

OggDude's **STAR WARS** **CHARACTER** **GENERATOR** **AND GM TOOLS**

For Use with Fantasy Flight Games'
STAR WARS Roleplaying



FREQUENTLY-ASKED ***QUESTIONS***

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

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1 General Questions

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

Answer: Make sure that you meet the requirements. The program needs at least Windows XP or later to run. You also need to install the latest .NET Framework from Microsoft. Make sure this is the extended, or complete, framework, and not a "client" framework. The latest .NET Framework can be found here:

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

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

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

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

Answer: Yes, there is. At the top of each print preview window, you'll see a dropdown called "Sheet Style". There're three options: full color, full color/no background, and simplified. The simplified version prints mainly in black and white and some shades of gray, only keeping color for pictures and dice icons. It's very ink-friendly, and even allows you more room on the page for information, possibly saving you a page or two of paper as well. Alternatively, you can choose full color/no background to eliminate the data pad background image, while retaining ink-friendly color printouts. This mode will also print more information on a page, so you might also save paper.

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

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

1.5 Question: I found a bug!

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

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

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

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

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

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

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

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

1.9 Question: I replaced the printer I use on my computer and now the generator crashes when I try to print something. How can this be fixed?

Answer: This used to be a problem. I store the printer settings in a settings file so that all of your selections are saved between printing. However, if your selected printer changed, or if you removed your printer altogether, exceptions could occur. The generator now catches these problems and just goes back to using the defaults.

However, odd occurrences that I'm not aware of might still occur with saved settings. If this happens, you can just remove the settings files and see if that solves the problem. They can be found in <boot drive>:\Users\

1.10 Question: The text in the generator looks blocky and strange. Come to think of it, so does the text in my web browser. What gives?

Starting, I think, with Windows Vista, Microsoft added the capability to view fonts in apps using ClearType. ClearType displays much cleaner looking text than the standard. Since the apps use GDI+ for text rendering (to work better with Mono and other Mac .NET implementations), the text can look blocky if you don't have ClearType enabled.

To enable ClearType, follow the instructions on this [Microsoft webpage](#).

1.11 Question: I can't get the one of the apps to work properly. It crashes or gives exceptions. What can I do?

Answer: First, from the launcher, clear the cache. If that doesn't work, go into the data editor and remove any third-party data sets that you may have imported (I can't support data sets created by others since I have no idea what they did or what they contain). If that doesn't work, try uninstalling, then reinstalling. If that doesn't work, post your issue on my [topic](#) in the FFG forums.

1.12 Question: I'd like to add information to the "Notes" section at the bottom of some pages of the various printed sheets. How do I do that?

Answer: Short answer is no, you can't add text to note sections using the generator. The note sections are there for you to write quick notes while you play. As for the reason, you need to understand what the note sections really are. Unlike stock character sheets, the character sheets produced by the generator are dynamic. That means they can take up a variable amount of space, and even span multiple pages. Because of this, when printing out a page, there will sometimes be significant space left at the bottom. When this happens, the programs add a note section to fill up the space. So, it is unknown ahead of time which pages will even contain a note section, since they're really just filler. Because of this, you can't add notes ahead of time.

1.13 Question: Is there any way I can get the generator to automatically update with just the changes, or do I have to download the entire ZIP file each time?

Answer: If you're doing a manual install, then yes, you'll need to download the ZIP file whenever I announce a new release. However, I would suggest checking out the web install option. It'll install the release over the web, and the install will show up in your "Programs and Features" control panel. Not only that, but when you launch, it'll automatically check for a new release and download it, replacing only the files that have changed. Both Manual and Web Install links are in my signature on the FFG forums.

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

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

2 General Data Questions

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Answer: Yes. Using a cloud storage system, such as DropBox or Google Drive, you can have all of your players share the same data from as many installations as you want. Read [this question](#), above, for instructions on how to do this.

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

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

Answer: Normally, anything that appears in an official published source will eventually be added to the generator as stock data. The exceptions to this are the Unofficial Species Menagerie, which had so many cool species that I couldn't pass up adding them all (thanks goes out to Jonathan "Donovan Morningfire" Stevens, et. al., for all of their hard work on the USM), and a few others, such as the "Spark of Rebellion" fan-made supplement found at <http://rebels.d20radio.com/>. Anything outside of these confines will not be added by me, but you can always add them yourself using the data editor, or find other sources that people have entered themselves. Any official source that has a new species already covered under the Menagerie will replace the Menagerie species as they become available, but will keep the same keys so your characters of that species will automatically use the new features.

