

AG2404

\$5.95

EdgeWork 4

the fanzine of Over The Edge

vampires in OTE

evolving Over the Edge

the Aries gang exposed

video recommendations from John Tynes

Nile magic



Contents

2 . . Kaput meantime

Your editor rambles on about things on his mind. Particularly the upcoming "anniversary" of EdgeWork.

3 . . Vampirism and undead of like kind

Is the Edge getting passé? Think you've lived through it all? Continue on past death thanks to Alexander Williams.

9 . . Evolving Over the Edge

Our good friends at R. Talsorian and Justin Schmid bring us a look at crossing Cybergeneration with Over the Edge.

16 . . Al Amarja Today

All the news you need to read!

17 . . Little Scratches!

Serving the community since 1948.

23 . . Involuntary measure

The Aries gang is expanded and detailed thanks to On the Edge and the imagination of Rebecca Teed.

29 . . Nile magic

Images, words, ancient gods; John Nephew explores the Saou sect and the Egyptian heritage of their magic.

32 . . Edge watcher

John Tynes spends too much time watching strange films. But you benefit from his sloth with recommendations for the next trip to the video store!

Kaput meantime

EdgeWork reaches its fourth issue. Crowd clamors for more! Your editor goes insane. Card games take over the world. Head of Satan seen over Haiti! Film at eleven.

EdgeWork has come of age. Four full issues of cutting-edge information about Al Amarja are now available. If this is the first issue of *EdgeWork* that you've seen, bother your local retail store about getting you more. Where else are you going to get 32 pages of the best information about the Al Amarjan games you love, without advertising, for one low price?

All right, I'll lay off the sales pitch for a minute. I've been very happy producing *EdgeWork* for the folks over at Atlas Games. Even that asshole John Nephew kind of grows on you after a while. My only regret is that I've been unable to produce more issues for you, the clamoring reader.

Woody Eblom, head sales guy and cute hippie for Atlas Games, tells me that distributors are asking for more *EdgeWork*. Now that we're billing it as an on-going supplement for OTE and OnTE, more folks are willing to give it a shot. You can help out by letting your retailer know you appreciate being able to get *EdgeWork* locally.

My real life has kept me from devoting as much time as I'd like to *EdgeWork* and thus as I complete our first "year" of publication, over two calendar years have passed since the idea first found fruition.

I remember that day in Northfield well. John Nephew and I sat at a local bistro and enjoyed a meal and a couple of beers while we hashed out the details of the plan to produce *EdgeWork*. Then it was back to John's office/apartment where, over the

better part of a bottle of Glenfiddich, we produced the press release announcing *EdgeWork*.

Whence the future?

Since then, some really great stuff has run through these pages. Atlas Games has formed a partnership with Trident, Inc. to produce a card game based on the same background as OTE. I've come closer to joining the ranks of Atlas by taking on duties of representing the company on America On-Line. I've also edited and helped write the player's guide for *On the Edge*. *On the Edge* was named the "Best New Collectible Card Game" by *Games Magazine*. Where now?

The future is full of possibility. I still want to get to producing a new version of Dave Arneson's *Don't Give Up The Ship*. By the time you read this, Trident and Atlas will be celebrating the release of the second edition of *Once Upon a Time*.

I see *EdgeWork* continuing its function as a support vehicle for both the role-playing and card games connected with Al Amarja. With this issue's contents completed, I have material for next time already in my hands. Others have already volunteered to write more. This kind of support from the readership will help keep *EdgeWork* more timely in its production. Thanks a lot to everyone who's helped out.

The future is full of possibility. I hope you'll join me as we continue our journey along the edge. Together we'll discover new mysteries on Al Amarja.



Vampirism and undead of like kind

*An interesting challenge to handle in **Over the Edge** mechanics is the introduction of various forms of undead popularized by the writers and myth-manglers at White Wolf Games ~~Salon~~ Studio. Alexander Williams leads us through the “dark” waters of bringing vampires to Al Amarja.*

Thanks to the rather loose nature of the *Over the Edge* mechanics, creating a believable-yet-not-munchkin vampire character capable of fitting in with the other PCs is far from insurmountable. As always, the first step is to put together a strong character concept. At this point, the concept will necessarily be loose. In fact, the most effective means at this point are to create the character's mortal basis in the standard *Over the Edge* way, treating it as the skeleton of the character before their reception of the “dark gift,” “embrace,” “kiss,” or whatever term the apropos group of vampirism label the act of turning a person from breathing, eating, living flesh to ravening, bloodthirsty, sun-crisped undead.

Once the mortal physicality of the character is described, the player must talk the GM into actually making him vampire chowder. At this point the GM is perfectly positioned to accept bribes of nubile members of the appropriate gender, money, services; in short, whatever the GM's devious little heart desires. The GM needs find out in depth how the player sees the character as a vampire, what their weaknesses are,

their strengths, how often they need to feed, whatnot. This time is used to introduce to the player what limitations will be imposed on vampires in your setting as well. The good GM will not be afraid to say no, its vitally important that the character fit into the setting with the other vampires of the locale, the time, and the genre. Having a PC vampire that's closer to a superhero that avoids working during the day won't fit in with a group of vampirism that see themselves as cursed, angst in bars all night, and have relatively low-powered abilities. Most certainly, the inverse holds true as well.

A dark vision

Part of telling the player which tone the vampires have consists of deciding on their limitations and coherence. Following is an exploration of some of the decisions that might lead to a more dark and secretive vampiric society. The reader's choices and tastes may differ. This can be used with ease as a springboard for different conceptions.

Becoming a vampire

First, the turning of a mortal in this setting is a traumatic event, one which is resultant in pain and torment of the body and soul. Even afterwards, few vampirism can deal with the enhancement of their perceptions and the looming prospect of immortality out of the view of the sun. Many die screaming while thrashing in the morning sun of the day after their turning. Thus, the first thing the vampire needs is something vitally important to account for the fact the he or she survived even the first day after the turning.

It might be a dedication to some esoteric goal, a noble (or vile) idea, or something more arcane. “Protect the family I left behind,” might be the

obsession of someone interested in playing a vampire fighting their essential nature to do good for someone. "To destroy my sire and all those of my lineage," might be the obsession of a player whose character was involuntarily turned and who sought to destroy those that came before. If the sire is essentially untouchable, this can lead to really interesting roleplay.

The obsession can be thought of as a replacement for the motivation of the character when alive, but more than that, it's the vampire's only reason for continuance in an organic sense. Should the obsession ever be completed, the chances are the vampire will lie down and cease to be, finding their work done.

Being a vampire

In the vein of modern vampire fiction and ignoring all the centuries of mythology that proceeds, a vampire is created when a vampire drains the blood of a human to the point of death and then shares a bit of their own blood from a bite or cut. Further, the act creates certain tendencies in the fledgling vampire, giving a tendency to develop the same type of supernatural powers as their sire, within reason.

Vampirism possess certain powers of a supernatural bent as the result of the turning. The turning causes a general fading of skin tone, a lightening of the pigment of the eye, and the cooling of the skin. Sunlight causes vampirism to burst into flame, their fingernails are glassy, and they *do* cast reflections. The vampire's fangs are retractable and are in the standard place.

The mechanisms

Now that the GM has sketched out the physical traits of the vampirism, the decisions need to be recorded somewhere for later reference. Everything related to a character specifically, needs to be recorded as well. It's a definite need to decide

what game effect reflects the weaknesses and strengths of the vampire in play.

The supernatural essence of the vampiric abilities is important, certainly important to both the player and the GM. Some sort of economic system to handle purchasing these supernatural effects is needed. A handy way to define the economy is to give the new vampire three dice and tell them to allocate the dice to supernatural abilities in any way they like. They might pick three traits at a die apiece, or splurge and sink all three into a single one. For all intents and purposes these traits are equivalent to fringe powers and have all the range of fringe powers. Keep in mind that the development of said traits are linked to the bloodline of the sire, but creativity can be applied in large amount when deriving them. For example, the sire may assume the form of a bat, where the new vampire may become a raven or a wolf. A sire who climbs walls may give rise to a vampiric child that can assume the form of a spider, and a vampire whose powers are to manipulate the minds of others from afar (telepathy) might sire a vampire who does it close with a word (mental domination). Creativity is definitely the essence. Just because a PC knows the bloodline of another vampire, they shouldn't automatically know exactly what they're capable of, but they should have a vague idea.

The GM is encouraged to keep the effect of these "disciplines" mysterious, somewhat other-worldly. If there are psychics in the area, they might detect the use of disciplines as a horrible offense against the fabric of the overmind. Magi might perceive some supernatural force wafting about that smells like brimstone and leaves the taste of ashes in their mouth. Again, be creative. If it's needed to know if the vampire's use is detected, a good rule of thumb might be to roll for the detector's applicable trait, or a default of two dice opposed to the vampire's highest

The hunger for blood is one of the defining attributes of the vampire.

discipline (not necessarily the one in use). If the detector rolls more than half of the vampire's roll, he detects the use of the discipline. Range is up to the GM, but it's suggested that the dice in the user's score in tens of meters is not unreasonable.

The hunger for blood is one of the defining attributes of the vampire. Some kind of equivalent of making older, more powerful vampires feed more often seems to be merited. Humans give up dice of blood when drained and contain six dice of blood; only four dice can be drained before they die. A vampire needs to drink and expend a number of dice in blood equal to the sum of their traits every week; this may seem somewhat vicious, but seems to work out well, too. A vampire can store up to eight dice of blood. Using disciplines requires that a number of blood dice equal to the score in the trait be burned from the pool. This keeps vampires on their toes. That vampires at one die in their blood pool are aggressive, nearly mad hunters is a lovely touch. That vampires with no blood in their pool are fully mad, hungry things and partly under GM control is even more fun.

Healing and experience

Vampirism can heal themselves of hit point damage by expending blood dice. They may regenerate as many hit points as they can roll on their sacrificed dice. Further, to better mimic the feel that's desired, vampires can stay active and effective until their hit points reach the point

at which mortals die (a negative value equal to their total hit points), at which time they cease to be as well.

Due to the vampirim's natural static tendencies, it takes three times as many experience die to advance a trait than a mortal. This explains why the older vampires don't have tens of dice in every trait. Further, the fact that vampirim have a great degree of advantage in their quick blood healing of damage is balanced by the fact that they can heal in no other way. Thus, a wound once taken must be healed by blood or it remains.

Miscellany

- ◆ Cold iron and wood do double damage to vampirim.
- ◆ Sunlight does one die of damage per combat turn to a vampire.
- ◆ Vampires are loosely allied into cell-like underground groups, with only a few vampires knowing another vampire (to prevent governments finding one cell and tracking them all down).

Conclusion

Various bloodlines with some differences, in both strengths and weaknesses, will come up in the course of playing the game. By just establishing the basic mechanics and leaving most of the specifics undefined, the GM can take the players' ideas and weave them into the background without fear of stepping on predefined histories or interrelations.

As well as giving a place to start, the defined vampirim give the GM a setting to violate with later creatures. A definite sense of the unknown, injecting wonder and even fear into the setting, comes from the still unseen creatures of the night. Perhaps magic use has been tacitly confirmed to be unavailable to vampirim, but the PCs then stumble on a rare bloodline that use sorcery predominantly. A slow introduction to a dynamic greater world can lead the players to a much deeper interaction with the setting.

Vampires can work quite well, and the use thereof, even as PCs, is greatly facilitated by using a system such as *Over the Edge*. The openness and the pure basis in creativity and flexibility is a boon beyond simple comprehension. It only becomes readily apparent upon thought, consideration, and action on imagination.

Sample Characters

Nicolai Vladimir Harkon

Vampiric Cell Controller

ARISTOCRAT (4 dice): Born in Austria and raised amongst the best and brightest at the end of the 1800s in England, Nicolai knows how to live like an aristocrat and speak with the haughty disdain of a king.
[Speaks with English accent.]

CRUEL FIGHTER (3 dice): Nicolai took to fencing like a fish to water as a boy, but displayed good aptitude in every physical combat style...as long as he could see the pain on his opponent's face. He takes a penalty die if trying to fight to subdue.
[Takes advantage of every opportunity to wound in combat.]



MANIPULATIVE LOVER (3 dice): More than a few men wore the cuckold horns thanks to Nicolai's efforts when his flesh was still warm. He takes a penalty die to manipulation rolls against those who find him unattractive. [Haughty and cool in an intriguing way.]

SADISTIC TEMPERAMENT (Flaw): Nicolai is constitutionally unable to resist inflicting pain, whether it be physical, mental, or emotional, whenever possible. Even when its not called for or not in his best interest. [Sadistic taste.]

OBSESSION: In order to establish a new order in his life, Nicolai is obsessed with the idea of being the most powerful vampire in the city.

SHADOWMELD (2 dice): When he steps into shadow, Nicolai may add 2 dice to his chances to hide or evade notice (with the burning of two blood dice). Sounds originating from him are muted and he can move without attracting notice. The effect lasts until he steps out again into the light or light is directed upon where he's hiding. [Seems to dim lights very slightly in his passing.]

