

OggDude's STAR WARS CHARACTER GENERATOR AND GM TOOLS

For Use with Fantasy Flight Games[®]

STAR WARS Roleplaying

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Version 1.5.0.0

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, 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 .NET 4.0 Framework in your computer. You may already have this installed; just check your “Programs and Features” control panel. Note that you’ll need the complete or “Extended” version of this framework, not the “Client” version. You can download this for free from Microsoft at the following URL:

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

This software currently only supports English as a language. If it becomes popular, I’ll look into adding other language support.

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.
 - **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*, *Ionic.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
 - **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.
 - **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)
 - **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.
 - **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.
 - **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.
- **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.
- **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.
- **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.

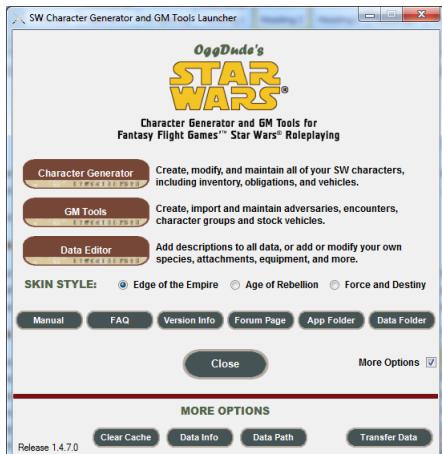
BACKING UP DATA

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.

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



you want to launch another one.

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.

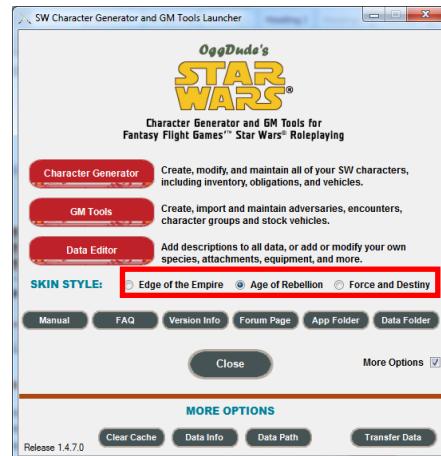
From the launcher, you can do a variety of things:

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

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.

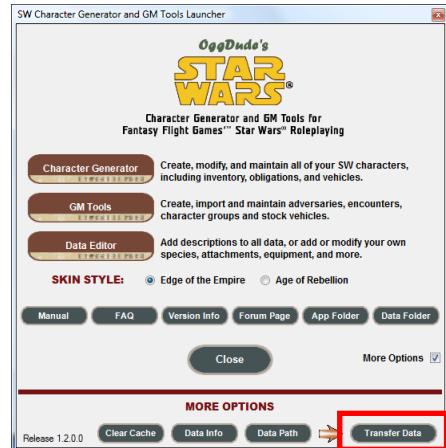
OPEN FOLDERS

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



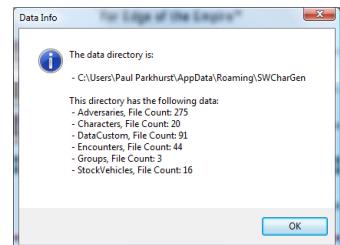
If you check the “More Options” check box, you’ll see a few more options at the bottom of the dialog that you can perform. If you start the launcher without any data, this check box will automatically be checked and you’ll be directed to perform a data transfer in order to get your data back. If you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

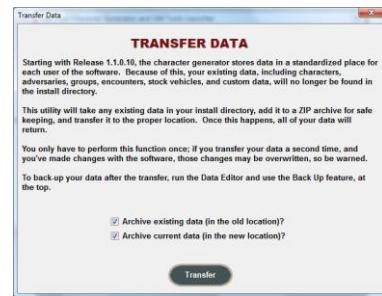
The Data Location dialog has two options: use the default standard location (first radio button checked) or select your own, fixed location. You can type in the new location in the text box provided, or you can click the “Choose” button to bring up a dialog that allows you to select the location. If 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. 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.

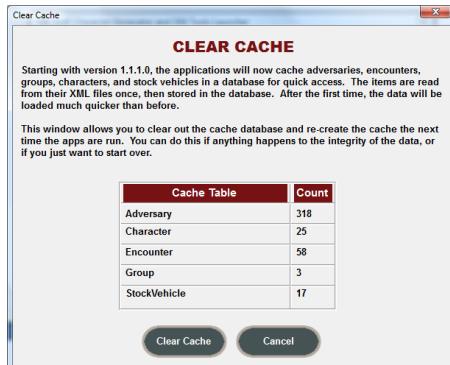
The transfer dialog explains what you need to do and why you need to do it.

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.

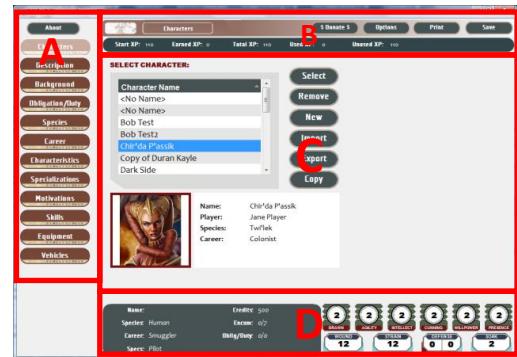
A cleared cache will be re-created the next time you run the *SW Character Generator* or the *SW GM Tools*.

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 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.

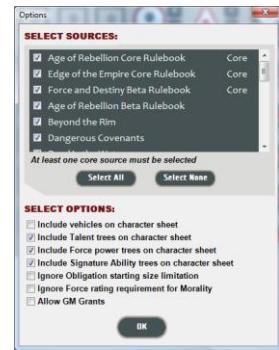
THE MAIN SCREEN



TOP BUTTONS

At the top of the generator screen, you'll find four buttons:

- **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 print settings for your character sheet (these same settings are also available in the character sheet print dialog), ignore the rule limiting your obligation options only to extra obligation under the starting value, allow Morality for non-Force users, and to show the GM Grants button on the Description pane.
- **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.



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

SELECT CHARACTER:

Character Name	Campaign
Chir'da P'assik	<No Campaign>
CyberTest	Cyber Campaign
Dash Zanic	<No Campaign>
Dia'Var	<No Campaign>
Duran Kayle	<No Campaign>
Elliot	<No Campaign>
Force Test	My Campaign
FR-7Z	<No Campaign>

Filter by Campaign: <All Campaigns>

Buttons:

- Select
- Remove
- New
- Import
- Export
- Copy

Portrait and Character Info:



Name: Chir'da P'assik
Player: Jane Player
Species: Twilek
Career: Colonist
Specializations: Scholar, Force Sensitive Exile
Experience: Total: 360

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. 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”.

Character Name: Chir'da P'assik
Player Name: Jane Player
Campaign:

Gender: Female
Age: 24
Height: 1.6m
Build: Slim
Hair: None
Eyes: Violet
Notable Features:
Chir'da has golden skin and slender tchun-tchin draping elegantly down her back.

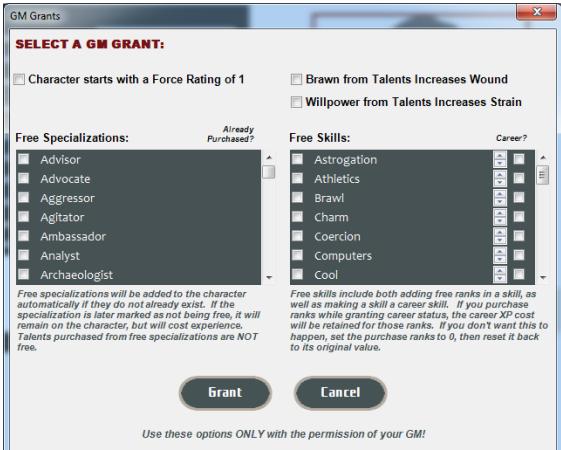


Select Portrait

Earned XP: 250
Total Credits: 500

Award
GM Grants

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. 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. XP and credit awarded will be added to the current totals.



GM GRANTS

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 of 1. 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 of 1.

Two other grants let you select how Brawn and Willpower received from Talents (such as Dedication) effect 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 now also grant your character free specializations. This could be used if, for instance, your character joins the Rebellion and your GM wants to give you the Recruit specialization tree for free. Just go through the list and check off the trees that you 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.

Finally, 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.

BEGINNINGS: The Down and Out

DOWN AND OUT
The character comes from humble or hardcrabbie beginnings. Perhaps he was a moisture farmer on some barren world, an indentured servant working for the Hutt, 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

OPORTUNITY 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 chance to improve his lot. A well-off character may be bored with the

STORY:

BACKGROUND

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

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

OATH
Please see page 39 of the Core Rulebook for details.

OBLIGATION OPTIONS

Starting Size: 5

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

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've 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

SELECT MORALITY:

Strength	Weakness
Compassion	Hatred

NOTES:

Chir'da wants to use her Force abilities to help those around her, especially those who are oppressed or in trouble. However, she struggles with her emotions against those who take advantage of people. She tries to show compassion to the oppressors as well, but she sometimes finds herself wanting to take vengeance on those who harm others.

COMPASSION (STRENGTH)
Please see page 33 of the Force and Destiny Beta Rulebook for details.

HATRED (WEAKNESS)
Please see page 33 of the Force and Destiny Beta Rulebook for details.

New Remove Random

Morality A 62
Light-Side Force User
None D

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.

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

SELECT SPECIES:

Human

Species Options

SELECT NON-CAREER SKILLS:

Astrography A
Athletics
Brawl
Coercion
Computers

You may choose 2 more non-career skill(s)

B

Please see page 48 of the Core Rulebook for details.

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

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).

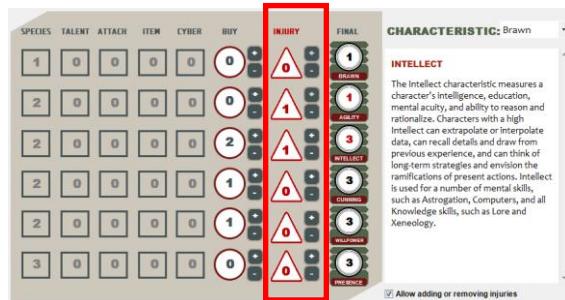
This pane allows you to select your career, starting specialization, plus choose which career and/or specialization skills will have starting ranks. A description of the career and starting specialization appears below the drop down lists. The starting ranks for career skills and specialization career 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.

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 may 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.

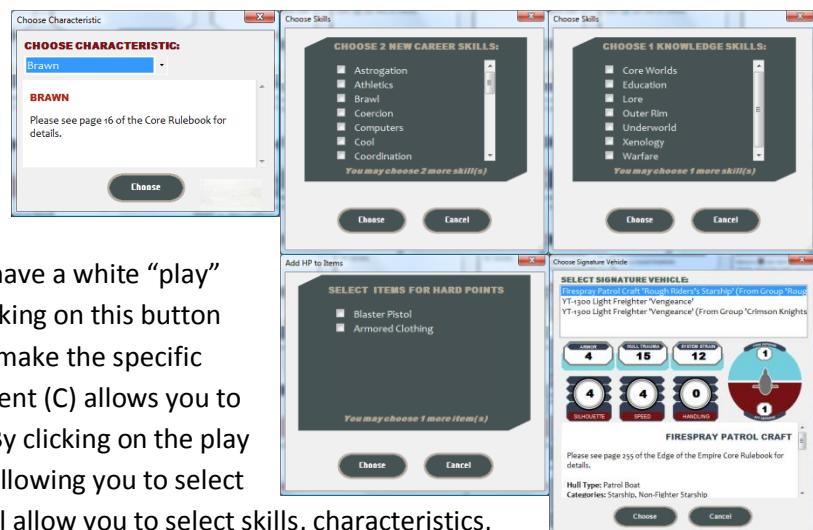
SPECIALIZATIONS AND TALENTS

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 five types of talent options:

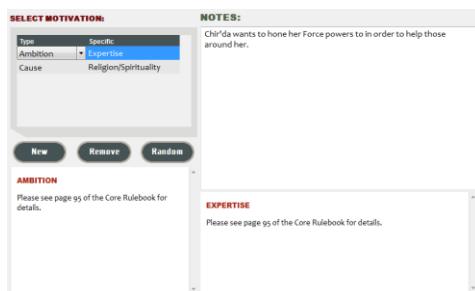
- **Characteristic** (e.g., Dedication) – Selects a characteristic to raise.
- **Career Skills** (e.g., Well Rounded) – Select additional career skills.
- **Skill Choice** (e.g., Knowledge Specialization) – Select skills for a particular purpose.
- **Item Modification** (e.g., Tinkerer) – Select an item to modify.
- **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.

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 1) the skill is a career skill, and 2) 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.

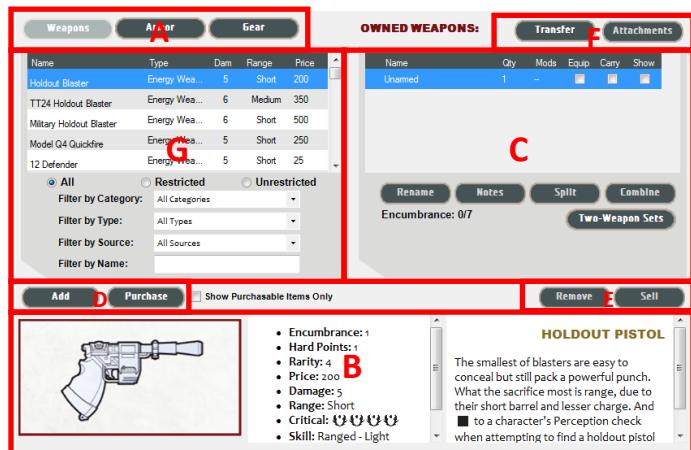
Under normal circumstances, you shouldn't need to use this drop-down, since the character generator will keep track of all of this for you. However, characters made before the fix for this problem was implemented may need some of their skills adjusted to reflect non-career purchases before they purchased 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:

	Ability	Each ability die symbol represents the number of ability dice you may roll for a skill check.
	Proficiency	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.
	Boost	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.
	Remove Setback	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.
	Add Setback	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.
	Add Advantage	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.
	Add Threat	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.
	Force	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 up to 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



(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.

