

# OggDude's STAR WARS CHARACTER GENERATOR AND GM TOOLS

For Use with Fantasy Flight Games'  
STAR WARS Roleplaying



Documentation Last Updated: 9/24/2017

Version 2.2.1.0

This application will allow you to create, store, maintain, and print out characters, adversaries, vehicles, and encounters for use with Star Wars® Roleplaying, produced by Fantasy Flight Games™. You must first purchase at least one of the Core Rulebooks (the Edge of the Empire™ Core Rulebook, the Age of Rebellion™ Core Rulebook, or the Force and Destiny™ Core Rulebook) before you begin, and optionally any other adventure module or source book that you wish to use. *Copyright law dictates that this application cannot include descriptive text as it appears in any of the published books; you will need the books for reference during the character generation process.*

**Notice:** *Some screenshots, below, may contain text found in the published books. These are only examples, covered under fair use laws, which show what the product can look like if modified for someone's personal use only. The actual product does not contain this verbose information and only refers to page numbers in the books.*

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# INTRODUCTION

Welcome to *OggDude's Star Wars® Character Generator and GM Tools* for use with the Star Wars® Role Playing game by Fantasy Flight Games™! This software will allow you to create and maintain characters, encounters, and adventuring groups, as well as allow you to add new items, attachments, vehicles, and just about everything else that will, hopefully, make your enjoyment of Star Wars® Role Playing that much better. Using this software, you can easily create SWRP characters, print out full character sheets, as well as maintain your starships and print encounter sheets for play.

## REQUIREMENTS

This software requires Windows XP or greater. To run this software, you will need to install the latest .NET Framework in your computer. You can download this for free from Microsoft at the following URL:

<https://www.microsoft.com/net/download/framework>

Just select the top-most .NET framework listed for download. You may already have this installed; just check your “Programs and Features” control panel. Also, the latest .NET framework may be available through Windows Update. Just verify that the framework being installed is not the “Client” version. It must be the complete .NET framework in order for this software to function properly.

This software currently supports English, French, German, Spanish, and Portuguese languages, but only for the UI. All available data is, by default, in English. Custom data may be created with language-specific translations using [language data sets](#) in the *SW Data Editor*.

For instructions on how to change languages, or create your own language translations, see [Language](#), below.

## WHAT YOU GET

- **Launcher Application** (*SWCharGenLauncher.exe*) – The launcher makes it easier to access the other three applications, and also gives you access to this document and the FAQ document. This should be the first application you launch. If you’re using the web install, this will launch automatically.
- **SW Character Generator** (*SWCharGen.exe*) – The actual *SW Character Generator* application, described below.
- **SW Data Editor** (*SWCharGenDataEditor.exe*) – A utility application that allows you to add and customize your own data. In its basic form, you can use the *SW Data Editor* to replace the generic descriptions (which I was forced to use due to copyright restrictions) with your own descriptions, or with descriptions from the rule books, which you can use for your own personal use.
- **SW GM Tools** (*SWCharGenGMTools.exe*) – This application allows GM’s to create and manage adversaries, encounters, adventuring groups, and stock vehicles. You can print out tracker sheets for any of these features to aid you in running SW Roleplaying games.
- **Documents** (*Documents*) – This folder contains a copy of this documentation, as well the FAQ and the version history file:
  - **Documentation** (*SWCharGen Documentation.pdf*) – This document. It contains complete instructions on how to use all of the various features from all the applications. If you still have

questions, refer to the FAQ. If your question still isn't answered, you can post it on the FFG forum, or send me an email at [oggdude42@gmail.com](mailto:oggdude42@gmail.com).

- **FAQ** (*SWCharGen FAQ.pdf*) – A collection of Frequently Asked Questions that should, hopefully, answer some of the questions you may have about the applications.
- **Version Information** (*Version Info.txt*) – A text file that lists all past and present releases and the changes made to the applications for those releases.
- **Library Files** (*SWCharGenCtlLib.dll, SWCharGenLib.dll, Iconic.Zip.dll*) – These libraries contain common code used by the applications. They must be present for the applications to function.
- **The Data** (*Found in the "Data" folder*) – The software comes with a number of XML files used by the application for character generation.
- **Imports** – The software comes with a folder called "Imports" that contains other folders with collections of adversaries, encounters, and other files that can be imported using the *SW GM Tools* and *SW Data Editor* applications. These collections are as follows:
  - **Age of Rebellion Core** – All adversaries from the Age of Rebellion Core Rulebook.
  - **Beyond the Rim** – All adversaries and encounters from the "Beyond the Rim" Adventure Module
  - **Chronicles of the Gatekeeper** – All adversaries and encounters from the "Chronicles of the Gatekeeper" Adventure Module
  - **Crates of Krayts** – Contains adversaries and encounters for use with the "Crates of Krayts" adventure found in the Edge of the Empire beta rule book.
  - **Dead in the Water** – Contains adversaries, encounters, and more from the "Dead in the Water" adventure included with the Age of Rebellion GM's Kit.
  - **Debts to Pay** – Contains adversaries and encounters from the "Debts to Pay" adventure included with the Edge of the Empire GM's Kit.
  - **Desperate Allies** – Includes new droids rivals found in the "Desperate Allies" Diplomat Career Sourcebook.
  - **Disciples of Harmony** – Includes new droids found in the "Disciples of Harmony" Consular career sourcebook.
  - **Edge of the Empire Core** – This includes all adversaries from the Edge of the Empire Core Rulebook (NOTE: These came stock and already installed with older releases of the product. Newer releases will no longer have these adversaries installed by default. They can be installed using the GM Tool's Import feature)
  - **Endless Vigil** – Includes new droids found in the "Endless Vigil" Sentinel Career Sourcebook.
  - **Enter the Unknown** – Includes the new droid rivals found in the "Enter the Unknown" Explorer Career Sourcebook
  - **Escape from Mos Shuuta** – Contains all adversaries and stock vehicles for use with the "Escape from Mos Shuuta" adventure found in the Adventure Book of the Edge of the Empire Beginner Game. The files have been updated to use core rules.
  - **Far Horizons** – Includes the new droid rivals found in the "Far Horizons" Colonist Career Sourcebook
  - **Force and Destiny Beta** – Adversaries from the Force and Destiny Beta Rulebook that did not make it into the Core Rulebook, organized by category.
  - **Force and Destiny Core** – All adversaries from the Force and Destiny Core Rulebook, organized by category.

- **Friends Like These** – All adversaries, encounters, and stock vehicles from the “Friends Like These” Adventure Module.
- **Hidden Depths** – Contains adversaries and encounters for use with the “Hidden Depths” adventure included with the Force and Destiny GM’s Kit.
- **The Jewel of Yavin** – Contains all of the adversaries, encounters, and a data set for use with “The Jewel of Yavin” Adventure Module.
- **Keeping the Peace** – Contains new droid adversaries found in the “Keeping the Peace” Guardian Career Sourcebook.
- **Language Data Sets** – This directory contains importable language data sets. These data sets contain customized data for a particular language and culture. Not every item, or every part of an item, will necessarily be translated, but most common items will have at least the name translated, plus the base description. Currently, this directory contains a language data set for the neutral German language. This language data set may be imported using the Data Editor.
- **Lessons from the Past** – Contains adversaries and encounters for use with the “Lessons from the Past” adventure, found in the back of the Force and Destiny Core Rulebook.
- **Long Arm of the Hutt** – Contains all of the adversaries and stock vehicles for use with the “Long Arm of the Hutt” bonus adventure, available for download from Fantasy Flight Games.
- **Lords of Nal Hutta** – Contains all adversaries and modular encounters from the Lords of Nal Hutta Source Book. Adversaries are organized by planet or location. Please see the READ ME.txt file for details.
- **Lost Knowledge** – Contains all of the adversaries, encounters, and a data set for use with the “Lost Knowledge” adventure found in the Force and Destiny Beta Rulebook.
- **Lure of the Lost** – Contains all of the adversaries and encounters for use with the “Lure of the Lost” bonus adventure, available for download from Fantasy Flight Games.
- **Mask of the Pirate Queen** – All adversaries and encounters from the “Mask of the Pirate Queen” Adventure Module
- **Mountaintop Rescue** – Contains adversaries and encounters for use with the “Mountaintop Rescue” adventure included with the Force and Destiny Beginners Game.
- **Onslaught at Arda I** – Contains all of the adversaries, encounters, stock vehicles, and a data set for use with the “Onslaught at Arda I” Adventure Module.
- **Operation: Shadowpoint** – Contains adversaries, encounters, and a data set with custom vehicles for use with the “Operation: Shadowpoint” bonus adventure for the Age of Rebellion Beginner Game. The data set should be imported using the *SW Data Editor* application.
- **Operation: Shell Game** – Contains encounters, a data set, and a stock vehicle for use with the “Operation: Shell Game” adventure found in the Age of Rebellion beta rule book. The data set should be imported using the *SW Data Editor* application.
- **Perlemian Haul** – Contains all of the adversaries and encounters you can add to your custom data for use with the “Perlemian Haul” adventure, found in the back of the Age of Rebellion Core Rulebook.
- **Report Samples** – Contains a number of sample reports that can be imported using the Reports feature of the *SW GM Tools* application.



- **Spark of Rebellion** – Contains adversaries, encounters, and a dataset with new species, weapons, vehicles, and more, to support the “Spark of Rebellion” fan-made supplement, based on the popular “Star Wars: Rebels” television show.
- **Stay on Target** – Contains all of the droid and riding beast adversaries found in the “Stay on Target” Ace Career Source Book.
- **Strongholds of Resistance** – Contains all of the adversaries and modular encounters found in the “Strongholds of Resistance” Source Book. The “Adversaries” directory is organized by planetary system, base, or location, while each modular encounter can be found in the “Modular Encounters” directory.
- **Suns of Fortune** – Contains all of the adversaries, modular encounters, and custom vehicles found in the “Suns of Fortune” Source Book. The import directory is organized by planetary system and by modular encounter (including a directory for the two new droid adversaries).
- **Takeover at Whisper Base** – Contains all of the adversaries, encounters, and vehicles for use with the “Takeover at Whisper Base” adventure, found in the Age of Rebellion Beginner Game Adventure Book.
- **Trouble Brewing** – Contains all of the adversaries and two vehicles you can add to your custom data for use with the “Trouble Brewing” adventure, found in the back of the Edge of the Empire Core Rulebook.
- **Under a Black Sun** – Includes adversaries, encounters, and sample stock characters that came with the “Under a Black Sun” adventure download.
- **Sample Graphics** (*Sample Graphics*) – This folder contains a few backgrounds used in the application that can optionally be used when creating adversary stat blocks. This is explained under *SW GM Tools*, later in this documentation. It also contains a blank gear background image you can use when creating your own equipment images.

## INSTALLATION

The software has two methods for installation: manual and web.

### MANUAL INSTALLATION

To install the software manually, download the ZIP archive for the current version, and then extract all of the files into a created directory. Then run the launcher application. That's it! The latest version of the ZIP file can be found [here](#).

### WEB INSTALLATION

The web install provides a simple and automated way of installing the software. It will also automatically check for updates each time the launcher is run. Updates are incremental, so only the files that have changed will be downloaded. The web installation is the preferred method of installing the software.

To install via the web, download and run the setup executable from [here](#). The installation program will automatically download the software, install it, and create a short cut for the launcher.

## UPDATING PREVIOUS INSTALLS

How you upgrade depends, once again, on how you installed the software:

### MANUAL UPDATE

If you've already installed the application and want to update it with the latest version, just delete all files in your current installation directory, and then extract all of the files from the latest ZIP archive into that directory.

There's one caveat to this: make sure that your user data is *NOT* installed in the installation directory. Your user data should reside either in the default data folder, or a *SEPARATE* folder of your choice. If your user data (DataCustom, Characters, Adversaries, etc) is in your installation directory, now would be a good time to move it somewhere else. See the documentation on the [launcher](#), below, for details on how to specify your data folder location.

### WEB UPDATE

If you have installed the software via the web install, you don't have to worry about upgrading. The launcher will automatically check for updates each time it is run. If it finds updates, you will be prompted to download them. They will automatically be installed and the main launcher will be run when completed.

## INSTALLING ADVERSARIES AND ADVENTURE FILES

The installation comes with a number of importable files found under the "Imports" folder. Here you will find additional adversaries, encounters, stock vehicles, and custom data sets that can be imported for use with the product. A list of the various core rulebook adversaries, adventures, and source books that are included may be found in the [What You Get](#) section.

If a set of imports contains a “read me” text file, please refer to this file for instructions on how to import that set of files. In general, adversaries are imported using the “Import” button in the “Adversaries” pane, encounters are imported using the “Import” button in the “Encounters” pane, and stock vehicles are imported using the “Import” button of the “Stock Vehicles” pane, all from the *SW GM Tools* application. Data sets may be imported from the *SW Data Editor* and should be the first thing that you import, if any exist for that set of files.

*Note: The stock installation no longer contains any adversaries. Older versions of the software had the Edge of the Empire Core Rulebook adversaries already in the Adversaries folder, but this is no longer the case. All adversaries for the core rulebooks may be found under the “Imports” folder.*

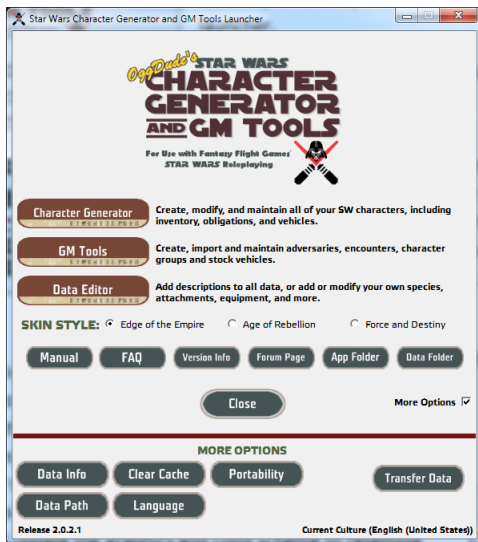
## BACKING UP DATA

It is probably a good idea to occasionally backup data that you’ve changed in the program. This will ensure that any items you’ve customized, characters you’ve created, etc., are safe from harm or corruption. The following folders inside your installation directory should be backed up:

- **DataCustom** – This folder contains all changes and customizations that you’ve made to the main data, including descriptions, new or modified items, data sets, etc.
- **Characters** – This folder contains all of your characters.
- **Adversaries** – This folder contains all of the adversaries you’ve either imported from other sources (such as the import folders that came with the product), or have created or modified yourself.
- **Encounters** – This folder contains all of the encounters you’ve either imported from other sources (such as the import folders that came with the product), or have created or modified yourself.
- **Groups** – This folder contains the adventuring groups that you’ve created.
- **StockVehicles** – This folder contains all of the stock vehicles that you’ve created or imported.
- **Languages** – This folder contains any custom language files that you’ve created or imported.

You can now use the *SW Data Editor* to perform back-ups and restores of your data. See [Backup and Restore](#) for more details on how to perform these actions.

## LAUNCHING THE SOFTWARE



To launch the software, either run the launcher application (*SWCharGenLauncher.exe*), if you installed via the ZIP archive, or use the link provided by the web install. Either way, you'll bring up the launcher.

From the launcher, you can do a variety of things:

### LAUNCH AN APPLICATION

Three buttons in the main part of the window allow you to launch the three main applications that come with the software: the *SW Character Generator*, the *SW GM Tools*, and the *SW Data Editor*. The launcher will stay in memory when you run these programs, so you can go back to it if you want to launch another one.

### SKIN STYLE

The original applications had their graphical interface designed to resemble the layout and colors in the original Edge of the Empire Core Rulebook. With the release of the Age of Rebellion Core Rulebook and the Force and Destiny Core Rulebook, you may now select different graphical “skins” to resemble the layout in each of the books. Selecting “Edge of the Empire” will use the original graphics, while selecting “Age of Rebellion” will update the graphics and color scheme to resemble the Age of Rebellion Core Rulebook, and selecting “Force and Destiny” will update the graphics and color scheme to resemble the Force and Destiny Core Rulebook. The selected skin will be used in all three of the main applications.

### VIEW THE DOCUMENTATION OR THE FAQ

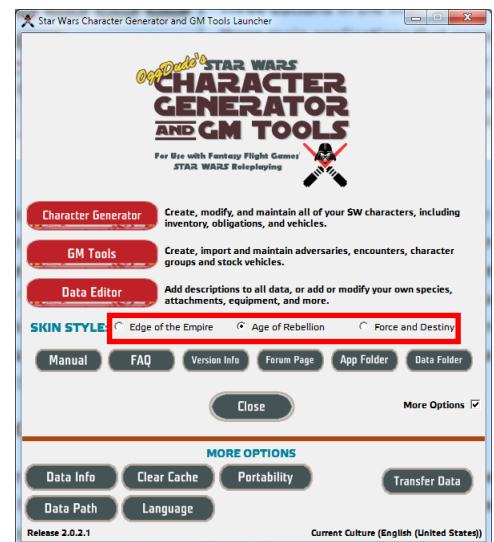
Clicking the “Instructions” or “FAQ” buttons will launch the PDF files to either view this file, or the FAQ file. Note that you need to have a PDF viewer, such as Acrobat Reader, installed to see these files. Of course, if you didn't have it installed, you wouldn't be reading this 😊

### FORUM

Most of the discussion about the software can be found on the Fantasy Flight Games forums. Click the “Forum Page” to be brought directly to the forum topic for the software.

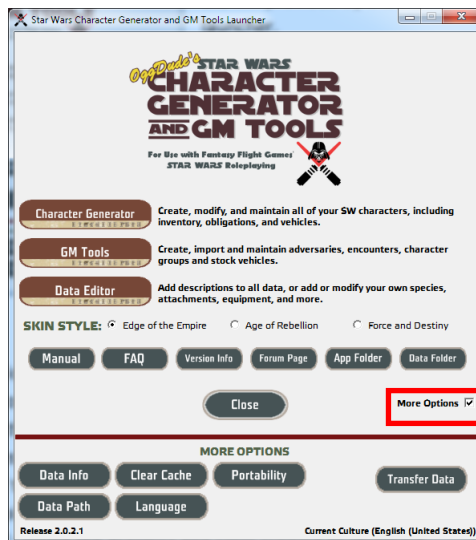
### OPEN FOLDERS

There's two buttons that will open Explorer windows for two common folders: the application folder and the data folder. In previous versions of the software, these were one in the same. Starting with release 1.1.0.10,

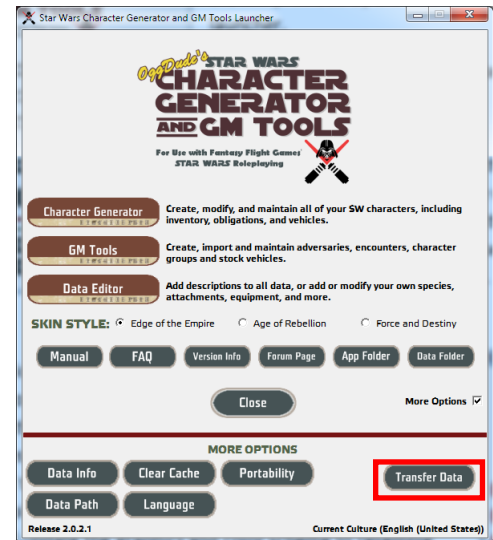


the data folder now resides in an application data directory for the Windows user currently logged in. This means that signing onto different Windows accounts will allow you to have different data.

## MORE OPTIONS



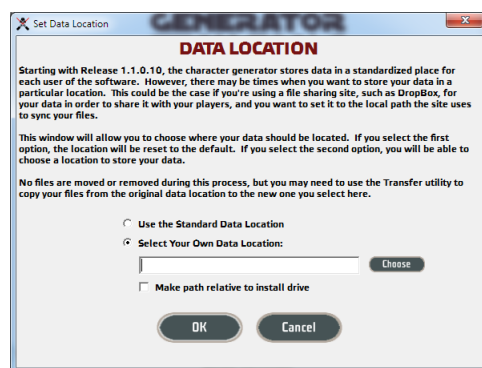
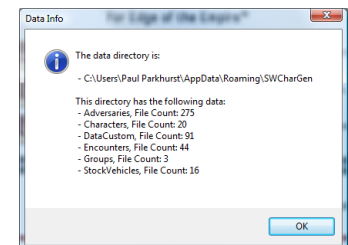
If you check the “More Options” check box, you’ll see a few more options at the bottom of the dialog that you can perform. If you start the launcher without any data, this check box will automatically be checked and you’ll be directed to perform a data transfer in order to get your data back. If you used



previous versions of the software, then you’ll want to perform a transfer. If this is the first time you’ve installed the software, then you don’t have any data, so you can ignore the prompts.

## DATA INFO

Clicking the “Data Info” button will bring up an information dialog telling you where your data location is and how many files of the various types you have stored there.



## DATA PATH

Clicking the “Data Path” button will bring you to the Data Location dialog. This dialog allows you to change the location in which your data is stored. In most cases, leaving it as the default directory is fine. You’ll also get the added benefit of having separate data stored for each user of the software (using different login IDs for Windows). However, there may be times when you want to specify exactly where your data is being stored. One common situation would be if you’re using a file sharing site like DropBox to share your data amongst your

players. If you install the DropBox software, you’ll get a local sync folder that shows exactly what you have on DropBox and allow you to add or remove files from that location and have it automatically synchronize with DropBox on the web. If your players also install the DropBox software, they will be able to access the same data on their systems.

The Data Location dialog has two options: use the default standard location (first radio button checked) or select your own, fixed location. You can type in the new location in the text box provided, or you can click the

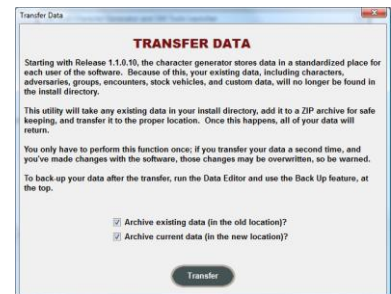
“Choose” button to bring up a dialog that allows you to select the location. If the chosen location is not a valid path to a directory, you’ll be warned and will not be allowed to change the location until you choose a valid path.

If you wish to make the data directory relative to the drive on which you installed the applications, check the box under the data path text box. This will remove the drive designator from the path. When the generator sees a data path without a drive designator, it will use the application’s current install drive. This feature can be useful if you want to make a portable installation. For more information on portability, see [Portability](#), below.

When you have a valid path selected, or have chosen to use the default location, click “OK”, or click “Cancel” to cancel changing your data location.

## TRANSFER DATA

Because of the change in the data directory, you will need to transfer your existing data to the new location if you used versions of the software prior to 1.1.0.10, or if you’ve chosen to select a different location for your data. To perform a transfer, click the “Transfer Data” button under “More Options” in the launcher screen.

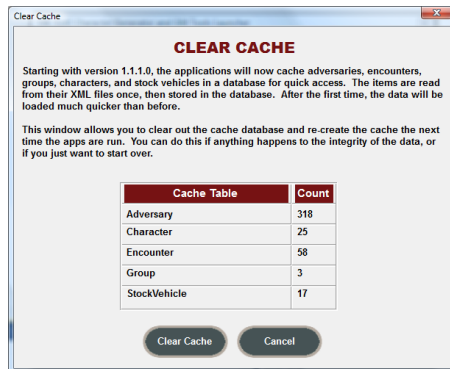


The transfer dialog explains what you need to do and why you need to do it.

You do, however, have two options during the transfer: Archive existing data (the data at the old location) and archive current data (the data at your new location). Checking the first option will save your existing (old) data in a ZIP archive for safe keeping. At a future time, this archive can be used with the *SW Data Editor's* Restore feature. Checking the second option will save your current (new) data in a ZIP archive. The current data is the data found in the new location. So, if you ran the software and created new data, it can be saved in a ZIP file which can also be used by the Restore feature. The transfer process removes your current data before transferring your old data to the new location, so if you don’t use this option, any current data will be lost.

Click the “Transfer” button to perform the transfer. You will first be prompted to select the location for the installation directory that contains your data. This is the folder where the software was originally installed and which contain the old DataCustom, Characters, Adversaries, etc., directories that contain your data. You will then be prompted to select the location for your back up ZIP files if you chose those options. You will only be prompted for this if the location actually contains files. The transfer process will then remove your current data (giving you a warning first), and copy your original data to the new data folder. The transfer dialog will then be closed and all of your data will be where it should be the next time you run any of the apps.

## CLEAR CACHE



Starting with release 1.1.1.0, the applications will now cache adversaries, encounters, groups, characters, and stock vehicles in a database for quick retrieval. There may be times, however, when you want to clear out the cache and re-cache those items in a new database. To do that, click the “Clear Cache” button. This will bring up the Clear Cache dialog. You’ll see how many items of each type you have cached, and be allowed to remove the database by clicking “Clear Cache”, or return to the launcher by clicking “Cancel”. If the cache doesn’t exist, or if it exists, but is empty, a message box will be displayed instead, informing you of this. If the cache is empty, you’ll still be given the option to remove it, if you so desire.

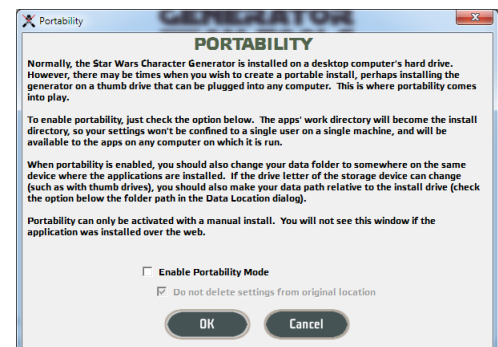
A cleared cache will be re-created the next time you run the *SW Character Generator* or the *SW GM Tools*.

## PORTABILITY

Normally, the *Star Wars Character Generator* is installed on a desktop computer's hard drive. However, there may be times when you wish to create a portable install, perhaps installing the generator on a thumb drive or portable hard drive that can be plugged into any computer.

To change the apps’ portability status, click the “Portability” button.

*Note: The “Portability” button will only be accessible if the apps were installed manually. If the web install was used, you cannot create a portable install unless you separately download and install the product using the manual ZIP file.*



To enable portability, check or uncheck the box at the bottom and hit OK. When in portability mode, the applications' work directory will become the install directory, so your settings won't be confined to a single user on a single machine, and will be available to the applications on any computer on which it is run.

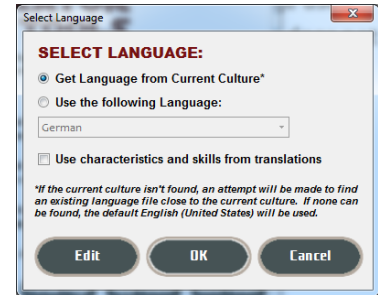
When switching to portability mode, it is probably a good idea to keep your original settings file located in your computer’s application data directory, especially if your computer has a standard install of the generator. To remove this file when setting portability mode, uncheck the second check box.

When portability is enabled, you should also change your data folder to somewhere on the same device where the applications are installed. If the drive letter of the storage device can change (such as with thumb drives), you should also make your data path relative to the install drive (check the option below the folder path in the Data Location dialog). See [Data Path](#), above, for more information.

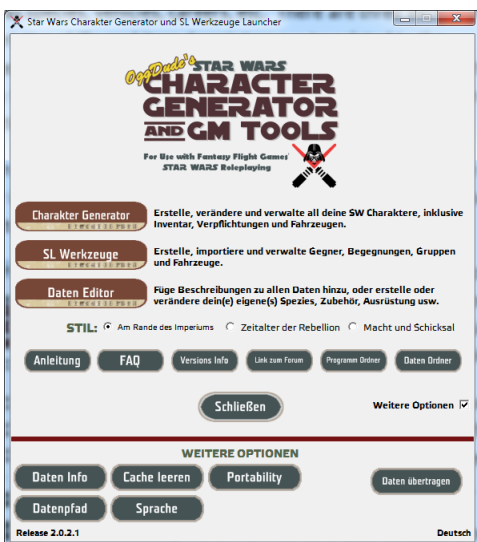


## LANGUAGE

Clicking the “Language” button will allow you to select a language for the tools. Note that the language used effects the text displayed in the various forms and controls, as well as the text of the printed pages. It does not include master data items, such as species, vehicles, careers, etc. There are three exceptions to this: characteristics, skills, and item descriptors are translated to the selected language. If you have made custom changes to these items using the Data Editor, then those changes will take precedence over the text found in language translation.



The first choice from this dialog is to use the closest language found for the current culture. This is the culture selected for your installation of Windows. If a language is not found that matches the language for your culture, then the default translation (US English) will be selected.



To use an existing translation, select the second choice (“Use the following language”). This will allow you to select a language file that already exists on your system. Besides US English, three other languages come stock with the tools: French, German, and Spanish.

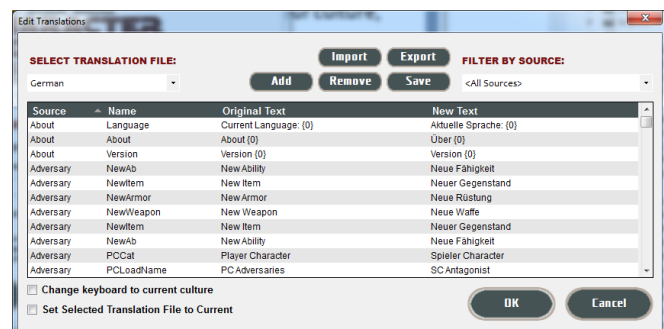
Again, if you have already made custom versions of your characteristics and skills, those will be used by default. If you would rather use the version found in the translation files, check the “Use characteristics and skills from translations” check box.

Click “OK” to save your selection, or “Cancel” to keep the old settings. This will return you to the Launcher. The image shows the Launcher using the built-in German translation. To edit an existing language, or create a new language translation, click the “Edit” button.

## EDIT TRANSLATIONS

Clicking the “Edit” button from the language select dialog will bring up the Edit Translations dialog. From this dialog, you can edit existing translations, create new translations, or import and export your translation files.

To edit an existing language, select the language from the drop-down list on the left. Note that the built-in language files will not be modified. Instead, new custom language files will be created that will override the built-in ones.



There are over 3,700 phrases for all of the tools. For convenience, these are organized by a “Source”. A source is a form, control, enumeration, or some other set of related translations. To select a particular source to translate, select the source from the drop-down list on the right.



To edit a translation, click the phrase under “New Text” in the phrase grid. You can enter the new translation there. For convenience, the original text is shown to the left. If the original phrase contains a number in curly brackets (such as “{0}” or “{1}”), those MUST remain somewhere in the phrase. These are used to substitute some other text, which should be obvious by looking at the original text. They can be placed anywhere in the new phrase text, and don’t even have to be in numerical order (depending on the grammar of the language), but they must continue to exist in the new phrase. Likewise, if the original phrase contains a special tag, such as “[BO]” for a boost die symbol, or “[TR]” for a triumph symbol, those should also be included, with the proper grammar, in the new phrase.



To create a language file for a new culture, click the “Add” button at the top. This will display the New Translation dialog. Select the culture you wish to use from the list. If this is going to be a generic translation for a particular language, select a neutral culture. In the image to the left, “Afrikaans” (af) would be the neutral culture, while “Afrikaans (South Africa)” (af-ZA) would be a culture-specific translation using the dialect of Afrikaans common to South Africa.

By default, the new translation file will be based off of the original English translations. If you would rather use another existing translation file for the base translation, select that translation from the drop-down list at the bottom. For instance, if you want to create a German language translation specific to the dialect spoken in Switzerland, you would choose “German (Switzerland)” from the culture grid, then select “German” from the drop-down list so your original phrase text would already be translated using the included German translation.

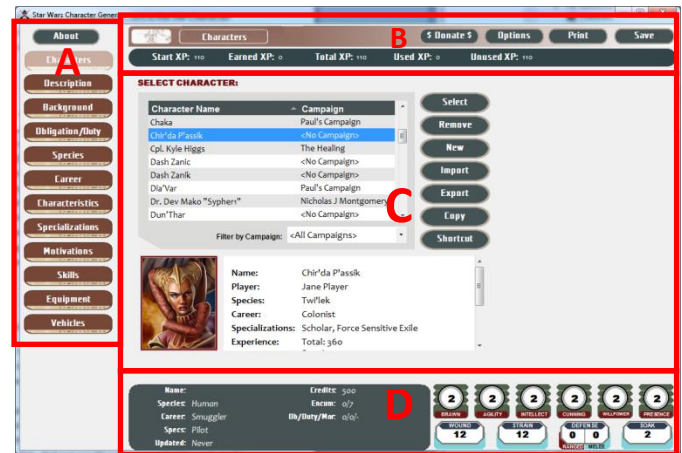
To export a language file, click the “Export” button at the top of the Edit Translation dialog. This will save off the XML file containing the translation. To import such a file, click the “Import” button and select the language file to import. You will be prompted if the language culture already exists. To remove a custom language file, select the language from the dialog on the left and click “Remove”. Note that this ONLY removes custom translations. The included languages will not be removed and will continue to be available for selection.

# THE CHARACTER GENERATOR

The primary application you'll use in creating your Star Wars® Role Playing characters is the *SW Character Generator* app. Using this application, you can create and maintain all of the player characters that are played in your campaign. To create and maintain adversaries, you should use the *SW GM Tools*, described later in this documentation.

## THE MAIN SCREEN

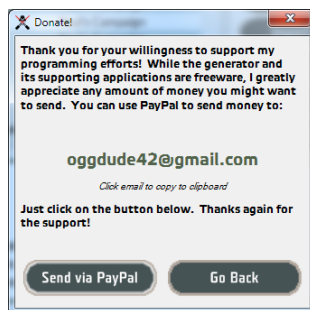
The screen is divided into a number of sections. To the left is a column of buttons (A) that allow you to select the various information panes that can be displayed. The currently-displayed pane will have its button in a lighter state. At the top (B) is an information bar specifying the current pane, information about XP, plus some buttons that provide general functionality, described below. The main part of the screen (C) constitutes the various panes. One pane will be displayed at any one time, depending on which has been selected. Finally, at the bottom right (D) is a summary of your character so far, including name, species, specialization, attributes, including soak and wounds, and his current characteristics. You may see this information change on-the-fly as you modify your character.



## TOP BUTTONS

At the top of the generator screen, you'll find four buttons: Donate, Options, Print, and Save.

## DONATE

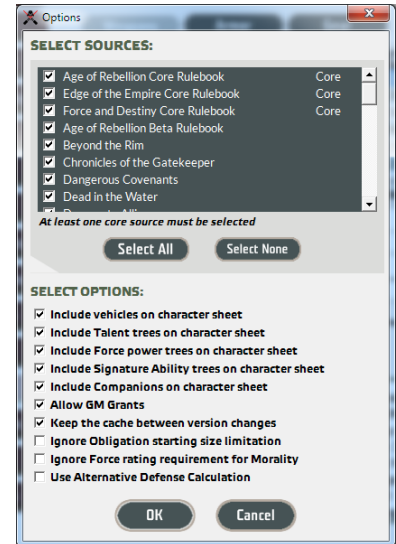


This button describes how to support my programming efforts for this generator through PayPal. The generator, including the *SW GM Tools* and *SW Data Editor*, are freeware, but if you find them useful, I'd appreciate any support I can get.