2.7 Question: Using the data editor, I've added data for a particular source book that isn't in the version of the generator that I have. The new version supports this source book and I want to get rid of my changes so I can use the "official" data. How do I do that

Answer: Whenever you create data for official FFG releases, always keep in mind that the generator will eventually support this data. As such, always create this data within a data set. When you do this, you can easily just remove the data set and the new data will be active. If you added the data into your main custom data (that is, without using a data set), you'll need to remove them separately.

3 Generator Questions

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

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

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

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

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

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

3.4 Question: I'm running a basic Edge of the Empire game and I want to use only rules found in the Core Rulebook. How do I remove stuff from other sources, like the species menagerie or other source books and core rulebooks?

Answer: At the top of the generator is the "Options" button. Open the options dialog and deselect any source that you don't want to use. If you only want the Edge of the Empire Core Rulebook, deselect everything other than that source. Note, however, that you need at least one "core" source selected. That means you'll need to select at least one of the Core Rulebooks listed at the top.

3.5 Question: I wanted to make a character with an Age of Rebellion career, but I don't see them. Aren't they supported?

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

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

Answer: The Force Powers button won't show up until your character has at least a 1 Force rating. A Force rating is generally obtained by purchasing one of the universal Force specializations (Force-Sensitive Exile or Force-Sensitive Emergent), or by selecting a Force and Destiny career. Once your character has a Force rating, you'll see the button.

3.7 Question: OK, I now see the Force Powers button, but I don't see the Force Power I want in the drop down list. It's from the Force and Destiny CRB, so I know it's included.

Answer: Remember, some Force Powers have a Force Rating requirement. If your character does not meet the Force Rating requirement, the Force Power will not be available for purchase.

3.8 Question: What about Morality? Do I need to have a Force rating before the Morality button shows up?

Answer: Yes, once your character has a Force rating, the Morality button will appear.

3.9 Question: What if I want to give non-Force users Morality?

Answer: Click the "Options" button at the top of the window. There's an option for "Ignore Force-Rating Requirement for Morality". Just check that option and the Morality button will appear for all characters.

3.10 Question: I also don't see a way to add Signature Abilities. Does the generator support them?

Answer: Yes. The Signature Abilities button will only appear when you either have already purchased a Signature Ability, or you've bought enough talents in one of your career specializations to be able to attach a Signature Ability to one of them. If your career doesn't have Signature Abilities, due to its source book not being released yet, you'll never see the button.

3.11 Question: I've bought the required bottom-row talents in one of my specializations, but the Signature Ability button still does not show up. The source book for my career does include Signature Abilities.

Answer: Signature Abilities can only be applied to career specializations. If you purchased a non-career specialization, you cannot attach a Signature Ability to it.

3.12 Question: Can I attach another career's Signature Ability to a specialization I purchased that belongs to that career?

Answer: No, you can only ever use the two Signature Abilities that are for your career.

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

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

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

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

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

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

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

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

Answer: There's three checkboxes available in the equipment pane under "Owned" items: "Equip", "Carry", and "Show". "Show" is only for weapons and means that the weapon will be displayed on the first page of the character sheet. "Carry" means that the piece of equipment is currently being carried

by the character and is costing encumbrance, but the item does not otherwise give any of its benefits (such as qualities, mods, or other features) to the character. “Equip” means that the character is actively using that piece of equipment and will gain the benefits of any features of that piece of equipment. When “Equip” is checked, “Carry” is also automatically checked.

Weapon Example: The character has a sword that has Defensive 1 and has an encumbrance value of 2. With all boxes unchecked, it can be assumed that the sword is not on the person of the character and is stashed on his ship, his room, or somewhere else. If the “Carry” box is checked, the sword is somewhere on the character (maybe in his backpack, a scabbard, or across his back), costing 2 encumbrance, but is not being used and, therefore, will not give the benefits of its Defensive rating. If “Equip” is checked (which automatically checks “Carry” as well), then the sword is costing 2 encumbrance and the character gains the benefits of the Defensive 1 quality, giving him at least a Melee Defense of 1.

Armor Example: The character has a set of heavy battle armor that has soak 2, defense 1, and encumbrance of 6. Again, if nothing is checked, the character does not have access to the armor. If “Carry” is checked, the character is assumed to be carrying the armor, but not using it. The armor will cost 6 encumbrance and will not give any of its benefits. If “Equip” is checked (and, again, “Carry” will automatically be checked when “Equip” is checked), the character is wearing the armor. He will gain the benefits of the 2 soak and 1 defense. In addition, equipped armor has a -3 encumbrance benefit, so it will have only an encumbrance of 3.

