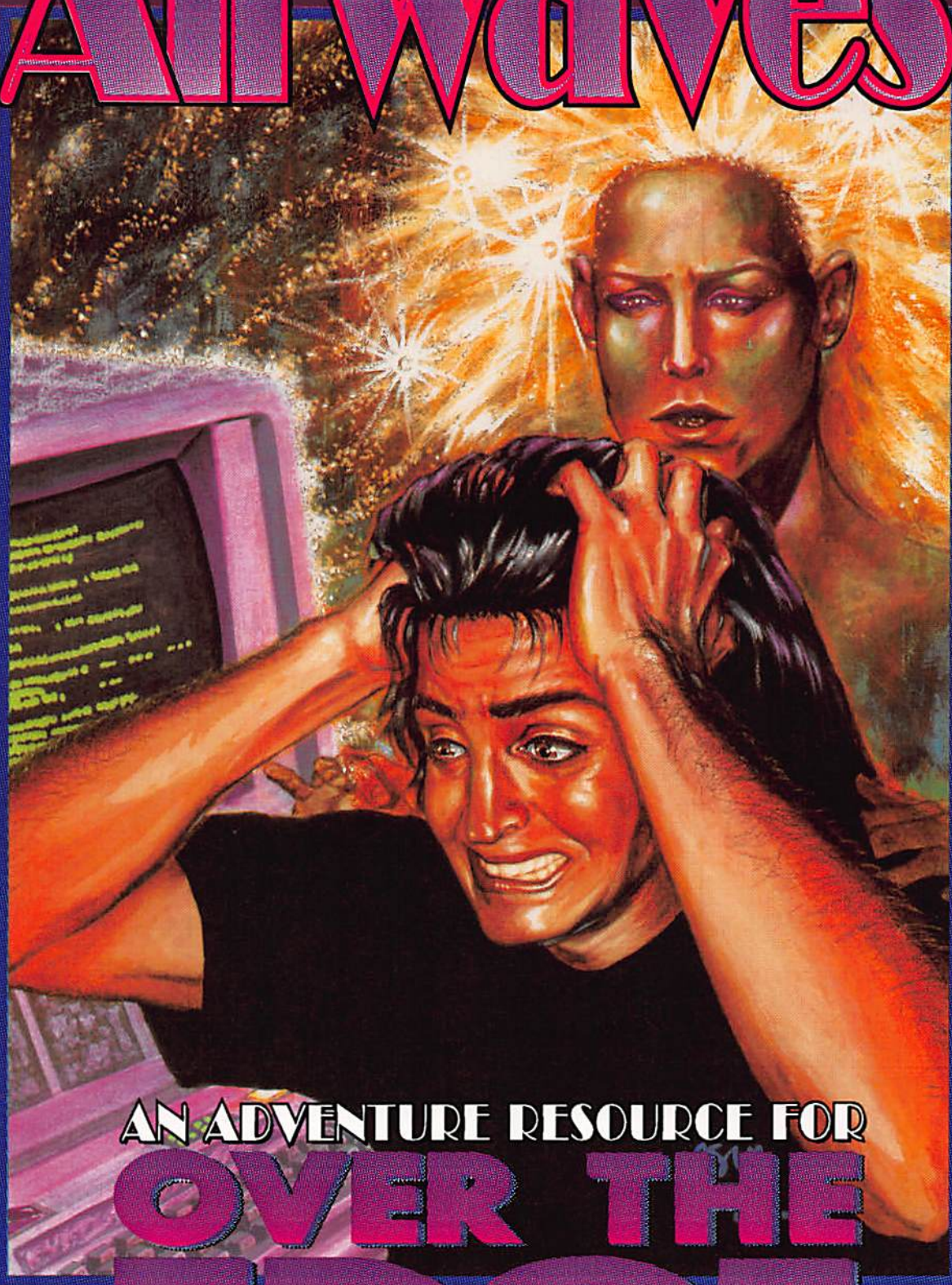


Airwaves



AN ADVENTURE RESOURCE FOR

OVER THE EDGE™

by Rembert N. Parker

Airwaves

An *Over the Edge*[™] Adventure Resource

by Rembert N. Parker

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TROUBLE IN SPACE

Several months ago an alien spacecraft that was studying Earth was damaged by a power beam from a stealth satellite. The ship's only inhabitant was Krlepok, a fifth-dimensional creature who intersects our time-space continuum as an energy force. Since its craft was far advanced beyond any technology apparently available on Earth, Krlepok was taken completely by surprise by the attack, and took serious damage to its spacecraft before it destroyed the satellite. Unable to either attain a stable orbit or make a landing through the Earth's atmosphere, Krlepok was forced to abandon the spacecraft that had been its three-dimensional home for many centuries. A special transmitter was used to project a signal through a microwave relay station, and Krlepok rode the signal all the way to Earth.

Krlepok can remain in our universe only so long as it maintains contact with a structure which conducts energy waves. On Earth, it quickly learned that the computer and phone networks provided rapid transportation and rudimentary interface with the outside world. Careful study of the databases that it had learned to read led to one inescapable conclusion — the nexus which provided the best hope for Krlepok to remain undetected on Earth was the island of Al Amarja, which teemed with inexplicable events. Krlepok eventually found its way into the computer network on the island, and decided to make its temporary home in the mainframe computers at Al Amarja Life Insurance Company, one of the largest financial institutions on the island.

By rewriting several computer routines that were already available on the computers and using the massive amounts of data available on the net, Krlepok amassed a large amount of assets. They are owned by a fictional persona that Krlepok created — Larry Davis. The assets are stashed in a large number of locations, and "Larry" can fax orders to various stores and banks to deliver money or merchandise to anybody, anywhere.

Krlepok still felt imprisoned in the crude computer resources that were available, and still wanted very desperately to return to space in a craft which is equipped with an efficient faster than light drive and the appropriate electronic gear to restore its lost freedom. Since this was not obtainable, Krlepok set out to put together a new "home" that was more to its liking.

Larry Davis made a series of expenditures: several hundred thousand for the closed Benning multi-plex movie theater, nearly a million to grease the necessary palms for a

new television station to get through the red tape maze, and uncounted sums for refurbishment and installation of leading-edge equipment. AXTC was born — a television station that would feature only locally-produced shows. Lorenzo DeRosa was hired as the station manager, and he was given the financial resources to build a dream station.

Before these plans were completed and Krlepok was able to move into his new home, trouble reared its head in the person of Arnold Wallace.

