

# 2. CHARACTER CREATION

## 1. BACKGROUND

## 2. DUTY / MORALITY / OBLIGATION

You may choose ONE: **Duty**, **Morality**, or **Obligation**. This is decided on an individual basis, regardless of which book your Career is drawn from. Deciding to have none of the above is fine, so long as you have crafted a good hook/motive for your PC tying them into the adventure. Later on once we have a better grasp of the system, if we want to add additional optional rules (e.g. a PC with Duty and Morality), we can cross that bridge when we get there.

**If you're a Force-user who doesn't take Morality**, then you are operating in the "grey Jedi" zone... there may be rules implications for this that we'll need to figure out... I haven't gotten there yet.

**If you're a non-Force-user who takes Morality**, we may want to devise a way to generate Conflict through heroic actions (or anti-heroic actions) instead of through Force powers for your character...I haven't gotten there yet.

If you take **Obligation**, ignore what *Edge of the Empire* says about lowering wound threshold. You have 10 "points" of Obligation to allocate. After that, if you allocate an additional 5 points of Obligation you gain +5 XP or +1,000 credits (your choice); the trials you've endured because of that Obligation have made you tougher or wealthier. If you instead allocate an additional 10 points of Obligation, you gain +10 XP or +2,500 credits (your choice). The total "points" of Obligation possessed by the entire party cannot exceed 100 (because a percentile die roll is involved).

If you take **Duty**, begin with a Duty of 10. While there's no immediate mechanical benefit (ignore what *Age of Rebellion* says about boosting morale / wound threshold) – it's simply a part of your character's narrative – when total party Duty reaches 100 you may gain commendations, equipment, vehicles, or strategic assets. You may opt to reduce your starting Duty by 5, gaining +5 XP or +1,000 credits (your choice); the adventures you've undertaken independently from the Resistance have made you tougher or wealthier. If you instead reduce your starting Duty by 10, you gain +10 XP or +2,500 credits (your choice).

### OVERLAP IN CORE BOOKS

Which core book should you get? It depends. While *Edge of the Empire* (EotE) is an older book it has lots on gritty smuggle/mercenary types. About one-fifth of the vehicles, adversaries, and ships overlap between *Age of the Rebellion* (AoR) and EotE. Less so with *Force and Destiny* (F&D). Also, AoR and F&D are more up to date with rules clarifications, particularly clearer starship rules. You might want to check out the indexes at <http://swrpg.viluppo.net/> or the species sidebar below for specific content you are looking for.

**Starships:** All three core books have Lambda's, CR-90's, and TIE-LN. Note that there are a few that ONLY appear in the Beta books (including some old favorite SLFs - like the Ghotroc 720).

**Talent Trees:** Six of the AoR-line and EotE-line talent trees overlap in the core books. I'm not sure how much overlap there is in supplements.

**Force Powers:** EotE and AoR have 3 force powers each, with some overlap. All of those plus 7 more are in the F&D core book. None of the force user talent trees in F&D overlap with each other.

**Species:** Humans are in all the core books. Droids and Bothans in EotE and AoR. Twi'leks are in EotE and F&D. See the index link above or the species sidebar below for a complete list.

**Fluff Text:** Each is somewhat different. It's harder to codify because much of it is rewritten in each. The fluff overlaps most in the Galaxy chapter, but generally, takes different slants on the material.

**The Worlds:** Different in each core book.

If you take **Morality**, you normally have 50 Morality (in between the Light and Dark). You also choose an Emotional Strength and an Emotional Weakness. You then select one of these options:

- Gain +10 XP.
- Gain +2,500 credits.
- Gain +5 XP and +1,000 credits.
- Begin with Morality 21 (Dark Side) or 71 (Light Side). This provides benefits/changes described on F&D page 52-53.

