9	21	1D+2	3D+1
10	22	1D+2	3D+2
11	23	1D+2	3D+2
12	24	2D	4D
13	25	2D	4D
14	26	2D	4D
15	27	2D+1	4D+1
16	28	2D+2	4D+2
17	29	3D	5D
18	30	4D	6D

5) Special Skills & Abilities

The PC may choose to keep one of the racial special skills or abilities. Other abilities must be rolled for.

Special Abilities

Natural Weapon's / Armour

Any Natural Weapons or armour may be kept or lost as desired. To choose a new Natural weapon or armour for a race roll *Genetic Eng. (A):* Moderate

Note: A Weapon **AND** Armour Can **NOT** be chosen.

The Type of Weapon (PC to choose):-

Claws, Tail, Fangs, Tusks, Beak, Kick, Talons, Pincers, Trampling, Body spikes, Venom.

For the weapon damage / armour strength roll **Genetic Theory** or Roll 2D for a random result.

Random Roll 2D	Genetic Theory	Damage / Armour
2-3	5	Str +1
4-5	12	Str +2
6-7	15	Str +1D
8-9	20	Str +1D+1
10	30	Str +1D+2
11	40	Str +2D *
12	50	Str +3D *

* artificial armour can not be worn

If desired a lesser weapon or armour than rolled can be chosen.

Special Abilities: Roll *Genetic Eng (A):* Moderate for a Random Special Ability. If the geneticist wished to choose the ability the difficulty becomes Difficult.

If successful the PC randomly gains a special ability.

Roll 3D for Random	Special Ability
3	Climbing Claws (+2D)
4	Jumping (+2D)
5	Natural camouflage (hide/sneak +2D in natural terrain)
6	Prehensile tail (@ Dex. +1D+1)
7	Special Balance (+2D)
8	Stamina (+2D)

9	Stealth (+2D)
10	Swimming (+1D)
11	Knowledge skill (+1D)
12	Intimidation (+1D)
13	Scholar (all scholar skills increased @ ½ rate)
14	Survival (+2D in natural terrain)
15	Enhanced Vision (search +2D)
16	Acute senses (Perc +1D)
17	Speed (running +2D)
18	PC choice

Constant ability table (may keep any racial ability):

This is really what the genetic engineering is all about

Must make a *Genetic Eng.(A):* Difficult for a constant ability.

Now roll **Genetic Theory** for the desired ability or roll 2D for a random result.

Random Roll 3D	Genetic Theory	Constant Ability
1-2	Difficult	Immunity to disease / toxin
4-3	Difficult	Flight - has wings, **Flying** is to be listed under Dex.
5-6	Easy	Gliding - has wings for gliding ability only
7	Easy	Infra-red/Night vision
8-9	Moderate	Aquatic - can breathe under water
10-11	Difficult	Temperature tolerance - to hot or cold, player choice
12	Very Difficult	Vacuum survival - can live in space without a Vac Suit

Other natural Abilities are at GM discretion.

Beginning character bonus

Roll *Genetic Eng. (A):* Difficult to gain a beginning character bonus

The character will get 2D for every 1D placed in a skill at time of creation.

Roll 2D for random bonus or choose one (at GM's discretion)

Roll 2D	
2	Affinity for business - Bureaucracy, Bargain, Value
3	Aquatic survival - swimming, Aquatic survival
4	Climbing
5	Combat - melee, melee parry, brawl, brawl parry
6	Learning - knowledge skills (eg. Languages, cultures)
7	Dexterity - any Dex. skills
8	Charisma - Bargain, persuasion, con, charm
9	Mechanical - any Mech skills
10	Stealthy - Hide/Sneak
11	Technical - any Tech. skills
12	Force Powers

Character Penalties

All clones and genetic creations are far from perfect and have their problems. GM's may be able to come up with their own nasty side-effects, such as turning to goo when shot with a

blaster, or the clone decides it wants to work for the Empire!

