

Star Wars RPG – Character Creation

Pages 33 – 145 (Chapters II – IV) in the Edge of the Empire Core Rulebook

Pages 39 – 159 (Chapters II – IV) in the Age of Rebellion Core Rulebook

This guide is an abridged overview of player characters as well as the steps of the character creation process in Star Wars. It is presented in a slightly different order from the official rulebooks, putting the mechanical concepts first, followed by the narrative and role-play portions.

The overall steps presented in this guide are as follows:

0. Character stats & skill overview
1. Choose a species
2. Choose a career and specialization
3. Determine Obligation and/or Duty (usually skip for one shots)
4. Invest experience points
5. Determine derived attributes
6. Purchase starting gear
7. Determine motivations, background and character description



0. Character Stats & Skills Overview

Characteristics

Similar to most roleplaying games, characters in Star Wars have a base set of numeric stats. These six stats, called Characteristics, serve as the basis for all skill checks a character might make. A character's starting characteristics are determined by their choice of species. During character creation **only**, a player may spend experience to increase one or more of their characteristics (see section 4 for experience costs). No single characteristic may be higher than 5 during character creation.

Brawn – The character's brute power, strength and overall toughness. Brawn is also used to determine a character's starting wound threshold (the amount of hits a character can receive before collapsing).

Agility – A measure of the character's manual dexterity, hand-eye coordination and body control.

Intellect – The character's intelligence, education, mental acuity and ability to reason.

Cunning – This reflects how crafty, devious, clever and creative the character can be.



Willpower – The character's discipline, self-control, mental fortitude and faith.

Presence – A measure of the character's charisma, confidence and overall moxie.



Skills

Characters may attain ranks in over 30 different skills, each of which has an associated characteristic. Skills represents more specific categories of actions, such as Computers, Stealth and Negotiation. For example, a character's skill in Stealth is derived from their inherent Agility characteristic.

Using Skills: The more ranks a character has in a particular skill, the more of their dice get upgraded during a skill check (replacing green ability dice  with yellow proficiency dice ) , increasing their chance for success. However, characters may always attempt to use *any* skill in the game, even if they do not specifically have ranks in it. When this occurs, the player simply uses the corresponding characteristic to determine how many dice to roll.

Skill Rank Limits: Characters may have a maximum of 5 ranks in each skill, although they will always start with fewer. During character creation, a character may **not** have more than 2 ranks in any one skill (even if you gain free ranks due to your character's species or career).

Career Skills: Each potential career denotes a subset of eight skills as *career skills*. During character creation, characters gain a free rank in four of their career skills without having to invest experience points, and receive a discount on increasing these particular skills later. In addition, a character's specialization will denote four more skills as career skills, granting a free rank in two of these during character creation. Non-career skill ranks are more expensive to purchase, but otherwise career and non-career skills work the same during gameplay.

General Skills			Knowledge Skills	Combat Skills
Astrogation	Discipline	Resilience	Core Worlds	Brawl
Athletics	Leadership	Skulduggery	Education	Gunnery
Charm	Mechanics	Stealth	Lore	Melee
Coercion	Medicine	Streetwise	Outer Rim	Ranged (Heavy)
Computers	Negotiation	Survival	Underworld	Ranged (Light)
Cool	Perception	Vigilance	Warfare	
Coordination	Piloting (Planetary)		Xenology	
Deception	Piloting (Space)			

For a complete list of skill descriptions, see Chapter 3 in the *Edge of the Empire Core Rulebook*, pages 101 – 125.

1. Choosing a Species

The species of a character determines the character's starting stats, such as characteristics and wound threshold, as well as their initial supply of experience points. Some species have special abilities that can affect the game, or simply grant free ranks in particular skills (but still cannot go over rank 2 during character creation).

From a flavor, lore and roleplay standpoint, each species represents a distinctive slice of the galaxy. Different species may know different languages, although most can speak, or at least understand, Basic.

