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.

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