Gear Example: The character has a utility belt that adds 1 to his encumbrance threshold. If “Carry” is checked, the belt is not being used, but as it has a 0 encumbrance, no other penalty applies. If “Equip” is checked, the character gains a +1 to his encumbrance threshold.

3.17 Question: How do I enter duty?

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Answer: When you see Force dice  next to a skill, it means that you have a Force ability that allows you to augment a skill roll with your power check roll. For instance, the second Control ability of Influence allows you to use an Influence Power check when making skill rolls in a number of social skills. For those skills, Force dice equal to your Force rating will appear in the dice pool. That means you can

roll a number of force dice up to your current Force rating, less however many Force dice you currently have committed to ongoing effects, or have used for other checks. The ability will tell you how to spend the light and dark pips.

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

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

3.24 Question: I have multiple pieces of equipment with melee and ranged defense, but my defense ratings are always lower than they should be. Is there an error in calculating defense?

Answer: Short answer: no, the calculations are correct, according to RAW. Defense ratings do not stack between pieces of equipment. The highest rating among your equipped gear is the rating that will be used. So, if you have armor that gives you one Defense and a lightsaber that has Defensive 2, and they’re both equipped, you’ll end up with 2 Melee Defense (from the lightsaber) and 1 Ranged Defense (from the armor). You will not have 3 Melee Defense.

3.25 Question: What about soak, then? Soak seems to stack.

Answer: Soak does stack, but within limits. Soak has to come from different “sources” in order to stack. Currently, there are four “sources” for soak: armor, weapons, gear, and cybernetics. If you have more than one equipped piece of armor, or more than one cybernetic implant that gives soak, only the highest soak value of each will be used. However, soak from armor will stack with soak from cybernetics, or gear, or weapons (currently, no weapon gives soak, but it is still considered a different “source” for the calculation).

3.26 Question: I purchased a rank in <some skill> as a non-career skill, then later added a specialization that made it a career skill. Does the generator keep track of that, or will I get +5 XP back from the purchase?

Answer: In older versions of the generator, that’s exactly what would happen (gaining +5 XP). Now, however, the generator keeps track of ranks that were bought as non-career and will keep track of them when calculating experience costs. If you look at the Skills pane, you’ll see a column called “Non-Career”. This is the number of purchased ranks that were bought as non-career. For your skill, this

should have a “1” due to your non-career purchase. This means that, even though the skill is now a career skill, one rank was purchased as non-career, and will cost an additional 5 XP.

If the career/non-career costs get out of sync, you can manually change the non-career ranks to match how your character progressed in the skill.

3.27 Question: My group has some house rules. Is it possible to add them to the generator?

Answer: The generator does not support house rules, only official rules as laid out in the various FFG publications. However, there’s a feature called “GM Grants” that can be enabled in the Options dialog. GM Grants work on individual characters and support a variety of options such as free specializations, talents, skill ranks, or Force rating. New GM Grant options are added when enough people request them. So, check to see if your particular house rules are supported by GM Grants.

3.28 Question: My character has the Intuitive Improvements talent. How can I add hard points to an item that I’ve purchased, assuming I made the required crafting check?

Answer: Whenever Intuitive Improvements is selected, you’ll see a new button under the owned grid in the Equipment pane called “Add HP”. Just select an item and click the button. It’ll give you an info dialog and then add the hard point. For this particular talent, your maximum additional HP is 2, so you may apply this up to twice per item.

3.29 Question: I created a lightsaber using the construction rules found in the Force and Destiny GM Kit. How can I reflect the results in the generator?

Answer: What you’ll want to do is add the “Lightsaber Hilt Construction Modificatinos” attachment to your hilt, then check off any changes that apply in the options panel.

3.30 Question: How do I get my weapons to show up on a compact character sheet?

Answer: Since space is limited on the compact sheet, not every aspect of your character will show up. To have your weapons show up, click the “Show” box. It’s assumed that shown weapons are the ones that you use most often.

3.31 Question: My character has a blaster in each hand. During play, I use the Two Weapon rules for attacking. Does the generator support Two Weapon attacks, or do I just show both weapons and figure out the checks myself?

