

/tg/ Star Wars Ugly Creator V0.9.7.1



Designed by MechAnon.

Based on Shipfag's Ugly Creation System, The Armour Maker tank tables and The Flier Guy airplane and helicopter tables.

Picture used without any form of permission whatsoever.

Needed:1d100, Imagination.

Roll once on Type, Fuselage, Wing, Engine, Hull, Shield Hyperdrive, Production Extra, Crew-Added Extra, Modification & Trait unless noted otherwise

Type

1~20: Interceptor
(gain Tweaked Engines trait)

21~30: Heavy Assault Fighter
(gain +1F)

31~60: Multirole
(gain Targeting Computer extra, +1F if you get no weapons from your rolls)

61~70: Bomber
(gain Bomb Bay)

71~90: Gunship
(gain +1T if you get no turrets from your rolls)

91~100: Support
(half your Mounts (rounded up) roll on support instead of weapons)

Fuselage		
1: C-73 Tracker (No Mount) 2: G-400 (1F)	35: Republic Systems Defender (1F) 36: Nu-Class Transport (4F)	69: Mankvim-814 (1F) 70: Razor Starfighter (2F)
3: Porax-38 (No Mount) 4: R-41 Starchaser (1F)	37: HH-87 Starhopper (1F) 38: #2 Warpod (2T)	71: A-9 Vigilance (1F) 72: Firespray-31 (2F)
5: Toscan Q-8 (1F) 6: CloakShape (1F)	39: Protectorate Starfigther (1F) 40: VCX Auxiliary Starfighter (1F+1T)	73: Preybird (1F) 74: Supa Fighter (2F)
7: KE-8 (1F) 8: Tof Starfigther (No Mount)	41: Rogue-Class (No Mount) 42: G9 Rigger (1F+1T)	75: TIS Zeta 19 (No Mount) 76: Aggressor (3F)
9: Naboo N-1 (1F) 10: Belbullab-22 (No Mount)	43: Lancer-Class Pursuit Craft (1F+1T) 44: Hornet-Class Interceptor (1F)	77: CRX-Tug (No Mount) 78: Freefall-Class (2F)
11: Ginivex-class (No Mount) 12: V-19 Torrent (1F)	45: TIE Striker (1F) 46: U-Wing (1F)	79: B-Wing (1F) 80: A-Wing (1F)
13: Geonosian Starfighter (1F) 14: Delta-7 Aethersprite (No Mount)	47: Pursuer-Class (2F) 48: Helix-class Interceptor (1F)	81: HWK-290 (1T) 82: Miy'til Starfighter (1F)
15~16: Y-Wing (1F+1T) 17~18: Z-95 Headhunter (No Mount)	49~50: T-65 X-Wing (1F) 51~52: TIE/LN (1F)	83: Scimitar Bomber (1F) 84: E-Wing (2F)
19: ARC-170 (1F+1T) 20: V-Wing (1F)	53: Pinook (1F) 54: Dunelizard (1F)	85: Kihraxz-Class (2F) 86: TL-118 StarHammer (2F)
21: MorningStar (1F) 22: HLAf-500 (1F)	55: Planetary Fighter (1F) 56: Dianoga-Class (1F)	87: Ixiyen-Class (1F) 88: I-7 Howrunner (1F)
23: Eta-2 (1F) 24: LAAT/I (1F+2T)	57: Gauntlet Starfighter (1F+1T) 58: Vaksai (2F)	89: K-Wing (1T) 90: Quadjumper (1F)
25: Agr Starfighter (1F) 26: Umbaran Starfighter (1F)	59: Flarestar Attack Shuttle (2F) 60: H-60 Tempest (1F)	91: Kom'rk-Class (2F) 92: StarViper (2F)
27: T-6 Shuttle (No Mount) 28: NovaSword (1F)	61: INT-4 Interceptor (1F) 62: SS-54 Assault Ship (2F+1T)	93: G-1A Starfighter (1F) 94: Rihkxyrk-Class (2F)
29: PTB-625 (No Mount) 30: Scurrg H-6 (1T)	63: IRD starfighter (1F) 64: Lambda Shuttle (1F)	95: T-70 X-Wing (1F) 96: TIE/FO (1F +1F Support)
31: Sabaoth Starfighter (1F) 32: Manta-Class (1F)	65: T-Wing (2F) 66: M3-A Scyk (1F)	97: Auzituck Anti-Slaver Gunship (2F) 98: Chiss Clawcraft (1F)
33: Dagger-Class (3F) 34: Cutlass-9 (2F)	67: D-Wing (1F+1T) 68: Alpha-42 Starfighter (No Mount)	99: Lancet Aerial Artillery (2F) 100: Assault Gunboat (2F)

