

THE TEST

White dice = attribute, success on 5 or 6. **Coloured** dice = skill, success on 4, 5 or 6. The successes of both colours count together. Skill 0: only white dice.

Difficulty	Successes
Automatic	no roll
Easy	1
Doable	2
Hard	3
Very Hard	4
Impossible	5

One step easier or harder shifts the row. Never below Easy (1).

RESULT

Case	Meaning
Margin	Every success above the difficulty improves the result. In combat: additional damage.
Critical success	3 or more margin. Additionally something special: clue, time, impression.
Botch	Test failed and more ones than successes, both colours count.

WHEN DO YOU ROLL?

Only when failure is interesting and has consequences. Anyone who completes a simple task calmly and without time pressure succeeds automatically. The question is never "Can the agent do it?", but "What happens if it goes wrong?". A failure does not stop the story, it redirects it.

COMMON TESTS

Notice: WIS + Perception · **Detect lies:** WIS + Insight · **Crime scene, research:** INT + Investigation · **Interpret occult:** INT + Occultism · **Sneak:** DEX + Stealth · **Climb, throw:** STR + Athletics · **Bluff:** MAN + Deception · **Persuade:** CHA + Persuasion · **Poison, pain:** CON + Toughness

BONUSES AND PENALTIES

"+X" always means X dice, automatic successes only where explicitly stated. Bonus dice are white, at most +3 from all sources. Penalty dice remove first white, then coloured dice.

Zero dice or fewer: a single white die, only a 6 counts, a 1 is a botch.

OPPOSED TEST

Both roll, more successes wins, the difference is the margin. Tie: whoever defends the existing state wins.

COOPERATION

Helpers roll beforehand against Easy (1). Each success +1 die for the main actor, at most +3. A helper's botch: -1 die.

EXTENDED TEST

Collect total successes, usually 5 to 15. The game master sets the duration per roll. A botch resets to zero or has another consequence.

HOW LIKELY IS A SUCCESS?

Dice	1	2	3	4	5
3 + 0 untrained	70 %	26 %	4 %	0 %	0 %
4 + 0 untrained	80 %	41 %	11 %	1 %	0 %
2 + 2	89 %	56 %	19 %	3 %	0 %
3 + 2	93 %	67 %	31 %	8 %	1 %
3 + 3 novice	96 %	80 %	49 %	20 %	5 %
4 + 3	98 %	85 %	59 %	30 %	10 %
4 + 4 professional	99 %	91 %	72 %	44 %	20 %
5 + 5 veteran	100 %	97 %	86 %	66 %	41 %
6 + 6 legend	100 %	99 %	94 %	81 %	61 %

A fresh agent succeeds at "Doable" almost always and at "Hard" about every second time in their field.

FILE COLOURS AND EXPENSES

Colour	Mission	Expenses
White	Observation, half session	€500
Grey	Investigation, 1 to 2 sessions	€2,000
Red	Immediate intervention, time pressure, 1 session	€10,000
Black	The Council has taken over, from 2 sessions	as needed

STRUCTURE OF A MISSION

1 Briefing · 2 Investigation · 3 Escalation · 4 Confrontation · 5 Aftermath

Three-clue rule: at least three clues for every conclusion. Nodes instead of chain, every class gets their moment.

RIFT CYCLE

Phase	What happens	Cell entry
Transgression	Someone calls, opens, digs, steals, researches	White File, still to be prevented
Omen	Omens accumulate	Grey File, investigation
Manifestation	People die, disappear, change	Red File, time pressure
Banishment	ended, banished, driven out, moved	Confrontation
Rest	The Veil is patched, something remains	Aftermath, seed of the next file

RULES OF THUMB FOR OPPONENTS

Level	Attack	Def.	Arm.	HP	Damage
Minion	2 + 2	1	0 to 1	4 to 6	2 to 3
Professional	3 + 3	2	2	8 to 10	3 to 4
Elite	4 + 4	3	3	12 to 14	4
Leader, creature	5 + 5	3	3 to 4	20 to 30	5

Squad of 3 minions: one roll with +2, HP added. Leaders, creatures: often 2 actions per round.



**O.D.I.N.
AFTERMATH**

THE ROUND

About three seconds. **Initiative** = DEX plus bonuses, descending. Tie: higher WIS, then die roll. Each has a move (10 m) and an action, sprint 20 m instead of action. Surprised: no action in round 1.