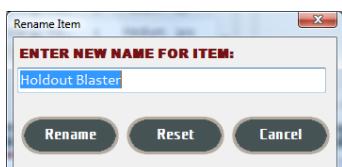
ADDING EQUIPMENT

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

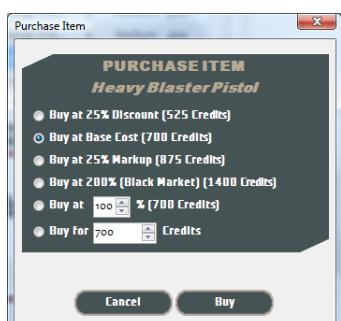


You may click the “Rename” button to rename the selected owned equipment. This name will show up instead of the base name in all sheets and panes. To revert back to the original name, just click “Reset” in the rename dialog.

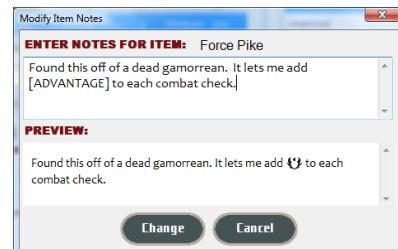
ITEM NOTES

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 (E). 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).



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.

EQUIPPED, CARRIED, AND SHOWN

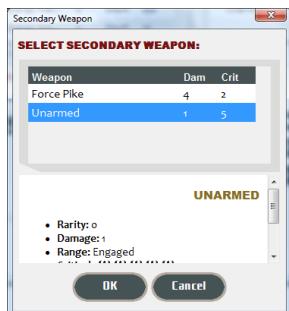
Owned equipment also can have three different check boxes associated with it: “Equip,” “Carry,” and “Show.” “Equip” indicates that the item is currently equipped by the character and is providing soak, defense, and any benefits from attachments and mods. Items that are equipped are also automatically 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.

TWO-WEAPON SETS

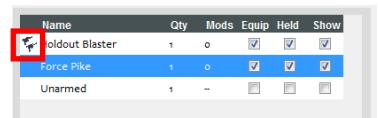
If the character dual-wields two weapons, you can create two-weapon sets to display on the first page of the character sheet by selecting the primary weapon and clicking the “Two-Weapon Sets” button (E). This will bring up the Two-Weapon Sets dialog.



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. 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 pistol icon displayed next to it.



On the first page of the character sheet, two-weapon sets will be displayed showing the primary and secondary

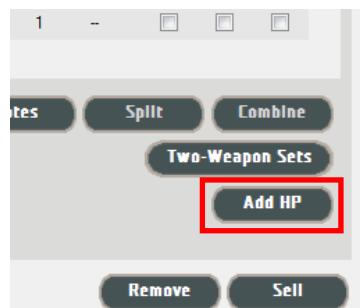
WEAPONS						
WEAPON NAME	SKILL	RANGE	DAM	Critical	DICE POOL	SPECIAL
Holdout Blaster	Ranged - Light	Short	5	11111111	◆◆	Stun Setting
Holdout Blaster/Unarmed	Ranged - Light/Brawl	Short/Engaged	5/1	00000 / 00000	◆	Primary: Stun Setting, Secondary: Disorient 1, Knockdown, Stun Setting
Force Pike	Melee	Engaged	4	00	◆◆◆◆	Pierce 2, Stun Setting

weapon’s names, both skills used (if different), both ranges (if different), both damage ratings, and both critical (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.

ADD HARD POINTS

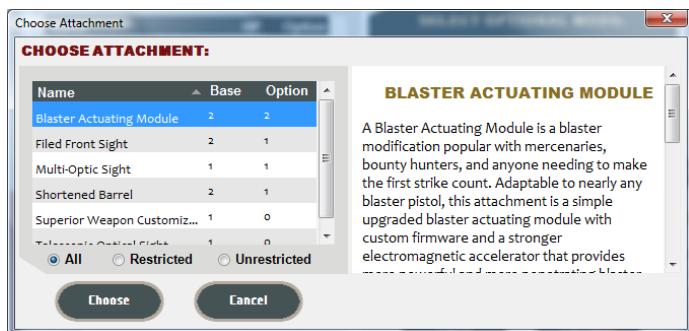
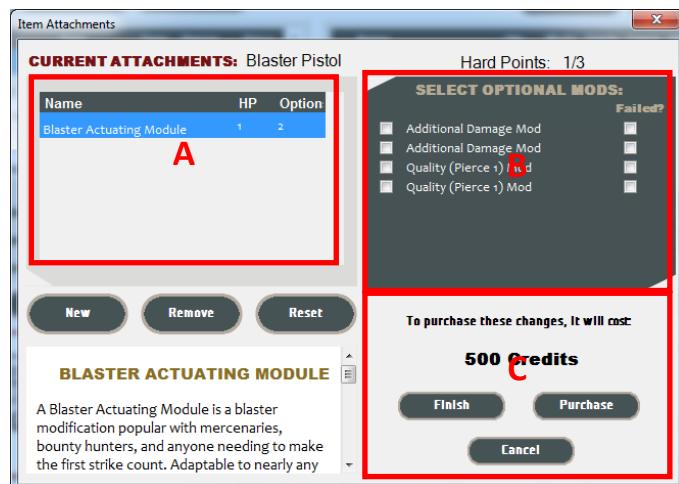
If a character possesses a talent that allows adding hard points to items (such as Intuitive Improvements), the “Add HP” button will appear below the owned equipment grid. Clicking this button will allow you to add one hard point at a time (to a maximum defined by the talent) to any piece of equipment.

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.



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 cannot have attachments (probably because it has 0 hard points). When purchasing attachments, you will be shown a dialog displaying the name of the equipment, the total and available hard points for that item, and a list of currently-purchased attachments (A). To the right (B) is a pane that has any optional modifications that can be purchased. Each checked mod has been purchased. If you have attempted to add a mod to the attachment, but the skill check failed, you can mark the mod as “Failed” by checking the box on the right. This will disable the mod as a reminder that you can no longer use it to upgrade the attachment. Unchecking the “Failed” box will allow the mod to be used once again.



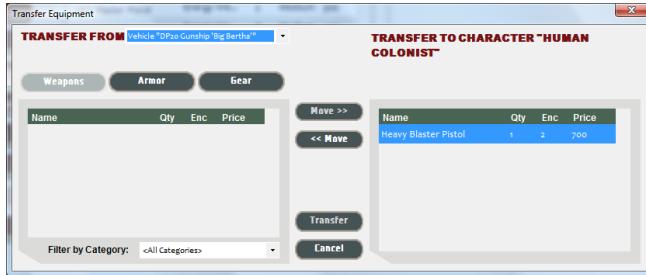
To add another attachment to this equipment, click the “New” button. The Choose Attachment dialog will be displayed. Select the attachment you wish to add and click the “Choose” button. Only attachments that can be applied to your selected item will be displayed. You can also filter the attachments by its restricted setting.

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

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 (C) 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. To spend the listed credits for the changes you made, click the “Purchase” button. To cancel any changes made to this equipment, click the “Cancel” button.

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.

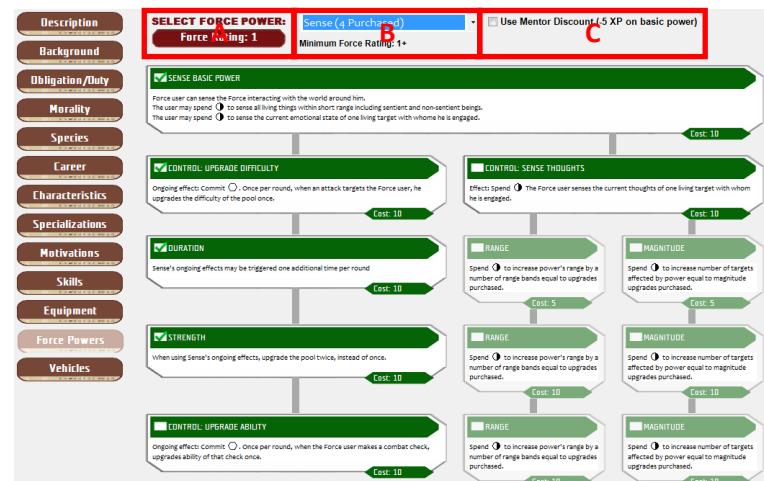
SPECIAL “JURY RIGGED” ATTACHMENT

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.

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

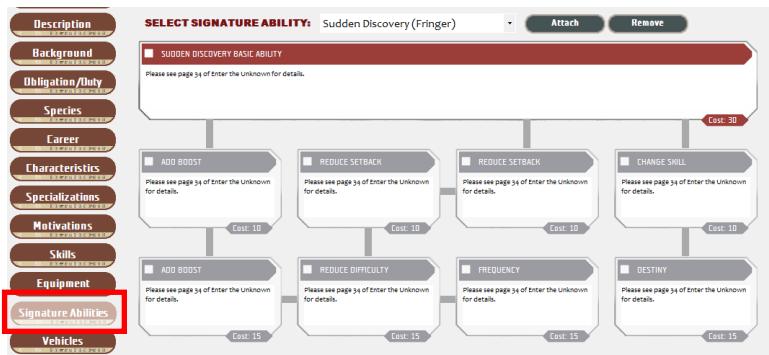
selected upgrade that is connected to it. Your current Force rating (A) is displayed in a panel on the left. A combo box (B) contains all of the Force powers available to the character, based on the minimum Force rating requirement listed below the combo box. Each power is listed with the number of abilities 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



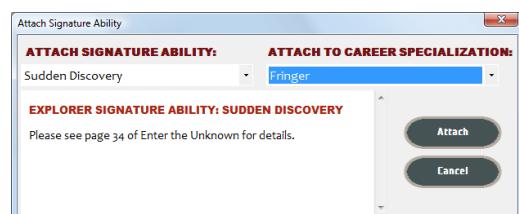
only. You can, of course, create your own signature abilities and assign them to any career that you like.

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.

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



VEHICLES

The Vehicles 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.

The Add Vehicle window allows you to search for and select a vehicle model. It provides a grid of vehicle models with columns for Model, Category, Type, and Price. You can filter the results by availability (All, Restricted, Unrestricted), vehicle type (Starships, Land Vehicle, etc.), and price range. A summary section at the bottom shows the selected vehicle's stats and details.

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.

The Upgrade Weapon Systems dialog allows you to manage your vehicle's weapon systems. It displays a grid of weapon systems with columns for No., Arc, Weapon, Count, and Upgraded status. You can upgrade or downgrade weapons, add new ones, or remove existing ones. A summary section at the bottom indicates the cost of changes.

UPGRADE WEAPONS

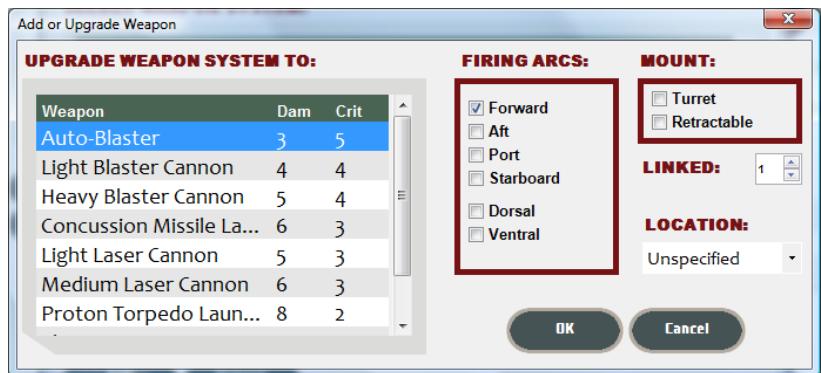
To upgrade your vehicle’s weapons, click the “Upgrade Weapons” button. This will bring up the Weapon Upgrade dialog.

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.



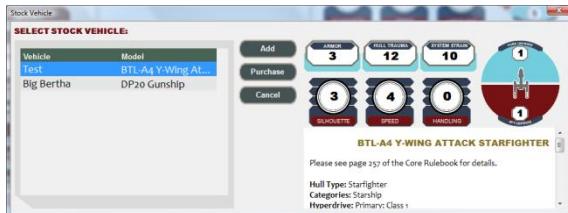
When you upgrade or add a weapon system, the Upgrade Weapon dialog will appear. This dialog allows you to choose your weapon system, plus various customization options. You will see a list of available weapons to the left, which are already filtered based upon silhouette minimums. After you choose your 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.

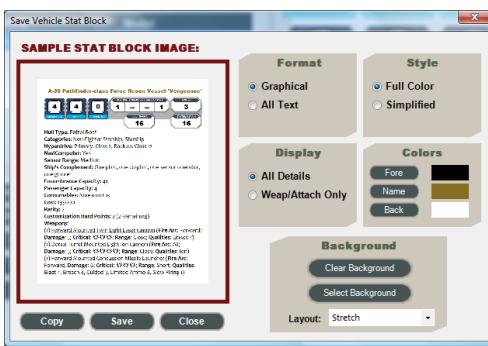
STOCK VEHICLE



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

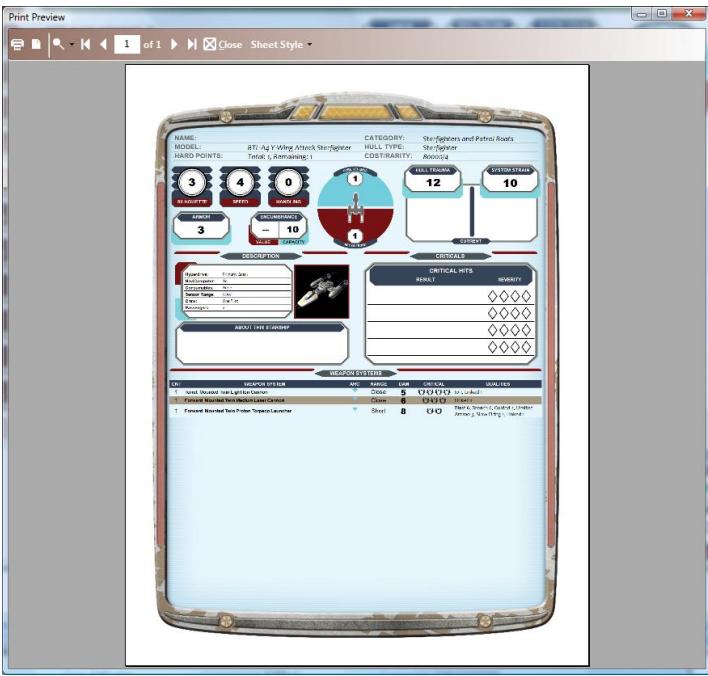


The stat block feature allows you to export a description of the vehicle as a PNG file, which can then be used in your own publications. Clicking "Stat Block" will show the [Stat Block Dialog](#), as described in detail under *SW GM Tools* for adversaries. The "Display" pane has two different options 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.





