



Character Generator and GM Tools for Fantasy Flight Games'™ Star Wars® Roleplaying

FAQ

(FREQUENTLY ASKED QUESTIONS DOCUMENT)

Last Updated: 7/24/2014

Below are some common questions that have been asked about the software, along with the answers. As more questions come to light, they'll be answered here.

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Question: I wanted to make a character with one of the new Age of Rebellion careers, but I don't see them. Aren't they supported?

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Question: Ah, I see. Then I'm assuming that something similar is going on for Signature Abilities? I don't see a button for that, either.

Question: So what about the Rosters button in the Encounter dialog in GM Tools. Why doesn't that always show up? Same reason?

Question: What's the difference between "Add" and "Purchase"? I see these in both the equipment and vehicle screens.

Question: So, it's the same concept for "Remove" and "Sell" then?

Question: I'm creating an Explorer/Scout character and have bought the Force Sensitive Exile specialization. I notice that when I choose the Forager talent on one tree, it appears on the other and I can't deselect them. What gives?

Question: I know that ships can carry items as cargo now, but I can't figure out how to add cargo to ships. How do you do that?

Question: What about unarmed attacks, or species that have special attacks like claws or mind blasts or whatever? How do they work?

Question: I'm making my own species and I'd like to give them special weapons, like the Ithorian "Bellow" attack. How do I do that?

Question: I want to add R2-D2's arc welder weapon (like he used on Jabba's sail barge) to my Astromech droid, but I don't see it in the weapons list. I figured I could use the step above to add it as an innate weapon, but then it would apply to all droids, and I don't want that. How can I do add this weapon to just the Astromech droid, or more generally, how can I change attributes of just one model of droid, or one sub-species of some other species like Aqualish?

Question: What exactly does the "Show" checkbox do in the equipment pane? And while you're at it, what does "Equip" and "Held" mean?

Question: What about the BlahBlahBlah species, or the YadaYada career, or the Doohickey weapon? Will they ever be supported?

Question: How do I enter duty?

Question: My friend added a cool species [or weapon, attachment, specialization, etc.] and I want it. How do I add it to my copy of the program?

Question [OBSOLETE]: I modified some of the stock adversaries that came with the program, but when I upgraded last, all my changes were gone. What did I do wrong?

Question: I found a bug!

Question: Whenever I change a numeric value on a grid (for instance, changing a talent rank in the data editor), half the time it seems that it doesn't take and it stays "1", or whatever. Why does it do this?

Question: I'm creating a starship with a hyperdrive class that's a decimal, but the up/down arrows change it by one. I see the decimal point, though. How do I enter, say, a hyperdrive class of .5 or .8?

Question: I want to create some bad guys, but the character generator seems like overkill for this. Is there a way to create adversaries, like they have in the core rulebook?

Question: I'm creating my own adversary [or vehicle, equipment, etc] and it doesn't fit into any of the categories listed. How do I add my own category?

Question: I have created an adversary [or vehicle or character], and I want to use it as the basis for another one, since they're almost the same. How do I do that?

Question: I have a buddy who's created an adversary [or character, encounter, stock vehicle], and I want to add it to my own installation of the generator. Do I just copy his XML file into the folder or what?

Question: I added some adversaries [or characters, encounters, stock vehicles] from a friend's collection, but when I try to modify them, strange things happen. Sometimes they disappear, or are written over or duplicated. Is this a bug?

Question: The CRB and other source books come with a bunch of adversaries, but I don't see any when I run the GM Tools. Do I have to enter them all in myself?

Question: Do you have to import adversaries [or characters, encounters, stock vehicles] each time you run the GM Tools?

Question: I'm creating adversaries (minions, rivals, and nemeses) and I can't quite figure out where you're getting their wound and strain values from. Am I missing something here?

Question: In the adversary description, I see something called "Power Level", but I'm not sure what that is, or what the numbers mean. What are Power Levels?

Question: I'm trying to enter an adversary that uses a modified version of a standard weapon (such as a better critical rating, more or less damage, etc.). How do I change a standard weapon for my adversary?

Question: Is there a way to export a character [or adversary, vehicle, or group] as plain text?

Question: I imported an encounter, but when I modify it, it's missing some or all of its adversaries. What did I do wrong?

Question: I want to create a vehicle encounter using minions, but I don't see the checkbox on the vehicle grid like it says in the documentation. Why not?

Question: Is there a way to print out obligation or duty charts for the group?

Question: All of the characters in my group are wanted by a Hutt crime lord, and so they all have Bounty obligation. When I print out the obligation table on the group sheet, it lists all of the Bounties individually. However, if the Bounty comes up for one, it'll apply to everyone, since everyone has the same Bounty. How can I reflect this in the group sheet?

Question: I'm trying to create my own attachment [or species, vehicle, weapon, etc]. There's a list that lets me add an item mod [or quality, talent, skill]. I check the one I want, but it says that it has just "1" of the item. I want more than one, but I can't select it twice. How do I get more than one of the item I'm adding?

Question: I've created a new weapon [vehicle, species, equipment] and I want a custom image to show up for it in the generator or GM Tools. How do I do this?

Question: I like the fact that you can use all of the special symbols and pips in the descriptive texts by using the [] tags. However, I want to get a bit fancier with some entries. Are there any other hidden tags I can use in formatting my descriptions?

Question: I'm seeing a red "warning" symbol in some descriptions and on my printed sheets. What does this mean?

Question: Every time I load my character, the generator keeps asking me to choose a characteristic, or some skills, or items. It's annoying. Why is it doing this and how can I get it to stop?

Question: I want to Tinker my comlink to add a hard point to it, but it's not showing up in the option dialog. Why not?