## OPTIONS

This button brings up the Options dialog. The main part of the dialog consists of the source list. All of the data contained in the generator comes from various source materials, as well as from the core rulebooks. Core rulebook sources are displayed at the top of the list. At least one “Core” source **MUST** be selected in order for the *SW Character Generator* to have a usable set of data (you will not be allowed to deselect all “Core” sources). You can select or deselect any of the other sources you want displayed. Doing so will not affect your current character, but it will affect what information is displayed in the generator. You can also change various other settings for the generator:

- **“Include” settings** - Check the boxes for the items that you want included when printing your character sheet.
- **“Allow GM Grants”** – When checked, this enables the “GM Grants” option, accessible from the Description pane.
- **“Keep cache between version changes”** – Whenever a new version of the generator is installed, the current cache file is automatically removed. This is to prevent possible issues where cached characters, adversaries, and the like may have an outdated image in the cache database. If you have a large number of characters or adversaries, caching them might take some time. If you do not appear to have any issues with this, the generator can be set to keep the cache. If, at a later time, an issue does crop up, you can still clear the cache from the launcher application.
- **“Ignore Obligation starting size limitations”** – When checked, the generator will ignore the starting obligation size rule. Normally, you can only gain optional benefits for extra obligation if it is under the selected starting size. With this checked, all extra obligation will be considered.
- **“Ignore Force rating requirement for Morality”** – When checked, all characters can access the Morality pane. Normally, only characters with a Force rating can access Morality.
- **“Use Alternative Defense Calculation”** – By default, the generator calculates defense using the latest method as outlined by the developers. Using this method, only a single item of a particular “source” can contribute melee or ranged defense. By choosing the alternative defense calculation, all equipped items that increase defense will be used for the final defense calculation. This tends to dramatically increase defense values, which could affect the balance of the game. However, it is the original way defense was calculated before the developer ruling, and, as such, is still popular. The generator supports this alternative method by selecting this option.



## PRINT

This button will print your character sheet. More details for this are described below under [Character Sheets](#).

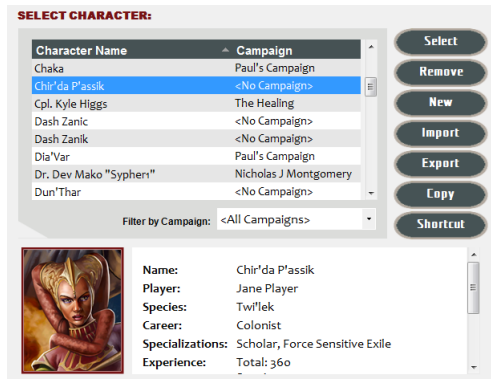
## SAVE

This button will save your current character. If the button is disabled, the character hasn't changed since the last time it was saved or loaded.

## THE PANES

The main part of the *SW Character Generator* screen (C) is dedicated to displaying the various information panes, each allowing you to modify and customize a different part of the character generation and maintenance process.

### CHARACTERS



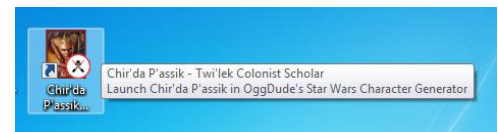
This pane contains a list of all saved characters. The portrait and basic information about the character is displayed below the character list.

Various options are available via buttons to the right of the list.

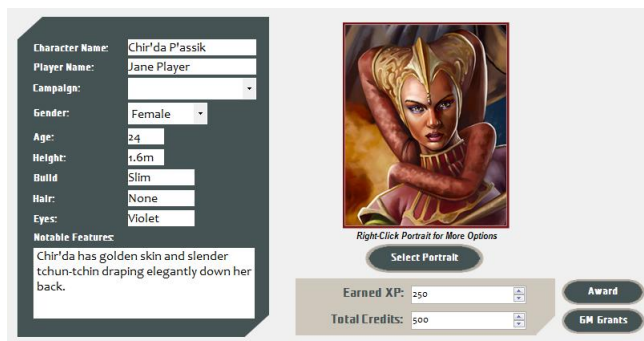
“Select” will open the selected character for editing. “Remove” will permanently remove the selected character from the list. “New” will generate a new character (replacing the one currently in memory).

“Import” and “Export” will allow you to export a character that another user of the software can then import into his list. “Copy” will

make a duplicate of your character if you might want to test changes without modifying your original character. “Shortcut” will create a shortcut for your character on the desktop. You can launch this shortcut to automatically bring up the character generator with that character already loaded. You may also filter which characters are displayed by using the “Filter by Campaign” drop down list. The characters will be filtered by which campaign they belong to.



### DESCRIPTION



This pane contains basic descriptive information about your character, including name, player, campaign (used for filtering in the Character pane), gender, features, etc. You may also select a portrait for your character which will be displayed in your character sheet. You may choose from a stock portrait (the same portraits used in the Species pane), a local file path to a picture, or a URL pointing to a picture. Any valid picture type should be usable, including JPEG, PNG, Bitmaps, and GIF.

Alternatively, you can right-click on the portrait and paste a bitmap that you have already copied to the clipboard. If you want to use a picture you find on the web, just right-click the picture in your browser, select “Copy Image to Clipboard”, then right-click the portrait in the generator and select “Paste”.

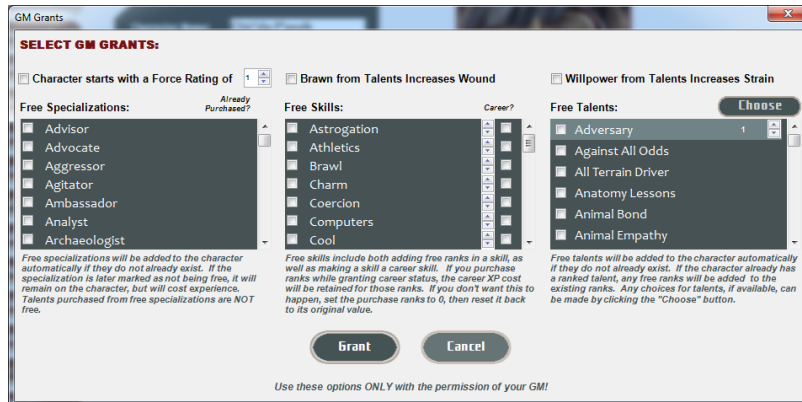
There are also two text boxes here that allow you to change your total credits and your total earned experience. Note that this does NOT include base experience you get from your species, but actual EARNED experience that you acquire during play.

## AWARD

You may also award XP and credits by clicking the “Award” button. This will save you from doing the math when you change the values by hand. Simply enter the number of XP and credits from the dialog and click “Award”. XP and credit awarded will be added to the current totals.

A small dialog box titled "Award XP and Credits" with a close button in the top right. It contains a text prompt: "Please enter the XP and Credits awarded from your last game session:". Below this are two input fields: "Awarded XP:" and "Awarded Credits:", each with a numeric value of 0 and up/down arrow controls. At the bottom are two buttons: "Award" and "Cancel".

## GM GRANTS

A dialog box titled "GM Grants" with a close button. It has a header "SELECT GM GRANTS:" and three checkboxes: "Character starts with a Force Rating of 1", "Brawn from Talents Increases Wound", and "Willpower from Talents Increases Strain". Below these are three columns of options: "Free Specializations:" (listing Advisor, Advocate, Aggressor, Agitator, Ambassador, Analyst, Archaeologist), "Free Skills:" (listing Astrogation, Athletics, Brawl, Charm, Coercion, Computers, Cool), and "Free Talents:" (listing Adversary, Against All Odds, All Terrain Driver, Anatomy Lessons, Animal Bond, Animal Empathy). Each column has a "Choose" button. At the bottom are "Grant" and "Cancel" buttons. A note at the very bottom says "Use these options ONLY with the permission of your GM!".

The “GM Grants” button will be shown if you have the option selected in the “Options” dialog. This button will bring up the GM Grants dialog that will allow you to select certain non-standard options and benefits that the GM may decide to “grant” your character. These grants will be stored with your character and will be active as long as the GM Grants option is selected in the “Options” dialog

The first grant, if checked, will give your character a free Force Rating. This grant works the same as similar Force Rating gains available from careers and specializations: it does not add to the character’s Force Rating, but grants a Force Rating. You may grant up to a Force Rating of 5 using the numeric up/down control.

Two other grants let you select how Brawn and Willpower received from Talents (such as Dedication) affect the character’s Wound and Strain thresholds. If checked, increases from talents will also increase Wound and Strain. If unchecked, only starting Brawn and Willpower will be used for these attributes.

You may also grant your character free specializations. Just go through the list and check off the trees that the character will receive for free. If you already have a particular tree, it will be shown with a check mark on the right. A free tree will not count against your XP usage, although any talents selected from the tree will cost XP as usual. If a previously-checked tree is unchecked, and your character already has that tree, it will remain with the character, but will now cost XP. Free trees cannot be removed from your character. If you want to remove a free tree, you must first uncheck the tree in the free specialization list, and then remove the tree from the Specialization pane of the character generator.

You may grant a character free ranks in skills, or even make certain skills career skills. Just select a skill, change how many (if any) free ranks to give, and check whether or not this skill becomes a new career skill.

Finally, you may also grant free talents. Just select that talent to grant, plus any ranks for ranked talents. Note that talents that require user interaction (such as Dedication) cannot be granted.

Click “Grant” when you are finished, or “Cancel” to cancel the changes you made to grants.

## BACKGROUND

**BEGINNINGS:** The Down and Out

**DOWN AND OUT**

The character comes from humble or hardscrabble beginnings. Perhaps he was a moisture farmer on some barren world, an indentured servant working for the Hutts, or abandoned from a young age to service in the depths of Coruscant's underworld. This character starts out knowing that life is nasty, brutish, and

**ATTITUDE TOWARD FORCE:** An Ancient Religion

**AN ANCIENT RELIGION**

Please see page 46 of the Force and Destiny Core Rulebook for details.

**REASON FOR ADVENTURE:** Opportunity Knocks

**OPPORTUNITY KNOCKS**

The simplest reason for a character to live on the fringes of society is the basic desire to grasp some opportunity or challenge oneself. A character from a hard, poor background may strive to better himself and jumps at the first change to improve his lot. A well-off character may be bored with the

**STORY:**

Here you can generate a background for your character. There are three standard aspects to this: Beginnings (where your character came from), Attitude Toward the Force (how your character views the Force; may be eliminated if not appropriate for the character), and Reason for Adventure (why your character decided on a life of adventure and travel). A description of these selections is displayed below the drop down lists. To the right is a section where you can write a short story about

your character's history or origin. This is only intended as a summary of your character's life. More in-depth stories should be created elsewhere, such as in a word processor.

## OBLIGATIONS/DUTIES

Here you can add, select, change, and remove various obligations (from Edge of the Empire) and duties (from Age of Rebellion) for your character. Each obligation and duty has a size, as well as a section for adding notes describing the particulars of that obligation or duty. All of this information will be displayed in your character sheet. To switch between obligations and duties, just select the one you want from the drop down list at the top of the pane.

**SELECT** Obligation

Type	Size
Oath	10
Family	5

New Remove Random

**OBLIGATION OPTIONS**

Starting Size: 5

- +5 Starting XP (+5 Obligation)
- +10 Starting AP (+10 Obligation)
- +1,000 Credits (+5 Obligation)
- +2,500 Credits (+10 Obligation)

**NOTES:**

Chi'da has vowed to discover the meaning behind her empathic Force powers and to find a Jedi master, if one still exists, to help her hone her abilities.

**OATH**

Please see page 39 of the Core Rulebook for details.

The "Random" button will choose a random obligation or duty with the same size as your starting size. Any existing obligation or duty will first be removed. If two are randomly picked, the starting size will be divided between them.

## OBLIGATION AND DUTY OPTIONS

As per the rulebooks, you can choose a number of options for obligations and duties when you create your character. These options can give you extra starting XP and credits.

To use the options, first select the starting obligation or duty size, based on the size of your adventuring group and the instructions of your GM. The generator will then figure out which options, if any, are available for you to select. For obligations, options will be made available when you've selected enough additional obligations above the starting size. For duties, options will be made available when you're removed enough duty below the starting size.

Once you've selected your options, they'll remain selected, even if your obligation or duty changes in the future. However, if you deselect an option and that option is no longer available due to the current size of your obligation or duty, you will not be able to select it again until there is a change in size that will allow it.



## MORALITY

In Force and Destiny, your character may have a value called Morality. By default, each Force-sensitive character will have Morality, assuming you've selected the Force and Destiny Core Rulebook source. However, you may select an option to allow any character to use the Morality mechanic.

Morality consists of a single value (A) which determines how far into the light or dark sides of the Force you have moved, a title (B) determined from the morality

value, and one or more Strength and Weakness pairs (C). When you add a morality pair, you will first choose the Strength. This will automatically choose the corresponding Weakness for that Strength. You can, however, choose your own Weakness if you so desire. You may also have more than one morality pair.

The Force and Destiny Core Rulebook contains standard strength/weakness morality pairings. When you add a New morality, or a Random morality, the strength will be added with its paired weakness. Some source books (such as the "Keeping the Peace" source book for Guardian characters) may contain alternate pairings that can be used instead of the default found in the Core Rulebook, including possible omissions or additions of different strengths. To select one of these alternate pairing, use the "Alternate Pairs" (E) drop down list. This list has no effect on your currently selected strengths and weaknesses and is only used when adding a New or Random strength.

## MORALITY OPTIONS

As with Obligation and Duty, you have the option of starting out with more XP or credits, and you can also start with your morality value at a higher or lower value. You may select an option from the "Morality Options" drop down (D), or just select "None".

## SPECIES

This pane allows you to select your species, including any options that might be available for your species. Some species have a number of different options to choose from. These will be shown as buttons (A) in the "Species Option" panel. If only one option is available, it will be the only one present in the dropdown list. Humans can also select non-career skills to gain ranks in. To the right you'll see a summary of the species (B), including starting stats, starting values and experience, a portrait showing a typical example of the species,

plus any informative text that has been entered in by you (as in this example), or a page number reference to the species.

## SUB-SPECIES

Some species, such as droids and Aqualish, can be further divided into sub-species. When such a species is selected, you'll see the sub-species drop down which lists the available sub-species from which to choose. Different sub-species can give you different options to select from, including different skill selections, non-career skills, and different special abilities. When your species is displayed, either on the screen or on your character sheet, your sub-species, if one exists, will be included next to it.

## CAREER

This pane allows you to select your career, starting specialization, plus choose which career and/or specialization skills will have starting ranks. A description of the career and starting specialization appears below the drop down lists. The starting ranks for career skills and specialization career skills are displayed to the right. Normally, you can choose four career skills and two specialization career skills, but more choices may be available depending on your species selection.

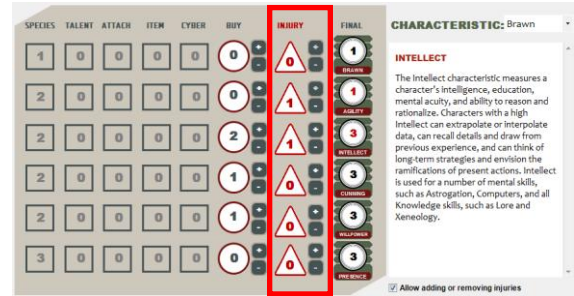
## CHARACTERISTICS

This pane allows you to purchase extra characteristics. According to the rulebook, this should only be done when first creating your character, but there's nothing in the program that prevents you from changing your starting characteristics later on. To the left (A), you'll see all of the base values of each characteristic from whichever source they come from (species, talents, attachments, items, or cybernetics). Hit the plus and minus buttons (B) to add or subtract from the characteristic to get the final value. Note that your XP will be modified as you buy or sell characteristic points. The summary pane below will also be updated as characteristic values change. To the right (C), you can select a dropdown of each of the six characteristics to get more information about them. By default, only a page number for the rulebook is displayed, but you can add more descriptive text to this by using the *SW Data Editor* (as in this example).



## INJURIES

Certain critical injuries or other actions during play may, unfortunately, lower one or more of your characteristics. To lower a characteristic, check the box next to “Allow adding or removing injuries” (D). This will display the Injury column in the characteristics pane. *Note: Do NOT click the minus buttons under “Buy” to lower a characteristic after character generation is completed. Doing so will refund XP, and will not allow a characteristic to be lowered more than its base value before purchases. Characteristics lowered by injury do not refund XP and should be signified by using the Injury column.*



Adding injuries works the same as adding characteristics, except adding an injury with the plus button will *lower* the characteristic by one point, to a minimum of 1. Characteristics that have been lowered due to injuries will be shown in red in the character generator, but will look normal in the printed character sheet. If the injury is later healed or is removed, clicking the minus button will lower the injury.

## SPECIALIZATIONS AND TALENTS

This pane will display all of your currently-purchased specialization trees. When a talent is brightly colored (A), it may be selected by clicking in the empty square at the top left. When a talent is dimmed (B), it cannot be selected until a talent that connects to it is first selected. If you deselect a talent farther up the tree, all dependent talents will automatically become deselected and any XP returned. Bonus career skills for this specialization (E) are listed at the top.

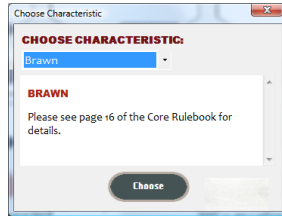


## TALENT OPTIONS

Most talents will only give some circumstantial in-game benefit. Others will immediately add to a skill or attribute. Still others allow you to choose special options. These talents will have a white “play” button to the right in the “cost” panel. Clicking on this button will bring up a dialog that will allow you to make the specific choice. For instance, the Well-Rounded talent (C) allows you to choose two skills to become career skills. By clicking on the play button for this talent, a dialog will appear allowing you to select the desired career skills. Similar dialogs will allow you to select skills, characteristics, or items, depending on the talent.

There are currently six types of talent options:

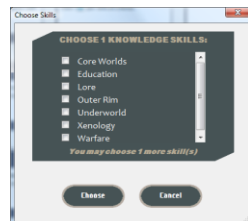
- **Characteristic** (e.g., Dedication) – Selects a characteristic to raise.



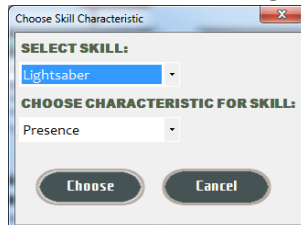
- **Career Skills** (e.g., Well Rounded) – Select additional career skills.



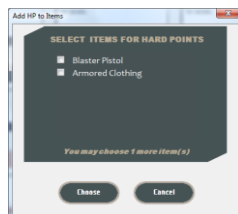
- **Skill Choice** (e.g., Knowledge Specialization) – Select skills for a particular purpose.



- **Skill Characteristic** (e.g., lightsaber techniques) – Select a different characteristic to be used for a skill.



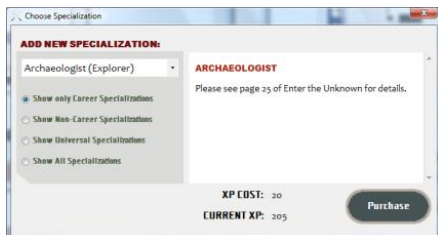
- **Item Modification** (e.g., Tinkerer) – Select an item to modify in some way.



- **Signature Vehicle** (e.g., Signature Vehicle) – Select a signature vehicle for your Rigger specialization.



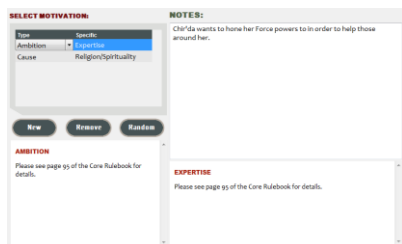
## ACQUIRING NEW SPECIALIZATIONS



You may purchase additional specialization trees by clicking on the “Purchase” button at the top (D). This displays the Add New Specialization dialog. The specializations that appear in the drop down list are based on the filter selected below it. There are four filter options: career specializations, non-career specializations, universal specializations, or all specializations. Depending on the specialization

selected and previous specializations that you have already purchased, the cost of the new purchase will appear at the bottom of the dialog. Click “Purchase” to purchase the selected specialization, or close the window if you change your mind.

## MOTIVATIONS



This pane allows you to add, select, and remove your character’s motivations. The character sheet will display up to three different motivations. Each motivation has two parts, the type and the specific motivation. Changing the type will automatically update the list of specific motivations as well. Each motivation also has a “Notes” section where you can explain exactly how this motivation affects your character. Again, keep

in mind that the space for each motivation’s notes on the character sheet is limited.

Clicking the “Random” button will select a motivation for you, as per the CRB. Any existing motivations will first be removed. If two motivations are randomly selected, they will both be different.

## SKILLS

This pane contains a list of all available skills that you may choose for your character. A checkbox (A) will appear next to any career skills (which cost less experience). The ranks you have obtained for each skill (B) will be displayed depending upon the source for those ranks (species, career, talent, attachment, item, or cybernetics), including how many you have purchased, to give the total number of ranks for that skill. The dice pool will also be displayed next to this total. A dropdown list is available for each skill which allows you to change the number of purchased skill ranks for each skill. Keep in mind that no skill rank can ever get above 5, so this dropdown will have a varying number of possible ranks to choose from. Also, changes in skill ranks from other parts of the generator may affect the number of ranks you can buy, which might cause you to suddenly get an increase in experience points if a purchased skill rank needs to be eliminated in order to keep a skill down to 5 ranks or less.

Skill	Career	Type	Non-Career Rank							Total	Dice Pool
			Species	Career	Talent	Attach	Item	Cyber	Buy		
Astrogation (Int)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	1	1	1d6
Athletics (Br)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Bravd (Br)	<input checked="" type="checkbox"/>	combat	0	0	0	0	0	0	0	0	1d6
Charm (Pr)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Coercion (Will)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	2	2	2d6
Computers (Int)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Cool (Pr)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Coordination (Ag)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	2	2	2d6
Core Worlds (Int)	<input checked="" type="checkbox"/>	knowledge	0	0	0	0	0	0	0	0	1d6
Deception (Cun)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Discipline (Will)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6
Education (Int)	<input checked="" type="checkbox"/>	knowledge	0	0	0	0	0	0	0	0	1d6
Gunnery (Ag)	<input checked="" type="checkbox"/>	combat	0	0	0	0	0	0	0	0	1d6
Leadership (Pr)	<input checked="" type="checkbox"/>	general	0	0	0	0	0	0	0	0	1d6

## NON-CAREER SKILLS AND XP

When you buy ranks in a non-career skill, it costs 5XP more per rank. However, if you later purchase a specialization, base, talent, etc., that turns a non-career skill into a career skill, the ranks that you've already bought should still cost the same XP as they did before. New ranks, however, will be at the new, lower cost.













This is not how the generator always worked. A known issue was that non-career skill ranks that became career skill ranks would refund XP. Now, however, the generator will keep track of how many non-career ranks you purchased in any skill and charge you the correct XP.

In the Skills pane of the generator, under the "Non-Career" column, a drop-down will appear if ranks have been purchased in that skill (the ranks need to actually be purchased, i.e., cost XP; free ranks don't count for this). The drop-down will allow you to set how many purchased ranks should be considered non-career ranks.

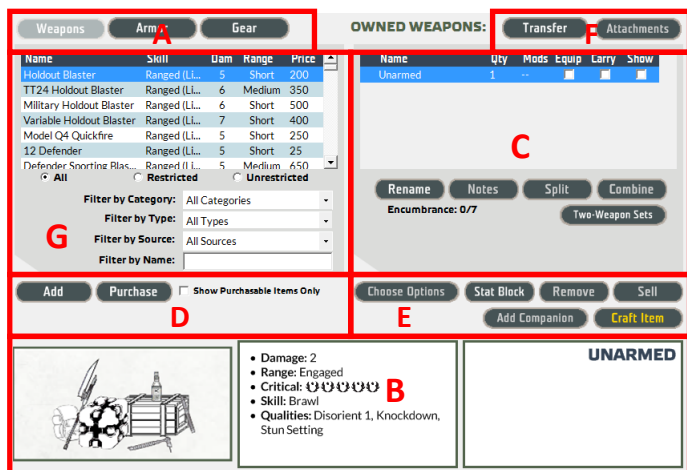
Under normal circumstances, you shouldn't need to use this drop-down, since the character generator will keep track of all of this for you. However, characters made before the fix for this problem was implemented may need some of their skills adjusted to reflect non-career purchases before they purchased a specialization. Also, if a skill becomes a career skill, and you lower the "Buy" ranks, then set them back again, this may cause the skill to lose non-career ranks, which means you'll need to add them back using this drop-down.

## DICE POOL SYMBOLS

The following symbols may be displayed in the dice pool for your skills:

	<b>Ability</b>	Each ability die symbol represents the number of ability dice you may roll for a skill check.
	<b>Proficiency</b>	Each proficiency die symbol represents the number of proficiency dice you may roll for a skill check. You will see proficiency dice when you have ranks in a skill.
	<b>Boost</b>	Certain abilities, equipment, and talents allow you to add boosts to particular skill checks. Each boost die symbol represents the number of boost dice you may roll for a skill check.
	<b>Remove Setback</b>	Certain abilities, equipment, and talents allow you to remove setback from particular skill checks. Each remove setback symbol represents the number of setback dice that may be removed when you make a skill check. If there are more remove setback symbols than you have setback dice for your check, the remainder is ignored.
	<b>Add Setback</b>	Certain abilities and equipment might require you to add setback to particular skill checks. Each setback symbol represents the number of setback dice that must be added when you make a skill check. If you have both added setback and removed setback for the skill, they will cancel out and the remainder of the higher count will be applied.
	<b>Add Success</b>	Certain abilities, equipment, and talents may allow you to add automatic success to the result of particular skill checks. Each success symbol represents the number of successes you may add to a skill check.
	<b>Add Advantage</b>	Certain abilities, equipment, and talents allow you to add advantage to result of particular skill checks. Each advantage symbol represents the number of advantage you may add to a skill check.
	<b>Add Threat</b>	Certain abilities, equipment, and talents might require you to add threat to result of particular skill checks. Each threat symbol represents the number of threat you must add to a skill check.
	<b>Cancel Threat</b>	Certain abilities, equipment, and talents allow you to cancel the effect of threats generated by a skill check. Threats are cancelled only after rolled threats are used to cancel out any advantages.
	<b>Increase Difficulty</b>	Certain conditions and equipment might require you to increase the difficulty of particular skill checks. Each increase difficulty symbol represents the number of times the difficulty is increased.
	<b>Upgrade Difficulty</b>	Certain equipment might require you to upgrade the difficulty of skill checks. Each upgrade difficulty symbol represents the number of times to upgrade the difficulty. Difficulty is upgraded only after it is increased.
	<b>Force</b>	Certain Force power abilities allow you to augment particular skills with a Force power check. Force power checks consist of one Force die for each point of Force Rating the Force-sensitive character possesses. When such an ability applies to a skill, you will see one Force die symbol for each point of Force Rating. This indicates that you may use <i>up to</i> that number of Force dice to augment a skill check. If you have Force dice committed to other ongoing effects, or have used Force dice to activate some other power, you may not be able to roll all of the indicated dice, if any.

## EQUIPMENT



Equipment comes in three different types: weapons, armor, and gear. The currently-displayed type of equipment (A) will show up on a dimmed button at the top. All the equipment of that type will be displayed in the grid below (G). You can filter this equipment by the category drop-down, the type drop-down, the source drop-down, and a typed-in name filter, and by selecting restricted, unrestricted, and all equipment using the radio buttons (restricted equipment must be obtained on the black market). Below the list of available equipment (G) is a section (B) containing a picture of the equipment (if

available), stats for the equipment, and a description of the equipment (or a page number, if the descriptions haven't been edited). The list to the right (C) shows all purchased equipment of the currently-displayed type.

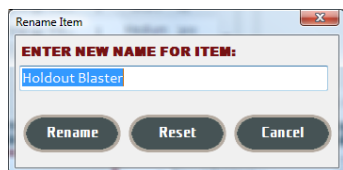
### ADDING EQUIPMENT

Two different buttons (D) allow you to add equipment to your character: "Add" and "Purchase". "Add" will just add the equipment to your character. Use this if your GM tells you that you have acquired this item for free or as part of your starting items. "Purchase" will subtract the cost of the equipment from your credit total. This is the normal way of acquiring equipment.

### REMOVING EQUIPMENT

Likewise, owned equipment can be eliminated by clicking on the "Remove" or "Sell" buttons (E). "Remove" will just delete the item from your inventory. "Sell" will allow you to sell the item and receive credits in return.

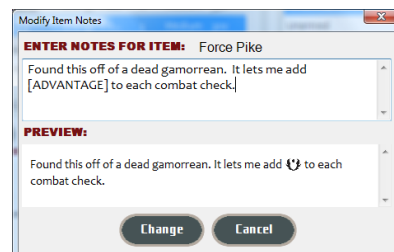
### RENAMING EQUIPMENT



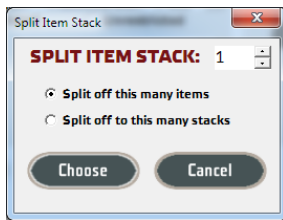
You may click the "Rename" button (C) to rename the selected owned equipment. This name will show up instead of the base name in all sheets and panes. To revert back to the original name, just click "Reset" in the rename dialog.

### ITEM NOTES

Each item or set of items in your inventory can have a note attached to it. This note might mention a special feature, from where you obtained the item, or anything else you might like to remember. To change notes, click the "Notes" button (C). This will bring up the Modify Item Notes dialog. Type your note in the top text box. The preview box below it will show you what your note will look like. You can add tags to your note, including special symbols and dice. Click "Change" when you're done, or "Cancel" to cancel the change. An item's note



will be displayed in the “Special” column in the respective grid on the printed sheet, along with any other information (qualities, attachments, etc).



### SPLIT AND COMBINE ITEMS

These two buttons (C) are used to work with a “stack” of items. Items that can be stacked are any item that may have a quantity greater than one. Certain items, such as items with Hard Points, cannot be stacked.

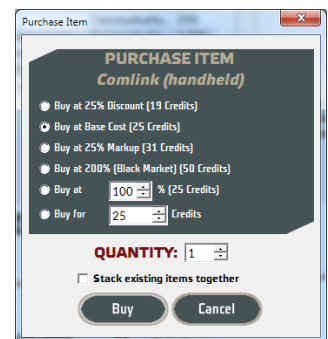
Any item with a quantity greater than one may be split into more than one stack. Click the “Split” button while such an item is selected. This brings up the Split Item Stack dialog. You have two options: split off the specified number of items into a new stack, or evenly split the items into the specified number of stacks.

When you click the “Combine” button, all separate items of the same type will be combined into a single item with the combined quantity.

### BUYING OR SELLING EQUIPMENT

When you buy or sell an item, a dialog will appear that allows you to select the price you will buy or sell the item for. This is always based on the listed price for the item. You may choose which standard percentage of this price to use, a custom percentage that you can select (between 1% and 500%), or you can just enter the end price yourself.

If the item being purchased can be stacked, you can specify the quantity of the item that you wish to purchase. If you already have items of this type in your inventory, checking the “Stack existing items together” box will combine your new purchase with your existing item.



### EQUIPPED, CARRIED, AND SHOWN

Owned equipment also can have three different check boxes associated with it: “Equip,” “Carry,” and “Show.” “Equip” indicates that the item is currently equipped by the character and is providing soak, defense, and any benefits from attachments and mods. Items that are equipped are also automatically carried. Two pieces of armor may be equipped at a time, and only a maximum of two weapons. Any number of gear items may be equipped at the same time. The app doesn’t differentiate between one- and two-handed weapons, so do not equip more than one two-handed weapon at a time, unless your GM allows it.

“Carry” means that a piece of equipment is carried with the character wherever he goes (as opposed to items owned by the character but, say, stored in his ship or at his base), but is not being actively utilized. This means that it contributes to encumbrance, but does not provide benefits, such as soak, defense, or any benefits from attachments and mods that might apply to the final character calculations. Any number of items (weapons, armor, or gear) may be carried. However, the encumbrance will add up and may eventually penalize the character.

“Show” only applies to weapons and indicates that such weapons will be shown on page one of the character sheet. You should check the “Show” box if this is a standard weapon that you always use. Weapons shown on



the first page will already have any added damage, range, and dice pool enhancements pre-calculated for convenience. Keep in mind that a limited number of weapons will fit at the bottom of page one, so choose which ones will be displayed wisely.

CRAFT ITEM

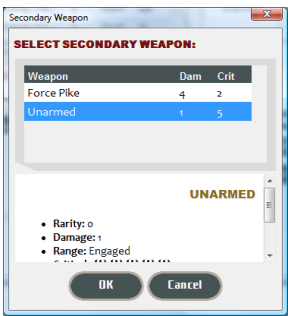
Clicking the “Craft Item” button will allow you to create a new piece of gear, a new weapon, or new armor, using the game’s crafting rules, found in various source books. Please see the [Crafting](#) section, later in this chapter, for details on how to craft items.

ADD COMPANION

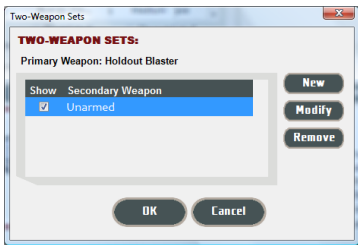
Certain pieces of equipment (normally in the “Gear” section) represent creatures or adversaries that can be transformed into a companion for the character. For instance, the “Riding Beasts” category contains inventory “items” that also represent companions. When such an item is in your inventory, the “Add Companion” button will become available. Clicking this button will create the companion and add it to the character’s “Companions” tab. For more information on this, please see [Companions](#), later in this chapter.

TWO-WEAPON SETS

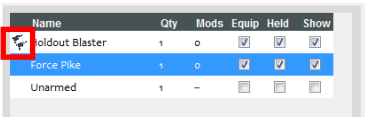
If the character dual-wields two weapons, you can create two-weapon sets to display on the first page of the character sheet by selecting the primary weapon and clicking the “Two-Weapon Sets” button (C).



This will bring up the Two-Weapon Sets dialog. From there, you can click “New” to add one or more of any weapon in your inventory to act as a secondary weapon. The Secondary Weapon dialog will appear that will list all other weapons in your inventory that are not currently selected for the primary weapon (the exception to this is the Unarmed “weapon”. Unarmed by be used with itself to create a two-weapon set). Choose one, and click “OK”. That weapon will now appear in the Two-Weapon Sets dialog as a secondary weapon. If you want this set to be shown on the first page of the character sheet, click the “Show” check box next to the listed secondary weapon. Clicking “Modify” will allow you to change the secondary weapon, while clicking “Remove” will remove the secondary weapon from the list.



When you’re finished configuring your sets, click “OK” to return to the equipment pane. Any weapon in your inventory that is a primary weapon of a two-weapon set will have the two-blaster icon displayed next to it.



On the first page of the character sheet, two-weapon sets will be displayed showing the primary and secondary weapon’s names, both skills used (if different), both ranges (if different), both damage ratings, and both critical

WEAPONS							
WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL	
Holdout Blaster	Ranged - Light	Short	5	00000	2d6	Stun Setting	
 Holdout Blaster/Unarmed	Ranged - Light/Brawl	Short/Engaged	5/1	00000 / 00000	2d6	Primary: Stun Setting, Secondary: Disorient 1, Knockdown, Stun Setting	
Force Pike	Melee	Engaged	4	000	1d8	Pierce 2, Stun Setting	



ratings (again, if different). The dice pool will be configured using the two-weapon rules from the core rulebook and will include any boosts, setbacks, advantages, or threats for the primary weapon, plus any advantages or threats added by the secondary weapon's activation, if any, following a slash. The "Special" column will list the qualities possessed by both weapons.

## CHOOSE OPTIONS

This button (E) becomes enabled when have selected an owned item that has some sort of user choice involved. This could come from the item or from an attachment. Clicking the button will take you through all choices that you have for the item. For instance, if you've selected the armor "Cargo Clothing", you'll be prompted to select the items stored in your cargo clothing. For choices from attachments, this button will perform the same function as the "Choose" button in the [Item Attachment](#) dialog.

## ADD HARD POINTS

If a character possesses a talent that allows adding hard points to items (such as Intuitive Improvements), the "Add HP" button will appear below the owned equipment grid. Clicking this button will allow you to add one hard point at a time (to a maximum defined by the talent) to any piece of equipment. Remember that you would normally have to make a skill check to do this, and as always, you should ask your GM's permission before adding hard points to items in this manner.

