

OVER THE EDGE

Mechanics

- Chancy Actions – When you use a trait, roll a number of dice equal to its score. You succeed if you beat difficulty factor or your opponent's roll.

Task	Difficulty Factor	or	Dice to Roll
Easy	4		1
Moderate	7		2
Hard	11		3
Really difficult	14		4
Near impossible	18+		5-6

- Bonus and Penalty Dice – An extra die rolled with the normal dice, drop out the lowest (bonus) or highest (penalty) die before totaling the roll.
- Botches – All 1's, you botch.
- Blowing the Top Off – All 6's, add another die. If that is a 6, add another die, and so on.
- The Unstoppable Six – If any of your dice are 6's, you may obtain some positive result, even if you are not successful in the roll.
- Multiple Actions in One Round – One extra action, penalty die on each action. Two extra actions, one fewer die. Three extra actions, two fewer dice, and so on.
- Tangential Traits – A trait that does not exactly apply to the task at hand may allow bonus die (3 dice) or an extra die (4 dice or better).

Combat

- 1 round = 3 seconds.
- Initiative – Roll a combat, agility or speed trait at the beginning of a combat. Action proceed each round from highest roller to lowest, newcomers act last.
- Attack against Defense – Roll combat, strength (attack), agility or similar trait. A none-combat trait can only be used for either attack or defense each round. If attacker beats defender it's a hit. An attack roll does not represent a single swing or lunge, it represents 3 seconds of trying to get the other guy. You get one defense roll for each attack made against you.
- Weapon Ranges (in meters)

Weapon	Dice for Defense Roll				
	1 die	2 dice	3 dice	4 dice	5 dice
Thrown, balanced*	2	4	8	16	32
Thrown, awkward**	2	4	6	8	10
Crossbow	2	10	20	40	80
Taser	1	2	5	–	–

* Such as a ball or throwing knife.

** Such as a sword or blender.

- Ranged Attacks Defense Modifiers

Situation	Extra Defense
Cover	1 or 2 dice
Target Moving	1 die
Attacker Moving	1 die
Target Dodging	bonus dice*
Darkness, fog, etc.	1 or 2 dice

* Gets bonus dice equal to normal defense.

- Predictable Attacks – If you ever make a predictable or boring attack, the GM has the right to give you a penalty die on the attack.
- Damage – Subtract the defense roll from the attack roll, multiply the result by the weapon's damage factor.

Weapon	Damage
Unarmed combat	x1
Knife, lead pipe	x2
Sword, axe	x3
Throwing knife, slingshot	x1
Crossbow, throwing axe	x2
Taser (temporary)	x5*

* If armor roll match or exceed the number by which the attack roll exceeded the defense roll you take no damage. If not the taser does full damage.

- Armor – Subtract from damage done.

Regular Armor	Rating	Penalty Die?*
Leather	1 pt	no
Armored Jacket	1 die	no
Duro-Trench	2 dice	yes

* Also penalty die for each extra layer (doesn't affect firearm attack rolls).

- Do you keep going? (HP = Hit Points)

HP =< Status

hp/2	Messed up (penalty die on all actions, maybe more...)
0	Down for the Count (may be badly wounded)
-hp	Shuffling of this Mortal Coil (need medical attention)

- Recovery – After a fight and time to rest, recover some hit points lost in the fight (rounded up).

Damage taken by	Recovery
Fists and kicks	2/3
Standard	1/2

- Healing (mobile HP >= 1, bed-ridden HP =< 0)

Activity	Mobile	Bed-Ridden	Critical
Active	0*	–	–
Rest	1	1/2*	0*
Medical care	2	1	1/2

* May lose hit points.

- Special Effect Attacks – Half damage (rounded down). The special effect succeeds only if the attack roll exceeds the defense roll by an amount the GM judges to be sufficient. I.e. tackling, disarming, knocking your opponent's feet out from under him, immobilizing a limb, headlock.
- Attacking from Advantage – Bonus die. I.e. ganging up, attacking with surprise, better weaponry, better position, psychological advantage.
- Desperate Defense – Give up attack, get bonus die on each defense roll that round.