Species List

The following pages contain the species from all three Star Wars RPG core rulebooks, but are by no means the only options. Contact the GM if you have a particular species in mind that isn't listed here.



The ability lists below have been simplified to fit in this guide. Refer to the core rulebooks for full details.

Species	Characteristics						Wound Thresh.	Strain Thresh.	XP	Abilities
	Br	Ag	Int	Cun	Wil	Pr				
Bothans 	1	2	2	3	2	2	10 + Br	11 + Wil	100	<ul style="list-style-type: none"> +1 rank in Streetwise skill Free "Convincing Demeanor" talent
Cerean 	2	1	3	2	2	2	10 + Br	13 + Wil	90	<ul style="list-style-type: none"> +1 rank in Vigilance Binary Processing: Treat all knowledge skills as career skills
Droids 	1	1	1	1	1	1	10 + Br	10 + Wil	175	<ul style="list-style-type: none"> Choose droid model No need to eat/sleep/breath Unaffected by toxins/poisons Can't be healed by medicine (mechanics instead) No Force interaction +2 ranks in diff. career skills +1 rank in specialization skills
Duros 	1	2	3	2	2	2	11 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Piloting (Space) Add 1 adv. to all Astrogation checks
Gands 	2	2	2	2	3	1	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> Choose if your character has lungs Lungs: +10xp, has ammonia respirator, oxygen is dangerous No lungs: Immune to suffocation +1 rank in Discipline skill
Gran 	2	2	2	1	2	3	10 + Br	9 + Wil	100	<ul style="list-style-type: none"> +1 rank in Charm or Negotiation Enhanced vision: When making ranged combat or Perception checks, remove up to 2 setback imposed due to env. conditions or concealment
Humans 	2	2	2	2	2	2	10 + Br	10 + Wil	110	<ul style="list-style-type: none"> +1 rank in 2 different non-career skills
Ithorians 	2	1	2	2	3	2	9 + Br	12 + Wil	90	<ul style="list-style-type: none"> +1 rank in Survival skill Ithorian Bellow: Natural throat attack weapon (Resilience; Damage 6; Crit 4; Range [Short]; Blast 3, Concussive 1, Slow-Firing 2, Stun Damage). Suffer 3 strain when used
Kel Dor 	1	2	2	2	3	2	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Knowledge (Education) Dark Vision: Remove up to 2 setback imposed due to darkness Must wear special mask to breathe outside their native atmosphere. Has anti-toxin breath mask, oxygen is dangerous, may survive in vacuum for up to 5 minutes

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Species	Characteristics						Wound Thresh.	Strain Thresh.	XP	Abilities
	Br	Ag	Int	Cun	Wil	Pr				
Mirialan 	2	3	2	1	2	2	11 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Discipline skill +1 rank in Cool skill
Mon Calamari 	2	2	3	1	2	2	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Knowledge (Education) Amphibious: Can breathe underwater and suffer no movement penalty in water
Nautolan 	3	2	2	2	1	2	11 + Br	9 + Wil	100	<ul style="list-style-type: none"> +1 rank in Athletics Amphibious: Can breathe underwater and suffer no movement penalty in water
Sullustans 	2	3	2	1	2	2	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Astrogation Free "Skilled Jockey" talent
Rodians 	2	3	2	2	1	2	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Survival skill Expert Tracker talent
Togruta 	1	2	2	3	2	2	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Perception Pack Instincts: When performing assist maneuver, grant 2 boost instead of 1
Trandoshans 	3	1	2	2	2	2	12 + Br	9 + Wil	90	<ul style="list-style-type: none"> +1 rank in Perception Regeneration: When recovering wounds naturally, recover +1 Claws: +1 damage (3 crit) on Brawl
Twi'leks 	1	2	2	2	2	3	10 + Br	11 + Wil	100	<ul style="list-style-type: none"> +1 rank in Charm or Deception skill Remove 1 setback imposed due to arid/hot environmental conditions
Wookies 	3	2	2	2	1	2	14 + Br	8 + Wil	90	<ul style="list-style-type: none"> +1 rank in Brawl When wounded, +1 damage to Brawl and Melee attacks (+2 instead when critically injured)
Zabrak 	2	2	2	2	3	1	10 + Br	10 + Wil	100	<ul style="list-style-type: none"> +1 rank in Survival Fearsome Countenance: Add 1 adv. to all Coercion checks

2. Choosing a Career and Specialization

A character's career defines what the character does best. While any character can use any skill, a character's career denotes a subset of skills (called "career skills") that are cheaper to upgrade, due to the character's expertise.