GMC

Krlepok

A fifth dimensional energy creature

Krlepok has been alive for many millennia, and after tiring of its own universe it spent the better part of a century finding a way to project itself into our three dimensional universe. The process was difficult and painful, and Krlepok has no desire to repeat it. The first time he tried

SPECIAL NOTE TO GMS

Over the Edge™ is a system that allows the GM and players much more freedom than is normal in determining the outcome of an adventure. This resource book is intended to give you a major new establishment (television station AXTC), several new shops, a number of useful GMCs, and a setting for potential adventures. Read it all the way through once, and then go back and read it more carefully, making notes on which pieces you find most useful. The plot ties into a number of existing groups, conspiracies, and locations, so the nature of the adventures you generate using this resource will be affected by how your own series has grown.

There is a danger that you will have a preconceived notion of how the adventure will be played by your gamers. Try to resist this urge, as it is the players who should determine the outcome of the adventure. They have the option of becoming television stars, protectors of the innocent, or even bullies for hire. This resource book gives you the material to make their dreams come true — or as true as they can be in the world you have created with their help.

This resource book details events that take place over a period of weeks or months, so it works best interspersed with other adventures. To help out with this, several suggestions are made at the end for ways to use this product with various other OTE™ resources that are available to you.

Over the Edge™

to send his true name through a sound system the sound "Kralepok" was emitted, and that is the name he uses in our universe. Kralepok can only interface with our dimension by manipulating energy waves (primarily electricity), and can best affect the outside world by using computers and phone networks.

The signals sent out over AXTC are computer enhanced, and Kralepok has discovered that some humans can be controlled by using subliminal messages. Once a person is under Kralepok's control, she is sent a computer system and given access to an online network that Kralepok is using to give her commands. In the AXTC station there is a studio where Kralepok can actually talk directly to people using a sound synthesizer. While posing as Larry Davis, Kralepok also talks to people by telephone.

Traits

Device Control, 9 dice — can control virtually any electronic device it enters. Common ones include computer and phone networks, but Kralepok could just as easily run the New York subway system.

Human Control, 2 dice — by using subliminal messages, Kralepok can gain control of the minds of some humans. Once control is gained, it is never lost unless an outside force (such as a fringe power) is brought to bear.

Over-Confidence, penalty die — Kralepok believes itself to be so superior to humans that it cannot understand itself to be threatened by them.

TROUBLE AT WORK

Arnold Wallace was one of the systems programmers at Al Amarja Life. He generally spent about ninety minutes a day getting his work done, and the rest of his time constructing and teaching "Duckie," an intelligent computer program. When Kralepok invaded the computers at Al Amarja, Duckie was inadvertently destroyed.

It took Arnold several days to figure out that Duckie had been terminated, and several more days to decide that it was another computer program that had destroyed his creation. Arnold became obsessed with uncovering the killer. He wrote numerous programs which measured throughput and determined how many machine cycles were being lost. Kralepok had rewritten the operating system and some of the systems programs to make all the applications run faster, leaving extra cycles to use for its own purposes, so Arnold's early complaints to his superiors that there was a rogue program loose on the system fell on deaf ears.

Frustrated that nobody would believe him, Arnold spent the next few days furiously coding programs which he believed would allow him to end the menace of the rogue program. He came back to the office at two AM on a Monday morning, disconnected all the lines out of the computer that he was aware of, rebooted the computer from a special tape that he had constructed, and began running programs designed to purge the system.

Arnold had unknowingly interrupted a program which one of his superiors was using to run a football betting pool, and was caught running unauthorized programs on the company's machines. His programs were stopped before they could "eliminate" Kralepok, and Arnold was placed on disability suspension and forced to undergo counseling for his problems. Arnold was subsequently placed on indefinite leave, although he was sent 40% of his normal salary to live on.

Arnold spent his money upgrading his home micro-computer systems, and managed to hack his way back onto the Al Amarja Life computers about two weeks later. By this time the computer systems at AXTC were complete enough for Kralepok to move to, and there was no trace of it left on the insurance mainframes. After hacking his way through the phone net security, and using the information on the mainframes at his former employer's offices, Arnold was able to pinpoint Kralepok's new home. Arnold spent the next few weeks committing numerous computer thefts to raise enough money to finance an attack on AXTC.

A party can become involved with Arnold at any time. They can hear Arnold complain about his problems with a computer at work, and become involved with his crusade. They can be hired as specialists by Al Amarja Life and go to work there to spy on Arnold. They can run into Arnold after he has been fired and help him with his computer crimes. They can even be hired by Arnold to go to work at AXTC to spy on the station for him — possibly without even knowing why he wants the information.