Answer: Two Weapon combat is supported by the generator. Just select a weapon from the list in the Equipment pane. This weapon will be your “primary” weapon. Then click the “Two Weapon Sets” button. It’ll bring up a dialog that allows you to select any number of secondary weapons that you might want to use with your primary weapon. If you want the set to be shown on the first page of the character sheet, check the “Show” box in the list. If “Show” is unchecked, it will not be displayed on the

character sheet. When you're finished, the primary weapon will have a "two-weapon" icon next to it, indicating that it has been configured for Two Weapon combat.

3.32 Question: I have a holocron that makes a certain skill a career skill. How do I get the benefit from the holocron?

Answer: Just equip the holocron and any skills it supports will become career skills.

3.33 Question: What about for groups? If my group has a holocron, it's supposed to give its benefits to the entire group. Do I need to give each group member a "copy" of the holocron in their inventory, and then equip it?

Answer: Just add the holocron to the group's inventory. All members of that group will then gain the career skill benefits from the holocron.

3.34 Question: My character received a critical injury that lowered his Brawn score. How do reflect this in the character generator? If I lower my Brawn by one, I "get back" the XP that I spent on it.

Answer: In the Characteristics pane, below the description, there's a checkbox called "Allow adding or removing injuries". Checking this will add an injury column to the characteristics layout. Just click the "+" to add an injury, or "-" to remove an injury. Injuries are subtracted from the main characteristic score, so a positive injury of 1 will remove 1 from the characteristic. If the injury is ever healed, just remove the injury and your characteristic will go back to normal.

3.35 Question: When I equip heavy battle armor, the encumbrance seems to go from 6 to 3. Is this a bug?

Answer: No, this is correct. As per RAW, equipped armor has its encumbrance lowered by 3 to a minimum of 1 (assuming it had encumbrance to begin with).

3.36 Question: I want to craft my own items. How do I do that?

Answer: Starting with version 1.8, the generator now supports crafting, following the rules first released in the "Special Modifications" source book. To get to the crafting dialog, you need to click the proper "Craft" button. For items, it is found in the Equipment pane. For droids, it is found in the Companions pane. For fortifications, which are created as vehicles, it will be in the Vehicles pane. "Craft" buttons always appear with golden text so you can find them easily. For complete instructions on how to use this dialog, please see the documentation.

3.37 Question: I want to make changes to a crafted item. How do I do this?

Answer: You can't make changes to an item once it's created. If you want to change something, you'll need to craft the item again.

4 Language and Translation Questions

4.1 Question: I am a native [language] speaker and I'd like to use the generator in my language. How do I do that?

Answer: The generator, GM Tools, and the data editor support language translations for all text displayed in the UI. Currently, the languages supported are: US English, Spanish, German, French, and Portuguese. Just click the "Language" button from the launcher to use a different language.

4.2 Question: I've selected my language, but I'm still seeing some text in English. Why is this?

Answer: Beyond the initial inclusion of language translation, future releases will not include additional phrases that have cropped up due to new features and the like. This is because my translators have lives and can't always spend the time to perform additional translations. As such, waiting for translations to be completed would delay the release of the software. So, you will see certain phrases in the included translation files still in English.

However, I would greatly appreciate it if anyone who wants to perform the additional translations could send me their translation files. I will gladly include them in upcoming releases. My email is oggdude42@gmail.com.

4.3 Question: My language isn't supported by the generator. What do I do?

Answer: You can add new languages from the "Language" dialog accessible from the launcher and click "Edit". From the language edit dialog, click "Add". Then, choose the language you want to add, and the current language to base your new language off of, and click "OK". You can then begin to change the phrases to whatever you want. Instructions on how to do this can be found in the documentation.

And if you do make a translation for another language, I would appreciate you sending your translation files to me. I would like the generator to support as many languages as possible.

4.4 Question: I speak Spanish, but I'm from Argentina, and some of the Spanish translations look a bit odd to me. How can I create an Argentine Spanish translation?

Answer: The same way you create any language. When you add a language, you'll see not only languages, but also cultures. In the case of this example, you would choose "Spanish (Argentina)" and base it off of the existing Spanish translation.

4.5 Question: What if I want to use the same language/culture that my Windows machine is using?

Answer: When you click the "Language" button from the launcher, just select the "Get Language from Current Culture" option. It will use that culture's translation, if they exist, or use a similar culture if it

doesn't. That is, if your Windows machine is set to "French (Canada)", but that doesn't exist, it'll use the neutral French translation already included. If the neutral language isn't supported, it'll use US English.

