Edges

Edges represent signature abilities and traits that make a character stand out amidst a diverse Galaxy. There are various categories of Edges suited for different types of characters. Each Edge lists at least one prerequisite that must be met before that Edge can be selected.

Players choose their first Edge when they create a new character (see *Creation Steps*), ignoring any skill-based prerequisites. Other Edges can be gained when a character achieves a **Milestone** (see *Milestones and Advancement*.)

- Galactic Edges
- Combat Edges
  - Close Quarters
  - Specialist
  - Support
  - Survivor
  - Vehicle Expert
- Force Edges
  - General
  - Alter
  - Control
  - Sense

Galactic Edges

The following Edges represent your ability to function in the Galaxy outside of combat and using the Force.

Connected

Prerequisites: Galaxy 2 or Streetwise 2

You have meaningful connections to an influential person or faction, which can prove helpful or troublesome depending on the company you keep. At the GM's discretion, you can call upon your connections for aid when the situation allows. Collaborate with your GM to determine the nature of your relationship.

Famous

Prerequisites: Galaxy 2 or Streetwise 2

For better or worse, you are a well-known public figure, celebrity, or scoundrel. At the GM's discretion, you can leverage your fame to your benefit when the situation allows. Collaborate with your GM to determine the nature of your fame or infamy.

Infiltrator

Prerequisites: Hide 2 and Search 2

You are an expert at sneaking or breaking into locations without being seen or heard. While wearing no armor or armor with the Underlayer Flak quality, you gain a +2D bonus to PER + Hide attribute checks and attacks against targets that cannot see you.

Know-It-All

Prerequisites: Galaxy 3 or Streetwise 3

Your vast life experience or educational depth makes you versed in all manner of subjects and conversations. When you fail a KNO attribute check, you can spend a Knowledge Point to re-roll with a +2D bonus.

Lucky Opportunist

Prerequisites: Survival 3

What others call dumb luck, you know to be opportunistic timing. After another character within Short range makes an attribute check or attack, you can spend a Knowledge Point to force them to re-roll with either a -1D penalty or a +1D bonus.

Project Manager

Prerequisites: Any Skill 3

You are a master at applying your skills to achieve great things given enough time. When you make a Project check using a skill with at least rank 3, roll twice and take the higher result, then gain an additional Project Point.

Social Genius

Prerequisites: Deceive 1, Intimidate 1, Persuade 1, and either Galaxy 2 or Streetwise 2

Your grace in social situations allows you to adapt quickly to nearly any environment. When you spend a Knowledge Point to make a Deceive, Intimidate, or Persuade attribute check, gain a +2D bonus. If your check fails, regain a Knowledge Point.

Sticky-Fingered Shadow

Prerequisites: Hide 2 and Steal 2

With enough planning, you are confident that no theft or robbery is beyond your ability. When you spend a Knowledge Point to make a Steal attribute check, roll twice and take the higher result. If your check fails, your attempt does not go immediately noticed.

Combat Edges

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.

Force Edges

General

The following Edges represent your general abilities to feel and use the living Force that resides in all beings. You must unlock the **Force Sensitive** Edge before unlocking any other Force Edges.

Force Sensitive

Prerequisite: Willpower 2

Your connection to the Force may be faint, but it’s there, and you can call upon it when you need it. If your Force rank is 0D, increase it to 1D. When you start an encounter with no Force Points, gain 1 Force Point.

Force Well

Prerequisites: Willpower 4

Your connection to the Force has become very strong, letting you draw deep on the energy in living beings around you. Increase your Maximum Force Points by half your Willpower rank (rounded down.) Additionally, when you finish resting, regain Force Points equal to half your Willpower rank (rounded down.)

Alter

The following Edges represent your mastery over unique Force abilities that allow you to tap into advanced forms of telekinesis to affect the world around you.

Combustion

Prerequisites: Alter 1 and Dark Side 3

You can use an action to spend two Force Points to super-agitate and ignite the molecules in a nearby area. Make an opposed FOR + Alter vs (FOR + Alter) or (STR + Stamina) check against all characters in one zone within Long range. Anything flammable in that zone is set ablaze, and all characters who fail their check take 4D Explosive [Environmental | Burning] damage. For each additional Force Point you spend, target another zone within range.

Cryokinesis

Prerequisites: Alter 2 and Dark Side 4

You can use an action to spend three Force points to slow down the molecules around a target, causing its temperature to drop rapidly. Objects become more brittle, allowing you to break them more easily. Characters become fragile—attacks against them gain the Breaking special quality, and they lose double Resolve from all sources until the effect ends. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Empower Weapon

Prerequisites: Alter 3

You can use an action to spend a Force Point and empower one Melee (Light or Heavy) or Brawl weapon within Short range with an energy field. The weapon deals +1D damage. For each additional Force Point you spend, the weapon gains one of the following special qualities: Breaking, Piercing, or Reflective 1. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Push

Prerequisites: Alter 2

You can use an action to attempt to push characters large distances using telekinesis. For each Force Point you spend, you can target up to two more characters in range. Make a FOR + Alter attribute check opposed by a target’s STR + Athletics or FOR + Control. Droids have a +1D bonus to their check to resist. On a success, push the target one zone away, but not into hazards. If you spend an additional Force Point after succeeding, you can push targets one additional zone in the same direction and into hazards.

