Player Name:

Character Name:

Concept (Who or what you are):

Sex:	Age:
Height: cm	Weight: kg

Physical Description

Drawing (At least a rough sketch)

Hit Points

Trait*	Get	or Roll
Average	14	4 dice
Good	21	6 dice
Superior	28	8 dice

** Fighting, toughness, stregth, mass, etc.*

Hit Points

(= Trait x7 or Trait x2 dice)

Psychic Pool

(= 3 or 1 die) (1 Psy./2 Exp.)

Experience Pool (= 1)

Traits (1 Central- & 2 Side-), Flaws & Signs

Scores for Traits

Type	Average	Good (2)	Super (1)
Standard	2	3	4
Unusual	0	1	2
Narrow	2	4	6
Nar & Unu	0	2	4

Wounds

Personal Description (Motivation)

Personality

Motivation – what you want, why on Al Amarja.
Secret – the thing you don't want others to know.
Important Person – someone who affected your life.

Background

Languages

Developing Traits

	Experience*	Training
New trait (& sign)	5	?
To 2 or 3 dice**	5	?
To 4 dice**	10	6-12 m.
To 5 dice**	15	6+ m.

** Permanent. ** Central trait, x2.*

Possessions (Finances)

OVER THE EDGE

Ovet the Edge character sheet by Jesper Carlsson, crlssn@yahoo.se. Visit EdgeWalkers at: edgewalkers.cjb.net.

Advice to Players

- **Play your Character Well –** Most OTE™ characters are quite interesting. Play up your interesting traits, revealing and withholding secrets the way a good author does, so that the other players know enough to be curious but not so much that their curiosity is immediately sated.
- **Keep Notes –** The events on Al Amarja are connected, and the guy who shines your shoes in October might be a vital clue in January. Keep notes of what you think is important, or you will miss a lot of vital information.
- **Think –** Since the rules are loose, the tricks that you as a player invent and the actions you have your character undertake are probably more important than your character's skills or rolls. Your character is simple, so you can pay attention to the world your character inhabits.
- **Pay Attention –** My players missed some interesting mysteries that were right in front of their faces because they didn't pay attention. If something seems weird, even if the natives take it for granted, it might be worth looking into. Don't get jaded by the weirdness.
- **Make Contacts –** Do you know what they call a friendless person on Al Amarja? "D.O.A." (dead on arrival). It pays to have someone sticking up for you, especially someone who knows the island.
- **Be Cautious -** In some games, you can keep yourself out of trouble by staying out of the really dangerous areas. Not possible on Al Amarja, as you will see. Just because a GMC is in an adventure doesn't mean that the GM thinks you can take them on and win. Use your head.
- **Look Out for Each Other** – If the PCs help each other out, they'll live longer and you'll have more fun. You can play out your PC's flaws with more gusto if you know the other PC's are watching out for him.
- **Enjoy yourself –** For all the hype and the murders and the perils to body and soul, Al Amarja is still a livable place (as proved by the hundreds of thousands of people who live here). Don't be afraid to kick back, relax, and enjoy yourself.