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.

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.

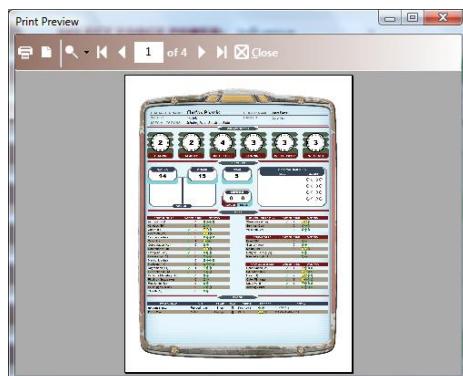


PRINT OPTIONS

The four print options (which can also be selected from the Options dialog, described above) give you the option to include four 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, and all purchased Signature Abilities.

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.



The character sheet is split into four different types of pages, although the actual number of pages in a character sheet depends upon the amount of data being presented. Each page contains an identical header that has general information such as character name, species, career, and specializations, plus a footer that contains the page number.



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

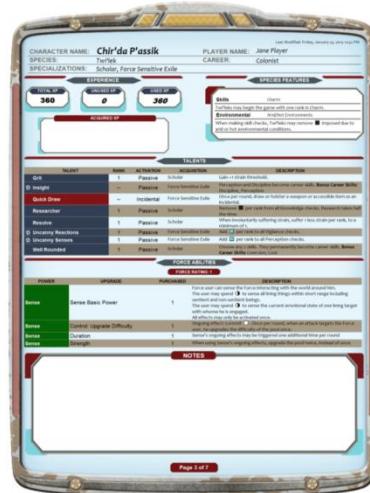


The second page contains the character's portrait and all descriptive information, such as gender, age, height, build, hair, and eyes, and a section for notable features. It will also display motivations, obligations, duties, morality, and background, including the character's story. This information 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.

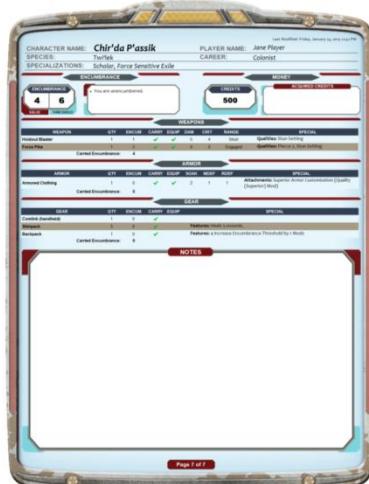
Force upgrades and signature abilities are displayed in a similar manner, with multiple purchases showing up under "Purchased". The Force Power section will also have your current Force Rating, which will normally be 1, unless you buy the single upgrade in the Force Sensitive Exile tree.



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.

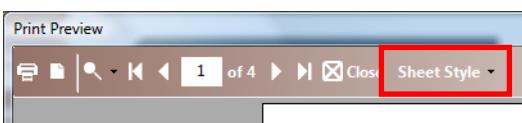
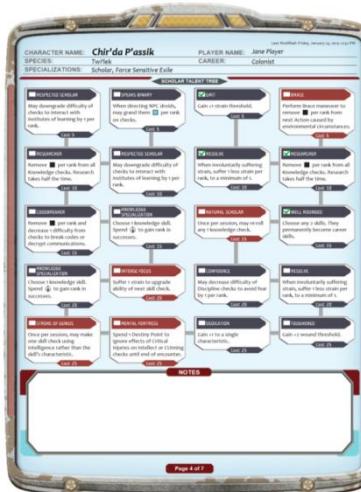


OPTIONAL SHEETS

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.

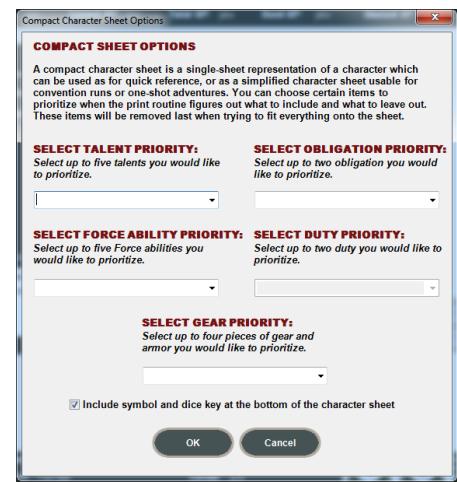
Basic information for the character is displayed at the top, including a stat block, attributes, portrait, plus a list of all skills that currently have ranks. As space permits, you may also find lists of talents, Force abilities, obligation, duty, morality, weapons and equipment, plus the character's 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.



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. This is exactly what I did for my own personal copy of this application in order to experience the full richness that this application has to offer.

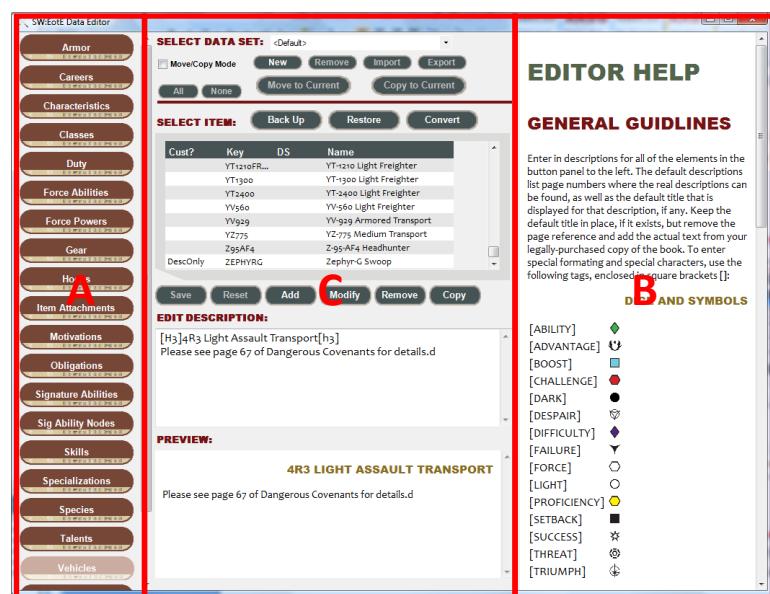
In order to facilitate this, I have included the *SW Data Editor* that allows you to enter in your own descriptions for all parts of the generator's data. This includes descriptive text for everything from characteristics, motivations, obligations, and skills, to talents, careers, and specializations.

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. 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.



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 and give it a name. 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”.

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 take 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

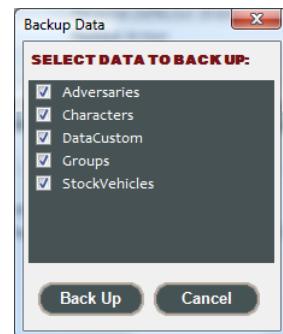
The following folders will be backed up using the *SW Data Editor*'s back up functionality:

- **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.

BACKING UP YOUR DATA

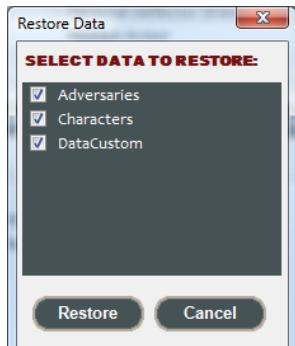
To back up your data, click the "Back Up" button above the data item list. This button will show you a dialog allowing you to choose which folders should be backed up. The default is for all folders to be backed up.

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 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 text box, but don't modify the item in any other way, “DescOnly” will be displayed in the “Cust?” column.

All custom data is stored in the “DataCustom” directory. All stock data in “Data” 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.

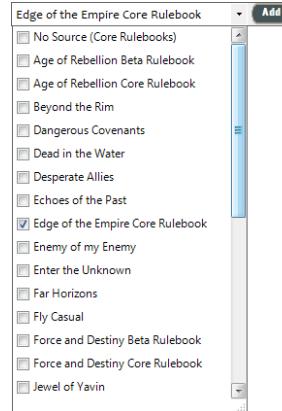
The source of an item is a short description of where the item came from. Sources are used in the generator to limit displayed data to just particular GM-approved sources. Data from the core rulebook will always be available no matter what. Some common sources will be “Age of Rebellion Beta”, “Enter 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 DROPODOWN

The Sources dropdown 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, or to no source at all. If no source is selected, the item will always appear no matter which core source is selected.

The text portion of the Sources dropdown will display a list of all currently selected sources. When you click the dropdown, you will see a list of sources with checkboxes. To select a source, check the box next to it.

If you select the “No Source” option at the top, you cannot have any other sources selected. Likewise, if you select another source, the “No Source” option will become unselected.



EQUIPMENT AND VEHICLE PROPERTIES

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

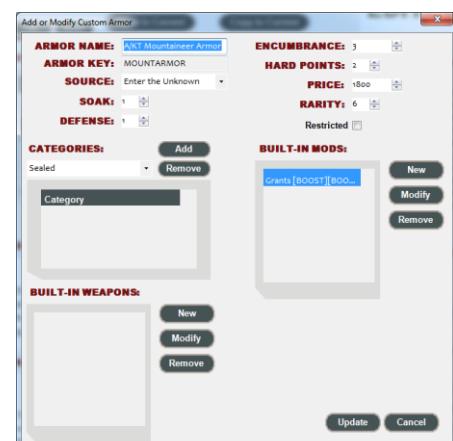
- **Encumbrance** – How much encumbrance the item contributes if it is being held by the character.
- **Hard Points** – The number of hard points available for attachments.
- **Price** – The number of credits that this item costs.
- **Rarity** – The rarity of this item, on a scale from 0 to 10.
- **Restricted** – 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.

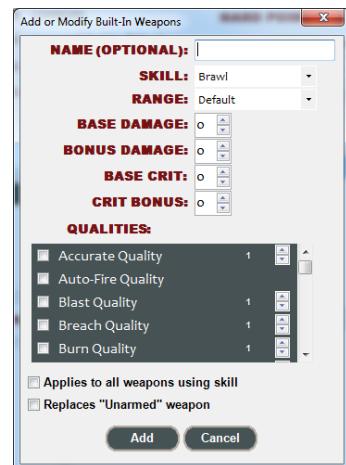


INNATE OR BUILT-IN WEAPONS

Armor, we 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.

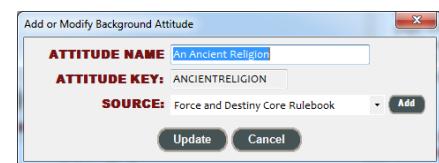
To create a built-in, or innate, weapon, click the “New” button. To modify an existing weapon, click “Modify”. To remove an existing weapon, click “Remove”.

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 Trandoshan’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.

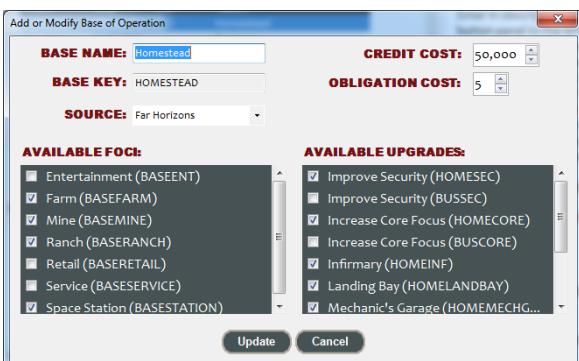


ATTITUDES

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.



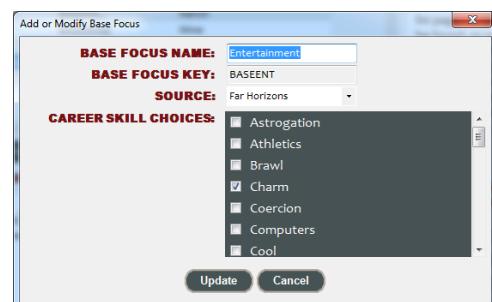
BASES



Bases , as defined in the “Far Horizons” source book, can be purchased for groups. There are currently two types of bases, homesteads and businesses, but you can create your own base types if you like. Bases consist of a cost in both credits and 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.

BASE FOCI

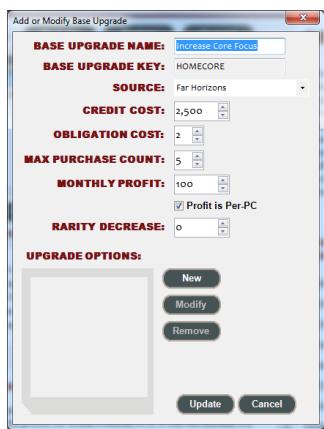
Base foci define the different types of foci that bases can have. Each type of base (currently, homesteads and businesses) can have their own list of foci that they support. Normally, a particular focus is



applied to a single base type, but you can define multiple types of bases that use the same base focus.

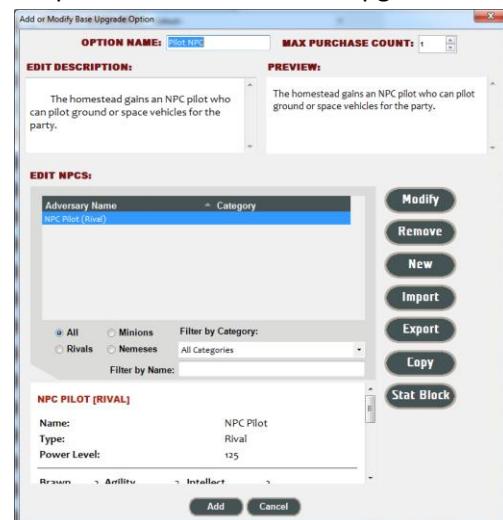
A base focus gives members of a group a particular skill as a career skill. Select a skill from the list, or select multiple skills to allow for a choice of career skills for the base focus.

BASE UPGRADES

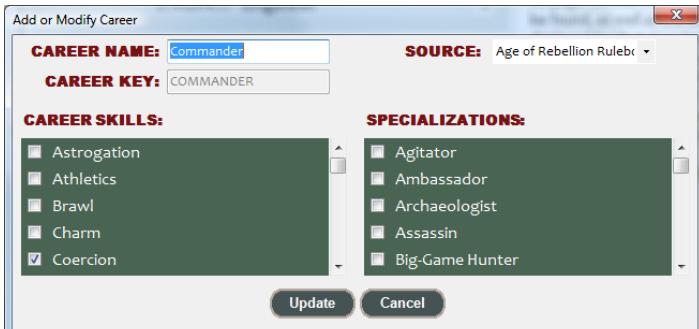


Purchased bases have a selection of upgrades available that add more to the base. Each base type has a list of upgrades that are supported by that type of base. A base upgrade has a cost in either credits or obligation (the group selects which one when purchased; Rebel base upgrades never cost obligation), 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 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](#).