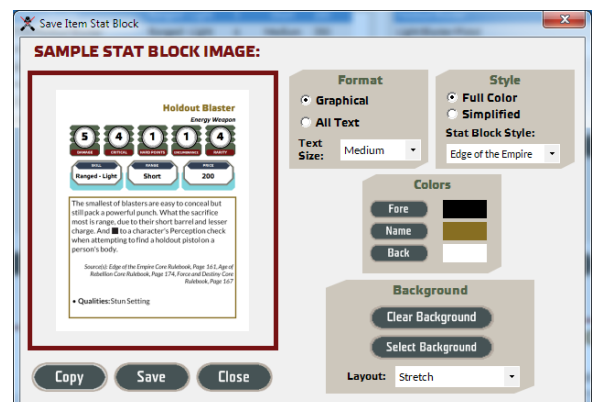


## REPAIR

All equipment in your inventory will have a repair state (C). The four equipment repair states are "None", meaning it is in fully-working order, "Minor", meaning skill checks to use this item gain a setback die, "Moderate", meaning skill checks to use this item get a difficulty increase, and "Major", meaning the item is unusable and its benefits are not applied. If a piece of equipment gets damaged, click on the appropriate box so you can keep track of it for repair purposes. For shown weapons, the dice pool is automatically calculated based on the repair state.

## STAT BLOCKS

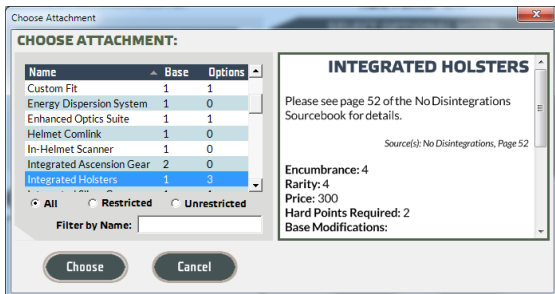
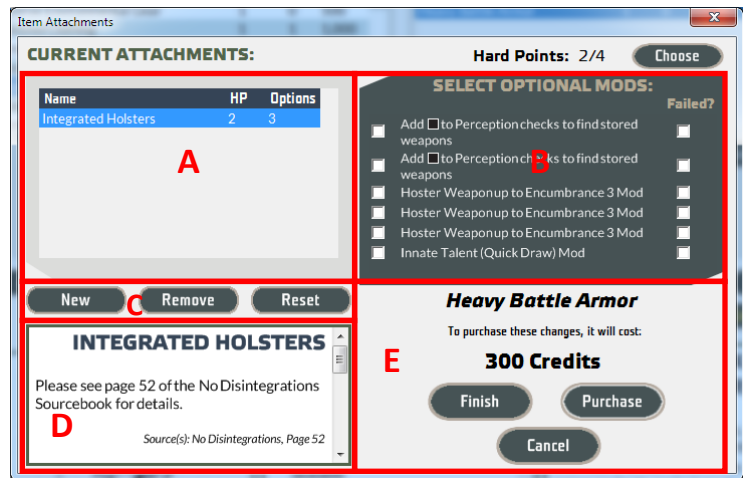
Clicking on the "Stat Block" button will display the Stat Block dialog, allowing you to save or copy an image containing a graphical description of the item selected. This dialog is exactly the same as the [Stat Block Dialog](#) described in *SW GM Tools*.



## ITEM ATTACHMENTS


Some purchased equipment can have attachments. These can be purchased by clicking the “Attachments” button (E) at the top right. If this button is dimmed, the currently selected item in the owned item list does not have any available attachments (probably because it has 0 hard points).

When purchasing attachments for an item, you will be shown a dialog displaying a list of the currently-purchased attachments the item has (A), a list of any optional mods for the selected attachment (B), a description of the selected attachment (D), and information about the item being modified and the associated cost (E).



To add an attachment to this equipment, click the “New” button (C). The Choose Attachment dialog will be displayed. Select the attachment you wish to add and click the “Choose” button. Only attachments that can be applied to your selected item will be displayed. You can also filter the attachments by its restricted setting or by entering any part of the name.

To remove an attachment, click the “Remove” button (C). To revert back to the state the equipment was in before it was modified, click the “Reset” button (C).

Attachments may also have optional mods that may be purchased in addition to the base mods of the attachments. To select an optional mod, check the box to the left of the mod in the Optional Mods list (B). That affect will now be applied to the attachment. By the rules, adding a mod requires a Mechanics skill check. If the check fails with a , a mod slot may become useless (consult your GM). If this is the case, you may check the “Failed” box to the right of the mod in order to keep track of which optional mod slots can no longer be used.

Any changes you make to modifications, either by adding, removing, or selecting and deselecting options, will affect how much the changes will cost. The bottom right of the dialog (E) will show you how many credits your changes will cost you. You do NOT get money back for removing attachments or mods, you are only charged for adding additional attachments and mods.

To take the changes without spending credits (again, at the behest of your GM), click the “Finish” button (E). To spend the listed credits for the changes you made, click the “Purchase” button (E). To cancel any changes made to this equipment, click the “Cancel” button (E).

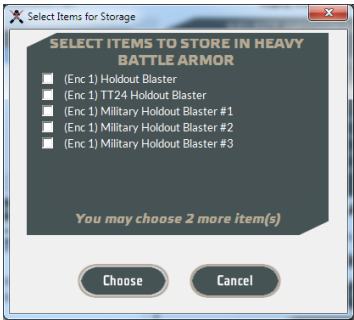
### Special “Jury Rigged” Attachment

If you have selected the Jury Rigged talent, the Jury Rigged “attachment” will become available. As stated in the rules, you can have one of these attachments per rank of Jury Rigged you purchased. This attachment costs no credits and can be applied to either weapons or armor. If you remove a Jury Rigged attachment from one piece

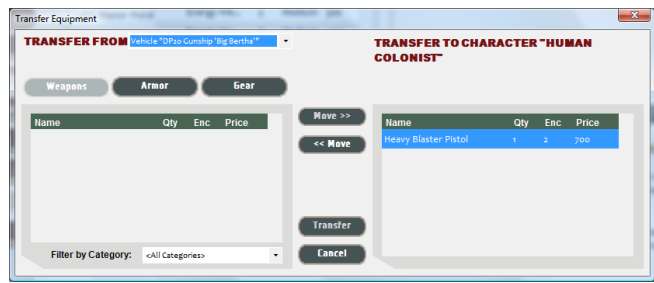
of equipment, it becomes available for another piece. If you eliminate the talent that gives this benefit, the attachment will automatically be removed from your equipment.

**Mods with User Choice**

Some item attachment mods, either base mods or optional mods, may require a choice from the user. When purchasing an attachment with choices from one of its base mods, the appropriate user choice dialog will be displayed when the attachment is first chosen and added to the purchased attachment list (A). When purchasing an optional mod that requires a choice, the appropriate user choice dialog will be displayed when the optional mod is selected and/or deselected, depending on the mod (B). If, at any time, you wish to make a change to any of your choices, click the “Choose” button at the top right of the item attachment dialog.



**TRANSFER**



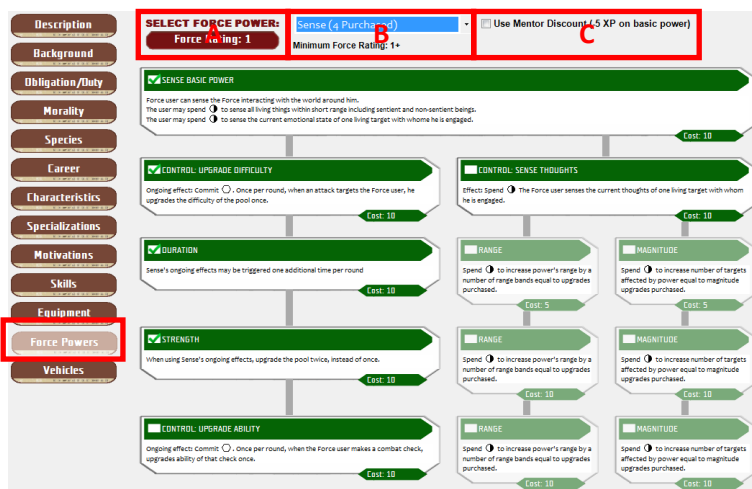
You may also transfer any owned equipment to and from a vehicle owned by the character, a group a character belongs to, or a vehicle owned by any group the character belongs to. To do this, click the “Transfer” button (E) at the top right. This will bring up the transfer dialog. From here, you may select an equipment source available to the character under

“Transfer From”. Clicking on “Weapons”, “Armor”, or “Gear” will filter by that type of equipment.

If one of the equipment sources happens to be a group, you will also have the option of transferring credits to and from the character and the group. Once the transfer is completed, you will be asked to save the character before the transfer can be completed.

## FORCE POWERS

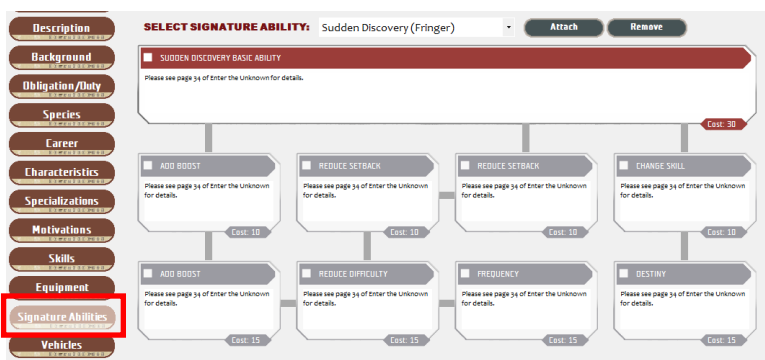
If you have purchased any specialization, career, or ability that gives your character a Force rating, a new pane button will become available named “Force Power”. This will bring you to a pane that looks very similar to the specialization pane that contains tree layouts for the various Force powers you can buy. Like specializations, each displayed power upgrade, just as with talents, are displayed either full color for an upgrade that you can select, or dimmed if there is no selected upgrade that is connected to it. Your current Force rating (A) is displayed in a panel on the left. A combo box (B) contains all of the Force powers available to the character, based on the minimum Force rating requirement listed below the combo box. Each power is listed with the number of abilities purchased in the tree, so you can know at a glance which Force power trees have purchased abilities. To the right is a checkbox (C) that can apply the mentor -5 XP discount to purchasing a power’s basic ability, as described in Force and Destiny Beta Update #2. This discount is applied to individual powers, so if your group loses its mentor, subsequent Force power purchases can be made without the discount.



Unlike specializations, you do not have to purchase Force power “trees”, only the individual upgrades on those trees. So, if Force powers become available by purchasing “Force Sensitive Exile”, “Force Sensitive Emergent”, or some other talent or ability that gives you a Force rating, all of the powers will be available to choose from.

Some species, such as droids, cannot possess a force rating, and therefore can never have Force powers. Other species may have an innate Force rating, and so will always have access to Force powers.

## SIGNATURE ABILITIES



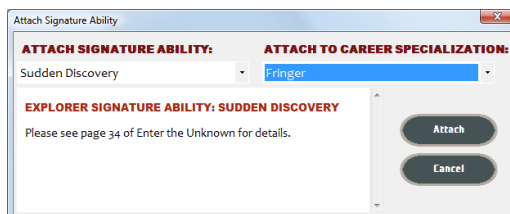
A new concept called “Signature Abilities” became available in the “Enter the Unknown” sourcebook, release at the end of 2013. Signature abilities are career-specific abilities that can be attached to career specialization trees that have had enough talents purchased to make them signature ability-ready. At the time of this documentation’s writing, two signature abilities are available for Explorers

only. You can, of course, create your own signature abilities and assign them to any career that you like.

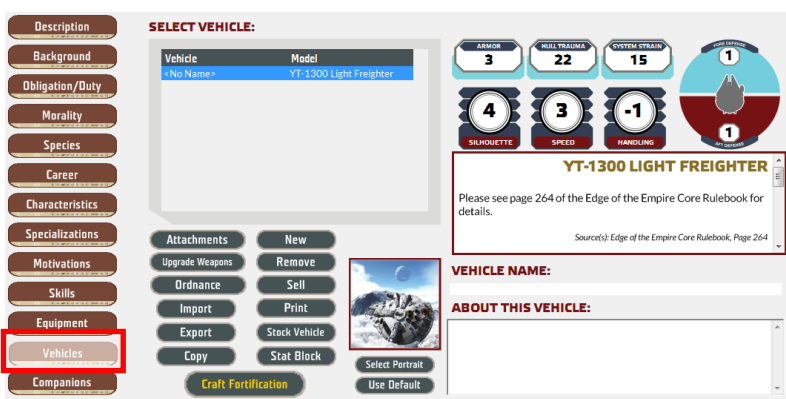
Like Force Power, the Signature Ability button will only become available if you have or may purchase a signature ability for your character. That means a signature ability must be available for your career, and you must have the proper talents selected on one or more of your career-specific specialization trees.

The signature ability pane works similarly to the specialization or force power pane. After selecting the base ability at the top, you may traverse the ability tree and select any other node that becomes available. The benefits of these nodes are explained in the “Enter the Unknown” sourcebook.

To add a new signature ability, click the “Attach” button. This button will “attach” a signature ability to a career-specific specialization tree that you already posses. Only one signature ability may be attached to a particular specialization. From the attach dialog, select the available signature ability on the left, and the specialization tree to attach this ability to on the right. Click “Attach” to gain the signature ability.



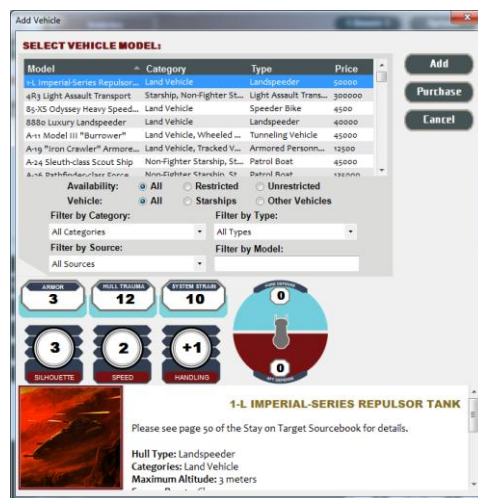
## VEHICLES



The Vehicle pane allows you to add or purchase vehicles for your character, including starships. The pane includes a list of your currently-purchased vehicles, plus a stat block, descriptions, and places to add a name for your vehicle, update your vehicle’s portrait, and add brief notes about your vehicle. If you currently do not have any vehicles, these areas are hidden.

## ADD A VEHICLE

To add a vehicle, click the “New” button. This will bring up the Vehicle purchase window. This window lists all of the available vehicle models, including, again, a stat block, vehicle summary, and buttons that allow you to add or purchase a vehicle. You can filter the vehicle selections by its restricted (availability) setting, by starship or non-starship vehicles, plus vehicle categories, types, sources (the book or adventure in which the vehicle can be found), or a typed-in model filter. You can also sort by model, category, type, and price. Once you add or purchase a vehicle, it will appear in your vehicle list and you will be able to edit the name, description, and the vehicle’s portrait.



## REMOVE OR SELL A VEHICLE

Just like inventory items, vehicles can be sold for credits, or can be removed if your GM just had an Imperial Star Destroyer blast it out of the cosmos. When you sell a vehicle, the standard discounts will be displayed, just like for selling other items.

## ATTACHMENTS

Vehicles can have vehicle-specific attachments, just like weapons and armor. To add or purchase attachments, click the “Attachments” button. This will bring up the same Attachments dialog that you see for weapons and armor, although different attachments will be displayed.



## UPGRADE WEAPONS

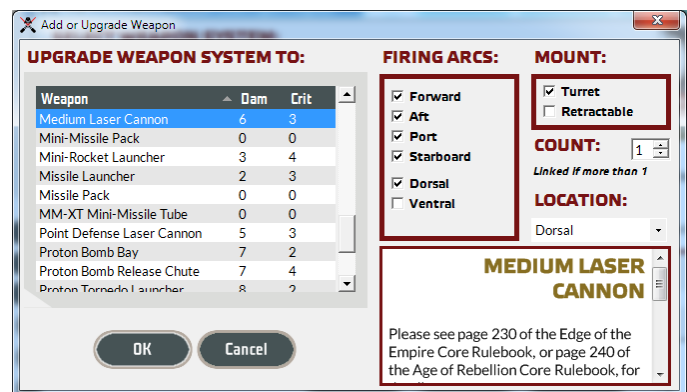
To upgrade your vehicle’s weapons, click the “Upgrade Weapons” button. This will bring up the Weapon Upgrade dialog.

In the grid, you’ll see a list of the vehicle’s current weapon systems. If this is a new vehicle, you will see a list of the stock weapons that come with the vehicle.

A count of the weapon systems will be on the left, followed by the firing arc, a description of the weapon system, the number of individual weapons included in this system via the Linked quality, and the weapon’s upgrade status. At the bottom, you will see how much it will cost to save your changes, plus any hard point cost.

To upgrade an existing stock weapon, click “Upgrade”. To add a new weapon system, click “Add”. To remove an upgraded weapon (which will then revert to its stock weapon system), click “Downgrade”. To remove a new added weapon, click “Remove”. You cannot modify an upgraded weapon once it’s been upgraded; the weapon can only be downgraded. However, after it is downgraded, it can, once again, be upgraded. New weapons cannot be upgraded, they can only be removed and added again.

When you upgrade or add a weapon system, the Upgrade Weapon dialog will appear. This dialog allows you to choose your weapon system, plus various customization options. You will see a list of available weapons to the left, which are already filtered based upon silhouette minimums. After you choose your weapon, you may select one or more firing arcs that the weapon can reach. If a weapon is turret-mounted, or retractable, check those boxes. You can specify a location for the weapon, or just keep it as “Unspecified”. Finally, if you want to purchase multiple weapons and link them together into a single weapon system, you may choose up to 4 such weapons to do this with. Note, however, that the number here represents the total number of weapons and NOT the “Linked” quality number. That is, “1” means just purchase a single weapon, “2” means purchase two weapons and link them together with the “Linked 1” quality, “3” means purchase three weapons and link them together with the “Linked 2” quality, etc.



There’s no added cost for firing arcs or for turret-mounted, retractable weapons, or location. When linking weapons, you will be charged for each weapon in the weapon system, plus half again the price for the linking. The total charges will show up on the Weapon Upgrade dialog as soon as you click “OK”. Any sort of linking will cost a hard point (that is, replacing an existing weapon system with 2 or more linked weapons will cost 1 hard

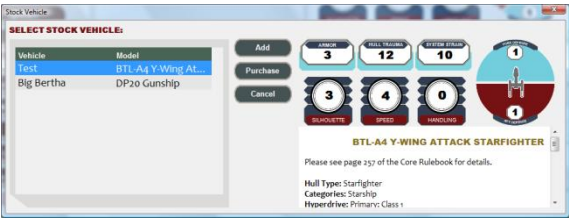


point). To avoid linking charges and hard point costs, just purchase separate single weapon upgrades. Adding weapon systems always costs a hard point, so if you have the cash, squeeze in as many linked weapons as you can afford so the hard point isn't wasted!

### IMPORT, EXPORT, AND COPY

These buttons allow you to transfer your vehicles between installations of the generator, and to make copies of existing vehicles. "Import" will add a previously-exported vehicle to your character, while "Export" will export a copy of that vehicle to another file. Clicking "Copy" will duplicate the current vehicle in the list.

### STOCK VEHICLE

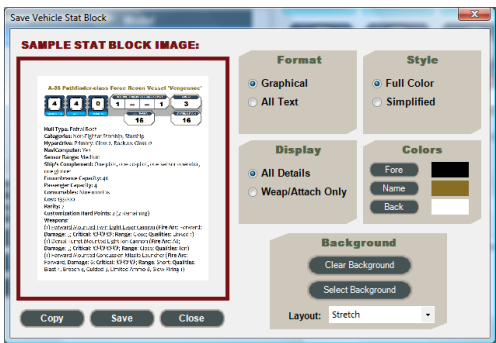


This button will bring up a dialog that will allow you to add or purchase a pre-made vehicle for your character. These stock vehicles can be created in the *SW GM Tools* application and may already have names, descriptions, attachments, upgraded weapons, etc. Having the capability of adding pre-made vehicles can save time in creating the same, or similar vehicles,

multiple times for different characters.

When you select a stock vehicle for your character, a copy of the vehicle is made for your character. The stock vehicle remains in *SW GM Tools*. Subsequent modifications to the vehicle in your character will have no effect on the vehicle stored in *SW GM Tools*.

### STAT BLOCK



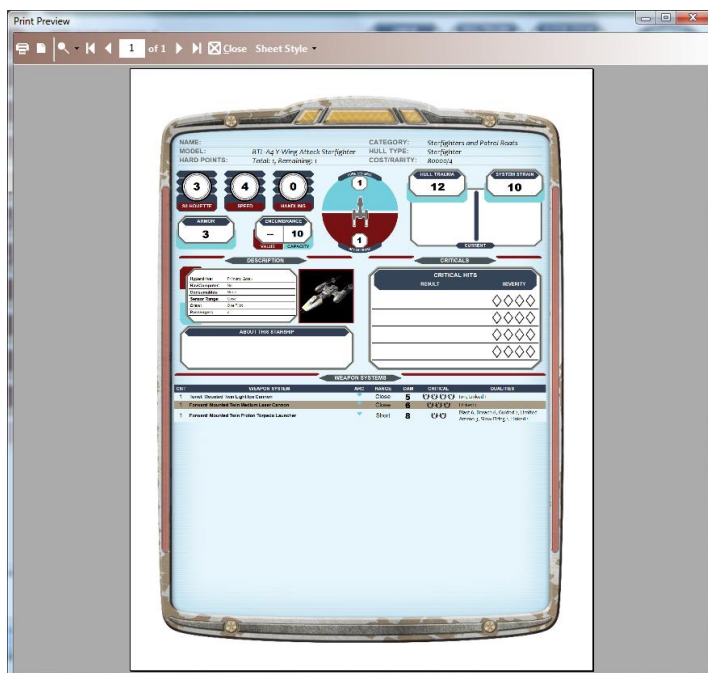
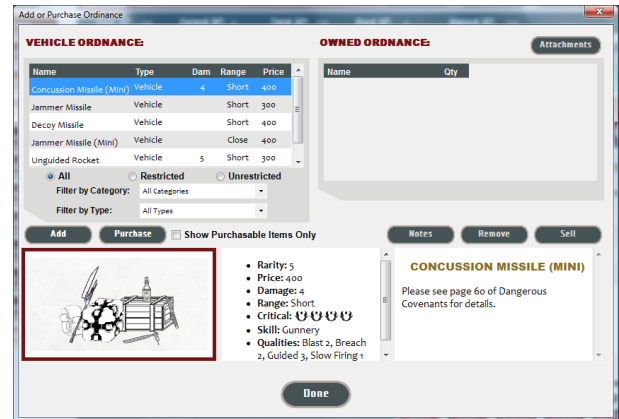
The stat block feature allows you to export a description of the vehicle as a PNG file, which can then be used in your own publications. Clicking "Stat Block" will show the [Stat Block Dialog](#), as described in detail under *SW GM Tools* for adversaries. The "Display" pane has two different options for vehicles, however. "All Details" will include all information for the vehicle, including hull type, hyperdrive, cost, rarity, etc. "Weap/Attach Only" will only include weapons and any attachments the vehicle has. Use the second option for a more condensed stat block for the vehicle.

## ORDNANCE

Some weapon systems on vehicles can fire various types of ordnance, such as missiles or rockets. These weapons generally have a profile that does not include weapon damage, critical rating, and qualities. This is because you purchase the ordnance separately. To do this, click the “Ordnance” button. This will bring up an equipment dialog that will allow you to add or purchase whatever types of ordnance you have in data. This ordnance will show up on the vehicle sheet under the weapons in order for you to know what types and how many missiles you have on your ship.

## CRAFT FORTIFICATION

The “Forged in Battle” source book allows a character to craft a fortification. Fortifications are created as stationary vehicles and will appear in your vehicle list. Please see the [Crafting](#) section, below, for details.



## PRINTING YOUR VEHICLE

Click the “Print” button (the one next to the vehicle portrait, not the one on top) to print your currently-selected vehicle. Like for character sheets and encounter trackers, this will bring up the standard Print Preview dialog where you can make any printer changes, or select full-color or simplified versions of the vehicle sheet to print. All pertinent information you’ll need to use the vehicle during play is listed on the single-page vehicle sheet, including weapons, attachments, plus any innate talents supplied by attachments.

## PORTRAITS

Each vehicle comes with its own portrait. However, if you don’t like the default portrait, you

can always add your own. To do this, click “Select Portrait” button. This will bring up the same dialog you see for character portraits, except instead of stock character portraits, you’ll see stock vehicle portraits. You can load a portrait from disk or from a URL off the internet. You can right-click on the portrait to both copy and cut/paste a portrait. For instance, you can find a portrait off the internet, right-click and copy the portrait, then go to the *SW Character Generator*, right-click the portrait, and paste it.

Portraits can be any size, but to avoid scaling issues, please make sure that they are square in size. That is, the height and width should be the same, or close to it.



## COMPANIONS

**MODIFY COMPANIONS:**

Adversary Name	Category
Young Krayt Dragon "Bob" (Rival)	My Pets

☒ All ☐ Minions ☐ Rivals ☐ Nemeses ☐ Mounts Only

Filter by Category: All Categories

Filter by Name:

**YOUNG KRAYT DRAGON "BOB" [RIVAL]**

Name: Young Krayt Dragon "Bob"

Type: Rival

Power Level: 230

Strength: 5, Agility: 2, Intellect: 1

The Companions tab will bring up a list of companions for the character. Companions use the same standard “adversary” format as the *SW GM Tools* application. Companions can be anything from a sidekick, an employee of the character’s, a riding beast, favorite droid, or anything else. For basic instructions on creating companions, please see the [Adversaries](#) section in the GM Tools chapter.

## CRAFT DROID

Clicking this button will allow you to craft a droid companion. See the section on [Crafting](#), below, for details.

## CRAFTING

Starting with the “Special Modifications” source book, the SWRPG allows characters to craft a number of items, including weapons, armor, gadgets, droids, and fortifications. The *SW Character Generator* allows a character to craft any of these items through the Craft Item dialog.

Access to crafting can be found in a number of places associated with the type of crafting being done. There will be a button for crafting at all of these locations:

Type	What to Craft	Location
Craft Droid	Droids	Companions pane
Craft Item	Any weapon, armor, gadget, or other tool.	Equipment pane
Craft Fortification	Fortifications	Vehicle pane


Crafting buttons will be displayed using a gold color for the text. Crafting is only available from the *SW Character Generator*, not the *SW GM Tools*.

### THE CRAFTING DIALOG

The basic Crafting dialog is designed in the fashion of a wizard, much like the [Inquisitor](#) dialog. Wizards take you through various steps in the creation process. At the bottom of the Craft Item dialog is a description of the current item being crafted (how it will look when finished), plus buttons to navigate between the different steps. Click “Finish” when you are finished with your new item, or “Cancel” to quit the Craft Item dialog without creating an item.

There are three steps to crafting:

#### STEP 1: WHAT DO YOU WANT TO CRAFT?

In step 1, you select the type of item you wish to craft. This will bring up a list of templates to choose from. Select the template you wish to use. The schematic icon  will be next to any template for which you have a schematic. Schematics can adjust the level of difficulty of the skill check required to craft the item. See the [Schematics](#) section, below, for details.

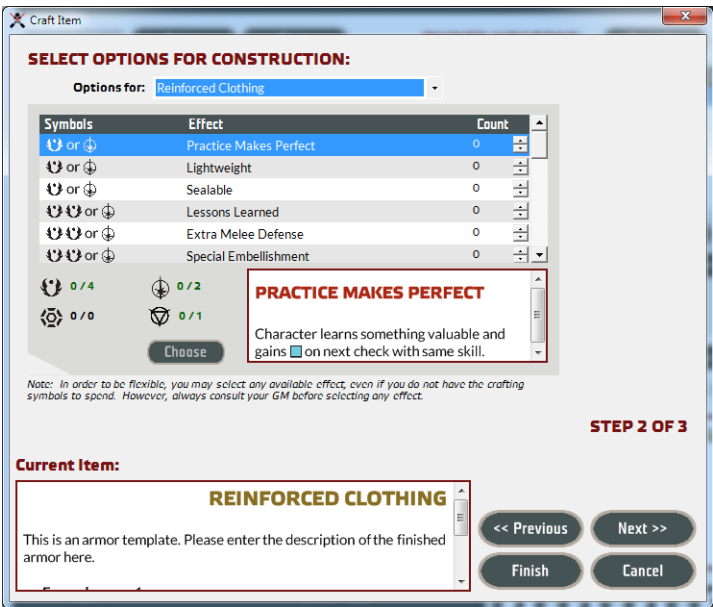
Next to the template list is information on the selected template, including the difficulty of the skill check, material cost, and crafting time, as well as a profile of the basic template. Above this is a button to manage

your schematics. If you select the proper schematic effect in step 2, schematics will be automatically created or improved for your character. You can also create and edit your own schematics, assuming your GM allows it. See [Schematics](#), below, for more information.

Below the template list is an area that allows you to enter the results of the skill check for crafting this item. Select the radio box indicating whether you rolled advantages or threat, then enter the number of each result (advantage/threat, successes, triumph, and despair). The Craft Item dialog will keep track of these values when you create your item and tell you how many of each you have left to spend, or how many you’ve overspent. You can still select any appropriate effect, even if you do not have enough result symbols to do so; just make sure your GM allows whatever effect you will add to your item.

Checking the “commissioned item” check box will affect the final selling price of the item. Commissioned items sell for higher than items that are not commissioned.

**STEP 2: CONSTRUCTION OPTIONS**



In this step, you select the various effects that are to be added to the item. These effects can be positive or negative, depending upon the dice symbols spent on the effect. Selecting an effect will change the dice symbol display below the effect list so you know how many of each you have left to spend. Again, you can still craft your item if you go over, as long as the GM allows it. If you have more symbols to spend, the count will be in **green**. If you have spent more symbols than you specified in Step 1, the count will be in **red**.

Use the up/down controls under “Count” to specify the number of times a particular effect has been selected. Some effects can only be selected

a limited number of times.

Certain effects have a choice involved. Whenever such an effect is selected, the “Choose” button, below the symbol counts, is enabled. Clicking this button will allow you to make the choice, or choices, for this effect.

STEP 3: DESCRIBE AND FINISH YOUR ITEM

Craft Item

PLEASE NAME AND DESCRIBE YOUR ITEM:

Item Name: 

Print Summary

Description:

[H3]Reinforced Clothing[h3]  
This is an armor template. Please enter the description of the finished armor here.

Preview:

REINFORCED CLOTHING  
This is an armor template. Please enter the description of the finished armor here.

Current Item:

REINFORCED CLOTHING  
This is an armor template. Please enter the description of the finished armor here.

STEP 3 OF 3

<< PreviousNext >>FinishCancel

When you are finished with your crafted item, click the “Finish” button. This will add your item to the appropriate list for your character (Equipment for items, Companions for droid, or Vehicles for fortifications).

WeaponsArmorGear

OWNED ARMOR: 

TransferAttachments

Name	Soak	Def	Price
Adverse Environmental Gear	1	0	500
Armored Clothing	1	1	1,000
Armored Robes	2	1	4,500
Concealing Robes	1	0	150
Heavy Battle Armor	2	1	5,000
Heavy Clothing	1	0	50
Laminate	2	0	2,500

AllRestrictedUnrestricted

Filter by Category: All Categories

Filter by Type: All Types

Filter by Source: All Sources

Filter by Name:

AddPurchaseShow Purchasable Items Only

Reinforced Clothing

Qty: 1, Mods: 0, Equip: ☒, Carry: ☒

RenameNotesSplitCombine

Encumbrance: 0/7

Repair: 

NoneMinorModerateMajor

REINFORCED CLOTHING

Encumbrance: 1

Hard Points: 2

Rarity: 0

Price: 48

Categories: Half Body

Soak: 1

Ranged Def: 1

This is an armor template. Please enter the description of the finished armor here.

Stat BlockRemoveSell

Add CompanionCraft Item

In step 3, you can select a name and a description for your item. This is what the item will be called in your inventory. You can also print out a summary sheet for this crafting session. Note that the only opportunity to print this sheet is during the crafting session. After you are finished crafting the item, you can no longer print out this sheet.

The summary sheet will give you information on the template used for the new item, the resulting item, plus all of the effects that have been added to the item, as well as material costs and selling price.

NAME: Reinforced Clothing

TYPE: Armor

TEMPLATE: Reinforced Clothing

NUMBER CREATED: 1

MATERIAL COST: 25

FINISHED VALUE: 48/0

CRAFT TIME (HRS): 2

ORIGINAL TEMPLATE

CRAFTED ITEM

REINFORCED CLOTHING

Key: [Mechanics] SpecialCheck requires creativity.

Material Cost: 25

Rarity: 0

Crafting Time (Hours): 2

PROFILE

Encumbrance: 1

Hard Points: 2

Price: 48

Categories: Half Body

Soak: 1

Ranged Def: 1

Features: 1 increases Ranged Defense value by 1 Mod.

Special Enhancement: Add CF to checks made with the Leadership skill.

REINFORCED CLOTHING

This is an armor template. Please enter the description of the finished armor here.

Encumbrance: 1

Hard Points: 2

Rarity: 0

Price: 48

Categories: Half Body

Soak: 1

Ranged Def: 1

Features: 1 increases Ranged Defense value by 1 Mod.

Special Enhancement: Add CF to checks made with the Leadership skill.

EFFECT

COUNT

DESCRIPTION

Practice Makes Perfect

1

Character learns something valuable and gains [Skill] next check with same skill.

Significant

2

Reduce encumbrance by 2.

Lessons Learned

1

Reduce difficulty of next crafting check by 1.

Special Enhancement

1

Add automatic CF to character skill (Skills Leadership)

Extra Ranged Defense

1

Add 1 ranged defense to armor.

Extra Hard Point

2

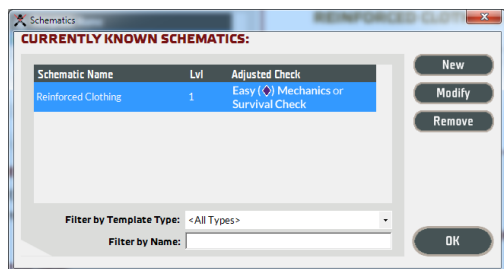
Add 1 hard point to armor.

NOTES

Page 1 of 1

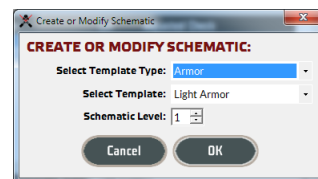
39

## SCHEMATICS

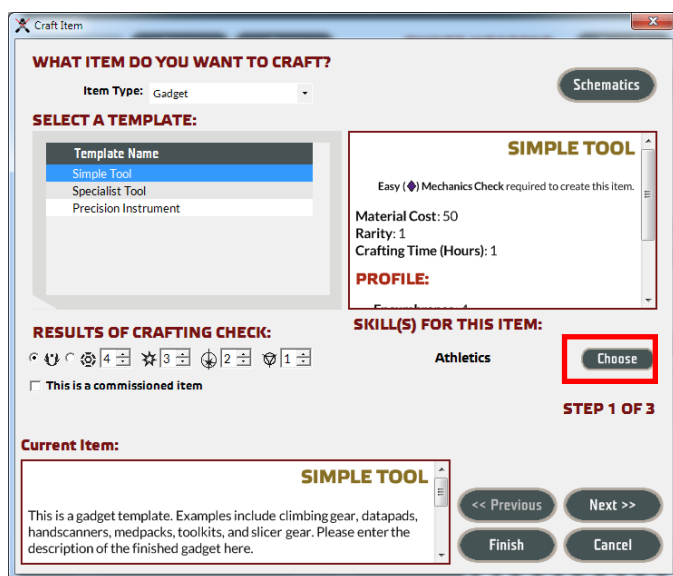


The Schematics dialog will list all of your schematics, including the level of the schematic, and the new difficulty of the skill check because of the schematic. Click “New” to enter a new schematic, or “Modify” to change an existing schematic. From here, you can select the schematic level. Each time you add a “schematic” improvement to an

item due to the results of a skill check, any existing schematic of the same type will be improved by one level.