Question: I can't figure out how obligation and duty options are supposed to work (the ones that give me more XP and credits). Options enable and disable every time I change obligation and duty in some arcane manner that confounds me. Of course, I'm probably not understanding the rules for it from the CRB, either. Can you explain this?

Question: How do you sort equipment [vehicles, characters, adversaries, etc] displayed in a grid?

Question: I'm seeing what looks like setback dice (black boxes) next to my skills, but they have red X's in them. What does this mean?

Question: What about the force die symbol? I'm seeing those next to skills as well on my force-sensitive character.

Question: My character bought a Corellian bow (found in Suns of Fortune), and I want to display different profiles for the different types of ammo. What's the best way of doing that?

Question: I just purchased the Age of Rebellion Core Rulebook and I want to limit the character generator to only rules and items found in that book. How would I do this?

Question: Is there a way to share data between different installations of the software on different computers?

Question: I'm playing the game online using a virtual table top application (like Roll20 or Map Tool) and want to include adversaries for reference. Unfortunately, the software doesn't export text versions of the adversaries that show up properly in a handout or similar document. How can I do this?

Question: You're awesome. How do I give you money?

Answers:

Question: The program won't run on my computer. What's the problem?

Answer: Make sure that you meet the requirements. The program needs at least Windows XP or later to run. You also need to install the extended, or complete, .NET 4.0 Framework from Microsoft. It can be found here:

<http://www.microsoft.com/en-us/download/details.aspx?id=17851>

Question: Why won't this work on my Mac?

Answer: The program is written using Microsoft .NET. That means that it might be able to run on a Mac, assuming you have third-party support for the .NET framework and a .NET CLR emulator installed. One such possible solution to this would be Mono, although there will be no official support for this from me. If you want to try it, be my guest, but I can't help you with it. Another solution would be to run a Windows emulator on your Mac and run the program from there.

Question: I'm seeing duplicate equipment, careers, specializations, etc., in the generator. Why does it do that?

Answer: More than likely, you added this data yourself using the data editor, and a later version of the software had it added to its stock data. To fix this problem, just delete your custom versions, remembering to transfer over any descriptions first to the stock items.

Question: I don't like the descriptions with just the page numbers. How can I change that?

Answer: Run the data editor, choose what category you want to change, and then select an item from the list. Then, start typing ☺ You can enter whatever you like for descriptions, including verbatim text from the published source books. That is, of course, if it's for your own personal use AND you own the rule books and source books.

Question: Why didn't you just include the descriptions with the applications? It's a lot of work changing them all.

Answer: Disney/LucasArts and Fantasy Flight Games hold the copyrights to all the text found in the Star Wars: Edge of the Empire Roleplaying Game. As such, including the descriptions would be a violation of copyright laws. Basically, if I had included anything in the data that would make it so that the applications could be used without having to purchase the game, I would have gotten a Cease and Desist letter from FFG's lawyers and that would have been the end of that. However, there's nothing wrong or illegal if owners of the books use any of the text found in them for their own personal use. That's why you need to enter the descriptions yourself, or get another game owner to do it for you.

Question: I still don't want to go through the hassle of entering in all the descriptions. Can I just get them from you and nobody would be the wiser <wink wink>?

Answer: No. Nyet. Non. Nein. Negatory. Not gonna happen. Besides, I haven't entered all of the descriptions in myself, and I own all the books. You're right, it's a hassle, but that's the way it is.

Question: I just upgraded to the latest version and my data disappeared. How do I get it back?

Answer: Recent versions of the software store user data (DataCustom, Characters, Adversaries, Groups, and StockVehicles) in a separate directory from the installation directory. The default data directory can be found buried in your Windows user's AppData folder. Older versions of the software stored user data in the installation directory.

To get your data back, you have two choices. First, you can transfer your data to the new, default location within AppData. This will allow different users on your computer the ability to have their own sets of data, stored in a standard location. Second, you can change your data path to point to any directory on your computer.

First, run the launcher app. The launcher has several functions for dealing with your data. If you want to transfer your old data to the new, default location, first check the "More Options" box, then click the "Transfer" button. From the displayed dialog, click "Transfer" and find your old data directory (possibly your old installation directory, maybe not). It will then copy all of your data to the current data path. Once this is done, you're ready to go.

If you want to keep your data in its old location, click the "Data Path" button. Check "Select your own data location" and click the "Choose" button. Find your old location and click OK. The data path should now be set to your original data location.

A word of warning: do NOT keep your data in your installation folder!!! This is especially true if you use the manual ZIP method of installing the software. Always keep your data in a separate directory, either the default location, or some other folder on your hard drive. Storing your data in the installation folder is a sure way of accidentally losing it if you're not careful.

Question: I want to use cloud storage, such as DropBox or Google Drive, to have a central repository for my data, and I want my players to be able to access it. Can this be done?

Answer: Yes. In fact, version 1.1.2.0 will now automatically refresh and synchronize data found on cloud storage, or even on a network share.

To centralize your data, you'll need to create some sort of a shared directory on your hard drive or network. If you're using a cloud storage system, you'll need to download and install their software in order to get a local sync folder on your hard drive. Both DropBox and Google Drive have software that will do this. The sync folder is more than likely off of your user directory, but it can vary with the cloud

service you're using. For DropBox, the sync folder defaults to "C:\Users\<login name>\DropBox", for example.

If you use a cloud service, you'll also need to create a folder on the cloud, and then give your players access to the folder. They will also need to install whatever software they need to access the folder on their local system. Instructions for giving other people access to your folder should be found somewhere on your cloud service's website. If you want to use a network share, create the share and make sure that the login accounts for all of your players have read and write access to the share.

