OVER THE EDGE ™ RULES BRIEF

This page may be photocopied for personal use. Use it as a quick-reference sheet.

CHARACTER CHECKLIST

Your character includes:
• Concept (who you are)
• Traits & Signs: One central trait and two side traits, one of the preceding three traits is your superior trait; one flaw; a sign for each trait (including the flaw).
• Hit Points
• One Die in Your Experience Pool
• Motivation (why you do what you do)
• Secret (the thing you don’t want others to know)
• Important Person in Your Past (someone who affected your life)
• Drawing (draw your character, at least a rough sketch)
• Name, Background, Equipment, Finances, Etc. (be reasonable)

MECHANICS

When you use a trait, you roll a number of dice equal to its score (usually three dice, or four dice for your superior trait).

If you get a bonus die (by having some advantage), you roll an extra die along with your normal dice and then drop the lowest die out of the bunch. If you have to roll a penalty die (from having some disadvantage), roll an extra die along with your normal ones, but drop out the highest one.

You compare your roll vs. that made by the GM, usually representing a GMC’s traits. You succeed if you beat the GM’s roll or the difficulty factor she assigns.

Sample Difficulty Factors

<table>
<thead>
<tr>
<th>Task</th>
<th>Difficulty Factor or Dice to Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
<td>4</td>
</tr>
<tr>
<td>Moderate</td>
<td>7</td>
</tr>
<tr>
<td>Hard</td>
<td>11</td>
</tr>
<tr>
<td>Really Difficult</td>
<td>14</td>
</tr>
<tr>
<td>Near Impossible</td>
<td>18+ (5 or 6)</td>
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</tbody>
</table>

YOUR EXPERIENCE POOL

You can use the die in your experience pool to improve one roll per game session. Once you use the experience die, you cannot use it again in that session. The dice from your experience pool act as a bonus dice. As you play, you can acquire more dice for your pool.