Shield

Prerequisites: Alter 2 and Redemption 2

You can use an action to add your Alter rank to your Armor Rating to resist Energy and Kinetic damage until the start of your next turn. If you spend a Force Point, either add double your Alter rank instead—or extend the effect to allies within Close range.

Stasis

Prerequisites: Alter 3

You can use an action and spend a Force Point to try to hold a target within Short range within a stasis field. Make a FOR + Alter check opposed by the target's STR + Athletics, KNO + Willpower, or FOR + Control check. On a success, the target cannot move or take actions until the start of their next turn. This effect ends if the target takes damage. Attacks against the target gain a +2D bonus while they remain in stasis.

Control

The following Edges represent your mastery over unique Force abilities that demand complete control over your mind to better affect the world around you.

Absorb Energy

Prerequisites: Control 3

You can use an action to spend a Force Point and add your Control rank to your Armor Rating to resist Energy or Environmental damage. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Battle Meditation

Prerequisites: Control 4 and Redemption 4

When you don’t attack or move on your turn, you can use an action to spend three Force Points to either bolster your allies or hinder your enemies with Extreme range. If you bolster your allies, all allies gain +2D to attacks and attribute checks. If you hinder your enemies, make a FOR + Control check and choose whether you try to cause enemies to take no actions on their next turn (no penalty to your check), flee (-1D penalty), or turn on each other violently (-2D penalty). Enemies make an opposed KNO + Willpower or FOR + Control check to resist the effects. The effect lasts until you dismiss it, attack, are reduced to 0 Resolve, or the encounter ends. When the effect ends, you cannot use this ability again until the end of the encounter.

Combat Trance

Prerequisites: Control 2

After ten minutes or more of meditation, spend a Force Point to add your Control rank to your Attack rolls and Defense until the end of the next encounter or until you rest.

Heal

Prerequisites: Control 3

After ten minutes or more of meditation, you can spend a Force Point to make a FOR + Control check to heal yourself or a nearby ally. The target recovers Resolve equal to half the result (rounded down.) As an action, you can spend a Force Point to allow yourself or a creature within Close range to regain Resolve equal to your Control rank. For each additional Force Point you spend, you can target another creature within Close range.

Lightning

Prerequisites: Control 3 and Dark Side 5

You can spend a Force Point to use this ability to make a Force Attack against a target within Short range. At the start of the target's turns, they lose Resolve equal to your Dark Side rank. Until the effect ends, you can make additional Force Attacks against the target without spending Force Points. When you take damage, you must spend a Force Point or the effect ends. Otherwise, the effect lasts until you dismiss it.

Shared Vitality

Prerequisites: Control 2 and Redemption 2

You can use an action to spend a Force Point to activate this ability until the end of the encounter. You can choose to reduce the Resolve lost by a character within Medium range by an amount up to double your Control or Redemption rank. When do you, you lose an equal amount of Resolve. Additionally, when a character within Medium range suffers Fallen Fate, you can choose to suffer it instead—that character immediately regains 1 Resolve.

Sense

The following Edges represent your mastery over unique Force abilities that allow you to feel and impact others' thoughts and emotions—and better control the living Force around you.

Anticipate Foes

Prerequisites: Sense 1 and Dark Side 3

You can use an action to spend a Force Point to anticipate the reactions of a target within Medium range. Until the end of your next turn, increase your attack and damage rolls against the target by your Dark Side rank. If you spend an additional Force Point, also increase your Defense by your double your Sense rank until the end of your next turn.

Death Touch

Prerequisites: Sense 3 and Dark Side 5

When you touch a character within Close range, you can spend three Force Points to attempt to sever their connection to life. Make a FOR + Sense check opposed by the target’s STR + Stamina, KNO + Willpower, or FOR + Control. If your check exceeds theirs by at least 7, the target immediately dies or chooses a Fallen Fate. Otherwise, the target loses Resolve equal to double your Dark Side rank.

Enhanced Senses

Prerequisites: Sense 2

Add your Sense rank to your Initiative. During the first round of an encounter, you can move an additional zone and gain a +1D bonus to attribute checks and attack rolls. When you spend a Force Point to reroll a Perception attribute check, gain a +2D bonus.

Harmony

Prerequisites: Sense 3 and Redemption 3

You can use an action to spend two Force Points and bathe yourself and allies within Medium range in celestial illumination. You can affect a number of characters equal to your FOR rank this way, each of whom increases their Defense against Force Attacks by 5 and gains a +2D bonus to resist opposed Force checks while within Medium range. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.

Sense Power

Prerequisites: Sense 3

You can use an action to spend a Force Point to attempt to sense a target’s capabilities. Make a FOR + Sense attribute check opposed by the target’s KNO + Willpower or FOR + Control. On a success, the GM reveals the target’s Attributes, Skills, and Derived Statistics to you. If you spend an additional Force Point, the GM also reveals their equipment, Edges, Burdens, and special abilities.

Static Flood

Prerequisites: Sense 2 and Dark Side 4

If you do not attack on your turn, you can use an action to spend two Force Points to flood a zone within Long range with overwhelming emotion and Force energy. Characters who aren’t Force Sensitive immediately lose Resolve equal to your Dark Side rank. All Force Sensitive characters must make an opposed KNO + Willpower or FOR + Control check against your FOR + Sense check or suffer a -2D to FOR checks and cannot spend Force Points for the effect's duration. For each additional Force Point you spend, target another zone within range. The effect lasts until you dismiss it, are reduced to 0 Resolve, or the end of the next encounter or rest.