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

Turn to p.419

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