Wings		
1: G-400 (No Mount) 2: R-41 Starchaser (1W)	33: PTB-625 (2W) 34: Dianoga-Class (2W)	67: Vaksai (No Mount) 68: TIE Interceptor (2W)
3: C-73 Tracker (1W) 4: Porax-38 (1W)	35: #2 Warpod (No Mount) 36: Scurr H-6 (2W)	69: T-Wing (No Mount) 70: Ixiyen-Class (1W)
5: Toscan Q-8 (No Mount) 6: Dagger-Class (No Mount)	37: H-60 Tempest (No Mount) 38: T-6 Shuttle (No Mount)	71: SS-54 Assault Ship (No Mount) 72: Helix-class Interceptor (1W)
7: MorningStar (1W) 8: Flarestar Attack Shuttle (No Mount)	39: VCX Auxiliary Starfighter (No Mount) 40: Republic Systems Defender (1W)	73: Firespray-31 (No Mount) 74: B-Wing (1W)
9: Scarab Droid (1W) 10: Belbullab-22 (1W)	41: TIE Striker (No Mount) 42: U-wing (No Mount)	75: Pursuer-Class (No Mount) 76: TL-118 StarHammer (2W)
11: G9 Rigger (1W) 12: Vulture Droid (1W)	43: Alpha-42 Starfighter (No Mount) 44: Protectorate Starfighter (1W)	77: I-7 Howrunner (No Mount) 78: Kom'rk-Class (No Mount)
13: Droid Tri-Fighter (1W) 14: Naboo N-1 (No Mount)	45: Planetary Fighter (No Mount) 46: TIS Zeta 19 (1W)	79: G-1A Starfighter (No Mount) 80: HLAf-500 Fighter (1W)
15: Agr Starfighter (1W) 16: Manta-class (2W)	47: NovaSword (1W) 48: Mankvim-814 (No Mount)	81: Scimitar Bomber (No Mount) 82: Supa Fighter (1W)
17: Ginivex-class (1W) 18: Delta-7 Aethersprite (1W)	49~50: T-65 X-Wing (2W) 51~52: TIE/LN (No Mount)	83: Freefall-Class (No Mount) 84: Lancet Aerial Artillery (No Mount)
19: Z-95 Headhunter (1W) 20: CloakShape (1W)	53: Cutlass-9 (1W) 54: Preybird (1W)	85: Rihkxyrk-Class (1W) 86: HWK-290 (No Mount)
21: ARC-170 (1W) 22: V-Wing (1W)	55: Nu-Class Transport 56: M3-A Scyk (No Mount)	87: CRX-Tug (No Mount) 88: Miy'til Starfighter (1W)
23: Gauntlet Starfighter (1W) 24: Sabaoth Starfighter (1W)	57: Kihrazz (No Mount) 58: IRD Starfighter (No Mount)	89: Aggressor (No Mount) 90: E-Wing (1W)
25: V-19 Torrent (1W) 26: Eta-2 (No Mount)	59: Dunelizard (No Mount) 60: TIE Bomber (No Mount)	91: Quadjumper (No Mount) 92: Chiss Clawcraft (2W)
27: Rogue-Class (1W) 28: Tof Starfighter (1W)	61: Pinook (No Mount) 62: Razor Starfighter (1W)	95: StarViper (No Mount) 96: TIE Defender (3W)
29: HH-87 Starhopper (No Mount) 30: LAAT/I (1W)	63: TIE Oppressor (No Mount) 64: Hornet-Class Interceptor (No Mount)	97: K-Wing (2W) 98: T-70 X-Wing (2W)
31: Umbaran Starfighter (1W) 32: TIE Advanced Prototype (No Mount)	65: INT-4 Interceptor 66: D-Wing (No Mount)	99: Shadow Droid (2W) 100: Assault Gunboat (1W)