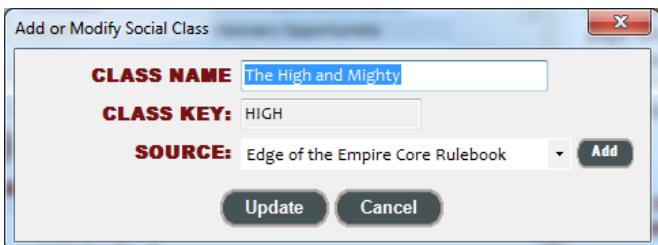
CAREERS



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.

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.

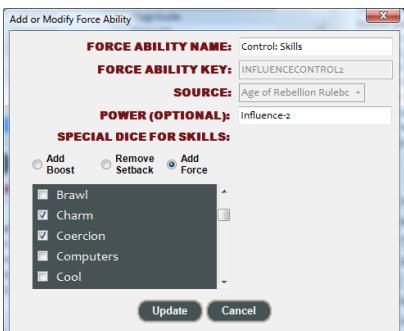


DUTY

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

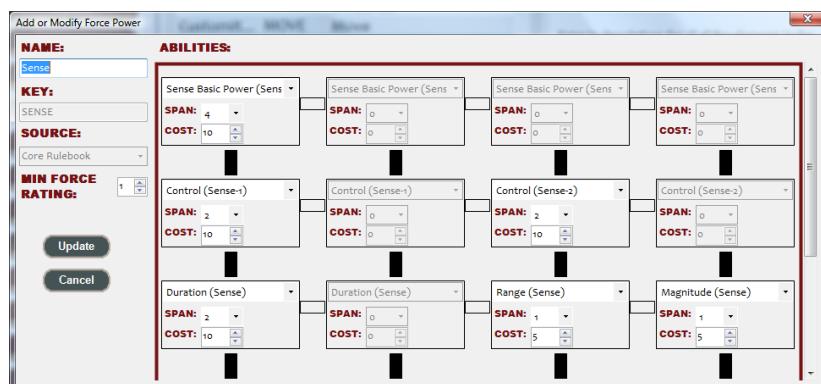


Force abilities consist of the name, key, and any special dice modifiers for skills. You can set the Force ability to add boost, remove setback, or use a Force power check for any number of skills. The most common use for Force abilities is adding a Force power check to certain skills. When skills are 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. In the base force powers, this value is always 1.



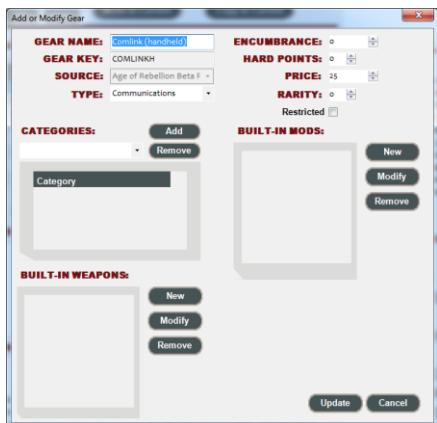
ABILITIES

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

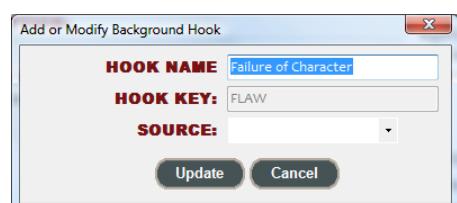


General gear has three special pieces of information:

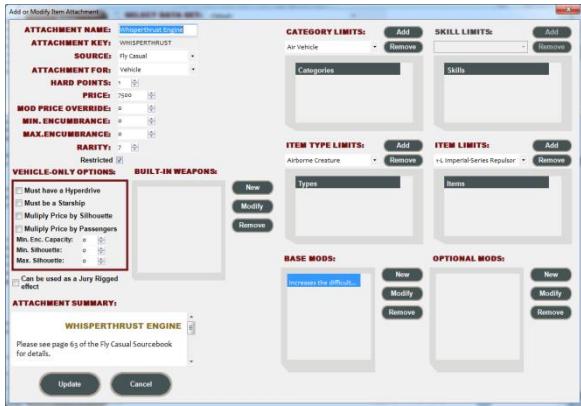
- **Type** – Which type of gear this is (Communications, Poisons, Cybernetics, etc).
- **Built-In Mods** – Any special type of modification that the item contributes to the character. Common mods are for decreased, or increased, encumbrance, increased soak or defense, or additional characteristics, skill 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, or Vehicles). 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.
- 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.
- 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.
- Built-In Weapons** – These 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.
- Limits** – 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 use the specified

VEHICLE-ONLY OPTIONS:

<input type="checkbox"/> Must have a Hyperdrive
<input type="checkbox"/> Must be a Starship
<input type="checkbox"/> Multiply Price by Silhouette
<input type="checkbox"/> Multiply Price by Passengers
Min. Enc. Capacity: <input type="text"/>
Min. Silhouette: <input type="text"/>
Max. Silhouette: <input type="text"/>

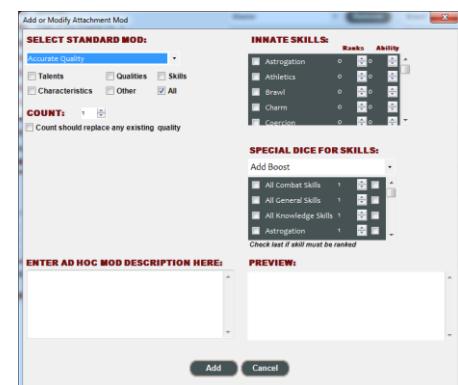
skills. “Item Type Limits” limits the attachment to items of the specified types (such as “Energy Weapons”). Finally, “Item Limits” allows you to limit the attachment to particular items.

- **Base and Added Mods** – This is the meat of the attachment editor. These lists contain the actual mods that apply when you use the 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.

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.

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. Ad-hoc mods always have a count of 1, so the count is not displayed.



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



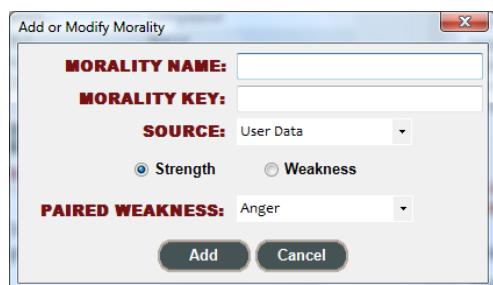
The Mod Editor, as well as several other editors such as Force Abilities and Species Options, can also modify the dice pool of skills with special dice and symbols. These include adding boost or setback dice, adding advantage or threat symbols, removing setback dice, allowing a skill to benefit from 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 ♪, or Force die symbols ○. 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”, “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

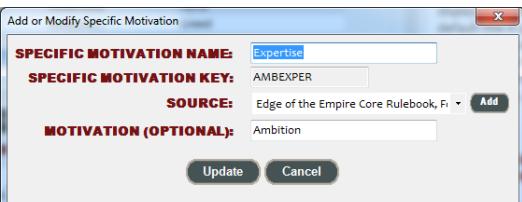


Morality consists of a required name and key, a source, and whether or not the morality is a Strength or a Weakness. If Strength is selected, a default Weakness pair must be selected as well. For this reason, it is better to add custom Weaknesses first, then add custom Strengths.

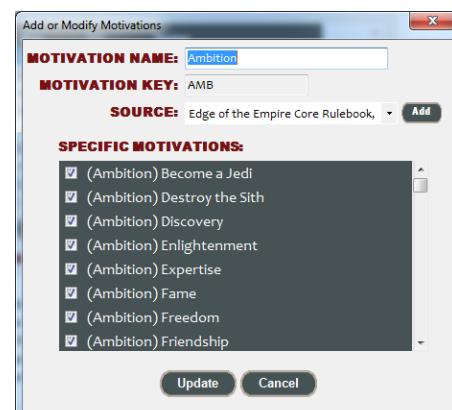
MOTIVATIONS

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.

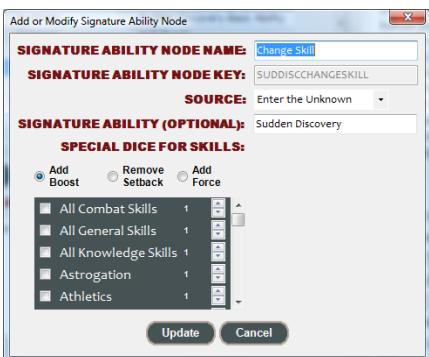
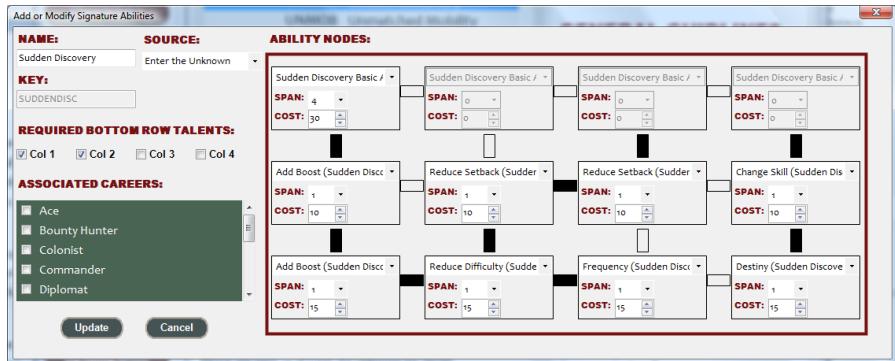
SIGNATURE ABILITIES

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 1” 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.

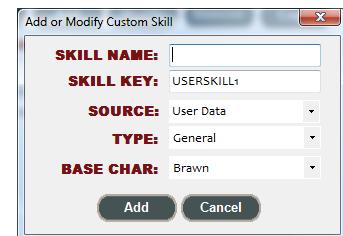
Signature ability nodes consist of the name, key, and any special dice modifiers for skills. You can set the Signature ability node to add boost, remove setback, or use a Force power check for any number of skills. The most common use for Signature ability nodes would be to add boost dice or remove setback 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

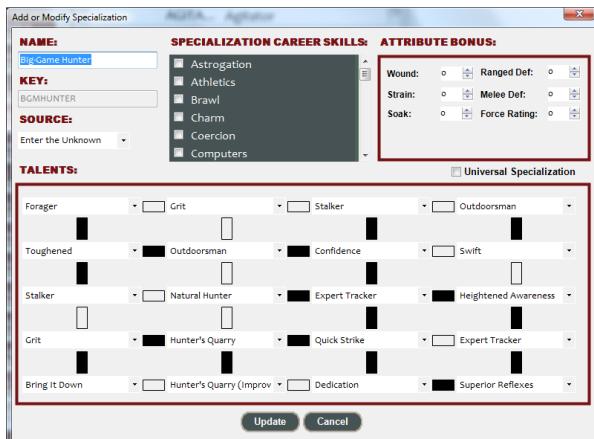
You can add new skills that the generator will include with the character, but you cannot modify existing stock skills. Skills have only two characteristics, other than its name and key:

- **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

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

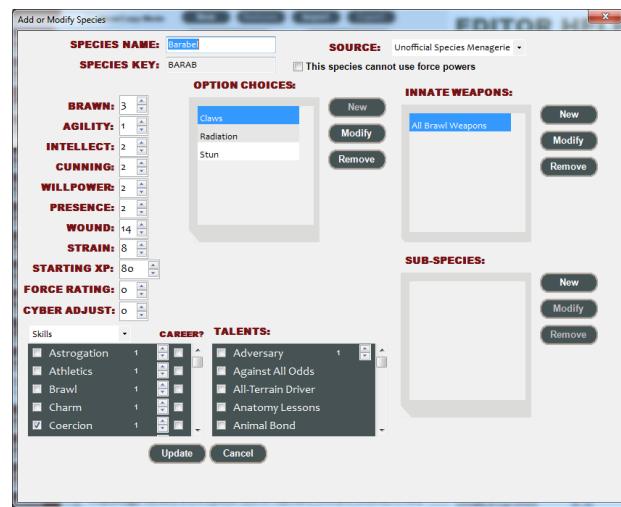
Additionally, you'll notice black lines attaching each location in the grid to the ones next to it. These correspond to the direction you need to go to get access to those talents. The top row of talents is automatically accessible, but all other rows must have a line leading to it from a previously-selected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

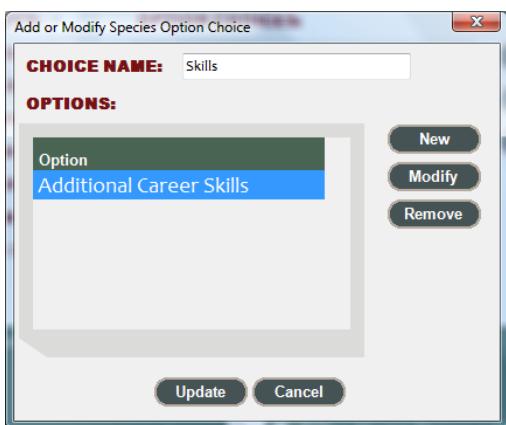
SPECIES

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 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.

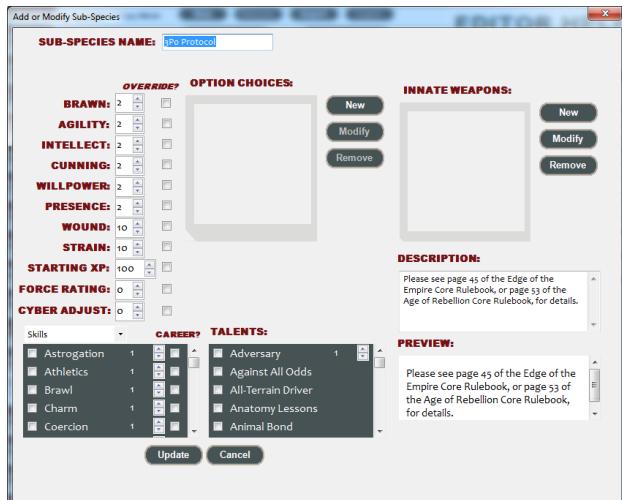
Skill training allows you to add the option of receiving additional ranks in career, non-career, or specialization skills when creating your character. Non-career training works the same as for humans; a grid allowing you to choose non-career skills will appear in the options panel on the species pane. 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.