Experience

- Experience Pool – You can use one (temporary) experience die as a bonus die on any roll you make. The experience die represents your experience, will, wits, and special circumstances. You must justify the use for each die in these terms. You regain all your (temporary)

experience dice at the end of the session. As you play, you can acquire more dice for your pool.

- Developing and Improving Traits

	Experience*	Training
New side trait (and sign)	5 dice	may need
To two or three dice**	5 dice	may need
To four dice**	10 dice	6-12 months
To five dice**	15 dice	6+ months

* Permanent experience dice (not regained).

** For central trait, double time and dice needed.

- Increasing Hit Points – Raise trait related to hit points, take +7 hit points or roll two dice and add the result. If you have more than one hit point related trait, roll the double number of dice that your newly improved trait offers. If higher this is your new hit points (maximum raise 12).
- Increasing Psychic Pool – 1 step/2 experience dice.

Creating a Character

- The Character Group – See page 25/7-8/8-9 (psG/2nd/1st Edition).
- Unknown Attributes – See page 10/9/10 (psG/2nd/1st Edition).
- Warning to Power Gamers – See page 13/13/14 (psG/2nd/1st Ed.).
- The Twist – See page 9-10 (psG – *Players’ Survival Guide*).
- For Further Characterization – See page 22-25 (psG).

Hints

- 1 Create a character that engages you, someone you care about or identify with in some way.
- 2 Create a character who is danger-worthy.
- 3 Use your imagination!
- 4 Follow the GM’s lead. Develop a character that fit the series the GM has in mind.
- 5 Be independent. Don’t be dependent on other PC’s or limited events in the game world.
- 6 Be cooperative. Create a character that allows others (other PCs) to help you and work with you.
- 7 Hook up. By looking for, hiding from or investigating someone or something, you can help your GM to get your character involved.
- 8 Consider the group. Is there any focus?

Character Checklist

- 1 Concept – Who or what you are.
- 2 Traits (take care in naming and describing)
 - A Central Trait (1) and Side Traits (2)
 - B Scores for Traits

Trait	Average	Good (2)	Super (1)
Standard	2	3	4
Unusual*	0	1	2
Narrow	2	4	6
Narrow & Unusual	0	2	4

* Technical and Unusual traits (includes fringe powers).

- C Flaws
 - D Signs (for Traits & Flaws)
- 3 Points & Pools
 - A Hit Points – If you have more than one hit points related trait, *get or roll* for each and take the highest. Attach a descriptive word or phrase.

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

* Fighting, toughness, strength, mass, or other ability to take damage.

- B Psychic Pool – Your psychic pool is 3 or 1 die. (Only if you have any fringe powers.) If you have more than one fringe power, *get or roll* for each and take the highest.
 - C Experience Pool (= 1)
- 4 Personality
 - A Motivation – What you want, why on Al Amarja.
 - B Secret – The thing you don’t want others to know.
 - C Important Person – Someone who affected your life.
 - 5 Drawing – At least a rough sketch.
 - 6 Name, Background, Equipment, Finances, Etc. (be reasonable)

Sample Concepts

Former drug runner fleeing from former partners, who now want to kill you.

Incarnation of Atlantean high priest.

Zombie who is breaking free of voodoo control and seeks complete freedom with the help of a wizard rumored to live on the island.

Psycho-killer commando who escaped from CIA brain-washing program when the programming failed.

Creature of goodness from a higher plane trapped in a mortal body and trying to gain release.

Decadent dilettante seeking stimulation for jaded tastes.

Addict of strange drug who has followed the supply line to the island, where the drug is plentiful.

Unsuspecting tourist.

Professor on sabbatical studying decadent social systems, strange medicines, weird science, unorthodox archeology, etc.

Beneficiary/victim of Hitler’s secret Übermensch project.

Charlatan religious leader spreading the word on Al Amarja.

Photographer compiling a photo profile of strange lands.

Ex-Green Beret looking for work as a mercenary or assassin.

Playwright looking for inspiration from Al Amarja’s avante garde theater community.

New Age dupe told by “the cards” to seek his destiny on Al Amarja.

