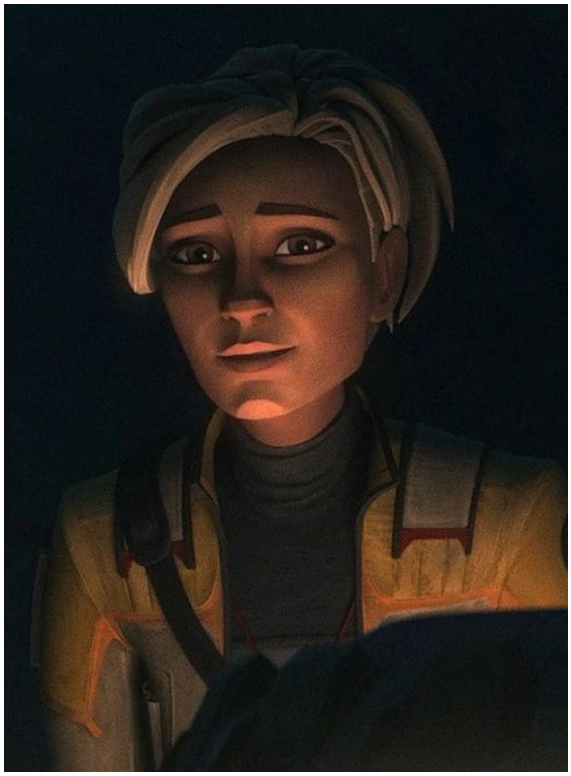
Characters D6 / Omega {as of Bad Batch Sea



Name: Omega {as of Bad Batch Season 3}
Homeworld: Kamino
Species: Human (clone)
Gender: Female
Height: 1.29 meters
Hair color: Blonde
Eye color: Brown
Skin color: Tan
Move: 10

DEXTERITY: 2D
- Blaster: 4D+2
- Brawling Parry: 4D
- Bow: 6D
- Dodge: 6D
- Running: 4D+2

PERCEPTION: 3D
- Bargain: 5D
- Con: 6D
- Gambling: 6D+2
- Hide: 5D
- Persuasion: 6D+2
- Search: 5D
- Sneak: 5D+2

KNOWLEDGE: 3D
- Alien Races: 4D+2
- Bureaucracy: 5D
- Languages: 5D
- Planetary Systems: 4D
- Scholar; Clones: 5D
- Streetwise: 4D+1
- Willpower: 5D+1

STRENGTH: 2D
- Brawling: 4D
- Climbing/Jumping: 5D+2

MECHANICAL: 3D
- Astrogation: 4D+1
- Space Transports: 5D
- Starship Gunnery: 4D+2
- Repulsorlift Operation: 5D+1

TECHNICAL: 3D
- Computer Programming/Repair: 4D+2
- Droid Programming/Repair: 4D+1
- First Aid: 5D+2

Medicine: 4D
Security: 6D

FORCE SENSITIVE N
FORCE POINTS 4
DARK SIDE POINTS 0
CHARACTER POINTS 14

Equipment:
Street Clothes, Comlink, Modified Energy Crossbow (+1D to hit, 5D damage)

Description: Omega was an unmodified, yet enhanced human female clone created from the genetic template of the Mandalorian bounty hunter Jango Fett who lived in the years following the Clone Wars. Originally created as a pure genetic replication of Fett, she was a medical assistant to Nala Se and spent her days working in Tipoca City on the clone homeworld of Kamino. When the war ended in 19 BBY, she took an interest in Clone Force 99, a squad of clone commandos who had genetic mutations. Led by Hunter, the squad, consisting of Wrecker, Tech, Crosshair, and Echo, had returned to Kamino from a battle on Kaller and encountered the newly-created Galactic Empire in the aftermath of Order 66. Later, when Admiral Wilhuff Tarkin arrived on Kamino to assess the clone troopers, Clone Force 99 rejected the Empire's new orders. Omega would join Clone Force 99 and escape Kamino, although Crosshair chose to stay behind and serve the new regime.