### 3. SPECIES

Bothan (AoR, EotE)  
Cerean (F&D)  
Droid (AoR, EotE)  
Duros (AoR)  
Gand (EotE)  
Gran (AoR)  
Human (AoR, EotE, F&D)  
Ithorian (AoR)  
Kel Dor (F&D)  
Mirialan (F&D)  
Mon Calamari (AoR)  
Nautolan (F&D)  
Rodian (EotE)  
Sullustan (AoR)  
Togruta (F&D)  
Trandoshan (EotE)  
Twi'lek (EotE, F&D)  
Wookie (EotE)  
Zabrak (F&D)

#### PLAYER SPECIES BY SUPPLEMENT

**Dangerous Covenants:** Aqualish, Klatoonian, Weequay

**Desperate Allies:** Caamasi, Gossam, Neimoidian

**Enter the Unknown:** Chiss, Duros, Toydarian

**Far Horizons:** Arcona, Chevin, Gran

**Fly Casual:** Falleen, Gotal, Quarren

**Keeping the Peace:** Iktotchi, Lannik, Whiphid

**Lead by Example:** Chagrian, Ishi Tib, Lannik

**Lords of Nal Hutta:** Gank, Hutt, Nikto, Sakiyan

**Nexus of Power:** Aleena, Bardottan, Devaronian, Gungan

**Savage Spirits:** Anx, Ithorian, Quermian

**Special Modifications:** Besalisk, Dug, Mustafarian

**Stay on Target:** Chadra-Fan, Dressellian, Xexto

**Strongholds of Resistance:** Polis Massan, Quarren, Verpine

**Suns of Fortune:** Drall, Human (Corellian), Selonian

### 4,5. CAREERS / SPECIALIZATIONS - AGE OF REBELLION

**Ace** (Driver, Gunner, Pilot)

**Commander** (Commodore, Squadron Leader, Tactician)

**Diplomat** (Ambassador, Agitator, Quartermaster)

**Engineer** (Mechanic, Saboteur, Scientist)

**Soldier** (Commando, Medic, Sharpshooter)

**Spy** (Infiltrator, Scout, Slicer)

**Universal: Recruit**

**Universal: Force Sensitive Emergent** (Enhance, Foresee, Move)

### EDGE OF THE EMPIRE

**Bounty Hunter** (Assassin, Gadgeteer, Survivalist)

**Colonist** (Doctor, Politico, Scholar)

**Explorer** (Fringer, Scout, Trader)

**Hired Gun** (Bodyguard, Marauder, Mercenary Soldier)

**Smuggler** (Pilot, Scoundrel, Thief)

**Technician** (Mechanic, Outlaw Tech, Slicer)

**Universal: Force Sensitive Exile** (Move, Influence, Sense)

## FORCE AND DESTINY

**Consular** (Healer, Niman Disciple, Sage)  
**Guardian** (Peacekeeper, Protector, Soresu Defender)  
**Mystic** (Advisor, Makashi Duelist, Seer)  
**Seeker** (Ataru Striker, Hunter, Pathfinder)  
**Sentinel** (Artisan, Shadow, Shien Expert)  
**Warrior** (Aggressor, Shii-Cho Knight, Starfighter Ace)

### FORCE POWERS

Battle Meditation	Bind
Enhance	Foresee
Heal/Harm	Influence
Misdirect	Move
Protect/Unleash	Seek
Sense	Suppress

### AGE OF REBELLION: SPECIALIZATIONS BY SUPPLEMENT

**Ace** (*Stay on Target*): Beast Rider, Hotshot, Rigger  
**Commander** (*Lead by Example*): Figurehead, Instructor, Strategist  
**Diplomat** (*Stay on Target*): Advocate, Analyst, Propagandist  
**Engineer** (*Fully Operational*): NOT YET RELEASED  
**Soldier** (*Forged in Battle*): Heavy, Trailblazer, Vanguard  
**Spy** (*Stay on Target*): NOT YET RELEASED