Master of New Age wisdom who has been guided to Al Amarja by a higher power.

Unfortunate mutant who has heard that the “genetically challenged” have an easier time of it on Al Amarja.

A tough biker-gal.

A doctor on a compulsory vacation after her “unorthodox” treatments were uncovered by hospital authorities.

Writer of experimental fiction.

Retired politician living it up on the winnings of several profitable decades as a corporate lapdog.

Defense Department research scientist who’s faked his own death after inventing a weapon too terrible for the human mind to accept.

Expatriate Russian scientist, a specialist in some secret scientific techniques.

Italian cabbie running from an unhappy love affair.

Quechuan mystic.

Socialite youth running away from home.

Avante garde musician whose music has met with poor reception in less open-minded locales.

Libyan laborer looking for work.

Example Central Traits

Aristocrat – Wealth, familiarity with valuables, knowing how to conduct yourself among the elite. (Regal bearing, disdain for work) 3/4

Cat Burglar – Casing buildings, sneaking, overcoming security equipment, and finding fences for one's loot. (Stealthy step, night owl) 3/4

Doctor – Includes ability to diagnose diseases, perform surgery, prescribe drugs, perform first aid, and charge outrageous fees with a straight face. Probably entails wealth, certainly education, though this education may be narrow. (Terrible handwriting, clinical air) 1/2

Military Background – Includes fighting bare-handed and with a variety of weapons, first aid, keeping cool under fire, and possibly one specialty field, such as mechanics or demolitions. (Wears camo clothes, battle scars) 3/4

Musician – Includes the ability to sing and probably play a few instruments, possibly familiarity with illicit drugs, knowledge of how things really get done in the music scene, a personal style, and the ability to self-promote. May entail wealth or poverty, depending on talent, luck and other factors. (Flamboyant dress, uses slang constantly, self-satisfied demeanor) 4/6

Painter – Producing attractive paintings, though the audience for this art may be limited if the painter is truly talented. (Paint-stained clothes, grumbles about the limited tastes of the "bourgeoisie") 4/6

Photographer – Perceptive, familiar with a variety of photographic techniques, can develop own film, may have connections in the publishing industry. (Carries a camera everywhere, delights in visual imagery) 3/4

Private Investigator – Surveillance, phone-tapping, subterfuge, and brawling. (Keeps receipts out of habit, does Bogart impersonations.) 3/4

Professor – Well-educated, including at least one specialty, academic contacts, possible recognition for work done in area of specialization, potential for grants to do special work, status among the intelligentsia. (Wears slightly out of fashion clothes, left-wing views) 3/4

Religious Charlatan – Good at conning people, appearing innocent, and convincing people to donate money to the cause. Also may be familiar with a specific religious or mystic tradition. (Unnaturally dark and full hair for someone that age, sincere smile, quotes the Bible out of context) 3/4

Scientist – Familiar with science in general, with one field of science as a specialty. Depending on the specialty, you may be able to analyze chemicals, construct useful devices, and figure out innovative scientific devices. (Uses big words, often lost in thought) 3/4

Unusual – If you want to have an unusual character, perhaps the kind of thing that does not exist in the real world, you must take that trait as your central trait. Be sure to be clear to the GM what skills, abilities, and characteristics this trait covers. If you have a weird, unusual power, the GM may give you a "psychic pool," which represent how many times per day you can use that power. This pool may contain 3 shots (users per day), or you can roll a die to see how many shots it contains. (If you have several fringe powers, you can roll the die once for each and take the highest roll.)