Roll 2D for a random penalty (or GM discretion)

Roll 2D	Penalty	Effect
2	Mutation (ugly)	-2D in social skills
3	Delicate Build	Str -1D for resisting damage
4	Can not breathe Type I atmosphere	Require Breath mask
5	Technical ignorance	May not start with any technical based skills (includes Blaster). Gets a -1D to all skills using technology.
6	Passive - will not fight	can not start with any combat skills
7	Rage - will always fight to the end	roll for **side effect** (section 7)
8	Voice Box	unable to speak basic
9	Poor vision	err.. poor vision
10	Allergic to Bacta	may only heal through natural healing
11	Compulsive...	...thief, liar, gambler, womaniser etc.
12	No Penalty	Lucky.

6) Cloning

Ever since the final years of the Old Republic and the atrocities of the Clone Wars the citizens of the galaxy have been wary about clones. Many believe all clones to be evil, but this is far from the truth. It's the fact that many clones were created for evil purposes that has led to this misconception. That and the fact many clones were rushed or created by inexperienced geneticists causing the clone to become unstable, physically or mentally. The Clone Joruus C'baoth is a prime example.

Clones and the Dark Side. It is a **Dark Side Point** if a character purposely creates a clone for evil intentions whether or not the clone is successfully created or not. And it is always an evil action for a Jedi to use mind transfer even if the clone is specifically created for that purpose. The clone still has a mind which must be destroyed in order for the Jedi's spirit to take hold, as does Emperor Palpatine.

What is needed?

Cloning technology is rare and illegal in the Empire and New Republic (yes the Emperor does consider himself above the law!). So finding the equipment can be tricky and very expensive.

Clone Vats or Spaarti Cylinders, a blood sample, Nutrient tanks and Clone Nutrient.

Spaarti Cylinders

Cost: 70,000 credits each

Availability: 4, X

Effect: Used to grow the Clone

Nutrient Tanks

Cost: 2,000 credits

Availability: 2, F

Effect: A controlled substance tank is not illegal. It can hold enough nutrient to produce 10 clones.

Larger tanks may be required for large scale clone installations.

Clone Nutrient

Cost: 10,000 credits per clone

Availability 4, X

Effect: The clone cylinder is filled with clone nutrient to feed the growing clone.

Operating a clone tank is not too difficult, but knowing what exactly what you are doing is specialised knowledge, Genetic Theory.

If a character has access to a clone tank they may attempt to use it.

Roll **Genetic Theory**

Clone a creature: Easy

Clone a sentient species: Moderate

Clone an individual: Difficult

Clone a doppelganger *: Very Difficult

Clone a doppelganger *: force user Heroic

* A doppelganger is identical to the original and will even have some of the memories of the original subject but may have a ***side effect*** (see section 7) and clone must also roll on the **Penalty Table** if a wild '1' is rolled.

7) Time taken

Growing a new clone is a slow process. Even once the clone is grown it must then be taught. Fortunately the cloning process does give the new clone basic intelligence. Dark Jedi have been known to use their force powers to plant knowledge into the minds of their dark clones.

Roll **Genetic Theory** (+ *Genetic Eng.(A)*)

1D years: Very Easy

1D months: Easy

2D days: Moderate

1D days *: Difficult

2D hours *: Very Difficult

1D hours * Heroic

* This may cause a **Side Effect**. Roll **Jedi Die #.**

Blank Clone has no loyalties and is physically unstable

Lightsabre Clone is loyal and stable

Vader Dark Clone - clone is mentally unstable - Geneticist gains a **Dark Side Point.**

*this is what I call the dice that came with the Assault on Hoth & Battle for Endor games. If you don't have these use a regular D6. 1-2 is Vader, 3-4 is Blank, 5-6 is Lightsabre.*

Learning Times

These learning times do not apply to doppelgangers who will already be created with the knowledge of the original clone

Player-Character clone.

If the clone is that of a player-character and is to be used as a player character then the template does not have the full skills. The PC starts as usual with 18D attributes and 7D allocated to skills. The clone can however increase skills at half Character Point cost up until to skill level of the original clone (at time DNA sample was taken).

Standard Teaching.

This can take long periods of time that really defeats the point of creating clones to begin with. Fortunately due to the clones accelerated growth the clone mind can take in much information within it's first few weeks of creation.

Time Taken: 2D weeks

Effect: Gains 7D to allocate to skill dice but may not increase beyond the level of the teacher.