SHADOWSIGHT (1 die): Seeing in pitch blackness is part and parcel of the techniques Nicolai can use against an enemy. Treat Shadowsight like an unusual trait to decide when he needs roll to use it (for example, seeing a sheet of paper on a desk in pitch blackness is trivial, but reading it takes a certain amount of skill and a roll). [Pupils are catlike in dim light.]

HISTORY: Nicolai was turned just before the turn of the century by a member of the vampiric bloodline "Taltore," whose members tend to be hand picked for their cruelty and whose powers seem to relate to the unseen and darkness.

Nicolas was turned in England and became obsessed with becoming more powerful than his sire, then with being the most powerful vampire in the city. His predations are brutal and sadistic, but his wit is rapier sharp.

He's learned to use his vampiric powers to further his designs and now is the center controller of most of the vampiric cells in his area. His final intent is to garner as much power as he can, quickly, through whatever means possible.

John Runner Vampiric Wilderness Fanatic

STRONG (4 dice): John, in life before his turning in 1923, was an incredibly strong man, though his physique isn't built to the bulked-up expectations of modern eyes. [Tends to do acts of strength casually.]

FORESTRY (3 dice): Chopping down trees was his life, one he took seriously. He worked with axe and horse to send logs to the mill. [Knows a lot about various trees.]

TOUGH (3 dice): Living and working in the woods made John extremely resilient. The fights that he tended to get into didn't hurt his development either. [Scars on various parts of his body, including the knuckles.]

BERSERKER (Flaw): John was always a bit of a wild-man. When he sees a fight coming (or, after his turning, he sees someone defiling the land even

slightly) on a roll of 1 on one die he goes into a murderous fury which lasts until he removes the cause or he rolls another 1 on one die, tested every ten minutes. ["Furry," with shaggy hair and beard.]

OBSESSION: John is obsessed with protecting and defending the forces of nature and the woods in particular. As a result he's developed a more than mild psychosomatic physical rebellion against technological devices. (He takes 1 die of damage every hour he's in contact with technological devices, 1 die of damage for every day he's in an urban environment.)

WOLFBORN (2 dice): John can transform his body into a lupine form, with all its advantages and disadvantages. Detecting his differences is reasonably difficult (usually 2 dice vs. 2 dice unless the observer is particularly skilled). With a good roll vs a target of 9, John can take only parts of a lupine form (fangs, wolf's eyes, slightly increased strength), but must burn the two dice of blood whether the attempt is successful or not. [Lupine-form, takes a point of damage every turn he's exposed to wolfsbane.]

TREEMELD (1 die): John can meld with the trunk of a reasonably sized tree, and in so doing, be protected from the effects of sunlight, etc., though he is vulnerable to the things wood is. If the meld is not done at daybreak (or intended to last until the next sunset) then the number rolled is how many minutes the melding lasts. [Leaves a pattern in the bark of the melded tree which strongly resembles his face and body.]

HISTORY: John was turned in the American Midwest in 1923 by a member of the bloodline known as "Gangranus." The brood is known for their fanatical devotion to the natural and their distaste for the urban.

John enjoys running in the woods in lupine form and protecting his domain from campers, loggers, and other forces unnatural. His



possessiveness borders on the psychotic, but his brood brothers and sisters are all equally unbalanced in similar directions, except for a small tribe who has turned their back on the woods and walks the cities.

Edwin Archibald Angstan Vampiric Actor

ACTOR (4 dice): Edwin's turning in the 1980s came as a result of his "slumming it" in disreputable parts of the city completely out-of-work. Despite his inability to find a job, he really is decently skilled in the actor's art, even understanding quite a bit about set blocking and electronics, not that he'd sully his hands to do anything so menial. [Unconsciously projects his voice.]

DEXTEROUS (3 dice): A great deal of pride has been known to exist in actors regarding their flamboyant gestures. Edwin is almost archetypically so. [Walks coins across knuckles when still, makes sweeping, flamboyant gestures when not.]

FENCING (3 dice): Edwin took a goodly number of fencing lessons "to improve his method," as he would put it. Staying in shape for it and practice were part of what drained his coffers so severely. [Uses fencing terms in casual conversation.]

THEATRICAL (Flaw): Edwin is unrepentently theatrical. One word will never do when a monologue can be made, no tiny gesture be made when a sweeping one can be done, no word be whispered when it can be shouted. Even when he's being sincere he comes across as plastic and fake. (A penalty die to most social rolls when dealing with folks who don't know him seems appropriate. On the other hand, among other "Actors" and Goths it can be seen as a positive boon.) [Theatrical in the extreme.]

OBSESSION: Edwin *desperately* wants to be liked, and is obsessed with continually making a good impression. Of course, if you persist

in not liking him, you're either bourgeois scum or an idiot (but he'll continue trying to "prove himself").

THE VOICE (2 dice): Edwin can use his voice to convince a target that he's perfectly reasonable and that his course of action is eminently reasonable. Treat his use of the Voice something like the Fringe Power "Sub-Vocalization" except its spoken directly. He can use it on more than one person, but they all must be within his sight and he burns an extra blood die per person in addition to the two he burns just to activate it on one person. [Voice is especially resonant (as if standing in an echo chamber) when the Voice is used.]

SWEEPING ENTRANCE (1 die): By burning a blood point, Edwin can cause conversations to hush and heads to turn his way whenever he enters a room. Magi who habitually shield themselves and psychics would get a roll to resist the effect but will probably be curious regardless.

History: Edwin was turned in the winter of 1984, "the winter of his discontent," as he would put it, by a member of the bloodline "Hagena," who had been following Edwin for some weeks. The bloodline is made up of social gadflies.

Edwin is the archetypal poseur wannabe Goth-like actor. Whining is probably well-ingrained enough in his personality to be worthy of a trait of its own, but unfortunately no GM likely has that many d6s in their travel bag. Turning was considered by Edwin to be a great boon to his popularity since he learned to enthrall folks to listening to his tales of personal travail.

Currently, Edwin is the happy lackey of a more powerful vampire that finds his cell necessarily has to interact with far too many of the young wannabes than his taste permits. Edwin is perfect for the job.

Jonathin Harker Vampiric Madman

PSYCHOTHERAPY (2 dice): In 1993, Jon Harker was a successful psychotherapist catering to servicing the rich and beautiful in Hollywood. He still retains his knowledge as well as knows some of the other prominent members of the community. [Spouts psychological terminology.]

QUICK REFLEXES (3 dice): Jon was always a bit twitchy, almost verging on a certain tame paranoia. Of course, this made him a more than competent California driver. ["Twitchy," tends to jump if spooked.]

INTELLIGENT (3 dice): Jon was certainly one of the most intelligent men in his circle, turning down a MENSA invitation in order to not mingle with his lessers. [Brilliant, piercing gaze.]

MILD PARANOIA (Flaw): Despite his understanding of the human condition, his own condition was slowly eroding from beneath his feet. (Little did he know it was being helped along by his sire.) Since the turning, the paranoia hasn't gotten significantly worse, but he certainly has more ways to display it. [Eyes shift from side to side unpredictably at times.]

OBSESSION: Jon Harker is totally obsessed with the idea that madness is really the only sanity and totally dedicated to "awakening" all he meets to that fundamental truth.

ILLUSION OF THE MIND TORN WIDE (3 dice): Jon, like his sire before him, can project images, moods, thoughts and more to the mind of a target, usually as drawn from their own phobias, paranoias and psychosis. Jon is a uniquely educated and talented vampire, however, and can use his psychotherapeutic knowledge to inflict completely different insanities of perception on a target. [Babies, children, small animals etc., are extremely distressed by his presence.]

HISTORY: Jon was stalked for over three years by his sire before he was finally turned, only to join a bloodline of vampirism called "Psychoti," all of

whom share insanity and things related to it. Their abilities to affect the perceptions of others is legendary.

After his turning, Jon entered the world of the Psychoti with a true vengeance, psychoanalyzing some previously sane vampirism into the ranks and helping some who were almost too ill to be of use to find enough stability to be productive. He's almost always done so to promote his "Cult of the Liberated Mind," however, his program to share the freedom of insanity with the whole world.

Willifred Shanandoa Vampiric Love-child

SEAMSTRESS (2 dice): Before her turning in the late '60s, Winni wasn't terribly stable to begin with, but she did make a significant amount of money doing intricate embroidery and stitching. [Always has sewing equipment on her.]



'50s SITCOMS (6 dice): Winni's real dedication in life was to her fascination with the perfect families of the '50s sitcoms. To that end, she's a literal font of information regarding them. [Continuously spouting quotes from them, often uses stilted dialogue like a '50s sitcom.]

DRUG USE (3 dice): Winni was a bit of a flower-child in the late '60s; when she wasn't watching sitcom she was lighting up a doobie or cooking a little coke. (Despite the fact the things don't affect her, she still keeps current.) [Somewhat glassy, zoned-out look reminiscent of Ozzy Osbourne even after he dropped the habit.]

ADDICTIVE PERSONALITY (Flaw): Winni becomes easily addicted to *anything* remotely pleasurable or even somewhat

pleasurable, or in fact anything she can be convinced is pleasurable. As a result she comes off as clingy, unstable, and dependant.

OBSESSION: Complete obsession to create for herself a '50s sitcom-esque life fills Winni with some kind of purpose. Unfortunately for her, her natural instability means it comes out looking like Leave it to Beaver pictured by Jerry Garcia on a serious acid trip. Her vampirism doesn't help much, either.

THEME MUSIC (1 die): Winni is surrounded by a non-directional theme music which varies by the setting as she perceives it. This means that careful listening by the bright companion might give clues as to what's going on, but hearing the same music every evening when you wake up gets a bit grating.

AUDIENCE CACOPHONY (1 die): thanks to her belief that she's on a '50s TV sitcom, Winni subconsciously creates the illusory sounds of the audience keyed to actions she and her "co-stars" make. Applause is all well-and-good at the appropriate time, but boos and hisses when you're trying to stealthily sneak up on some guy can be disparaging, since the target of said sneak might be made curious.

DRAMATIS PERSONAE (1 die): By "reading the script," Winni can know someone's name and a one-sentence summary of who they are.

HISTORY: Winni's Turning was accomplished by the "Psychoti" bloodline in 1969, just after Woodstock, in fact. She didn't notice a whole lot of difference between life before and life after, to be honest.

Winni is one of the less successful vampirism still around, but its so hard to dislike her slightly glassy yet sunny smile and cheerful manner that most vampirism have trouble leaving her to fend for her own. More than once she's set up housekeeping with some obtuse mortal, claiming a "day job" and an active nightlife. Unfortunately for her, its hard to keep her mystic nature a secret when, after a bout of lovemaking, the catcalls and cheering set in.



Evolving Over the Edge

The year is 2027, corporations rule the world and a deadly nanoplague ravages the earth. On Al Amarja, a fatal plague of a different kind rages, spelling the end of the next generation's youth. This disease, known only as Andros' Curse may unlock the secrets of Monique D'Aubainne and the world of the sub-random.

This article describes a campaign variant in which R. Talsorian's *Cybergeneration* is crossed with *Over the Edge*. The two games share a great deal with one another thematically, but differ in era and setting. This can easily be rectified by using the explanations detailed herein, though other options exist. Working carefully, Al Amarja could be updated straight into the 21st century, determining what happened to the Throckmortons, whether Monique D'Aubainne still controls the island and what happened with the Le Thuys, among others.

The explanation used in this variant assumes time in Al Amarja has not advanced as quickly as it has in the rest of the world. This allows many of the most interesting conspiracies to continue to exist while still not upsetting the timeline of *Cybergeneration*. Thus tied together, the best aspects of the game can be used in a complementary fashion. Also, the explanations and origins of the Carbon Plague are not those from R. Talsorian's *Cybergeneration*. In *Cybergeneration*, the true origins of the plague are still a mystery. For more information about what is known

about the source of the plague in *Cybergeneration*, see *MediaFront*, *EcoFront* and *VirtualFront*.

The story so far

Due to a temporal irregularity surrounding Al Amarja, time in the rest of the world advances about six times faster. While over thirty years have passed in the rest of the world, the Throckmorton device is still a couple of years from completion and other conspiracies largely remain the same as described in the *Over the Edge* rulebook.

Despite the availability of higher technology from outside sources, the government restricts the importation of such tech into Al Amarja and promotes the "more reliable, tried and true" technology of the late 20th century. As a result, most Al Amarjans are unaware of the technology available in the rest of the world and distrust devices they come in contact with.

Technology that they do not know about includes: virtual reality computer networks, microfactories, nanocircuitry, aerodyne vehicles and artificial intelligences. Weaponry has also advanced considerably, but still the complete gun ban has persisted in Al Amarja despite increased infractions by tourists able to sneak the new weapons through customs.