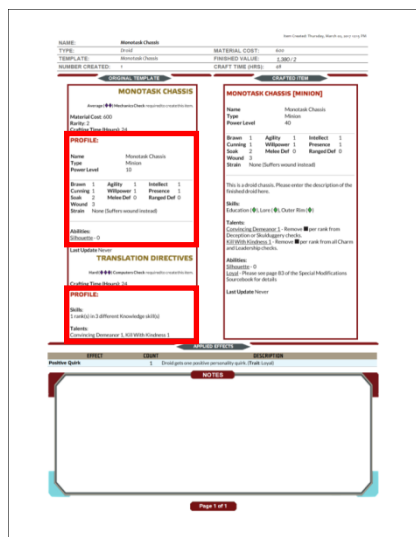


## SKILL ASSOCIATION

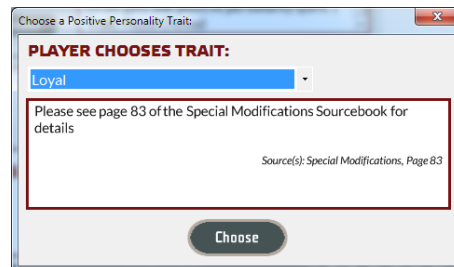


If you craft a gadget, or choose an appropriate droid directive, you must choose skills to associate with the item or droid. For gadgets, the item will be considered the “right tool for the job” for this skill. For droid directives, the droid will automatically get ranks in the selected skills. To change the skills later, click the “Choose” button under the template description.

## DROIDS



Unlike other crafted items, droids may select two different item types in step 1: the template for the droid, and a droid directive. In step 2, you may use the options drop down to select the type for which to select effects. Both profiles will be displayed in the summary sheet.



Droids may also have personality traits. If you select a droid quirk effect, a dialog will be displayed allowing you to select the personality trait to add to your droid when you click the “Choose” button.

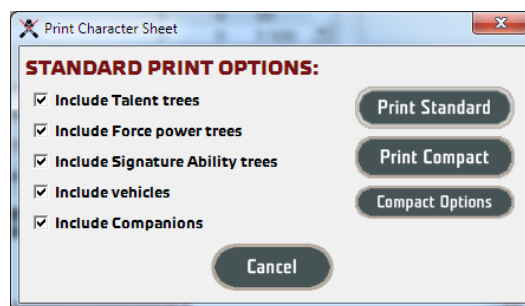
## THE CHARACTER SHEETS



The main point of this program is, of course, to generate a character sheet for you. You can generate a character sheet at any time during the character generation process. To do so, click the “Print” button at the top left of the main screen. This will bring up a dialog that allows you to choose some print options, as well as choose which type of character sheet to print.

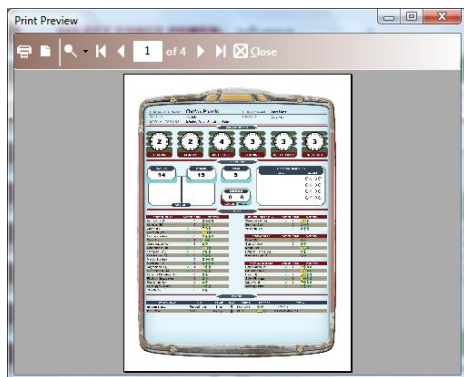
### PRINT OPTIONS

The five print options (which can also be selected from the Options dialog, described above) give you the option to include five additional types sheets with your standard character sheet. By checking the option, you may choose to include any vehicle your character owns, all of his talent trees for each purchased specialization, all purchased Force powers, all purchased Signature Abilities, and stat blocks for any companions.



### STANDARD CHARACTER SHEET

Clicking “Print Standard” will bring up the Print Preview dialog with a standard multi-page character sheet. This dialog also gives you the ability to print your character sheet, change page setup options, zoom the preview, select which page to preview, or close the dialog.



### STATS, SKILLS, AND WEAPONS

The first page contains all of the character’s characteristics and attributes, plus a section for keeping track of wound/strain and critical injuries. It also contains all of the character’s skills, including the dice pool, and a list of commonly-used weapons with all damage, range, and dice pool pre-calculated. These displayed weapons are the ones with the “Shown” checkbox checked in the Equipment pane.





## DESCRIPTION AND SOCIAL

This screenshot shows the 'Description and Social' page of a character sheet. At the top, it displays the character's name 'Chir'da P'ssikk', species 'Twilek', and career 'Colonist'. Below this, there are sections for 'Physical Description' (including height, weight, and build) and 'Social Information' (including name, age, and gender). A 'Notable Features' section contains a portrait of the character and a description of her golden skin and slender build. The page also includes a 'Story' section with a brief narrative about her background.

The second page contains the character's portrait and all descriptive information, such as gender, age, height, build, hair, and eyes, and a section for notable features. It will also display motivations, obligations, duties, morality, and background, including the character's story. This information may be continued on multiple pages, depending on the number of items being printed. The story can start on a new page, but cannot be split between pages, and must fit onto a single page (this is a summary, not a novel).

## FEATURES, XP, AND ABILITIES

After the description and social pages come the features and ability section. This starts with any special or optional species powers and how XP is currently being used (including a space for writing XP earned during an adventure). A list of all talents, force powers, and signature abilities follows, and may continue on multiple pages. For talents, this is a summary of all of the various talents that you know from any source, including specialization talents, talents from your species, or talents from items and attachments. Ranks in these talents, including any descriptive text that you might have entered, will show up here.

Force upgrades and signature abilities are displayed in a similar manner, with multiple purchases showing up under "Purchased". The Force Power section will also have your current Force Rating, which will normally be 1, unless you buy the single upgrade in the Force Sensitive Exile tree.

This screenshot shows the 'Features, XP, and Abilities' page of a character sheet. It displays the character's current XP (360) and a list of talents and abilities. The page is organized into sections for 'Talents', 'Force Powers', and 'Signature Abilities'. Each section includes a table with columns for the item name, rank, and a description. The 'Force Powers' section also includes a 'Purchased' column.

## MONEY AND EQUIPMENT

The last section of the character sheet shows the character's current encumbrance, his current money (plus a section to record credits earned through adventuring), and a complete list of all equipment owned, including weapons, armor, gear, and vehicles.

Along with the equipment are designations as to whether the equipment is equipped and/or held, the quantity of all equipment, plus a complete list of all special abilities and upgrades contained in this equipment, including any options selected. This section can span multiple pages if your character has acquired a lot of equipment.

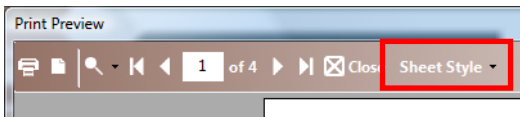
This screenshot shows the 'Money and Equipment' page of a character sheet. It displays the character's current money (500) and a list of equipment. The page is organized into sections for 'Equipment', 'Credits', and 'Encumbrance'. Each section includes a table with columns for the item name, quantity, and a description. The 'Equipment' section also includes a 'Purchased' column.

## OPTIONAL SHEETS

You may optionally include vehicle sheets at the end of your character sheet for any vehicle owned by your character. You may also optionally include sheets that show trees for your specializations, force powers, and signature abilities. You may select these options from the “Options” button at the top of the generator window.

## THE “NOTES” SECTION

Some pages of the character sheet might have a “Notes” section at the bottom, while others do not. Because the character sheet is split into four sections, plus optional tree sheets, some sheets can end up with extra space at the bottom. Rather than just keeping those sections blank, the generator will add a “Notes” section to allow you to at least make some good use out of the empty space.



## SHEET STYLES

Three different character sheet styles are available in the SW *Character Generator*: full color, full color no background, and simplified. All of the examples above are full color. The simplified style is basically black and white and doesn't use as much printer ink, while the full color sheet with no background removes the datapad background graphic, and also uses the same margins as the simplified sheet, while retaining full color in all graphics.

You can specify which sheet style to use by selecting the sheet style combo box at the top of the form.

## COMPACT CHARACTER SHEETS



Compact character sheets are one-sheet versions of the standard character sheet. Basically, all relevant information about the character is summarized into a single sheet. In order to do this, not all information about a character may be included. For instance, not all talents might be displayed, or all Force powers, or equipment.

Compact sheets are handy for making pre-generated characters for either convention runs, or for running one-shot adventures for your friends. They may also be used as a quick-reference summary of a character that has all required information on a single sheet at a glance.

Basic information for the character is displayed at the top, including a stat block, attributes, portrait, plus a list of all skills that currently have ranks. As space permits, you may also find lists of talents, Force abilities, obligation, duty, morality, weapons and equipment, plus the character's story, if there's left over room. Many of these items can be found in either column, since the sheet attempts to dynamically place the different parts into the layout.

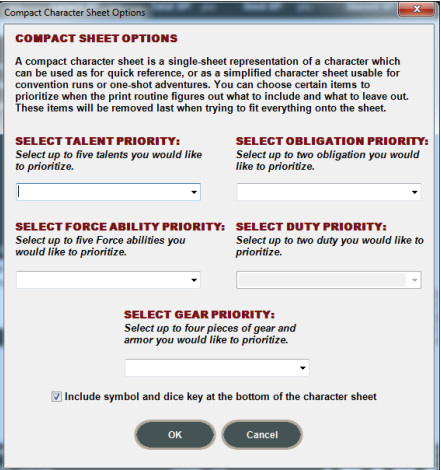


At the bottom, you'll find a key panel containing all symbols and dice used in the game. This can be handy for new players, or players not as yet proficient with the dice mechanic. You may control whether or not this panel is displayed in the Compact Sheet Options dialog.

Compact sheets use the same print preview dialog as standard character sheets (and all other printed sheets).

## COMPACT SHEET OPTIONS

This dialog allows you to select which items to prioritize when creating compact character sheets. Since space is limited on a single sheet, many items that are printed on the standard character sheet must be removed in order for at least some items to be shown. In order to somewhat control this process, you may choose "priority" items from the different categories. Basically, these selected few items will be removed last, if at all, when the compact sheet decides which items to include, and which to leave out. You may select up to five talents, five Force powers, two each of obligations and duties, and four pieces of gear (including armor). Weapons are automatically prioritized by whether or not they've been selected to be shown on the front of the standard character sheet.



The screenshot shows a window titled "Compact Character Sheet Options". Inside, there's a header "COMPACT SHEET OPTIONS" followed by a paragraph explaining that a compact sheet is a single-sheet representation of a character, usable for quick reference or as a simplified sheet for convention runs. It notes that items will be removed last when trying to fit everything onto the sheet. Below this, there are four sections for selecting priorities, each with a dropdown menu:

- SELECT TALENT PRIORITY:** Select up to five talents you would like to prioritize.
- SELECT OBLIGATION PRIORITY:** Select up to two obligation you would like to prioritize.
- SELECT FORCE ABILITY PRIORITY:** Select up to five Force abilities you would like to prioritize.
- SELECT DUTY PRIORITY:** Select up to two duty you would like to prioritize.

Below these is a section for **SELECT GEAR PRIORITY:** Select up to four pieces of gear and armor you would like to prioritize. At the bottom, there is a checked checkbox labeled "Include symbol and dice key at the bottom of the character sheet" and two buttons: "OK" and "Cancel".

Finally, there's a check box that allows you to select whether or not to include the symbol and dice key at the bottom of the page. If creating compact sheets for use in convention runs, or when the players are new to the game, it might be handy to have a reference to dice mechanic. If the sheets are to be used by experienced players, unchecking this selection will add a bit more room to the bottom of the sheet to fit in more information.

## DATA EDITOR

Due to copyright and other legal constraints concerning the intellectual property rights of Fantasy Flight Games and LucasArts/Disney (who own the rights to the Star Wars® franchise), actual descriptive text as found in the core rulebooks and various supplements cannot be included in this application. Owning at least one the core rulebooks is a prerequisite to using this application. The only descriptive text that this application comes with is page number references where you can read the proper descriptive text in the appropriate core rulebook.

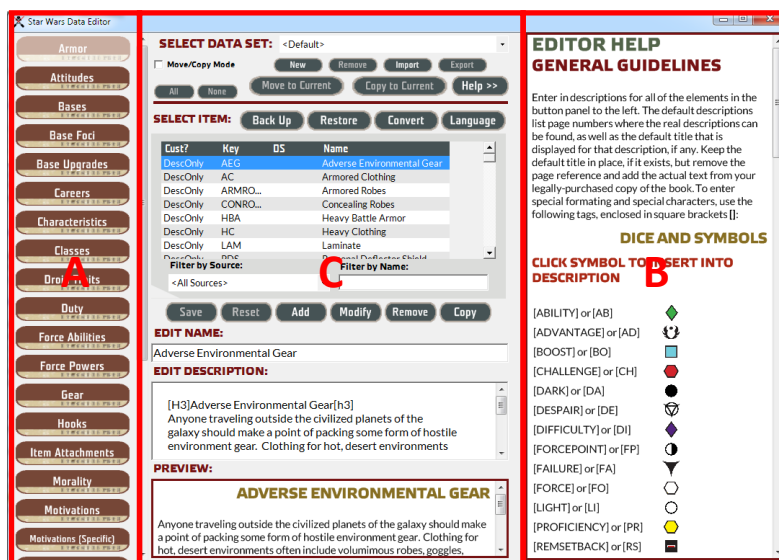
This does not mean that you can't have all the copyrighted descriptive text in your own **personal copy** of this character generator. It just means that you have to enter it yourself from your legally-purchased copy of a core rulebook.

In order to facilitate this, the *SW Data Editor* allows you to enter in your own descriptions for all parts of the generator's data. This includes descriptive text for everything from characteristics, motivations, obligations, and skills, to talents, careers, and specializations.

## THE MAIN SCREEN

The main screen of the *SW Data Editor* has a similar look and feel as the main generator app. To the left (A) is a column of buttons to choose which type of data to edit. The type of data currently being edited will have its button dimmed ("Armor" is being edited in this example).

The right portion of the window (B) has a help window containing, amongst other things, a list of the various special tags supported by the descriptions. This is gone over in more details later on in this document.



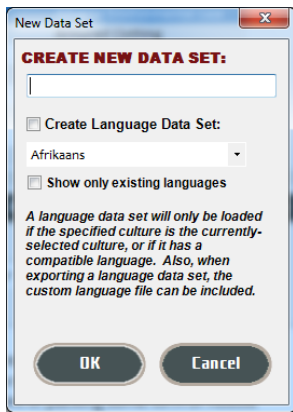
The middle part of the screen (C) contains the actual data, plus various backup, restore, and organizational tools. Click the "Help" button to hide and show the help pane (B). Click the "Language" button to bring up the Select Language dialog, as described in the [Language](#) section. Next comes a list of items that can be edited. In this example, it contains all of the different types of armor available in the game. Due to the large number of items in some lists, the list can be filtered by both source and by name. Select the source of the items to display using the drop down list. Type any part of the name of an item to display using the "Filter by Name" text box.

## DATA SETS

At the top of the middle section is a dropdown list containing all of your currently defined data sets, as well as some buttons used to manipulate those data sets. A data set is just a group of custom data that is stored in its

own folder under “DataCustom”. The default selection for this is the actual “DataCustom” directory which was used in earlier versions of the software exclusively.

## ADDING A DATA SET



To add a new data set, click the “New” button. The New Data Set dialog will be displayed. Type in the name of the new data set. This will create the required directory under “DataCustom” and allow you to start adding custom items to the data set. For instance, adding a data set called “My Mods” will create a folder under “DataCustom” called “DataSet\_My Mods”. If this data set is selected, all changes you make will appear in that folder and not in “DataCustom”.

To create a language data set, check the “Create Language Data Set” box. This will make your data set a language data set. Select the culture to use for this new language data set. Using the example above, if you selected the neutral “Spanish” culture, the name of the folder will be “DataSet\_MyMods-Lang-es”. A language file

for the culture you select does not need to actually exist in the tools. However, if you want to only create a language data set that corresponds to an available language file (selected by either the Launcher or the Data Editor), just check the box for “Show only existing languages”. The drop-down list will then only show you languages that already have translations.

Language data sets differ from standard data sets in that they are only loaded if your current culture is the same as the data set’s culture. If an exact match can’t be made for your current culture, then language data sets that are compatible with your culture (uses the same language) will be loaded. Exact matches take precedence, so compatible language data sets will not be loaded if at least one language data set with an exact culture match is found.

## SELECTING A DATA SET

To select a data set, use the dropdown at the top to choose which data set you want to edit. While this data set is selected, any data that you add, remove, or change will be done so from that data set. For instance, if you select the “My Mods” data set, any changes you make will be made to that data set.

Once you select a data set, the item list will change to reflect what items you have in that data set. You may see different items, or different descriptions for existing items, depending on what you’ve changed.

## REMOVING A DATA SET

Clicking the “Remove” button at the top will remove your current data set. This is a permanent deletion, so before you do so, you should have the data set backed up (see below) if you want to have access to it again. Removing a data set will remove all changes you’ve made under that data set and remove it from the dropdown. If you want that data set back again, you’ll need to either create it again or import it back into the system.

## EXPORTING DATA SETS

Clicking the “Export” button at the top will allow you to export a copy of the current data set to a ZIP file, including all directories, XML files, and images. This ZIP file can be given to someone else using the software to

import to his own data, or you can just keep it as an archive. Exporting a data set is a good way to share custom data without having to write over someone else's custom data stored in "DataCustom".

## **IMPORTING DATA SETS**

Clicking the "Import" button at the top will allow you to import a previously-exported data set. This ZIP archive must contain a valid data set in the proper format, or the system will be unable to import it. Before the import is performed, the *SW Data Editor* will check the current data with the data from the import to make sure all references are still valid. For instance, if you exported your data set, then added a new skill, then used that skill in a career from the default data set, or another data set, this career will now require that skill to be present. If you try to replace your current data set with an exported one, and it doesn't contain that skill, you will be warned and told which items have a conflict (including the data set, if any, they belong to) and the import will not take place. This prevents you from corrupting the data by importing old data.

## **MOVE/COPY MODE**

By checking the "Move/Copy Mode" checkbox, the *SW Data Editor* will be put into a move/copy mode. The list will show all custom data from all data sets, including the default custom data. All add, modify, and remove functionality (including changing the description) will be disabled while in this mode. A check box will also appear next to all custom items in the list.

When in move/copy mode, you can either move or copy items from one data set into another. To do this, select the data set you wish to copy to. Then, in the list, check each item that you want to copy to the selected data set. When you're done, click either "Move to Current" or "Copy to Current". "Move to Current" will move all checked items from their current data set into the selected data set. Because these items will need to be removed from their current data set, this function will automatically save all changes (you will be warned of this fact before the operation occurs). When finished, the items will no longer be in their old data set, but will reside in the selected data set, and all changes will be saved.

"Copy to Current" will make a copy of the checked items in the selected data set, but will also keep the item in its current data set. When finished, the custom item will reside in both places. This operation does not automatically save, so you will need to click the "Save" button when you're ready.

Under most circumstances, you will want to use the "Move to Current" button to, for instance, move your original custom data into one of the new named data sets to help better organize your data, or to prepare for it to be given to someone else to import. However, if someone wants some of your data, but you really don't care about having it in its own data set, you could always create a temporary data set, copy (not move) the custom items you want to give away, export the temporary data set to a ZIP file, then just remove the temporary data set from your data. Because you performed a Copy, rather than a Move, your original custom data will still be there.

## **ALL AND NONE**

While in Move/Copy mode, these two buttons will either check all current items in the list ("All"), or uncheck all current items in the list ("None").

## CONFLICTING ITEMS IN DATA SETS

It is possible to have the same item of custom data existing in two or more data sets. This will not cause a problem for the system, but it might cause confusion as to which data set the system is actually using. If an item exists in both the default data set (“DataCustom”), as well as an added data set, the item in the added data set will taken precedence, since it is merged with the main data after “DataCustom” is merged. If the same data exists in two different added data sets, which one is used depends on which one is loaded last.

Again, having the same item in two different data sets won’t cause an issue, but if you want to make sure the proper item is used, all other instances of it in other data sets should be removed.

## BACKUP AND RESTORE

The *SW Data Editor* will now automate a task you’ve probably been performing by hand up until now: backing up all of your data. As stated in the introduction, you should periodically perform a back up of all the data you’ve entered into the system. The *SW Data Editor* will now perform this function for you.

### FOLDERS NEEDING BACK-UP

The following folders will be backed up using the *SW Data Editor*’s back up functionality:

- **DataCustom** – This folder contains all changes and customizations that you’ve made to the main data, including descriptions, new items, new talents, etc., plus all data sets.
- **Characters** – This folder contains all of your characters.
- **Adversaries** – This folder contains all of the adversaries you’ve either imported from other sources (such as the import folders that came with the product), or have created or modified yourself.
- **Groups** – This folder contains the adventuring groups that you’ve created.
- **StockVehicles** – This folder contains all of the stock vehicles that you’ve created.
- **Languages** – This folder contains any customized language files that you’ve created.

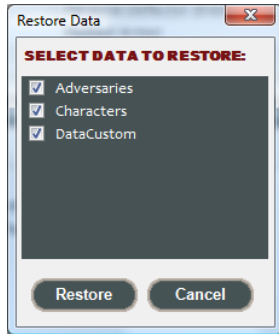
## BACKING UP YOUR DATA

To back up your data, click the “Back Up” button above the data item list. This button will show you a dialog allowing you to choose which folders should be backed up. The default is for all folders to be backed up.

Check the box next to the folder to select that folder for back up. When you’re finished, click the “Back Up” button. You will be prompted for a name for your backup, though it is suggested that you use the default name. The *SW Data Editor* will then create a ZIP archive with your backed up data and display the archive for you to verify that it is correct.



## RESTORING YOUR DATA



You can restore your data using a previously-saved backup ZIP archive. To restore your data, click the “Restore” button above the data item list. You will be prompted to select a ZIP archive to restore. This archive must be in the proper format, and must contain the various folders from a previous back up.

Once you’ve selected the back-up archive to restore, you will, again, be shown a restore dialog that will allow you to choose which elements contained in the ZIP file to restore. Only items that were backed up to the ZIP file will be shown.

After selecting which folders to restore, click the “Restore” button. Note that restoring from a back up will remove all existing items in the restored folder. It is recommended that you perform a back up of your existing data before restoring from another back up, just to make sure you don’t lose any information.

Once the restore is complete, the new data will be available for use, including information in your restored custom data folder. Restoring custom data in this fashion will restore all of your custom data, including all data sets, and will remove all previous custom data.

## DATA ITEM LIST

The main part of the center section of the *SW Data Editor* is taken up by the data item list and the description editor. The descriptions are actually edited in a text box. This contains straight text, plus any special tags that are included with the text. In order to be sure that what you’re doing will look good in the generator, a preview pane can be found below the text box that will display exactly what the text will look like.

Below the list are buttons that control how the data is being manipulated. When changes have been made, the “Save” button will save the currently edited data back to disk. “Reset” will eliminate all changes that have not been saved and revert the descriptions back to the original state. “Copy” will duplicate an existing entry.

## CUSTOMIZING DATA

The remaining buttons allow you to customize the application’s data. “Add” will bring up a dialog that lets you add a new item to the currently selected data type. In the example above, “Add” will add a new piece of armor. “Modify” will allow you to modify any items (other than stock skills), including stock items. “Remove” will remove an item, but only a custom item that you’ve previously entered. It will not remove stock items.

There are three types of custom data:

- **AddedItem** – An item that has been added to the existing data.
- **CustomItem** – An item that has replaced an existing item.
- **DescOnly** – Like CustomItem, but only the description and/or name has been replaced.

If you add a new item by clicking the “Add” button, “AddedItem” will be displayed in the “Cust?” column. If you click “Modify” on a stock piece of data and modify it, “CustomItem” will be displayed in the “Cust?” column. If you modify an added item, it will remain as “AddedItem”. If you start typing in the description or name text boxes, but don’t modify the item in any other way, “DescOnly” will be displayed in the “Cust?” column. If you

delete the text from the name or description text boxes for base or “DescOnly” items, it will be replaced by the base value. If both the name and description are the same as the base value, the “DescOnly” flag will be removed and the item will revert to its base.

All custom data is stored in the “DataCustom” directory. All stock data installed with the application remains untouched. If you remove a “CustomItem”, it will actually revert back to the original item (after first asking if you want to keep the description intact).

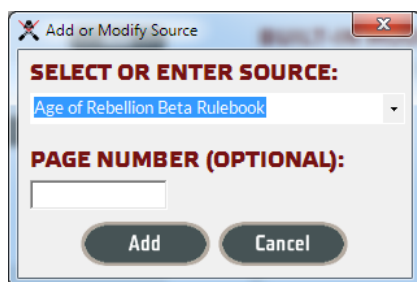
## COMMON PROPERTIES

All items have a name, a key, and a source. The name is the short text name that will be displayed for the item. The key is the internal key used by the generator to uniquely identify the item and to relate that item to other parts of the applications. Keys can only be altered when you add an item, and any key entered must be unique for that type of item. If an item is later modified, the key cannot be changed.

The source of an item is a short description of where the item came from. Sources are used in the generator to limit displayed data to just particular GM-approved sources. Data from the core rulebook will always be available no matter what. Some common sources will be “Age of Rebellion Beta”, “Enter the Unknown”, and “Custom Data”. As more official sources become available, more sources will be created. You can, of course, add your own source to any data that you add yourself (existing stock data cannot have its source altered).

## THE SOURCES CONTROL

The Sources control is common on all add/edit dialogs and allows you to select which sources an item belongs to. Any item can belong to one or more sources, the default being “User Data”. An item may also not have any sources.



To add a new source, click the “Add” button. To change an existing source, click the “Modify” button. In either case, the Add Source dialog will appear. You may choose an existing source from the list, or enter a new source by typing it in the space provided. If the source is a book or publication, you should enter a page number where the item may be found. This page number will be displayed with the source.

When adding a new source, the default “User Data” source will automatically be removed. To remove the selected source, click the “Remove” button.



## EQUIPMENT AND VEHICLE PROPERTIES

Armor, gear, vehicles, and weapons all have the following additional properties that are available from the add/modify dialogs:

- **Encumbrance** – How much encumbrance the item contributes if it is being held by the character.
- **Hard Points** – The number of hard points available for attachments.
- **Price** – The number of credits that this item costs.
- **Rarity** – The rarity of this item, on a scale from 0 to 10.
- **Restricted** – Whether or not the item’s availability is restricted.
- **Categories** – All items can belong to one or more categories. These categories are used for organizing item attachments, as well as filtering items for purchase.

## THE DIALOGS

### ARMOR

You can add your own armor types by clicking “Add” while editing armor descriptions. Armor has the following unique characteristics:

- **Soak** – The soak value that the armor gives you
- **Defense** – How much melee and ranged defense the armor contributes
- **Built-In Mods** – In some cases, armor can have special case mods, including ad hoc mods. Adding mods to armor functions identically to adding mods to attachments (see [Attachments](#), below).
- **Built-In Weapons** – A piece of armor might be able to generate its own ad-hoc weapon that is only usable when the armor is equipped. Or, it may give bonuses to Brawl, Melee, or other combat checks. This could be anything from shoulder-mounted missile launchers, to power gauntlets that punch extra hard.

### INNATE OR BUILT-IN WEAPONS

Armor, as well as several other editors, support the creation of special ad-hoc weapons, or enhancements to existing weapons or attacks, when the items are equipped and being used. For Armor, these weapons or attack enhancements may be created using the “Built-In Weapons” control.

To create a built-in, or innate, weapon, click the “New” button. To modify an existing weapon, click “Modify”. To remove an existing weapon, click “Remove”.

When a weapon is modified or created, the “Add or Modify Built-In Weapons” dialog is displayed. The weapon can be given a name, a combat skill is selected for the weapon, plus any base damage, bonus damage, base and bonus critical value, and weapon



qualities. Bonus damage is added to the base damage of a weapon, or to the Brawn characteristic for unarmed Brawl attacks. Bonus crit is subtracted from the base critical of a weapon or from 5, in the case of unarmed Brawl attacks. If “Applies to all weapons using skill” is checked, then this is a weapon enhancement which applies to all attacks using the selected skill. For instance, the Trandosha’s claws modify all Brawl attacks, including unarmed attacks, but is not a weapon in and of itself. Checking “Replaces ‘Unarmed’ weapon” means that this is a replacement for the standard unarmed attack that all characters receive.

## ATTITUDES

These represent a character’s attitude toward the Force. They are displayed along with classes (Beginnings) and hooks (Reason for Adventure) on the Background pane of the character generator. To add an attitude, just type in the name of the attitude, or modify the name of an existing attitude.

## BASES

Bases can be purchased for groups. There are currently a number of different base types defined in various source material, but you can create your own base types if you like. Bases consist of a cost in credits and/or obligation, and a list of foci, as well as available upgrades, that can be applied to this type of base. Foci and base upgrades are defined in their own master tables. To differentiate between similarly-named foci and upgrades, the keys are also included in the list.

Bases can also come with NPCs. To edit the NPCs, just add, edit, or remove them from the list. The NPC editor is the same as used in the [Adversary](#) editor in the *SW GM Tools*, described later in this documentation.

## BASE FOCI

Base foci define the different types of foci that bases can have. Each type of base (currently, homesteads and businesses) can have their own list of foci that they support. Normally, a particular focus is applied to a single base type, but you can define multiple types of bases that use the same base focus.

A base focus gives members of a group a particular skill as a career skill. Select a skill from the list, or select multiple skills to allow for a choice of career skills for the base focus.

## BASE UPGRADES

Purchased bases have a selection of upgrades available that add more to the base. Each base type has a list of upgrades that are supported by that type of base. A base upgrade has a cost in either credits or obligation (the group selects which one when purchased; Rebel base upgrades never cost obligation), a maximum number of times an upgrade can be purchased, and optionally, any monthly profits associated with the upgrade. If

profit is on a per-PC basis, check the option. If not, only this amount of profit will be applied. For Rebel bases, an upgrade can also give the PCs a reduced rarity once per month on purchased items. If this upgrade has this benefit, enter the number of times rarity is decreased for each time the upgrade is purchase.

Upgrades can also have multiple options to choose from. These will be listed in the options list. Options can just consist of a name and description, and optionally a count of the maximum number of times the upgrade can be purchased with this option. Options can also have NPCs associated with them. NPCs can be added just like adding adversaries to *SW GM Tools*. When a group purchases a particular upgrade with an NPC option, a copy of that NPC will be added to the base's NPC list. For more information on adding NPCs, please see [Adversaries](#).

Finally, a base upgrade can have a selection of career skills that are automatically granted to any PC in a group that owns a base. Select any skills that will be available for career skills when the upgrade is purchased.

## CAREERS

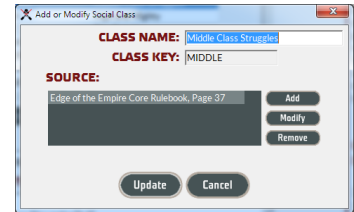
Careers consist of a list of selectable career skills, and a list of selectable specializations. Normally, each career consists of 8 career skills and 3 specializations. However, you can select as many as you want. The only limit is that a career **MUST** have at least one selected specialization.

A career can also give attribute bonuses. The value for Force rating is static. That is, a Force rating of 2 means the

character will start out with a Force rating of 2. For the others, the values are added to the existing character values.

## CLASS

A class, or social class, is part of the character's background. It is shown on the Background pane of the character generator under "Beginnings" and represents a character's origin. To add a class, simply enter in the name of the class, or modify the name of an existing class. You can then modify the description of the class from the main window.



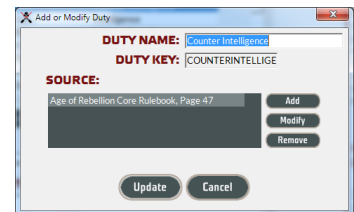
## DROID TRAITS



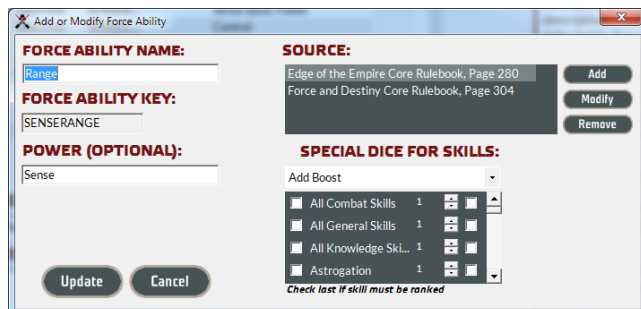
Crafted droids may have a number of personality traits. The generator comes with all of the traits listed in the "Special Modifications" source book, but you can add your own if you like. Traits can be either positive, costing positive dice symbols, or negative, costing negative dice symbols. Select the type of the trait by clicking one of the two radio buttons.

## DUTY

Similar to Obligations (below), you can enter the name of duty, or modify an existing duty's name. The description can then be modified from the main window.



## FORCE ABILITIES



Force abilities consist of the name, key, and any special dice modifiers for skills. You can set the Force ability to add boost, remove setback, or use a Force power check for any number of skills. The most common use for Force abilities is adding a Force power check to certain skills. When skills are selected for this, the skill's dice pool will show a number of Force dice equal to the character's Force rating. How the Force dice are used

depends on the function of the Force ability. See [Special Dice for Skills](#), below, for a complete explanation of the skill dice functionality.

There is an optional Power field that, if entered, will show up in the Force Power editor to aid you in figuring out which power similarly-named abilities go with. For instance, almost all powers have a "Range" or "Strength" ability, and most have more than one ability called "Control". You can use Power to help differentiate between them by adding the name of the power they belong to. In the case of "Control", of which several versions may exist in a single tree, you can use Power to help differentiate between them. For instance, the first "Control" ability in the "Move" power might have a Power value of "Move-1", or something similar. Power has no affect on the *SW Character Generator* and is only useful for the Force Power editor.

## FORCE POWERS

The Force Power editor is similar to the Specialization editor, but is more complex. Min Force Rating is the minimum Force rating the character must have before this power becomes available.

### ABILITIES

The ability tree for force powers has more to it than the corresponding talent tree for specializations. Individual abilities can actually span multiple columns in a force power. If you set the span on a particular node of the tree to more than one, nodes to the right will become

disabled. They will also have their abilities, spans, and costs preset to the proper values for the force power to work correctly in the *SW Character Generator*. You can also set the cost of each ability individually, since costs are not row-dependent as they are in specialization trees.

### CONNECTING LINES

Clicking the connecting lines will toggle them on or off. However, the lines work slightly different depending on the span of an ability. For instance, to connect a spanned ability to another ability next to it, you must enable the line after the spanned node, not after the last disabled node. As an example, say the first node on a row has span 2. The second node will be disabled, and the third and fourth are available. To connect the first spanned ability to the third node, you would actually enable the line after the first ability, not the second. This is because the second node isn't used by the generator in this situation, so any connecting line to the right of it will be ignored.