Next, both you and your players will need to configure the generator software to look for data in the shared folder you created above. To do this, run the launcher, check "More Options", then click "Data Path". In the dialog, check "Select your own data location", and either type in the path in the provided text box, or use the "Choose" button to browse to the folder location. Again, this is the local sync folder on your hard drive for your cloud service, or the UNC path to your network share.

Once you do this, you should all have access to the same data. If your data is on a cloud service, you'll automatically get changes made by anyone else using the software.

Question: How do I add my own <data item>?

Answer: You can add anything to the data from the data editor. Just choose what type of data you want to change using the buttons on the left side, then either click the Add button, or select the item you want to modify from the list and either double-click it, or click the Modify button. There are a few exceptions, however: 1) you can't add or modify characteristics, and 2) you can add and edit your own skills, but you can't modify existing skills. Other than that, there's a data editors for each type of data to allow you to customize the generator for your own specific uses.

Question: The color trackers and sheets are very pretty, but if I printed them out for every character and encounter I make, I'd run out of ink in my printer in a few days. Is there a way to print a simple black and white version of the printable sheets so I don't go broke buying ink cartridges?

Answer: Yes, there is. At the top of each print preview window, you'll see a dropdown called "Sheet Style". There're two options: full color and simplified. The simplified version prints mainly in black and white and some shades of gray, only keeping color for pictures and dice icons. It's very ink-friendly, and even allows you more room on the page for information, possibly saving you a page or two of paper as well.

Question: I use a tablet PC when I play my EotE game. Is there a way to get the character sheet onto my tablet?

Answer: There are a number of free print drivers on the market that will convert any printed document into a PDF. One such product is DoPDF, located at www.dopdf.com. All you need to do is go to print the sheet, select the PDF driver, and it will be saved as a PDF. You can then import the PDF file to your tablet PC.

Question: Why can't I equip more than one type of armor?

Answer: You can, now. Starting with version 1.1.0.6, you can equip two pieces of armor. In previous versions, you could equip only one. While the CRB is somewhat unclear, in general, it makes sense only to be able to equip a single type of armor at the same time. There may be one or two combinations that might actually make sense (heavy clothing and a utility vest, for instance), but I don't believe combining armor was the intent of the game designers. Before you equip more than one piece, be sure you discuss whether or not your GM will allow it.

Question: Is there an equip limitation for weapons, too?

Answer: Yes, you may only equip two weapons at a time.

Question: Why do I see scroll bars all over the place in the generator?

Answer: The application was made with a desktop computer in mind, but was designed to be accessible to any size screen and any reasonably-sized resolution and DPI setting. In order for it to work with smaller screens, or with tablets that use higher DPI settings, the various sections of the application window needed to be scrollable. If viewed on a standard desktop, with high resolution and the standard 96 DPI font size, the window can be expanded so that you'll never see scrollbars. But with smaller screens, the scrollbars are required to access all parts of the application. This is actually a feature. If you want to see less of the scrollbars, you could change the DPI settings on your tablet back to 96 DPI (most smaller tablets have 120 DPI set as default). However, text may become harder to read.

Question: I want to install the latest version of the software, but I've made description changes to my data, and I added the Cute Fuzzy Bunny species that my buddy wanted to play, and don't want them overwritten. How do I ensure my descriptions and customizations won't get lost?

Answer: The data editor puts all customized changes and additions into a separate folder called "DataCustom". It makes no changes to the default "Data" directory, and the installation never does anything with "DataCustom". Therefore, you can write over your existing install and your custom data will not be touched.

Question: I'm running a basic game and I want to use only rules found in the Core Rulebook. How do I remove stuff from other sources, like the species menagerie or the AoR beta rules?

Answer: At the top of the generator is the "Options" button. Open the options dialog and deselect any source that you don't want to use. If you only want the Core Rulebook, deselect everything, as data from the Core Rulebook is always present, no matter what.

Question: I wanted to make a character with one of the new Age of Rebellion careers, but I don't see them. Aren't they supported?

Answer: Yes, they're all supported. More than likely, the source filter for Age of Rebellion (or whatever the source is for whichever item isn't showing up) has been turned off. Click the "Options" button at the top and make sure the source of the item has been checked. If you want to see careers in "Age of Rebellion", make sure the "Age of Rebellion Rulebook" has been checked.

Question: How do I buy Force Powers? I don't see a button for it.

Answer: The Force Powers button won't show up until your character has at least a 1 Force Rating. A force rating is generally obtained by purchasing one of the Force specializations (force sensitive exile or emergent, as of this writing). Once your character has a force rating, you'll see the button.

Question: Ah, I see. Then I'm assuming that something similar is going on for Signature Abilities? I don't see a button for that, either.

Answer: Yes, that's correct, it's the same basic thing. The signature abilities button will only appear when you either have already purchased a signature ability, or you've bought enough talents in your career specializations to be able to attach a signature ability to one of them. If your career doesn't have signature abilities, you'll never see the button.

Question: So what about the Rosters button in the Encounter dialog in GM Tools. Why doesn't that always show up? Same reason?

Answer: Yeah, sort of. You can only edit rosters when you've added at least one group of adversaries and at least one vehicle.

Question: What's the difference between "Add" and "Purchase"? I see these in both the equipment and vehicle screens.

Answer: "Add" will just add the equipment, attachment, vehicle, etc., to your character. "Purchase" will charge you credits for it. Use "Add" when your GM gives you something. If you're buying something for your character, use "Purchase".

Question: So, it's the same concept for "Remove" and "Sell" then?

Answer: Exactly. Remove just takes the item away, while "Sell" will give you credits for it.

Question: I'm creating an Explorer/Scout character and have bought the Force Sensitive Exile specialization. I notice that when I choose the Forager talent on one tree, it appears on the other and I can't deselect them. What gives?