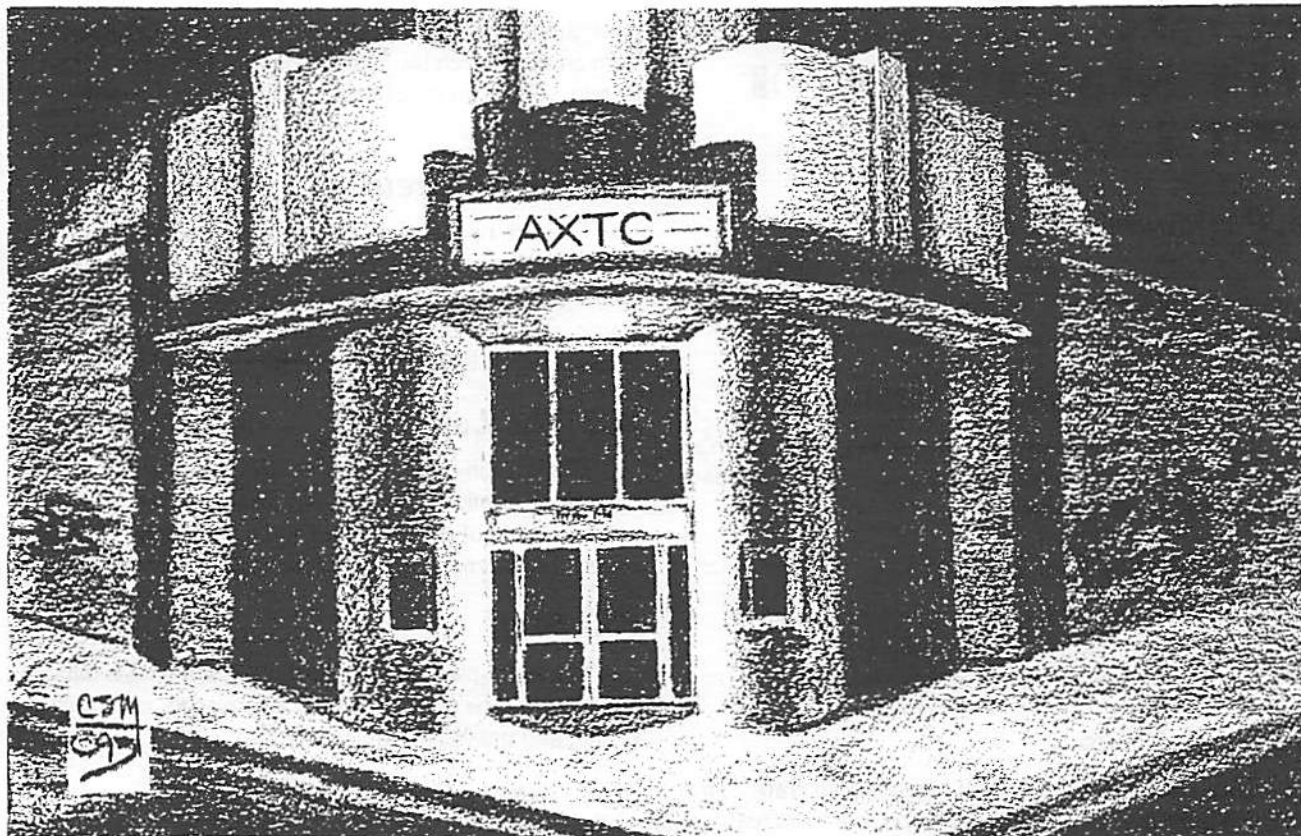
GMC

Arnold Wallace

Computer Hacker

When Arnold was six his parents gave him a computer and some games for a birthday present. He quickly grew tired of the games, and began playing with the computer itself. Arnold figured out how the operating system worked, and began rewriting it so that it would work better. Ever since he has spent most of his free time playing with computers, and has gotten very, very good at it.

Arnold's lack of interest in anything else made it difficult for him to excel at school, and he was unable to



gain admission to college. Since he didn't have a degree, he couldn't get any computer-related jobs except in sales. He worked for a series of computer stores, but was fired from one job after another as he was found ignoring customers while he rewrote the application software that was on the machines.

Two years ago Arnold was approached by an insurance salesman. While Arnold showed no interest in purchasing insurance, he copied the salesman's illustration software and rewrote it to run several times faster. When the salesman bragged of Arnold's accomplishment at a sales conference in France, one of the marketing people from Al Amarja Life heard the story and made a point of finding Arnold. Shortly thereafter Arnold moved to Al Amarja and began working full time.

British man, age 25, 168 cm, 89 kg, overweight, red-faced, shaggy red hair and green eyes, awkward but friendly in social situations.

Languages: English; all publicly-known computer languages

Traits

Computer Hacking, 5 dice — able to read, rewrite, and improve nearly any code. Also able to break through most network defenses. (carries notebook computer and diskettes of various sizes at all times)

Relentless, bonus die or penalty die — can become very focused on the task at hand, to the exclusion of all else. This may help him accomplish a goal, but hurts him when he has to deal with any distraction. (determined look)

Physically inept, one penalty die — Arnold is completely out of shape. (constantly eating junk food and drinking sodas)

THE BENNING THEATER

The Ramble is a major avenue that runs west from the Plaza of Flowers. About a block from the Plaza, on the north side of the street, is the site where Reginald Benning built his theater. It was built in the 1930s so Benning would have a place to see plays, but was never a financial success.

In 1953 the downstairs was converted into a movie theater with the largest screen on the island, but in time even that was unable to make money. In 1972 it was converted into a multiplex with seven screens, but cable television, video rentals, and high admission prices led to the end of the enterprise in 1989.

KEY TO THE MAP OF THE NORTH SIDE OF THE RAMBLE

200 Bienvenidos Hotel

See the OTE rulebook, p. 73. There is a parking garage behind the hotel. Special parking cards allow access to the alley between the hotel and the Benning Theater.

205 Dan & Barry's Clothing Shop

The shop specializes in the latest men's and women's fashions from the continent, but there is a room in the back which is wall to wall leather goods.

206 Flowers By Leona

Leona has been selling flowers here for as long as anybody remembers. She is an excellent source of information about the area's shops and residents.

210 Crablegs

This restaurant specializes in highly spiced crabs. Their evening business has always been good, but to increase lunch traffic they added exotic dancers from 11 AM to 3 PM.

211 Morning Glories

A cafe that serves only breakfast and lunch. No meat or fish is served. The specialty of the house is the wall of muffins, some of which are laced with mild amounts of various drugs. (The Morning Glory for which the cafe is named is a jumped cranberry muffin with walnuts and chopped-up morning glory seeds, which are a mild hallucinogen.)

218 The Screening Room

This cafe is connected to the lobby of the Benning Theater. Kralepok bought it up and converted it from a gourmet restaurant to a fast food restaurant (although some of the employees have not made the transition yet). Several screens have been set up to broadcast the shows from AXTC.

220 The Benning Theater.

See p. 5 for the story of the theater.

222 The Bryce Club

This is an exclusive club that is closed to the public. There is no entrance on the street; the only entrance is

through the underground parking lot which can be reached from an alley which leads to the parking lot at the Burger Burger. This is an excellent place to pick up a patron — if you can get in.

230 Home Brew

This pub opens when the sun sets, and closes at about 5 AM. There are no mirrors in the pub (not even in the bathrooms), and the only utensils available are made of plastic. The pub is known primarily for the oversized fireplace which is filled with blazing logs on colder nights.

231 The Last Page

This is a run-down shop that sells newspapers, magazines, comic books, and paperbacks. There is a fairly good selection of current issues and a smattering of back issues. From time to time a future issue is found misfiled.

233 Stuff

This is the place to shop for the person who is difficult to shop for. The goods are randomly placed, randomly priced, and unavailable anywhere else.

234 Token Entertainment

A video arcade that operates only on tokens and features the newest and latest games. Tokens are not sold in the store, but must be obtained by subscription (a minimum of \$10 monthly). Tokens are often sold for two to three times the face value by teenagers outside the arcade.

235 Burger Burger

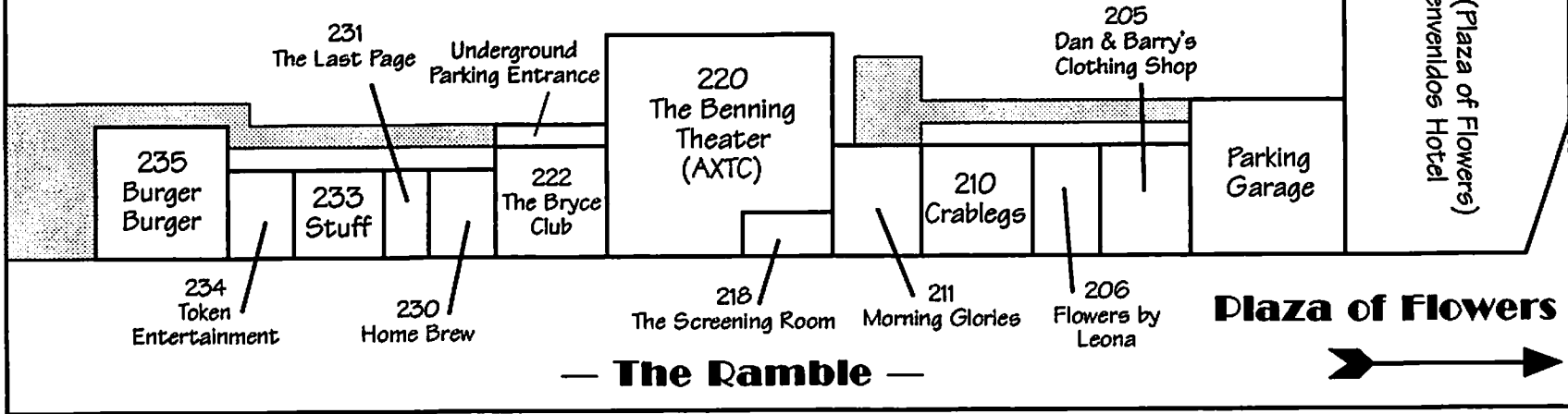
This is one of the most popular dance clubs for newcomers to the island — and a hangout for those who are looking for fresh burger. Music is generally popular dance music, although on Wednesday nights there are country line dances. In addition to expensive drinks, they serve excellent chili (Texas style, with no beans) and some of the best hamburgers on the island.