### EDGE OF THE EMPIRE: SPECIALIZATIONS BY SUPPLEMENT

**Bounty Hunter** (*No Disintegrations*): Martial Artist, Operator, Skip Tracer  
**Colonist** (*Far Horizons*): Entrepreneur, Marshal, Performer  
**Explorer** (*Enter the Unknown*): Archaeologist, Big Game Hunter, Driver  
**Hired Gun** (*Dangerous Covenants*): Enforcer, Demolitionist, Heavy  
**Smuggler** (*Fly Casual*): Charmer, Gambler, Gunslinger  
**Technician** (*Special Modifications*): Cyber Tech, Droid Tech, Modder

### FORCE AND DESTINY: SPECIALIZATIONS BY SUPPLEMENT

**Consular** (*Disciples of Harmony*): Arbiter, Ascetic, Teacher  
**Guardian** (*Keeping the Peace*): Armorer, Warden, Warleader  
**Mystic** (?): NOT YET RELEASED  
**Seeker** (*Savage Spirits*): Executioner, Hermit, Navigator  
**Sentinel** (*Endless Vigil*): Investigator, Racer, Sentry  
**Warrior** (?): NOT YET RELEASED

## 6. SPEND XP

Begin with starting XP as defined by your species, augmented by your choices regarding Duty/Morality/Obligation. Additionally, as GM I'll give you bonus XP for...

- **Human:** +5 XP for playing a human character.
- **Character Connections:** +5 XP for tying your character to at least two other characters in the party.
- **Story Hook:** +5 XP for making interesting hooks/motives investing your character in the story.
- **Game Resource:** +5 XP for contributing something to the game outside of your character (e.g. description of a planet/site/NPC, providing a cool web resource, sketching one or more PCs).

OPTIONS	COST	CHARACTER CREATION LIMITS
Increase a Characteristic	10 x purchased rating. Each rating must be purchased sequentially.	May not raise any Characteristic above 5 during character creation.
Skill ranks	5 x purchased rank. Each rank must be purchased sequentially. Each rank in a non-career skills costs +5 XP.	May not raise any Skill above 2 during character creation.
Talents	Depends on talent's position in the specialization tree.	No special limits. Only standard limits apply.
New Specializations	10 x total number of specializations (including new one). Non-career specializations costs +10 XP.	No special limits. Only standard limits apply.

## 7. DETERMINE DERIVED ATTRIBUTES

<b>Wound Threshold</b>	= Species wound threshold + Brawn
<b>Strain Threshold</b>	= Species strain threshold + Willpower
<b>Defense (melee/ranged)</b>	= starts at 0/0
<b>Soak Value</b>	= Brawn

## 8. MOTIVATION

Refer to your core rulebook of choice and discuss with the other players/GM your character's motivation.

## 9. GEAR

Follow the guidelines in your core rulebook of choice. Max encumbrance is usually 5 + Brawn.

## 10. GROUP RESOURCE (CHOOSE ONE)

- Base of Operations
- Jedi Holocron
- Mentor
- Starship (choose one: Commandeered Lambda-Class Shuttle, Firespray System Patrol Craft, G9 Rigger Light Freighter, Wayfarer Medium Transport, YT-1300 Light Freighter)
- Y-Wing Squadron

