# Combat Edges

- Close Quarters
- Specialist
- Support
- Survivor
- Vehicle Expert

# Close Quarters

The following Edges represent your ability to fight in close-quarters combat using fists, melee, or short-ranged weapons.

## Brute

*Prerequisites: Athletics 3*

You can tap into monstrous strength to overwhelm a foe when the situation demands. Once per turn, you can subtract 1D or 2D from a Brawl attack before you roll and add an equal bonus to damage. If you hit, add the Breaking special quality to the attack.

## Charger

*Prerequisites: Athletics 2 and either Brawl 2 or Melee (Heavy) 2*

You have perfected the vicious art of charging your enemy and catching them off guard. When you take the Dash action, you can make a Brawl or Melee (Heavy) attack as part of your Dash action, gaining +1 to its attack and damage rolls.

## Duelist

*Prerequisites: Melee (Light) 3 or Melee (Heavy) 3*

Your expert footwork and deft riposting skill allow you to stand toe-to-toe with the most elite warriors. When you take the Defend action and do not attack on your turn, enemies within Close range cannot move to another zone unless they take the Dash action. Until the start of your next turn, you can immediately make a Melee (Light) or Melee (Heavy) attack with a +1D bonus against any target in Close range that moves away from you, attacks a target other than you, or misses you with an attack.

## Powerhouse

*Prerequisites: Brawl 3 or Melee (Heavy) 3*

You know how to hit an enemy where it hurts and very hard. Increase your damage with Brawl and Melee (Heavy) weapons by your Athletics rank (minimum of 1.)

# Rampager

*Prerequisites: Brawl 3*

The thrill of defeating an enemy fuels your momentum in battle. When you reduce an enemy to 0 Resolve with a Brawl attack, your attacks deal +1D damage until the end of your next turn.

# Specialist

The following Edges represent your ability to fight using your unique expertise in ways that can prove incredibly useful in specific circumstances.

## Big Game Hunter

*Prerequisites: Survival 3 or Xenology 3*

Your niche expertise makes you unparalleled at taking down any manner of dangerous beasts that haunt the galaxy. When you spend a Knowledge Point on an attack against fauna, on a hit, add the Piercing special quality and double your Survival or Xenology rank to the damage.

## Crackshot

*Prerequisites: Agility 2 and Tactics 2*

You're a mobile gunslinger, able to aim without thinking while moving at full speed. Whenever you move at least one zone on your turn and use the Aim action with a Blasters weapon, roll twice on your next attack and use the higher result.

## Guerilla

*Prerequisites: Hide 3*

You have mastered the art of blindsiding enemies and executing deadly ambushes. Add your Hide rank to your attack and damage rolls when targeting a creature that did not attack you on its previous turn. Add double your Hide rank instead if they are unaware of your presence.

## Keen Mind

*Prerequisites: Streetwise 2 and Survival 2*

You rely on your intelligence and sharp instincts to avoid danger. Add your Streetwise and Survival ranks to your Defense.

# Tactical Sniper

*Prerequisites: Tactics 3*

You have nerves of steel when it comes to laying low and lining up the perfect shot. When you do not move on your turn and take the Aim action, add your Aim bonus to your Defense and damage rolls until the start of your next turn.

# Weapon Mastery

*Prerequisites: Blasters 1, Throw 1, Brawl 1, and either Melee (Light) or Melee (Heavy) 2*

You have trained extensively in dynamic fighting styles well-suited for various foes. When you spend a Knowledge Point on an attack and the attack reduces the target's to 0 Resolve, regain a Knowledge Point.

# Support

The following Edges represent your ability to support your allies in combat, making you an always invaluable teammate.

## Creative Improviser

*Prerequisites: Search 2 and either Galaxy 2 or Streetwise 2*

The adrenaline rush of combat causes you to think faster and act decisively. When you spend a Knowledge Point while taking the Use a Skill action during combat, gain a +2D bonus. If your check fails, regain a Knowledge Point.

## Inspiring Underdog

*Prerequisites: Persuade 2 and Willpower 2*

When all seems lost, you are the glue that holds your crew together and reminds them that there's always hope. Once per encounter, when an ally is reduced to 0 Resolve, you and that ally can immediately take an action in any order you choose.

## Loyal Leader

*Prerequisites: Persuade 2 and Tactics 2*

Your experience and confidence in combat inspire your allies always to be prepared. At the start of combat, immediately take the Help action. Additionally, you can swap the Initiatives of a number of agreeing allies up to your Tactics rank.

## Support Specialist

*Prerequisites: Galaxy 3 or Tactics 3*

You work best with a team of capable fighters, lending your assistance to help them survive. When you take the Help action and do not attack on your turn, the ally that benefits gains double the Help bonus on their check and deals +1D damage if that check is an attack.

# Survivor

The following Edges represent your ability to stay alive, draw enemy fire, and overcome seemingly impossible odds through experience and sheer force of will.

## Commando

*Prerequisites: Stamina 2 and Willpower 2*

Your presence on the battlefield lets you turn the tide even in the most harrowing moments. Once per encounter, when you take damage, you can choose to only lose 1 Resolve. Add your Stamina and Willpower ranks to attribute checks and attack rolls until the end of your next turn.

## Dynamo

*Prerequisites: Agility 1, Athletics 1, Stamina 1, and Willpower*

When you are at your best, you are nearly impossible for foes to bring down. When you have more than half your Maximum Resolve (rounded down), attacks against you have a -1D penalty.

## Indomitable Fighter

*Prerequisites: Stamina 3*

Even with a horde of foes surrounding you, you refuse to go down without a fight. When you are Wounded, you gain a +1D bonus to attacks and damage. Once per encounter, after you take damage, you can recover Resolve equal to your Stamina rank.

## Mental Juggernaut

*Prerequisites: Willpower 3*

Your extreme focus and calm head allow you to prevail against seemingly impossible odds. Once per enemy turn, when you are hit by an attack, ignore one of the following special qualities: Incinerate, Piercing, Restraining, or Stun. Additionally, you gain a +2D bonus to KNO + Willpower checks to resist Force Attacks and Force Edges.

# Unflappable

*Prerequisites: Stamina 3 or Willpower 3*

You do not flinch easily in the face of danger or pain. Increase your Maximum Resolve by an amount equal to double your Stamina or Willpower rank. Additionally, when you rest, double the amount of Resolve you regain.

# Vehicle Expert

The following Edges represent your ability to dominate enemies or support crewmates in vehicular combat—whether on the ground, in the air, or amongst the stars.

## Ace

*Prerequisites: Piloting 3*

You can trust your quick reflexes will always be there for you, even when swarmed by enemy ships. When you Defend, if your vehicle takes no damage before the start of your next turn, gain a +1D bonus to all Piloting and Gunnery checks you make on your next turn.

## Deadshot

*Prerequisites: Gunnery 3*

You can bullseye womp rats in a T-16, and they aren't much bigger than two meters. Once per turn, after you hit a target with an attack using the Gunnery skill and roll damage, add the Piercing special quality.

## Dogfighter

*Prerequisites: Gunnery 2 and Piloting 2*

You know first-hand that the best pilots and gunners survive due to their experience and instincts. When you spend a Knowledge Point on a Piloting or Gunnery check, roll the check twice and take the higher result.

## Veteran Crewmate

*Prerequisites: Computers 3 or Vehicles 3*

You are no stranger to jury-rigging, dubious patch jobs, and getting creative under duress to save your fellow crewmates. When you take a Vehicle-Only Crew Action, gain a +1D bonus. The first time during an encounter you fail a Vehicle-Only Action, you can choose to succeed instead.