Each career offers multiple *specializations*. Specializations further define which skills are considered "career skills", and give access to a *talent tree* unique to that spec. Talents are a mix of active and passive abilities that enhance a character's capabilities during gameplay, and are purchased with experience points.

Edge of the Empire Careers

For more career details and talent trees, see the *Edge of the Empire* core rulebook (pages listed below)

Career	Career Skills (Free rank in 4 of these)	Specializations (Free rank in 2 associated skills listed below)			EotE Pages
Bounty Hunter	Athletics Brawl Perception Piloting (Planetary) Piloting (Space) Ranged (Heavy) Streetwise Vigilance	Assassin Melee Ranged (Heavy) Skulduggery Stealth	Gadgeteer Brawl Coercion Mechanics Ranged (Light)	Survivalist Knowledge (Xenology) Perception Resilience Survival	56 – 61
Colonist	Charm Deception Knowledge (Core Worlds) Knowledge (Education) Knowledge (Lore) Leadership Negotiation Streetwise	Doctor Cool Knowledge (Education) Medicine Resilience	Politico Charm Coercion Deception Knowledge (Core Worlds)	Scholar Knowledge (Outer Rim) Knowledge (Underworld) Knowledge (Xenology) Perception	62 – 67
Explorer	Astrogation Cool Knowledge (Lore) Knowledge (Outer Rim) Knowledge (Xenology) Perception Piloting (Space) Survival	Fringer Astrogation Coordination Negotiation Streetwise	Scout Athletics Medicine Piloting (Planetary) Survival	Trader Deception Knowledge (Core Worlds) Knowledge (Underworld) Negotiation	68 – 72
Hired Gun	Athletics Brawl Discipline Melee Piloting (Planetary) Ranged (Light) Resilience Vigilance	Bodyguard Gunnery Perception Piloting (Planetary) Ranged (Heavy)	Marauder Coercion Melee Resilience Survival	Mercenary Discipline Gunnery Leadership Ranged (Heavy)	73 – 79
Smuggler	Coordination Deception Knowledge (Underworld) Perception Piloting (Space) Skulduggery Streetwise Vigilance	Pilot Astrogation Gunnery Piloting (Planetary) Piloting (Space)	Scoundrel Charm Cool Deception Ranged (Light)	Thief Computers Skulduggery Stealth Vigilance	80 – 85
Technician	Astrogation Computers Coordination Discipline Knowledge (Outer Rim) Mechanics Perception Piloting (Planetary)	Mechanic Brawl Mechanics Piloting (Space) Skulduggery	Outlaw Tech Knowledge (Education) Knowledge (Underworld) Mechanics Streetwise	Slicer Computers Knowledge (Education) Knowledge (Underworld) Stealth	86 – 91

Age of Rebellion Careers

These careers appear in the Age of Rebellion core rulebook, and are slightly more militaristic or diplomatic in flavor than the careers from Edge of the Empire. They are otherwise fully interchangeable and compatible with Edge of the Empire.

For more career details and talent trees, see the Age of Rebellion core rulebook (pages below).

