

FFG Star Wars - Inquisitor Generator

Sometimes, you just need a villain in a hurry. Hopefully this generator will be used for inspiration, and not for an endless wave of forgettable minibosses.

You will also need FFG's *Force and Destiny* book

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Assign the following numbers to the Inquisitor's Characteristics. Use each number once: 5,4,3,3,2

Roll - Characteristic

- 1 - Brawn
- 2 - Agility
- 3 - Intellect
- 4 - Cunning
- 5 - Willpower
- 6 - Presence

Assign the following numbers to the Inquisitor's Combat Skills. Use each number once: 4,3,2. All other Combat Skills are at 0.

- 1 - Brawl
- 2 - Gunnery
- 3 - Lightsaber
- 4 - Melee
- 5 - Ranged (Light)
- 6 - Ranged (Heavy)

Give the Inquisitor one Skill Package.

- 1 - Acolyte
- 2 - Assassin
- 3 - Brute
- 4 - Investigator
- 5 - Mastermind
- 6 - Warlord

Give the Inquisitor one type of armour.

- 1 - Concealing Robes
- 2 - Armoured Clothing
- 3 - Armoured Robes

Give the Inquisitor between one and two Talents. All Inquisitors also have Adversary 3 and may have Force Rating 3.

- 1 - Crippling Blow
- 2 - Drive Back
- 3 - Improved Parry
- 4 - Intense Focus
- 5 - Lethal Blow 2
- 6 - Parry 4
- 7 - Pressure Point
- 8 - Reflect 4
- 9 - Scathing Tirade (Improved)
- 10 - Roll Again Twice

Give the Inquisitor 2 Abilities or Force Powers. Use a D5 if the Inquisitor does not use the Force.

- 1 - Aura of Command
- 2 - Lightsaber Mastery
- 3 - Imperial Valor
- 4 - Intimidating Presence
- 5 - Terrify
- 6 - Harm (Force)
- 7 - Unleash (Force)
- 8 - Move (Force)
- 9 - Influence (Force)
- 10 - Force Power Not Listed

Give the Inquisitor one weapon.

- 1 - Lightsaber (or Pair)
- 2 - Double-Bladed Lightsaber
- 3 - Electrostaff
- 4 - Heavy Blaster Rifle
- 5 - Heavy Blaster Pistol (or Pair)
- 6 - Refined Cortosis Staff