TELEVISION STATION AXTC

The new television station broadcasts on channel 146, which can only be picked up by sets which are equipped with a special UHF antenna and converter box. The antenna, box, and a special remote are available from the station for \$19.95. The station's signal is broadcast from a special antenna which has been erected on the top of the

The North Side of the Ramble

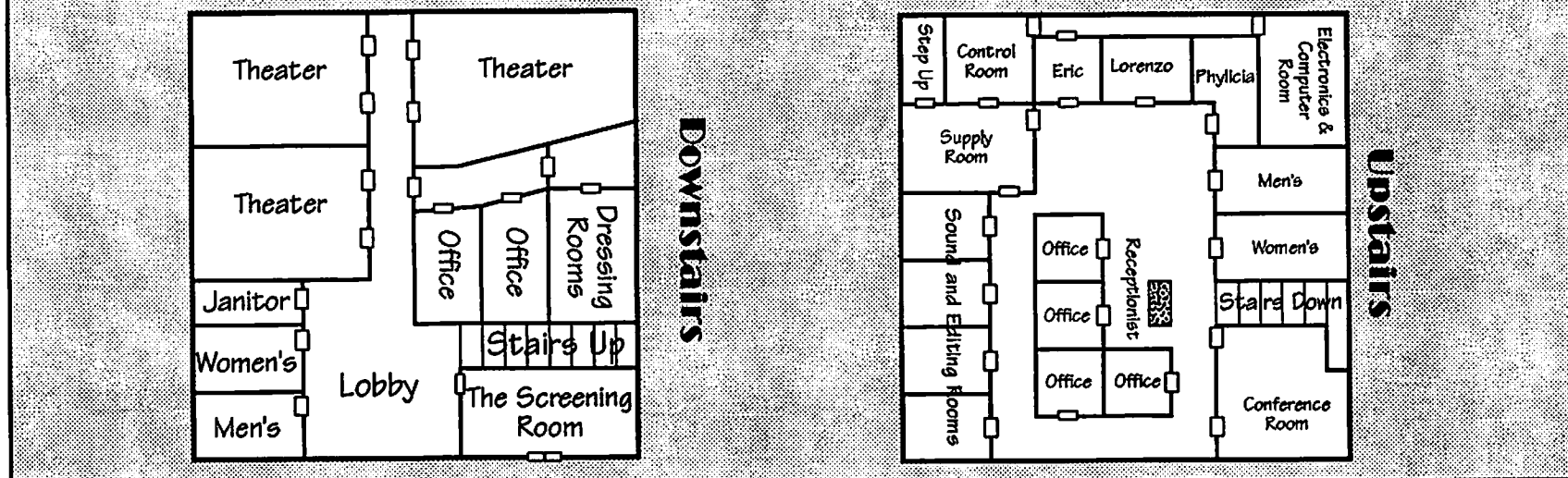
Scale: 1 cm = 10 m



7

The Benning Theater Interior

Scale: 1 cm = 5 m



Airwaves

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Benning Theater, and its dependable range is 30 km (although the signal can skip over a much wider range). The signal which is broadcast has been electronically compressed and coded, and the converter box decodes the signal — this allows redundancy in the signal, and the box can rebuild the signal, repairing dropouts, static, etc. The net effect is a better signal than cable television supplies! Furthermore, once High Definition TV becomes available, the box can be reprogrammed to produce the appropriate output.

Several weeks before the station begins broadcasting they start running an ad in "Opportunities On The Edge":

New Television Station Needs Shows

Star in your own show! Apply in person with your ideas for a show at the Benning Theater, The Ramble #220 (near Plaza of Flowers). Call 756221 for more details.

Programming

The new station's schedule is eclectic to the extreme. Any show that the characters suggest is added to the schedule, although no payment is made to the stars of the show unless advertising is also arranged (the station has an advertising director, but all they do is collect the money — the characters have to solicit advertising themselves).

Some of the notable shows are as follows:

The Weather Report

The reports are prepared and delivered by George Answan. He rambles, he uses maps and displays that are contradictory, he uses symbols that are not standard, and he is 100% correct. Unfortunately, even though he insists the forecasts are for the next day, they are actually for a random day in the following week.

College Courses On Air

At seemingly random times during the day there are broadcasts of both Undergraduate and Graduate classes from D'Aubainne University. Each semester there is a special enrollment by phone for the courses. Students must obtain books, and they must go to the school to take tests three times for each course. For some reason there are at least two courses offered each semester that are not in the college catalog, and the University denies that it offers those courses (but the broadcasts continue for the entire semester, and students for these courses take open book exams by mail).

Music That Matters

This show features various folksingers, some of whom talk about their concerns for society as well. The regular hostess is Dara Blake, who used to have a show that was seen once a month on AATV but jumped at the chance to have creative control over a weekly show. Dara usually ends each show with a song of her own.

See p. 14 for more information on Dara.

The Evils of Drug Addictions

This public service show works hard to keep residents of the island warned about the latest drugs that are available on the island. Volunteers use the various drugs on camera, and viewers are then given complete descriptions of the effects and side-effects. Rumor has it the show is sponsored by local drug dealers in an effort to build up their clientele.

Live Role-Playing

Sessions are shown nightly. Some gamers and GMs are regulars on the show, while new and guest players are allowed in the games for one session. There is a two to six week waiting period to get on the show.

The Conspiracy Show

This one hour show does shallow exposes of various secret conspiracies, some of which actually exist. The host is Chris Denning, an obnoxious whiner who alienates most viewers. Each week Denning interviews somebody who has special knowledge of a conspiracy, after which the members of the audience and phone callers can ask questions.