4.6 Question: I'm ready to make a translation, but it's rather daunting. There're over 4,000 translations to do!

Answer: There's a lot of text in the applications. Unfortunately, there's no simple way of doing this. My original translators spent weeks doing the translations, and there were sometimes three or four working on the same language at a time.

4.7 Question: The UI now supports my language with all the translations finished (my fingers are numb from the typing), but I'm still seeing English in the data, such as item names, background options, etc.

Answer: The translations are only for text displayed in the UI, plus item descriptors, skills, and characteristics. Beyond that, the rest of the data is going to be in English.

If you want to change this, you can create a language data set from the data editor and customize whatever data you want. Language data sets differ from regular data sets in that they are only activated if the language they are for is currently in use.

4.8 Question: What, I have more work to do???

Answer: I'm afraid so. And yes, this is all a lot of work. It was also a lot of work adding the data in English, so I can sympathize. You may want to create language data sets as a community project to spread out the pain.

5 Data Editor Questions

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

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

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

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

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

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

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

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

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

Answer: The best way is to have your friend add his items to a "data set" using the Data Editor. A data set is a named collection of data items. These can be exported and imported using the Data Editor. If the item was added to "Default", which is the main DataCustom directory, it can be transferred to a new data set by checking the "Move/Copy Mode" box, selecting the item, and clicking "Move".

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

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

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

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

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

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

Answer: In any grid that has a numeric value that can be changed by the user, the number will be followed by an up/down control. Just click on that control and you'll be able to change the value.

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

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

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

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

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

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

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

5.11 Question: I've customized an existing data item using the Data Editor, but now want my customization removed. How do I remove my changes without removing the item altogether?

Answer: Stock data items can never be removed, so don't worry about that. To remove customization from an existing item and revert it back to what it was, just click "Remove". You'll get a dialog asking if you want to completely revert it back, or if you want to keep changes to the description.

5.12 Question: Is there a way to make a vehicle weapon that's unique to a particular vehicle? If I add a vehicle weapon using the Data Editor, then it can be used by any vehicle. I want it to be limited to just the one vehicle.

Answer: Yes. In the Add/Modify Vehicle dialog in the Data Editor, there's a section called "Innate Weapon". You can use this to add your own ad-hoc weapon to the vehicle without having to add it first to the weapons table.

5.13 Question: Can I create a vehicle with a built-in attachment?

Answer: Yes. Just select the attachment from the list under "Built-In Attachments".

5.14 Question: But the attachment I want isn't in the list.

Answer: You can only add attachments that do not have optional mods.

5.15 Question: Can I create a weapon [gear, armor] with a built-in attachment?

Answer: No, not at this time.

5.16 Question: How do I back up all the data that I entered? I have to switch computers.

Answer: From the Data Editor, just click "Backup". It'll save your data as a ZIP file, allowing you to select what you want backed up, including characters, adversaries, and groups, as well as custom data. If you install the generator on another computer, just do a "Restore" and you'll get everything back.

5.17 Question: I noticed "ItemDescriptors" in the data folder, but the Data Editor doesn't allow them to be edited. How do I add my own item descriptors?

Answer: The item descriptors defined in the XML file are special descriptors that are recognized by code and perform special functions. Additionally, talents, characteristics, and Force abilities are added to the collection as well. Item descriptors are "mods" that perform specific functions. Therefore, adding your own would have no effect on the apps, since the apps would not recognize them. If you want your own custom mod, just use the ad-hoc feature from the mod dialog used by different editors from the Data Editor.

6 GM Tools Questions

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

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

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

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

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

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

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

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

6.5 Question: Why doesn't the Rosters button in the Encounter dialog from GM Tools always show up?

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6.14 Question: I have a minion group of three in an encounter. Each minion has 5 wounds, but the tracker says I should remove a minion 6, 11, and 16 instead of 5, 10, and 15. Is this a bug?

Answer: No, this is how it's supposed to work. Remember, an adversary, or even a PC, isn't taken out until his wounds *exceed* his wound threshold. If a PC has a wound threshold of 15, then he's still active at 15 wounds since his threshold has not been exceeded. For a minion group with a wound threshold of 5, a minion is not removed until this threshold is exceeded, which means the group would need to take 6 wounds before a minion is removed.

6.15 Question: The roster feature for encounters is great for differentiating which adversaries are in charge of which ship position (pilot, gunnery, etc.). Is there a way to do this for PC's and their ships?