Actions: Attack · Aim (ranged only) · Full defence (no attack) · Power or spell · Reload, item, first aid, break down door. One to two free actions.

ATTACK

Melee STR + Melee, ranged DEX + Firearms (or Energy Weapons, Heavy Weapons), thrown DEX + Athletics, against the target's defence.

Defence = 1 + (DEX + Dodge) ÷ 4, rounded down

DEX + Dodge	0 to 3	4 to 7	8 to 11	12
Defence	1	2	3	4

COMMON WEAPONS

Weapon	Damage	Range	Properties
Unarmed	1	Melee	Brawling
Dagger	2	Melee	Fast, Concealed
Katana	3	Melee	Precise
Taser pistol	2	10 m	Stunning
9 mm pistol	3	30 m	Quiet with suppressor
Shotgun	4	20 m	Spread
Assault rifle	4	100 m	Automatic
Sniper rifle	5	300 m	Precise, Penetration 1, Slow

Armour: light 1 · protective vest 2 · combat suit with helmet 3 · heavy combat suit 4.

GRENADES AND EXPLOSIVES

Throwing: DEX + Athletics, 20 m. **High explosive** 5, area 5 · **Shock** 3, area 5, stunning · **EMP** area 5, electronics down for 2 rounds, drones and robots take 4 damage · **Smoke** area 5, 3 rounds of concealment, +2 Def. against ranged attacks · **Explosive charge** 6, area 5, double against structures, place with INT + Explosives.

DEFENCE

Situation	Def.
Partial cover	+1
Good cover	+2
Target sprints	+1
Prone, against ranged attacks	+1
Prone, against melee attacks	-1
Full defence	+2
Surprised, bound, unconscious	1

ATTACKER

Situation	Dice
Aiming, 1 or 2 actions	+1 or +2
Melee, each additional attacker	+1 (max. +2)
Beyond range, up to double	-2
Darkness, smoke	-1 to -3
Wounded	-1
Off-hand	-2

DAMAGE

Weapon damage + margin - armour. Zero or less: bounces off. Unarmed (STR + Brawling): damage 1. Psychic damage ignores armour.

CRITICAL SUCCESS IN COMBAT

From 3 margin, one effect of your choice: armour does not count · disarmed, knocked down or pushed back 2 m · target loses next action · second target adjacent suffers weapon damage without margin.

BOTCH IN COMBAT

GM chooses: jam (1 action) · blade stuck · stumbles (Def. 1 until next action) · hits an ally in melee.

WEAPON PROPERTIES

Property	Short
Automatic	2 targets up to 5 m apart, each -1, triple ammunition
Stunning	instead of damage: CON + Toughness against weapon damage, on failure 1 round incapacitated, botch unconscious
Penetration X	armour counts X less
Fire	1 damage per round until extinguished (1 action)
Area X	all within radius X m
Slow	-1 initiative while wielded
Quiet	barely audible beyond 10 m
Precise	+1 die
Fast	+1 initiative while wielded
Spread	up to half range +1 damage, beyond that -1
Concealed	+2 dice to hide it on your body
Thrown	can be thrown (DEX + Athletics)

INJURY

HP = 6 + CON + Toughness. Half HP: -1 die. **0 HP:** dying, -1 HP per round, death at -CON. **INT + Medicine:** Stabilise against Doable (2), without Medicine only with a first aid kit against Hard (3). First aid with a first aid kit against Easy (1): successes heal, max. 3, once per injured person per combat. **Fall:** 1 damage per 2 m, armour does not count, DEX + Acrobatics: each success -1. **Explosion:** halved with DEX + Dodge against Doable (2).

HEALING

Natural: with rest 1 HP per day, under medical care 2 HP. **Supernatural:** psi, spells, elixirs and nanites as described, can be combined with first aid.

OTHER SITUATIONS

Fire, poison, acid, suffocation: 1 to 3 damage per round, depending on intensity. CON + Toughness can reduce poison and smoke. **Non-lethal:** Anyone fighting with fists, blunt weapons or stunning and declaring it only knocks the target unconscious at 0 HP.



**O.D.I.N.
CONFRONTATION**

HORROR TEST

WIL + Mental Resistance. Failed: missing successes as strain, at least 1. Botch: 2 additional strain and next action lost. The same horror once per mission.