Welcome to the Edge

This is a show designed for new arrivals, and focuses on special places and events in the Edge. There are no commercials, but those who wish to have their establishment or event covered are expected to provide financial assistance toward getting the show filmed.

Meet the SMOCs

This half-hour show is hosted by Carol Weinning, a woman in her forties who seems too intense to carry on a normal conversation. She insists that the Secret Masters of Conspiracies are fooling people into ridiculing true conspiracies by sponsoring shows like *The Conspiracy Show* and stories in the tabloids that make the conspiracies seem like paranoid delusions. Weinning often follows up *The Conspiracy Show* by doing a tirade on how the conspiracy "exposed" on the show is much more dangerous than

others believe. She films without a studio audience, has no guests, and takes no phone calls.

The Lost Episodes of Television's Silver Age

Each night from 9:00 to 10:00 PM episodes of shows from the sixties and early seventies are shown. While the episodes are from series that actually ran, the episodes themselves have never been shown before on television. The show is sponsored by A Screen Of One's Own (OTE p. 66), which refuses to reveal where it obtained the shows.

True News Update

This irregular show features you! The GM of the series appears on the air to relate information that the players might not be able to find out but might appreciate. This show allows the GM to debrief the adventures (or leave an ominous note hanging over the proceedings) while staying in character and on the island. The shows are normally mailed in on videotape, but the GM is more than welcome to tape a few shows live (particularly if she wants to allow a studio audience for a question and answer period). The host may appear behind a screen, talking with an electronically-altered voice at first, with the players slowly coming to recognize the GM as a result of a few technical glitches.

GMCs

Lorenzo DeRosa

Effortless administrator

Lorenzo was an orphan, raised by a priest and several nuns in a small Catholic church 50 km from Rome. To teach him responsibility, Lorenzo was given small jobs to do around the church grounds. As the sole priest aged, Lorenzo was given more and more of the paperwork to handle, and by the time he was 14 he was running things by himself. Because nobody taught him the "standard" way to organize paperwork, he made up his own method (one based on "stacks" of paperwork rather than filed paperwork).

The church awarded Lorenzo a scholarship, and he did A and B work in college, but after school he had difficulty keeping a job — nobody else could deal with his stacks, and he could not find things which were filed in normal manners. Several times he was given autonomy over a small unit and did extremely well, but his successes always led to promotions that placed him in a job where he would butt heads with others.

Kralepok uncovered the pattern of Lorenzo's work while searching for somebody to run his television station,

and recognized that this was somebody who had a talent for running a small operation. He contacted Lorenzo by phone, posing as Larry Davis, and requested a written proposal for the operation of a small television station. Lorenzo was hired shortly after producing a completely unique set of plans for involving the community of the Edge in producing the programming. Kralepok has not attempted to control Lorenzo as it fears any attempts to affect Lorenzo's mind might affect his special abilities.

Italian man, 47, 181 cm, 68 kg, tall, thin, graying/thinning hair, dressed in very plain clothes, ingratiating smile and manner.

Languages: Italian, German, French, English

Traits

Develop synergistic structures, 6 dice — Lorenzo's non-sequential organization system allows him to see potential cross-pollenizations that others would miss. (piles things in stacks)

Born Leader, 3 dice — Lorenzo's manner causes others to believe that his ideas are correct. (has a confident air)

Cynical about Religion, penalty die — due to his upbringing, Lorenzo has trouble dealing with religious people or topics. (looks to the sky when religion is mentioned)

Eric Portwood ("The Wall")

Brain-damaged football player

Eric was a defensive linebacker for a college football team with a bright future. In one game he sacked the opposing team's quarterback, breaking the QB's arm in the process. That night Eric was shot in the head by an angry man who had lost a large bet when Eric's team beat the point spread. The shot damaged Eric's frontal lobes, and he was left a partial vegetable.

D'Aubainne University brought Eric to the Edge (his behavior was quite similar to the Latahs, and there was a theory for awhile that the Latahs were merely people who had suffered injuries similar to Eric's). Once the studies proved that the Latah problem was completely different from Eric's, Eric was given a small apartment, a job moving boxes around campus, and all the school cafeteria food he could stomach.

Because of his lowered ability to produce independent thought, Eric was strongly affected by the test subliminal messages that Kralepok was sending out in the Screening Room when AXTC was running some test programs to get audience feedback. Kralepok quickly arranged to hire Eric away from the University, which was relieved to finally be rid of him.

Eric serves as security, and lives in the theater.

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European-American, 22, 193 cm, 102 kg, sandy blond hair and blue eyes, with the build and movements of a football player.

Languages: English (but only small sentences)

Attack: 4 dice (6 dice if attempting a tackle), x2 damage with a bat

Hit Points: 32 (oblivious to pain)

Traits

Resist outside influences, 4 dice. Eric simply doesn't understand what people are trying to get him to do, whether through talking, threatening, or fringe powers. He is, however, totally under Kralepok's control. (vacant look)

Oblivious to pain, bonus die. As a result of years of football practice, Eric has learned to "tune out" pain. (solid stance)

Hurt others, 4 dice. All those years of football practice taught Eric how to hit to hurt. He also keeps a baseball bat in the main control room, and dishes out exceptional damage when he swings.

Brain-damaged, one or two penalty dice. Eric has no initiative, and takes things very literally. (stares in one direction for long periods of time)

Phylicia Nasrallah

Efficient administrative assistant

Phylicia is a brilliant young woman who has been unable to use her intellect to achieve much. In the small Egyptian town where she grew up, women were not expected to work at meaningful jobs, and she was forced to take jobs as secretaries, typists, etc. She soon noticed that even though women were not given the authority to get work done, when things went wrong they were quickly given the blame, so she learned to make herself seem unimportant and not responsible.

Several years ago, after saving up most of her earnings, Phylicia came to the Edge after reading a small article about the opportunities there. The article turned out to be more fiction than fact, but her ability to make others ignore her has helped keep her alive. Now, at AXTC, she has found herself much happier than she ever was before.

Egyptian woman, 37, 156 cm, 51 kg, black hair, brown eyes, wears grey "power suits," radiates coldness.

Languages: Arabic, Hebrew, French, English, Italian

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (resilient)

Traits

Blending, 4 dice — allows her to be seen but ignored by others who judge her to be not important. Has the side effect of also making her seem not worth meeting. (unimportant-looking)

Meticulous, 3 dice — exceptional ability to tend to details. (eyes take in everything)

Rahmakti training, 3 dice — trained in ancient Egyptian form of combat. (seamless motion when walking)

Lonely, penalty die — has given up on dating, resulting in a penalty die in all social situations. (wears no makeup)

Other staff members include a receptionist, five directors, a dozen techies, eight camera crew personnel, several full-time ushers, ticket window personnel, three accountants, and a human resources director.