Omega accompanied Clone Force 99 on their subsequent visit to the Lawquane's Farm on Saleucami, which was her first time away from Kamino. There, she made friends with the Lawquane children, Shaeeah and Jek, and helped secure the family's escape by delivering forged chain codes to them so they could board a transport. Although Hunter wanted her to go along with the family on the transport, Omega insisted on remaining with Clone Force 99.

After Omega drew the attention of the bounty hunter Fennec Shand during the Bad Batch's supply run on the moon Pantora, the group made their way to an informant named Ciddarin Scaleback, whom Echo knew that the Jedi trusted during the war. Omega was given a comlink and the group pulled off a job on Ord Mantell in exchange for information on Shand as well as credits. The Bad Batch would begin working for Cid, with the group pulling a job on Corellia shortly after their first successful work.

Omega would soon meet Captain Rex, a former soldier in the Grand Army of the Republic and associate of the Bad Batch. When Rex realized that the group still had their inhibitor chips, he implored them to get them removed. Omega and the others would join him on Bracca so the rest of the group could undergo a procedure inside a downed Venator-class Star Destroyer and get the chips removed. After Rex departed, the group would soon be discovered by the Empire. After being pursued by Crosshair and his forces, Omega was eventually kidnapped by a third party: the bounty hunter Cad Bane. She would eventually escape Bane when he landed at a facility on Bora Vio to collect his payment, and after evading Bane and the recently arrived Shand, she was rescued by the other members of the Bad Batch.

When Hunter was captured by the Empire on a mission on Daro, Omega and the others returned to Kamino to rescue him. Omega assisted in freeing him from Crosshair and his squad, but when the Batch tried to flee, Imperial Star Destroyers bombarded Tipoca City, sending it sinking to the ocean floor. The group, along with AZI-3 and Crosshair, followed Omega through the Kamino tube system back to the ship, but when the elevator was broken, the group floated to the surface in cloning

pods, guided through the debris by AZI-3. When the droid sacrificed the last of his power to save Omega, she dived into the water after him and rescued him thanks to Crosshair saving them both. When the Batch offered Crosshair a place among them once again, he declined. Omega thanked him for saving her and reminded him that he was still their brother, and hers, before leaving Kamino with her squad.

She would go on to become a skilled user of the Zygerrian energy bow and would accompany the Bad Batch on many jobs and adventures, including on Serenno, Safa Toma, Skara Nal, and Kashyyyk. She and the squad would also visit Coruscant when Rex asked them to help Senator Riyo Chuchi, who was fighting for the rights of all clone troopers in the Galactic Senate. With their help, Chuchi was able to expose the destruction of Tipoca City, but it only amounted to the Emperor manipulating the Senate into allowing for new military measures that did not benefit the clones. Furthermore, Echo departed from the squad, joining Rex's Clone Underground. Omega tearfully said goodbye to Echo, although he promised he would not be gone forever. Omega struggled with Echo's absence, and when the Marauder was hijacked and stolen on Ipsidon, the squad's tight-knit togetherness was further threatened. Omega grew frustrated with her brothers and their willingness to move on and accept change, although after an important conversation with Tech, she realized that they were all dealing with it in their own way.

Having cut ties with Cid, the Bad Batch would work with the friendly pirate Phee Genoa, and Omega took an interest in her outlandish tales of adventure. They would eventually visit the remote paradise of Pabu, an island community that lay peacefully off the Empire's radar. Although Hunter wanted to stay on the island permanently and give Omega a peaceful life, they would learn that Crosshair had become an Imperial prisoner following Echo returning and presenting them with Imperial information as well as the group receiving a transmission from Crosshair, who had momentarily escaped and warned them that the Empire was still hunting them. In fact, Omega specifically was still a person of interest to Imperial researcher Doctor Royce Hemlock, who wanted to capture her to force Kaminoan cloning specialist Nala Se into working for the Empire's secret cloning project on Mount Tantiss.