Answer: As per the core rules, if you've purchased or received a non-ranked talent, and that talent then becomes available in another specialization, you automatically receive the talent for free, since you've already paid for it. To remove such a talent, you need to deselect the talent that allowed you to choose that talent to begin with. You can then deselect it on the other tree. If the talents are all on the top row (for instance, with Medic and Force Sensitive Exile trees for the Forager talent), you'll get a dialog stating that removing one of the talents will remove them from all trees, plus any talents that rely on them.

Question: I know that ships can carry items as cargo now, but I can't figure out how to add cargo to ships. How do you do that?

Answer: Ships can't "purchase" goods, so all goods need to be transferred to ships. To do that, click the "Transfer" button from the equipment pane in whatever application you're running. If the character or the group has access to a vehicle, you'll be able to transfer items to it.

Question: What about unarmed attacks, or species that have special attacks like claws or mind blasts or whatever? How do they work?

Answer: If you look on the equipment pane, you'll see a "weapon" called "Unarmed". You can't remove or sell it, and it can't be equipped. You can, however, select it as being "Shown" so it'll show up on the first page of your character sheet. Also, some species have their own type of innate weapons. They'll also show up in this matter. For instance, Ithorians have a "Bellow" attack, as well as an "Unarmed" attack. Some species have claws or some other ability that adds bonuses to other attacks made using certain skills. These will not show up under equipment, since they are not, in and of themselves, a weapon, but rather an attack enhancer.

Question: I'm making my own species and I'd like to give them special weapons, like the Ithorian "Bellow" attack. How do I do that?

Answer: In the data editor for Species, there's an "Innate Weapons" list that allows you to do just that. You have different choices for such weapons. If you want to add a new innate weapon for the species, just fill in weapon attributes and qualities. If you want the weapon to work like a Melee weapon and add damage, add this value to "Bonus Damage". If you want it to have a fixed damage, set the "Base Damage" value. Same goes for Crit; if you want the weapon to have its own Crit value, enter this value in "Base Crit". If you want it to modify an existing weapon's Crit value, add the amount to subtract from Crit in "Crit Bonus".

If you want to create a "weapon" that enhances all existing weapons for a particular skill (such as Trandoshan claws that add bonuses to all Brawl attacks), check the "Applies to All Weapons Using Skill" check box. If you want the weapon to replace your existing "Unarmed" weapon, check the "Replaces Unarmed Weapon" check box.

Question: I want to add R2-D2's arc welder weapon (like he used on Jabba's sail barge) to my Astromech droid, but I don't see it in the weapons list. I figured I could use the step above to add it as an innate weapon, but then it would apply to all droids, and I don't want that. How can I do add this weapon to just the Astromech droid, or more generally, how can I change attributes of just one model of droid, or one sub-species of some other species like Aqualish?

Answer: Starting with version 1.1.0.9, the character generator supports sub-species for characters. A sub-species can modify all aspects of the base species, including starting characteristics, attributes, skills, talents, option choices, and innate weapons. The values for the sub-species are combined with the values for the base species to come up with the "complete" species. Characteristics and attributes for a sub-species can be set to override the same values in the base species, and all other values will be added to the values of the base species (for instance, talents for a sub-species would be added to the list of talents defined in the base species).

To add something like the arc welder weapon to just the R2-Series Astromech sub-species of Droid, select the Astromech sub-species in the Droid species editor, click the "Modify" button, and add the arc welder as an innate weapon for that sub-species. It will then only show up for the Astromech droid and not for any other sub-species (model) of droid. And in case you're wondering, you can glean the values for the arc welder by looking at the Astromech droid adversary in the CRB: Arc Welder (Skill: Melee, Range: Engaged, Damage 3, Critical: 0, Qualities: Stun Damage).

Question: What exactly does the "Show" checkbox do in the equipment pane? And while you're at it, what does "Equip" and "Held" mean?

Answer: There's three checkboxes available in the equipment pane under "Owned" items, but not all will show up for each type of equipment. "Equip" means that this is a weapon or armor that needs to be equipped in order to gain benefits from it. You are limited to two equipped weapons and two equipped armor (starting with version 1.1.0.6; previous versions limited you to one equipped armor). "Held" means that it's being carried by your character (costing encumbrance), but it's not equipped. When you "Equip" a weapon or armor, it will automatically be "Held" as well. You will not get benefits from "Held" weapons and armor, but you will for gear, since gear cannot be equipped. For instance, all you have to do is set a backpack as being "Held" in order to get the encumbrance threshold benefit from it. Finally, "Show" means that this is a weapon, and that you want it to be shown at the bottom of the first page of the character sheet as a quick reference that includes special added bonuses due to talents, abilities, and attachments. Only weapons can be shown.

Question: What about the BlahBlahBlah species, or the YadaYada career, or the Doohickey weapon? Will they ever be supported?

Answer: Normally, anything that appears in an official published source will eventually be added to the generator as stock data. The exception to this is the Unofficial Species Menagerie, which had so many cool species that I couldn't pass up adding them all. Anything outside of these confines will not be added by me, but you can always add them yourself using the data editor, or find other sources that people have entered themselves. The data editor contains a comprehensive species editor and career/specialization/talent editors, and editors for everything else as well. Any official source that has a new species already covered under the Menagerie will replace the Menagerie species as they become available, but will keep the same key so your characters of that species will automatically use the new features.

Question: How do I enter duty?

Answer: Click the Obligation/Duty button on the left side of the generator window. There's a dropdown at the top of the pane that starts off saying "Obligation". Click it and choose "Duty". Both use the same pane for editing, as they have identical layouts.

Question: My friend added a cool species [or weapon, attachment, specialization, etc.] and I want it. How do I add it to my copy of the program?