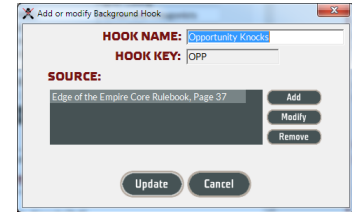
## GEAR

General gear has three special piece of information:

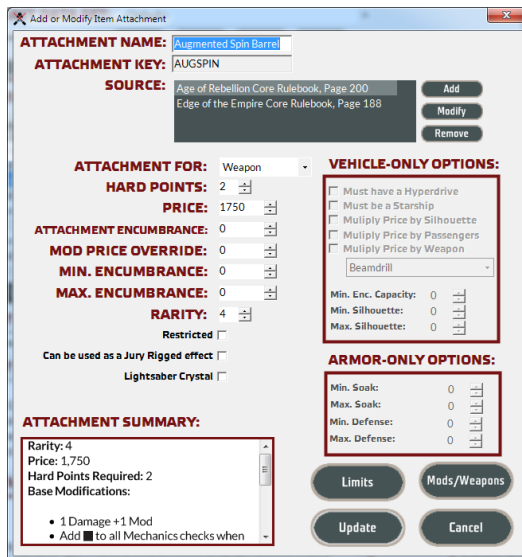
- **Type** – Which type of gear this is (Communications, Poisons, Cybernetics, etc).
- **Built-In Mods** – Any special type of modification that the item contributes to the character. Common mods are for decreased, or increased, encumbrance, increased soak or defense, or additional characteristics, skill bonuses, or talents. See [Attachments](#), below, for details.
- **Built-In Weapons** – These are any ad-hoc weapons that the gear creates for the user, or enhancements to existing weapon attacks. Please see [Innate or Built-In Weapons](#) for details.

## HOOKS

Hooks, or background hooks, are part of a character's background and are displayed in the Background pane of the character generator under "Reason For Adventure". To add a background hook, simply enter in the name of the hook, or modify the name of an existing hook. You can then modify the description of the hook from the main window.



## ITEM ATTACHMENTS



The Item Attachment editor is one of the more complex editors in the *SW Data Editor* tool. This editor allows you to add or modify an item attachment. Item attachments can be applied to any equipment and vehicles. They augment the function of those items in some way, adding benefits to the character, as well as possible limitations. Item attachments have the following special information:

- **Attachment For** – Item attachments must be configured for use with a particular type of equipment, or vehicles. Select the equipment type that the attachment applies to here (Armor, Gear, Weapons, Vehicles, etc.). Changing this value will remove all category, skill, item type, and item limits, as well as mods, as these are defined for each type of equipment.
- **Hard Points** – This is the number of hard points required to install this attachment. The specified type of equipment must have at least this number of hard points available before this attachment can be applied to it.
- **Attachment Encumbrance** – Normally, attachments don't add to the encumbrance of an item. But some do. Enter any encumbrance value here.
- **Mod Price Override** – Each optional mod (described in the "Base and Added Mods" point below) generally has a fixed cost to apply its functionality to the attachment. For standard gear, this is 100 credits for the first, 200 for the second, etc. Vehicles cost 10 times that amount. However, if you're creating a special type of attachment, you can override that standard pricing structure by entering a non-zero value here. For instance, the modular backpack allows for the attachment of special pouches that add more encumbrance threshold to the backpack. As this is not a standard attachment, the override value for this attachment is 15, which is the cost of each additional pouch.
- **Min/Max Encumbrance** – These two values can limit what items the attachment can be applied to based upon the item's encumbrance. Any item encumbrance lower than the minimum or higher than the maximum will not be able to use this attachment. A zero value means that the limit will not be applied for that option.

- **Armor-Only Options** – If the “Attachment For” drop down is set to Armor, these options will become available. An armor attachment may be set to require a minimum or maximum soak value for the armor, or a minimum or maximum defense value. A value of zero for any of these options means that the limitation will not be applied.
- **Vehicle-Only Options** – If the “Attachment For” drop down is set to Vehicle, these options will become available. Check each option as they apply for this attachment. If one of the “Multiply Price by” options is checked, the base price of the attachment is multiplied by the silhouette or passenger capacity to get the actual price. If the attachment works only on a range of encumbrance capacities, set the minimum and maximum allowed (zero for these values indicates no limit).
- **Jury Rigged Checkbox** – If this box is checked, this attachment becomes a “Jury Rigged” attachment, available only if ranks in the “Jury Rigged” talent have been selected. You will then have the option to apply the standard “Jury Rigged” mods to the item, or to apply the mods from this attachment.
- **Lightsaber Crystal Checkbox** – If this attachment is meant to be a lightsaber crystal, make sure to check this check box. Lightsaber crystals are handled a bit differently from other attachments.
- **Limits** – Clicking the “Limits” button will bring up the Limits dialog. Attachments support four types of limitations for where this attachment can be applied. Each limit type uses “or” logic. That is, if the item meets the requirement of any of the limitations, then the attachment can be used. “Category Limits” limits the item to one that belongs to the specified categories. “Skill Limits” only apply to weapons, and limits the weapon to those that uses the specified skills. “Item Type Limits” limits the attachment to items of the specified types (such as “Energy Weapons”). Finally, “Item Limits” allows you to limit the attachment to particular items.
- **Mods/Weapons** – Clicking the “Mods/Weapons” button will bring up the Mods and Weapons dialog. From here, you can select the base and added mods for the attachment, as well as any built-in weapons for this attachment. Base mods are active once you install the attachment. Added mods can be optionally applied after the attachment is installed. Added mods will appear as check boxes in the item customization window. Built-in weapons are any ad-hoc weapons that the item attachment creates for the user, or enhancements to existing weapon attacks. Please see [Innate or Built-In Weapons](#) for details.

**ARMOR-ONLY OPTIONS:**

Min. Soak:	0	+	-
Max. Soak:	0	+	-
Min. Defense:	0	+	-
Max. Defense:	0	+	-

**VEHICLE-ONLY OPTIONS:**

☐ Must have a Hyperdrive  
☐ Must be a Starship  
☐ Multiply Price by Silhouette  
☐ Multiply Price by Passengers  
☐ Multiply Price by Weapon

Beamdrill

Min. Enc. Capacity:	0	+	-
Min. Silhouette:	0	+	-
Max. Silhouette:	0	+	-

**EDIT LIMITS FOR:** Blaster Actuating Module

**CATEGORY LIMITS:** Add Remove  
Ancient Relics

**SKILL LIMITS:** Add Remove  
Brawl

**ITEM TYPE LIMITS:** Add Remove  
Brawling

**ITEM LIMITS:** Add Remove  
"Renegade" Heavy Blaster

Categories: Blaster Pistol, Heavy Blaster Pistol

Skills:

Types:

Items:

Accept Cancel

**EDIT MODS AND WEAPONS FOR:** Blaster Actuating Module

**BASE MODS:** New Modify Remove  
Additional Damage...  
Add Setback Mod

**OPTIONAL MODS:** New Modify Remove  
Additional Damage...  
Pierce Quality

**BUILT-IN WEAPONS:** New Modify Remove

Accept Cancel



## MOD EDITOR

When you add or modify a mod, a dialog appears that allows you to select a particular mod and the mod's count. You can filter on which type of mod to display by checking one or more of the six check boxes below the drop down. If the mod adds a skill, you may also choose whether to make the skill a career skill, or to add to the skill only if it is already ranked.

Below the count are various options for the mod. Normally, a quality added by a mod will add its count value to any existing quality, or just grant the quality if it doesn't not exist. For the first check box, a quality can be set to replace any existing quality on the item, rather than add to it. For the second check box, the quality

will replace an existing quality if the count value is higher than the existing quality. For the third check box, the quality will be applied to a built-in weapon, rather than to the item itself. The index is the order of any built-in weapons, with zero being the first built-in weapon.








If you enter something into the ad-hoc description, the selected mod will not be used and the mod becomes ad-hoc, only displaying the effect's description and optionally applying special dice modifiers. The ad-hoc description can contain substitution items, such as [BOOST], and can even contain HTML. The preview panel will show what the final display will look like.

## INNATE SKILLS

Some attachments will supply an entity, such as a droid brain, that has its own innate skills. These skills can be used for a number of tasks, such as piloting or astrogation. If an attachment supplies one of these innate skills, choose the skill(s) from the list, then choose the rank for that skill, and the ability score used for that skill. Similar innate skills are added up from the various mods on an attachment to come up with the final dice pool for that skill. In other words, multiple mods can contribute to an innate skill on an attachment.

## SPECIAL DICE FOR SKILLS

The Mod Editor, as well as several other editors such as Force Abilities and Species Options, can also modify the dice pool of skills with special dice and symbols. These include adding boost or setback dice, adding advantage or threat symbols, removing setback dice, adding success, allowing a skill to benefit from a Force power check, and upgrading skills. These modifications can be seen in the dice pool of the skill in question either in the generator or on the character sheet

as a number of boost die symbols , setback die symbols , remove setback symbols , advantage symbols , threat symbols , success symbols , or Force die symbols , as well as upgrade the ability of a check. You can select which option is being configured by clicking on the drop-down and selecting which type of die or symbol to add.

For “Add Boost”, “Add Setback”, “Add Advantage”, “Add Threat”, “Add Success”, “Remove Setback”, or “Upgrade Ability”, you can check a skill or skill category, then use the up/down arrows to select the number of dice or symbols to add or remove, or the number of times to upgrade a skill. When selecting a category, the dice will be configured for all skills in that category. The count for these fields will be applied for each instance of the mod that is selected. In other words, if you select two boost dice for a particular skill in this mod, and the mod is applied three different times, that would produce six total boost dice. Checking the last column indicates that the skill must be ranked in order to gain benefits from the particular dice modifier.

For “Add Force”, you select the skill or category of skills to apply a Force check to. There is no count for Force dice, since you can always apply up to your Force rating in dice to the skill check, but there is still a “Ranked” checkbox, indicating that the Force dice can only be applied if the skill is ranked. The number of Force dice that will appear in the skill’s dice pool will be equal to your Force rating. The actual number of dice that you can apply to the skill follows the standard rules for making a Force power check. That is, any Force die that you have committed to an ongoing effect cannot be applied, nor can any dice that you have already used for another Force power check. The actual use of the light and dark pips should be defined in the description for the mod or Force ability that these dice are configured for.

## MORALITY

Morality consists of a required name and key, a source, and whether or not the morality is a Strength or a Weakness. If Strength is selected, a default Weakness pair must be selected as well. For this reason, it is better to add custom Weaknesses first, then add custom Strengths.

The selected paired weakness of a strength is the default weakness for this strength. However, alternate strength/weakness pairs can be specified. For instance, various Force and Destiny source books could have a strength/weakness chart that differs from the chart found in the Force and Destiny Core Rulebook. When a morality strength is added to a character, a different weakness would be paired with it, other than the default weakness.

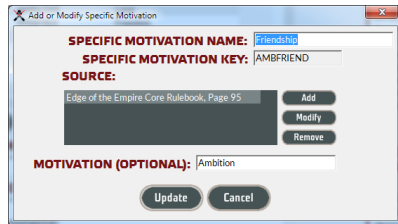
To support this feature, a list of alternate pairings may be added to a strength. These pairings consist of an identifier (generally, the name of a source book) and a reference to the weakness. To add an alternate pair, click the Add button. To modify an existing alternate pair, click the Modify button. The Morality Pair dialog will be displayed, allowing you to select the identifier (or type in a new one), and the alternate weakness. Some alternate pairing charts might remove an inappropriate strength/weakness pair. If this is the case, select “<None>” as the weakness and the pair will not show up when adding a new morality pair in the character generator.



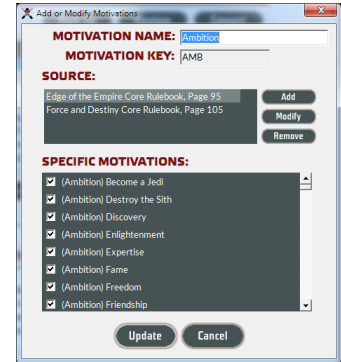
## MOTIVATIONS

Motivations are entered in by name. Additionally, each motivation can have a more specific motivation that further defines it. To choose a specific motivation to associate with this motivation, click the checkbox next to it in the list.

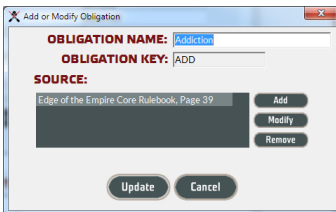
### MOTIVATIONS (SPECIFIC)



Specific motivations consist of a name, a key, and a source. You can optionally enter in the name of the parent Motivation, which would be the Motivation that the Specific Motivation is meant for. This does not associate it with the Motivation (you do that using the Motivation editor), but will group the Specific Motivation with others of the same value in the list displayed in the Motivation editor.



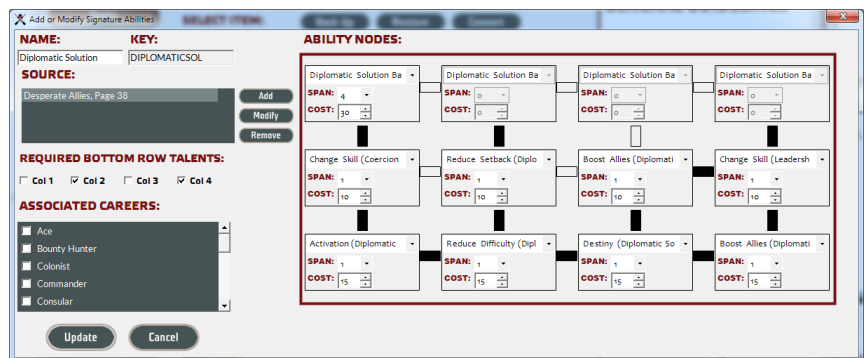
## OBLIGATIONS



To add an obligation, simply enter in the name of the obligation, or modify the name of an existing obligation. You can then modify the description of the obligation from the main window.

## SIGNATURE ABILITIES

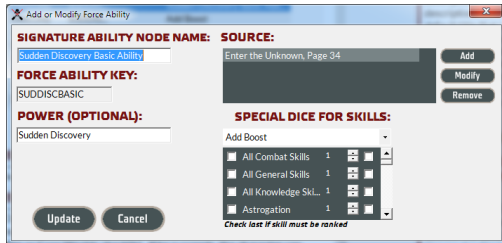
The Signature Abilities editor functions similarly to the Force Powers editor, except signature abilities only have three node rows. For each node, select the ability node to use, the span of the column, and the cost. Currently, the top row only contains the basic ability, which has a span of 4, so this is automatically selected when you create a new ability. Like Force Powers and Specializations, you can turn on or off the lines connecting the nodes to show purchase flow. See [Force Powers](#), above, for more details.



Additionally, each signature ability can only be applied to career specializations that have had certain bottom-row talents purchases. The required talents are specified by checking the appropriate column checkbox. For instance, if a signature ability can only be applied to a specialization where the talents on the bottom row in the second and fourth columns have been purchased, then check “Col 2” and “Col 4”.

Finally, select each career that can be associated with this signature ability. You will only be able to use this signature ability when you select one of those careers, and it can only be attached to specializations that belong to the chosen career.

## SIGNATURE ABILITY NODES



Like Talents and Force Abilities, Signature Ability Nodes are the items that are used in Signature Abilities. New signature ability nodes can be created using the Signature Ability Node editor.

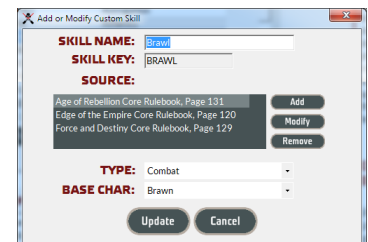
Signature ability nodes consist of the name, key, and any special dice modifiers for skills. You can set the Signature ability node to add boost, remove setback, use a Force power check, and a number of other special dice features for any number of skills. The most common use for Signature ability nodes would be to add boost dice or remove setback dice for particular skills. See [Special Dice for Skills](#), below, for a complete explanation of the skill dice functionality.

Additionally, there's an optional Signature Ability field that, if entered, will show up in the Signature Abilities editor to aid you in figuring out which ability similarly-named nodes go with. You can use this field to help differentiate between your nodes by adding the name of the ability they belong to. The Signature Ability field has no affect on the *SW Character Generator* and is only useful for the Signature Abilities editor.

## SKILLS

You can add new skills that the generator will include with the character, but you cannot modify existing stock skills. Skills have only two characteristics, other than its name and key:

- **Type** – What type of skill this is. There are only three types of skills: General, Combat, and Knowledge.
- **Base Char** – This is the characteristic used as a basis for the skill. Skills can be based off of any of the six characteristics.



# SPECIALIZATIONS

**NAME:** Aggression **KEY:** AGGRES

**SOURCE:** Force and Destiny Core Rulebook, Page 99

**SPECIALIZATION CAREER SKILLS:** Astrogation, Athletics, Brawl, Charm, Coercion, Computers

**ATTRIBUTE BONUS:** Wound: 0, Ranged Def: 0, Strain: 0, Melee Def: 0, Soak: 0, Force Rating: 0

**TALENTS:** Intimidating, Plausible Deniability, Grit, Toughened, Fearsome, Intimidating, Prey on the Weak, Sense Advantage, Fearsome, Terrify, Crippling Blow, Toughened, Grit, Terrify (Improved), Prey on the Weak, Heroic Fortitude, Force Rating, Fearsome, Dedication, Against All Odds

☐ Universal Specialization

**Update** **Cancel**

Specializations consist of a name, a list of skills that you can choose for specialization career skills (normally, four skills are chosen here, but any number or none can be selected), a check box to make this specialization universal (like Force-Sensitive Exile; it’s not a career specialization, but costs the same as one), and a grid work of talents.

## TALENTS

The bottom half of the dialog consists of five rows of four dropdown lists containing talent names. These rows and talents correspond to the rows and talents in the specialization’s talent tree, as displayed in the generator. Just select the talent you want for each location.

## CONNECTING LINES

Additionally, you’ll notice black lines attaching each location in the grid to the ones next to it. These correspond to the direction you need to go to get access to those talents. The top row of talents is automatically accessible, but all other rows must have a line leading to it from a previously-selected talent in order to be able to select it.

When the line is black, that means a direction is configured and is connecting the two talents. If the line is an outline, that means no direction exists between those two talents. You can toggle between having a direction line and removing a direction line by clicking on the line in the panel. Be careful when selecting direction lines; it’s possible to cut a talent off so that you can never access it, depending on which lines you choose.

## SPECIES

Species can be rather complex to add, since they have a lot of different options. The main Species edit window has places to enter starting characteristics and attributes, including starting XP, starting Force rating, and an adjustment to the number of cybernetics the species can use (currently used by the Gank species). You can also select any skills or talents the species always starts with. Skills have a “Career?” checkbox. When this is checked, this skill becomes a career skill. If you just want to add a skill as a career skill, but with no starting rank, check the “Careers?” checkbox and set the rank to 0.

Some species cannot use force powers, such as Droids. If this species cannot use force powers, check to “cannot use force powers” check box. If a species has innate

**SPECIES NAME:** Aquatic **SOURCE:** Dangerous Covenants, Page 19

**SPECIES KEY:** AQUA

☐ This species cannot use Force powers

**OPTION CHOICES:** Aquatic

**INNATE WEAPONS:**

**SUB-SPECIES:** Aquatic, Ulaq, Quara

**BRAWN:** 3 **AGILITY:** 2 **INTELLECT:** 1 **CUNNING:** 2 **WILLPOWER:** 2 **PRESENCE:** 2 **WOUND:** 11 **STRAIN:** 8 **STARTING XP:** 90 **FORCE RATING:** 0 **CYBER ADJUST:** 0

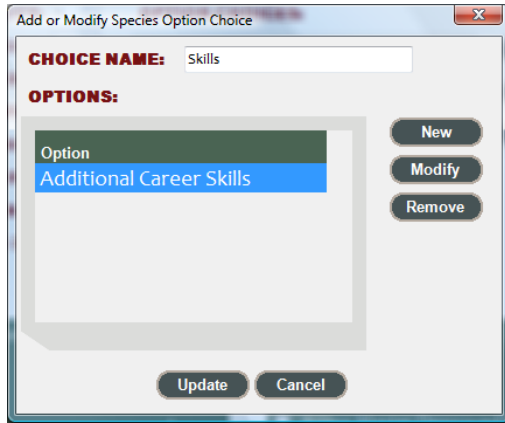
**Skills:** Astrogation, Athletics, Brawl, Charm, Coercion

**TALENTS:** Adversary, Against All Odds, All Terrain Driver, Ambush, Anatomy Lessons

**Update** **Cancel**

weapons, or weapon enhancements, such as the Trandoshan claw attack, or the Ithorian bellow attack, they can be added using the “Innate Weapons” feature. Please see [Innate or Built-In Weapons](#) for details on how to use this feature.

## OPTION CHOICES



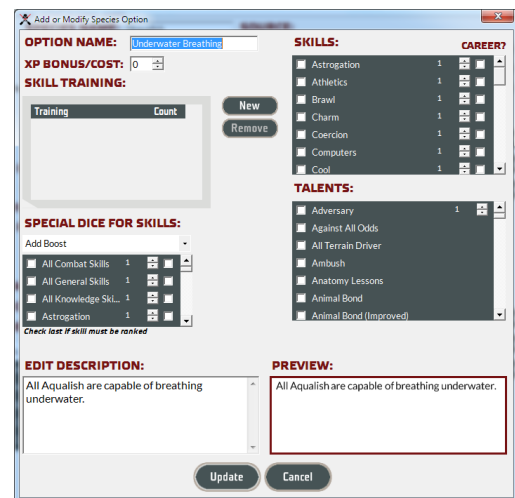
Species also have optional, or special, features that can be added using the “Option Choice” feature. All option choices are displayed in a grid.

Option choices can add a variety of features to a species. They can be just a textual description of some feature or some new rule for a species. They can also optionally add skills or talents to a species. Or, they can add additional skill training. Option choices can have a number of options to choose from, or it can contain just a single option. Single options are always available to the species.

When you add an option choice, another dialog will appear allowing you to name the choice and to add options. The name of the option choice will appear in the option buttons on the species pane of the generator, so keep it short. Since there are only three such buttons, you are limited to adding three option choices.

## OPTIONS

From the Option Choice dialog, you may add options to your choice. The options dialog allows you to give a name for the option (which will appear in the dropdown list in the species pane), define skills and talents for this option, enter a description for this option, including a preview panel (you can add special icons and formatting options to the description, the same way you do it on the main window), give bonus starting XP or remove starting XP, add special dice for skills, and specify any skill training. Skill ranks added from here will show up under “Species” in the skill pane. Talents gained through such options will appear on page 3 of the character sheet, just like regular species talents. The “Acquisition” column will show that it came from a species option, rather than just being innate to the species itself.



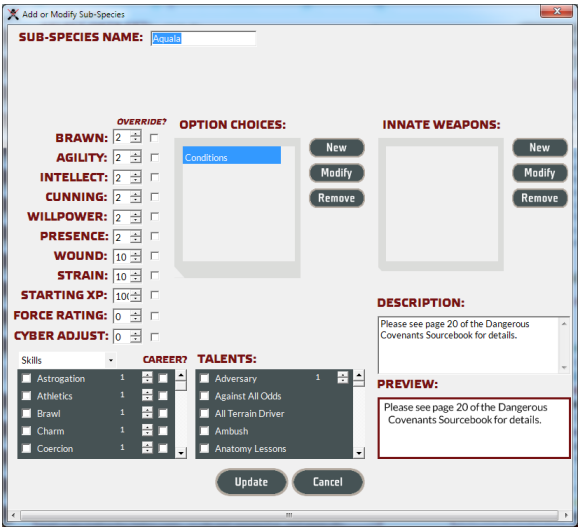
Skill training allows you to add the option of receiving additional ranks in career, non-career, or specialization skills when creating your character. Non-career training works the same as for humans; a grid allowing you to choose non-career skills will appear in the options panel on the species pane. Career and Specialization training works the same way it does for droids; instead of 4 career and 2 specialization skill ranks, you can add additional ranks for these two features and the new count will appear on the career pane.

Some option choices might change the starting XP of the species, such as the Dressellian’s ability to understand technology. If an option choice adds starting XP to the species, enter a positive value for “XP Bonus/Cost”. If an option choice removes starting XP from the species, enter a negative value for “XP Bonus/Cost”.

You also have the option to add boost dice, remove setback dice, or use a Force power check for any number of skills. The most common use for species options would be to add boost dice or remove setback dice for particular skills. See [Special Dice for Skills](#), below, for a complete explanation of the skill dice functionality.

If you want to add a special feature with just a text description, add the description and do not check any skills or talents, special skill dice, or create any training entries.

**SUB-SPECIES**



Some species, such as Droids and Aqualish, have sub-species. Sub-species are exactly like species, except that you can select certain aspects of a sub-species to be added to the primary species to create a final, complete species. For instance, you may want all members of a species to have Brawn 2 and Intellect 3, but only one sub-species to have Cunning 3 and a talent bonus.

The Sub-Species dialog is almost identical to the main species dialog, and performs much of the same function. Any skills, talents, option choices, and innate weapons included here will be added to any existing items in the main species. To replace any characteristics in the main species with changes in the

sub-species, just check the check box under “Override” and next to the characteristic or attribute you wish to use and this value will override the value on the main species. Characteristics and attribute that do not have this box checked will not be used and will retain the value from the main species.

## TALENTS

Talents can be very complex to add, but normally, each talent just has a game play effect, rather than a character effect. That means most will only consist of descriptive text. However, various character-modifying conditions can be applied to talents as well.

Under the name, you can choose what the activation is for the talent. This is basically what sort of action it takes to use, or whether or not it's passive (the effect is always available). Next, you can check the Ranked check box if you can purchase multiple ranks of the talent to get additional affect from it.

Under most circumstances, that's where you can stop entering talent information. However, to support all talents in the Core Rulebook, there are additional capabilities you can configure. These capabilities are organized into six different panes on the talents dialog.

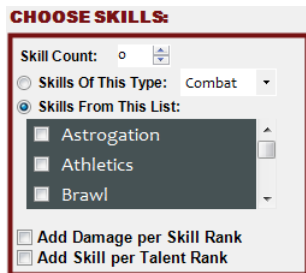
### DAMAGE BONUS

On the first pane, if you want to have the talent give a damage bonus in combat (such as for Feral Strength), you enter the amount of the bonus, plus check which skills the damage is applied to. Only combat skills are listed here.

### ATTRIBUTE BONUS

Talents can also add to your attributes (Grit and Toughened, as two examples). In the second pane, choose how much to add of each attribute. You can also select from two requirements: whether or not the character needs to have armor equipped (like the Armor Master talent), and whether that armor's soak value is a certain amount (Improved Armor Master). If the requirements are met, the attribute bonuses are applied. You can also choose to raise a user-selectable characteristic (similar to the Dedication talent). You will be prompted with a dialog box to choose the characteristic when you select this talent. You may also mimic the Tinkerer talent and add hard points to an item by selecting the next check box. The last check box will display a button on the equipment pane to that will allow you to add an HP to an item after making a skill check (make sure you get your GM's permission before using this ability). The maximum number of HPs you can add to the item is selected from the numeric up/down control. Intuitive Improvements uses this feature.

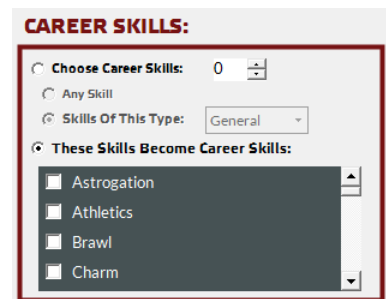
## CHOOSE SKILLS



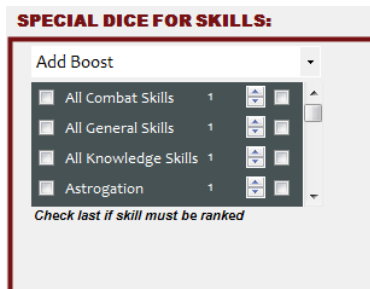
In the third pane over, you can choose skills. What you do with the skills that have been selected is up to the individual talent. Enter the number of skills that may be chosen under Skill Count. Then, either select a category of skill to choose from, or check however many skills you want to form a list to choose from. An example of the former is Deadly Accuracy, where you select a combat skill to add damage to. Smooth Talker is an example of the latter, where you choose one skill from a predefined selection of social skills. In either case, this talent will cause you to be prompted to choose skills whenever the talent is selected, or whenever you click on the “Play” button in the corner of the talent’s panel in the generator. You may also have the talent add damage to weapons that use the selected skill. This option will add damage to any weapon that uses the selected skill equal to the basic ranks in the skill. Finally, you can have the user select a number of skills to be applied to the talent equal to the ranks you have in this talent. The Deadly Accuracy talent uses both of these options.

## CAREER SKILLS

A talent can also add to career skills, in the fourth pane. There’s two ways of doing this. Either the talent allows the selection of a number of non-career skills that will become career skills (the top option, such as for the Well Rounded talent), or you may specify individual skills that will become career skills, if they are not already (such as for the Insight talent). In the first case, selecting the talent will display a dialog box allowing you to choose your new career skills. To be able to select any skill, select the “Any Skill” option. To be limited to selecting skills of a particular type, select the “Skills Of This Type” option and select which type of skill to allow.



## SPECIAL DICE FOR SKILLS

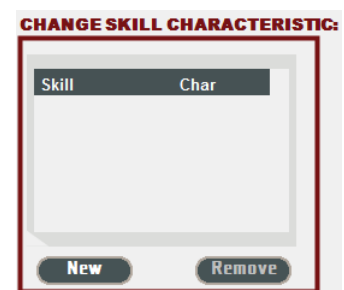


This pane uses the same method for applying special dice to skill checks as does the Mod Editor, Species option editor, and Force Ability editor. From here, you can add boost dice to, remove setback dice from, or apply Force power checks to the dice pool of the selected skills or skill categories. In the example above, the Researcher talent allows you to remove a setback die from all knowledge skills. For more information on this functionality, see [Special](#)

[Dice for Skills](#) under the Mod Editor, above.

## CHANGE SKILL CHARACTERISTIC

Finally, the last pane gives the talent the ability to change which characteristic you use as the basis for a particular skill. This is used in the various Force technique talents found in Force and Destiny. Select a skill, and then select one of the six characteristics. When you have selected such a talent, a new button will appear on the specialization pane that will allow you to choose which characteristic to use for an affected skill. The same skill may be configured multiple times with different characteristics.





## VEHICLES

**VEHICLE NAME:** YT-1300 Light Freighter  
**VEHICLE KEY:** YT1300  
**SOURCE:** Edge of the Empire Core Rulebook, Page 264  
**HYPERDRIVE:** 2.0 Primary 12.0 Backup  
**SENSOR RANGE:** Short  
**ENCUM CAP:** 165  
**PASSENGERS:** 6  
**CREW:** One Pilot, One Co-Pilot, One Engineer  
**STARFIGHTERS:** Two Months  
**CONSUMABLES:** Two Months  
**MAX ALTITUDE:** Freighter  
**TYPE:** Freighter  
**MASSIVE:** 0  
**CLASSIFICATION:** Normal Vehicle  
**BUILT-IN ATTACHMENTS:**  
Amphibious Modification  
ANQ 3.6 Tracking Comp...  
Electronic Countermeasures...  
Engine Ring Stabilizer  
Engineering Access  
Enhanced Carbon Dioxide  
**STOCK WEAPON SYSTEMS:**  
Count Weapon  
1 Dorsal Turret Mounted Medium Laser Cannon  
1 Ventral Turret Mounted Medium Laser Cannon  
**CATEGORIES:** Air Vehicle  
Starship  
Non-Fighter Starship  
**BUILT-IN MODS:**  
New  
Modify  
Remove  
**INNATE WEAPONS:**  
New  
Modify  
Remove  
Update Cancel

Vehicles have quite a number of properties, which are explained in the rule book. Not all fields need to be filled out. For instance, “Max Altitude” is only relevant for airspeeders or other atmospheric craft, while “Starfighters” would only come in place on large ships with fighter bays. Such fields, if left blank, will not show up on the vehicle sheets. The two hyperdrive classes can be in increments of 0.1, though the up/down controls will change them 1 class at a time. You can, however, click the number and type in a decimal value if, say, your starship has a hyperdrive class of .5 or 1.2. “Classification” is normally set to “Normal Vehicle”. However, if this vehicle represents a structure or riding mount, select one of those options. Classification affects how a vehicle is displayed and printed. Changing this setting will also change the appearance of a few labels in the editor. For instance, Fore and Aft defense become Ranged and Melee defense when a structure or riding mount is selected.

### BUILT-IN ATTACHMENTS

Vehicles can come standard with certain attachments. Choose which attachments will be included standard with the vehicle by checking the box next to the name in the list. Built-in attachments cannot have optional mods; only attachments with just base mods are included in the list. Normal requirements for the attachment are ignored in the editor to allow the GM to override certain constraints.

### BUILT-IN MODS

You may add mods to a vehicle just like for a piece of gear. Any vehicle-specific mod can be added, as well as ad-hoc mods. Generally, mods that directly modify a vehicle characteristic, such as adding system strain or hull trauma, should not be added here, since you can just adjust the property directly. However, some vehicles have additional rules associated with it due to some special ability. In those instances, adding an ad-hoc mod can describe how this ability works. Mods will be displayed as “Vehicle Features” on the vehicle sheet.

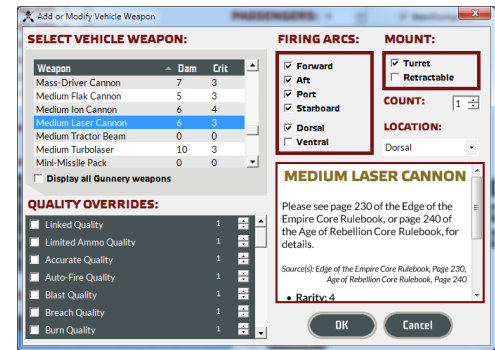
### USING VEHICLES AND MINIONS

Smaller vehicles can be used in encounters as minions, with an appropriate minion adversary, as described on page 238 of the CRB. Such vehicles only have one crew member (the pilot/driver) and are normally limited to starfighters, swoops, and speeder. To designate a vehicle as a small, one-pilot vehicle usable as a minion in encounters, check the “Single-Pilot Craft” checkbox.

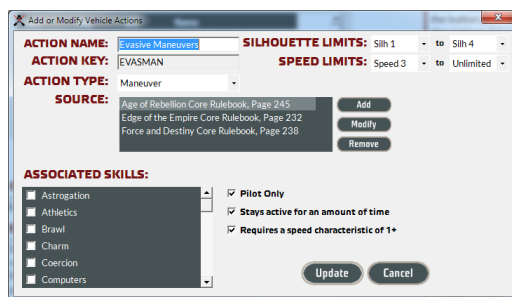
## VEHICLE WEAPONS

Vehicles can also have stock weapons. These weapons are configured very similarly to the way vehicle weapons are upgraded in the *SW Character Generator*. You choose the type of vehicle weapon, which firing arcs it supports, mount type, if any, and the number of weapon systems of this type.

You can also choose any weapon quality overrides. These overrides are added onto or replace any existing weapon qualities. The most common use for quality overrides is for adding the Linked quality, and Limited Ammo quality, if linking a weapon with limited ammo. Giving a weapon a Linked 1 quality will turn it into a “Twin” weapon, Linked 2 into a “Triple”, Linked 3 into a “Quad”, and anything above that into a “Multi”. When linking weapons that already have limited ammo (such as a concussion missile launcher), override the Limited Ammo quality by doubling the stock value for each level of Linked. The Linked and Limited Ammo qualities at shown at the top of the list for convenience.



## VEHICLE ACTIONS



Vehicle Actions are maneuvers and actions that can be performed during vehicle combat. The editor comes with all standard vehicle combat actions as defined in the core rulebook and in the Age of Rebellion rulebook. However, you can always add your own actions.

Actions are used in encounters when you include a vehicle and want to populate various positions on a ship. Vehicle Positions (below) consist of one or more actions that the position can fulfill.