Al Amarja is connected to the worldwide computer network, but all connections are controlled and monitored by the government. Only "legitimate" businesses are allowed

Temporal irregularities: Chikutorpl's presence in Al Amarja has caused temporal disruptions through her inter-dimensional travels. She is unaware of this effect.

Illustrated by Tonia Walden.

Cybergeneration™ ©1993 R. Talsorian Games, Inc. Cybergeneration, MediaFront™, EcoFront™, and VirtualFront™ are trademarks of R. Talsorian Games, Inc., used with kind permission.

access and then only for business contact. Even many multinational corporations are not allowed access because the government worries that they cannot control what information comes and goes. Therefore, most homes in Al Amarja have old 20th century telephones and must go through government channels to reach the outside world.

Over the last twenty years, world governments have come under increasing corporate control, resulting in some cases (such as the United States) becoming corporate nations, merging government and company completely. A new breed of fascism has arisen from this relationship.

The single biggest event in recent history has been the spread of the Carbon Plague. Not truly a disease, the plague is actually a nanoplague. Nanites, microscopic machines, infest a body and 20% of the time kill it if it is an adult and mutate it if a child. These mutations vary in a limited sense, but are for the most part beneficial, hence the description "evolving" the child. Most governments are strongly opposed to this unnatural evolution and herd affected children into camps, keeping them from the public eye.

On Al Amarja though, only the government and a few groups are aware of the Carbon Plague. Most only know of Andros' Curse, which popped up a few months ago. So-called because its appearance coincided with the opening of a pharaoh's tomb, Andros' Curse kills adults and children, though it mutates children before killing them. This according to Dr. Nusbaum, who was appointed by the government to deal with this epidemic.

However, death is not the only result of Andros' Curse. A burger, named Dr. Lovelace, was able to cure Andros' Curse in afflicted children. While he required absolute faith in his abilities to heal, his ability was found to be real. With a large following of healed devotees (both

child and parent), the Church of Desire was formed. Two weeks ago, the good doctor vanished leaving his son, Alexander, to lead the church. Alexander has no healing abilities and is not a born leader like his father was. The church is upset, and more children become infected every day with the only option being hospitalization and sure death. This is a dark time in Al Amarja.



Andros' Curse

Andros' Curse is, of course, the nanoplague that afflicts the rest of the world. The different name and perception is due to government propaganda. A nanoplague is a pestilence of microscopic robots which affect the human body. In this case they are volitional, able to alter a person in some distinct manner; they kill 20% of adult humans and mutate 20% of children.

The nanoplague originated in California due to a combination of random accident, conscious experimentation and sub-random influence. Gregory Northrup, a member of Philosopher's Stone was conducting experiments using nanites to enhance humans. While he was making little progress, his

assistant, a sub-random coed named Alisha Fetter helped him make a great breakthrough. Just then an explosion rocked the building and ruptured the safety seals. The super nanites escaped and spread. Alisha escaped and Gregory died from the nanoplague in-flight to Al Amarja. The US government, unaware of Gregory's work, believes it to be a random mutation in nanites being used at a construction site next door.

The super nanites spread around the world, infecting everything, but often remaining dormant for a period of time. When they became active, they set about mutating their surroundings into the super-beings they were programmed for. Unfortunately, a growth hormone must be present to regulate the nanites otherwise the host is killed, which is what happens in adults. Children are affected by the nanites by giving them "super" abilities.

Dr. Nusbaum is aware of this effect after having studied individuals mutated by the plague. He and Monique D'Aubainne decided the altered children were too dangerous to continue to exist, so the hospital has made sure that mutated children do not survive long.

The belief that the nanoplague is actually a pharaoh's curse is actually part of a government misinformation campaign. There is no pharaoh's tomb and nor were there any pharaohs named Andros in this region. The government wants to keep the public satisfied that this plague is a normal phenomena and that there is nothing beneficial about it. By supporting an interesting rumor, they maintain the image that it is nothing more than a bad epidemic of some new disease that has yet to be cured.

Dr. Lovelace and the Church of Desire

Dr. Lovelace's past is largely unknown. He arrived in Al Amarja a few years ago, adopted a son and lived quietly working as a doctor at one of the local clinics. When the

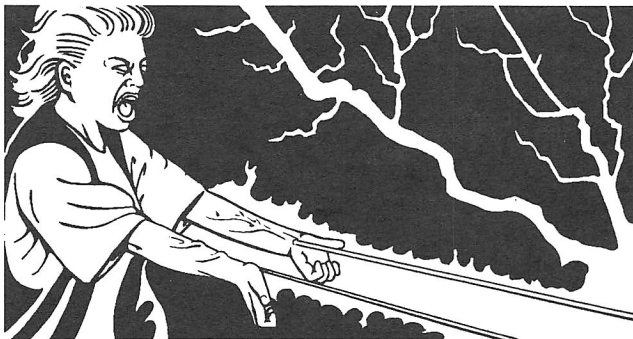
Andros' Curse hit, his son became infected and mutated. Having heard that the mutations were fatal from government reports, he prayed for his son's recovery. It worked and word spread that he had the healing touch.

Soon, parents from all over the Edge were wanting him to heal their afflicted children. The good doctor required absolute faith in his abilities from parents and children that he worked with. This was easily done as his abilities had become legendary. Soon a cult arose around his healing powers, the Church of Desire.

Then, two weeks ago, Dr. Lovelace vanished without a trace. Some say he went back to heaven while others fear that jealous powers abducted him to learn his secrets. In any case, his son Alexander was left to lead the Church without any real leadership abilities nor any skill in healing. While the Church is holding together, this is largely due to the mythic quality Lovelace has taken on since his disappearance.

The Evolved

The plague's effects on children are to mutate them, giving them new abilities through the nanites. There are five major types of nanite mutations named: Alchemists, Bolters, Scanners, Tinmen and Wizards. There are other mutations possible, such as Scouts and Jammers, discussed in *EcoFront* and *MediaFront*, two sourcebooks for *Cybergeneration*, but only the main ones will be discussed here. The following information converts the "evolved" children's new powers into fringe powers.



Alchemist

An Alchemist character is able to use its nanites to transform matter on the molecular level, both in shape and composition. Materials of all kinds except other nanites and living tissue can be affected. The Alchemist can manipulate matter from simple tasks such as altering the structure of an element (gas to liquid, liquid to solid, etc.) to the extremely complex alteration of an object (metal bar into circuitry).

The difficulty of the task is set by the GM and rolled against by the player. For example, making water into ice would have a difficulty of 3 while making a gun out of a metal bar might have a difficulty of 20. Note that Alchemists must also stay in continuous contact with the matter they are affecting.

The symptoms of a character evolving into an alchemist include extremely low body temperature, shakes and silver slime oozing from pores all over the character's body.

Bolter

Bolters are human tasers. Launching wires from two small openings are the base of their wrists, they are able to guide the wires to their targets, and are even able to bend the wires around multiple corners or other obstacles. They are able to store up a charge in their body and discharge it through this wire or through touch. This charge can be extremely powerful. While the touch ability requires an unarmed hit to be delivered, the taser ability has the following ranges:

Range	Dice for Defense
2 m	1
10 m	2
20 m	3
40 m	4
80 m	5

Damage taken from a Bolter acts like taser damage. The Damage Factor is determined by the character and can be as little as 1x and as high as

7x. However, every successful hit drains the character's internal charge. Bolters have a 5x charge per die of ability. They recharge at a rate of 1x every hour. Shocks can be delivered via conductive materials.

When a character becomes a Bolter, she first becomes extremely nauseous, contracts a severe fever and will be bedridden while ill. The character will throw up black silvery ooze, which may be disturbing.

Scanner

In effect, Scanners are mind readers. Their nervous system is rewired to detect and interpret brainwaves. While this normally is restricted to surface thoughts or emotions, extremely skilled Scanners can pick up images and particular thoughts. They can even communicate fully with other Scanners and possibly other Mind Scanners. However, if they want to maintain their privacy, they can throw up "static" fields which block out other Scanners.

This ability works the same way as Mind Scan (see *Over the Edge*, page 178), except that background static interferes with the Scanning ability. In areas such as near large transmitters or close to high tension wires, subtract one or more dice from the Scanner's attempt.

The other special ability of Scanners is similar to Bolters. They can store up a charge and discharge it by touch, however it is a weaker form and causes damage to the character when used. Damage taken from this attack acts like a Taser, and the

Damage Factor can be as high as 5x, however for every level above 2x, the character takes half the damage inflicted. Once again, uses drain the Scanner's internal charge. Scanner's internal charge equals 2x per die of ability, which is recharged at a rate of 1x every four hours.

The line between Scanners and psychics is extremely thin, but because Scanning relies on electromagnetic fields and not psychic energies, Scanners are not affected by Crystal Traps or other psychic defense devices.

A Scanner evolving suffers blinding headaches and a buzzing sound in their ears. This will render the character severely disoriented and while ill, the character's sense of balance is gone making walking near impossible.

Tinman

The abilities of Tinmen are difficult to quantify without describing the physical elements involved in the mutation. Nanites are present just under the skin over the character's entire body, which allows the Tinman to harden its skin to form an armor coating. Also, the arms and legs are composed entirely of this substance, allowing them to reshape their arms and legs at will. The nanite substance, known as hexite looks silvery black.

Tinmen are able to do the following: reshape their limbs into tendrils or sheets, extend their limbs up to 2 meters, armor their bodies and shape their limbs into specific forms. These abilities have difficulties based upon the complexity of the task involved. Extending an arm would have a difficulty of 3 while shaping a hand into a gun (minus cartridge and bullets) would have a difficulty of 20. The difficulty of armoring oneself is equal to 3 multiplied by the number of dice of armoring desired, to a maximum of 3 dice. Reshaping, extension, armoring and shaping takes one turn per 3 points of difficulty involved.

As side benefits of this mutation, the Tinman is able to resist pain past the irritation point, they can bend their joints in any direction and have shiny silvery-black arms and legs (which is quite noticeable unless concealed). The prelude to this change is itchy skin on the character's arms and legs. Soon after, the character's skin on the arms and legs will turn into a thick, pasty slime which can be wiped off to reveal the shiny silver-black new appendages.

Wizard

Unlike wizards of the Edge, the evolved version is a master of electronics. A Wizard's brain is transformed into a computer and the nervous system into a kind of modem. This allows the character to access and interact with other computers and link with information networks. Anything controlled by a computer can be accessed by Wizard.

The intelligence of the system being dealt with is the first determinant of the difficulty of a task. When communicating, the more intelligent the system, the easier it is. For example, talking to an artificially intelligent computer is easier than talking to a lighting system, but then why would you want to talk with a lighting system? However, to get the system to work for you, to alter its programming or do you a favor, the smarter the system is the harder it is. For example, communicating with an AI might have a difficulty of 3 while getting it to find a program for you that it does not itself contain might have difficulty of 20. Likewise, getting that lighting system to turn itself on for you would only have a difficulty of 2, but getting it to tell you when it was last turned on might have a difficulty of 15 and getting it to stop working completely would have a difficulty of 15.

Wizards are also able to create their own programs, they can see and hear TV and radio signals and can project themselves into computer networks. Note that within Al Amarja, there is



no computer networks, so this of limited usefulness. The largest danger facing Wizards is being attacked by other programs because their mind is a computer. If their own programs are destroyed, parts of their brains are fried. But, also because of this, Scanners cannot read the minds of Wizards and possibly they are difficult to scan for psychics as well.

Wizards suffer extreme headaches which may place the character in a coma while ill. If conscious, the character will also be subjected to intense shaking and twitching and will be unable to move of their own volition.

Power Groups

The world of Al Amarja has not changed dramatically, but some subtle differences have worked their way into the island's power groups. If a group is not mentioned here, then there have been no significant changes in it, or none that this author is aware of. There are also two new power players in the Edge, described at the end.

D'Aubainne Hospital and Trauma Center

The recent Nusbaum Wing of the hospital specializes in handling those infected with Andros' Curse. The recovery rate is incredibly low, but people continue to be persuaded by government propaganda to bring in those who fall ill with the Curse.

Those children who are not truly infected with the nanoplague are "cured" by Nusbaum (one or the other of them) and released, while those who are truly infected by the plague are given lethal injections and the bodies are disposed of in a mass grave outside of the Edge to the north. This secret disposal place is known only to high level government agents, Nusbaum, Monique D'Aubainne and intelligence agent David Rapture (see GMCs).

The Temple of Divine Experience

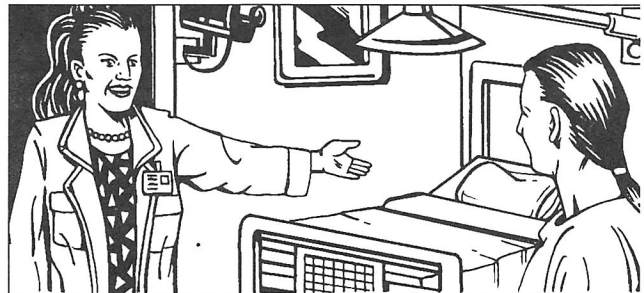
No real changes have occurred at the Temple, merely the addition of Church of Desire services to Tuesday's Sommerite parties. While not all Sommerites are pleased about sharing time with these newcomers, the two groups are friendly and cross-membership is common.