Example Side Traits

Beautiful – Improves reactions that others have toward you, although you may also attract unwanted attention. (Perfect skin, fashionable wardrobe) 3/4

Brawling – Fighting with bare fists, broken bottles, chains, knives, and impromptu weapons. Use for both attack and defense rolls (See rules for combat below). (Missing teeth, calloused knuckles) 3/4

Casing – Looking over an area to find easy means of illicit access, suitable hiding places, useful escape routes, etc. (Always aware of surroundings) 3/4

Cool – Remaining unfazed in dangerous or mind-blowing circumstances, attracting those of appropriate gender orientation, impressing people. (Self-assured demeanor, carefully chosen wardrobe) 3/4

Double-Jointed – Slipping out of a pin, freeing self from manacles, avoiding injury from blow that would break the joints of others. (Very limber, loose-fitting clothes) 4/6

Foiling Security Systems – Spotting and disarming alarms, picking locks, anticipating placement of security devices. (Wears gloves, protects hands from possible harm (won't help change a tire, for example)) 3/4

Fringe Power – Any unusual type of power, usually called "magical" or "psychic." If you go this route, do yourself a favor and invent a unique and interesting fringe power. Most likely you have a "psychic pool," representing the number of times per day you can use this power. You can have 3 shots in your pool, or roll a die to determine the number of shots. (If you have several fringe powers, you can roll the die once for each and take the highest roll.) (Sign depends on the nature of the power) 1/2

Hypnotism – Calling up repressed memories, implanting post-hypnotic suggestions, getting another character to act like a chicken. Hypnosis cannot force someone to behave contrary to their nature. (Penetrating eyes, calm manner) 1/2

Intelligent – Putting clues together to form a valid hypothesis, understanding meaning of obscure names and words, impressing similarly intelligent or erudite people. This trait resents a broad intelligence, whereas a trait like "scientist" includes intelligence highly focused on the specific area of knowledge. (Does crosswords rapidly and in pen, uses big words) 3/4

Tells Good Jokes – Useful for putting people at ease, passing the time, or picking up lovers. (Can improvise witty remarks, loves to hear others' jokes) 4/6

Martial Arts – Use this score in combat, both attack and defense, when using bare hands or weapons appropriate to the martial art one has learned. (Does origami, effects an ersatz Japanese style) 3/4

Ladies' Man – Impressing, charming, and seducing women. (Has a "little black book," winning smile) 3/4

Good Negotiator – Settling differences, either personal ones or disagreements between others. A good negotiator is often a middle child. (Frequently intervenes in arguments, rarely disparages others) 3/4

Personal Manipulator – Getting others to trust you or to do what you want them to do; usually involves convincing them that such actions are in their best interests. (Air of self-confidence, has no long-term friends) 3/4

Quick – Can move and react quickly. Use this score for either attack or defense rolls, but not both in the same round. (Good reflexes, lithe body) 3/4

Straight-facing – Lying, dissembling, and bluffing without showing emotion. (Reserved demeanor) 3/4

Strong – For attacks in combat (but not defense rolls), breaking down doors, pinning a captive, etc. (Big muscles, works out a lot) 3/4

Tough – Resist poisons, pain, and fatigue. (Big-boned) 3/4

Example Flaws

- Believes in an Imaginary Friend** – You believe in an imaginary being of some kind and often turn to it for advice. (Talks to "self," repeats crazy information and refuses to reveal the source)
- Bungling** – Two left feet, clumsy, klutzy, whatever you want to call it. Receive a penalty die on all actions involving agility and coordination. (Constantly knocks things off tables, food stains on tie)
- Closed Mind** – Unable to accept ideas that run counter to pre-established beliefs. (Mocks any mention of that which his culture or faith does not accept or understand)
- Disgusting Appearance** – Penalty die on rolls to impress people favorably. (Scraggly beard, unkempt hair, unwashed face)
- Doppelgänger** – Someone who looks just like you appears in your life from time to time, often causing trouble for you. (Makes a habit of not showing his face)
- Drunk** – Addicted to alcohol. (Always saying "I need a drink")
- Enemies** – Somebody is out to get you; you may not be sure who that is. (Continually looking over your shoulder)
- Fat** – Penalty die on feats of endurance, inability to fit in tight places, need for custom-tailored clothes. (Fat)
- Hard of Hearing** – Penalty die on eavesdropping, hearing people sneak up on her, or noticing the ticking sound coming from the package you're about to open. (Pretend to follow conversations you can't hear)
- Heavy Smoker** – Penalty die on feats of endurance; need for nicotine. (Bad breath, nicotine stains on fingers)
- Hypochondriac** – Always wasting time and worry over imaginary ailments; may suffer and actual ailment that friends ignore out of habit. (Carries ready supply of medicines)
- Nerd** – Penalty die in social situations. (Poor taste in clothes and hair styles, uncomfortable around members of the opposite sex, talks endlessly about his powerful characters in role-playing games)
- New Age Dupe** – Likely to trust untrustworthy people, books, remedies, and "psychic" tools. (Fusses over crystals & proper foods, talks about "vibes" and means it)
- One-Track Mind** – Unable to keep track of two goals at once. (Constantly forgetting things)
- Paranoid** – Believes that others are out to get him, may cry wolf once too often, unable to distinguish the people who are really out to get him from everyone else. (Eyes always dart from side to side)
- Prone to Reckless Violence** – When frustrated, there is a one in six chance that the character will fly into a fit of uncontrollable rage. (Sullen demeanor)
- Strong Body Odor** – Penalty die in many social situations. (Strong b.o.)
- Sucker for a Pretty Face** – Penalty die when resisting manipulation by an attractive person. (Always talking about this or that good-looking man or woman)
- Technophobe** – Inability to deal with technology, such as computers, answering machines, and VCRs. (Clothes too small because can't get the hang of the drier settings, asks others to make phone calls)