Level	Successes
Uncanny	1
Disturbing	2
Horrific	3
Maddening	4
Cosmic	5

STRAIN

Strain threshold = 4 + WIL + COM. Sources: failed horror, overexertion, botches with psi and spells, some powers, summonings, artefacts, disturbing events such as death in the cell (1 to 3).

Decompressing: after the mission COM + Stress Management against Easy (1), per success 1 · drive 1 per mission · holiday one week: all · downtime "Recover": 2.

TRAUMA (D6)

Strain reaches strain threshold: choose or D6.

D6	Trauma	Effect
1	Nightmares	-1 on the day after a sleepless night
2	Phobia	-2 near the trigger
3	Paranoia	-2 Persuasion, Leadership
4	Compulsion	Ritual, otherwise -1
5	Numbness	-1 social tests
6	Flashbacks	under stress horror Easy (1), otherwise 1 round incapacitated

Afterwards strain to half the strain threshold (rounded down). Removing: sessions with the psychologist, then COM + Stress Management against Hard (3). Three traumas at the same time: withdrawal from active duty.

POWERS AND SPELLS

PSI power = WIL + WIS + INT. **Magical capacity** = CHA + WIS + INT. It is paid even if the test fails. **Overexertion:** each missing point 1 strain.

Category	PSI	ME	Difficulty
Minor power, cantrip	1	1	Easy (1)
Subclass ability	2	2	Doable (2)
Moderate power, Minor Magica	3	3	Doable (2)
Major power, Major Magica	6	5	Hard (3)
Grand Major Magica		8	Very Hard (4)

Psi: without a focus device one step harder, psionic protection gives the target +2 dice. **Magic:** without a crystal no magic, clear crystal +1 die, resonance crystal +2 (each 1 on it costs 1 strain). **Resistance:** WIL + Mental Resistance, against transformation CON + Toughness; works only with more successes than the target. **Ritual:** 10 minutes per ME, Ritualism instead of Thaumaturgy, one step easier. **Rest:** 10 minutes 25%, 6 hours sleep all.

THE SIX PRICES

Class	Signature	Price	Value	Roll when	Consequence
Psion	Helmet	Resonance	Overload node	Overload node, psi botch	something listens in
Thaumaturge	Crystal	Whisper	Center, Nexus and Nordlicht stones	Center, overexertion, spell botch	the stone answers
Soldier	Silver	Echo	Pieces minus 4, from 5	Horror failed, 0 HP against beings from rifts	the silver answers
Agent	Legends	Fade	Legends beyond the first, +1 Ground IV, +1 Mastery	Botch Deception or Disguise, strain in legend	the name answers
Scientist	Prototypes	Contamination	Tests in prototypes, +1 per V-node	Botch when analysing supernatural material, malfunction with test	the test answers
Investigator	Open cases	Suspicion	Cases with 3+ threads, +1 Mastery	Botch Investigation, horror at the crime scene failed	the pattern looks back

The GM rolls a hidden D6, result equal to or less than the value: the consequence occurs, as described in the class module.

HORROR: EXAMPLES

Uncanny (1)	Disturbing (2)	Horrifying (3)	Maddening (4)	Cosmic (5)
Unexplained noises, a shadow without an owner	A ritually mutilated corpse, a ghost	A person becomes a monster before everyone's eyes	A demon, a dimensional distortion	A glimpse of what waits behind the Veil

Use horror sparingly: one horror test per scene is enough. Prepared, the terror works more strongly.

BOTCHES WITH POWERS (D6)

D6	Psi: Feedback	Magic: Crystal Rift
1 to 2	Mental Blow: 2 strain	Echo from the crystal: 2 strain
3	Nosebleed and cramps: 2 damage, armour does not count	Backlash: 2 damage, armour does not count
4	as 3	Misfire: different target chosen by the game master
5	Misdirection: different target chosen by the game master	Rift in the crystal: -1 die on all spells until the crystal is replaced or healed in a ritual
6	Burned out: no psi powers for one hour	Reality flicker: Something notices the Thaumaturge, later a supernatural complication follows



**O.D.I.N.
INVESTIGATION**

THE EIGHT ORIGINS

Origin	Telepath hears	Instruments	What works
Voice	Humming, 13th voice	Crystal detector, ozone	Fire, silver, warding circle; salt holds it back
Strangers	not readable	Spectrometer, no crystal	Heat or cold, lead completely
Transformed	distorted, pain	Nanite scanner, blood	Fire, energy weapons stop regeneration, EMP against nanites
Old Ones	images, very old	Salt discolours, animals	Salt, iron, silver, word, name
Dead	echo without presence	EMF, cold spot	Salt, light, silver, an end
Machine	nothing	Data, frequencies, heat	EMP, hacking, sabotage, plug
Humans	clear	nothing	everything, and words
Shifted	too early or too late	Clocks deviate	Find and fix the error: anchor, date, Door

Supernatural: everything except humans and machine. Beings from rifts: only the Voice.