While the Sommerites enjoy lots of music, the Church of Desire followers watch recorded services run by Dr. Lovelace before he disappeared, followed occasionally by a few words from Alexander. These days however, he is not in the city, so members engage in retelling the feats of Lovelace. He is considered by many to be a holy man, if not an incarnation of God.

Earthlings

The Earthlings are heavily involved in research into the nanoplague (they are aware of the plague's true nature). While Learned ones study the mutations in children, Courageous ones are busy finding those who have already "evolved" or who are in the process of "evolving" to rescue them from the D'Aubainne Hospital. The Earthlings are not sure what is going on at the hospital; just that evolved children who go there die.

The Earthlings are potential allies for evolved characters, as the Wise ones have recognized the usefulness of the mutations. Unfortunately, they are hesitant to release information on the true nature of Andros' Curse due to the possible crackdown from the government. Currently, their goal is to gather as much information as possible for later use.



Glugs

Glugs are aware of the true nature of the nanoplague because one of them created a similar strain thousands of years ago to infect "humans," subverting Pharaoh control of them. This time, they don't know who or what created the nanites (some think the nanites created thousands of years ago went dormant and have now reawakened for some reason). In any case, they are working to protect evolved children from extermination (which they rightfully suspect is Pharaoh influenced) and setting them against the Pharaohs and their quislings.

Government

The government has founded a special division dedicated to finding evolved children that have not gone in for "treatment." This division is composed of twelve DBI cloaks and are not especially effective. They work largely like the Paranormal Investigations bureau, going into action only after a report of strange powers comes in.

When they do go into action though, they wear black suits and sunglasses, carry handguns and take kids away for "treatment" and quarantine. They wear special headbands which form static fields around their minds and use very little electronic equipment.

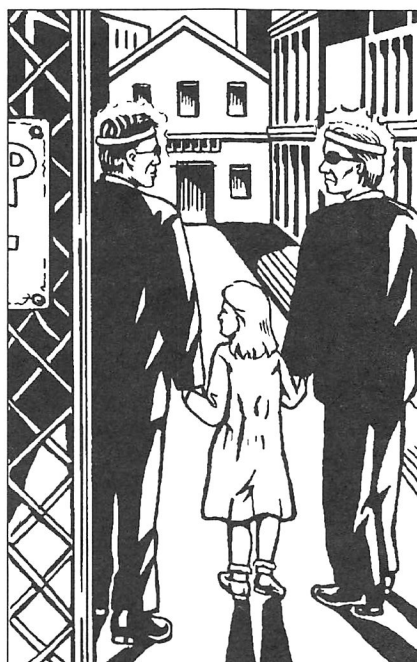
Kergillian

The Kergillians are aware of the true nature Andros' Curse and know about the time shift between Al Amarja and the rest of the world. They are choosing to keep this information to themselves and have used the time shift to spread Kergillian influence throughout the world and space. Now, many high-ranking officials across the globe are Kergillians and the space station is almost entirely run by the Kergillians. This has allowed their spacecraft to travel unmolested.

The current Kergillian plot unraveling on the island involves the construction of a space launch facility. This project is being undertaken by Orbital Air under Kergillian influence. This facility will further facilitate operations on the island. Due to rather generous "donations" to Monique D'Aubainne the government has turned a blind eye to the entire operation. In fact, the project is so secret that only vague rumors of its existence can be found in the Edge.

Movers

The Movers have been heavily involved with Andros' Curse from the beginning. Gladstein cell members are anxiously gathering as much information on the nanites involved as possible while Vornites are using evolved children for their own ends. Meanwhile, all cells spread misinformation about the true nature of the Curse. Some rumors blame the Curse on a 1960s CIA biological warfare stockpile that was buried near Andros' tomb. Of course meanwhile the Movers are desperately trying to learn the true origin of the plague and just where that tomb is actually located.



Pharaohs

When the plague first broke out, the Pharaohs were shocked and frightened. A similar nanoplague broke out five thousand years ago and gave humans supernormal powers, partially resulting in the Pharaoh's inability to control humans. This nanoplague, created by Glugs wanting to destabilize the Pharaoh's power, died out centuries later, but by that time it was too late, the Pharaohs could not regain control, so they decided to bide their time.

Just when they thought it was their time to regain control, it's back. But, they're not going to let it happen the same way this time. They fed the Andros' Curse story to Monique and described vividly the threat these mutant children posed to her reign and suggested the pernicious treatment of this plague. They are also using their quislings to influence populations throughout the world to fear and hate the "evolved" children. So far, it's working.

Philosopher's Stone

This secret society has become even more secretive. In fact, members do not meet face-to-face anymore, communicating through coded e-mail. They are aware of their colleague, Gregory Northrop's involvement in the nanoplague. They knew about his work and when he arrived dead, they discovered the infection of nanites.

Now, the scientists are paranoid that the government will learn of their involvement and punish them severely for being partially responsible for the plague. Rambeau in particular is deathly afraid that his mover handlers will find out Northrop's work was kept from them. Still, the research continues in their respective fields though they have all left the D'Aubainne university under the guise of needing increased secrecy for their research.

Throckmorton

Due to the time shift, the Throckmorton device is not yet fully active, but will be in about two years. The net result of this is lots of Throckmorton agents all over. In fact, the Incorporated States of America is run by a Throckmorton, David Whindam. The agents have expanded their targets to mutated children who all pose a serious threat to the Throckmorton New World Order.

Note that Throckmorton domination can be detected by a scanner if he knows what to look for. Otherwise, the beliefs come through without any evidence of outside influence. Optionally, scanners could be extremely vulnerable to Throckmorton domination due to its electronic nature.

Biotechnica

Type: Multinational corporation

Rep: Weird bioengineer guys

Brief: Biotechnica is a genetics, bioengineering corporation that has an obvious interest in learning more about the nanites involved in the nanoplague.

Biotechnica has offices in the Gold Plaza, but also runs three secret laboratories and maintains a half dozen cloaks on the island. The true internal workings of the corporation though give it a dual personality. There are two major influences guiding this research though. On one side, the Earthlings have heavily infiltrated the corporation and are conducting research on curing the plague, improving it and understanding it. On the other side are Throckmortons who fill the corporate ranks and are intent on learning how to "take apart" evolved children. Due to the secrecy involved in research and the size of the corporation, neither group is aware of the other. There is also nonaffiliated research which helps cloud the true actions of the corporation from all members.

Story Ideas

Depending on which agents the characters encounter, Biotechnica could be the primeval corporation bent on destroying evolved kids or it could be the saviors company sent from heaven. Then, further encounters could turn this belief on end. David Rapture, described below is a neutral agent in this corporation, somewhat aware of the dual nature of the corporation, but ignorant of the powers behind the scenes.

Church of Desire

Type: Cult

Rep: Led by guy who could do miracles, but he's gone

Brief: The Church of Desire is a cult founded by Dr. Lovelace. He apparently had the power to cure evolved children back to normal. The Church is quite large now and is led by Lovelace's adopted son, Alexander.

After word of Dr. Lovelace's miraculous powers spread throughout the Edge, parents from all over took their mutated children to him to cure. He wasn't always successful, but the possibility of survival was infinitely better than that at the Hospital.



Al Amarja Today

All the news you need to read!

Nusbaum Cures Curse!

THE EDGE (AAT)—Dr. Fürchtegott Nusbaum, director of D'Aubainne Hospital and Trauma center and personal physician to Her Exaltedness, Monique D'Aubainne, Historic Liberator and Current Shepherdess of Al Amarja (may her reign continue in its just and liberated policies forever), announced today a new treatment plan for the ailment commonly known as Andros' Curse.

"We have isolated the virus responsible for this dangerous malady," Dr. Nusbaum said. "As you might expect, it is a dangerous pathogen. Untreated, the virus kills all it infects. Do not be fooled by those that claim miracle cures. Our tests have shown that those that 'recover' from this ailment were never truly infected. It is 100% fatal if not treated."

Fortunately for citizens of Al Amarja, our guests from other countries and expatriates living on the island, Dr.

Nusbaum has formulated a cure to the deadly virus. The treatment process is long and arduous but offers the only hope for those infected with the virus responsible for the Curse.

Early symptoms of Andros' Curse mimic those of less-serious ailments. If you suspect you have the flu or a cold, go to the D'Aubainne Hospital and Trauma Center to be tested for presence of the virus that causes Andros' Curse. If caught in time, Dr. Nusbaum's treatment plan offers the only hope of survival for those infected.

"As a public service, Her Exaltedness has ordered that all people on Al Amarja be granted access to this cure," Dr. Nusbaum said. "No charge will be made for the medical service. Monique D'Aubainne cares about her charges. Cooperation with this plan will insure the swift elimination of this threat to our peaceful island."

Sommers Record Auction!

LONDON (Reuter)—The first Karla Sommers record ever to be played on radio fetched a world record price for a commercially produced disc \$17,200 Saturday, Bonham's auctioneers said. A spokeswoman said the recording of "Hearts of Fire" played by Radio Luxembourg in 1972 launched the pop star on her way to fame and fortune. "This record was the first ever played (on radio)... It was responsible for launching Karla as an international music phenomenon," the spokeswoman said. "If not for this record, the world would have been deprived of Karla's music." It was bought by Mikel Barsa, a Madrid man who works as a financial planner and stock broker and plans to

hang it on a wall at home. "Just touching it makes me feel closer to Karla," Barsa said. The disc was put up for auction by British disc jockey Tony Prince, who inherited the record during the emptying out of Radio Luxembourg's library. Bonham's said Prince wrote to Ms. Sommers, who confirmed that, as far as she knew, Luxembourg was the first radio station to play a Karla Sommers record. The vinyl disc was a demonstration copy signed by Ms. Sommers—whose name was incorrectly spelled "Summers" on the Parlophone label. "This will be a family treasure; something my grandchildren will pass on to their grandchildren" the happy new owner said.

Egyptians Tighten Security!

LUXOR, Egypt (Reuter) - Egyptian police put on a huge show of force Saturday to prevent Muslim militants from disrupting an opera extravaganza that the government hopes will draw visitors back to one of Egypt's most famous tourist sites.

Men with dark glasses and walkie-talkies cruised the streets of the southern town of Luxor in unmarked cars as special flights brought the audience in direct from European cities.

Tourism has slumped because of attacks on foreigners by Muslim militants seeking to embarrass the Egyptian government and undermine the economy, which relies on tourism for up to 20 percent of its foreign exchange earnings.

Seven tourists have been killed and 53 people wounded in Egypt since the attacks began in October 1992. Earnings from tourism fell to \$1.78 billion in the year up to June, from a peak of more than \$3 billion in 1991.

The organizers expect Prince Charles of Britain, Queen Nour of Jordan, King Juan Carlos and Queen Sofia of Spain and U.S. actress Jane Fonda to attend.

Egyptian authorities have spared no expense to make sure the event is a success, building a pontoon bridge and a new road to carry the audience of 3,000 over the Nile and back as quickly as possible.

They have cut down 300 acres of sugar cane along the new road so that Muslim militants cannot take cover there if they choose to ambush the opera goers.

Little Scratches

Serving the community since 1948!

Dies stellt meine Privatmeinung dar und hat mit keiner meiner Organisationen zu tun.

Taxis are the easiest to obtain, ready when you are and provide direct service to your destination.

Depending on the number in your party, they could also be more cost-effective.

The Revolution is here! We will no longer put up with the society that destroys its future. The grups are the enemy; we shall protect our own! You have been warned.

Hawaiian sovereignty. Those words are on the lips of people from across our community. They may be whispered or shouted, the contents of prayers, poetry and prophecies, themes in songs and speeches, lectures and sermons. The call for Hawaiian sovereignty is unavoidable in Hawaii today. It will not be silenced. It will not slip quietly away. It is here to stay.

The Alliance has acted as a kind of lightning rod for criticism. Critics have again started to question the value of the Alliance. For example, they criticize the Alliance because it has not single-handedly and decisively ended the Bosnian conflict and transformed the security landscape of Europe into one of peace and harmony.

marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak marak marak
marak marak marak

Lots of weird things happen to light bulbs. They can indeed put a dead short across the line when they burn out. Natalie's aged Italian mother has a ten-lamp chandelier in her dining room.

By removing female plumbing the greys increase efficiency. Host females are used to jump start new creations. At the edge of 3 or 4 months, they become viable with relatively rudimentary technology. It is also likely that greys use a second form of selfish gene. They probably drop samples of some of their fragments into the host gene pool.

