

QUICKSTART

O.D.I.N.

Occult Dynamics Intelligence Network



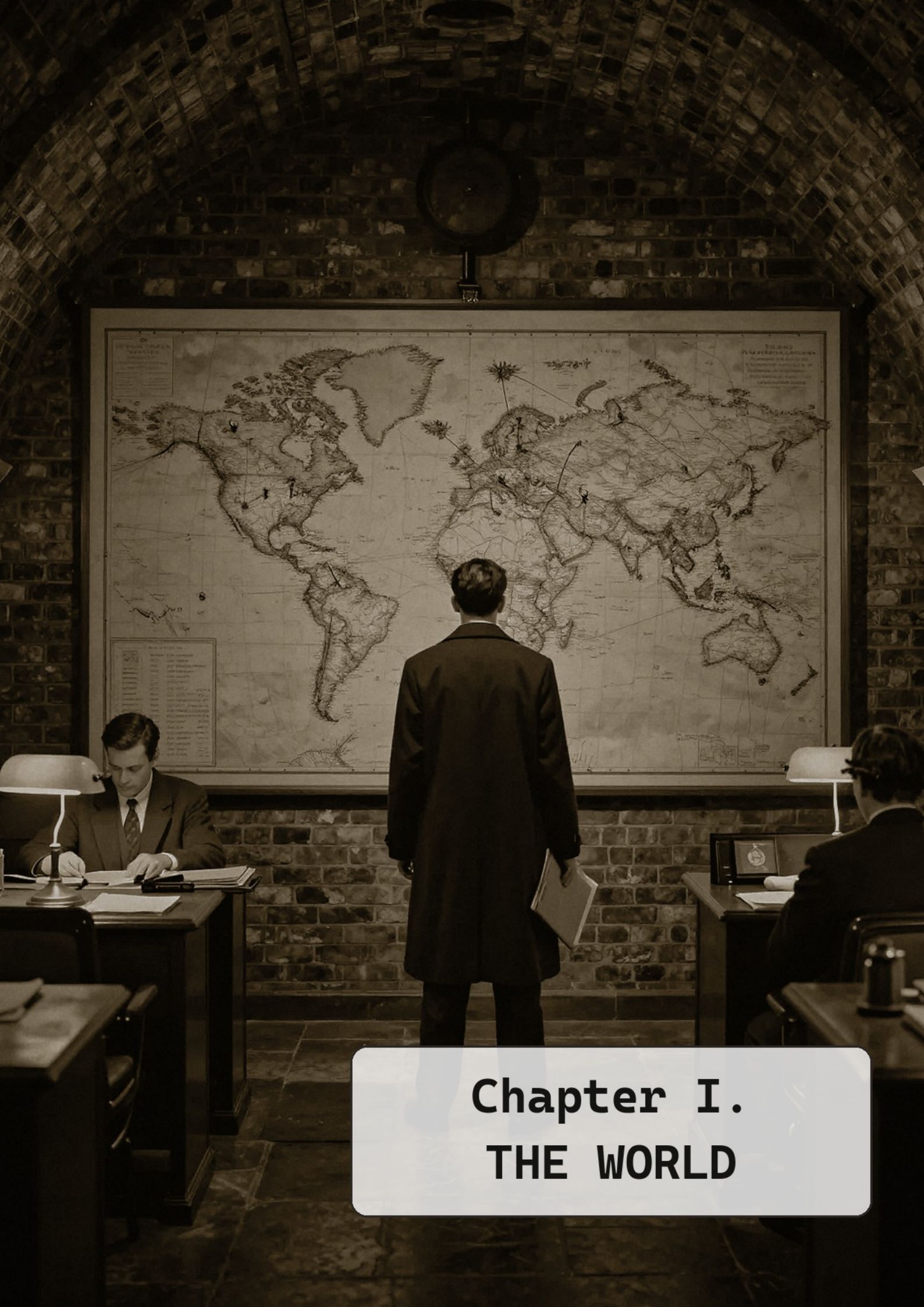
QUICKSTART

O.D.I.N. IN ONE EVENING

by David Ger

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Chapter I. THE WORLD

"We close what stands open."

Handler, Hold-7

Before You Begin

O.D.I.N. is a pen-and-paper roleplaying game. You play agents of an organisation that has been closing the rifts since 1977. Through these rifts something comes in. Something that does not belong here.

This booklet is the Quickstart. It contains the world on two pages. It contains the quick rules. It contains four ready-made agents. It contains a mission for one evening. You need nothing more to play O.D.I.N. for the first time.

At the table you need three to four players and a game master. Each person needs eight white and eight coloured six-sided dice. You need pens and paper. Plan about three to four hours. The mission is designed for one evening.

This is how you begin. The game master reads the mission beforehand. The players choose one of the four agents. Then you begin with Chapter I. It is best to explain the rules when they are needed. The mission guides you through the most important mechanics.

The complete core rulebook is available free of charge at odin-rpg.pages.dev.

The World

"Knowledge is power. And some powers are better left hidden."

Most people live in a world of simple answers. They look for patterns, for logic, for structure, and ignore what does not fit. But deep in the shadows of reality there are things that cannot be explained. Phenomena that defy every science. Technologies that do not seem to come from this earth. Beings that should only exist in myths.

And then there are those who look for answers.

Welcome to O.D.I.N., the Occult Dynamics Intelligence Network.

