

## CLONE

One of the wonders of the Genetic Age, clones are now a common part of everyday life. Clones are created for a variety of purposes and are seen all over the Sol system. The first six types of clones, Jacks, Jills, Joes, Janes, Kens and Bambis, based on “templates” were selected after worldwide searches conducted in the 21<sup>st</sup> century. These “models” are still the most popular, however corporations, the military and even certain private individuals are rumored to have commissioned custom models.

Like androids and Maulers clones are not people under the laws of the UEG and most are owned by corporations. Sterile by design, they are grown, trained for a specific purpose and then put to work. In campaigns set during or after the Jovian War clones are offered freedom by the Jovian colonies and many flock to escape their slave status by joining the rebel cause. However many clones, having never known any other life fight for the MegaCorps as well.

Unlike Maulers and some of the newer clone models, these original six clones are not subjected to any form of growth acceleration. They are raised in enormous orphanage-like homes where they play and interact only with other clones (though of all varieties). Classes are strictly taught by clones of their type with curricula carefully crafted over the centuries to produce certain valuable skills and personality traits. While some in the cloning industry consider this process old-fashioned and advocate growth acceleration the industry stands by the concept of “nurtured” clones.

**Bambi/Ken:** These clones are bred for “entertainment” purposes. They serve as hostesses, escorts and in less savory capacities. Despite their image as little-better than prostitutes and gigolos many of these clones in fact serve the wealthy as life companions, even as husband or wife and are colloquially known as “trophies”. In the colonies where they have been freed many clones of this type have become extremely successful in business

while others have become daring and infamous spies. Those who take up the former profession are known as “working boys/girls” while those in the latter are called “Mata Haris” or “Bondsmen”.

**Jack/Jill:** These clones are bred for light labor and technical work. During the gene wars when Drift was rampant, populations were ebbing and laborers were greatly in demand an enormous number of these clones were bred. These clones are bred to be introverted and passive and are found in menial positions throughout the Sol system where they serve with admirable devotion. Fewer clones of this type joined the Jovian rebels than any other but enough did that you can still run into these men and women throughout the moons.

**Joes/Janes:** These clones were designed for heavy labor. However early in their existence it was discovered that these clones made excellent soldiers and that has since become a staple use for this clone model. While Maulers make better shock-troops, Joes are much more stable and dependable and can often be found with non-commissioned officer rank in MegaCorp security and the UEG military. A great enmity exists between Joes and Maulers since Joes are frequently placed in command of the unpredictable creatures.

## SPECIES TRAITS

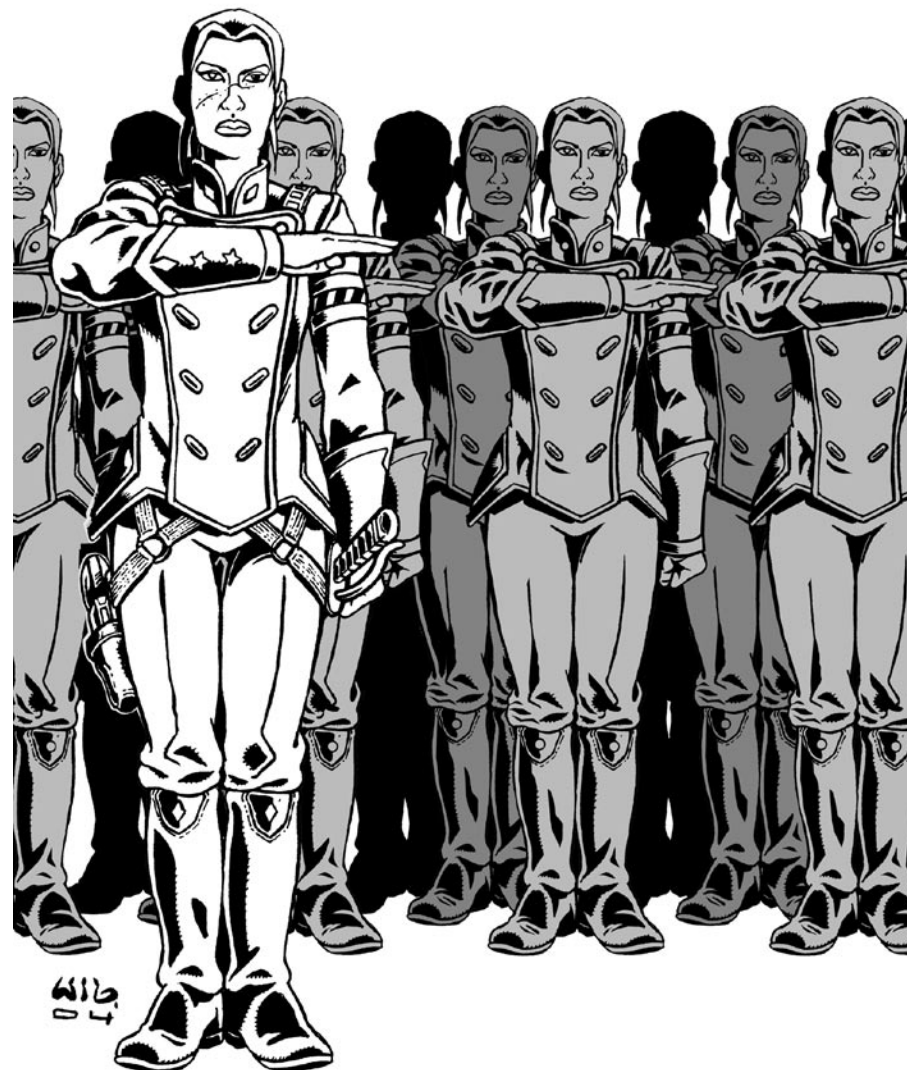
All Clones share the following species traits:

**Type:** Humanoid

**Size:** Medium-size. Astronomers have no special bonuses or penalties due to their size.

**Base Speed:** 30 feet

**Face in the crowd (Ex):** Since there are literally



thousands (in some places millions) just like you, blending in is easy. You gain a +6 bonus on all disguise checks and a +6 bonus on all Disable Device and Computer Use skill checks to defeat security based on retina scans or voice prints when impersonating another clone of your model. Should you commit a crime all investigate checks used to link you to that crime have their DC increased by 10 since you leave identical fingerprints and trace evidence of all other clones of your model.

**Wealth:** If the campaign takes place in the inner worlds (Mercury, Venus, Earth, Luna, Mars or the asteroid belt) or the campaign takes place before the Jovian War you have a starting Wealth modifier of +0 regardless of your starting occupation or profession skill ranks as you are property of a company or individual. All equipment must be requisitioned from your owner.

If you live in the Jovian moons following their independence your starting Wealth modifier is halved. However you gain Wealth normally.

**Feats and Skills:** Clones are considered non-human for the purpose of feats and skills (they receive only 1 feat at 1<sup>st</sup> level and gain 1 fewer skill point per level).

### BAMBI/KEN MODEL TRAITS

In addition to the traits listed above all Bambi and Ken models share the following traits as well:

**Ability Scores:** All Bambis and Kens have the following ability scores: Str 8, Dex 13, Con 14, Int 15, Wis 10, Cha 16.

**Preferred Occupation:** While Bambis and Kens are grown for a variety of purposes they are best known for being entertainers and hostesses. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Celebrity, Creative and White Collar.

**The Look (Ex):** When dealing with characters of the opposite sex Bambis and Kens gain a +2 bonus on all Bluff, Diplomacy and Gather Information skill checks.

### JACK/JILL MODEL TRAITS

In addition to the traits listed above all Jack and Jill models share the following traits as well:

**Ability Scores:** All Jacks and Jills have the following ability scores: Str 15, Dex 13, Con 14, Int 16, Wis 10, Cha 8.

**Preferred Occupation:** While Jacks and Jills are grown for a variety of purposes they are best known for being laborers and technicians. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Academic, Blue Collar, Emergency Services and Technician.

**Good with tools (Ex):** Jacks and Jills gain a +2 bonus to all Craft, Disable Device and Repair skill checks.

### JANE/JOE MODEL TRAITS

In addition to the traits listed above all Jane and Joe models share the following traits as well:

**Ability Scores:** All Janes and Joes have the following ability scores: Str 14, Dex 16, Con 15, Int 10, Wis 13, Cha 8.

**Preferred Occupation:** While Janes and Joes are grown for a variety of purposes they are best known for being soldiers and laborers. If a character's starting occupation is one of the following he receives an extra class skill and +1 Reputation modifier: Athlete, Blue Collar, Law Enforcement and Military.

**Team player (Ex):** If a Jane or Joe takes the Teamwork feat their bonus to attack and skill checks when working together is increased to +3. These characters also gain a +3 reaction bonus rather than the usual +2 when dealing with groups they have pledged allegiance to.