TROUBLE AT THE STATION

Although most people are quite happy with the new station, one particular individual is upset: Frank Gunther. Frank works as a cameraman at AATV, where he slowly fell in love with Dara Blake, the only person who has ever stirred any emotions in Frank. He has spoken to her several times, and she has always chatted politely with him, and Frank has built up his own delusions about the relationship. Dara just thought she was being polite with one of her co-workers.

When Dara announced she was leaving to work at the new station, Frank attempted to get a job at AXTC, but was turned down because all the positions were already filled. Despondent, he decided to make AXTC an unhappy place to work in hopes that Dara would "return to him."

Frank sold nearly everything he had to hire the Hooligans (see pp. 11-13). They promised to do their best to escalate the level of discomfort at the station. Frank has specifically requested that nobody be physically threatened, as he fears for Dara's safety.

The problems of increasing interference:

- a flood of junk mail
- unordered merchandise appearing at the station, much of it coming COD or containing billing invoices
- prank phone calls filling up the answering machines
- people trying to buy or sell drugs openly in the lobby of the theater after receiving information that it was allowed (mostly causing trouble with the local dealers who don't want the interference)
- unannounced field trips from local elementary schools (complete with teachers carrying letters that inform them that the students will receive free lunches at the Screening Room)

- spray paint on the windows
- performers receiving late night phone calls warning them to quit
- slashed tires in the parking lot where performers park
- vandalism of performers' homes

The station is helpless to stop the escalation, and several of the performers quit. If the party agrees to investigate (either because they are threatened when they are on the air or because they are hired by the station or one of the performers to look into the problems), they should probably start by talking to the staff.

There is no sign of who is causing the trouble, but once word leaks out that the party is investigating, one of the security guards mentions to the party that the Aries gang offered to provide "security" for the station, but were sent away by a new receptionist who misunderstood the situation. (See OTE, p. 110-112, for a description of the gang.)

When the party goes to see the Aries gang, there are any number of ways to get the information that they need:

- one of them can join the gang.
- one of them can beat one of the gang members in unarmed combat, offering up money or service in a bet against the information.
- the party can agree to perform a service for the gang.
- they can "hire" the gang to do security for the theater. This costs \$300 - \$500 per month, and forces all the other shops on the street to increase their payments to the gang by 10%.
- they can threaten to tell people that the Aries gang was unable to stop the trouble, thereby trashing their reputation (of course this also risks starting a major fight!)

The truth of the situation is simple, but the Aries gang may not reveal all of it to the party (and may change some facts): the Hooligans came to the Aries gang before starting the problems to make sure that the theater was not under their protection, but they refused to pay the Aries gang money to stay out of the way. The Aries gang was also told that if they ever needed to hire the Hooligans (an unlikely situation) that they could reach them by making a reservation at Sarah's Teahouse (cf. OTE, p. 104) and requesting an audience with "Hoolio, with an 'H'." Because the station had refused the gang's protection, the Aries gang gave the Hooligans a green light.

If the party makes a reservation at Sarah's, they are told the bill is a \$100 minimum per room because of the necessity of contacting Hoolio.

The only Hooligan that shows up at the scheduled meeting is Marcel (in disguise). He offers the group's

normal terms — five times the original fee to stop (this amounts to \$80,000). The party may elect to come up with the money (if they report the offer to the station, the money will be supplied to the party to put an end to the station's problems). If the party refuses to pay up, they have to find a way to track down the Hooligans and fight them to make them stop. The easiest way to accomplish this is to post party members as guards in various locations until the Hooligans strike, either fighting them or tracking them back to their headquarters. If a pitched battle results, the Hooligans may decide to call a truce and stop their harassment of the station.

HOOLIGANS

Type: Terrorists for hire

Rep: All too efficient

Brief: A local group for hire that makes trouble for their target.

Allies: Cut-Ups

Enemies: Glorious Lords; all past victims

The Hooligans can be hired to make trouble for somebody. They don't physically threaten the target (at least not at first), but specialize in producing a series of increasingly annoying problems for the victim. Junk mail, crank phone calls, destruction and theft of personal property, and exposing secrets are all part of their course of action. A particularly nasty tactic is breaking into the victim's house to sabotage major appliances to fail one after another.

When they have been hired, the Hooligans eventually contact the target, setting up a meeting at Sarah's Teahouse. The Hooligans offer to stop the attacks for a fee which is equal to five times the amount they charged their client. If the fee is paid, they refund double the original charge to the client and keep the rest; if the fee is refused, the problems escalate and the total fee is doubled again.

Because of their leader's strong sense of justice, the Hooligans sometimes take on a case for no fee, punishing those who have hurt others. Because this has brought them into conflict with several different control freaks, they have found themselves helped by and helping the Cut-Ups on several occasions.

Their current base of operations is a five bedroom house in the 'Burbs near the Sunken Barrio. There are up to a dozen members in the gang at any given time.



GMCs

Pedro Ballatoro

Angry young man

Pedro grew up a zero in the Great Men Barrio, drifting from one gang to another. One day when he saw a man kick his car in anger because it had a flat tire, Pedro had a major insight into truth: if living well is the best revenge, causing your enemy to live in misery is a close second. He collected some people he could trust and started the Hooligans, partly to raise money, and partly to punish those he felt deserved it.

Spanish man, 34, 175 cm, 64 kg, lean, hungry look.

Languages: Spanish, Al Amarjan patois

Attack: 4 dice

Defense: 4 dice

Hit Points: 28 (experienced fighter)

Traits

Street Survival, 4 dice — can deal with any situation which arises, knowing when to fight, when to run, and when to merely snarl. (looks dangerous)

Street Fighting, 4 dice — can use any normal weapon or fashion his own from odds and ends in the street. (moves quickly)

Sense Sincerity, 4 dice — can detect lies that are directed at him. (looks right into your eyes)

Sense of Justice — cannot hurt the helpless or walk away from the needy. (compassionate glances at the less fortunate)

Camille Ballatoro

Proud wife

Camille grew up in an extremely poor family, but never had to live out on the streets. When her aunt was robbed, Pedro got twice the lost sum back for her. Camille tried to "reward" Pedro for his help, but he rebuffed her. She was quite surprised at his response, but soon learned that he had grown up with a sense of right and wrong. She then had her family invite him over for dinner, and they began dating.

She and Pedro were soon married, and she stands by him no matter what comes. She learned to fight with care while growing up, but attacks in a mindless frenzy if Pedro is under attack.

Spanish woman, 26, 180 cm, 62 kg, black hair, strikingly beautiful blue eyes, dresses in jeans and a jean jacket over a white blouse.