The Batch made a plan to rescue Crosshair, traveling to Eriadu to locate Hemlock there and use him to find Crosshair. However, the mission proved disastrous, as they only escaped Imperial capture when Tech sacrificed himself and fell to his death. The whole squad was heartbroken, and Omega was devastated. Their return to Ord Mantell was equally calamitous, as Cid had sold them out to the Empire. Omega would be captured and taken to Mount Tantiss where she would meet another female clone named Emerie Karr. On Mount Tantiss, Omega would be imprisoned and forced to be a lab assistant to Karr and Nala Se. Although Nala Se tried to protect Omega from involvement in her research by destroying her blood samples, eventually, her blood was tested, causing the Kaminoan to facilitate Omega's escape. With the help of Nala Se's datapad, Omega rescued Crosshair, who had also been imprisoned and tested on, and together, the two narrowly made it off the planet.

Omega was overjoyed to be reunited with the Bad Batch, and while Crosshair's return initially caused some friction, he was welcomed back as well. Soon after her return, Omega learned from intel gathered by Rex's Clone Underground that she was still one of the Empire's highest-priority M-count targets and was being pursued by Clone X troopers. Omega was forced to lay low on Pabu while the others gathered information on why the Empire was so determined to find her. After Hunter and Wrecker did a mission with Fennec Shand in exchange for information about M-count, the former Sith apprentice Asajj Ventress found them on Pabu to pass along the information they had sought, which was that M-count targets were potentially strong with the Force. Despite the rest of the squad being distrustful of the former Separatist agent, Omega wanted to trust her and

underwent several tests to see if she was in tune with the Force, as Ventress had suggested.

After Ventress left Pabu, Hunter decided that Omega and the squad should leave the island, not wanting the Empire to also discover them there. However, it was too late. As they prepared to leave, an Imperial division arrived, destroying the Marauder and ransacking the town from the top down. As Omega and the others hid, Omega decided that she would have to turn herself over to the Empire to prevent any more harm to the civilians of Pabu. She surrendered to CX-2, with Crosshair being tasked with planting a tracker on the assassin's ship. However, he failed to do so, and Omega was brought back to Tantiss without knowing that her brothers had no way to find her. Back at Tantiss, Doctor Hemlock introduced her to the other subjects in their experiment, several Force-sensitive children who were being kept in the Tantiss vault. At the same time that her brothers began an attack on Tantiss in an effort to free her, Omega plotted her own escape alongside her fellow children. After aiding in the escape of the children and other imprisoned clones, Omega was briefly recaptured by Hemlock, though he was killed as Hunter and Crosshair rescued her. After the escape from Tantiss, Omega and the rest of Clone Force 99 returned to Pabu, where they continued to live. At some point, Omega set out to join the Alliance to Restore the Republic as a pilot.

Personality and traits

Aside from her gender, Omega was an unmodified clone, a pure replica of the original clone template Jango Fett, who had spent her entire life on Kamino until she joined the Bad Batch and escaped. Although she was a child, Tech noted that she had a heightened state of awareness. According to her, she had no behavioral modification biochip. Nala Se was very protective of her, often telling her to stay close by. However, she was not a rule follower and was very curious, investigating the Bad Batch's quarters when they left on a mission.

Omega was compassionate, empathetic, optimistic, and determinedly positive. She quickly took a liking to the Bad Batch, looking up to the squad and even copied some of their mannerisms. On Kamino, she repeating Hunter's gestures while sitting next to him and, onboard the Marauder, tried using one of Crosshair's toothpicks like him. During the Bad Batch's brief imprisonment, she consoled Crosshair even though he had made a snide remark about her earlier. As the group tried to make its escape, she saved Wrecker's tooka doll Lula for him amidst the battle. Although she had no combat experience, Omega was a fast learner, quickly becoming skilled with blasters, an energy bow, which was her weapon of choice, and hand-to-hand combat. Through her time with the Bad Batch, she became a skilled combatant and picked up a lot of skills from them. Wrecker instructed her on how to disassemble and defuse explosives. After being instructed by Tech, she became a capable pilot. Tech also made her memorize the Bad Batch's various battle plans, which Omega was able to do. Hunter and Tech both made her study every ship in the Imperial fleet, with Hunter personally quizzing her and Tech making sure she remained diligent with her studies. She was capable with tools, able to perform maintenance on Gonky. Coupled with her intelligence, resourcefulness, determination, bravery, and strategic thinking, she was a formidable member of the squad.