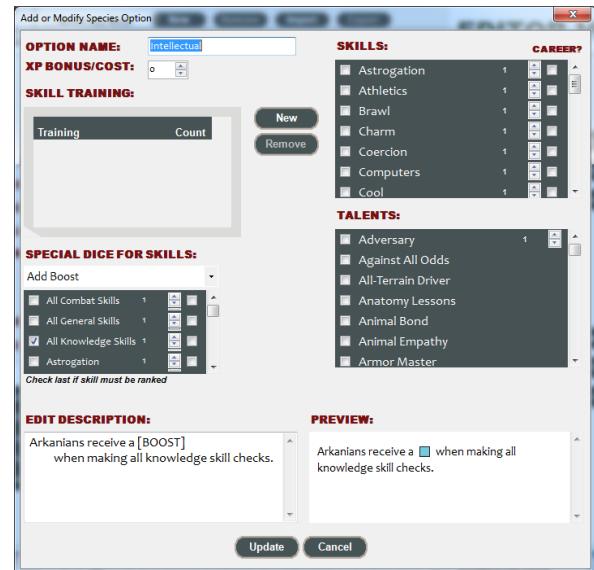
SUB-SPECIES



Some species, such as Droids and Niktos, 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

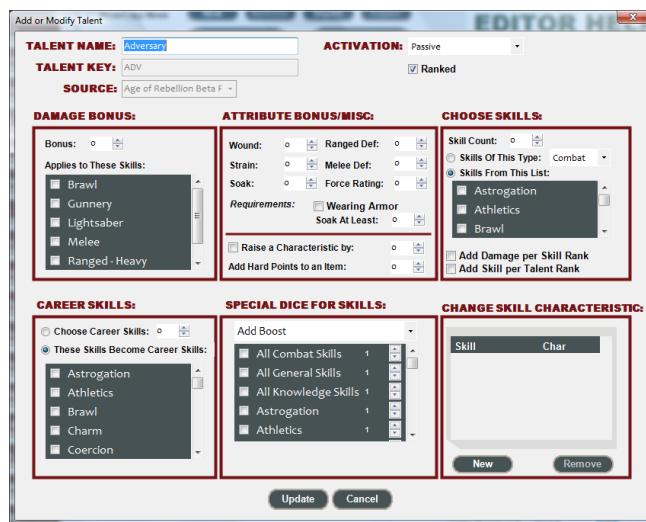
On the first pane, if you want to have the talent give a damage bonus in combat (such as for Feral Strength), you enter the amount of the bonus, plus check which skills the damage is applied to. Only combat skills are listed here.

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 last check box.

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 pre-defined 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.

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, 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

Add or Modify Vehicle

VEHICLE NAME: YT-1300 Light Freighter	SOURCE: Edge of the Empire Core Rulebook		
VEHICLE KEY: YT1300			
SILHOUETTE: 4	HYPERDRIVE: 2.0 Primary 12.0 Backup		
SPEED: 3	SENSOR RANGE: Short		
HANDLING: -1	ENCUM CAP: 165 Starship		
FORE DEF: 1	PASSENGERS: 6 NaviComputer		
AFT DEF: 1	CREW: One Pilot, One Co-Pilot, One Engineer		
PORT DEF: 0	STARFIGHTERS:		
STARBOARD DEF: 0	CONSUMABLES: Two Months		
ARMOR: 3	MAX ALTITUDE:		
HULL TRAUMA: 22	TYPE: Freighter		
SYSTEM STRAIN: 15	MASSIVE: <input type="checkbox"/> Single-Pilot Craft		
HARD POINTS: 6	CATEGORIES:		
PRICE: 100000	Category: Starship		
RARITY: 4	Non-Fighter Starship		
BUILT-IN ATTACHMENTS:	Update Cancel		
<input type="checkbox"/> Enhanced Carbon-Durasteel...			
<input type="checkbox"/> Fogger Smoke Generator			
<input type="checkbox"/> High-Output Ion Turbine			
<input type="checkbox"/> Intercom Broadcast Suite			
STOCK WEAPON SYSTEMS:	New		
Count	Weapon	Modify	Remove
1	Dorsal Turret Mounted Medium Laser Cannon		
1	Ventral Turret Mounted Medium Laser Cannon		

editor to allow the GM to override certain constraints.

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 *Star Wars 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.

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.

BUILT-IN ATTACHMENTS

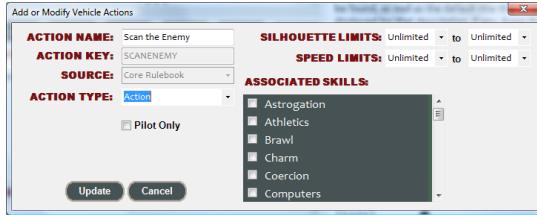
Vehicles can come standard with certain attachments. Choose which attachments will be included standard with the vehicle by checking the box next to the name in the list. Built-in attachments cannot have optional mods; only attachments with just base mods are included in the list. Normal requirements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

Add or Modify Weapon

SELECT VEHICLE WEAPON:		
Weapon	Dam	Crit
Auto-Blaster	3	5
Light Blaster Cannon	4	4
Heavy Blaster Cannon	5	4
Concussion Missile La...	6	3
Light Ion Cannon	5	4

QUALITY OVERRIDES:		
Linked Quality	1	
Limited Ammo Quality	1	
Accurate Quality	1	
Auto-Fire Quality	1	
Breach Quality	1	
Burn Quality	1	
Blast Quality	1	
FIRING ARCS:	Forward	
	Aft	
	Port	
	Starboard	
	Dorsal	
	Ventral	
MOUNT:	Turret	
	Retractable	
COUNT:	1	
LOCATION:	Unspecified	

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.

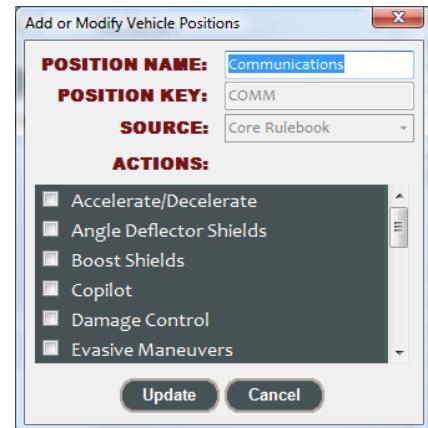
A Vehicle action consists of the name of the action, the type of action (action or maneuver), whether or not the action can only be performed by the pilot, and any associated skills that can be used to perform the action. Not all actions will have associated skills.

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.

VEHICLE POSITIONS

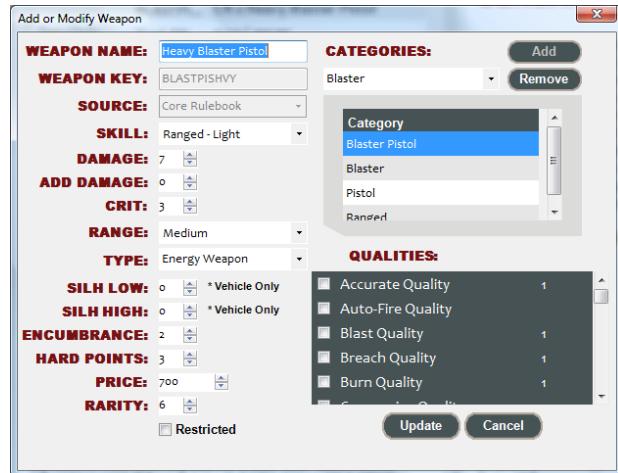
Vehicle Positions are position titles that can be assigned to adversaries in an encounter. They represent the job that the adversary performs during combat. Each position includes at least one vehicle action. On the encounter sheet, each assigned position will be displayed along with the adversary assigned, 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.



WEAPONS

Each weapon has the following unique characteristics:



- **Skill** – The skill associated with this item. Only combat skills can be chosen.
- **Damage** – How much damage this weapon causes. Normally, this is not used for melee weapons.
- **Bonus 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.

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 “SWCharGenGMTTools” executable.

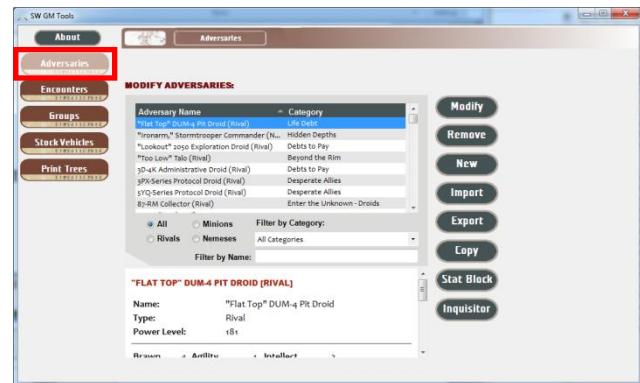
THE MAIN SCREEN

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), or by category. 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. Finally, 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.



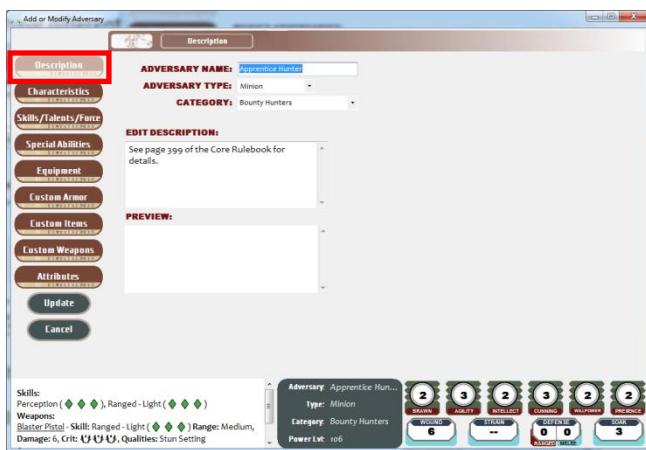
ADD/MODIFY ADVERSARY DIALOG

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.



category. 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.

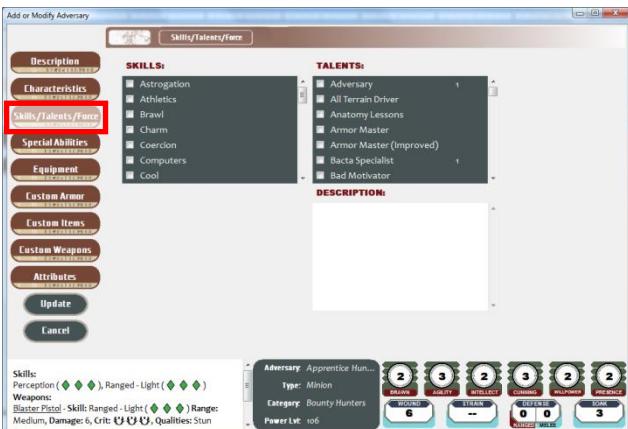
CHARACTERISTICS

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.

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



SKILLS/TALENTS/FORCE

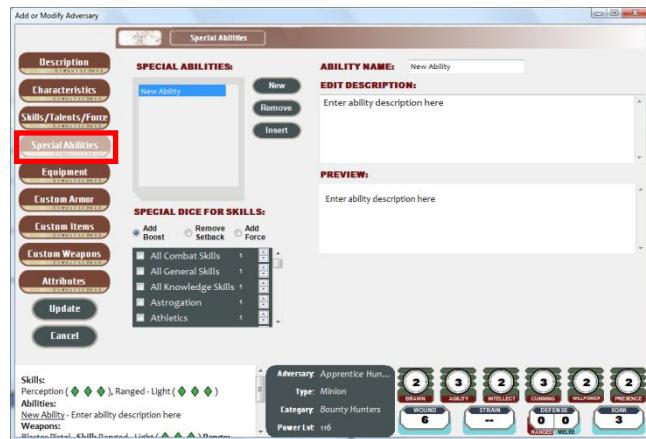
This pane allows you to pick skills, talents, and force powers for the adversary. They are the same skills, talents, and force powers that you select for your characters, but with some different rules. First, while characters have ALL skills (even if they don't necessarily have ranks in them), adversaries 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.

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.

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.

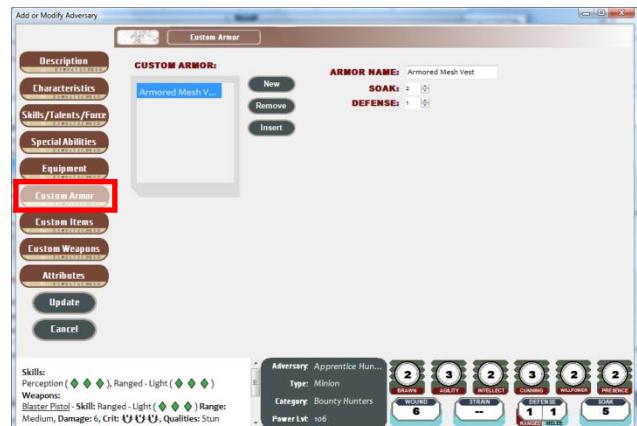


CUSTOM ARMOR

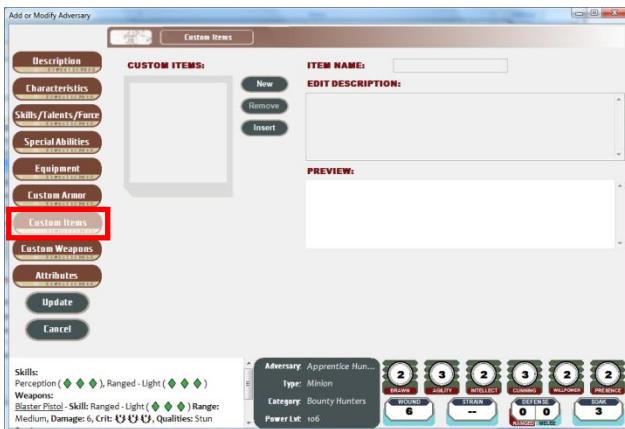
Many adversaries have armor, or some sort of protective items, that are not part of the stock equipment list. For these cases, you can create your own armor for the adversary. To create custom armor for your adversary, just click the "New" button, then give a name, a soak value, and a defense value for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

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*.