I heard recently that microwaves are the foremost cause of certain kinds of stomach cancer. Does anyone know if this is true? Are microwaves dangerous in any way scientifically verifiable?

Believe and you will be cured! The Church of Desire offers the only hope against Andros Curse. Dr. Lovelace's spirit heals those that believe. Services Tuesday evenings, Temple of the Divine Experience.

Aries recruitment drive! Recent changes in the socioeconomic flux of the Flowers Barrio require the addition of more security. Are you made of the right stuff to join the Aries? Applications taken Wednesday at 3:00 P.M.; bring proof of birthdate.

Hang out with a Shaker and you'll think your dog is looking at you funny. These guys can make you think your sick grandmother is secret agent for aliens quicker than you can say "cheese" for the hidden camera that must surely be watching you right now.

There was a price to the cures, Dr. Lovelace insisted that children have complete faith in him before he made any attempt to help them. Parents, eager to help in any way possible, believed as strongly as possible in Lovelace. This created an instant cult following that grew exponentially in the early days. The government, unsure of how to treat this new cult decided to watch from behind the scenes since Lovelace was himself helping to remove the disease's dangerous side effects.

Then, one day it all ended suddenly. Dr. Lovelace en route to a service on a Tuesday evening never showed. His limousine was never found, his associates that fateful night also gone. Only Alexander, Lovelace's adopted son and the Church remained. Taking the reins of power, Alexander became the new leader, though reluctantly and the Church continued to exist. There are no more cures, as Alexander does not have his father's ability, but legends of Lovelace's power grow every day.

There are now over 5,000 followers in the Edge, many of them highly devout. Dr. Lovelace has become a saint to most, a god to some. The miracles he worked have not been forgotten, and people long for his return. Evolved children hide amongst cured children awaiting Lovelace's return. Members of the Church believe that he will come back, but some fear the government finally decided to get rid of him. Others feel he has returned to the heavens. In any case, the Church survives on faith alone.

Pubes characters are the most common player characters in an evolved Edge campaign.

The Revolution

Type: Evolved movement

Rep: Mutant kids slamming the government

Brief: The Revolution is a movement of evolved kids working to protect other evolved kids from government genocide and improve acceptance of evolved kids worldwide.

Back in the States, corporations rule the country. Not from behind the scenes like now, but directly. The country is now known as the Incorporated States of America and fascism is reaching new lows. Fighting this oppression is the Revolution, which is composed of a handful of the best the last generation had to offer. Working with them are evolved kids, because this is really their battle, it's their future and their survival they're fighting for.

The Revolution in Al Amarja is limited largely to the Earthlings who are secretly working with Revolution leaders (in fact Alt is a Wise One). In the Edge, five cells of Revolution members, mostly evolved kids, are operating on behalf of the Earthlings (though they think they're doing it for the Revolution). The typical operations involved include rescues of evolving kids, capture of data relating to the nanoplague from any other source and undermining the government (not very successful).

Running an evolved Edge campaign

Running an evolved Edge campaign requires the basic assumptions that player characters will most likely be evolved pubes or adults in some way involved with the nanoplague. This understanding translates into certain differences from the standard *Over the Edge* campaign, as described below. If you are taking your *Cybergeneration* campaign and switching it over, the transition is much simpler, new information is simply added.

Characters

Pubes characters are the most common player characters in an evolved Edge campaign. They are designed using the *Over the Edge* character generation rules, though with two Good traits and one Flaw. Evolved powers must count as one of these traits, so it is recommended that characters develop them later when they have Experience Pool dice to buy the ability. Also, this allows you to roleplay the sickness.

If you wish to remain true to the *Cybergeneration* character concepts, a yogang should be selected for each character by the player. Yogangs are essentially types of pube gangs. Within each type, there might be a dozen or more separate gangs. The *Cybergeneration* universe has several yogangs, including:

BEAVERBRATS: Kids from the 'burbs who look like good normal kids, but are actually great at breaking into places and pulling nasty pranks.

'FACERS: Aspiring actors who use high tech masks and wigs to change their appearance in an unreal way.

GOGANGERS: Motorcycle gangs who tear up the street with their souped up machines. Typically older kids and very territorial.

MALLBRATS: Young grifters who deal in everything and anything they can get their hands on. In the Edge they're known as PlazaBrats.

MEGAVIOLENTS: Sadistic warped kids who make satanists look like nice guys. These guys are oriented toward vandalism and mass-destruction.

RADS: Political agitators who organize demonstrations and boycotts, often indoctrinated by movers.

SQUATS: Aspiring Garbagemen.

TAGGERS: Spray-paint artists with a message. These kids may not have the skill of the older artists, but they sure get around.

TINKERTOTS: Aspiring oppenheimers with more drive than education (hey, they're only kids!), but still able to jury-rig tech better than their parents.

Vidiots: These guys wanna be cloaks when they grow up, tinkering with surveillance gear that would make the DBI salivate.

The character's yogang will most likely affect the kind of traits and flaws the character will have. For example, a Vidiot might be an electronic security wiz, but be a nerd. Meanwhile, that Megaviolent could be strong and mean, but prone to berserking. Other common pube traits include blending (the ability to blend in with crowds) and little angel (the skill of looking absolutely innocent even after having been caught breaking into a government building).

GMCS

Alexander Lovelace Confused child, cult leader

The adopted son of Dr. Lovelace, Alexander is as much a pawn in the Church of Desire as he is a leader. Possessing no real leadership skills or fringe powers, Alexander's authority in the Church is based only on the kinship shared with his vanished father. Unsure of himself and the church, Alexander is questioning what to do next. He has regrets about being "cured" and is now wanting to join the Revolution. He is very concerned about the deaths of evolved children at the hands of the government, but realizes the direct confrontation is tantamount to suicide. He wants to do something, but needs others to help guide him.

US Russian boy, age 19, 165 cm, 50 kg, pale skin, light brown hair, pale blue eyes. Wears white robe with open hand with rays extending from palm symbol on back and stethoscope that Dr. Lovelace used to always wear.

Languages: English.

INNATE GOODNESS (4 dice):

Alexander is quite simply a good guy. This is what has kept him in charge of the Church. While some zealots would take over the worship the memory of Lovelace, Alexander is charismatic enough that people still listen to him even though he has no

idea what to say. Alexander unconsciously uses this trait to gain contacts in the Revolution, as no one doubts his motives. (Friendly smile)

INTUITIVE (3 dice): Alexander is also very good at knowing whether people are worthy of trust or not. This has allowed him to choose the best people to advise him in the Church. Again, not a conscious ability, Alexander simply thinks of himself as knowing people. Alexander can often tell if someone is lying to him or working against him. Unfortunately, this only works for people and not for events, he cannot tell what is the best course of action. This is mainly due to his flaw. (Surrounded by good people)

DOUBTER (Flaw): Plagued by doubts about everything, Alexander remains practically paralyzed. His followers make most of the decisions regarding the church, he is more of a figurehead because he cannot take a stand on anything. He is even worried about reiterating his father's preachings for fear that they might be incorrect. Whenever Alexander is faced with a decision, he will tend to retreat rather than face having to make a choice. (Paces a lot)



Dr. John Lovelace

Faith healer, cult leader

Born Thomas Brown, Lovelace was born in Night City, California to a corporate family. He studied medicine under corporate scholarships and later went to work for the same company he grew up with, Biotechnica. His work was largely experimental, involving breakthroughs in the development of nanosurgeons and other nanite technologies. He became a leading researcher and married a security supervisor in the corporation. They shared humanitarian values and together smuggled medical technologies to street hospitals, giving this technology for free and doubtless saving thousands of lives in the process.

One day, something went wrong. His wife was gunned down in the street while delivering medical drugs to the hospital and he knew that Biotechnica had something to do with it. He had probably been spared because of his usefulness, but he couldn't continue to work for a company that had killed his one true love. Escaping to Al Amarja, he changed his name to Alexander Lovelace and tried to live in obscurity, adopting a son and leading a quiet life. He knew leaving the company had signed his death warrant and it would only be a matter of time before an agent came to kill him. But, perhaps if he could hide long enough, they would give up.

When the plague hit, his son became ill and Lovelace, fearful for his son's life, prayed for a miracle to save his son. It worked and his son got better. Lovelace, aware of his innate ability with nanites became suspicious, but kept his suspicions secret. Nevertheless, word of his healing ability spread and he was soon being asked to cure children from all over Sunken Barrio, and then from all over the Edge and soon from other parts of the world.

After limited research, Lovelace's suspicions were confirmed, this was a nanoplague, but still he kept this secret. Nothing could be gained by disputing the government's claim. In the meantime, his growing popularity threatened his discovery by Biotechnica, but at the same time he realized he could use this fame to protect himself. Building fanatical followers, he soon had an army at his disposal should the need arise.

For some reason, Biotechnica never did make a move on him. It was the government. They got to his driver and one night, instead of pulling up in front of the Temple of Divine Experience, the back of the limousine was gassed and he was dropped off at the D'Aubainne Asylum. The other passengers were killed and the driver was paid to forget everything. He is still in the Asylum, where government agents, helped by a quisling, are trying to discover how he cures kids. They were going to return him, but something went wrong and he has gone insane.

US English man, age 43, 174 cm, 83 kg, pale skin, brown hair, dark brown eyes. Wears straight jacket and mumbles about insects eating brains.

Languages: English.

NANITE CONTROL (4 dice): Lovelace is able to psychically manipulate nanites, though this ability requires a clear idea of what he wants them to do and cooperation of the organism they inhabit. If the psychic energies of the organism are opposed to his manipulation of nanites, he cannot work his power. He can still work this power, but only on believers (to

whom he has no access). However, it is now entirely in his mind, he does not know what he is doing.

The difficulty of curing an evolved child who is a fanatic is 7, whereas curing an evolved child who does not believe has a difficulty of 21. (Has fanatical followers.)

MEDICAL DOCTOR (3 dice): Lovelace was once a very good doctor, both theoretical and practical. Currently, this knowledge buried deep in his mind though he still can tell what drugs he is being given. (Examines pills before eating them.)

BORN LEADER (4 dice): While Lovelace was never in any great position of power while working for Biotechnica, he always led his research divisions and was recognized as a person who was going somewhere. As the leader of a cult, he was revered by all who met him. Now though, his leadership abilities are also absent while his insanity reigns. (Makes other people feel good about themselves.)

INSANE (Flaw): When first brought in to the Asylum, Lovelace believed he had finally been captured by Biotechnica and went berserk, screaming that he would avenge his wife. Completely ignorant of his true past, the psychiatrist on duty had him sedated and put him on a regime of antipsychotic drugs. Unfortunately, because he was sane to begin with the drugs have driven him mad. He now thinks that he is being eaten by nanites. (Wipes imaginary bugs off his shoulder and shakes his head to the side.)



David Rapture
Perverse Biotechnica cloak

David Rapture was sent to Al Amarja to find and kill Thomas Brown, aka John Lovelace. He is one of Biotechnica's top secret agents and one of their most expensive agents. Under the cover of a rich playboy, David spends company money without concern. It's all part of the job, he explains to his superior. So is his obsession with women in black leather. High-priced escorts are often seen leaving his deluxe suite in Cesar's Hotel.

Beneath his lustful exterior, David Rapture is a highly experienced cloak who has discovered more about the nanoplague than he cares to pass along. He knows who Lovelace really is, the true "cure" the D'Aubainne Hospital's uses, where the bodies are dumped and that the Andros' tomb rumor is false (he checked it out himself). However, he is reluctant pass this information on to his superior, who works under the cover of a high-priced escort known as Black Widow.

In the course of his investigations, David figured out who Lovelace was after he became famous, but kept his distance wanting to learn more. He actually joined the Church at one point, but was turned away by Lovelace's son. This made David question his cover and caused him to stay back even further. He came to believe that Lovelace could really cure kids, obviously a divine gift. Believing that Lovelace could be a saint, he decided to keep this information to himself and explain that Brown could not be found. He remains in Al Amarja investigating Andros' Curse for Biotechnica, but again he feeds them gossip and rumor, keeping the real information secret.

Canadian Male of Polish ancestry, age 54, 183 cm, 83 kg, tan skin, graying dark brown hair, brown tired eyes, thin and weak looking. Wears stylish Al Amarjan clothing and a silver crucifix (he is a lapsed Catholic).

Languages: English, French, Al Amarjan patois, Arabic, Japanese.

Attacks: 3 dice

Defense: 3 dice

Hit Points: 21 (endurance)

CON MAN (4 dice): David Rapture is known as Silver Tongue for a reason. He is an expert fast talker, rivaling movers and their ability to manipulate people. This ability has made him a great cloak as he is able to penetrate levels of security that direct espionage would render impenetrable. (Seems like a really nice guy.)

MARTIAL ARTS (3 dice): Rapture's training did not stop at spying, he has also been trained extensively in the martial arts. (Meditates.)