# CHARACTER TABLES

## WHERE IS MY CHARACTER FROM?

d12	Region of Space	Description
1	Deep Core	The literal Center of the Galaxy, the Deep Core is the oldest, densest, and hardest to travel region, revolving around a black hole. It includes worlds like Byss and Empress Teta.
2	Core Worlds	The Core Worlds are the heart of galactic politics and culture, boasting the most prestigious and developed city planets. They include worlds like Abregado-Re, Coruscant, Corellia, and Hosnian Prime.
3	Colonies	The Colonies are heavily populated industrial worlds of great builders, producers, and shippers – a booming center of galactic trade. They include worlds like Arkania, Balmora, Neimoidia, and the Tapani Sector.
4	Inner Rim	With a variety of planets and life-forms, the Inner Rim is less developed than the Core Worlds, but better than being stuck on the Outer Rim. It includes worlds like Antar, Obroa-Skai, and the Hapes Cluster.
5	Expansion Region	The Expansion Region is full of corporate-owned planets with depopulated mining cities and exploited alien races. Here, credits are king. The region includes worlds like Iktotch, the Brak Sector, and Umbara.
6	Mid Rim	With fewer resources, the Mid Rim has a “country” feel where folks are known for working hard and being self-sufficient. Worlds of the Mid Rim include Bothan Space, Cerea, Falleen, Kashyyk, and Malastare.
7	Hutt Space	Lying between the Mid and Outer Rims, Hutt Space covers the collective criminal empire of the Hutts. Piracy and smuggling run rampant here. Worlds in Hutt Space include Nal Hutta along with its moon Nar Shadda.
8	Corporate Sector	The Corporate Sector (or CorpSec) is an autonomous collection of corporate-owned planets rife with arms dealers, pirates, tax evaders, and others in hiding. It includes Bonadan and neighboring planets.
9	Mandalorian Space	Hub of the Mandalorian warrior culture, this small region of space around Mandalore is fiercely protected and hostile to outsiders. Mandalore lies at the heart of Mandalorian Space, though Mandalorian culture has widespread outposts and ships scattered throughout the galaxy.
10	Outer Rim	The “Wild West” of the galaxy full of rugged frontier planets, the Outer Rim is a great place to get lost, but not the greatest place to be born. It includes worlds like Bespin, Dagobah, Hoth, Kabal, Kessel, and Tatooine.
11	Tion Cluster	The Tion Cluster is a star system governed by warlords and pirate kings vying for territory and ancient technologies, seeing outsiders as a means to extend their reach. It includes Raxus and neighboring worlds.
12	Western Reaches	A remote stretch of the galaxy running through the Inner Rim, Expansion Region, Mid Rim, and Outer Rim, the Western Reaches are notoriously difficult to navigate due to interstellar dust. They include worlds like Endor, Jakku, and Takodana.

## CHARACTER RELATIONSHIPS

d20	Relationship	Questions
1	Old friends	How did you meet? At a specific cantina? On the HoloNet?
2	Former friends / lovers	What happened to make you fall out? Are you still on speaking terms?
3	Mentor & apprentice	How did you find each other? What is the dynamic between you like?
4	Research partners	What were you researching? A holocron? A medical discovery? A planet? Who wants to silence or sabotage your research?
5	Business partners	Were you part of a small business or a large corporation together? What did you deal in? What is the status of the business now?
6	Former prison cellmates	Who imprisoned you? What were conditions like? How did you escape?
7	Rescuer & victim	What were the circumstances of the rescue operation? Did everything go according to plan or were there people left behind?
8	Members	What organization did you both belong to? Are you still members? This could be the Resistance, Black Sun, GeoHaradan, trade guilds, etc.
9	Criminal element	Are you both smugglers? Pirates? Enforcers for a Hutt? Were you both willing involved in crime or was one of you coerced?
10	Students of a teacher	Who was your teacher? What befell them? Do you see them the same way, or is their tension in how you remember your teacher?
11	Debtor & who is owed	What is the debt? Do you both see it the same way?
12	Veterans	What battle did you fight in? The Battle of Jakku? Were you on the same or different sides? Are you still in the military?
13	Ward & protector	Why is it important that the ward be protected? Who might try to hurt the ward? Has your relationship gone beyond the strictly professional?
14	Bounty hunter & prisoner	Is your starting dynamic sympathetic or hostile? Who will pay the bounty? What complication has compelled you to work together?
15	Accident	Was someone at fault or merely bad luck? Was anyone injured? Can you laugh about it now over a drink at the cantina?
16	School/Temple/Academy	Where did you study? What did you study? Did you both graduate? Are there any lingering rivalries between you?
17	Former enemies	What caused you to be enemies? What caused you to work together?
18	Screwed over by the same enemy	Do you know why you were screwed over? How much were you harmed or set back by this enemy? How far would you go for revenge?
19	Shipmates	What ship did you serve on? What were your roles? Where is it now?
20	Siblings	Full, half, or adopted? Where are your parents now?