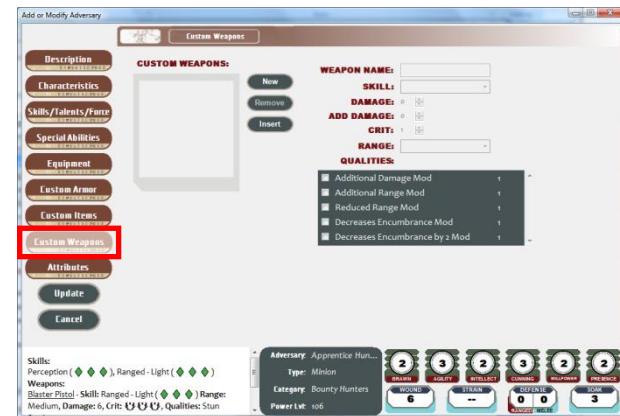
CUSTOM ITEMS



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 merely a name and a description, although normally you do not have to enter the description (only gear name shows up in the summary). Custom item descriptions may be used in the future, however.

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.

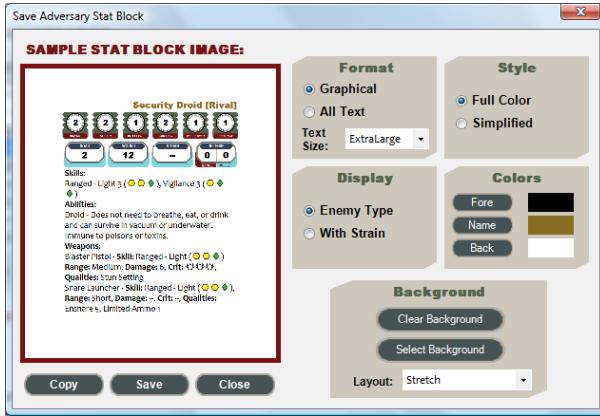


ATTRIBUTES



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 if 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.

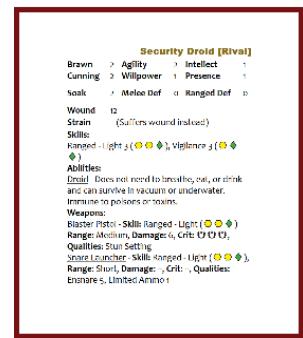
The Stat Block dialog has a sample image to the left, and customization features to the right. The sample image is a shrunken copy of the graphic that will eventually be created, and is there to show you what it will look like. Again, the final image will be much larger than the one being displayed.

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

FORMAT

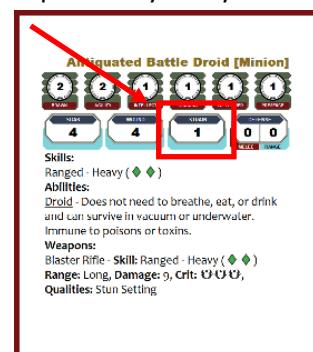
The Stat block generator includes two different formats for the created stat blocks. “Graphical” uses the standard graphics for characteristics and attributes. “All Text” replaces them with just text, similar to the way adversaries were presented in the “Long Arm of the Hutt” adventure.

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.



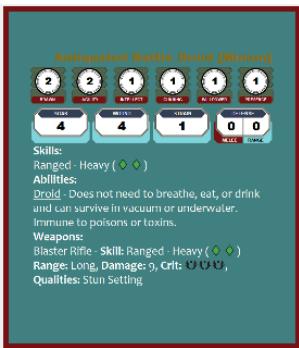
STYLE

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.



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.

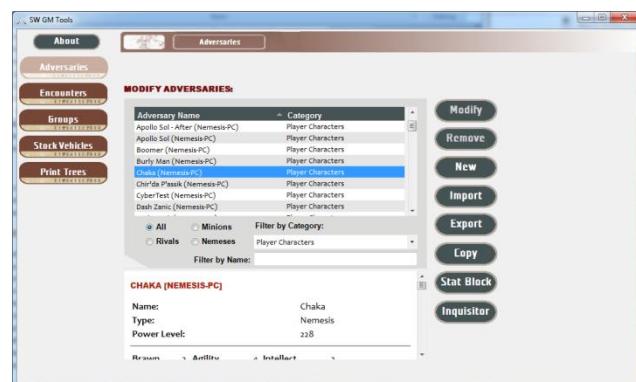


BUTTONS

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. If you're making changes to PCs concurrently with running the *SW GM Tools*, you will need to click the "Refresh" button to get those changes.

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.

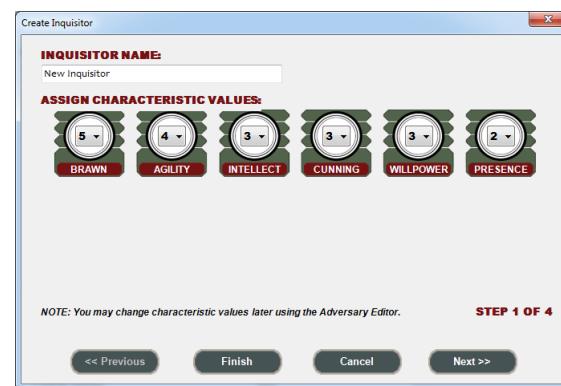
The Create Inquisitor dialog is broken down into four steps. You can go to the next step by clicking the "Next" button, or to a previous step by clicking the "Previous" button. Click "Cancel" to exit the Inquisitor creation process.

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.



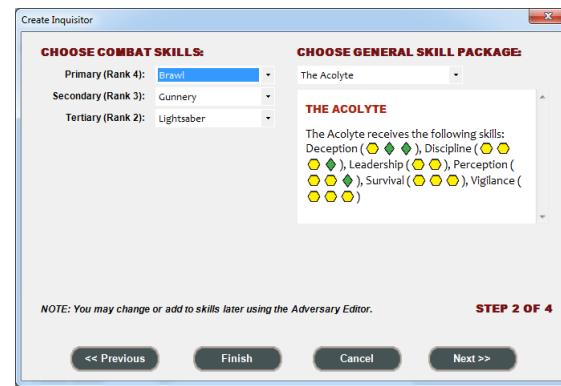
Once you have the name and characteristic values of your Inquisitor, hit the "Next" button.

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.

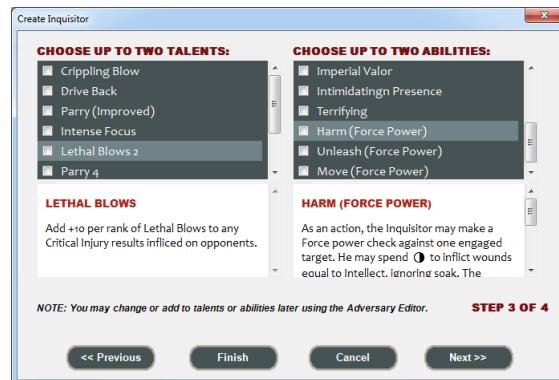
Once you have selected your Inquisitor's skills, click the "Next" button.

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.

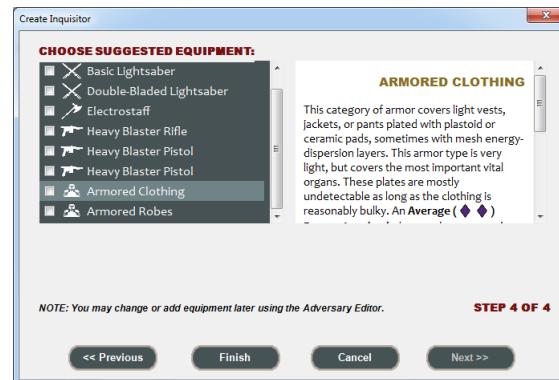
Up to two abilities may also be selected for your Inquisitor. These are a combination of special abilities and Force powers. Selecting a Force power will automatically give your Inquisitor a Force rating of 3.

Once you have selected your Inquisitor's talents and abilities, click the "Next" button.



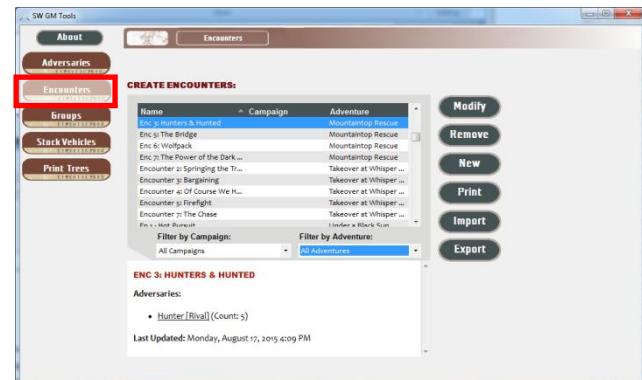
STEP 4: EQUIPMENT

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

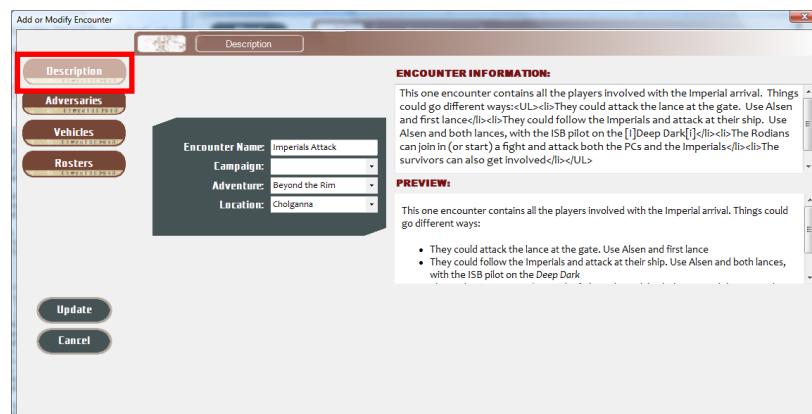
Clicking on “New” or “Modify” brings up the Encounter dialog. This dialog allows you to add or modify an encounter.

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.

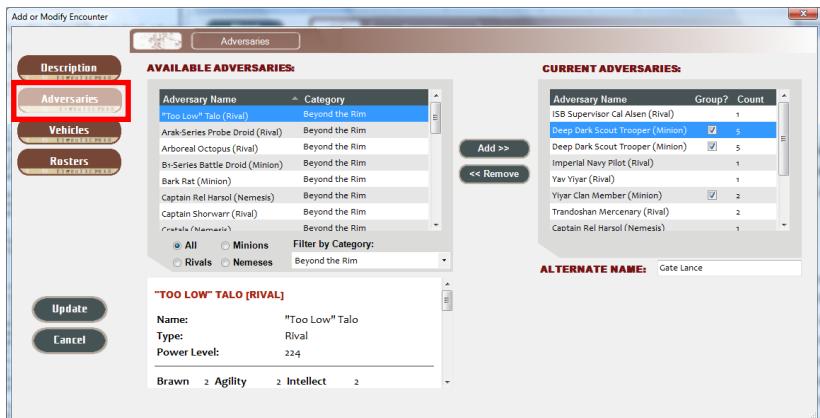
DESCRIPTION

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



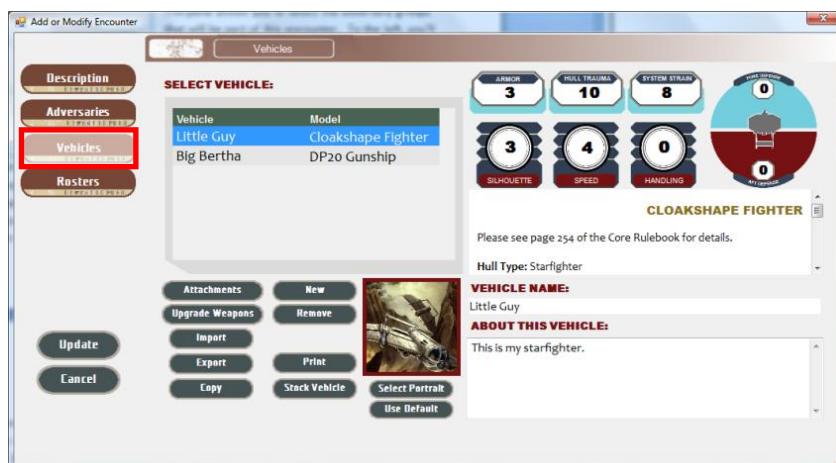
This pane allows you to select the adversary groups that will be part of this encounter. To the left, you'll see a list of adversaries. To the right, you'll see a list containing the adversaries that are currently part of your encounter. Clicking the “Add >>” button will add an adversary from the left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

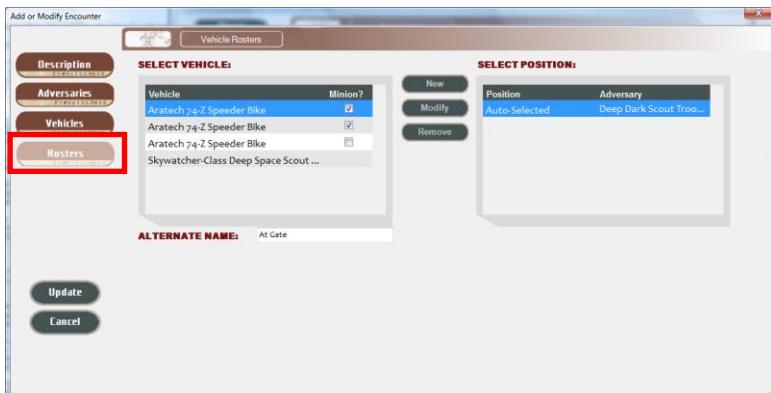
Additionally, the right list contains a checkbox and a count. The checkbox is only for minions and determines whether or not the minion group should be treated as a group (checked), or individually as rivals (unchecked). The count displays a numeric up/down control allowing you to change the number of enemies in the group. Nemeses 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



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

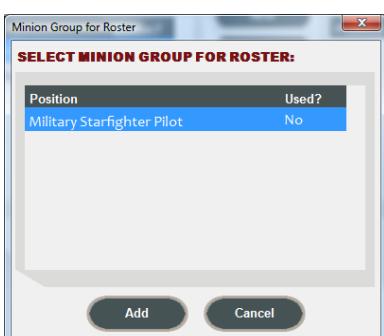
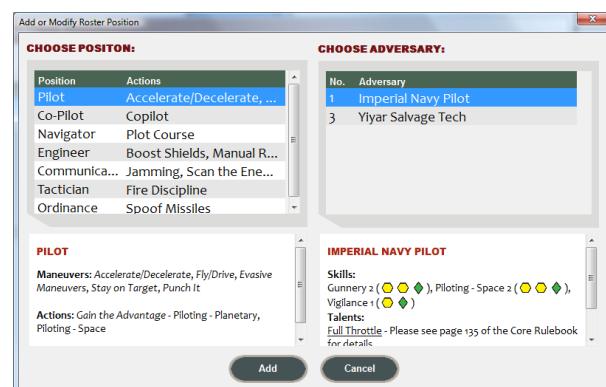
To create a roster, select one of the vehicles from the list to the left. Any defined positions for that vehicle will then appear in the list to the right. Click the “New” button to create a new position, or click the “Modify” button to edit an existing position. “Remove” will remove the position from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

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



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

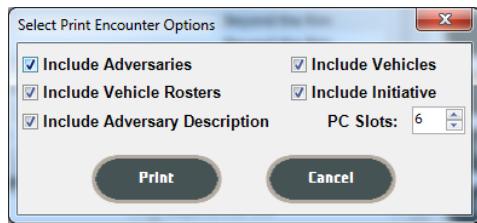
group is being used by other roster positions in other vehicles, it will be indicated next to the group. Select the minion group you want to assign to this vehicle and click “Add”. If the minion group is being used by other roster positions, you will be warned of this; selecting such a minion group will 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 simple 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



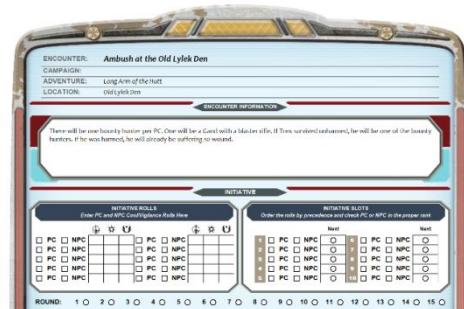
When you print an encounter, you will be presented with a dialog to allow you to select which features of the encounter to print. You may include a list of adversaries, along with their tracker information, a roster list for the various vehicles in the encounter, include printed copies of the vehicles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

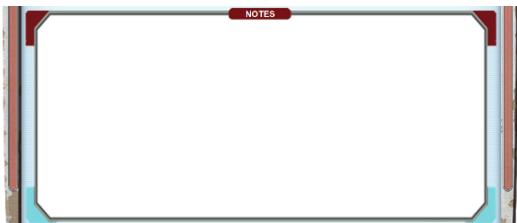
BASIC FEATURES

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.

