

# Welcome to Al Amarja

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The Ultimate Democratic Republic of Al Amarja welcomes you. As you adjust to our marvelous island, allow us to make certain issues clear in advance.

**Liberty Is Job One:** Personal freedom is respected. Broadly speaking, you are free to take any job for any pay and free to purchase any goods and services for any remuneration or compensation agreeable among the parties involved. Free from State interference, you are welcome to patronize businesses with whatever degree of reliability, authenticity, safety, and privacy that you wish to pay for.

**Measure 23:** The threat of international terrorism has forced the State to temporarily assume sweeping powers, as outlined in Measure 23, the details of which must remain classified.

**Disarmament Means Peace:** Weapons are strictly prohibited. The State takes upon itself the terrible burden of monopolizing lethal force, for the protection of all stakeholders and the perseverance of good civic order.

**Drug Use is a Medical Issue:** Drugs are medicine and as such are conveniently regulated by the State's universal healthcare system. For the convenience of citizens, reputable establishments are authorized to distribute caffeine, nicotine, alcohol, peyote, nutmeg, bath salts, LSD-25, and other medicinal substances. Opiates are available only through a few official sources, and only to people who suffer. Drug users are enrolled in the State's experimental research programs automatically and at no extra charge.

**It's Polite to Speak English:** Efficiency and fairness necessitate that a society have a single, unifying language. You are free to express yourself in any language or paralinguistic medium, but please be prepared to answer to representatives of the State in English.

**Paranormal Activity is Perfectly Legal:** Paranormal individuals are invited to register with the State. Few governments today have the foresight to protect their stakeholders from paranormal crime, but here the State is ahead of the curve. For your own safety, please report unlicensed paranormal activity to the State. If you are a genuine paranormal yourself, please alert a State official so that you can begin the licensing procedure. You'll be glad you did.

**Chart Your Course:** Self-determination defines our society. Neighborhoods are free to handle most of their local concerns without micromanagement from the State. Even security concerns are best handled by those directly affected by them, not by faceless State entities.

**Thank You for Your Consent:** Your consent is deeply appreciated. The highest form of civil polity is based on consent. In light of these ideals, your consent to State policy is mandatory.



# What is *Over the Edge*?

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Several separate elements come together to make an *Over the Edge* campaign something different.

## **MODERN WEIRDNESS**

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The fictional world of *Over the Edge* is much like our own. In fact, it's like the world that many people think they live in, a normal-looking world, plus aliens, psychic powers, evil spirits, global conspiracies, curses, other dimensions, Akashic records, astral bodies, chakras, past lives, mind-control satellites, and maybe a slave camp on Mars. The action takes place a couple years in the future, and things haven't gotten any better in those years.

## **THE ISLAND OF AL AMARJA**

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All the action takes place on Al Amarja, an outlaw island in the Atlantic. Its main city, the Edge, offers things you can't find anywhere else, whether that's fashion, pharmaceuticals, entertainment, art, science, sports, medical care, body modification, or personal services. In addition to possibly finding what you're looking for, you're also quite likely to find things you're not looking for.

## **STORY ARCS**

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Typically, play consists of discrete story arcs, comprising possibly a few sessions, possibly many. Sometimes you repeat characters and plots from one arc to the next, sort of like sequels to a movie. Sometimes players create new characters for the new story arc.

## **FREE-FORM CHARACTERS**

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Players create their characters to fit the story arc. They invent traits for the characters. The game has no lists of traits to choose from, just examples. Your character must be human (at least mostly) and game-breaking abilities like mind control are off limits, but you have lots of freedom in envisioning your character. The GM sets a power level for the player-characters, which determines their relative capabilities.

## **EVERY ROLL OF THE DICE MATTERS**

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Choose a pair of six-sided dice with pips, ideally identical. Those are your "lots," and you "cast" them only when it really matters. Every time you roll, good things and bad things can result. Seriously good or seriously bad.

## **PLAY TO SEE WHAT HAPPENS**

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Run your character to create action at the table. In a movie, you like watching a character who fails sometimes, who is vulnerable, and who is not entirely predictable. It's the same with other players watching you play your character.