DANGER SENSE (3 dice): Keeping himself out of danger is half of his work, so his innate ability to detect bad situations has contributed greatly to his survival. This ability has led him to detect attempts to poison him, kidnap attempts by mover agents trying to learn his secrets and sense the volatile situation he is embroiled in with Biotechnica. (Always watching his surroundings.)

LECHEROUS (Flaw): Not part of his act, David Rapture is addicted to sex and has a leather fetish. While he is



not particularly into sadomasochism, he is not opposed to it. This weakness has led to some rather dangerous situations (a government agent wanting to find out what he knew posed as a seductress and almost learned a great deal before he clued in things were not right). This weakness of his leads him into countless sexual relations, many of which are with plants from different conspiracies. This is how much of the current information about Andros' Curse has leaked to the rest of the Edge.

Crossing systems

If you wish to bring your *Cybergeneration* characters to the *Over the Edge* universe, conversion is quite simple. With the player, determine what the character's two traits will be (often based on the character's yogan skill and highest stat) and let the player decide which will be the superior trait and which will be the side trait. The character's worst stat will generally serve as the character's flaw, but does not necessarily have to be. Determine Attack, Defense and Hit Points using the character generation system of *Over the Edge*.

Story Ideas

There are many approaches to an evolved Edge campaign, depending on the player characters, campaign setting and time frame. For example, you could start the campaign before the plague begins to spread and introduce the players to the nanoplague along with the characters. Or, using the Al Amarjan setting with adults, investigations into Andros' tomb could reveal the government lies and a deeper Pharaoh conspiracy or they might find a real tomb (who knows, maybe a forgotten Pharaoh was actually buried on the island, asleep for centuries).

How characters react to the nanoplague will affect the direction the campaign takes. While some characters will be content to use the powers and not question the origin, evidence of mass genocide of the

evolved by the government cannot be ignored for long. A meeting with David Rapture could set off a series of investigations that lead to a final decisive confrontation with the government.

The Church of Desire could also be a launching point for the campaign. A recently evolved friend could be brought to Lovelace by her parents and perhaps cured. When other members of the group evolve, some may want to be normal again, but Lovelace has vanished. Or, maybe the characters don't want to be cured and neither did some Church kids, and saving them could be the focus of the adventure. The characters could themselves be the cause of Lovelace's mysterious disappearance.

A less directly plague driven campaign is possible by focusing side elements, such as Throckmorton nearing absolute power. This buildup in the futuristic world of 2027 could force characters off the island to seek out technologies to help them fight this menace. At the same time, widespread Kergillian influence will interfere with much of the characters activities. Even the intrigues within the corporate world of Al Amarja could set any group's power struggles on edge as they are forced to contend with international companies' agendas.



Involuntary measure

Rebecca Teed, University of Minnesota graduate student, president of a local role-playing club, and widely-recognized evil genius, applies her particular insight in this installment to the Aries gang. In particular, she highlights those gang members that have earned themselves appearances in **On the Edge**.

Erik Gudne

Aries warrior/Courageous Trident

When Trident recruited Gudne three years ago, he was an aspiring movie actor who had worked in Hollywood for years as a stunt man, a bit part actor and as a tech. Trident specifically wanted him to infiltrate the Aries gang (as a Swede with an Aries birthdate, he seemed ideal). They were justifiably concerned that Aries was vulnerable to infiltration and takeover by Nazi or other "Aryan" groups. So Gudne packed up, went to Al Amarja and joined Aries. Since then, he set up and maintains radio communications within the gang. He has become one of Hans Knudson's two right-hand men (along with Thor Runestone) and is very well-liked by most of the gang. In turn, he has become attached to "his boys," and even gotten himself tattooed with the gang symbol. His Trident superiors are neither surprised by or worried about Gudne's loyalty to his Aries "family;" they don't foresee any major conflict of interest and intend to leave him in place indefinitely. Gudne's principles are likely to serve Trident's ends admirably within the Aries Gang. At

the moment, Gudne's major anxiety is the rising power of Glorious Lords (he is exchanging intelligence on this matter constantly with Trident HQ). He's also trying to deal with internal problems within the gang such as racism (is there some Nazi infiltration?) and Maran's exploitation of the local low-lives.

Wears shades, a t-shirt, fatigue pants, a vest with lots of pockets & combat boots. Has the Aries symbol tattooed on his forehead. Carries a concealed knife, a walkie-talkie and an obvious cattle prod. Often seen driving a pickup truck, sometimes with various Aries gangers.

Swedish man, age 30, 180 cm, 80 kg, fair skin, blue eyes, short black hair, clean-shaven.

Languages: Swedish, German, English (with a very slight accent).

Attack: 3 dice, X2 (knife), X3 damage (stun only, Stinger Mark V)

Defense: 3 dice

Hit Points: 21 (big, healthy guy)

ACTING AND DISGUISE (4 dice): He really is very good. He can't impersonate specific people, but he's acquired costumes and information



over the years that would let him act in quite a few roles (DBI inspector, low-life, etc.). (Mentions that he used to be a screen actor.)

FIGHTING (3 dice): Uses a melange of techniques he learned as a stunt man, and more recently, from training with other Aries. (In excellent shape.)

COMMUNICATIONS TECHNOLOGY (2 dice): His training as a camera and sound man in Hollywood has been turned to espionage. He has received further training from Trident and is learning on his own. (Always fiddling with his own or another Aries' walkie-talkie, lots of books and manuals on electronics, etc.)

CAN'T HELP GETTING INVOLVED (Flaw): Gudne's tendency to treat other people's problems as his own was what originally attracted Trident to him. But putting his ideals first does get him into trouble. He's spoken out against Knudson on occasion, taken sides in intra-gang struggles, and persuaded Aries gang members to help in not-specifically Aries matters. (Asks people about themselves.)

Possible uses

If your players are Trident agents or allies, Gudne is a possible contact. If they are endangered by Glorious



rescuer or have useful advice. On the other hand, if they're up to no good in Flowers Barrio, he's a potential enemy. In general, as the "conscience" of the Aries gang, he makes an interesting foil for his gangmates.

Saxolf Hermann

Aries warrior

Hermann has been part of Aries since it formed, years ago. He lived in West Germany until he was 16, but his father threw him out of the house when he learned Hermann's dark secret (see below). Hermann made his way to Al Amarja and worked odd jobs in Flowers Barrio, enjoying the art and music scene (especially the Sommerites). He was recruited by Hans Knudson, who thought that brawny Teutons had better things to do than wait tables, and has been very happy among the Aries ever since. He tries to keep his Sommerite practices quiet: using headphones, relabelling his tapes, wearing business suits to Sommerite events, but it's the worst-kept secret in the gang. But no-one tells Knudson, who considers Sommeritism insipid and doesn't believe men should worship women, especially live ones who have mocked the Aries gang on TV, as Karla Sommers has. Hermann is considerably more liberal than the average Aries on many subjects and disagrees with Knudson on many policies, but never speaks up. Runestone, on the other hand, has infuriated him to the point that he has criticized that worthy since Runestone began to acquire a following. Much to his surprise, many Aries listened to him. He's made a lot of friends within the gang over the years and has more influence with them than he knows.

Wears jeans, combat boots, a bandolier, a scarf and, sometimes, a t-shirt and maybe a jeans jacket. He is occasionally riding a motorcycle and carries a walkie-talkie and a katana. He wears a business suit and a noose

and ties his hair back when he's trying not to look like an Aries. He has no visible tattoos.

German man, age 27, long, wavy brown hair, fair skin, hazel eyes, clean-shaven.

Languages: German, English (fluent but accented).

Attack: 3 dice, X3 damage (katana)

Defense: 3 dice

Hit Points: 21 (brawny)

PERCEPTIVE (4 dice): A man used to hiding things himself, Hermann is very good at noticing other people doing the same. He's good at detecting lies, noticing people following him or acting strangely, pays attention to whom people speak to, etc. (Perpetually watchful eyes.)

FIGHTING (3 dice): Years of training and a healthy physique have made him a competent brawler and swordsman. (Fighter's stance.)

Concealment (3 dice): Includes disguise, avoiding pursuit, hiding, blending into a crowd. (Don't notice him right away.)

DARK SECRET (Flaw): Sommeritism is an excellent smoke screen, which is why he continues to try to conceal it now that it's pretty much out. What he really wants to cover up is the fact that he's gay and has a steady relationship with a man who is also a Sommerite (and not an Aries, doesn't even live in Flowers) for several years. If this were to be discovered, he would be thrown out of Aries and driven from Flowers, assuming Knudson just didn't kill him first. He doesn't want to give up his friends in Aries and his home in Flowers. Besides, he isn't educated enough to get a good job elsewhere. (Reluctant to talk about himself or his past.)

Possible uses

If the PCs are friendly with Aries, Hermann may pass information on to them instead of to Knudson (he doesn't want to draw Knudson's attention). This information would probably be something he noticed. (E.g., Gudne talks regularly to people who aren't part of Aries both in

person and over the radio. Could he be involved in one of those conspiracies?) Hermann could also serve as a red herring. The PCs may notice Hermann wearing a business suit and sneaking away from Flowers. What is he up to? Hermann is very susceptible to blackmail if the wrong person learns his dark secret. Most of the conspiracies (e.g., the Movers) could care less about Aries, but Sir Arthur Compton backs their rivals, now enemies, the Glorious Lords, and their power would increase substantially if the Aries were horrifically decimated. He may use Hermann to set them up.

Kalev Maran

Aries warrior

Maran is actually one of the few Aries Gang members born on Al Amarja. He was orphaned when he was in his early teens when his family's house (and many others in the neighborhood) burned down. He became a low-life in Flowers Barrio, surviving by eating out of garbage cans and preying on the few who were weaker than he. When the Aries Gang began to take the area over, Maran quickly realized the possibilities and offered them his services as a messenger and a spy. He was usually well-rewarded by the relatively happy-go-lucky and generous Aries gangers.

As Maran grew, both physically and in terms of resources, he made sure to maintain a position of power within the low-life community. Two years ago, he got a lucky break. Hans Knudson and a few of his best men were ambushed and trapped by Glorious Lords. Maran convinced four other low-lives to attack the Satanists from behind, enabling Knudson and his men to escape. Knudson rewarded Maran for the rescue with a place in the Aries gang. Maran has no real friends within the gang, spending his time rounding up and indoctrinating low-lives, whom he uses as spies and expendable troops. Although his low-lives have

brought him a number of victories, they've caused other Aries to view him as a coward (Runestone), dishonorable (Nadjafi), or just plain evil (Gudne). As long as Knudson doesn't complain to him, and he won't as long as the low-lives are dumb enough to follow Maran, Maran doesn't care.

Carries at least one obvious knife and several concealed ones. Usually wearing jeans, a leather jacket, combat boots. Has the Aries symbol tattooed on his stomach and chest. Generally accompanied by one or more low-life minions.

Al Amarjan (primarily of Arab descent) man, age 25, 178 cm, 80 kg, olive skin, brown eyes, short straight black hair, unshaven.

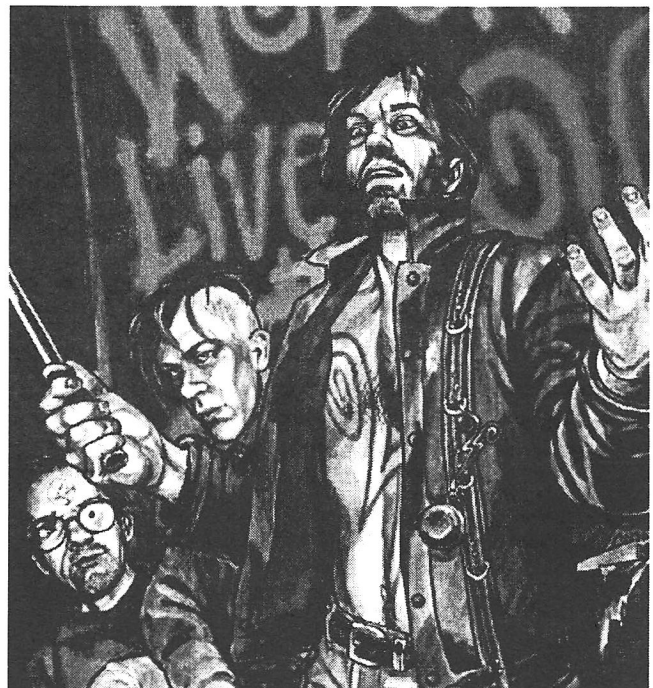
Languages: Al Amarjan patois, English, a few words of Arabic.

Attack: 3 dice, x2 (knife)

Defense: 3 dice

Hit Points: 21 (tough)

PERSUASION (4 dice): Maran quickly seeks to learn the fears and hopes of his mark and plays on them to convince his victim to do his bidding. With low-lives, he adds the offer of food and protection, plus a little intimidation, to render them



completely obedient. He's quite capable of convincing people of things that are really completely untrue, if it is useful to do so. (Assures his victims he can help.)

