



Let Your Imagination Run Naked in the Street

Devious secret agents, subtle alien invasions, ancient conspiracies, the secret of human nature, drooling psychopaths, weird science, a quick but painful death — who knows what you may find when you play **Over the Edge**? For the first time, the surreal undercurrents of fiction, cinema, and television have come to roleplaying, and **Over the Edge** is the game that can take you where you've never been before.

Over the Edge Features:

- **Freeform Character Creation:** Define your character the way you want to, without the limits of skill lists, random rolls, and artificial limitations. The rules favor character development over mechanics.
- **Open Setting:** Anything goes on the chaotic island of Al Amarja. If it troubles your dreams, if it scares you, if you hope it isn't true, it's waiting for you **Over the Edge**. Players can never be sure what they're up against, who is on their side, and why.
- **Focus on the Story:** Easy, open-ended mechanics allow you to spend more time developing your character and your plots, instead of crunching numbers. The GM's chapters include numerous story ideas and plenty of advice for better gamemastering.
- **Easy To Get Started:** Three beginning adventures introduce the GM and players to the wild world of Al Amarja and make the first sessions easy to run.

Over the Edge

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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).
- Group Efforts
 - Simple Addition – Add traits, i.e. lifting.
 - Combining Dice – Lower trait as bonus dice, i.e. searching a book.
 - Either/Or – One trait (randomly), i.e. search bodies (1 character/body).
 - Worst Roller – I.e. lying (not prepared).

Combat

- Movement (1 round = 3 seconds)

Movement	km/h	m/round
Walking	3	2,5
Hurrying	6	5,0
Jogging	9	7,5
Running steady	12	10,0
Running fast	18	15,0
Sprinting	24	20,0

- 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	–	–
Pistol	2	10	20	40	80
SMG	2	25	50	100	200
Rifle	2	50	100	200	400
Shotgun***	4	8	16	32	64

* Such as a ball or throwing knife.
 ** Such as a sword or blender.
 *** See Damage.

- 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*
Light handgun or SMG**	x3
Medium handgun or SMG**	x4
Large handgun or SMG**	x5
Light Rifle**	x6
Heavy Rifle**	x7
12-gauge Shotgun**	x10/x5/x3/x2/x2***

* 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.

** On Al Amarija firearms are illegal to all but the Peace Force.

*** Depending on distance (x10/distance dice).

- Buzzwords for Combat – See page 24/25 (2nd/1st Edition).

- Armor – Subtract from damage done.

Regular Armor	Rating	Penalty Die?*
Leather	1 pt	no
Armored Jacket	1 die	no
Duro-Trench	2 dice	yes
Bullet-Proof Armor (Illegal)		
Kevlar Vest	1b	no
Kevlar Suit	2b	no
Military Body Armor	3/2b**	yes

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

** First number is regular armor, second is bullet-proof armor.

- Messed up (HP =< hp/2) – Penalty die on all actions, maybe more specific debilities.

- Down for the Count (HP =< 0) – Out of the fight.

Fists and kicks – Probably some broken bones.

Clubs, etc. – May well have badly broken bones and internal bleeding. Probably don't need help.

Sharp and Pointy Things – Likely to leave you incapacitated and bleeding. Probably need help.

Guns – In chock, dying, bleeding. Emergency medical attention may well be required to save you.

- Shuffling of this Mortal Coil (HP =< -hp) – In order to survive, you need medical attention and a reason to live. Tell your reason and the GM decides.

- 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
Firearms	1/3

- 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 hitpoints.

- 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.

Ganging up – Someone can defend normally against one opponent for each die they have in defense ability. Each additional attacker receives a bonus die on attacks against that character. The defender gets to choose which attackers get the bonus die.

Attacking with Surprise – Might require a roll for stealth against alertness. Might grant you with more than a bonus die.

Better Weaponry – Depends not on damage, but on how handy the weapon is.

Better Position – On top of them, above them, behind them and so forth.

Psychological Advantage – I.e. Convinced your opponents that their chances of win are zero (next round only), nasty-looking weapon, defending loved ones (i.e. daughter).

- Desperate Defense – Give up attack, get bonus die on each defense roll that round.

- Alternate Damage – To determine damage, roll one die for each number in the damage factor. (See page 27/27.)

- Serious Wounds – One rule of thumb is when at least 20 points of damage are suffered in a single blow you take a serious wound, but it is possible to take a serious wound from a relatively minor attack. (See page 27/27-28.)

- Gestalt Combat – Each character makes one combat roll to determine the general outcome of the fight. Total each side's rolls. Witch-ever side rolls highest wins the fight. The GM can go into any detail desired, including dishing out damage to PCs that rolled poorly.

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.

- Awarding Experience Pool Dice – See page 179/171 (2nd/1st Ed.).

Firearms

- Gunfire Options

Revolvers & Rifles – One shot/round.

Automatic Pistols – Two shots/round, second shot penalty die.

SMG & Automatic Rifles – Two shots (second shot penalty die), three-round burst or full auto shot.

Shotgun – One shot/round. With slugs range and damage as light rifle but with penalty die.

- Gunfire Tactics Summary

Tactic	PB	Cl	Md	L	VL
3 round burst	b/+1	b/+1	b	b	b
Full auto, 1 target*	b/+2	b/+2	b/+1	b	b
Full auto, spread**	b/+1	b	–	p	2p

b/p: Bonus/penalty die.

+1/+2: Add to damage multiplier.

* At least 10 bullets.

** Target one character per 5 bullets fired.

- Ammunition

Type	Damage	Armor
Armor-piercing rounds	/2*	minimum
Hollow point rounds	+2**	double

* Divide damage by 2 after armor points have been deducted.

** Add to damage multiplier.

- Armor Summary

Attack	Normal Armor	Bullet-Proof
Normal	full	minimum
Bullet	half (down)	divide
Armor Piercing	minimum	minimum
Hollow Point	double	divide double

divide: divide damage by roll.

minimum: subtract number of dice (not roll itself) from damage.

- Example Firearms – See page 33/33-34 (2nd/1st Edition).