OMENS (D12)

D12	Omen
1	Missing persons without traces
2	Humming that only some hear
3	Cold spots
4	Power cuts
5	Animals flee
6	Time gaps, wrong clocks
7	Circles
8	Ozone smell
9	Unknown symptoms
10	Same dreams
11	Mutilated animals or corpses
12	Someone knows what they cannot know

SIGNATURES BY RANK

Rank	Legends, Prototypes, Files	Depth, Maturity, Threads	Silver
Cadet	1	2	2
Agent	2	3	3
Senior Agent	3	4	5
Veteran	4	5	7
Shadow Officer	5	5	8

THREAT OF THE ORGANISATIONS

Skulls	Status
👤👤👤👤👤	started, no one suspects anything
👤👤👤👤👤	traces visible: Grey File
👤👤👤👤👤	in full swing
👤👤👤👤👤	close to it: Red File
👤👤👤👤👤	succeeded: Black File, then a new plan

After each mission 2 or 3 organisations: D6, on a 5 or 6 a skull.
Worked against them: -1 (major success -2). Helped unintentionally: +1.

ARTEFACTS: DANGER

Danger	Who may carry it
👤👤👤👤👤	Veteran
👤👤👤👤👤	Veteran with justification
👤👤👤👤👤	Veteran with branch approval
👤👤👤👤👤	only with a Black File
👤👤👤👤👤	no one

From three skulls onwards, after each use D6: equal to or less than danger - 2, then it does something undescribed. Carry at most WIL artefacts, otherwise 1 strain per scene.

TRUST OF THE HANDLER

Value	Effect
0	Observer present, only common items, everything checked
1	gives what they must
2	Start: normal
3	clues outside the file
4	warns of interest from above
5	would lie; once per campaign refuse an order without consequences

Each point: per mission one request beyond rank (at most one rank level, never an artefact) or without waiting time.

PAY

€3,000 (Cadet) to €12,000 (Shadow Officer) per month, allowance per Red File €500 to €4,000.

DOWNTIME: TWO ACTIONS

Rest · Therapy · Train · Maintain signature · Maintain contacts · Research · Work · Private life. **Anchor** maintained: +1 die on the next horror test. Three times in a row no private life: anchor lost.

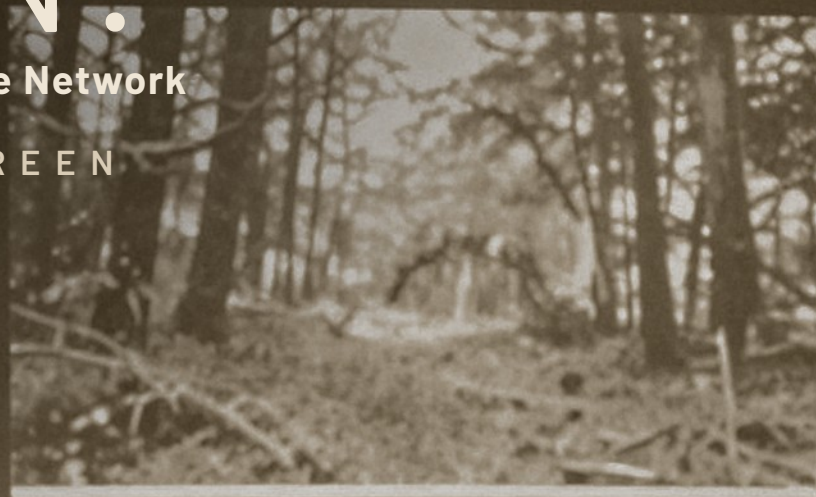
PRESENCE

Level	Meaning
5	Heartland
4	strong
3	present, request +1 day
2	tolerated, only what is brought along
1	covert, only what is brought along, help from O.D.I.N. two levels harder
0	forbidden, only with a Black File, help two levels harder

O.D.I.N.

Occult Dynamics Intelligence Network

GAME MASTER'S SCREEN



**O.D.I.N.
BRIEFING**