Engines		
1: G-400	33: PTB-625	67: Vaksai
2: R-41 Starchaser	34: Dianoga-Class	68: Lancer-Class Pursuit Craft
3: C-73 Tracker	35: #2 Warpod	69: T-Wing
4: Porax-38	36: Scurr H-6	70: Ixiyen-Class
5: Toscan Q-8	37: H-60 Tempest	71: SS-54 Assault Ship
6: Dagger-Class	38: T-6 Shuttle	72: Helix-class Interceptor
7: MorningStar	39: VCX Auxiliary Starfighter	73: Firespray-31
8: Flarestar Attack Shuttle	40: Republic Systems Defender	74: B-Wing
9: G9 Rigger	41: Drexl-Class	75: Pursuer-Class
10: Belbullab-22	42: U-Wing	76: TL-118 StarHammer
11: Vulture Droid	43: Alpha-42 Starfighter	77: I-7 Howrunner
12: KE-8	44: Protectorate Starfigther	78: Kom'rk-Class
13: Geonosian Starfighter	45: Planetary Fighter	79: G-1A Starfighter
14: Naboo N-1	46: TIS Zeta 19	80: HLAf-500 Fighter
15: Agr Starfighter	47: NovaSword	81: Scimitar Bomber
16: Manta-class	48: Mankvim-814	82: Supa Fighter
17: Ginivex-class	49~50: T-65 X-Wing	83: YT-XC
18: Delta-7 Aethersprite	51~52: TIE	84: Lancet Aerial Artillery
19: Z-95 Headhunter	53: Cutlass-9	85: Rihkxyrk-Class
20: CloakShape	54: Preybird	86: HWK-290
21: ARC-170	55: Nu-Class Transport	87: CRX-Tug
22: V-Wing	56: M3-A Scyk	88: Miy'til Starfighter
23: Gauntlet Starfighter	57: Kihraxz	89: Aggressor
24: Sabaoth Starfighter	58: IRD Starfighter	90: E-Wing
25: V-19 Torrent	59: Dunelizard	91: Quadjumper
26: Eta-2	60: INT-4 Interceptor	92: TIE/FO
27: Rogue-Class	61: Pinook	95: StarViper
28: Tof Starfighter	62: Razor Starfighter	96: Skipray Blastboat
29: HH-87 Starhopper	63: Freefall-Class	97: K-Wing
30: LAAT/I	64: Hornet-Class Interceptor	98: T-70 X-Wing
31: Droid Trifighter	65: Auzituck Anti-Slaver Gunship	99: Shadow Droid
32: Umbaran Starfighter	66: D-Wing	100: Assault Gunboat

Hull Rating	Shield Rating	Hyperdrive
1~10: 10 RU	1~20: No Shielding (TIE Fighter equivalent)	1~65: No Hyperdrive
11~20: 12 RU	21~30: 5 SBD	66~70: Class 8 Hyperdrive
21~30: 13 RU	31~40: 10 SBD	71~75: Class 7 Hyperdrive
31~40: 14 RU	41~50: 15 SBD	76~80: Class 6 Hyperdrive
41~50: 15 RU (TIE Fighter equivalent)	51~60: 20 SBD	81~85: Class 5 Hyperdrive
51~60: 20 RU	61~70: 25 SBD	86~90: Class 4 Hyperdrive
61~70: 25 RU	71~80: 30 SBD	91~95: Class 3 Hyperdrive
71~80: 30 RU	81~90: 35 SBD	96~100: Class 1.0 Booster Ring
81~90: 35 RU	91~100: 40 SBD (X-Wing equivalent)	
91~100: 40 RU (Y-Wing equivalent)		

Wing weapons come in pairs, one for each wing, unless rolling for a single wing

Fuselage Weaponry (F)	Wing Weaponry (W)	Turret Weaponry (T)
1~5: Triple Blaster 6~10: Autoblaster	1~5: Triple Blaster 6~10: Autoblaster	1~5: Triple Blaster 6~10: Autoblaster
11~15: Light Laser Cannon 16~20: Dual Light Laser Cannons	11~15: Dual Autoblaster 16~20: Light Laser Cannon	11~15: Light Laser Cannon 16~20: Dual Light Laser Cannons
21~25: Medium Laser Cannon 26~30: Dual Medium Laser Cannons	21~25: Dual Light Laser Cannons 26~30: Medium Laser Cannon	21~25: Medium Laser Cannon 26~30: Dual Medium Laser Cannons
31~35: Heavy Laser Cannon 36~40: Composite-Beam Laser Cannon	31~35: Dual Medium Laser Cannons 36~40: Heavy Laser Cannon	31~35: Composite-Beam Laser Cannon 36~40: Flechette Cannon
41~45: Flak Gun 46~50: Flechette Cannon	41~45: Heavy Blaster Cannon 46~50: Chaingun	41~45: Heavy Laser Cannon 46~50: Heavy Blaster Cannon
51~55: Tractor Beam 56~60: Light Ion Cannon	51~55: Flak Gun 56~60: Flechette Cannon	51~55: Flak Gun 56~60: Light Ion Cannon
61~65: Dual Light Ion Cannons 66~70: Medium Ion Cannon	61~65: Light Ion Cannon 66~70: Dual Light Ion Cannons	61~65: Dual Light Ion Cannons 66~70: Medium Ion Cannon
71~75: Dual Medium Ion Cannons 76~80: Heavy Blaster Cannon	71~75: Medium Ion Cannon 76~80: Dual Medium Ion Cannons	71~75: Dual Medium Ion Cannons 76~80: Heavy Ion Cannon
81~85: Concussion Missile Launcher 86~90: Proton Torpedo Launcher	81~85: Composite-Beam Laser Cannon 86~90: 1d4 Hardpoints	81~85: Dual Heavy Ion Cannons 86~90: Chaingun
91~95: Quad-Laser Cannon 96~100: Light Turbolaser	91~95: Concussion Missile Launcher 96~100: Proton Torpedo Launcher	91~95: Quad-Laser Cannon 96~100: Light Turbolaser