A Vehicle action consists of the name of the action, the type of action (action or maneuver), whether or not the action can only be performed by the pilot, and any associated skills that can be used to perform the action. Not all actions will have associated skills.

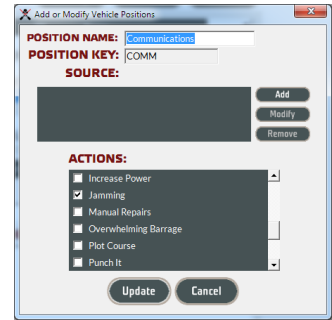
You can also limit the availability of an action by entering in silhouette and speed limits. Only vehicles that meet those requirements will have the action available in any defined position the action belongs to. If the limitation is open-ended either on the high or low limit, just select “Unlimited”. For instance, if an action can be performed only for ships with a silhouette of 5 or greater, enter “5” for the low limit, and “Unlimited” for the high limit. If an action can be performed only for ships with a speed of 2 or under, enter “Unlimited” for the low limit and “2” for the high limit.

Checking the “Stays active” check box means that this action puts the vehicle into a particular “mode” that can stay active over the course of a round or multiple rounds. As such, these actions are displayed in the “Vehicle Actions” section of the vehicle sheet so that they can be kept track of easily. “Stay on Target” is an example of such an action. Check the last option if the action requires a non-stationary vehicle (that is, a vehicle with a speed rating of 1+).

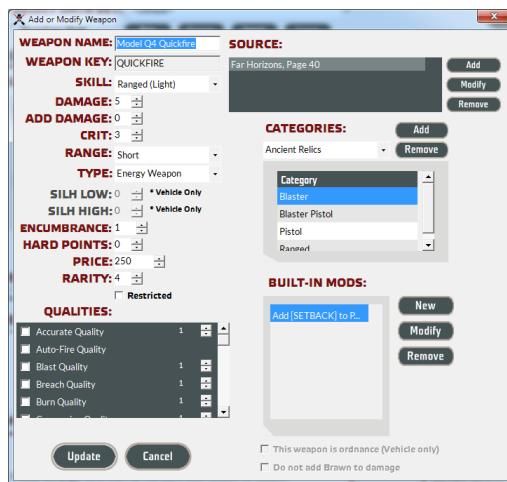
## VEHICLE POSITIONS

Vehicle Positions are position titles that can be assigned to adversaries in an encounter. They represent the job that the adversary performs during combat. Each position includes at least one vehicle action. On the encounter sheet, each assigned position will be displayed along with the adversary assigned, and a list of actions that the adversary can perform, along with the appropriate skill check dice.

Enter a name for the position, and check all actions that the position would normally fulfill. You can re-use actions in multiple positions. Since positions have been created for the generator, they normally do not have a source. However, if you want to add your own position, feel free to give it a source.



## WEAPONS



Each weapon has the following unique characteristics:

- **Skill** – The skill associated with this item. Only combat skills and Mechanics (for explosives) can be chosen.
- **Damage** – How much damage this weapon causes. Normally, this is not used for melee weapons.
- **Add Damage** – This is how much damage this weapon adds on top of some other base. Normally, this is only used for melee weapons, and this value is added to the character’s Brawn to get actual damage.
- **Crit** – The number of advantages required to get a critical injury with this weapon

- **Range** – The range band this weapon can be used in.
- **Type** – Which type of weapon this is (energy, melee, thrown, etc). If this is a vehicle weapon, select “Vehicle”.
- **Silh Low and High** – For vehicle weapons only, these values can limit the weapon’s purchase to a vehicle of a particular size. Zero means no limit.
- **Qualities** – A list of qualities that this weapon comes with stock. Sharp weapons may have the pierce or vicious qualities, while grenades may have the Limited Ammo and Blast qualities.
- **Categories** – A list of categories that this weapon belongs to. Categories are used to organize the weapon, as well as determine which attachments can be used by this weapon.
- **Built-In Mods** – Weapons can have mods, such as innate talents, increased or reduced range, etc., plus ad-hoc mods that can describe special features of the weapon. See the [Mod Editor](#) section for more details.

If a weapon is ordnance (that is, it’s a missile or something similar that is used by a vehicle), check the ordnance check box. If the weapon is a melee weapon that does not add Brawn to its damage, check the “Do not add Brawn” check box.

## TAGS

As you know, descriptive text in the various core and sourcebooks has a particular look and feel. This includes standard formatting, such as bold and italic text, but also includes special symbols for dice and dice pips, such as success, advantage, ability, boost, etc. The descriptive text just wouldn't be the same if you couldn't include these symbols.

In order to include these symbols, you may add special “tags” to your descriptive text. A list of these tags is located in the help section of the editor window. Tags are entered as normal text surrounded by square bracket characters [ ]. You'll see the final outcome of these tags by looking at the preview pane.

For instance, consider the displayed descriptive text. It contains a skill check description. All skill check descriptions in the rulebook are in bold and contain the difficulty of the check, including the difficulty dice required for this check. So, the text that describes the check is surrounded by bold tags [B] and [b], and contain three tags to add the difficulty die [DIFFICULTY]. The preview will show the final outcome of this text after it is processed.

### EDIT DESCRIPTION:

Once per session, may make a [B]Hard ([DIFFICULTY][DIFFICULTY][DIFFICULTY]) Mechanics check[b] to cause one targeted device to spontaneously fail.

### PREVIEW:

Once per session, may make a Hard (◆◆◆) Mechanics check to cause one targeted device to spontaneously fail.

## EQUIPMENT IMAGES

One item not covered in the *SW Data Editor* is item images. Each item that can be purchased through the Equipment pane can have its own image. These images can be found in the “EquipmentImages” directory under “Data”, “DataCustom”, and any Data Set directory. I've only included images that I added myself from various web sources. Images from the rulebook are not included for copyright reasons.

The format for equipment images must be PNG, as the generator looks for that extension when it loads the image. The file name of the image reflects which item the image is for. The file name is in the following format:

**[type][key].png**

Where [type] is either “Weapon”, “Armor”, or “Gear”, and [key] is the key value of the item. This value can be seen when the descriptions are being edited, or you can get them directly from the XML file. As an example, an image for the Light Blaster Pistol would be called “WeaponBLASTLT.png”.

## SIZES

The size of all equipment images should be 252 pixels wide by 132 pixels high (don't ask, it's just what it came out to be). The generator archive should include a file called “BlankGearPanel.png” which can be used as a basis for all equipment images. I would recommend using black-and-white line drawings with an alpha channel so that the background can be deleted. Then, resize the image so that it can fit into the above size. If you don't have a decent paint program, I recommend downloading GIMP. It's free, very powerful, and works on a variety of platforms.

## LOCATION

When adding your own custom equipment images, copy them to the “DataCustom\EquipmentImages” directory if working with the default Data Set, or in the “DataCustom\DataSet\_*[Data Set Name]*\EquipmentImages” directory if you want to include this image in a Data Set. If the directory doesn’t exist, just create it. Equipment images in these directories take precedence over images found in “Data\EquipmentImages”, so you can even replace existing images with your own.

## SPECIES IMAGES

Another item not covered in the *SW Data Editor* is species images. Each species that you can choose from the Species pane has an associated image that is displayed. These images are also available on the Description pane under “Stock Images”. These images can be found in the “SpeciesImages” directory under “Data” and “DataCustom”.

The format for species images must be PNG, as the generator looks for that extension when it loads the image. The file name of the image reflects which species the image is for. The file name is in the following format:

***[key].png***

Where [key] is the key value of the species. This value can be seen when the descriptions are being edited, or you can get them directly from the XML file. As an example, an image for humans would be called “HUMAN.png”.

## SIZES

The size for species images can vary, but they should be no more than 125 pixels high, and no more than 125 pixels in width. The image is centered in the picture box, so if your portrait doesn’t fit, the edges will be cut off. You can do a web search to get a portrait of your species (Star Wars is very popular and you can find lots of pictures of Star Wars characters just about everywhere). A white background works best, but you can use any picture you like. Once you have your picture, resize it to fit the requirements and save it as a PNG file.

## LOCATION

When adding your own custom species images, copy them to the “DataCustom\SpeciesImages” directory if working with the default Data Set, or in the “DataCustom\DataSet\_*[Data Set Name]*\SpeciesImages” directory if you want to include this image in a Data Set. If the directory doesn’t exist, just create it. Species images in these directories take precedence over images found in “Data\SpeciesImages”, so you can even replace existing images with your own.

## VEHICLE IMAGES

Each vehicle that you can purchase also has an associated image that becomes the stock portrait for that vehicle. These images can be found in the “VehicleImages” directory off of “Data” and “DataCustom”.

The format for vehicle images must be PNG. The file name is in the following format:

***[key].png***

Where [key] is the key value for the vehicle.

## **SIZES**

Vehicle images can be of any size, but they should be square. That is, the width and height should be the same.

## **LOCATION**

When adding your own custom vehicle images, copy them to the “DataCustom\VehicleImages” directory if working with the default Data Set, or in the “DataCustom\DataSet\_*[Data Set Name]*\VehicleImages” directory if you want to include this image in a Data Set. If the directory doesn’t exist, just create it. Vehicle images in these directories take precedence over images found in “Data\VehicleImages”, so you can even replace existing images with your own.

## **VEHICLE SILHOUETTES**

Vehicles also have an associated silhouette picture stored in “VehicleSilhouettes” under “Data” and “DataCustom”, also using the vehicle key as a name. This is a gray top-down outline of the vehicle and is used to represent the ship in the defense shield arc diagram. These images are generally 500x500, but can be smaller. The ship fill color is RGB 112,112,112 with a 10 pixel-wide white border, feathered by 5 pixels. The border and feathering is based on a 500x500 image, so if you make it smaller, you’ll need to adjust the border by the same ratio.

## **LOCATION**

When adding your own custom vehicle silhouette images, copy them to the “DataCustom\VehicleSilhouettes” directory if working with the default Data Set, or in the “DataCustom\DataSet\_*[Data Set Name]*\VehicleSilhouettes” directory if you want to include this image in a Data Set. If the directory doesn’t exist, just create it. Vehicle silhouette images in these directories take precedence over images found in “Data\VehicleSilhouettes”, so you can even replace existing images with your own.

## GM TOOLS

The *SW GM Tools* executable contains a collection of tools that the GM may find useful. You can bring up the *SW GM Tools* by clicking the “GM Tools” button from the launcher, or by running the “SWCharGenGMTools” executable.

### THE LOAD WINDOW



The first thing you’ll see when you run *SW GM Tools* is the load window. The load window will show you which type of item (adversary, encounter, etc) is being loaded, along with a progress bar showing how far along the load is.

The first time through, this may take awhile, depending on how many adversaries, encounters, etc., you currently have defined in *SW GM Tools*. However, subsequent loads will be much quicker due to the caching mechanism used by the apps. For instance, when you first run *SW GM Tools*, you’ll see “Caching Item...” above the progress bar. The next time you run the program, you’ll only see this if something new happened between the last time you ran *SW GM Tools*, such as adding or modifying a character. Loading the cached data will probably take 1/10<sup>th</sup> or less time than loading uncached data. So, if it seems like it’s taking forever to load, fear not; the next load will be much quicker!

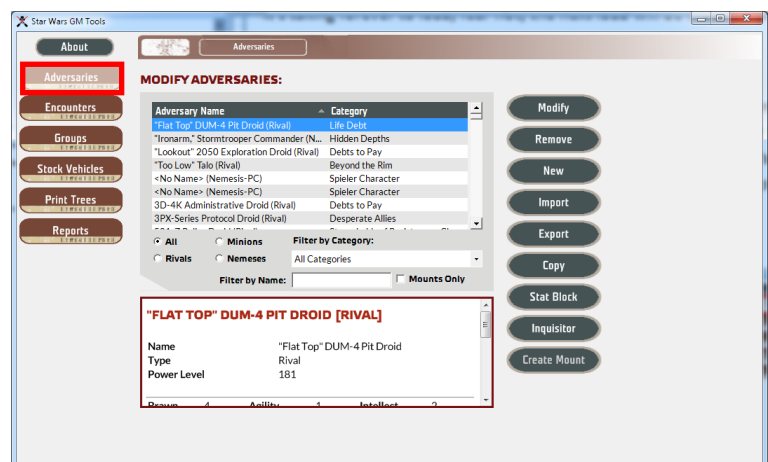
### THE MAIN SCREEN

The main screen is designed the same way as the *SW Character Generator* and the *SW Data Editor*. It currently contains five main buttons on the left, one for Adversaries, one for Encounters, one for Groups, another for Stock Vehicles, and a final one for Print Trees. Like the *SW Character Generator*, the *SW GM Tools* is divided into different panes, accessible by clicking the buttons on the left side of the window.

### ADVERSARIES

The Adversaries pane displays a list of all current adversaries. The list can be sorted on either adversary name or category, or you can filter the list by adversary type (minion, rival, or nemesis), by category, or by typing in a name filter. You can also check the “Mounts Only” check box to show only adversaries that can be converted to riding mounts.

Below the list is a summary of the selected adversary. To the right is a column of buttons used to manipulate the adversaries.



To modify the current adversary, click “Modify”, or double-click on the adversary. This will bring up the Add/Modify Adversary dialog (below). “Remove” will delete the current adversary, “New” will create a new



adversary (bringing up the Add/Modify Adversary window yet again), while “Import” and “Export” can be used to save copies of adversaries to share with others. If you want to copy an adversary, click the “Copy” button and the currently-selected adversary will be duplicated in the list. “Stat Block” will bring up another dialog that will allow you to create a graphical stat block for an adversary, which can then be imported into your own document (see [Stat Block Dialog](#), below, for details). This is extremely useful if you are creating your own adventures. The “Inquisitor” button will bring up another dialog that will allow you to create Inquisitor nemesis adversaries in a manner similar to what is found in the Force and Destiny Core Rulebook (see [Inquisitors](#), below, for details). Finally, the “Create Mount” button will convert mount-type adversaries into their equivalent vehicle, adding them to [Stock Vehicles](#).

## ADD/MODIFY ADVERSARY DIALOG

The screenshot shows the 'Add or Modify Adversary' dialog. The sidebar on the left has buttons for 'Description', 'Characteristics', 'Skills/Talents/Force', 'Special Abilities', 'Equipment', 'Custom Armor', 'Custom Items', 'Custom Weapons', and 'Attributes'. The main area has a 'Description' tab selected. It contains fields for 'NAME' (Cracian Thumber), 'TYPE' (Rival), 'SILHOUETTE' (2), and 'CATEGORY' (Stay on Target - Riding Beasts). There is a checkbox for 'This is a riding beast or other mount'. Below these are 'EDIT DESCRIPTION' and 'PREVIEW' boxes. At the bottom, there's a 'Skills' section with a list of skills and their values, a 'Talents' section, and a 'Stat Block' section showing various stats like Brawn, Agility, Intellect, Cunning, Willpower, and Presence, along with a 'Power Level' of 211.

The Add/Modify Adversary dialog allows you to make any changes to or add new adversaries. Like the main window, this dialog also has a row of buttons to the left that selects individual panes in the main window. You can access this dialog by clicking on either “New” or “Modify” in the “Adversaries” pane of the main tools window.

The Adversary dialog looks very similar to the *SW Character Generator*, which makes sense considering adversaries are nothing but simplified characters. On the bottom, you’ll see a familiar stat block with the adversary’s current stats, along with a summary list of the

adversary’s abilities and equipment.

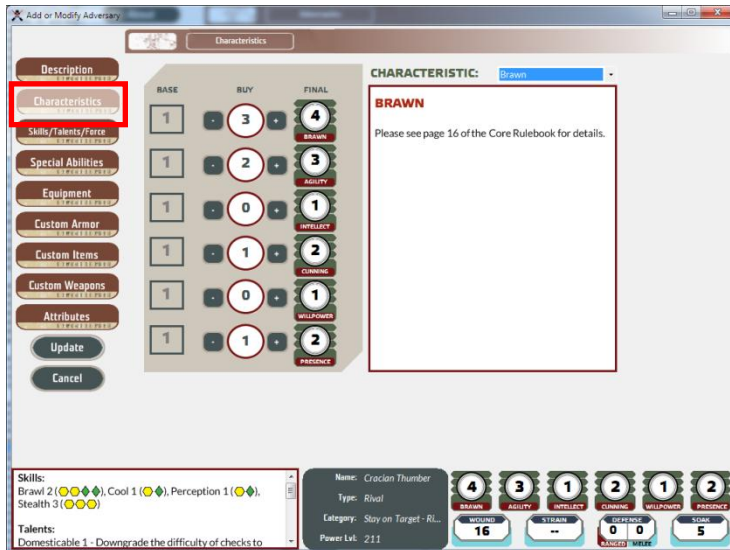
One item of interest is “Power Level”, as displayed in the box above the stat block. This is nothing more than a rough estimate of the amount of XP it would take to build a character similar to the adversary. Of course, adversaries have different rules, so some license has been used in creating the final “power level” value. However, you can still use “Power Level” as a basic gauge for determining how powerful an enemy is, with the higher the number, the more deadly the adversary will be.

## DESCRIPTION

From this pane, you can enter in the name of the adversary, the type of adversary it is (minion, rival, or nemesis), and a category. A list of current categories can be selected, or you can type in your own new category. Below Category is a check box indicating whether or not this adversary can be converted to a riding mount. A riding mount is a vehicle version of the adversary. By clicking the “Create Mount” button from the main adversary pane, a riding mount will be converted into a vehicle and added to stock vehicles automatically.

You can also enter a description for this adversary here. This follows the same rules as description editing in the *SW Data Editor*, and all special tags apply. The preview box will show how the description will show up later.

## CHARACTERISTICS

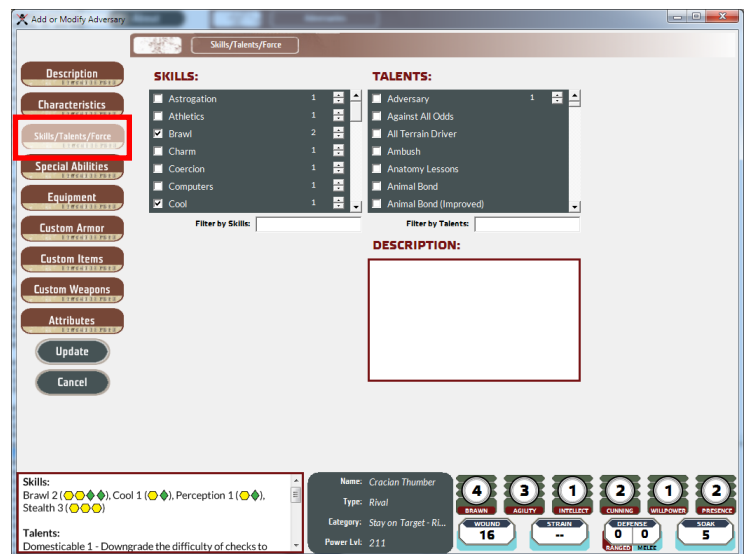


The characteristics pane is, once again, very similar to the same pane in the *SW Character Generator*. Because there are less sources of characteristics in adversaries, the characteristic window is a bit smaller.

Character rules do not necessarily apply to adversaries, so you can add as many characteristic points to the adversary as is required. You can even remove points past zero-purchased if need be, as long as the final characteristic is at least 1.

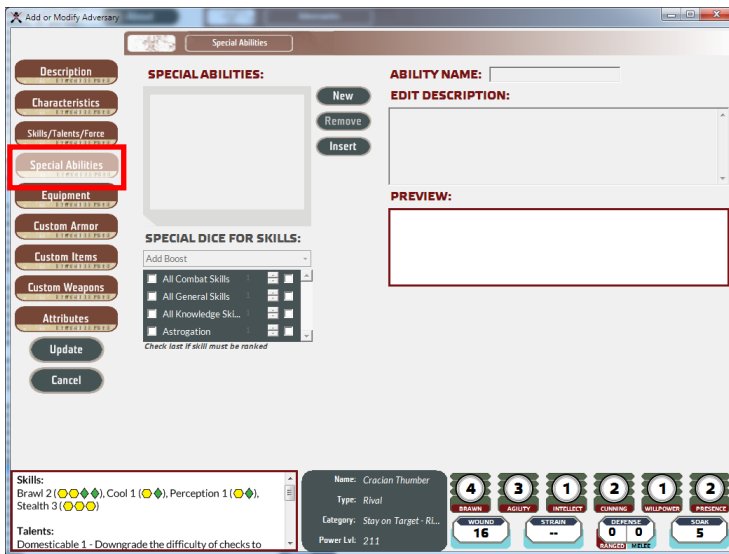
## SKILLS/TALENTS/FORCE

This pane allows you to pick skills, talents, and force powers for the adversary. They are the same skills, talents, and force powers that you select for your characters, but with some different rules. First, while characters have ALL skills (even if they don't necessarily have ranks in them), adversaries only have a select number of skills. These are selected by checking the skill. Skills that are not checked will not show up with the rival. Second, while you can select starting rank in skills for rivals and nemeses, minions do not have ranks in skills, so you can only pick the skill and not the rank. Also, the force power pane will only show up if you've given the adversary a force rating, either through talents or through the Attribute pane.



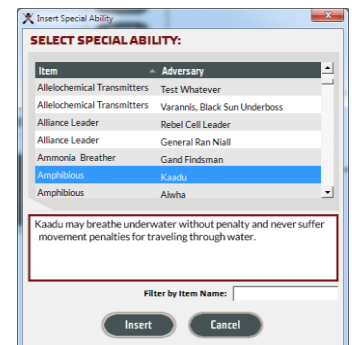
To make selection of skills, talents, and Force abilities easier, you can type a filter for each one. Only items containing the text you typed in their names will be displayed.

## SPECIAL ABILITIES



Some adversaries have special abilities that are not skills, talents, or force powers. These are generally just descriptive text that explains any special behavior of the adversary. From here, you can enter the name of such an ability, plus descriptive text for that ability. You can have as many of these special abilities as you like.

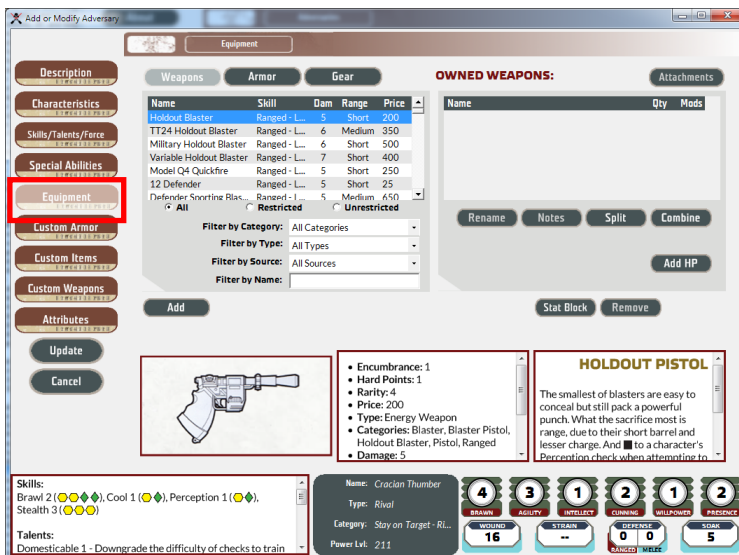
If you do not wish to type in an ability that you know exists in another adversary, click the “Insert” button. A dialog will appear allowing you to select an ability from some other adversary in the adversary list. You can filter the



selections on the name of the ability you’re looking for.

Special abilities can also apply special dice to skill rolls for the adversary. You have the option of adding boost dice, removing setback dice, and applying a Force power check to any number of skills or skill categories. Please see the [Special Dice for Skills](#) section in the *SW Data Editor* documentation for details.

## EQUIPMENT

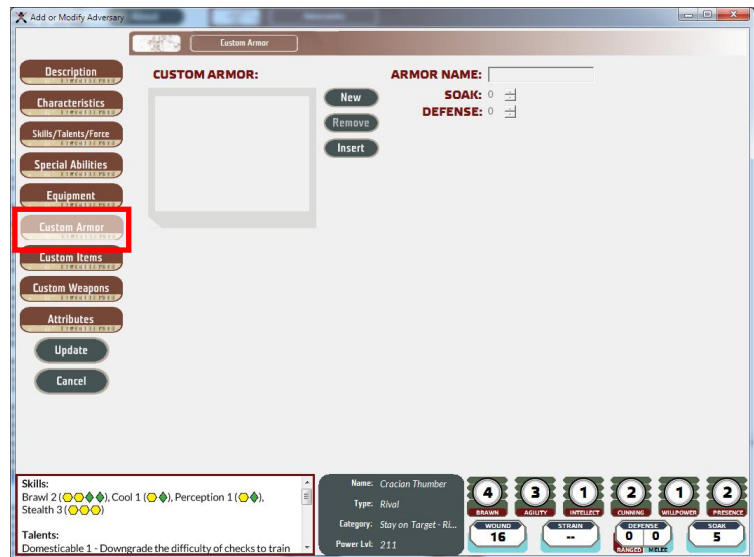


The Equipment pane is very similar to the Equipment pane in the *SW Character Generator*. Adversaries do not have credits to spend, so all equipment can only be added and not purchased. Other than that, this pane works identically to the Equipment pane in the *SW Character Generator*.

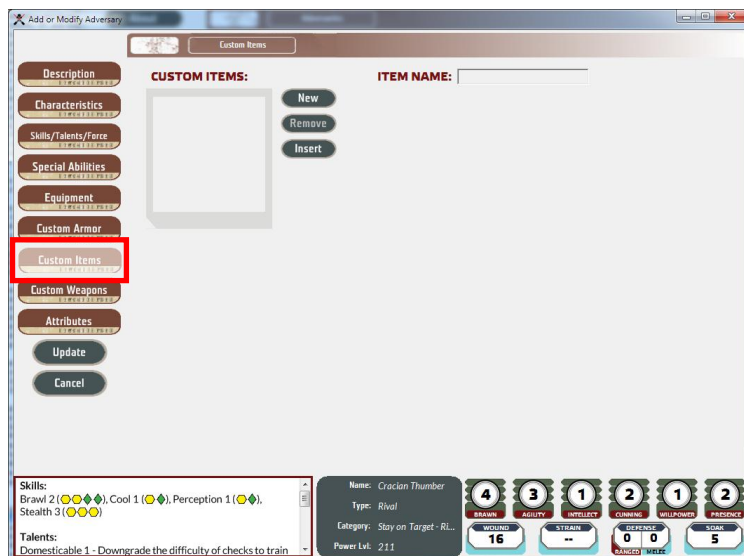
## CUSTOM ARMOR

Many adversaries have armor, or some sort of protective items, that are not part of the stock equipment list. For these cases, you can create your own armor for the adversary. To create custom armor for your adversary, just click the “New” button, then give a name, a soak value, and a defense value for the armor. The soak and defense will automatically be applied to the soak, melee defense, and ranged defense value for the adversary.

Similar to Special Abilities, clicking the “Insert” button will allow you to insert a piece of custom armor that has already been added to other saved adversaries.

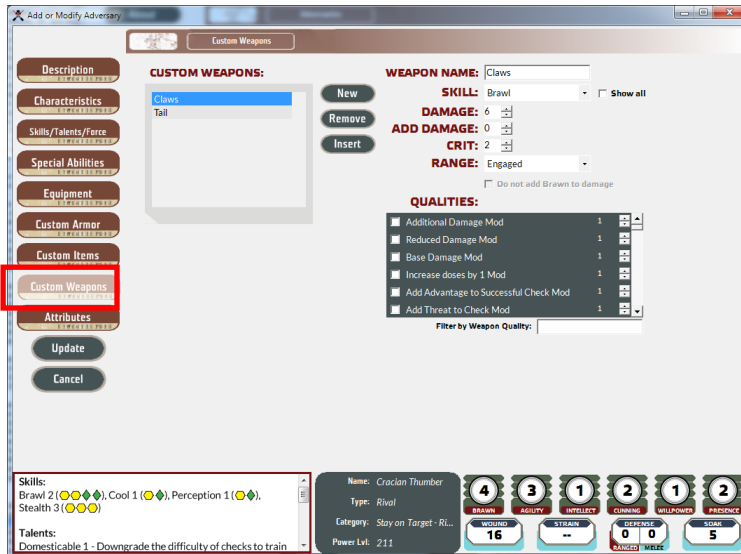


## CUSTOM ITEMS



Adversaries can sometimes have weird stuff that isn't part of the standard equipment list. You can enter items like that in the Custom Items pane. Custom items are just a name, although they do support tags and HTML.

## CUSTOM WEAPONS



Adversaries can also have strange weapons that are not available for the characters. These weapons can be created in the Custom Weapons pane. This pane looks very similar to the Edit Weapon dialog from the *SW Data Editor*, and basically the same information can be entered. The only real difference is that more than just standard weapon qualities can be selected from the Qualities list. Other item descriptors also show up, since some adversaries have special abilities, or attachment-like attributes added onto their weapons. These are some of the descriptors that are used by attachments, so you can get the same basic benefit from attachments

by just creating a custom weapon for the adversary.

You can filter the qualities list by typing in part of a quality's name in the filter text box.

## ATTRIBUTES

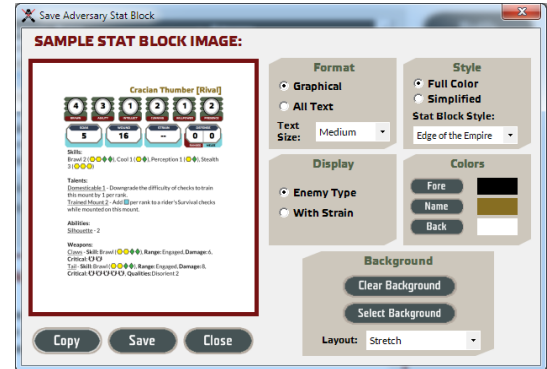


This pane looks similar to the Characteristics pane, except it allows you to edit the adversary's attributes. This includes wound, strain, soak, defense, and force rating. Just like the *SW Character Generator*, the *SW GM Tools* will keep track of various sources for adversary attributes, as displayed on this pane. However, sometimes you just want a particular attribute to be a particular value for the bad guys. That's why you can edit attribute values, instead of just accumulating them in the proper way, as characters do.

Like characteristics, you can actually negatively "purchase" attribute points in order to lower an attribute that the generator has correctly figured, but you feel may be too high. Similarly, if your characteristics and equipment just aren't raising your adversary's soak value to where you want it, just raise it here and don't worry about the armor.

## STAT BLOCK DIALOG

From the Adversary pane of the main window is a button called “Stat Block.” This button brings up the Stat Block dialog that allows you to export an adversary as a graphical formatted image. You might want to do this is you are creating your own adventure and would like an easy way to include various NPC’s without having to type them all in. Inserting adversaries as a graphic image is simple, and the images generated are large enough to print properly, if resized down in a word processor.



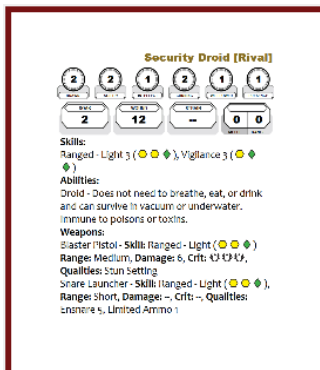
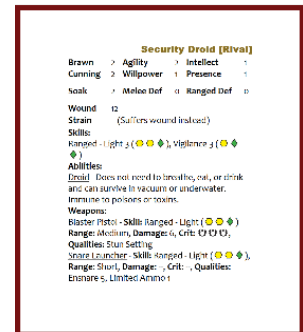
The Stat Block dialog has a sample image to the left, and customization features to the right. The sample image is a shrunken copy of the graphic that will eventually be created, and is there to show you what it will look like. Again, the final image will be much larger than the one being displayed.

Five different options determine what the final stat block graphic will look like.

### FORMAT

The Stat block generator includes two different formats for the created stat blocks. “Graphical” uses the standard graphics for characteristics and attributes. “All Text” replaces them with just text, similar to the way adversaries were presented in the “Long Arm of the Hutt” adventure.

You may also change text size from this panel. This is the size of the main body of text located under the stats at the top. Text size ranges from tiny to extra large. If your adversary (or vehicle) is complex and takes up a lot of vertical space, try setting the text size smaller in order to have it display in a more compact fashion. Likewise, simpler adversaries and vehicles might look better with larger text.



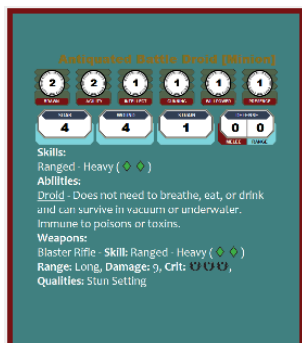
### STYLE

Like the final printed character sheet and encounter tracker, you can use both full color and simplified graphics for creating a stat block. This option only really comes into play when “Graphical” is chosen as a format. Using simplified style, the graphics are there, but become basic black and white and shades of gray. When using full color, you can also choose the style of the stat block to match the format used by the three SW games. Each game has slightly different coloring for their stat blocks.



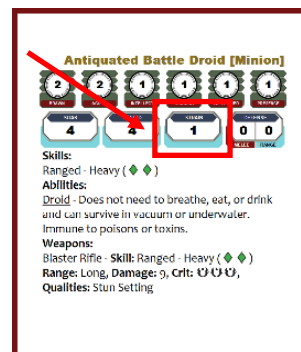
## DISPLAY

The Core Rulebook gives you an option of keeping track of strain or not for minions and rivals. By checking “With Strain”, you’ll force the stat block generator to show strain, regardless of the adversary’s type.



## COLORS

Here you can change the “Fore” color (color for all of the text on the page, except for text that’s part of any graphic element), the “back” color (background color for the stat block), and the fore color for the adversary’s name, since it can be a different color from the rest of the text. Note that background color only comes into play if you do not have a background image selected.



## BACKGROUND

Here’s where you can include a background graphic on your stat block. This can be any image file. “Layout” let’s you set how the image is transferred to the stat block. Layout can be “None” (image is used as-is and is might be cropped if it’s bigger than the stat block), “Title” (image will constantly repeat itself if it is smaller than the stat block), “Center” (image will be centered on the stat block), “Zoom” (image will be enlarged within the stat block), or “Stretch” (image will be stretched to exactly fit within the stat block). When a background image is selected, the background color of the adversary summary becomes a “transparent” color so that you can see through to the background. Because of this, if you make the background and foreground colors the same, the summary text will disappear. Several common stat block background images have been included in the “Stat Block Sample Backgrounds” directory.



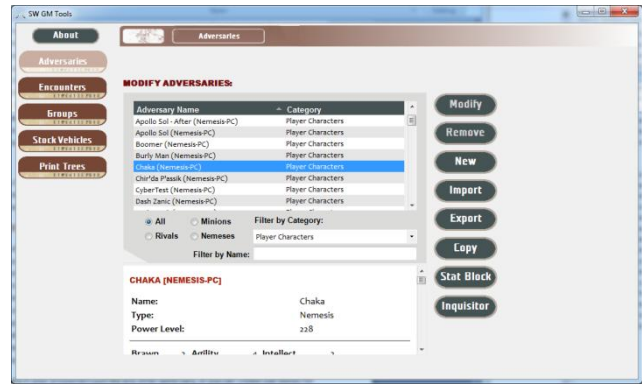
## BUTTONS

Clicking “Copy” will copy the completed stat block image to the clipboard. You can then paste it into a document or paint program. “Save” will save the image in any standard format, including PNG, bitmap, JPEG, etc. “Close” will close the dialog and return to the main tools application.



## PCS AS ADVERSARIES

In addition to any created or imported adversaries, the adversary list will also contain special “adversaries” based upon the characters you currently have defined in the *SW Character Generator*. These PC adversaries are generated automatically when you start the *SW GM Tools* and are based off of what each character would look like if it were created as an adversary. These PC adversaries all have a category of “Player Characters” so they may be easily filtered.