FIGHTING (3 dice): Having grown up on the streets, Maran has become a fairly dangerous man even without his allies. He's fast, strong, well-practiced with both knife and hands and he's an expert in dirty tricks. He's also a competent tactician, which is one reason why he survives when his low-lives don't. (Often playing with his knife.)

KNOWS AL AMARJA (3 dice): Not only does Maran know where to hide from trouble, he knows where others go too. He also knows where to go and who to talk to if he wants something. (Always seems to have a bolt-hole to escape to.)

RUTHLESS MANIPULATOR (Flaw): Maran's "expenditure" of several low-lives has gotten him in trouble with both Trident (through Erik Gudne) and the Le Thuys (he has taken away potential recruits) and he may have others. He is not afraid to try and make use of less desperate people, should he get any kind of an edge on them (thus possibly getting himself into even deeper trouble). (Looks people over speculatively when he meets them)

Possible uses

Should your PCs ever wind up helpless, on the run without allies or other resources, have Maran take care of them. He'll be glad to get them out of harm's way for a price, and a steep one at that. Alternatively, Maran could be helpful to a powerful party, supplying them with information or low-life allies, again, for a price or at Knudson's orders. Finally, PCs may decide for some reason to destroy Maran or his power-base, in which case, Maran will be sure to call in his Aries and low-life allies.

Abbas Nadjafi

Aries warrior

Nadjafi, with his Middle-Eastern heritage, solemn demeanor and Virgo birthdate, doesn't exactly fit in perfectly with the Aries gang. He's obviously accustomed to gang life; he's a fearless brawler, extremely loyal to his buddies, and he loves his battered Harley. But he won't consume alcohol or any drugs other than caffeine (to which he is thoroughly addicted), he likes classical music and reads constantly. All anyone knows about his past is that he's from Kansas, where he and his brothers got in trouble with the law. He made it to Al Amarja alone three years ago and doesn't want to talk about it.

He has many friends in the gang, despite his oddities, as he is very good-natured, in a quiet way, and always willing to help his gangmates with anything he can. Since he's chosen Knudson as his boss, he obeys Knudson's orders implicitly and has expressed no desire for power and promotion.

Because of this docility and Nadjafi's useful skills and his lack of ambition, he's become one of Hans

Knudson's right-hand men. Nadjafi seems also to be bound by his own code of honor. He compiles sky charts for Hans (motorcycling to a hill outside of town to observe the stars), does some computer hacking (getting people's places and dates of birth, etc. out of the DBI and other government record centers) and does short-range daily horoscopes, in addition to usual Aries patrols and duties.

Wears jeans, motorcycle boots, and a sleeveless shirt. Carries a laptop computer and a katana.

Arab-American man, age 20, 175 cm, 70 kg, dark skin, brown eyes, black hair (ponytail, full beard), tattoos visible on both arms.

Languages: English (perfect Midwestern accent), some Al Amarjan patois

Attack: 3 dice, x3 damage (katana)

Defense: 3 dice

Hit Points: 21 (disciplined)

RATIONALIST ASTROLOGER (4 dice): Nadjafi's predictions tend to be much more short-range, but sometimes more detailed than Knudson's. He also needs a lot more detailed information before he can begin a horoscope. Knudson has found these a useful supplement to his own for planning and has the good sense to ignore Nadjafi's advice to go to a more rigorous system himself. (Does horoscopes using a computer.)

MARTIAL ARTS (3 dice): Has had karate lessons since he was five and has been practicing diligently for years. (Tightly controlled movement.)

COMPUTER OPERATION/PROGRAMMING (3 dice): He wrote the accounting program for Sad Mary's and his horoscope software. He also has a number of passwords and the requisite skills to get him into most of the DBI's databases. (Thinks that Windows is for wimps.)

HAS TROUBLE WITH PARANORMAL (Flaw): Nadjafi has always believed in astrology and it supports his rather deterministic worldview. And he knows quite well that the Glorious Lords are not entirely human. But confront him with something entirely



out of his experience, say, an obvious alien, and he'll freak. He'll probably stare at it catatonically until he's in mortal danger or until someone yells at him, in which case he gets a chance to snap out of it. (Always insists that "there's a rational explanation for everything.")

Possible uses

Obviously, this character is, in large part, a plot hook. He can tell PCs just enough of the near future to get them where the GM wants them and where they otherwise have no reason to go, if he or Hans Knudson are on friendly terms with the party. If the PCs are enemies' of Hans Knudson/the Aries Gang, this character is an excuse for Knudson to be prepared to deal with them. Secondly, Nadjafi is a relatively important person within the Aries gang, whether he is friend or enemy to the characters. Finally, there's some great role-playing potential in Nadjafi. If the characters think that the Aries Gang aren't all that weird, just a bunch of Viking motorcyclists, they should be just a little freaked when they deal with this guy who not only knows all about where they've been and what they've done (from breaking into their government records), but also has some frightening ideas about where they're going next.

Thor Runestone

Aries warrior

"Thor Runestone" arrived on Al Amarja just over a year ago. His real name is Sigmund Svensen and he had never before left Minnesota. He has wanted to join Aries since he'd heard of it in his early teens. He was a fanatic SCA member and fell in with Odinists in high school. Odinists in Minnesota do believe in the Teutonic pantheon, but also in an aggressive racist agenda. Svensen was born under the sign of Aries. He was disgusted, upon his arrival, to learn that the Aries Gang included nonwhites and Jews. It's been more

than worth it though; as an Aries ganger, Runestone has lots of opportunity to fight and even kill dangerous opponents. His prowess and his devotion to Odin quickly gained the admiration of those Aries not offended by his frequently and loudly vocalized beliefs that Aries membership should be restricted to "Aryans".

Knudson has ignored Runestone's opinions on gang membership and goals, made him a lieutenant within the gang (the other is Erik Gudne), and his emissary to other parts of the Edge. Runestone is big and scary enough to make it though other gangs' territories without a heavy escort. Knudson knows better than to put nonwhite or Jewish Aries under Runestone's command, but doesn't stop Runestone from verbally abusing them and bullying them. Gudne has intervened on a number of occasions to protect other Aries from Runestone. Runestone especially dislikes the fact that Maran and Nadjafi are among Knudson's favored.



Maran simply avoids Runestone, but Nadjafi gets extra harassment to make up for this fact. Nadjafi recently retaliated by finding Runestone's real name in his DBI files and telling it to the rest of the gang (much to Runestone's embarrassment).

Wears a leather jacket, sometimes with a t-shirt, jeans and motorcycle boots. Has the Aries symbol tattooed on his forehead. Carries a bastard sword and a walkie-talkie and rides a motorcycle.

Swedish-American man, age 20, 208 cm, 100 kg, fair skin, blue eyes, long brown hair.

Languages: English (with a Midwestern US accent), German.

Attack: 4 dice, x3 damage (sword)

Defense: 4 dice

Hit Points: 35 (huge)

FIGHTING (4 dice): No two ways about it: Runestone loves his work and does it well, whether with battle-axe, barstool or his bare hands. He's quite prone to going berserk as well. (Challenges the best of Sad Mary's gladiators to combat for fun.)

LARGE (bonus die): His great strength, reach and mass give him a bonus die for certain rolls, such as for fighting and for intimidation. (Over two meters tall and powerfully built.)

MOTORCYCLE RIDING (3 dice): He's skilled enough to throw weapons and strike while on a moving motorcycle and to perform a lot of "stunt" maneuvers, except that he does his in real, moving traffic. (Can be seen threading through heavy traffic on the streets of the Edge on his cycle.)

Contacts within the Edge (3 dice): Runestone knows the Edge and it knows him amazingly well given how long he's been there. His contacts are people he's met while playing messenger-boy for Knudson: shopkeepers, other gangs, etc. Get yourself onto Runestone's bad list and he'll ask around until he finds you. (Can be seen talking to people all over the Edge.)

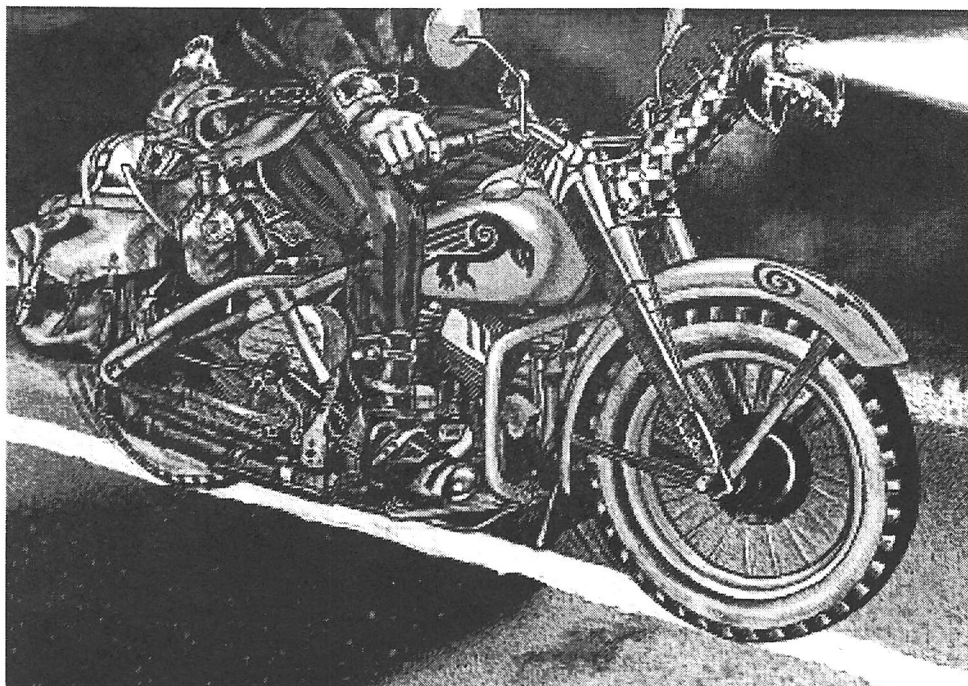
DEATHWISH (Flaw): Utterly unafraid of death in battle, but so far, he's proven too tough to kill. This is not true of some of the Aries on patrols that he has led. Most Aries don't want to appear cowardly by not following a leader who charges into combat, but the death toll is now high enough that no-one ever volunteers to join his once-popular patrols, unless they are very drunk or high (which is only going to push the casualty stats up higher). (Hopes for a death in battle against a worthy foe.)

Insufferable Bigot (Flaw): Runestone is not as extreme as many Odinists: he doesn't believe that "non-Aryans" should be exterminated or enslaved, but he's convinced that they are mentally and spiritually inferior to "Aryans" and thinks they should not be permitted in responsible positions of society, such as "warrior" or "leader." He also disapproves of romantic relationships between "non-Aryan" men and "Aryan" women. He expresses his opinions loudly and often, although Knudson won't let him enforce them through physical means, and his range of expression increases if he's drunk or on drugs.

Possible uses

Runestone is both an example of the kind of problem that the Aries gang's unusual ethos will attract and a paragon of Aries virtues at the same time: fearless, loyal, but utterly obnoxious and somewhat dangerous to many of the people he should be working with and protecting. For this reason, he makes a handy piece of local color. Runestone and Aries like him are another reason that the Aries gang will never be very united. He's also tougher than the average PC, and

can be used to give them something to be afraid of before they run into a really dangerous enemy that will just kill them if they get cocky. Finally, he can serve as a red herring in a search for Nazi conspiracy activity (the real contact is probably someone a bit more subtle).



Nile magic

John Nephew, President, First Baboon and Chief Obstacle of Atlas games, designed the latest **On the Edge** expansion, “Arcana.” In exploring the “mystic s—” of Al Amarja, he expanded upon the Saou, a group first introduced in Sample **OnTE** cards. This article explains their Egyptian magic in **Over the Edge**.

Egypt, land of the Nile, is steeped in magical tradition going back thousands of years. Much of its lore has been studied, in vulgar form, by Egyptologists. In fact, any good Western library probably has a book or two discussing the magic of temples, tombs, hieroglyphics and papyri.

Outside of mainstream scholarship, however, there is also a secret tradition that perpetuates esoteric knowledge in a direct line from the priest-magicians who served the pharaohs. (Some of this lore has found its way into other traditions, too, transmitted by Copts, Greeks, Arabs and others.) Individuals and small cabals, such as the Saou of Al Amarja, continue the tradition.

There have been inevitable changes—for thousands of years there has been no divine king to lead the rites, for instance—but much ancient wisdom and practice has been faithfully preserved.

This article reveals some secrets of the Saou. The information is in some respects incomplete. Our contacts on the island continue to search out general information and particular techniques and spells. In the

meantime, I hope that this admittedly fragmentary knowledge is of value to this magazine’s readers.

Cosmology

Modern science has rendered obsolete many Egyptian beliefs about the physical world. Adepts of this magical tradition still cleave to their metaphysical inheritance, however. The center of it is the belief in *heka*, the spiritual force that permeates earthly life and is the source of the magician’s power.

