

OVER THE EDGE™ RULES BRIEF

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CHARACTER CHECKLIST

Your character includes:

- **Concept** (who or what 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

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

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.

OVER THE EDGE COMBAT BRIEF

Initiative: Roll a combat, agility, or speed trait at the beginning of a combat. Actions proceed each round from highest roller to lowest.

Attack: Roll a combat, strength, agility, or similar trait. Compare it to the defender's roll. A non-combat trait can only be used for either attack or defense each round. You hit your opponent if you beat your opponent's defense roll.

Defense: Roll a combat, agility, or similar trait. A non-combat trait can only be used for either attack or defense each round. You get one defense roll for each attack made against you.

Damage: On a successful hit, subtract the defense roll from the attack roll. Multiply the result by the weapon's damage factor to calculate the damage done.

Armor: The defender determines armor protection (usually 1 point for casual armor, or one or two dice for good armor). Subtract this protection value from damage done to get damage taken.

Lost Hit Points: Subtract the damage that exceeds armor from the target's hit points. If the target is at half hit points or below, they take a penalty die on further actions. If at 0 hit points or below, the target is out of the fight. If at a level of hit points equal to the negative of their normal hit points (e.g. -21 for a character with 21 hit points), they are purchasing agricultural real estate.

Recovery: After a chance to rest and recuperate (maybe half an hour), you recover half the hit points you lost. After that, you recover only by rest or medical care.

Damage Factors

Unarmed combat	X1
Throwing knife	X1
Knives, lead pipes, throwing axe, etc.	X2
Swords, axes, etc.	X3
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*
Taser	X5**

*Divided by "distance dice" (see "Weapon Ranges," p. 23)

**All damage from a taser is temporary. Record it separately; it all comes back when the character recovers.