Hardpoint Ordinance
1~25: Support
26~50: Bomb
51~75: Missile
76~100: Torpedo

Support Equipment	Bomb Payload	Missile Payload	Torpedo Payload
1~10: Com Jammer	1~10: Proximity Mines	1~10: Concussion Missiles	1~10: Proton Torps
11~20: High-Power Tractor Beam	11~20: Seismic Charges	11~20: Proton Rockets	11~20: Homing Proton Torps
21~30: IFF Spoofers	21~30: Concussion Bombs	21~30: Ion Pulse Missiles	21~30: Adv Proton Torps
31~40: Command & Control Suite	31~40: Proton Bombs	31~40: Cluster Missiles	31~40: Adv Homing Proton Torps
41~50: Long-Range Sensors	41~50: Spread Proton Bombs	41~50: Assault Missiles	41~50: Cluster Homing Torps
51~60: High-Powered Ship Scanner	51~60: Adv Proton Bombs	51~60: Homing Missiles	51~60: Stage-Three Torps
61~70: Target Computer Autoslicer	61~70: Adv Spread Proton Bombs	61~70: Adv Concussion Missiles	61~70: Flechette Torps
71~80: ECM/Sensor Jammer	71~80: Seeker Mines	71~80: Discord Missiles	71~80: Ion Torps
81~90: Target Telemetry Uplink	81~90: Electro-Proton Bombs	81~90: Baradium Missiles	81~90: Energy Torps
91~100: Astromech Corrupter	91~100: Gravity Bombs	91~100: Diamond-Boron Missiles	91~100: Shieldbuster Torps

Production Extra	Crew-Added Extra
1~10: Life Support System	1~10: Pin-up Cockpit Art
11~15: Ergonomic Seating 16~20: Targeting Computer	11~15: Kill Markers 16~20: Smuggling Compartment
21~25: Undestrength Lasers (reroll if no Lasers) 26~30: Ejection Seat	21~25: Thermal Detonator Ejector 26~30: Camo Paintjob
31~35: Holo Stealth Plating 36~40: IR-Silhouette Stealth Plating	31~35: Improved Ergonomics 36~40: Customized Sound System
41~45: Astromech Droid Socket 46~50: Closed Astromech Droid Compartment	41~45: Increased Gear Stowage 46~50: Countermeasures
51~55: Decoy System 56~60: Additional Crew Seat	51~55: Spliced-in Droid Brain 56~60: Beefed-up Power System
61~65: Atmospheric Canards 66~70: Fire-Control System	61~65: Imposing Paintjob (gain Intimidating trait) 66~70: +1 extra Modification
71~75: Feedback Array 76~80: Accuracy Corrector	71~75: Improved Inertial Dampers 76~80: Extra Spotlights
81~85: Advanced Targeting Computer 86~90: Cloaking Device	81~85: Autothrusters 86~90: Deadman's Switch
91~95: Vectored Thrust Engines 96~100: SLAM Drive	91~95: Back-up Hyperdrive (+1 Hyperdrive, reroll No Hyperdrive result) 96~100: +2 extra Modifications

Modification
1~10: Shoddy Armor (-3 RU)
11~20: Extra Armor (+3 RU)
21~30: Jury-Rigged Deflector Shielding (-3 SBD)
31~40: Extra-Strength Deflector Shielding (+3 SDB)
41~50: Additional Single Engine (+1 Engine)
51~60: Half-Strength Engines (reroll if Tweaked Engines)
61~70: Removed Single Wing*
71~80: Additional Single Wing* (+1 Wing)
81~90: Additional Wing Pair (+1 Wing)
91~100: Additional Fuselage (+1 Fusealge)

* Halves your Wing Mounts, rounded down, if rolled wing has more than 1W

Trait	
1~5: Cramped Cockpit	51~55: Hard to Repair
6~10: Spacious Cockpit	56~60: Fuel Guzzler
11~15: Complex Controls	61~65: Mothballed Prototype
16~20: Simple Controls	66~70: Intimidating
21~25: Tweaked Engines (reroll if Half-Strength Engines)	71~75: Reliable
26~30: Underpowered	76~80: Heavily Armed (+1F Mount)
31~35: Official Production Model	81~85: Infamous
36~40: Breakdown-Prone	86~90: Famous
41~45: Low Manufacturing Quality	91~95: Easy to Repair
46~50: High Manufacturing Quality	96~100: Distinctive (Reroll twice and combine)