Weak – Penalty die on attacks and feats of strength. (Thin limbs, sunken chest)

Example Hit Points

Bestial, bodybuilder, brawn, bulk, dense, determination, durable, grit, guts, martial training, mass, muscle, physical training, physically fit, resist pain, resilient, rugged, stamina, stocky, tough, wiry.

Sample Motivations

- To win power & glory.
- To become wealthy.
- To defeat Amaless, the Heartless Mage*.
- To find your long-lost daughter*.
- To write the great American novel.
- To escape the law.
- To find employment in your rare vocation.
- To make the world a better place.
- To live an exciting life.
- To penetrate mysteries and gain secret knowledge.

** If this is an easy task, accomplishing it will leave your character without a goal, so be careful with a motivation like this one. Of course, your GM can see to it that this is no easy task.*

Sample Secrets

- Fleeing from law because you killed your family.
- Psychosis barely controlled by your medication.
- You are a cannibal.
- Perverse tastes (specify what they are).
- You're actually a former criminal who only poses as a reporter.
- You are gay and feel the need to keep this a secret.
- You worked for the CIA (or still do).

Sample Important People

- Attila the Hun, who inspired your thirst for power.
- Your grandmother, who taught you hexing.
- Your father, who kicked you out of the house when you were sixteen so you could learn to fend for yourself.
- Edgar Allen Poe, whose mystical symbolism you alone have deciphered.
- Timothy Leary, an old friend of yours, now distant.
- The pet lizard you had as a child, who first told you of your true identity and destiny.

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baksheesh – a tip, a bribe; very important whenever someone serves or helps you directly (from Arabic)	"the blues" can mean trouble with the law, as in "I've got the blues."	them this to their faces.	scarab – newcomer to Al Amarja, "burger"; because the scarab beetle eats dung
barrio – one of the quarters or sectors of the Edge, taking the name of the plaza around which the quarter is located	burger – newcomers to Al Amarja, grammatically uncountable ("a bunch of gullible burger")	maalesh – no sweat, don't worry, take it easy, relax, chill out, etc. (from Arabic)	sook – an open-air market esp. lower class; rhymes with "kook" (from Arabic)
bennie – one who works for a patron	deep – spiked with depressants, as in "deep coffee"	Martian – Al Amarjan (shortened & corrupted form)	starver – an artist, esp. an independent one
black – firearm(s), esp. in the phrase "to carry black"	jumped – spiked with stimulants, as in "jumped coffee"	normie – someone who doesn't partake in the Al Amarjan lifestyle	ugly – someone deformed by genetic misfortune
blue (or blueshirt) – a Peace Officer. Also:	lucy – a satanist, from "Lucifer." Don't call	oppenheimer – fringe scientist	willie – slave; all slaves on Al Amarja are voluntary slaves
		pube – an adolescent who has legally acquired the status of an adult	zero – a worthless, hopeless person