Career	Career Skills (Free rank in 4 of these)	Specializations (Free rank in 2 associated skills listed below)			AoR Pages
Ace	Astrogation Cool Gunnery Mechanics Perception Piloting (Planetary) Piloting (Space) Ranged (Light)	Driver Cool Gunnery Mechanics Piloting (Planetary)	Gunner Discipline Gunnery Ranged (Heavy) Resilience	Pilot Astrogation Gunnery Piloting (Planetary) Piloting (Space)	64 – 69
Commander	Coercion Cool Discipline Knowledge (Warfare) Leadership Perception Ranged (Light) Vigilance	Commodore Astrogation Computers Knowledge (Education) Knowledge (Outer Rim)	Squadron Leader Gunnery Mechanics Piloting (Planetary) Piloting (Space)	Tactician Brawl Discipline Leadership Ranged (Heavy)	70 – 75
Diplomat	Charm Deception Knowledge (Core Worlds) Knowledge (Lore) Knowledge (Outer Rim) Knowledge (Xenology) Leadership Negotiation	Ambassador Charm Discipline Knowledge (Core Worlds) Negotiation	Agitator Coercion Deception Knowledge (Underworld) Streetwise	Quartermaster Computers Negotiation Skulduggery Vigilance	76 – 81
Engineer	Athletics Computers Knowledge (Education) Mechanics Perception Piloting (Space) Ranged (Light) Vigilance	Mechanic Brawl Mechanics Piloting (Space) Skulduggery	Saboteur Coordination Mechanics Skulduggery Stealth	Scientist Computers Knowledge (Education) Knowledge (Lore) Medicine	82 – 87
Soldier	Athletics Brawl Knowledge (Warfare) Medicine Melee Ranged (Light) Ranged (Heavy) Survival	Commando Brawl Melee Resilience Survival	Medic Knowledge (Xenology) Medicine Resilience Vigilance	Sharpshooter Cool Perception Ranged (Light) Ranged (Heavy)	88 – 93
Spy	Computers Cool Coordination Deception Knowledge (Warfare) Perception Skulduggery Stealth	Infiltrator Deception Melee Skulduggery Streetwise	Scout Athletics Medicine Piloting (Planetary) Survival	Slicer Computers Knowledge (Education) Knowledge (Underworld) Stealth	94 – 99

3. Determine Obligation or Duty

Obligation and Duty are narrative and mechanical drives for characters, and as such, are mostly relevant in longer campaigns. They can be “borrowed against” during character creation (extra obligation or less duty) in exchange for extra starting experience or money for your character. In general, a group of characters will all have either obligations or duties, rather than mixing them, so be sure to confer with your group and GM before choosing!

When playing a one-shot session, obligation and duty are often **ignored** (at least mechanically).

Obligation

Obligation represents a debt your character owes, whether it’s a monetary debt to a crime lord, a deep tie to a family member or an obsession the character struggles with. The Edge of the Empire core rulebook defines the 12 potential obligation types seen to the right and provides examples of how they may narratively tie into a character’s backstory.

Obligation has a magnitude that fluctuates as the character progresses. Taking out a loan from a crime lord will increase obligation, while repaying a life-long family debt might decrease obligation. When a character’s obligation gets too high, they could encounter threats such as bounty hunters or other unexpected situations. If an obligation is completely paid off (reduced to zero), the character may take on a new obligation.

Obligation Types
Addiction
Betrayal
Blackmail
Bounty
Criminal
Debt
Dutybound
Family
Favor
Oath
Obsession
Responsibility

Duty

Duty represents a character’s connection to, and primary undertaking for, the Rebel Alliance. The Age of Rebellion core rulebook defines 12 potential duty types seen to the left. Again, narratively, these can be tied into a character’s story however the player wants.

Like obligation, duty has a magnitude that fluctuates over time. Performing tasks that align with your duty will increase its magnitude. Calling in favors in tight spots might lower it. When the group’s total duty reaches 100, everyone’s magnitude resets to zero and the group gets a favor or reward from the Rebel Alliance. The group’s overall contribution rank with the Alliance also increases.

Duty Types
Combat Victory
Counter-Intelligence
Intelligence
Internal Security
Personnel
Political Support
Recruiting
Resource Acquisition
Sabotage
Space Superiority
Tech Procurement
Support

4. Invest Experience Points

Now that you have your initial pool of experience points, granted by your species choice and potentially augmented by your obligation/duty, it’s time to put them to use. The following table lists how you can spend your experience.