Answer: Just copy his DataCustom directory to yours or, if you know the changed file, just copy that. Be warned, however, that this could overwrite some of your own custom files and potentially remove descriptions and other data. ~~There is currently no way to merge two different sets of custom data into one automatically.~~ This might be something for the future.

The future is now! Starting with version 1.1.0.10, you can now organize your data into "data sets". You can basically just create a data set, select it from the dropdown at the top, and every change you make after that will be made to the data set and not to the default "DataCustom" directory. After organizing your data into a data set, you can perform an Export on that data set which will create a ZIP archive with your custom changes. You can then give the ZIP file to someone else and they can perform an Import of the data set into their own system. In this way, there's no risk of overwriting someone else's custom data as there is when you just copy over it.

Question [OBSOLETE]: ~~I modified some of the stock adversaries that came with the program, but when I upgraded last, all my changes were gone. What did I do wrong?~~

Answer: You should not copy the Adversaries directory when you upgrade your install, only when you perform the initial install. Normally, it doesn't hurt, as most people do not modify the stock adversaries. However, if you've made changes to them, or deleting any of them, you can get issues with changes being missing, or sometimes your own adversaries being overwritten by deleted stock adversaries. If an install contains new adversaries, they will NOT be in the Adversaries folder. They'll be in separate "Import" folders that specify the source of the adversaries. You can perform imports from these folders if you're interested in the adversaries they contain.

NOTE: This question no longer applies to release 1.1.0.3 and onward. The stock Core Rulebook adversaries have been moved to their own Import folder and the "Adversaries" folder will no longer be in the installation. Core Rulebook adversaries can be imported just like all of the other included collections.

Question: I found a bug!

Answer: I would greatly appreciate if you post any bugs found on the FFG forum for the generator. You'll find it under Role Playing Games - Edge of the Empire - Another Character Generator, or just use this link:

<http://community.fantasyflightgames.com/index.php?/topic/89135-another-character-generator/>

Question: Whenever I change a numeric value on a grid (for instance, changing a talent rank in the data editor), half the time it seems that it doesn't take and it stays "1", or whatever. Why does it do this?

Answer: There's an idiosyncrasy in using spinner controls (also called numeric up/down controls) when they're part of a grid. Clicking on the number brings up the control, and you then change the value with the up or down buttons. If you immediately click "Update" or "OK" to get out of the dialog, the value won't change. This is because the value is only updated if focus leaves the control. In other words, once you've changed the value to what you want, click somewhere else on the dialog, or hit tab, so the spinner control goes away and the new value is displayed. THEN the value is updated. Yes, it's weird, and there's ways around it in code, but the changes sometimes had unintended consequences, so I left it the way it is. Once you get used to doing this (clicking or tabbing), it becomes second nature, however.

Question: I'm creating a starship with a hyperdrive class that's a decimal, but the up/down arrows change it by one. I see the decimal point, though. How do I enter, say, a hyperdrive class of .5 or .8?

Answer: The spinner control (the up/down arrows) changes the hyperdrive class by one because that's the most common use. However, both controls do support decimal hyperdrive classes. Just click the number and type the decimal value you want (.5, 2.2, .9, whatever). Be sure to tab out of the control when you're finished making the change.

Question: I want to create some bad guys, but the character generator seems like overkill for this. Is there a way to create adversaries, like they have in the core rulebook?

Answer: Yes. Adversaries are created using the GM Tools applications. The installation also contains several collections of adversaries from various official sources that you can import into the GM Tools. You can add adversaries to encounters to create your own encounter trackers, or create graphical stat blocks of them to include in your own publications. These are also in the GM Tools.

Question: I'm creating my own adversary [or vehicle, equipment, etc] and it doesn't fit into any of the categories listed. How do I add my own category?

Answer: The category dropdown, wherever it's used, is an editable combo box. That means that you can edit the text display as well as select an item from it. To add a new category, just type it in the dropdown. The next item of the same type you add or edit will have the new category in the list.

Question: I have created an adversary [or vehicle or character], and I want to use it as the basis for another one, since they're almost the same. How do I do that?

Answer: Click the "Copy" button. You'll see a duplicate of the selected item show up with a name of "Copy of", plus the original name. You can then modify one without affecting the other.

Question: I have a buddy who's created an adversary [or character, encounter, stock vehicle], and I want to add it to my own installation of the generator. Do I just copy his XML file into the folder or what?

Answer: No, don't do that. Have your friend do an "Export" of the item to another file. You'll then do an "Import" of that file into your own program. The reason for this is that the generator comes up with a unique file name for the files stored in the different folders. In this way, you can have two different items with the same name if you want to. If you just copy a file directly to the folder, even if you change the name, the internal name will still be the same. That could cause problems, such as overwriting other items unintentionally. Always transfer adversaries, encounters, characters, and stock vehicles using "Import" and "Export".

Question: I added some adversaries [or characters, encounters, stock vehicles] from a friend's collection, but when I try to modify them, strange things happen. Sometimes they disappear, or are written over or duplicated. Is this a bug?

Answer: See the above question. When importing adversaries (or any of the other ones), ALWAYS use the "Import" feature. What you're describing can happen if you just copy the XML files into the directory without importing. Under no circumstances should you do this. It may look like it works in the beginning, but strange behavior can result. Again, ALWAYS use "Import" when you add adversaries, characters, encounters, or stock vehicles.

Question: The CRB and other source books come with a bunch of adversaries, but I don't see any when I run the GM Tools. Do I have to enter them all in myself?

Answer: No. The ZIP archive comes with an "Imports" directory that contains all of the adversaries from most published FFG sources (as of this writing). They're organized by the source book or adventure they belong to, including the adversaries from the CRB. To add them to your adversaries collection, click on "Import" and go to the desired directory. You can select multiple adversaries when importing, and it'll add all of the ones you select.