Languages: Spanish, Italian, Al Amarjan patois, French, English

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (solid muscles)

Traits

Voice Mimicking, 3 dice — can copy other people's voices. (has an accent that is difficult to place)

Street Fighting, 3 dice (lean)

Protective of her husband, 2 bonus dice — attacks in a frenzy if anybody attacks Pedro. (frequently smiles at husband)

Juan Aviles

Talented locksmith

Juan ran with the Nimrod gang for nearly eight years. He was apprenticed to the gang's locksmith, and was taught locksmithing by brute force — when he failed to open a lock properly, brute force was applied to punish him. He learned to close his eyes and imagine a lock opening as he used his tools, and was surprised to learn that he could open locks even when he used his tools improperly.

The Nimrod gang was eventually dispersed by the Glorious Lords, who believed the rumors that all the gang's members had fringe powers. Pedro recruited Juan to help him with his new idea — the Hooligans.

Spanish man, 182 cm, 81 kg, black hair, brown eyes, smooth dresser with slicked-down hair and shiny black shoes.

Languages: Al Amarjan patois, Spanish, French, German

Attack: 3 dice, x 1.5 with brass knuckles

Defense: 3 dice

Hit Points: 21 (moves with blows)

Psychic Pool: 5 shots

Traits

Locksmith, 3 dice — can open most normal locks as quickly without the key as most people can open the lock with a key. (constantly plays with large key ring of keys)

Open Locks, 2 dice — fringe power that works on locks that are too difficult for Juan to open with his tools. (stares at locks)

Boxing, 3 dice — trained while a teenager, but now he uses brass knuckles instead of gloves. (bruises on his hands)

Vain — always concerned about how he looks. (well-combed hair)

Marcel Biencendeau

Master of disguise and mechanical wizard

Marcel's father was posted at the Edge as a buyer for a large French conglomerate that used the island to buy and sell goods and avoid certain taxes and duties. He lived in the better parts of the city but spent much of his time

slumming. Marcel learned to disguise himself so that word of his exploits wouldn't get back to his father. He had private tutors, and learned to speak numerous languages with whatever accent he wished.

Marcel spent lots of time wandering in warehouses and factories while waiting for his father to finish business meetings. Here he learned how things worked, how to put them together, how to take them apart, and how to put them together so that they would fail later. When his father was accidentally killed by the Glorious Lords, Marcel began a one-man fight to "punish" them. Pedro learned of Marcel's abilities, and recruited him to join the Hooligans by agreeing to help him with a major operation against the Glorious Lords.

French man, 22, 171 cm, 62 kg, brown hair, brown eyes, open features and plain clothes.

Languages: French, German, Spanish, English, Russian, Japanese, Arabic, Al Amarjan patois, pieces of many other languages

Attack: 3 dice, damage x2 with shoes

Defense: 3 dice

Hit Points: 21 (trim, athletic body)

Traits

Machine Disassembly and Repair, 4 dice — can take apart and rebuild almost anything, either leaving out or adding parts. (calloused hands)

Savate specialist, 3 dice (wears steel-tipped shoes)

Disguise, 3 dice — can vary his apparent age, nationality, height, weight, and sex. (perfect skin)

TROUBLE FOR A SONG

While the Hooligans have been terrorizing the station, Frank Gunther has been calling the station at least once a day and leaving a message for Dara. She returned the first call, and when he suggested that she return to AATV she thanked him for the advice. Thereafter she ignored his messages. (She receives a dozen phone calls and half that many letters daily.)

Once the Hooligans have been neutralized (or reached the theft stage without causing Dara to return to AATV), Frank Gunther decides that he has waited long enough — he comes to the station the night of one of her shows and kidnaps her from her dressing room right before she is to go on the air.

The party may be offered the chance to track her down. Neither the Aries gang nor the Hooligans know

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anything about the kidnapping; the Hooligans absolutely refuse to reveal who hired them.

If the party asks around, they eventually find out that carbon logs of all phone messages are kept by the receptionist. They may learn that only one person calls more than once a week — Frank. The phone number he leaves is at television station AATV. Investigating there initially gains little (the station has a policy of not divulging employee information), but if they mention that Dara has been kidnapped, one of the secretaries follows them out of the station. She tells the party members that she has lately heard Frank talking to himself about Dara, and that she is worried about her. She gives the party Frank's address — an apartment at 2418A Salk Street in the science bario.

Frank has a spacious three bedroom apartment in the Tubes, a complex of buildings with eight two story apartments each. Everything inside is done in stark black and white and chrome, with just a trace of colors in some paintings (one drop of blood on the cheek of a vampire, two glowing yellow eyes on a picture of a werewolf, etc.)

Frank chains Dara to a chair in one of the bedrooms, gives her a guitar, sets up a camera and orders her to sing and play for him. If the rescuers make their presence known (by knocking, for instance), he gingerly gags Dara, locks the bedroom she is in, greets them at the door and listens to their concerns about Dara's disappearance. He will attempt to serve drinks, politely talk to them about the details of Dara's career, and insist that he cannot help. You may choose for Dara to strum the guitar with her foot to gain the party's attention.

The party may deal with Frank in any manner they choose, but he will fight until subdued rather than give up Dara.

Dara is shaken up by the ordeal, but feels sorry for Frank — she visits him often wherever he is incarcerated.

GMCs

Dara Blake

Attractive folksinger

Dara grew up in a middle class family in Philadelphia. While a senior in college, she bought a stack of old folk song record albums at a garage sale. She had never heard folk music before, and the words and harmonies touched something in her. She bought a guitar, started taking lessons, wrote some new material of her own, dropped out of college, and got jobs singing in small clubs. Although her talent was not yet fully developed, she had a knack for making people stop and listen, cutting through their normal defenses to touch their hidden feelings for their fellow humans.

One rich man who heard her became a regular at her shows, and eventually persuaded her to let him take her back to England with him, promising to give her a chance to sing there. Several months later he took her on a weekend trip to Al Amarja, but when he was killed in an incident related to some business he was transacting, Dara was left alone to fend for herself. At first she was ready to call her parents for help in returning to the United States, but she found an audience in the Edge that was more appreciative of her performances than other places she had played. Perhaps because the Edge builds stronger defenses to feelings about others, audiences here are more deeply affected by her fringe power. She has been a happy minor celebrity on the island ever since.

European-American woman, 26, 168 cm, 53 kg, long, straight blond hair, blue eyes, smooth voice, clothes from the sixties.

Languages: English

Traits

Touch Others, 4 dice — a fringe power that lets her make people care about each other. No Psychic Pool needed. (warm, deep, blue eyes)

Musical performances, 4 dice — can sing, and is an accomplished guitarist and pianist. (long, flexible fingers)

No fashion sense — thinks that dressing like a starving artist in the sixties is part of what makes her act successful. (wears loud tie-dye clothes and love beads)

Frank Gunther

Sociopathic cameraman

Frank grew up in a strict German household in Munich where children were expected to be neither seen nor heard. He was beaten severely for the slightest infraction, and quickly learned not to care about others since those he should normally care about (his family) all rewarded him with pain and embarrassment.