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

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.

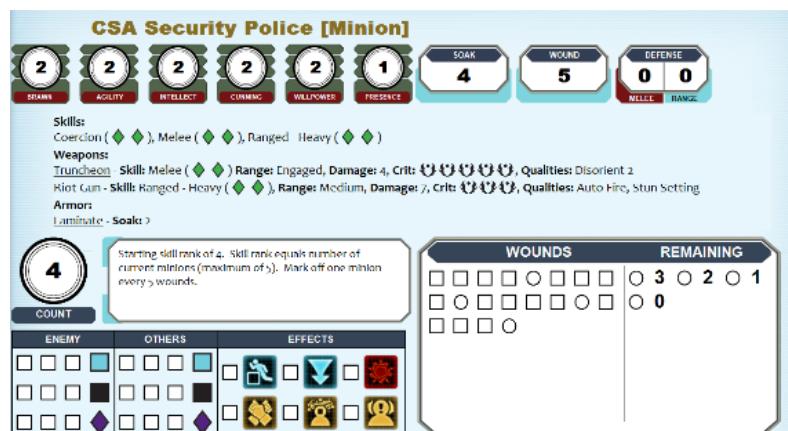
The “Effects” section contains check boxes for various conditions and effects that apply to this enemy. The icons represent one of six different effects, as described in the key at the bottom of the sheet. Similarly, “Crits” contains an area to keep track of critical hits. Just write in the d100 roll 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:

KEY:		Cover		Prone		Incapacitated		Staggered		Disoriented		Immobilized		Critical Injury
-------------	--	-------	--	-------	--	---------------	--	-----------	--	-------------	--	-------------	--	-----------------

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.



RIVALS

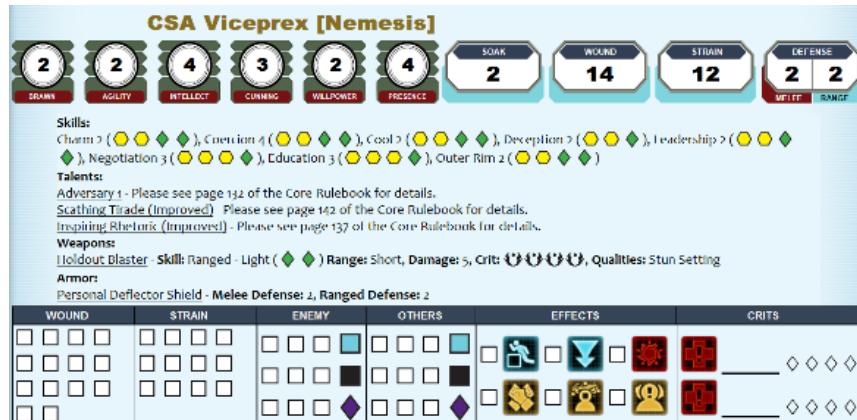


Rivals don't have a separate wound panel because each rival is treated individually. One tracker row exists for each rival in the group, including a number to keep track of the individual rival. Rival tracker rows also do not contain strain, as rivals do not suffer strain (they suffer wound instead).

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.

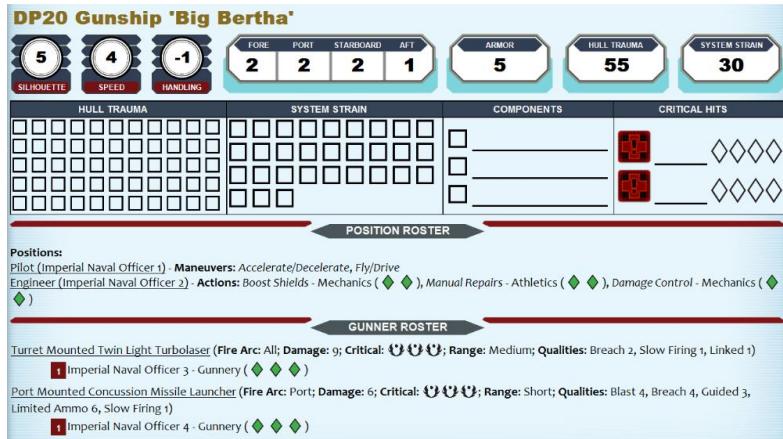
NEMESSES

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.



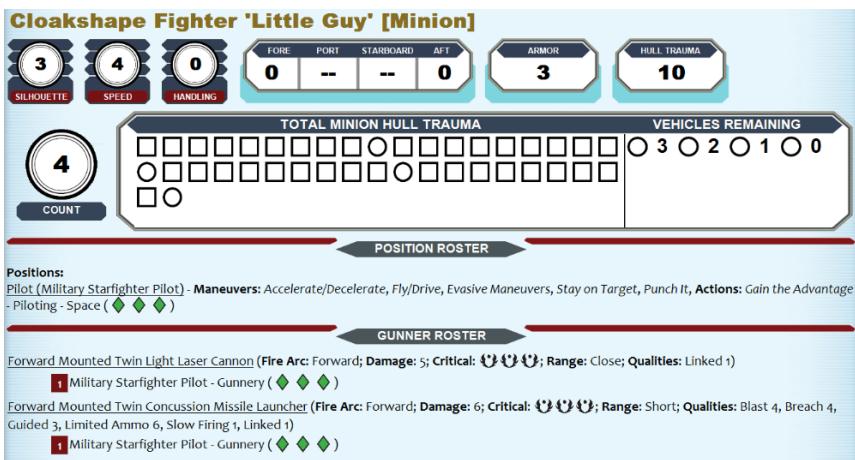
STANDARD ROSTER

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.



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



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.

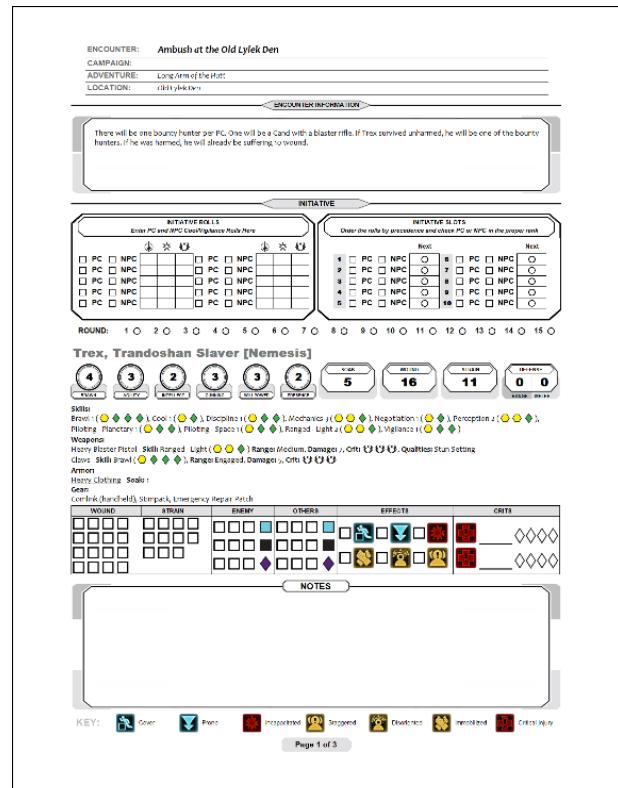
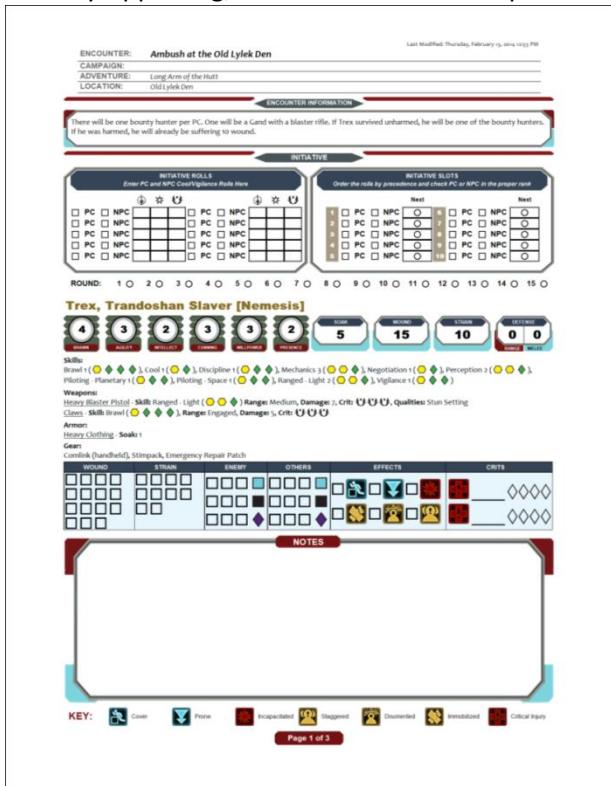
SIMPLIFIED TRACKERS

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).



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.

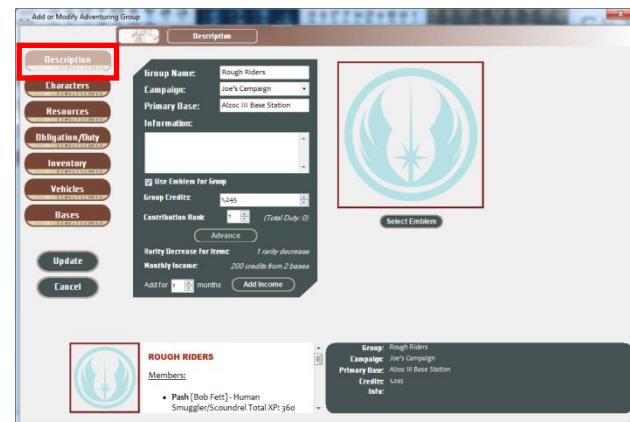
Click on New to add a new group, Modify to modify an existing group, Remove to remove a group, or Print to print a group sheet.

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.



RESOURCES

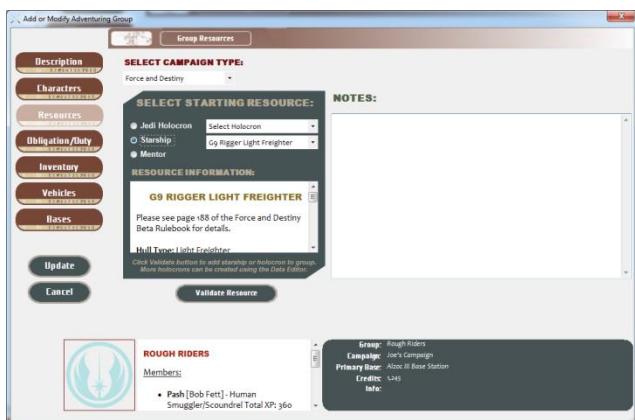


The Resources pane allows you to manage resources that you gained during the creation of your group. Each core rulebook (Edge of the Empire, Age of Rebellion, and Force and Destiny) gives PC groups a choice of starting resources. This information can be found at the end of the character generation chapter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



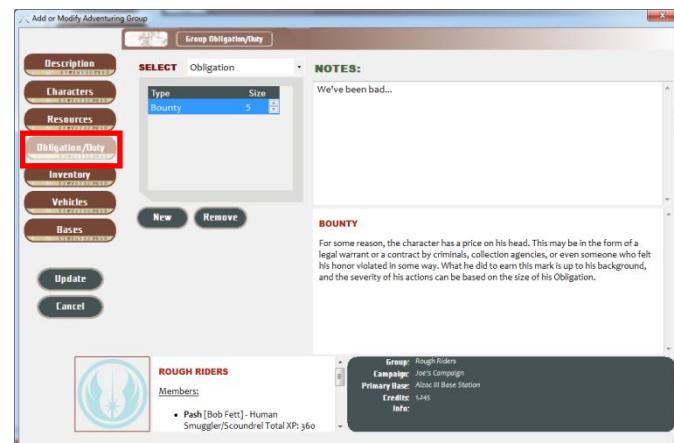
Information on the chosen resource is displayed under “Resource Information” on the resource panel. In addition, you can describe your resource in the Notes section to the right.