Question: Do you have to import adversaries [or characters, encounters, stock vehicles] each time you run the GM Tools?

Answer: Only if you want different ones. Once one of those items has been imported, it will remain in the list until you decide to remove it. You should only need to import an adversary, character, encounter, or stock vehicle once. They won't vanish between launches.

Question: I'm creating adversaries (minions, rivals, and nemeses) and I can't quite figure out where you're getting their wound and strain values from. Am I missing something here?

Answer: For wound and strain starting values, there's nothing set in the rules for this, so I made some observations and tried to make the starting values match as close to those found in the books as possible. My intent was to end up with wound and strain values that you wouldn't normally have to change, just to save time. This ended up being wound values of 2 for minions, 10 for rivals, and 12 for nemeses. Nemeses start with 10 strain. This is in addition to values from other sources, such as characteristics, talents, or item attachments. Again, these values are a starting point and were designed so that you more than likely could just use the end result as-is without having to change them. If they're not what you want, you can just modify them up or down using the Attributes pane.

Question: In the adversary description, I see something called “Power Level”, but I’m not sure what that is, or what the numbers mean. What are Power Levels?

Answer: Basically, Power Level is the adversary equivalent to experience. Adversaries don’t have experience, of course, but if they did, Power Level would be a rough approximation of what their experience would be if they were player characters. Not all PC concepts translate into adversaries, of course (adversaries don’t have careers or specialization trees, for instance), and vice versa (PC’s can’t purchase individual talents), so I had to make a few costs up myself. The result is a number that you can use to glean just how powerful an adversary is when compared to other adversaries. A Power Level 65 minion will definitely be easier to kill than a Power Level 1058 nemesis or a Power Level 297 rival. When comparing Power Level to earned XP on a character, it’s a bit more apples-and-oranges, but the analogy is close enough to give you an estimate on how powerful to make your adversary groups. You could, theoretically, add up all of the earned XP for your adventuring group, then create some adversary groups that have roughly the same total Power Level, and be reasonably assured that your band of adventurers will be appropriately matched in combat. However, Power Level should just be one of the tricks in your arsenal that you use when creating encounters. GM ingenuity and experience will trump Power Level every day of the week when it comes to creating balanced encounters.

Question: I’m trying to enter an adversary that uses a modified version of a standard weapon (such as a better critical rating, more or less damage, etc.). How do I change a standard weapon for my adversary?

Answer: One way of doing it is to add an attachment to the weapon. You can do that by clicking the “Attachment” button. If an attachment won’t do what you want it to do, don’t use a stock weapon. Instead, create a custom weapon for the adversary that has all the changes you want to make. You can do this from the “Custom Weapon” pane.

Question: Is there a way to export a character [or adversary, vehicle, or group] as plain text?

Answer: Currently, no. However, all data is stored as XML, and with some clever linking of external files and some XSL/XPath skills, you could create a transform to generate plain text, or HTML, or any other text-based format.

Question: I imported an encounter, but when I modify it, it’s missing some or all of its adversaries. What did I do wrong?

Answer: It depends. Normally, when an import contains an encounter, it will also contain any adversaries that are part of that encounter. In order for the encounter to work properly, you will also need to import those adversaries.

Another problem could be that you have the adversaries, but they were imported from a release previous to 1.1.0.6. Those adversaries did not have the universally unique keys that are required to be usable in exported encounters. If you have those adversaries, just remove them and re-import them from the Import directory of the latest release. Then they should work in imported encounters.

Question: I want to create a vehicle encounter using minions, but I don't see the checkbox on the vehicle grid like it says in the documentation. Why not?

Answer: Possibly a couple of reasons. First, a vehicle needs to be set as a single-pilot vehicle in order to be used as a minion. This includes starfighters, swoops, speeders and the like. You can't run a Star Destroyer as a minion group. Second, you need at least one minion adversary group in your encounter.

Question: Is there a way to print out obligation or duty charts for the group?

Answer: Yes. Use the GM Tools to create a group for your characters. Add the saved characters that will be members of the group, and change whatever other information is relevant (group name, logo, campaign, equipment, vehicles, etc). After saving the group, click the "Print" button from the group pane. There will be an option to print obligation and duty. Check the options you want and print the group sheet. You'll see the selected charts on the sheet with the combined obligation or duty from all the included group members.

Question: All of the characters in my group are wanted by a Hutt crime lord, and so they all have Bounty obligation. When I print out the obligation table on the group sheet, it lists all of the Bounties individually. However, if the Bounty comes up for one, it'll apply to everyone, since everyone has the same Bounty. How can I reflect this in the group sheet?

Answer: Groups can have their own obligations. These obligations will apply to the group as a whole and will be combined with the PC's individual obligations to make the final obligation chart. If everyone in a group has a common obligation, it should probably be removed from each individual PC and be added once to group obligation using the Group editor in GM Tools. If you, for instance, have four group members and they all have the same size 5 Bounty, remove the Bounty obligations from all PC's and add a single size 20 Bounty obligation to the group. When you print the group sheet, you'll see the obligation listed with a source of "Group" just once in the chart.

All of this applies to duty as well. Groups can have their own duty, so common duty can be removed from the individual characters and added once to the group.

Question: I'm trying to create my own attachment [or species, vehicle, weapon, etc]. There's a list that lets me add an item mod [or quality, talent, skill]. I check the one I want, but it says that it has just "1" of the item. I want more than one, but I can't select it twice. How do I get more than one of the item I'm adding?

Answer: In any grid that has a check box, some sort of item descriptor (skill, quality, talent, mod, etc), and a numeric count, the count always defaults to 1. To change this, just click the number. A numeric up/down control will appear that allows you to change the count. When you're done, be sure to click somewhere else so the control goes away. This will ensure that the modification has been applied.