You can use a PC adversary in your encounters just like any other adversary, or you can create stat blocks for them. You just cannot modify or remove these adversaries. If a PC is changed in the *SW Character Generator*, those changes will automatically show up in their adversary counterparts. That means if you make a change, you can reprint an encounter to which a PC adversary belongs, and automatically get the latest and correct stats.

## INQUISITORS

Clicking the “Inquisitors” button will bring up the Create Inquisitor dialog. Creating Inquisitors is detailed in the *Force and Destiny Core Rulebook*. The same steps found in the rulebook are used here to help you generate an Inquisitor nemesis for your games.

The Create Inquisitor dialog is broken down into four steps. You can go to the next step by clicking the “Next” button, or to a previous step by clicking the “Previous” button. Click “Cancel” to cancel the Inquisitor creation process.

When you are finished, click the “Finished” button. This will add a new nemesis adversary to your adversary list for the Inquisitor you just created. The created Inquisitor is a normal nemesis-level adversary and can be modified, removed, copied, and used in encounters.

## STEP 1: NAME AND CHARACTERISTICS

The first step to creating an Inquisitor is to give it a name and set its characteristics. Nemeses have a standard set of characteristic values that can be assigned to whatever characteristics you like. Each value can be used only once, so if you want to add more to a particular characteristic, you can do it after the creation process by editing the created Inquisitor adversary.

To assign one of the pre-determined values to a characteristic, use the combo box for that characteristic and select the value you want. If the value is used by another characteristic, then that other characteristic will automatically be assigned another unused value.

Once you have the name and characteristic values of your Inquisitor, hit the “Next” button.

## STEP 2: SKILLS

The next step allows you to choose skills for your Inquisitor. There are two sections: one for combat skills, and the other for skill packages.

Each Inquisitor is allowed three different combat skills: a primary, which has a rank of 4, a secondary, with a rank of 3, and a tertiary skill with a rank of 2. Assign which combat skills go with which skill level.

Inquisitors also get a range of general and knowledge skills based around archetypes known as “packages”. Each package has its own set of skills and skill ranks. Selecting the package from the dropdown will display all of the skills received, including what the pool for those skills will look like for the selected characteristic values.

Once you have selected your Inquisitor’s skills, click the “Next” button.

## STEP 3: TALENTS AND ABILITIES

The next step allows you to choose talents and special abilities for your Inquisitor. You can select talents from a pre-selected list which includes appropriate ranks. Up to two talents may be selected for your Inquisitor.

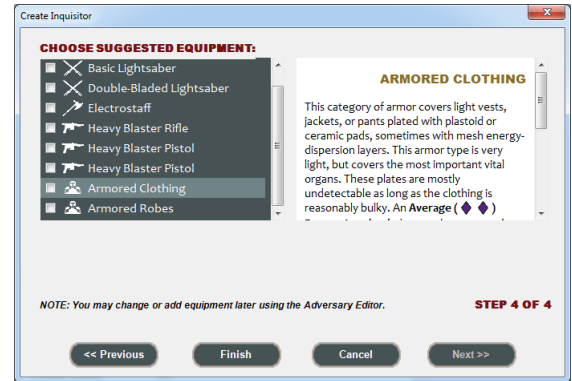
Up to two abilities may also be selected for your Inquisitor. These are a combination of special abilities and Force powers. Selecting a Force power will automatically give your Inquisitor a Force rating of 3. Once you have selected your Inquisitor’s talents and abilities, click the “Next” button.

## STEP 4: EQUIPMENT

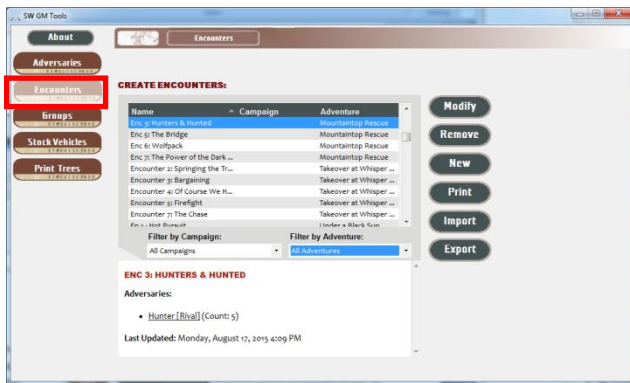
The final step is to select appropriate equipment for your Inquisitor. Again, a limited amount of equipment is made available for this step. If you selected Lightsaber as a combat skill, you may want to give your Inquisitor a lightsaber or two, or possibly a double-bladed lightsaber. If you selected more conventional combat skills, you could give him a blaster, or maybe an electrostaff. Armored robes or clothing may also be given to round out your Inquisitor's defenses. Any amount of equipment from this list may be given to your Inquisitor. And, again, more may be added later using the Adversary editor.

## FINISH UP AND SAVE

Once your Inquisitor is the way you want him to be, just click the "Finished" button. This will generate your Inquisitor using the information you provided, and save him into the Adversary list. He is now regular nemesis-level adversary that can be changed just like any other adversary in your list (other than PC adversaries, of course).



## ENCOUNTERS



Clicking on the “Encounters” button from the main tools window will bring you to the Encounters pane. From here, you can add and modify encounters, and print an encounter tracking sheet.

An encounter is a group of one or more adversaries, along with a count of the number of enemies in each group, as well as how the enemy will be presented. This

pane presents a list of saved encounters, as well as standard buttons to manipulate these encounters. You can filter displayed encounters by campaign and adventure by using the two combo boxes at the bottom of the list.

## ENCOUNTER DIALOG

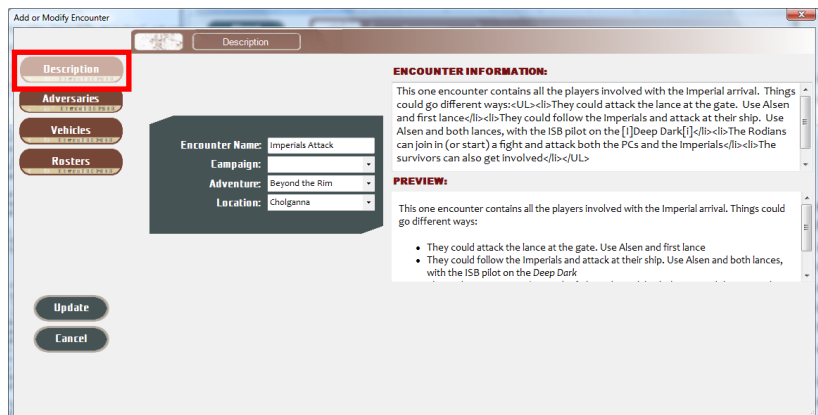
Clicking on “New” or “Modify” brings up the Encounter dialog. This dialog allows you to add or modify an encounter.

Like some of the other more complex dialogs, the Encounter dialog consists of multiple panes. Each pane allows you to edit a specific aspect of the encounter.

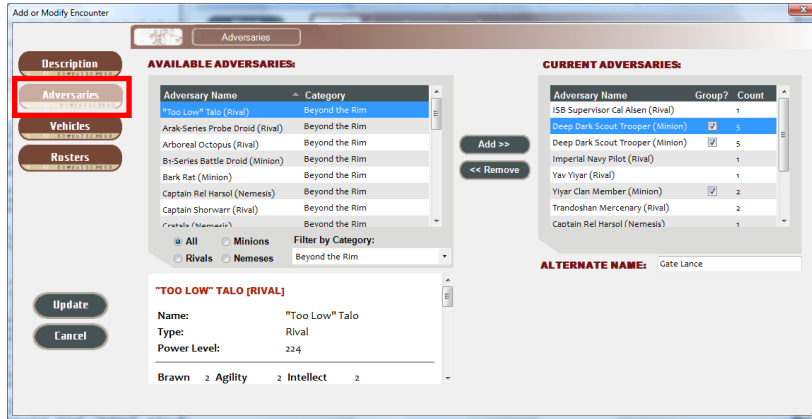
## DESCRIPTION

The Description pane allows you to enter a name for the encounter, the campaign the encounter belongs to, the name of the adventure, the location where the encounter will take place, and any information that you may need to reference for this encounter.

Information may include tags and HTML and will be displayed under the main header on the first page of the encounter sheet, if text has been entered.



## ADVERSARIES



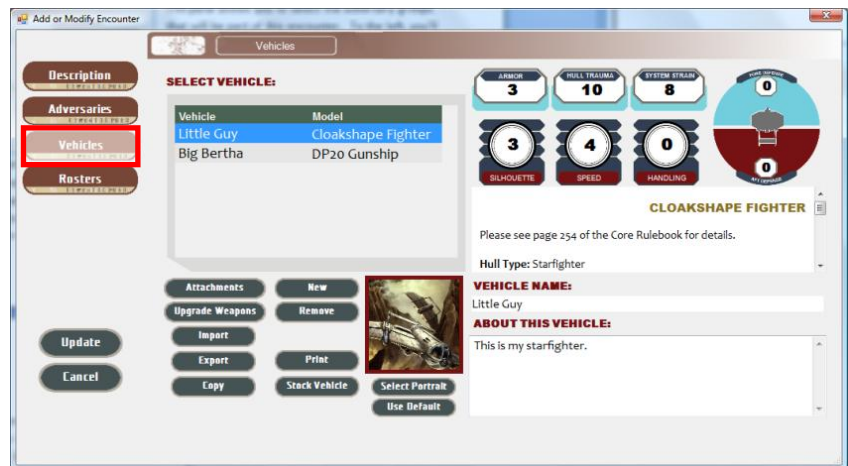
This pane allows you to select the adversary groups that will be part of this encounter. To the left, you'll see a list of adversaries. To the right, you'll see a list containing the adversaries that are currently part of your encounter. Clicking the "Add >>" button will add an adversary from the left list to the right list. The "<< Remove" button will remove an adversary from the right list.

At the bottom of the adversary list is a text box titled "Alternate Name". This is a short name or description of the adversary currently selected in the right-hand grid. If you give an adversary an alternate name, it will appear, in parentheses, at the front of the adversary's name on the encounter sheet. For instance, if you gave a group of bark rats the alternate name of "Group A", the name would appear as "(Group A) Bark Rat [Minion]" on the encounter sheet.

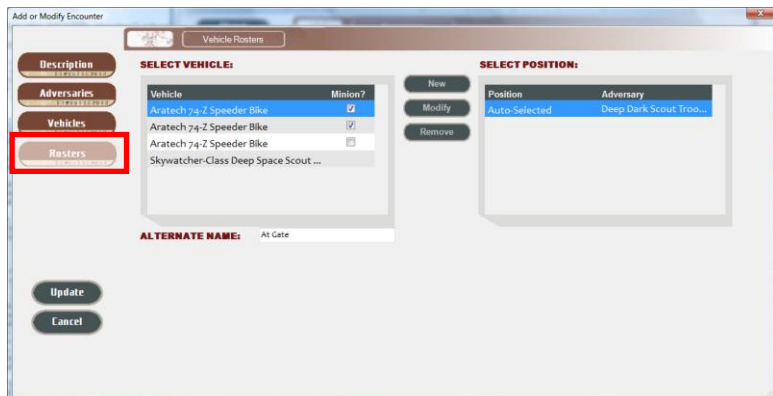
Additionally, the right list contains a checkbox and a count. The checkbox is only for minions and determines whether or not the minion group should be treated as a group (checked), or individually as rivals (unchecked). The count displays a numeric up/down control allowing you to change the number of enemies in the group. Nemesis only ever come one to a group, so if you want more than one of the same type of nemesis in the encounter, they'll need to be in a separate group.

## VEHICLES

The Vehicles pane allows you to add any number of vehicles to the encounter. The Vehicles pane works identically to the Vehicles pane in the generator. You may add new vehicles or stock vehicles, and then customize them as you see fit. For a full description of this feature, see the Vehicles pane description for the *SW Character Generator*.



## ROSTERS



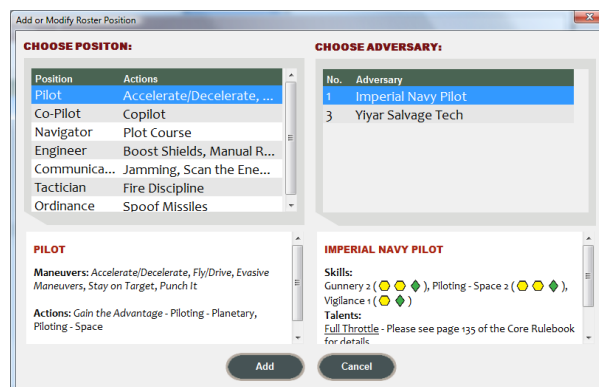
This pane allows you to edit vehicle rosters for this encounter. A vehicle roster consists of various adversaries from the encounter being assigned to different vehicle positions. This pane is only available if you have selected at least one adversary group AND at least one vehicle.

As with adversaries, rosters can also have an alternate name. This name will also appear

within parentheses at the start of the roster's vehicle name on the encounter sheet.

To create a roster, select one of the vehicles from the list to the left. Any defined positions for that vehicle will then appear in the list to the right. Click the "New" button to create a new position, or click the "Modify" button to edit an existing position. "Remove" will remove the position from the vehicle's roster.

The add/modify roster position dialog is used when you create or modify a roster position. The list on the left will display all of the available vehicle positions to create. These positions include gunner positions for each individual weapon in a vehicle's weapon systems. Gunner positions can only be filled once and will not be displayed here if a position for it has already been created. To the right is a list of available adversaries who can be assigned to the selected position. Adversaries can be assigned to multiple positions, but only on the same vehicle. You cannot have the same adversary assigned to positions on different ships. If you're modifying a position, the left list cannot be modified; you can only modify which adversary has been assigned to that position.



For larger capital ships, the sheer number weapons can be a bit daunting when it comes to assigning gunners. In cases like these, it might be easier to just assign one weapon to an adversary, and then just assume that all of the other guns are also being manned by the same type of adversary. However, you can assign all individual weapons if you like, as long as all assignments for a particular weapon system will fit on a single page in the encounter sheet.



## MINION VEHICLES AND ROSTERS

Some vehicles may have a checkbox next to them in the Roster pane under "Minion?" This checkbox will appear if the vehicle has the "Single-Pilot Craft" option enabled, AND if you have at least one minion adversary group in the encounter. Checking this box will cause this vehicle to follow minion rules for the encounter. After checking the box, you will be shown a dialog allowing you to choose a minion group to assign to the minion vehicle. If a minion

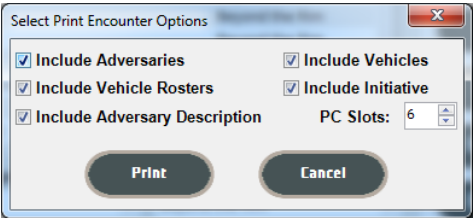
group is being used by other roster positions in other vehicles, it will be indicated next to the group. Select the minion group you want to assign to this vehicle and click “Add”. If the minion group is being used by other roster positions, you will be warned of this; selecting such a minion group will cause any other positions that include this minion group to be removed from all other rosters. Once you have assigned a minion group to a minion vehicle, that group becomes unavailable for assignments to any other roster positions.

You cannot assign positions to minion vehicles; the “New”, “Modify”, and “Remove” buttons will be disabled. Positions are assigned automatically to minion vehicles, each using the minion adversary. The automatic positions include pilot, plus one gunner position for each weapon system.

**ENCOUNTER TRACKER**

Clicking on “Print” from the encounter pane of the main tools window will bring up the encounter tracker preview dialog. Encounter trackers are a simply way of keeping track of enemies in a combat situation and will hopefully make combat go smoother. Normally, a tracker sheet is printed and the GM can use it to mark on or off wounds, conditions, and other bits of information as the encounter progresses. Putting the encounter tracker into a plastic sheet protector and using a wet- or dry-erase marker facilitates reuse of the sheet.

**PRINT DIALOG**



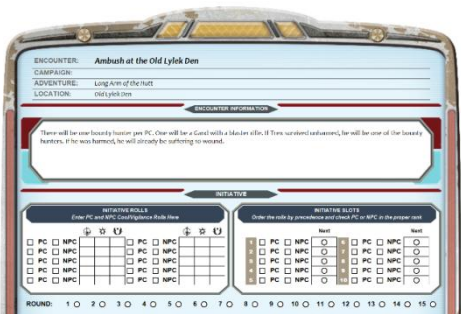
When you print an encounter, you will be presented with a dialog to allow you to select which features of the encounter to print. You may include a list of adversaries, along with their tracker information, a roster list for the various vehicles in the encounter, include printed copies of the vehicles so you don’t have to print them separately, and select wether or not to include an initiative tracker. The initiative

tracker will include slots for each encounter group, plus whatever you select under “PC Slots” (this should have the number of PCs that will in the encounter). At least one option must be selected. Selecting “Include Adversary Description” will include an adversary’s description whenever it is displayed. Leaving this unchecked (the default setting) will not show the adversary’s description.

**BASIC FEATURES**

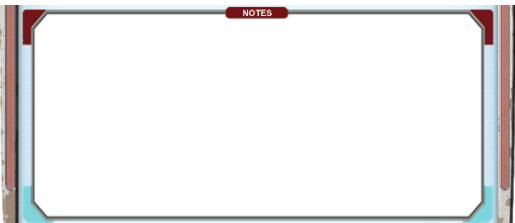
All encounter pages will have an encounter summary at the top. This includes basic information such as the encounter name, campaign, adventure, and location. Below this, on the first page, will be a section for encounter information, if you entered any. If not, this section will not be shown.

Next comes the initiative tracker, assuming you have it enabled from the print dialog. This will be displayed on the first sheet only. The initiative tracker allows you to track both player and adversary initiative for the encounter. It contains room enough for all adversary groups, plus whatever extra “PC Slots” you selected in the print dialog. In the first panel, write down the number of triumphs, successes, and advantages that both you and the players roll for their characters at the start of the encounter. Then, using the order of precedence, check off which slots belong to which groups, starting with the roll with the highest number of triumphs, then successes, then advantages.





During the encounter, you can also put a tick under “Next” when a slot is used so you can keep track of which slot you’re on, plus put other ticks below the panels to keep track of your current round.



Additionally, some pages will not be completely filled with adversary or roster information. This is because some adversaries or rosters may not fit on the current page, and the items that are on the page don’t fill it completely. In cases like these, a “Notes” section will be displayed, if room allows. You can use the “Notes” sections to make notes during an encounter.

**ADVERSARY GROUP FEATURES**

Adversary group pages display the various adversary groups that you have selected for this encounter. Each type of adversary (minion, rival, or nemesis) is displayed in a slightly different format, but do have common features.

**BASIC TRACKING OPTIONS**

All three types of adversaries, while having slightly different trackers, all have common features to their trackers. They all have similar areas for keeping track of wound, strain, and various conditions during combat.



Each box represents a single wound or strain. As the adversary takes damage or strain, these can be marked off. When the last one is marked off, the adversary is dead or incapacitated. “Enemy” and “Others” represent additional dice that are added to combat checks (blue boosts, black setbacks, and purple difficulties). Each check box represents a die of that type to add. The section under “Enemy” represents dice that are added to the actual adversary. For instance, if a blue boost check box is checked, it means that the enemy gets a boost added to his rolls. The section under “Others” contains die rolls that apply to those that are attacking this enemy (in general, the PC’s). For instance, if a purple difficulty is checked, it means that an attacker will have an increase in difficulty when they attack this adversary. This would be the case if the adversary has the Adversary talent.

The “Effects” section contains check boxes for various conditions and effects that apply to this enemy. The icons represent one of six different effects, as described in the key at the bottom of the sheet. Similarly, “Critic” contains an area to keep track of critical hits. Just write in the d100 roll in the space provided, and check off the severity of the critical hit by selecting the proper lozenge.

The icons represent the following different conditions and effects:



## MINIONS

Minions are unique amongst adversaries because an entire minion group can be treated as a single enemy in order to simplify combat. Minion groups contain only a single tracker row that contains no columns for wound or strain. Instead, a separate panel exists that keeps track of group wound. For every multiple of the minion's wound, a circle check box replaces the square. When a circle is checked, it means that one minion has been killed. You can keep track of the current number of minions by using the next section of the panel. Just check the circle on the right side whenever you check a circle on the wound section. When the last circle has been checked, the group has been defeated.

**CSA Security Police [Minion]**

BRAIN: 2, AGILITY: 2, INTELLECT: 2, CUNING: 2, WILLPOWER: 2, PRESENCE: 1, SOAK: 4, WOUND: 5, DEFENSE: 0 (MELEE), 0 (RANGE)

**Skills:** Coercion ( ), Melee ( ), Ranged Heavy ( )  
**Weapons:** Truncheon - Skill: Melee ( ), Range: Engaged, Damage: 4, Crits: , Qualities: Disorient 2  
 Riot Gun - Skill: Ranged - Heavy ( ), Range: Medium, Damage: 7, Crits: , Qualities: Auto Fire, Stun Setting  
**Armor:** Laminated - Soak: 2

COUNT: 4

Starting skill rank of 4. Skill rank equals number of current minions (maximum of 5). Mark off one minion every 5 wounds.

WOUNDS	REMAINING
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ENEMY	OTHERS	EFFECTS
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## RIVALS

**CSA Security Captain [Rival]**

BRAIN: 3, AGILITY: 2, INTELLECT: 2, CUNING: 2, WILLPOWER: 3, PRESENCE: 2, SOAK: 5, WOUND: 14, DEFENSE: 0 (MELEE), 0 (RANGE)

**Skills:** Coercion ( ), Discipline ( ), Leadership ( ), Melee 2 ( ), Ranged Heavy 2 ( ), Ranged Light 1 ( ), Vigilance ( )  
**Talents:** Adversary 1 - Please see page 132 of the Core Rulebook for details.  
**Abilities:** Big Tactics - See page 401 in the Core Rulebook for details.  
**Weapons:** Truncheon - Skill: Melee ( ), Range: Engaged, Damage: 4, Crits: , Qualities: Disorient 2  
 Riot Gun - Skill: Ranged - Heavy ( ), Range: Medium, Damage: 7, Crits: , Qualities: Auto Fire, Stun Setting  
**Armor:** Laminated - Soak: 2

NO.	WOUND	ENEMY	OTHERS	EFFECTS	CRITS
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2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Rivals don't have a separate wound panel because each rival is treated individually. One tracker row exists for each rival in the group, including a number to keep track of the individual rival. Rival tracker rows also do not contain strain, as rivals do not suffer strain (they suffer wound instead).

If a rival group is too large to fit all of its individual trackers on the current page, the tracker will continue on the next page, headed by the name and stat block.

## NEMESSES

Nemeses are always treated individually, so only one tracker row exists per group. Tracker rows also contain both wound and strain, as nemeses are basically NPC characters.

**CSA Viceprex [Nemesis]**

BRAIN: 2, AGILITY: 2, INTELLECT: 4, CUNING: 3, WILLPOWER: 2, PRESENCE: 4, SOAK: 2, WOUND: 14, STRAIN: 12, DEFENSE: 2 (MELEE), 2 (RANGE)

**Skills:** Charm 2 ( ), Coercion 4 ( ), Cool 2 ( ), Deception 2 ( ), Leadership 2 ( ), Negotiation 3 ( ), Education 3 ( ), Outer Rim 2 ( )  
**Talents:** Adversary 1 - Please see page 132 of the Core Rulebook for details.  
 Scathing Tirade (Improved) - Please see page 142 of the Core Rulebook for details.  
 Inspiring Rhetoric (Improved) - Please see page 137 of the Core Rulebook for details.  
**Weapons:** Holdout Blaster - Skill: Ranged - Light ( ), Range: Short, Damage: 5, Crits: , Qualities: Stun Setting  
**Armor:** Personal Deflector Shield - Melee Defense: 2, Ranged Defense: 2

WOUND	STRAIN	ENEMY	OTHERS	EFFECTS	CRITS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## STANDARD ROSTER

Roster pages consist of the rosters created for each vehicle in the encounter. Roster entries consist of the name or type of the vehicle, and a summarized stat block for the vehicle for quick reference, similar to adversaries, including trackers for hull trauma, system strain, component hits, and critical hits. Following the vehicle summary is a position roster. This roster consists of a list of ship positions, along with adversaries assigned, actions that are part of the position, and any skill pools that can be used to perform those actions.

## DP20 Gunship 'Big Bertha'

5  
SILHOUETTE

4  
SPEED

-1  
HANDLING

FORE	PORT	STARBOARD	AFT	ARMOR	HULL TRAUMA	SYSTEM STRAIN
2	2	2	1	5	55	30

HULL TRAUMA


SYSTEM STRAIN


COMPONENTS


CRITICAL HITS


POSITION ROSTER

**Positions:**  
 Pilot (Imperial Naval Officer 1) - **Maneuvers:** Accelerate/Decelerate, Fly/Drive  
 Engineer (Imperial Naval Officer 2) - **Actions:** Boost Shields - Mechanics (♦♦), Manual Repairs - Athletics (♦♦), Damage Control - Mechanics (♦♦)

GUNNER ROSTER

**Turret Mounted Twin Light Turbolaser (Fire Arc: All; Damage: 9; Critical: UUU; Range: Medium; Qualities: Breach 2, Slow Firing 1, Linked 1)**  
 1 Imperial Naval Officer 3 - Gunnery (♦♦♦)

**Port Mounted Concussion Missile Launcher (Fire Arc: Port; Damage: 6; Critical: UUU; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow Firing 1)**  
 1 Imperial Naval Officer 4 - Gunnery (♦♦♦)

Following the position roster is the gunner roster. This section is organized by weapon systems on the vehicle, along with which adversary has been assigned to each individual weapon in the weapon system. Weapons are organized two across. If a weapon system cannot fit on the current page, the roster will be continued on the following pages.

## MINION ROSTER

[illegible]

If a vehicle has been defined as a minion, its roster's stat block will change. System strain is removed and a minion tracker for hull trauma, similar to the wound tracker for minion adversaries, will be used. Also, positions and gunners will be assigned to the minion adversary as a whole, rather than to individual adversaries.

## SIMPLIFIED TRACKERS

Like the character sheet, there is also a simplified version of the encounter tracker (accessible through the “Sheet Style” combo at the top of the print preview dialog). This sheet contains all of the same information as the full color sheet, but uses much less ink. Simplified encounter trackers also have more room for encounter groups and rosters, since they don’t have background images and more of the sheet can be used. As such, they may print using fewer pieces of paper, since more groups and rosters may be able to fit onto a single sheet.

## FULL COLOR, NO BACKGROUND

A compromise between the Full Color style and the Simplified style is the Full Color, No Background style. This style prints the same color information as Full Color, but does not include the datapad background. Because of this, it can print more information per sheet, and since the datapad graphic uses most of the color ink, it is still fairly kind when it comes to ink usage. Some people may prefer this style to either of the other two styles, as it’s visually-appealing, is more efficient with space than Full Color, and uses much less color ink than Full Color (though a bit more than Simplified style).

ENCOUNTER: Ambush at the Old Lylek Den  
CAMPAIGN: \_\_\_\_\_  
ADVENTURE: Long Arm of the Hutt  
LOCATION: Old Lylek Den

ENCOUNTER INFORMATION

There will be one bounty hunter per PC. One will be a Gand with a blaster rifle. If Trex survived unharmed, he will be one of the bounty hunters. If he was harmed, he will already be suffering to wound.

INITIATIVE

INITIATIVE ROLLS  
Enter PC and NPC Initiative Rolls Here

PC	NPC	PC	NPC	PC	NPC	PC	NPC

INITIATIVE SLOTS  
Order the rolls by precedence and check PC or NPC in the proper slot.

PC	NPC	PC	NPC	PC	NPC	PC	NPC

ROUND: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Trex, Trandoshan Slaver [Nemesis]

Stats: 4 3 2 3 3 2 5 15 10 0 0

Skills: Brawl (1), Cool (1), Discipline (1), Mechanics (1), Negotiation (1), Perception (2), Piloting (1), Planetary (1), Piloting (1), Space (1), Ranged (1), Ranged (1), Vigilance (1).

Weapons: Heavy Blaster Pistol: Skills Ranged, Light (1), Ranged Medium, Damage 1, Crit 1, Qualities: Stun Setting.

Class: Skills Brawl (1), Ranged Engaged, Damage 1, Crit 1, Qualities: Stun Setting.

Armor: Heavy Clothing: Soak 1.

Gear: Corelink (handheld), Stompack, Emergency Repair Patch.

WOUND	STUN	ENERGY	OTHERS	EFFECTS	CRITS

NOTES

KEY: Cover, Hide, Incapacitated, Stunned, Disoriented, Immobilized, Critical Injury.

Page 1 of 3

ENCOUNTER: Ambush at the Old Lylek Den  
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Enter PC and NPC Initiative Rolls Here

PC	NPC	PC	NPC	PC	NPC	PC	NPC

INITIATIVE SLOTS  
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PC	NPC	PC	NPC	PC	NPC	PC	NPC

ROUND: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

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Class: Skills Brawl (1), Ranged Engaged, Damage 1, Crit 1, Qualities: Stun Setting.

Armor: Heavy Clothing: Soak 1.

Gear: Corelink (handheld), Stompack, Emergency Repair Patch.

WOUND	STUN	ENERGY	OTHERS	EFFECTS	CRITS

NOTES

KEY: Cover, Hide, Incapacitated, Stunned, Disoriented, Immobilized, Critical Injury.

Page 1 of 3

## GROUPS

The third feature of the *SW GM Tools* is the group editor, accessible by clicking the “Group” button. Groups are adventuring groups. They are a collection of characters, equipment, vehicles, plus some other information. Characters can belong to multiple groups. The Group pane displays any groups you have assembled, plus a summary of its members and an emblem for the group, if any.

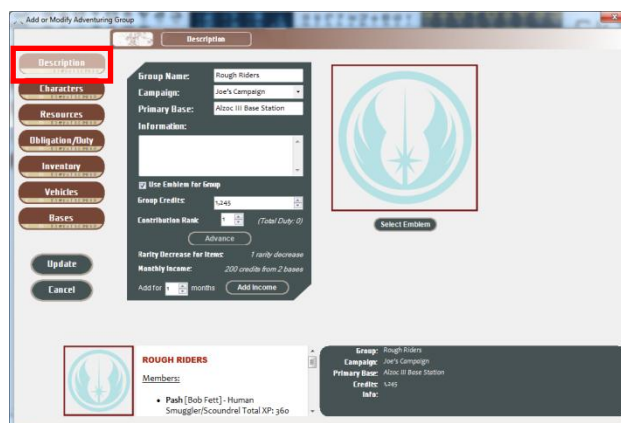
Click on New to add a new group, Modify to modify an existing group, Remove to remove a group, or Print to print a group sheet.

### GROUP DIALOG

The Group dialog allows you to add or modify all of the attributes of a group. It consists of three panes, Description, Characters, and Obligation. At the bottom is a summary of the group, including members and the emblem, if any. Clicking Add or Update will save the changes you’ve made, and Cancel will cancel any changes.

#### DESCRIPTION

The Description pane allows you to enter a name for the group (Rosco’s Roughriders, Death Squad, Saturday Night Gang, whatever), add or select a campaign for the group, enter a base of operations (planet, town, building, ship, anything you like), the number of credits owned by the group, manage contribution ranks to the Rebellion, and a short note about the group. Contribution ranks may be automatically applied if the Group dialog sees that group duty exceeds 100 by clicking the “Advance” button, or may be changed manually. If the group owns any bases, such as homesteads or businesses, that earn a monthly income, you can add a number of months-worth of income by setting the months, then clicking the “Add Income” button. Likewise, if a group owns a Rebel base that lowers the rarity of purchased items (once per PC, per month), the amount lowered is shown here. If the group has an emblem, check the checkbox. You can select any image as an emblem for your group. Like other portraits, right-clicking on the emblem will allow you to copy and paste an image from the clipboard, or you can click the Select Emblem button for more flexibility. The *SW GM Tools* comes with a generic set of stock emblems you can choose from, or you can load an emblem from disk or the web.





## CHARACTERS

This pane allows you to select which characters belong to the group. All of the characters created by the generator will show up here. Select a character from the left grid and click “Add” to add it to the group. Select a member in the right grid and click “Remove” to remove it from the group. To select multiple characters to add or remove, check the check boxes next to their names in either grid. When boxes are checked, only those characters will be added or removed. To toggle the checked status of all members of the group, click the “Toggle All” button. Double-clicking on a character in either grid will add/remove that character from the clicked grid.



You can also award XP and credits to characters in the member's grid. To do this, either select a character, or check whichever characters you wish, and then click the “Award” button. The same [Award dialog](#) is displayed as when you click “Award” from the description pane of the character generator. The entered XP and credits will be awarded to all selected characters.

## RESOURCES



The Resources pane allows you to manage resources that you gained during the creation of your group. Each core rulebook (Edge of the Empire, Age of Rebellion, and Force and Destiny) gives PC groups a choice of starting resources. This information can be found at the end of the character generation chapter of each core rulebook.

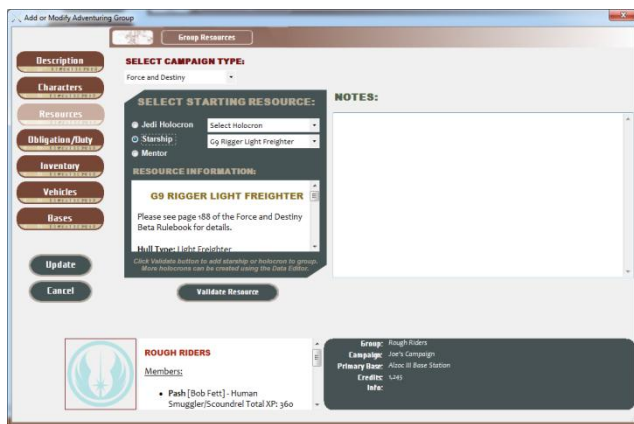
To give your group resources, first select the campaign type from the combo box at the top of the pane. You will select from one of the three core rulebooks. Once the campaign

type has been selected, you'll be presented a list of possible resources to include with your group.

Edge of the Empire allows you to either select a starship from the choices presented in the core rulebook (Wayfarer, YT-1300, or Firespray), or any other ship valued at under 120,000 credits, or add a homestead or business to your group. Starship selections will be available in the combo box on the resources panel.

Age of Rebellion allows you to choose from either a Lambda-class shuttle, a squadron of Y-Wing starfighters, or a Rebel base.





Finally, Force and Destiny allows you to choose between a starship (a G9 Rigger, or any other starship valued at under 60,000 credits), a holocron, or a mentor.

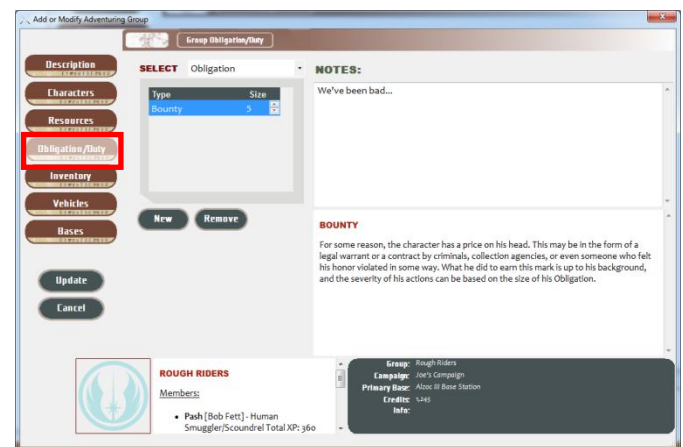
Information on the chosen resource is displayed under “Resource Information” on the resource panel. In addition, you can describe your resource in the Notes section to the right.