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

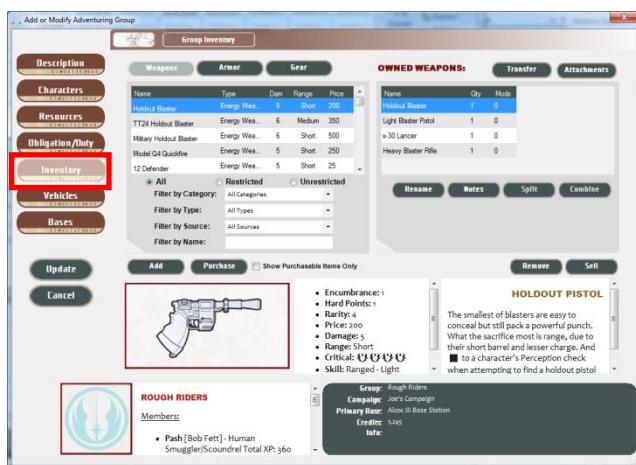
the option of adding a Y-Wing starfighter for each of your group members, if they do not currently exist in your group’s vehicles. If you’ve selected a base from Edge of the Empire, and your group currently doesn’t have a base, you’ll be presented with the base creation dialog and then be allowed to 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



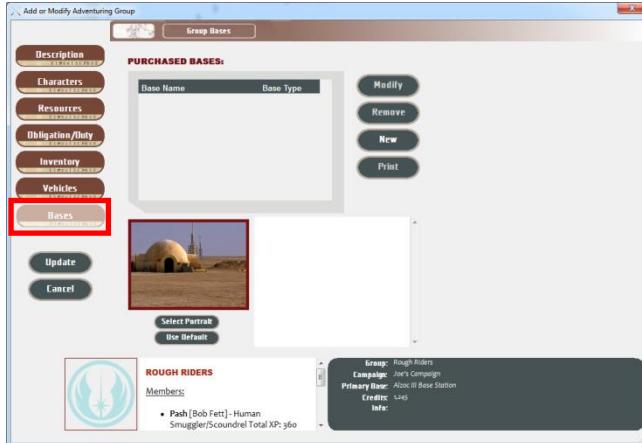
VEHICLES

Again, the Vehicles pane works identically to the same 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.

The Inventory pane allows you to add or purchase group equipment. This pane works identically to the same 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.



BASES

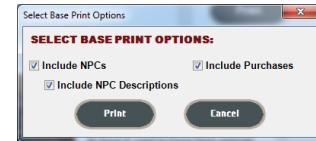


The Bases pane allows you to create and manage homesteads and businesses, as defined in the Far Horizons sourcebook, as well as Rebel bases, as described in the Desperate Allies sourcebook. Bases can provide a “home base” for the group, as well as provide income and services, and give the group access to a variety of NPC characters that can use their various expertises 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 (currently homestead, business, or Rebel base), 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.

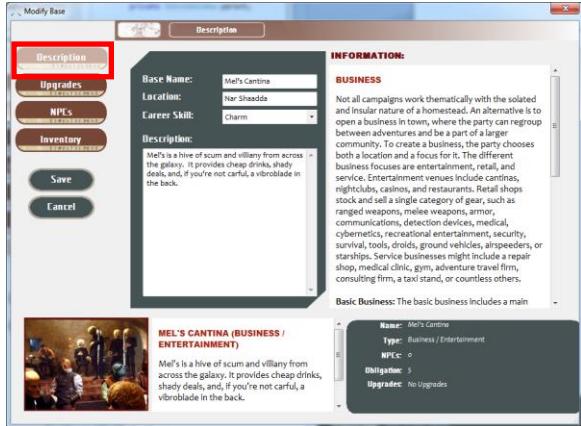


Once you have a base, you can click the “Modify” button to make changes to the base using the Modify Base dialog, including describing it, adding upgrades and NPCs, and maintaining inventory. “Remove” will remove a base from the group, and “Print” will print up a base sheet for use during play. When 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



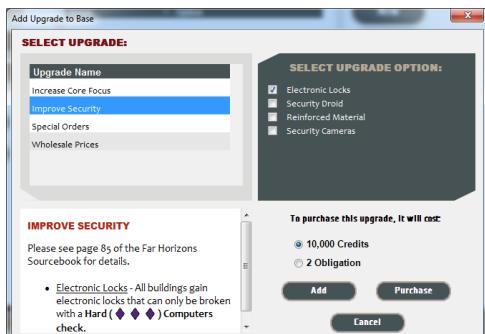
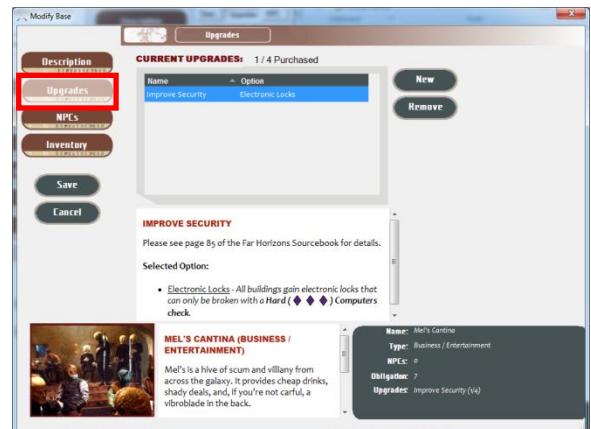
The Modify Base dialog allows you to customize your base with various descriptive text, base upgrades, NPCs, and inventory. The Modify Base dialog will automatically be displayed when you create your base. You can also select the base from the grid and either click the “Modify” button, or double-click 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

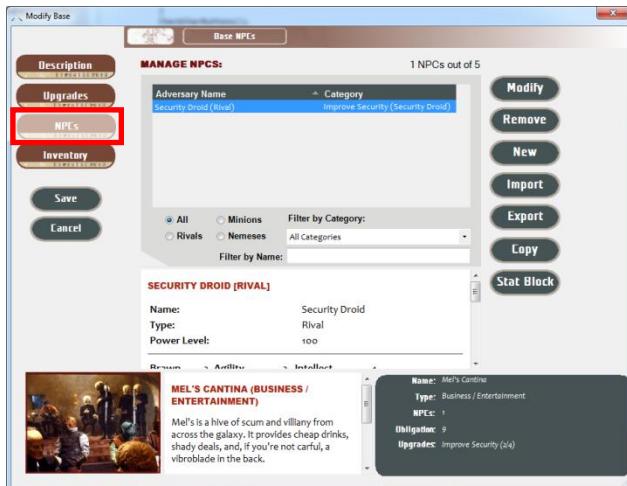
Bases can be upgraded, as per the rules outlined in Far Horizons and Desperate Allies. Each base can have a number upgrades that give added benefits to owning the base. Additionally, some upgrades can be purchased more than once, and can have different options associated with them. The number of times 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



click “Add” to add the upgrade, if your GM allows.

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

NPCS

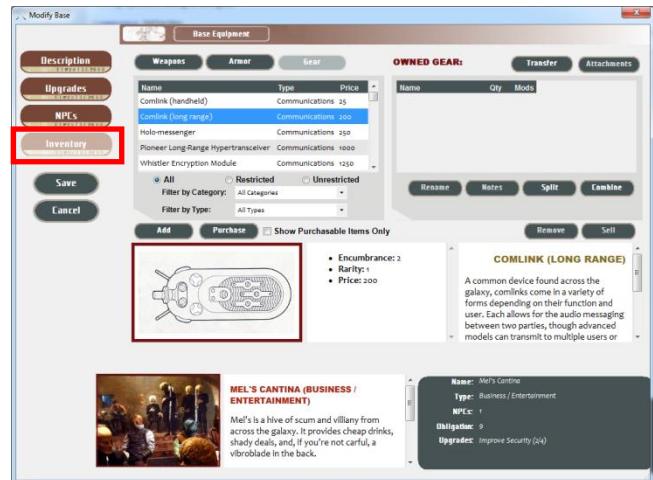


Bases can employ a number of NPC workmen. Certain upgrades will provide such NPCs, but you can also add your own NPCs if your GM allows. The NPC pane allows you to manage these NPCs.

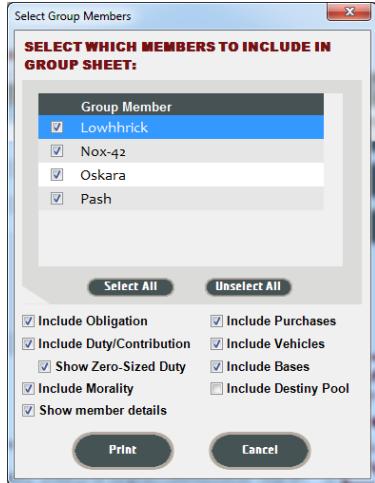
The NPC pane functions almost identically to the Adversary pane in the main GM Tools window. The list will display all NPC adversaries that you have either created, or have been assigned due to the purchase of an upgrade. NPCs assigned by an upgrade can be modified, but cannot be removed. NPCs that you 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"

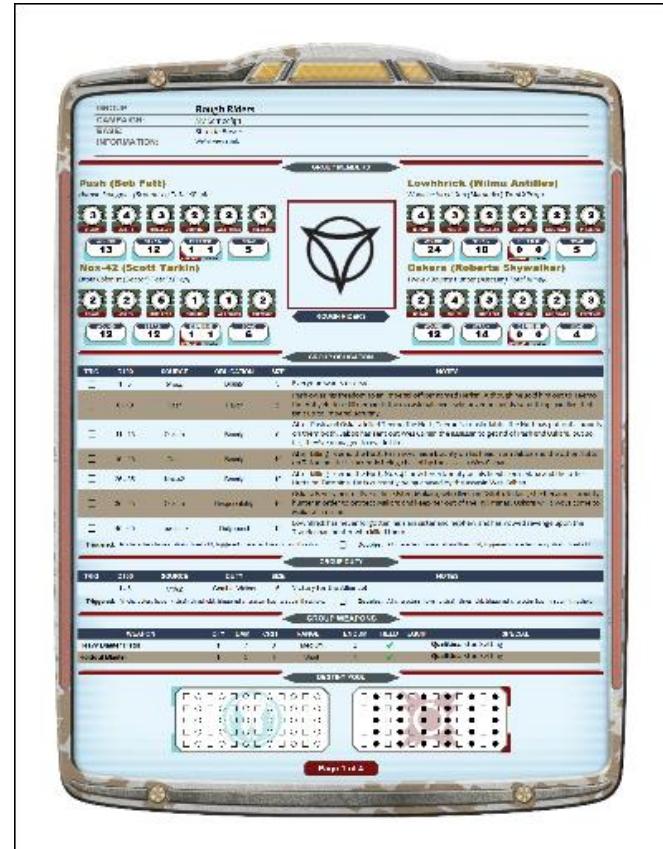
will include a member's stat block along with the character's name, species, and career. You may also opt to include full vehicle sheets at the end of the group sheet for each vehicle owned by the group, or a destiny tracker at the bottom of the first page. If you have another means of tracking destiny (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.

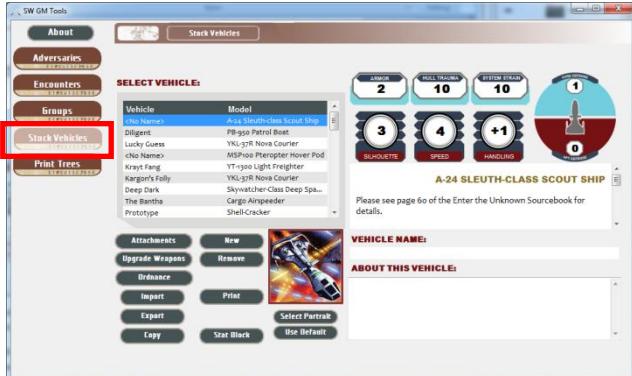
At the bottom of the first page is a simple destiny pool tracker. Just mark the check boxes next to the light or dark pips to keep track of what the current destiny pool looks like.

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 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.



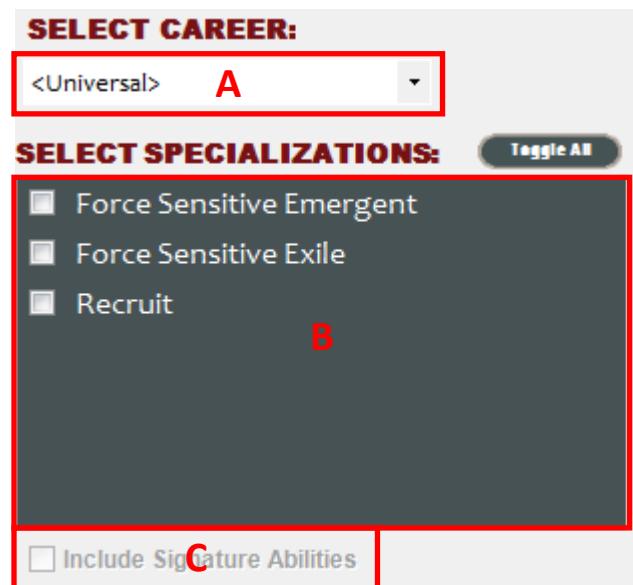
Clicking the "Print Trees" button from the main window will display the Print Trees pane. From here, you can select which trees you'd like to print. Two lists are displayed, one for specializations, and the other for Force powers. Clicking one of the two "Toggle All" buttons will select or deselect all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



SELECT FORCE POWERS:

Toggle All

- Aid
- Battle Meditation
- Bind
- Enhance
- Foresee
- Heal/Harm
- Influence

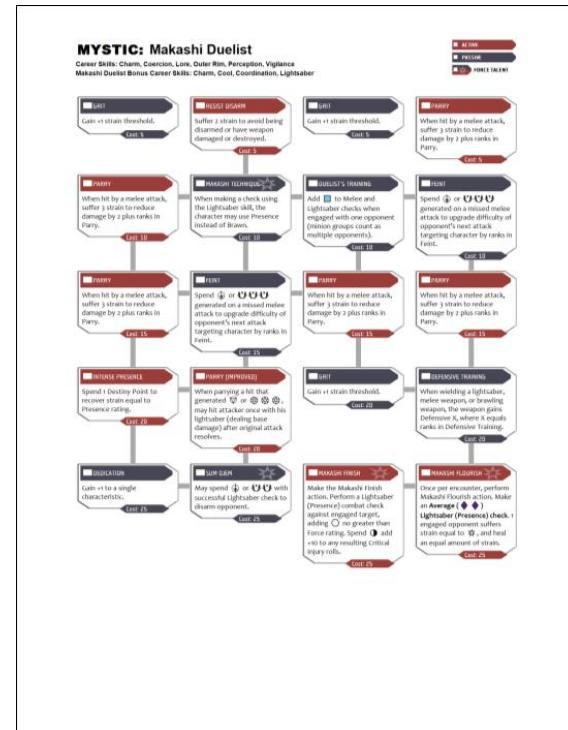
D

FORCE POWER TREES

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

PRINTING SELECTED TREES

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.



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.

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