Question: I've created a new weapon [vehicle, species, equipment] and I want a custom image to show up for it in the generator or GM Tools. How do I do this?

Answer: Images are one of the items that aren't automated in the software. You can add a custom image, but you need to do it by hand.

First, create the image. Instructions on how to do this can be found in the documentation. Next, you'll need to install the image. The location for the image depends on the type of image and whether or not you added your item to the main DataCustom directory, or to a data set. If you created your item outside of a data set, you'll copy the image to the specified directory under DataCustom. If you created your item as part of a data set, you'll copy the image to the specified directory under DataCustom\DataSet_datasetname (whatever you called it).

For example, say you added a new species and you want to add an image for it. First, find an image and generate the properly-sized PNG file for it according to the instructions in the documentation. Species images are named off of the species' key, so name it properly, again, as the documentation says (e.g., if your species has a key of CUTEFUZZYBUNNY, then the image should be called CUTEFUZZYBUNNY.PNG). If you created your species outside of a data set, this file should be copied to DataCustom\SpeciesImages off of your data folder. If you created it in a data set called, say, "My Bunnies", you should copy it into DataCustom\DataSet_My Bunnies\SpeciesImages. The next time you run the generator and choose your species, you should see the image.

As a note, vehicles use two different images, one for the vehicle, and one for the gray silhouette displayed with the shield arcs. If you don't create a silhouette for your vehicle, it will get the default silhouette of a YT-1300. So, if you want to see a custom silhouette, follow the instructions on creating one and copy it into the VehicleSilhouettes directory.

Question: I like the fact that you can use all of the special symbols and pips in the descriptive texts by using the [] tags. However, I want to get a bit fancier with some entries. Are there any other hidden tags I can use in formatting my descriptions?

Answer: Actually, yes. You can use pretty much any HTML tag in there as well. Unordered lists () can be used to good effect in making bulleted lists. And, of course, you can change foreground and background colors, create tables, what have you. External graphics are limited to what I have in my resources, which include all the special dice and pips that are already accessible through [] tags. However... you could always add your own graphics to a folder under your installation directory and access them in your descriptions using the tag with the "file://" protocol. I haven't tried this, but I'm sure it would work.

Question: I'm seeing a red "warning" symbol in some descriptions and on my printed sheets. What does this mean?

Answer: The red circle icon with the horizontal white bar is the "restricted" symbol. This is displayed with items and vehicles whose availability is restricted, as explained on page 150 of the CRB.

Question: Every time I load my character, the generator keeps asking me to choose a characteristic, or some skills, or items. It's annoying. Why is it doing this and how can I get it to stop?

Answer: It does this because you've selected one or more talents that require user interaction. User interaction is required with some talents because they have an option that affects the character, rather than just a game-play effect. These can include talents such as Dedication, Well-Rounded, Knowledge Specialization, or Tinkerer. You'll notice that for these types of talents, there will be a white "Play" button on the bottom right of the talent box in the specialization tree. Clicking this button will bring up the option dialog for that talent.

Until you choose whatever needs choosing for these talents, the program will prompt you for them whenever a specialization tree containing these selected talents is displayed. Once you've chosen the options, you will no longer be prompted.

Question: I want to Tinker my comlink to add a hard point to it, but it's not showing up in the option dialog. Why not?

Answer: This is a matter of debate, apparently, but the generator will only allow you to Tinker an item that already has at least one hard point. The talent description on page 145 says that it makes an item "more modifiable", implying that it needs to be modifiable to begin with. Until I see something definitive that says otherwise, this will be how Tinker works. If you read a designer's comment about Tinker that says otherwise, or even hear it explained differently on something like the Order 66 podcast (which I always, possibly foolishly, assume is 100% accurate), then I'll look into changing this.

Question: I can't figure out how obligation and duty options are supposed to work (the ones that give me more XP and credits). Options enable and disable every time I change obligation and duty in some arcane manner that confounds me. Of course, I'm probably not understanding the rules for it from the CRB, either. Can you explain this?

Answer: Sure. These options allow you to select extra XP and credits depending on whether or not you take more obligation, or less duty, than the predetermined starting value for your character. Start by talking to your GM and getting a base starting size for obligation and duty. Enter this value from the "Starting Size" dropdown. Changing this value will cause all previously selected options to become unselected.

Let's say your starting obligation size is 10 and you currently have no obligation. None of the options will be enabled. Then, you add 10 points worth of obligation, either from a single obligation or multiple obligations (options work based on total obligation, so it doesn't matter how the obligation is divvied out). They still won't be enabled. Then you add 5 more obligation, for a total of 15. Once you do that, "+5 XP" and "+1000 credits" will be selectable. If you select one of these, the other will then become disabled. Deselect it again and they'll both be enabled. This is because you have a starting size of 10 and you've selected 15 obligation, which is 5 over the starting size. Therefore, options that require +5 obligation will become available. If you select one of them, it takes up the extra 5, so the other one is not selectable anymore.

Then, you add another 5 obligation, which means you now have 20 obligation, or 10 over the starting size. If you have "+5 XP" selected, "+1000 credits" will be enabled, but the other two won't. That's because you've used 5 of the extra obligation to choose "+5 XP", which leaves you the other 5 to choose "+1000 credits", but not enough to choose "+10 XP", which requires 10 extra. If you unselect "+5 XP", and have nothing else selected, all four options will become available, since you have 10 extra that isn't being used.

If you add more obligation after this, you won't get any extra benefit from it. That is, it'll work as if you have only purchased 10 extra, even if you take 25 obligation (15 extra). Why? Because the starting size limits how much extra obligation will benefit your character. If your starting size is 10, you can only benefit from an extra 10 obligation (20 obligation total). If your starting size is 20, you can only benefit from an extra 20 obligation (40 obligation total).