Note: Each characteristic rating or skill rank must be purchased separately. No skipping from 1 to 3 on the cheap.

Options	XP Cost	Character Creation Limits
Increase characteristics	Ten times the new rating (<i>Note: This is the only time these may be increased with experience!</i>)	No ratings above 5
Purchase ranks in skills	Career skills: 5 times the purchased rank Non-career: 5 times purchased rank + 5	No ranks above 2 (<i>even if you gain free ranks from other sources</i>)
Purchase talents	See individual talent trees for costs	Must be in specialization
Purchase new specializations	Career specs: 10 times total number of specs Non-career: 10 times total specs + 10	No special limits

5. Determine Derived Attributes

With your characteristics locked in, there are several attributes that can now be calculated. They are as follows:

Wound Threshold: The amount of wounds (hits) your character can take before being knocked out. This is determined by adding your **species wound threshold** to your final **Brawn** rating. Refer to the species list for your species particular wound threshold rating.

Strain Threshold: The amount of strain (psychological and mental damage) a character can withstand before becoming stunned, dazed or incapacitated. This is determined by adding your **species strain threshold** to your final **Willpower** rating. Refer to the species list for your species particular strain threshold rating.

Defense: How difficult a character is to hit during combat (in addition to the difficulty of using a weapon). The default defense rating is **zero**, but talents or armor may increase this number.

Soak: How much incoming damage a character can shrug off before being wounded. Basically, the amount of wounds a character sustains from an attack is equal to the amount of damage minus soak. A character's default soak is equal to their **Brawn** rating, although most armor will increase this number (as will the occasional talent).



6. Purchase Starting Gear

All characters begin with 500 credits (the currency in Star Wars), although you may have extra if you've augmented your obligation or duty. This money can and should be used to purchase your character's starting gear: the armor, weapons and equipment your character will need on their adventures.

Refer to Chapter 5 – Gear and Equipment in any core rulebook for full lists of available gear. Below are some examples of the kind of gear you may want to acquire (and can actually afford) before setting out.

Name	Cost	Description
Holdout Blaster	200	Cheaper ranged weapon, but only works at short range. Uses the <i>Ranged (Light)</i> skill.
Blaster Pistol	400	Decent but expensive starter gun. Uses the <i>Ranged (Light)</i> skill.
Frag Grenade	50	Blows stuff up. Uses the <i>Ranged (Light)</i> skill.
Combat Knife	25	Simple melee weapon. Uses the <i>Melee</i> skill.
Vibroknife	250	More effective melee weapon, which can pierce through armor. Uses the <i>Melee</i> skill.
Heavy Clothing	50	Slightly bulkier-than-average clothing, providing +1 soak.
Comlink (handheld)	25	Allows characters to speak when not in earshot.
Stimpack	25	Single-use healing injector. Heals 5 wounds (-1 for each other stimpack used today).
Climbing Gear	25	For, you know, climbing.
Glow Rod	10	Handheld light source, which illuminates with a directional beam.

7. Determine Motivations, Background and Character Description

The final step is to simply flesh out your character narratively.

Motivations

The core rulebooks each list 3 categories of motivations, with 10 specific motivations in each category. These provide flavor, define what makes your character tick and can help a player roleplay their character. The GM may even award extra experience for properly and impressively roleplaying a character's motivations.

The motivation categories from Edge of the Empire are Ambition, Cause and Relationship. The categories from Age of Rebellion are Belief, Connection and Quest. See the core rulebooks for specific motivation options.

Background

Basically the character's backstory and history. Who are they, how did they get here and why are they the way that they are? If your character's career is from Edge of the Empire, your background will probably be somewhat different than a character whose career is from Age of Rebellion.

Character Description

While your species automatically fills in many of the blanks for what your character looks like, there are plenty of ways to make your character unique. Skin tones, fur colors and number of horns are just some of the ways aliens within a particular species can be customized.