In ancient Egypt, the magician was a technician, skilled in manipulating the force of *heka* and winning the favor of the gods. Magic was an inseparable part of state religion—and state security. The pharaonic magician-priests not only honored the gods of the Nile, they worked daily to ensure the health and prosperity of the kingdom. Their magical ceremonies kept evil spirits and mortal enemies at bay.

The ultimate goal of this activity was the preservation of *ma’at*, order. Chaos, whether natural or political, was the great fear of the Egyptians; the orderly progression of matters, like the regular annual flooding of the Nile and the orderly enthronement of one king after another, was their desire.

Today’s Egyptian adepts no longer serve a divine king in the body of the pharaoh; they no longer lead magnificent rituals to protect a kingdom. But they remain devoted to *ma’at*, and are acutely aware of the encroaching chaos that threatens to engulf our world (even if it is more subtle than ancient droughts and pestilence). And, their magic retains a strong emphasis on defense and protection, and subtlety in that.

The workings of magic

Two mechanisms undergird the practice of Egyptian magic: sound and image. These mechanisms are, not surprisingly, common to many other magical traditions. Many of them inherited from the Egyptians.

Words are inherently magical, especially names. The power of sound goes back to the origin of the universe. Tradition teaches that the origin of the cosmos was its naming. If one could comprehend this primordial name, one might hold ultimate power. Knowing the True Name of a being or object allows one to bring it into existence or threaten it with annihilation.

Images hold creative force. Images, whether two- or three-dimensional, may through resemblance hold some of the essence of the original. Therefore, power over the image amounts to power over the original. (Not surprisingly, Egyptian adepts don't like being photographed!) The power of an image may be used positively, when an adept enacts rites over the image of a sufferer who is healed. Or, the ritual destruction of an image of something hostile may protect the adept.

Egyptian magic is defensive above all else, aimed toward preservation of existing order. This is reflected in the spells and abilities that the tradition makes available to its adepts. Black magic is extremely rare (although there are some obviously offensive spells, such as *The Harem Conspiracy*); but even basically benign spells can be applied by misguided souls toward selfish or shortsighted ends.

Healing magic

Fighting disease and similar mortal hardships is a primary role for magic in this tradition. Egyptians did not reject a rational view of illness; they complemented it. After all, even a modern diagnosis may simply be showing the symptoms of the hostile intentions of a malicious sorcerer, an evil spirit, or a jealous dead relative.

If you don't cure the hidden cause, then the patient is likely to fall prey to a new malady (perhaps a more serious one) no sooner than modern medicine has cured the old.

Healing magic is typically characterized by up to three elements. First is the magician taking the role of a benign divinity, to command out an evil force (like an exorcism) or summon the power of still higher beings. The "Plea of Isis" is a spell like this. Second is the introduction of unpleasant substances into the ill body, to drive away malignant presences. The spell "Healing Statue," for instance, enchants water so that it is repulsive to disease-causing forces. Finally, pleasant substances may be given to the ill, so as to attract good spirits which may cure the mundane illness or do battle with evil spirits present.

Mural magic

Mural magic, as the Saou call it, is a good example of the power of both image and word. A mural is painted to depict beings (it used to be the pharaoh, mainly; now an adept will paint himself) performing a specific rite or casting a spell. It must be created with the appropriate incantations and consecrated materials (plaster, paints, etc.) to be effective. Creating a mural requires one day of intensive labor on the part of the adept per level of the spell the mural is intended to produce. (To make a worthwhile mural typically takes quite a long time.)

The adept can "activate" the mural through a spell ceremony called "Opening the Mouth"

(described among the spells below). What is depicted in the mural comes into effect as though performed anew. (This may save much time and expense, especially if the rite is one which would normally require the presence of several adepts.)

Egyptian spells

The following five formulaic spells have been unearthed. Undoubtedly a great many more exist. Also, variations of most spells, exist as the descriptions below note.

These spells arise from the Egyptian tradition, but a magician from a different background should be able to learn them. However, a GM may apply a penalty die when persons from outside the tradition are attempting to learn their first Egyptian spell. (See *Over the Edge*, page 180 for how to learn spells.) This is because this tradition has its own idiosyncracies and subtleties that might be difficult for, say, a practitioner of voodoo to grasp at first.



Execration

Level 10

Magicians tend to attract enemies, and Egyptian adepts are no exception to this rule. This simple spell provides a modicum of protection against known foes.

The adept creates a figure to represent his foe. He inscribes the foe's name (mundane or True) all over it. Then the object is ritually mutilated, burned, or buried.

The result of the Execration is that the target suffers a penalty die (two penalty dice if the target's True Name was known and used) in all actions directly opposed to the adept.

Every adept has a unique variation on this spell. In ancient days, potsherds might be used instead of a figure (especially if one had a lot of enemies and was concerned about time and money). One modern adept has reported success in using a floppy disk, the sectors filled with nothing but ASCII text repeating the target's name. When a magician learns this spell, he chooses which object to use.

The Harem Conspiracy

Level 13

A rare instance of overtly hostile magic, this spell takes its name from an event under the reign of Ramses III. The conspirators attempted to immobilize the guards of the pharaoh's harem, and then do away with the king. They used a secret spell unearthed covertly from the royal archives. Although the guards were paralyzed, the conspirators were caught before the plot culminated.

To cast this spell one must create, by hand, a waxen image of the target. As the wax hardens and the correct words are spoken, the target will be overcome by a growing stiffness, climaxing in a paralysis of all non-autonomic muscles. The spell lasts until the wax is softened once more.

Healing Statue

Level 12

Magical inscriptions are written all over a statue, over which water is then poured. The water absorbs the

healing magic that the words carry. The water is then administered to a patient—orally or intravenously. (Obviously, the latter method is a modern invention.) Each casting of the spell produces water that will heal one die of damage. Adepts who are expecting trouble ahead will store the water in vials, thermoses, etc. The healing water retains its potency for about a week.

Many variations of this spell exist, wherein the words are written on papyrus, pottery, or another surface in lieu of a statue. Note that each counts as a different spell to be learned: If an adept knows Healing Beer Keg, the spell will not work by writing the words on a wine jug.

Opening the Mouth

Level 4

This spell is a staple in the Egyptian tradition. Its primary use is to activate magical murals, which themselves produce other spell effects. To cast the spell the adept chants magical phrases while touching the mouth, hands, and feet of the figures in the painting.

Opening the Mouth has other uses known to higher-level initiates of the Egyptian mysteries. For instance, it is needed to activate magical figurines.

The Plea of Isis

Level 9

This spell generates an antivenom in the target's bloodstream for any natural toxin, from nettles to tree frog poison. (Countering synthetic toxins is 50% likely.)

In Egyptian myth, the child Horus is bitten by a poisonous animal. Isis takes her child into the heavens and demands that he be healed, or she will stop the sun from shining. The heavenly powers agree to heal Horus in order to preserve *ma'at*.

Casting the spell, the magician relates this tale with words and a bit of pantomime. Finally, he extinguishes a flame with the pronouncement of Isis's threat. The poisoned person's blood is rapidly cleared of the toxin.



Edge watcher

John Tynes provides a guide to brainwashing available over the counter at your local video store now or that will be soon.

After Hours

Hapless burger gets drawn into fringe weirdness; is this Al Amarja? Nope, just late-night LA. Plenty of oddball characters and situations with a nice stream-of-consciousness feel.

Alice

Mixture of stop-motion animation and live-action in this retelling of Alice in Wonderland by Jan Svankmayer. Creeeeepy! The White Rabbit is a taxidermied fellow who keeps leaking stuffing from his body. A two-tab dropper if ever there was one.

Angel Heart

Mid-80s supernatural thriller set in 1950s New Orleans from Alan Parker. Moody, bloody, and strange. Lots of voodoo and quest-for-identity kind of stuff in a classic hard-boiled detective framework.

Barton Fink

1920s period piece from the Coen brothers about a screenwriter in a freakish LA hotel. Chock full of good scenes, and the hotel would be a great one to pop up in Al Amarja.

Five Million Years to Earth

A metal cylinder discovered in the London subway circa 1960 is first believed to be an old Nazi bomb; nope, it's a spacecraft that triggers genetic imperatives of mass purging implanted in early homo sapiens by Martians. But it's cool! Final scenes of London aflame, with crowds of ordinary citizens hunting down and killing anyone who is 'different' are riveting. Lots of great pseudoscience and terrific psychic/mindpower stuff.

Exorcist 3

Believe it or not, this is one of the best horror films ever made. Basic knowledge of *The Exorcist* is helpful, but the

movie is so creepy and strange it stands on its own. Great for anyone using supernatural horror in their OTE series. Highly recommended.

Fanny and Alexander

Lengthy period drama from Ingmar Bergman. Typical but well-done dramatic fare about family squabbles and intrigues, but includes some ghost stuff and a freakish portion dealing with a crazy bishop and a magical but disturbing pawnbroker's shop, complete with a reality-bending androgyne kept in a locked room.

Faust

Another freakfest from *Alice* director/animator Jan Svankmayer. This one is nearly 100% live action, but features terrifically creepy old-world marionettes in key roles including a human-marionette sex scene. It's a retelling of the Faust story, but done very strangely.

The Kingdom

Four-hour Danish TV miniseries released as a four-hour movie in America. A cross between *Twin Peaks* and *ER*; oddball hospital soap opera storylines mingle with bloody Exorcist-style hauntings. OTE contributor Robin Laws gives this one high marks.

The Mystery of Rampo

1990s Japanese film about a real-life mystery writer, Edwardo Rampo, in 1930s Japan. A novel he writes seems to come true, and he investigates. Becomes very surreal and strange; the freakish rich guy's manor house and

personal habits beg to be reworked as an OTE island estate. Mostly live-action with some animation and computer visuals.

Prince of Darkness

Creepilicious 80s flick from John Carpenter. Way cool marriage of pseudoscience and the supernatural ala *Five Million Years*. Has goofy elements, but worth watching. The stuff dealing with the transmission of dreams backwards across time via some particle physics bullshit is OTE-ish, in a very Throckmorton sort of way.

Short Cuts

Incredibly depressing early 90s film from Robert Altman that captures the feel of urban desperation inherent in OTE's cityscapes. Multiple storylines and overlapping characters remind me of an OTE campaign in structure.

Stalker

Russian film from the early 1980s. Posits that the 1908 Tunguska blast in Siberia created a space where your deepest wish comes true; area becomes a restricted industrial wasteland into which Stalkers illegally guide those who want to find the heart of the Zone. Existential, weird, and chock full of stunning visuals. Possibly my favorite film of all time, and definitely my favorite director (Andrei Tarkovsky).

Wings of Desire

Wim Wenders from the mid-80s. Heavenly angels drift unseen among mortals, eavesdropping on their thoughts and envying them their passions. Ghostly and moving, this could easily spawn an OTE storyline. The sequel, *Faraway So Close*, is heavier on plot than mood and not highly recommended despite a cameo from Mikhail Gorbachev.

EDGEWORK

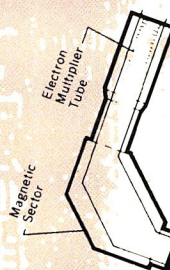
4

The periodic supplement of the best information on all things Al Amarjan returns! The fourth issue of EdgeWork, the fanzine devoted to Over the EdgeTM by Atlas Games, has more of the most cutting-edge information about the surreal, dangerous, and downright weird setting for the critically-acclaimed game.

In addition, the 32 information-packed pages also support On the EdgeTM, the collectible card game that shares a background with OTE. On the Edge was recently named the "Best new Collectible Card Game" by *Games Magazine*. This issue of EdgeWork brings you information that helps link the card game with the role-playing game, allowing you to use material from one in the other.

Top that off with new ideas for magic by John Nephew, Atlas Games President, stud-muffin, and all-around cool guy (he's paying Brent \$100 to type this) and you've got the best information to expand your Al Amarjan universe. All in new, lower-calorie, non-ozone-depleting advertisement-free packaging (accept no substitute)! See the best the weird have to offer:

read EdgeWork!

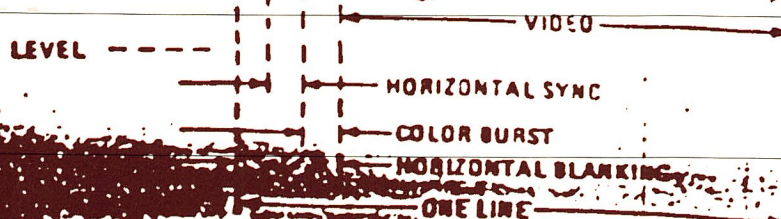


front cover photography, design, & digital manipulation:

liz d a g g a r

back cover design, orbit, & encryption programming:

c. brent ferguson



NOTE DIFFERENCES in horizontal-blanking intervals between normal (top) and encoded (bottom) signals.