Having spent her entire life in Kamino, Omega had never known anything but the facilities of the Kaminoans and the oceans of Kamino. She was naïve to many of the galaxy's intricacies. She was quick to trust strangers, which got her into some trouble on Pantora when she trusted Fennec Shand, although this friendliness was also helpful during the Bad Batch's mission to Corellia, when Omega quickly became friendly with Trace Martez. As the group traveled the galaxy to various planets, she was new to many of the things she saw, from the markets on Ord Mantell and Pantora to even simple things like sunshine and dirt. She was excited by seeing and experiencing new things, becoming fascinated by the soil, plants, and butterflies on Saleucami and insisting on

accompanying Hunter to the central marketplace when they stopped on Pantora for a resupply so she could see the city. She was unaware of the phenomenon of slavery until educated on the subject by Tech and Echo. She was very skilled with strategy games, helping Cid make money playing dejarik while the other members of the Bad Batch carried out a mission to Raxus. While on the run with Crosshair, she was able to hustle over thirty-thousand credits off of various opponents by beating them in balaans.

As Omega became accustomed to her new life with the Bad Batch, she proved eager to be involved and be a contributing member of the group. She would adopt the action-oriented style of her brothers as well as the clipped and direct ways of speaking that reflected a regimented soldier. As her sense of wonder grew, so did her capabilities. Despite her initial inexperience, her enthusiasm proved useful as she learned to carry out missions with the squad. She felt a sense of duty to help others around them. When she was left behind when the rest of the Bad Batch traveled to Raxus, she was visibly disappointed to be left out. She always spoke up when Hunter wanted to leave her out of missions in an effort to protect her.

Omega grew very close to each of her brothers in the squad. Although they were a team of soldiers, they were also Omega's family, with the Marauder being their home. Although she once teased Crosshair about being her "little brother," she looked up to all of them. Wrecker's fun-loving personality and big heart gave her a playful companion. During their time on Ord Mantell, she and Wrecker formed a tradition where they snacked on Mantell Mix after every mission. The two also played board games together during down time. She shared a close bond with Hunter, the first member of the squad to really connect with her, and who acted as a parental guardian towards her. She admired Echo and was very sorrowful when he left to join Rex's operation. She struggled with his departure and was both frustrated and saddened by the changes going on around her, not understanding how the other members of the squad, especially Tech, seemed so unbothered by his absence. She eventually had a conversation with Tech and came to understand that they all felt the weight of their changing circumstances, but processed and expressed that differently. When Crosshair returned to the squad following his time with the Imperial Army, Omega was intentional about looking out for him. Although she was grateful to be back with Hunter and Wrecker, she took time to try and help Crosshair readjust. Hunter in particular did not fully trust Crosshair upon his return, but Omega was much more trusting and tried to encourage Crosshair to talk to Hunter so they could become on better terms. When Crosshair and Hunter argued, Omega wanted to step in and help, although Echo told her to stay back and let the two clones work it out. Her bond and loyalty to her brothers only grew over time. As much as each member of her squad were her brothers, they were also parental figures to her.