Duty works similarly, except instead of benefiting from extra obligation past the starting size, you benefit from purchasing LESS duty UNDER the starting size. If your starting duty is 10, you can take only 5 duty and benefit from the extra 5 that you didn't take. Or, you can take no duty at all and benefit from the 10 duty that you didn't take and is UNDER the starting size.

The options can only be selected once. That is, you can't select "+5 XP" multiple times. You can, however, select "+5 XP" and "+10 XP", assuming you have at least 15 extra obligation (or 15 less duty) than the starting size, AND the starting size is at least 15.

Once an option is selected, it'll remain so, even if you modify your obligation and duty to the point where they normally would be unavailable. That's because obligation and duty can change during game play, and these options are supposed to be used at character creation. Once you've qualified for an option and select it, it'll stay selected and become part of your character design. However... if, for whatever reason, you decide to uncheck an option when you no longer qualify for it, you won't be able to select it again until you, once again, qualify for it. So, don't mess with obligation or duty options after you initially create your character or you could lose the benefit.

Incidentally, there's an option in the character generator (click the "Option" button) called "Ignore Obligation Starting Size Limitation". If this is checked, you are not limited in what options you can take by the obligation starting size. In other words, if, say, your starting size is 10, you would normally only be able to take another 10 points of obligation over this limit to use for obligation options. With this option checked, you can benefit from any amount of obligation over the starting size. You are still limited by the four options, however, so in reality, 30 excess obligation is all you can benefit from.

Question: How do you sort equipment [vehicles, characters, adversaries, etc] displayed in a grid?

Answer: In most grids, just clicking on one of the column headers will sort the grid by that column. The first click will sort ascending, while a second click will sort descending. You should also see a little triangular sort icon in the header.

Question: I'm seeing what looks like setback dice (black boxes) next to my skills, but they have red X's in them. What does this mean?

Answer: Those symbols represent setback dice that can be removed from your skill checks. Each setback symbol with the red X represents a setback die that you can take out of your dice pool (if your dice pool includes setback dice) when you make a check using that skill.

Question: What about the force die symbol? I'm seeing those next to skills as well on my force-sensitive character.

Answer: When you see force dice next to a skill, it means that you have a force ability that allows you to augment a skill roll with your power check roll. For instance, the second Control ability of Influence allows you to use an Influence Power check when making skill rolls in a number of social skills. For those skills, force dice equal to your force rating will appear in the dice pool. That means you can roll a number of force dice up to your current force rating, less however many force dice you currently have committed to ongoing effect, or have used for other checks. The ability will tell you how to spend the light and dark pips.

Question: My character bought a Corellian bow (found in Suns of Fortune), and I want to display different profiles for the different types of ammo. What's the best way of doing that?

Answer: The best way of doing this is to purchase the main bow profile, then add the other two profiles if you plan on using that type of ammo. You can then select which of the three profiles you want displayed on the first page of the character sheet. To keep track of ammo, just purchase the ammo (found under "Gear" in the Equipment pane) with the quantities that you want, and deduct them as you use them.

Question: I just purchased the Age of Rebellion Core Rulebook and I want to limit the character generator to only rules and items found in that book. How would I do this?

Answer: Starting with version 1.2, the generator will now support the concept of a "core" source. Core sources are sources that are required in order to run the generator. At least one core source must be selected. If you only want rules and items that are found in the Age of Rebellion Core Rulebook, only choose that core source (deselect the Edge of the Empire Core Rulebook source) from the "Options" dialog. Likewise, if you want to run a pure Edge of the Empire game, only choose the Edge of the Empire Core Rulebook source. Items and rules from both core rulebooks are easily combined if you select both core sources (for instance, you'll get both Obligation and Duty, instead of one or the other). As an added bonus, you can also select the graphical appearance of the applications from the Launcher to resemble either Edge of the Empire, or Age of Rebellion.

Question: Is there a way to share data between different installations of the software on different computers?

Answer: Yes. Using a cloud storage system, such as DropBox or Google Drive, you can have all of your players share the same data from as many installations as you want. Here's basically how it's done:

1. You and all of your players will need to sign up for a cloud storage service that supplies a client that you can install on your computer to access your cloud data from a local cache folder. Both DropBox and Google Drive supplies such a client, but there's many others out there as well.
2. Create a directory on your cloud storage and share it with all of your players. The techniques for doing this vary, so you'll need to read the documentation for the service that you use. Normally, you would share the directory using the email address that the players signed up with. The players would then see the share request and confirm it in some way. This should cause the shared directory to appear in their local cache folder.
3. Run the launcher and change the data folder to point to the directory you just shared in the local cache used by the cloud service client software. All players should do the same.

And that's about it. By everyone using the same shared folder from a cloud service, everyone will see the exact same characters, custom data, encounters, adversaries, and everything else. If you have existing data elsewhere, just use the launcher to transfer the data to the new location in the local cache folder.

You can also use a similar technique for sharing data within a LAN. Just create a shared folder and give everyone permission to use it. Then everyone can use it as the data folder.

Question: I'm playing the game online using a virtual table top application (like Roll20 or Map Tool) and want to include adversaries for reference. Unfortunately, the software doesn't export text versions of the adversaries that show up properly in a handout or similar document. How can I do this?

Answer: The simple way is to just click on "Stat Block" from the Adversaries pane of the GM Tools, get it to look the way you want, and just click "Copy". You can then copy the image to your Roll20 document. It's not text, but it is a formatted and graphical bitmap that can be used to reference the adversary. You can also do this with vehicles.

Question: You're awesome. How do I give you money?

Answer: Gee, thanks! There's a "Donate" button at the top that tells you how to send me money via PayPal. All donations are greatly appreciated.