Answer: Sure, just do it the same way! Adversary versions of all PCs are added to the adversary list in GM Tools and are updated whenever the characters are updated. So, just create an encounter, add the PC's ship, include all the adversary versions of the PCs, and assign them to ship positions using the roster feature. You'll then have a quick reference for who's doing what on the ship.

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

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

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

Answer: Groups can have their own obligations. These obligations will apply to the group as a whole and will be combined with the PC's individual obligations to make the final obligation chart. If everyone

in a group has a common obligation, it should probably be removed from each individual PC and be added once to group obligation using the Group editor in GM Tools. If you, for instance, have four group members and they all have the same size 5 Bounty, remove the Bounty obligations from all PC's and add a single size 20 Bounty obligation to the group. When you print the group sheet, you'll see the obligation listed with a source of "Group" just once in the chart.

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

6.18 Question: The group sheet from GM Tools is very handy during play, but I'd like to have some more details for the characters, such as characteristics, attributes, skills, etc. Is there a way to do this?

Answer: When you print the group, click the "Show Member Details" box. This will show a mini-stat block for each character, plus a list of commonly-used skills. If you want more information, you might consider printing out a compact sheet for each character. This is a one-page summary of the character. You can print compact sheets from the character generator.

6.19 Question: I have 10 rivals added to an encounter and selected 5 for the number of PC's in my party. But I'm getting a lot less than 15 slots in the initiative tracker at the top. Why is it doing this?

Answer: The initiative tracker works off adversary groups taking up one slot. If you have all 10 rivals added as a single group, it'll only take up a single slot. To get what you're after, you would need to add 10 groups of 1 rival, not a single group of 10.

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

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

7 Inventory and Vehicle Questions

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

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

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

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

7.3 Question: I'm confused as to how stacked items work for equipment. Why can some items be stacked, while others can't?

Answer: Items that have hard points can only be in stacks of one. Other items can have multiple items in a single stack.

7.4 Question: But say I'm carrying a shipment of 100 blaster pistols and I want them as cargo in my ship. Are you saying I have to add the blaster pistols 100 times?

Answer: The way to get around this limitation is by using generic items. Just select "Generic" from the Type drop down under Gear, and choose a generic item that matches the encumbrance of the item you want to stack. Add 100 of these, and then rename them to "Blaster Pistol (Stored)" or whatever you want to call them.

7.5 Question: How do I split or combine stacks of items in the Equipment pane?

Answer: To split a stack, select the stack and click the "Split" button below. To combine all similar items into a single stack, select one of the stacks and click the "Combine" button.

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

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

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

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

7.8 Question: I'm a bit anal about the ordering of my inventory. Is there a way to change the order of items without removing them and adding them again in the "right" order?

Answer: The "owned" grid in the Inventory pane supports drag-and-drop for reordering. Just click an item, hold down the mouse button, drag it to where you want it to be in the list, then let go of the mouse button to drop it in the new location.

7.9 Question: How do I access the inventory of my ship? The Vehicle pane doesn't have an "Inventory" button.

Answer: You cannot directly access vehicle inventory. Instead, use the "Transfer" button from any Inventory pane. You'll be presented with a number of inventory sources, including vehicles owned by your character, or vehicles that are accessible to your character (such as group vehicles). You can then transfer items back and forth between the two sources. Clicking the proper inventory type (Weapons, Armor, and Gear) on the left will display what items are in the vehicle.

7.10 Question: My character uses two weapons when fighting. The calculations for dice pool and all that is a bit complicated. Is there a way to have the generator figure this stuff out?

Answer: Yes, just create a two-weapon set by clicking the "Two-Weapon Set" button in the Equipment pane. This will allow you to create various sets of weapons with the selected weapon as a primary, and other weapons as secondary weapons.

7.11 Question: But how do I show them on the character sheet? If I check the "Shown" box for my primary weapon, only that weapon appears on the sheet.

Answer: The secondary weapon grid in the Two-Weapon Set dialog has a "Show" column. When you add a secondary weapon, this box is checked by default. When checked, that set (primary, with the checked secondary) will show up on the first page of the character sheet, complete with dice pool already computed.

7.12 Question: What's the "Add Companion" button for on the Equipment pane? It's always disabled.

Answer: Certain riding mounts and droids can be purchased as "gear" in the Equipment pane. As gear, they just show up in your inventory, but do nothing else. However, some of these items have a reference to an existing adversary in the Imports directory. If they do, and if you select the item in your inventory, then the button will become enabled. Clicking "Add Companion" will load the adversary version of the riding mount or droid and automatically add it to your Companions list.