Before joining the Bad Batch, Omega's constant companion was Nala Se. She had a special relationship with the Kaminoan, who always tried to take care of her. Even as the Empire held them hostage on Tantiss, Nala Se looked out for Omega, trying to prevent her involvement in the Empire's research and helping her escape when she was in trouble. During her many adventures with the Bad Batch, Omega enjoyed meeting new people. She enjoyed the company of other young people like herself, getting along with Shaeeah and Jek Lawquane, bonding with Lyana Hazard, and quickly developing a friendship with the young pilot Hera Syndulla, enjoying her appreciation for flying. She was fascinated by Phee Genoa's stories and tales, being very excited by treasure. When Omega was detained in Tantiss for a second time, she was quick to care for the fellow child prisoners, Eva, Jax, Sami, and Bayrn. She was supportive, kind, and helped to inspire hope that they could escape together. In general, Omega understood people and saw the best in them. She was quick to trust, forming a rapport with Trace and Rafa Martez almost right away and trying to see the good in Emerie Karr even though Karr was helping oversee her imprisonment. She was also very forgiving. Even as Crosshair became their enemy, Omega still treated him as

her brother and wanted him to come home. Although Crosshair saw her optimism as misguided and Royce Hemlock considered her idealism to be a weakness, Omega used her compassionate traits to help wherever she could.

When Asajj Ventress located Omega on Pabu, she wanted to trust the former Sith apprentice despite her brothers told her about her actions during the Clone Wars. She felt strongly about taking the opportunity to try and discover if she had a high M-count, saying that she had to know what she was. Crosshair thought her trusting Ventress was naive, but Omega convinced the others to give Ventress a chance when she reminded them that people could change, and that she had never given up on Crosshair. She was excited by the notion that she could be a Force-sensitive, but was frustrated by the fact that she did not know how to approach the abstract nature of the tests.

As Omega reached adulthood, she felt the need to join the Rebel Alliance, wanting to do more to help the galaxy. Although the rest of her squad were done fighting, having survived through the Clone Wars and made peace with leaving the life of a soldier behind, Omega wanted to choose her own cause to fight for. Although Hunter did not want to leave, he ultimately let her go to and allowed her to make her own path through life, giving to Omega something he and the clones of the Grand Army of the Republic had never had during the war and still had trouble with even after the end of the conflict.

Equipment

During her time on Kamino, Omega wore a white tunic with red-and-blue sleeves, black pants, and black boots. She had a Kaminoan-style forehead pendant which she wore in her hair, although she removed it and altered her hairstyle after escaping Saleucami. Her overall outfit reflected that of Nala Se. During the mission to Ord Mantell, Tech provided her with a wrist-mounted communicator, which had formerly been Crosshair's. When the wrist comm was destroyed by Cad Bane on Bora Vio she was provided with a standard comlink. On the same mission she had been given the wrist comm, she acquired a retractable Zygerrian energy bow that she went on to use in combat. However, she was quite ineffective using the weapon at first due to not being practiced or strong enough to shoot straight. In time, she became skilled with the weapon. Echo later gifted her a modified energy crossbow on Teth, which Omega was thankful to receive.

Omega would eventually leave behind the simple tunic of Kamino and wear a red shirt, a blue jacket, a brown bandolier and belt, gray pants, and brown boots. During missions, she frequently wore a helmet and sometimes carried a backpack. As Omega's hair grew out, she wore a small ponytail. After being rescued from Tantiss Base and returning to Pabu, Omega was outfitted with a pale green shirt, a knit green sweater vest, and a simple necklace. She later wore a white shirt with a brown jacket. As an adult, Omega had a gray and yellow jacket that included a patch on the jacket's right shoulder depicting the black and red Bad Batch emblem. She wore blue pants and carried a brown bag.

During her time on Pantora, Omega ended up taking a clone trooper doll without paying. She considered the toy trooper to be a female like herself, painting her armor black to make the doll a member of the Bad Batch. For Omega, the doll was not only one of her only playthings and a comfort to her when she was scared, but a connection to her past life on Kamino as well as her new life with the Bad Batch. She also co-owned Wrecker's tooka doll, Lula, sleeping with it on occasion.

By the time she wanted to join the Rebellion, Omega had her own ship, which included several mementos of her squad aboard. Tech's goggles sat in the cockpit, while Lula sat in a seat located

in the ship's cabin.

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