Mind probe

An item used by the Draygons to program new clones. There are two kinds of mind probe. One that implants information during the growth period, and the second programs the clone mind after creation.

Spaarti cylinder mind probe

Cost: 150,000 credits

Availability: 4, X

Effect: Clone may place 7D in skills at time of creation.

A single growth probe may be linked to any number of clone chambers.

Mind Probe

Cost: 80,000 credits

Availability 4, X

Effect: These devices are very dangerous and can even be used on non-clones for mind-wipe purposes.

If the mind-probe is not used within 5 minutes of clone creation the geneticist gains a *DSP*.

If used against a person roll *Medical (A) vs. Targets Willpower or Control*. This is *DSP*.

The knowledge must be taken from someone and stored in the Mind Probe prior to use.

Skill to use: **Medical (A):** Difficult & **Computers**: Moderate

Transfer Mind

A Jedi may attempt to plant any of his/her skills and memories into a clone using this Sith force power.

Genetically Engineered

Spacer

The Spacer has been created for space combat. They do need a space suit in a vacuum and can survive on minimal oxygen, a single breath mask for example, for months. Physically they are smaller than most humans, usually standing around five feet tall. They have a strong resistance to radiation and have enhanced reflexes that make them exceptional pilots. Although originally created as fighters, Spacers are not violet by nature. They do show little emotion and have a curiosity for over emotional people.

Base Species: Lafrarian (Alien Encounter P89)

Attribute Dice: 13D (*Genetic Eng (A)* difficulty: 30)

			How attributes were assigned
Dexterity	1D	4D	*Secondary Attribute*: **Genetic Theory**: rolled 24
Knowledge	2D	4D	Random: 13
Mechanical	2D	6D	***Primary Attribute*** - **Genetic Theory**: Moderate
Perception	1D+1	3D+1	*Secondary Attribute*: **Genetic Theory**: rolled 20
Strength	1D+2	3D+2	Random: 10
Technical	1D+1	3D+1	Random: 8

Natural Weapons: None

<u>Special Abilities</u>:

Survival: Space +2D (Chosen ability - *Genetic Eng (A):* Difficult)

<u>Constant Ability</u> - Genetic Theory: Difficult

Vacuum Survival - *Genetic Eng (A):* Very Difficult

Beginning Character Bonus: None

Random Clone flaw - rolled 10: Allergic to Bacta - May only heal through Natural Healing or non-bacta treatment (Medpacs use Bacta).

Delph

The Delph were created for an under-water work force. They were soon turned into warriors though. Their natural abilities made them able to survive in aquatic environments longer than Aquatic Stromtroopers. The first time Delphs were used in combat was during the Mon Cal uprising. A unit of Dephs were sent on an covert mission to attack Mon Cal cities. Unfortunately, the Delph's lacked combat experience and were easily defeated by the fearless Mon Cal soldiers. The Empire has recently ordered than the Delph Genetic code be enhanced in order to make them better warriors. The Empire sees the necessity of an aquatic army if they are to re-take worlds such as Mon Calamari.

Base Species: Melodie (Alien Encounter P92)

Attribute Dice: 10D (*Genetic Eng (A)* difficulty: 15)

			How attributes were assigned
Dexterity	1D	4D	*Secondary Attribute*: **Genetic Theory**: rolled 26
Knowledge	1D+2	3D+1	Random: 9
Mechanical	1D+1	3D	Random: 7
Perception	2D	4D	Random: 12
Strength	1D	4D	*Primary Attribute* - **Genetic Theory**: Easy
Technical	4D	6D *	*Secondary Attribute*: **Genetic Theory**: rolled 35

* Despite Min/Max 4D/6D, 6D is not possible due to only 10D attribute dice.

Natural Weapons: None

<u>Special Abilities</u>:

Swimming (+3D) (kept ability)

Intimidation (+1D) - Random ability - **_Genetic Eng (A):_** Moderate (then rolled 12 on random table)

<u>Constant Ability</u>

Gills - may breathe under water (kept ability)

Beginning Character Bonus: None

Random Clone flaw - rolled 9: Poor Vision