As a child, Frank enjoyed killing and cutting up insects. Later he learned to catch and torture them without killing them. After this grew boring, he started in on small mammals. As a result, he became quite good with a knife.

Frank attended an art college that taught him the techniques of camera shots. Frank wanted to direct, but although he was superb at setting up shots, he was unable to understand the emotional depth of scenes, and became known as simply a highly-skilled technician.

After this rejection, Frank fled Germany, and eventually found himself on the Edge. His skills with a camera were ideally suited to the small number of public access shows broadcast on AATV, and he soon found himself able to choose the shows he was to shoot. It was while keeping Dara in focus on her show, listening to her sing and play,



that Frank found himself responding emotionally for the first time in his adult life.

German man, 43, 174 cm, 73 kg, chain-smoker, wears black clothing, seems full of nervous energy.

Languages: German, French, Danish, Swedish, English

Attack: 4 dice, x2 damage with knife

Defense: 3 dice

Traits

Knife fighting, 4 dice attack/3 dice defense — years of experimentation have taught him how to cut to the best advantage, but he is not so hot on defense. (has collection of fighting knives, scalpels, xysters, etc.)

Camera work, 4 dice — one of the best technical camera men in the business. (turns head often to look at things from an angle)

Emotionless — a true sociopath. (responds shallowly to those around him)

TROUBLE FOR KRALEPOK

The same day that Dara is kidnapped, Arnold makes his move as well. Backed up by hired thugs, he comes to the station intent on liquidating Kralepok. It is difficult to predict this encounter as the party may be involved on either side, or may even wander in without a clue as to what is going on. Arnold needs to get to the second floor of the theater, and then pass through the main control room to get to the corridor which leads to the computer room where Kralepok is housed. He cuts off cords which lead out of the computers to prevent Kralepok from escaping, inserts a special piece of hardware (which he has designed and built) into the machine, and loads his special programs onto the computer. After Arnold reboots the machine, it will take about twenty minutes to eliminate Kralepok. While Arnold thinks he is destroying an artificial intelligence, what he is actually doing is forcing Kralepok out of our universe.

If the party is helping Arnold, they have to fight and defeat Eric at the entrance to the main control room to gain entrance to the computer room for Arnold. Several security guards join in to help as needed; they are 2 dice to attack and defend and each have 14 hit points.

If the party is helping Kralepok, Arnold hires some muscle to help him. The party returns from saving Dara to find panic in the studio — Arnold and his help have already defeated Eric and Arnold is already hard at work eliminating Kralepok. The party must fight their way through

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Arnold's hired muscle to reach Kralepok in time. Depending on your series, the most likely sources of help for Arnold are either the Aries gang (who are upset with the station's refusal to pay "dues") or members of Sigma Omicron Beta, whose academic records (stored on computers) Arnold has "revised" (OTE p. 163).

If the party is not actively helping either side, you can involve it in a pitched battle with either side (or even both at once!), or possibly just allow the PCs to come in on the scene of Arnold trying to eliminate Kralepok without bruisers on either side.

In almost any scenario, however, you can set the party up to decide the final outcome of the battle between Kralepok and Arnold. A heated debate will break out, with Kralepok using a computer monitor and speaker to produce the persona of Larry Davis. As Game Moderator, you must use your best judgement in settling the conflict. Here are some ideas — use as many as you like until one seems to work!

- Kralepok tries to convince Arnold that it is not a computer program, but a lifeform from space (Arnold won't buy this). The party may come up with the idea of getting Kralepok to transfer to a non-computer device just to prove that it isn't a computer program (a nearby coffee maker would do). They could then destroy the device and force Kralepok out of our universe, reattach it to a computer, give the device to Arnold, or come up with another idea.
- Kralepok tries to control Arnold. If this fails, Arnold will be doubly intent on destroying Kralepok. If it succeeds, Arnold will mildly go to work for Kralepok.
- Kralepok tries to bribe Arnold and/or the party members. It can offer fabulous amounts of wealth, guarantee to clear out any computer records that any party members have built up, or even give them whole new identities. These promises may be exaggerated, since going too far may bring the authorities snooping.
- Arnold pleads with the party not to fall for Kralepok's fake offers, and offers them his own talents in computer hacking in exchange for letting him "finish the job."
- Kralepok successfully controls several of the party members, and the party is forced into combat against itself (always a favorite in some circles).

AFTERMATH

The party is rewarded after the final confrontation based on the level of their involvement.

- If Kralepok is "destroyed," it can return to our universe at a later time in the series, looking to avenge itself. Arnold sets up a secret conspiracy with the goal of fighting computer intelligences everywhere.
- If Kralepok is still in our universe, it turns all of its efforts into investigating UFO reports, offering the party the opportunity to help again.
- If Arnold is under Kralepok's control, he becomes a permanent fixture around the television station, producing the first fully computer-generated television shows.
- Finally, if Kralepok defeats Arnold without getting control of him, Arnold is placed under arrest by the Peace Force and imprisoned. Because of Arnold's prior record of mental instability in relation to computers, he is transferred to the D'Aubainne Asylum (see OTE, p. 78). He might escape from the asylum, or could show up at Sylvan Pines with the party (see *Intersections*, below).

The television station survives the mayhem, and enough money has been set up in a trust fund to maintain it in on a self-sufficient footing even without Kralopek's help.

INTERSECTIONS

There are a number of ways to connect the material in this resource book to some of other resource materials available for *Over the Edge*. Here are some suggestions:

- Kralepok actively investigates any report of UFOs or aliens, and may hire the party to help. In particular, it has fought the Kergillians in the past, and does everything it can to attack them if they appear in the series.
- When Arnold is fired by Al Amarja Life, he is sent to Sylvan Pines to receive treatments for his apparent paranoia. He is an additional patient (in whichever wing works best for you) that the party meets when they are trapped there. (See the adventure, *Welcome to Sylvan Pines*, from Atlas Games.)
- AXTC hires the PC's to investigate Dr. Nusbaum's new plastic surgery technique and the disappearance of Konstanz Nachbar, or Portia's origins, for a scoop. (See the adventure resource, *New Faces*, also from Atlas Games.)
- The Black Death Theater Troupe does a few special performances on AXTC before deciding that the format limits their creative impulses. (See *The Last Province Magazine*, Issue #2, pp. 27-33.)

AXTC

A new television station is planning to broadcast live programs to the Edge, but not everybody is happy about their plans.

Airwaves

by Rembert N. Parker

Hooligans

Need revenge on somebody? Now there's someone willing to help you — for a price.

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is Tampering With
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"Aliens Are Controlling My Hubby
Through TV!"**

In these pages you'll find new ideas, a flexible structure, and tips on how to incorporate *Airwaves* into your *Over the Edge* game.

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