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.

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