After selecting your resource, you can click the “Validate Resource” button make sure you’re group is taking

advantage of the selected resource. If you’ve selected a starship, and the starship is not currently part of the group’s vehicles, you’ll be given the option of adding it. If you’ve selected a squadron of Y-Wings, you’ll be given the option of adding a Y-Wing starfighter for each of your group members, if they do not currently exist in your group’s vehicles. If you’ve selected a base from Edge of the Empire, and your group currently doesn’t have a base, you’ll be presented with the base creation dialog and then be allowed to edit your homestead or business. If you’ve selected Rebel base from Age of Rebellion, and your group currently doesn’t have a Rebel base (though it may have a business or homestead), you’ll be presented with the base creation dialog and then be allowed to edit your new Rebel base. Finally, you can have the selected holocron be added to your group’s inventory, if it does not already exist. Other resources, such as the mentor or the base, are narrative only and are automatically validated.

## OBLIGATION/DUTY

This pane allows you to create obligation and duty for the group. Like characters, groups can have their own collective obligation and duty. This pane works the same as the corresponding pane in the *SW Character Generator*, except groups do not have obligation or duty options. Select obligation or duty from the drop down at the top. Add a new obligation or duty with the New button, select the type of obligation or duty from the drop down in the list, and enter any notes specific to the obligation or duty.





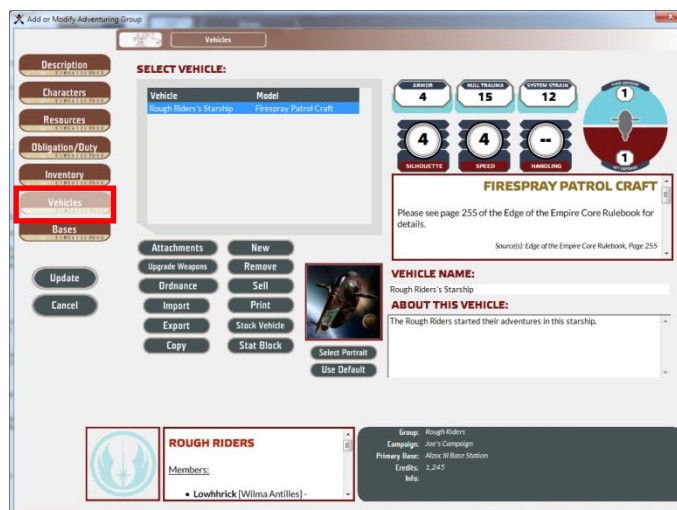
## INVENTORY



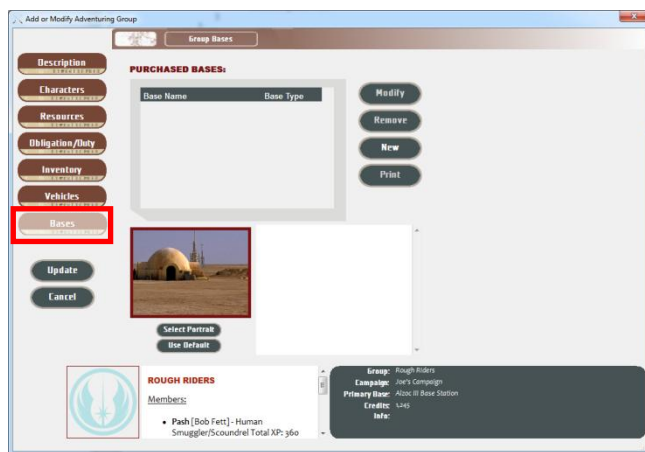
The Inventory pane allows you to add or purchase group equipment. This pane works identically to the [Equipment pane](#) in the *SW Character Generator*. You can even purchase attachments for the group's inventory items. Clicking the "Transfer" button allows the group to transfer inventory to and from characters that belong to the group, as well as vehicles owned by the group.

## VEHICLES

Again, the Vehicles pane works identically to the [Vehicles pane](#) in the *SW Character Generator*. You can add or purchase vehicles that belong to the group as a whole. You can select a stock vehicle, or create and customize your own. If you selected a starship as your starting resource, and then validated it, the starship will appear here.

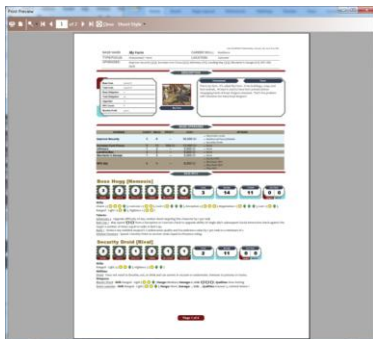
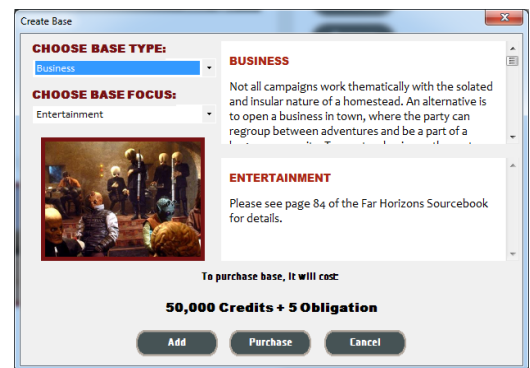


## BASES

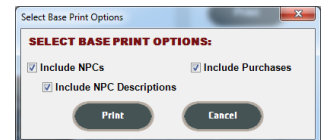


The Bases pane allows you to create and manage homesteads and businesses, as defined in the *Far Horizons* sourcebook, as well as Rebel bases, as described in the *Desperate Allies* sourcebook. Bases can provide a "home base" for the group, as well as provide income and services, and give the group access to a variety of NPC characters that can use their various expertise to the group's advantage. A group can have as many bases as they can afford, and can start with a base using resources from *Edge of the Empire* and *Age of Rebellion*.

To create a new base, click the “New” button. This will bring you to the base creation dialog and allow you to select the base type plus a focus for the base, which depends on the base type. Once the type and focus are selected, they cannot be changed later. Click “Purchase” to purchase the base using your group’s credits, or click “Add” to add a base, if your GM allows. Besides costing credits, bases may add obligation to the group due to upkeep and the responsibility of running the base, as well as dealing with the bases various NPCs. Obligation incurred by a base will appear in the group’s obligation list.

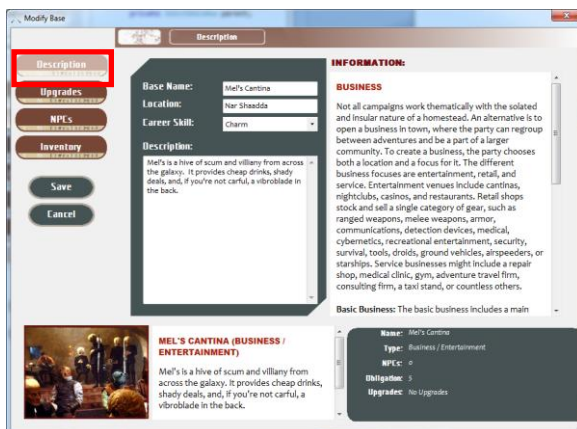


Once you have a base, you can click the “Modify” button to make changes to the base using the Modify Base dialog, including describing it, adding upgrades and NPCs, and maintaining inventory. “Remove” will remove a base from the group, and “Print” will print up a base sheet for use during play. When printing a base, you can optionally include inventory (weapons, armor, and gear) and NPC stat blocks. There is also an option to include an NPC’s description, when NPCs are included on the sheet.



To select a portrait for your base, click the “Select Portrait” button to bring up a dialog to select a portrait, or right-click the portrait and select “Paste” if you have saved an image to your clipboard. Click “Use Default” to use the default image for the base type and focus.

## MODIFY BASE DIALOG



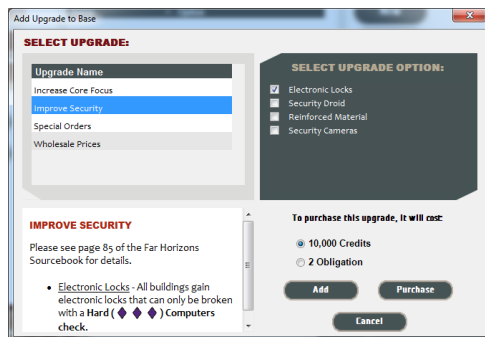
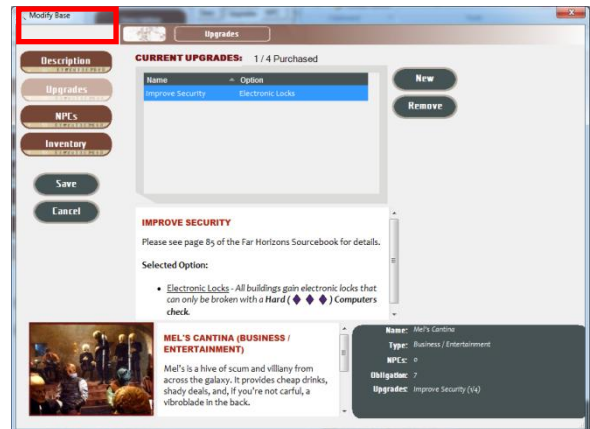
The Modify Base dialog allows you to customize your base with various descriptive text, base upgrades, NPCs, and inventory. The Modify Base dialog will automatically be displayed when you create your base. You can also select the base from the grid and either click the “Modify” button, or double-click on the grid entry, to bring up the Modify Base dialog. Like other editing dialogs, the Modify Base dialog has various panes that can be selected to make changes to your base. A summary of your base is displayed at the bottom of the Modify Base dialog.

## DESCRIPTION

The Description pane allows you to enter a name for your base, the location for your base, and select a career skill. Each base type and focus gives all group members access to a different career skill, and sometimes allows you to choose from a list of career skills that can be used to run your homestead or business. You can also enter a description of your business, which will be displayed on the base sheet.

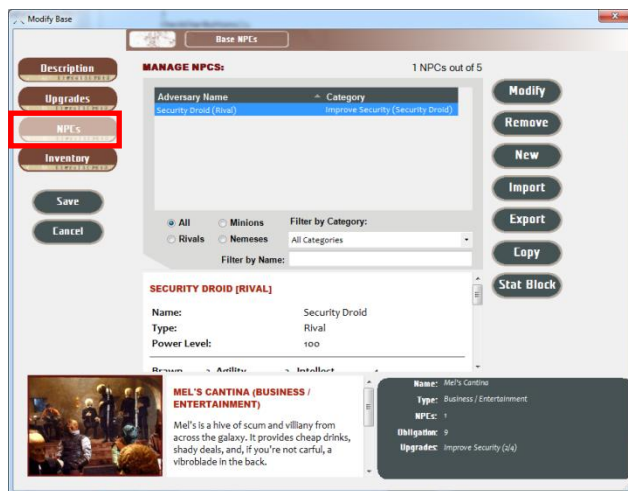
## UPGRADES

Bases can be upgraded, as per the rules outlined in *Far Horizons* and *Desperate Allies*. Each base can have a number upgrades that give added benefits to owning the base. Additionally, some upgrades can be purchased more than once, and can have different options associated with them. The number of times a particular upgrade is purchased, along with the maximum number of upgrades of that type that can be purchased, is listed right above the upgrade grid. To remove an existing upgrade, click the “Remove” button. To add an upgrade, click the “New” button. This will bring up a dialog allowing you to select which upgrade to add to your base, and allow you to select



an option, if options are available. Only one option can be selected for an upgrade, if multiple options are available, and an option must be selected. Options cannot be selected twice for the same type of upgrade; if you have already selected an upgrade with a particular option, adding another upgrade of the same type will not allow you to select the option again. Once you’ve selected the upgrade and option, click “Purchase” to buy the upgrade using either your group’s credits, or by accruing group obligation (depending on the option selected by the radio buttons), or click “Add” to add the upgrade, if your GM allows.

## NPCs



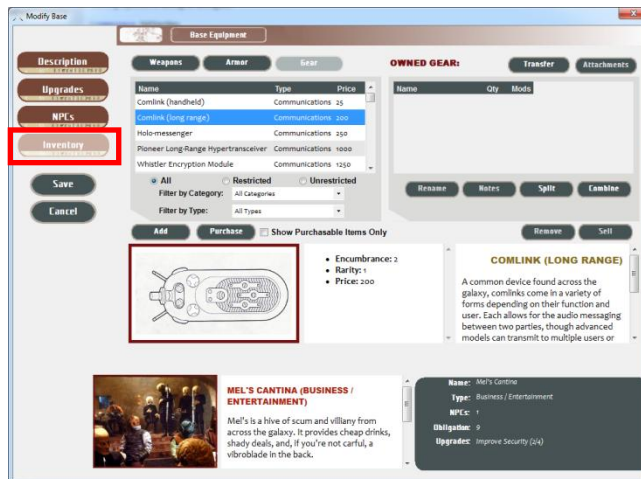
Bases can employ a number of NPC workers. Certain upgrades will provide such NPCs, but you can also add your own NPCs if your GM allows. The NPC pane allows you to manage these NPCs.

The NPC pane functions almost identically to the Adversary pane in the main *SW GM Tools* window. The list will display all NPC adversaries that you have either created, or have been assigned due to the purchase of an upgrade. NPCs assigned by an upgrade can be modified, but cannot be removed. NPCs that you add yourself can be modified and removed as needed. See [Adversaries](#) for details on creating NPC adversaries.

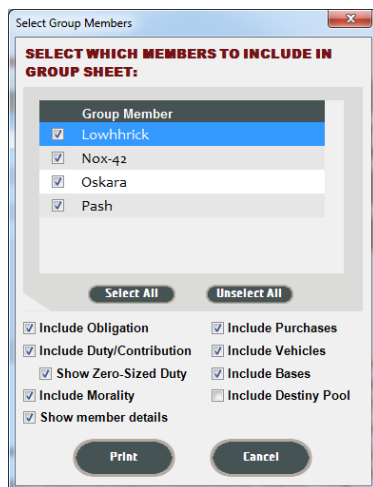


## INVENTORY

Bases can contain their own inventory. Inventory works identically to every other inventory pane in the applications. When transferring items, bases can select all characters and vehicles associated with the group they belong to as transfer sources, as well as other group bases and the group itself.



## GROUP SHEET



Clicking Print from the Group pane in the main *SW GM Tools* window will allow you to print up a group sheet. This sheet is useful for the GM for tracking obligation, duty, morality, inventory, and destiny.

Clicking on Print will first bring up a dialog with print options. You can select which members of the group you want included on his group sheet, since not all members will necessarily be part of an adventure, plus several other print options. You may optionally include obligation, duty, morality, and equipment on the

group sheet. If you select to include duty, you also have an option to show zero-sized duty. This can be handy when you want to see what your group's duty is, even if it can't be triggered due to its size reverting to zero (perhaps after an increase in contribution). Selecting "Show member details" will include a member's stat block along with the character's name, species, and career. You may also opt to include full vehicle sheets at the end of the group sheet for each vehicle owned by the group, or a destiny tracker at the bottom of the first page. If you have another means of tracking destiny (such as using chits), deselecting the destiny pool option will give you more room on the group sheet.

The sheet itself consists of a summary at the top, a list of members, and the group's emblem, if any.



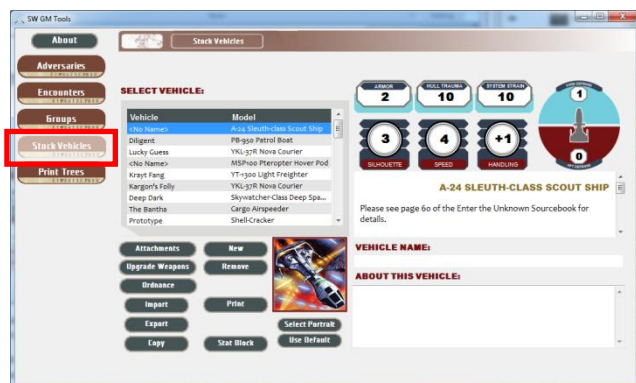
Following that will be whatever options you've selected to be printed. This may include obligation and duty charts. The obligation and duty charts include obligation and duty from the group, as well as from all members on the sheet. The d100 die roll for triggering a particular obligation or duty is also shown, along with the notes on the nature of the obligation or duty. If an obligation or duty is triggered, just check the box next to it. If doubles are rolled, check the box at the bottom of the respective chart.

At the bottom of the first page is a simple destiny pool tracker. Just mark the check boxes next to the light or dark pips to keep track of what the current destiny pool looks like.

Following the obligation and duty charts will be inventory lists, if that option was selected. Both charts, and all inventory lists (armor, gear, weapons, and vehicles) will automatically flow to additional pages if the current page is too small to hold them all.

If the vehicles option was selected, vehicle sheets will be added at the end of the group sheets for each vehicle owned by the group.

## STOCK VEHICLES



The Stock Vehicles pane is for creating pre-made vehicles that can be used throughout the rest of the application suite. Any sections of the applications that support vehicles will allow pre-made stock vehicles to be included so you aren't forced to create custom vehicles for each instance. Using this feature, you can create a number of customized vehicles that see a lot of use during your adventures. When it comes to adding vehicles to a character, or an encounter, or a group, you can just add

the stock vehicle. Once added, the stock vehicle becomes just a regular customizable vehicle. Any customizations done on such vehicles will not affect the original stock vehicle, as only copies of it are used.

The Stock Vehicle pane should already be familiar to you if you've added vehicles in other parts of the application. The only difference is that the "Stock Vehicle" button is not displayed and any vehicle created using this mechanism, or customizations done to it, can only be added and not purchased. Other than that, it works identically to the other vehicle panes.

## PRINT TREES

*Star Wars Roleplaying* uses various trees for acquiring special abilities for characters. These include talent trees, Force power trees, and Signature Ability trees. These trees can be traversed and abilities selected using the character generator, and there's also options for including printed versions of the trees when printing character sheets. These trees will be already filled-out for your character.

However, it may be useful to have printed versions of the basic trees to use as reference for various aspects of the game. This is where Print Trees comes in. This feature allows you to print reference versions of any available tree. These printed trees are not associated with any particular character, and include titles and keys to help with using them as an added resource for your games.

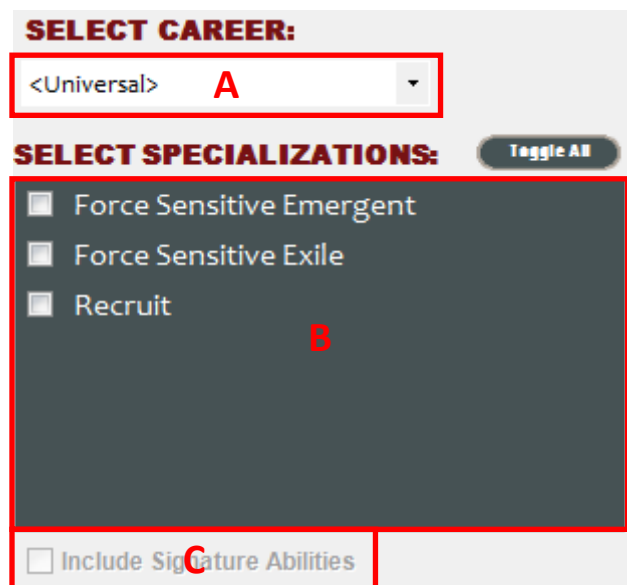
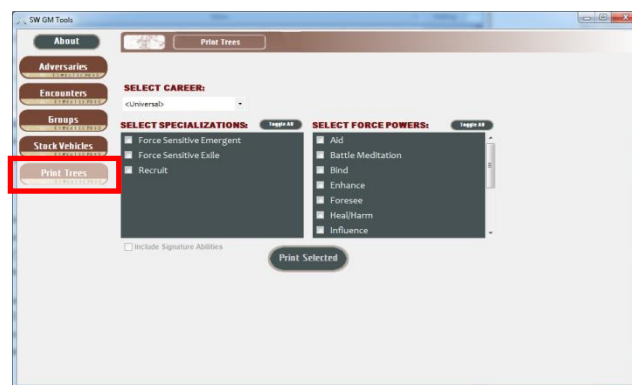
Clicking the “Print Trees” button from the main window will display the Print Trees pane. From here, you can select which trees you'd like to print. Two lists are displayed, one for specializations, and the other for Force powers. Clicking one of the two “Toggle All” buttons will select or deselect all items displayed in the lists.

### SPECIALIZATION (TALENT) TREES

To select a talent tree for a particular specialization, first select the career from the dropdown (A). Universal talent trees (such as Force-Sensitive Emergent or Recruit) can be selected from the first entry in the dropdown. From the first displayed list (B), check all of the specializations you wish to print.

### SIGNATURE ABILITIES

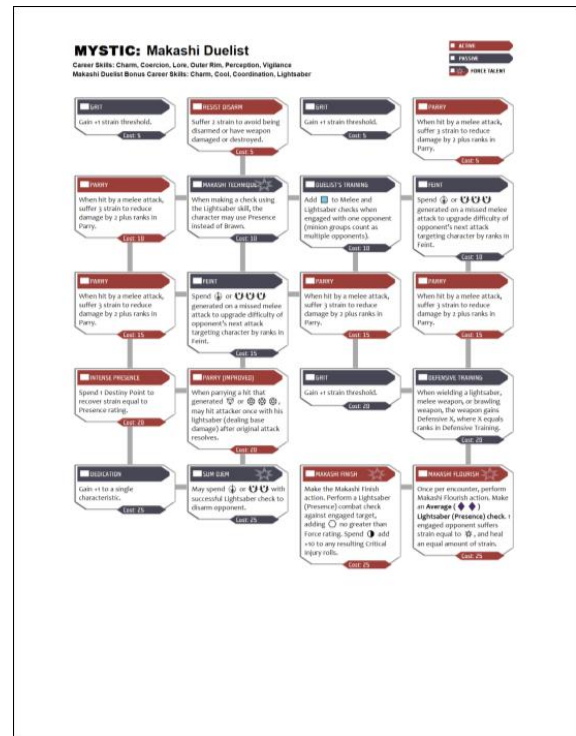
If a selected career has any Signature Abilities associated with it, the Signature Ability checkbox (C) will be enabled below the specialization list. Checking it will also print a copy of that career's Signature Abilities.



Toggle All

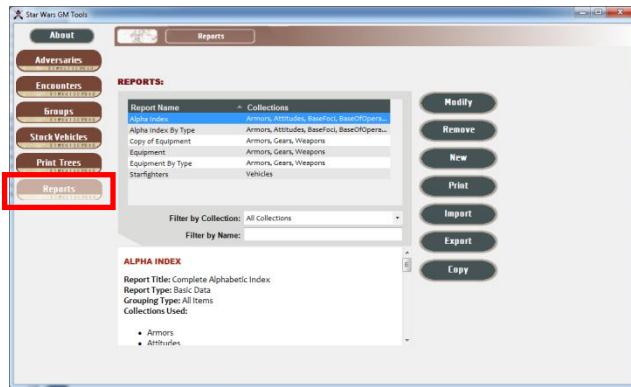
To print all of the selected trees, click the “Print Selected” button. This will bring up a standard print preview dialog with all appropriate features. Each tree will be on a separate page, except for Signature Abilities. Both Signature Abilities will be displayed on the same page.

The second list (D) contains all available Force powers. Checking a box will select that power for printing.





## REPORTS



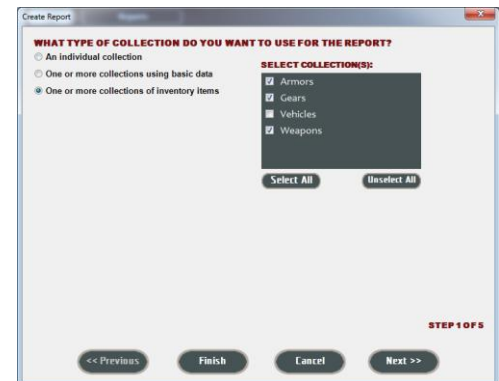
The Star Wars Character Generator contains hundreds of items of data that is used when generating characters. This data includes species, careers, specializations, motivations, weapons, armor, and a lot more. The Reports pane allows you to generate reports on this data. The reports are user-defined and can include any type of data, including custom items.

Clicking the “Reports” button will bring up the Reports pane. From this pane, you can print reports, or create

new reports. A few sample reports exist in the “Imports/Report Samples” directory that comes with the generator. The displayed reports can be filtered on a data collection that is uses, or you can filter by part of the name of the report. Existing reports can be edited by clicking “Modify” (or double-clicking on the desired report in the list). “Remove” will remove the selected report. “New” will create a new report. “Print” will print a report. “Import” and “Export” can be used to share reports with other users. “Copy” will make a copy of a report and allow you to make changes to the new report.

### THE REPORTS DIALOG

Clicking “New” or “Modify” (or double-clicking an existing report in the list) will bring up the Reports dialog. This dialog allows you to edit an existing report, or create a new report. The Report dialog is a “wizard” that goes through a five-step process to define the type of report you wish to create. You may navigate through these steps by using the “Previous” and “Next” buttons. Clicking “Finish” will save the report and exit the dialog, while “Cancel” will cancel any changes you’ve made to the report. The “Previous”, “Next”, and “Finish” buttons will only be available if you’ve properly configured the report so that you may go to the next or previous step, or if the report is ready to use.



### STEP 1 – SELECT COLLECTION TYPE

The first thing you need to do when creating a report is to select the type of collection you wish to use. There are three types of collections you can report on:

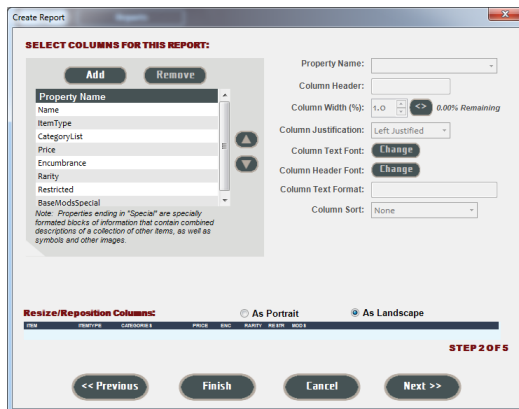
- **An Individual Collection** – You may select an individual data collection from the list to the right. All properties of this collection will be available for your report.
- **Basic Data** – This type of collection uses just the basic properties of a data collection, including name, description, and source. Because all collections are based on these properties, you can select more than one collection to report on.
- **Inventory Items** – Certain collections, including weapons, armor, gear, and vehicles, use a standard set of properties just for inventory items. Because these properties are the same for all inventory

collections, they can be used to generate a report based upon generic inventory properties, such as type, category, price, hard points, mods, etc.

To select or unselect all available collections (except in the case of an individual collection; only one of those may be selected), click the “Select All” or “Unselect All” buttons.

When you’ve selected how you want to use collections, click the “Next” button to go to step 2.

## STEP 2 – DEFINE COLUMNS



Step 2 allows you to configure how your report will look when it’s printed. A report consists of a grid containing a number of columns for displaying various properties of the report. Each column has a number of settings that determine how they will look in the final report.

A sample grid is displayed below the column list. This is what the grid will look like when you generate the report. Clicking “As Portrait” or “As Landscape” will display the grid proportional to the page orientation chosen. This page orientation will also be the default orientation when you go to print the report.

To include a column in the report, click the “Add” button. The property may be selected from the “Property Name” drop-down list. Other settings may be made for this property:

- **Column Header** – The name displayed in the header for this column.
- **Column Width** – The width of the column, as a percentage of the total width of the grid. The unused percentage of space is displayed to the right. Clicking the “<>” button will automatically adjust the current column to use whatever remains of the grid width, or will shrink the current column so that the total used percentage for all columns is 100%.
- **Column Justification** – You may display a column either left-, center-, or right-justified.
- **Column Text Font** – This is the font used for the actual displayed data of a column. Click the “Change” button to change the font.
- **Column Header Font** – This is the font used to display the header text at the top of the column. Click the “Change” button to change the font.
- **Column Text Format** – This is for applying simple formatting to the displayed column information. For instance, to display a numeric field using the “x,xxx” format, you can use “N0”.
- **Column Sort** – A column may be set to sort itself either ascending or descending. For text columns, the sort is alphabetical (A to Z for ascending, or Z to A for descending). For numeric columns, the sort will be numeric.

Clicking the “Remove” button on the left will remove the currently-selected column. Clicking the up and down buttons to the left of the list will change the order in which the columns are displayed.

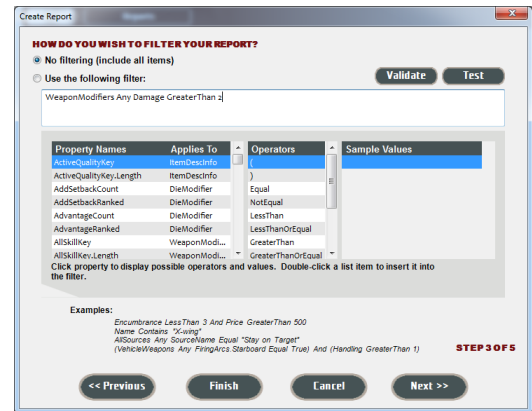
Alternatively, you can use the displayed sample grid to reorder columns by clicking the column and dragging it to another position. You can also visually change the width of a column by moving the mouse to a column boundary on the sample grid and dragging it left or right when the double-arrow icon is displayed.

When the columns are arranged to your liking, click the “Next” button to go to step 3.

### STEP 3 – DEFINE FILTER

When you create a report, many times you will wish to only include certain data items based upon a filter. This step allows you to define the filter to use. To include all data items, select the “No Filtering” radio button. To define a filter for your report, select the “Use the following filter” radio button.

The filtering system uses an English-like syntax to apply a “true or false” result to a particular data item. If the filter result is “true”, the item is included in the report. If the result is “false”, the item is not included.



Filters are binary expressions, starting with a property or expression as the first operand, followed by an operator, and concluded with another property or expression as a second operand. The operators that are available are based upon the properties or expressions used.

To make creating filters as easy as possible, three lists are included below the filter string. The first is a list of all available properties (or combinations of properties) that can be used as the first operand. The second list will be the suggested operators that can be used with this operand. The third list contains sample results that can be used for the expression. Double-clicking on any of the list will automatically insert the selection into the filter string. Of course, you can also type the filter by hand, once you get used to the syntax.

**Numeric Expressions** – Numeric expressions can be used with numeric operands. To test if two operands are equal, use the “Equal” operator. To test if they are not equal, use the “NotEqual” operand. Likewise, “LessThan”, “GreaterThan”, “LessThanOrEqual”, or “GreaterThanOrEqual” can be used. For example, to include items with a Critical rating less than 3:

*Crit LessThan 3*

**String Expressions** – String expressions can use “Equal” or “NotEqual” to do string comparisons. They can also use the “Contains” operator to test whether or not a string contains a sub-string, or the “StartsWith” and “EndsWith” operators to test if the string starts with or ends with another string. String literals that contain more than one word must be surrounded by quotations. For example, to test whether or not a weapon is a vehicle weapon:

*Type Equal Vehicle*

To test whether or not a vehicle is a light freighter, you could use the following filter:

*Type Contains “Light Freighter”*

**List Expressions** – Some properties are lists of other properties. For instance, “WeaponModifiers” for inventory items contains a list of innate weapons that are created when the item is equipped. Say, you want to include an item that contains a weapon modifier with an innate weapon that does 2 or more damage. You could use something like this:

*WeaponModifiers Any Damage GreaterThan 2*

The “Any” operator will test if any item in that list tests true for the expression defined in the right operand (“Damage GreaterThan 2”). In this case, the “Damage” property belongs to a “WeaponModifier” item that is contained in the “WeaponModifiers” list, rather than a property of the data item itself. You can also use the “TrueForAll” operator to test whether or not a particular condition is true for all items in the list.

**Logical Operators** – Filters can also combine expressions using logical operators, such as “Or” and “And”. For instance, to combine the last two examples:

*Name Contains “Freighter” And WeaponModifiers Any Damage GreaterThan 2*

To force precedence in the expression, you can use parentheses to group expressions together. For instance:

*(Name Contains “Freighter”) And (WeaponModifiers Any Damage GreaterThan 2)*

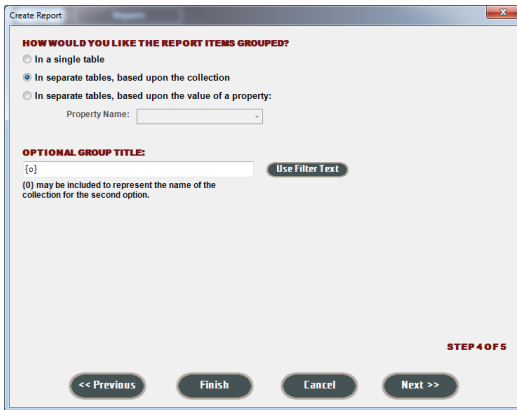
This forces the first expression operand and last expression operand to be evaluated before applying the “And” operator. Note that the filter expressions use a standard precedence for various operators, so unless you want to override the precedence, or to make a filter clearer to understand, you don’t need to include parentheses.

**Operator Precedence** – Below is order of precedence, from greatest to least, of the standard operators:

- *Parentheses*
- *Multiply, Divide*
- *Add, Subtract*
- *LessThan, LessThanOrEqual, GreaterThan, GreaterThanOrEqual*
- *Equal*
- *NotEqual*
- *Any, Contains, TrueForAll, StartsWith, EndsWith*
- *And*
- *Or*
- Any other operator has lowest precedence

Filters can be as simple or as complex as you want them to be. To test whether the syntax of your filter is correct, click the “Validate” button. To perform an actual test on the filter, click the “Test” button. The “Test” button will validate the filter, and return the number of items in the currently-selected collections that match the criteria of your filter.

## STEP 4 – GROUPS



Step 4 allows you to configure how you want your report grouped. There are three choices for grouping:

- **A Single Table** – The report items belong to the same table. The table will be split between pages, but all data will be part of one contiguous list of items.
- **Separate Tables based on Collection** – This will break down the report based upon the selected collections. For instance, if you chose inventory items and selected armor, gear, and weapons, all items will be grouped by whether or not they are a piece of armor, a weapon, or a gear item. You cannot choose this option if you are reporting off of just a single collection.
- **Separate Tables based on Property** – This allows you to group items based upon the value of a particular property. The report will consist of a number of tables equally the unique values for a property. You may choose the property to use from the drop down list to the right. For example, if you want to report on weapons, you could group by the “Type” property to have separate tables for “Energy Weapon”, “Slugthrower”, “Explosives/Other”, etc.

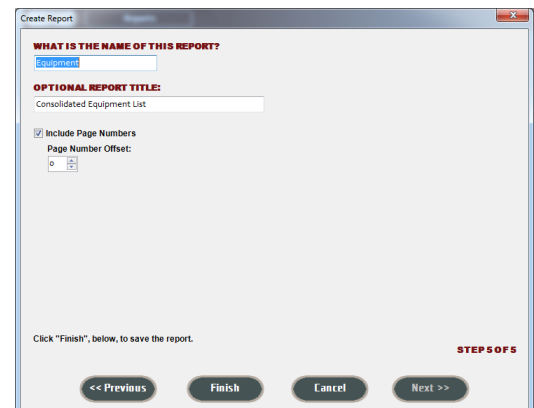
You can also optionally select a title for each group, or the title for your single group. Click the button to use the filter string as your group title. To include the name of the collection, put the string “{0}” somewhere in the title text.

## STEP 5 – NAME AND TITLE

Finally, in step 5, you can give the report a name, and optionally include a title for the report that is displayed on the first page.

Normally, page numbers are included at the bottom of the report, starting at page 1. If you do not want to include page numbers, uncheck the box. If you want the page numbering to start at something other than 1, include an offset. For instance, 0 will start on page 1, while 10 will start on page 11.

When you are finished, click the “Finish” button to save the report.



## CONCLUSION

That about wraps up this documentation file. If you have any questions, I should be able to be found on the Fantasy Flight Games Community Forum. Or, you can email me at [oggdude42@gmail.com](mailto:oggdude42@gmail.com).

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