No one knows exactly how long this organisation has existed. Officially it does not exist. No government agency admits its existence, no documents contain its name. Those who ask around in the dark channels of the intelligence services find at most rumours: a faction that operates where even the CIA, MI6 or the NSA no longer have any influence.

Some call O.D.I.N. a paranormal research organisation. Others believe it is a military special command against supernatural threats. Still others consider it a shadow government that manages technologies that must never be accessible to humanity.

The truth? Even within O.D.I.N., no one knows the whole picture.



The Rifts

A rift is a place where reality gives way. Some are tiny and close after seconds. Some remain open for years and change their surroundings: clocks show the wrong time, plants grow in wrong colours, people dream the same dreams. Through large rifts come things that do not belong here. Through some rifts go people who never return.

Rifts smell of ozone and wet stone. Whoever has once perceived this smell does not forget it.

The first documented rift bears the designation T-08 in the files: the event at Tunguska in 1908. Since 2011, the number of reported rifts has risen sharply. The Council internally classifies the situation as ongoing escalation.

What comes through the rifts

Some beings appear only in the corner of the eye. O.D.I.N. classifies all of it by its origin, catalogues it and fights it. No one understands it.

Some objects are not from this time, others not from this world. Blades with runes that burn themselves into reality. Devices whose function no one understands, but

which work anyway. Skulls with too many eye sockets. O.D.I.N. calls all of these artefacts and stores them in archives.

And then there are the crystals. Nexus crystals look like clear quartz, but always feel somewhat warmer than their surroundings. People with magical talent hear a whisper near them. Without these crystals there is no magic. With them, a single shard can turn a city district into a dimensionally distorted hellscape if it is activated incorrectly.

Cells and Holds

Since the betrayal of 1989, O.D.I.N. has worked in cells. A cell consists of three to six agents from different branches. It is your play group. A cell knows its own members by code names, its handler and its base. Nothing more.

The handler is the link between cell and organisation. They issue missions, provide equipment, read reports and decide what is passed upwards. A good handler protects their cell. A bad one sacrifices it. Most are somewhere in between. In your game, the game master takes on this role.

O.D.I.N. maintains facilities worldwide. No base permanently houses more than twelve agents.

Type	Description
Hold	Larger facility beneath a city: accommodation, armoury, laboratory, infirmary. Home to several cells.
Relay	Shelter for a few nights: a flat, a garage, a back room. Often equipped only with the essentials.
Archive	Secured storage for artefacts and crystals. Access only with clearance, leaving only after search.
Restricted zone	Places where reality is damaged. O.D.I.N. monitors them, but enters them only with a Black File.

Holds and Archives bear numbers in the order of their founding, such as Hold-3 or Archive-2. The numbers are no secret, the locations are. An agent knows their own Hold and perhaps a second one.

The Colours of the Files

Every mission begins with a file. Its colour reveals how serious the situation is, and it is the first thing an agent looks at during the briefing.

- **White File: Observation.** Something is strange, but not dangerous. Missions of this kind often serve to train cadets.
- **Grey File: Investigation.** The situation is unclear. There are indications of supernatural activity, but no certainty. Most missions begin grey.
- **Red File: Immediate Intervention.** Human lives or the stability of reality are directly threatened. The cell deploys within hours.
- **Black File: Officially Non-Existent.** The Council itself has taken over the case. Whoever holds a Black File in their hand usually does not learn why.

Files can be reclassified during a mission, and this happens more often than agents would like.

The Codex

We exist in the shadows to preserve the light. We act where others hesitate. Our mission is not glory, not power, but the survival of humanity, even if it will never learn what we protect it from. We are agents, scientists, warriors and researchers at once. The line between friend and foe is often invisible, and yet we must recognise it. When reality breaks, when the supernatural displaces the natural, then we stand between order and chaos. We are O.D.I.N.

No one is irreplaceable, but each of us can make the difference between victory and catastrophe.

The Seven Commandments of the O.D.I.N. Agents:

1. The truth is relative, our duty is not.
2. Humanity first, no matter the cost.
3. No glory, no names.
4. Reality is fragile, act with care.
5. Knowledge is a weapon, use it.
6. Trust no one blindly, not even yourself.
7. If you fall, fall so that it counts.

"To stand in the shadows does not mean to act in the dark. It means to preserve the light, even when no one sees who protects it."

From the Archives of the O.D.I.N. Agents

What It Means to Be an Agent

One does not join O.D.I.N. One is found.

The organisation observes people who have come into contact with the supernatural and have not broken because of it. At some point someone knocks on the door, often at a moment when the old life is already in ruins anyway. The offer is simple: knowledge in exchange for freedom. Whoever refuses remembers nothing the next morning. At least, that is what the recruiters claim.

New members begin as cadets. Training lasts three months to two years depending on the branch and takes place in remote facilities. There cadets learn the basics: weapons handling, camouflage, first aid, handling crystals and psi phenomena, and above all what they should never touch. Since 2011, training has been shortened more and more often. Many cadets experience their first real mission before they have taken their exams.

Between missions, agents live in Holds or under a cover identity in a normal flat. They train, recover, write reports and wait for the next file. Many agents have families who believe they work for an insurance company, a shipping company or an authority with a boring name. Maintaining this lie is often harder than any mission.

And then there is the horror. Humans are not made to see the impossible. Every agent knows this, and every agent still learns it the hard way. What an agent sees leaves traces: insomnia, compulsions, fears that no longer go away. O.D.I.N. has psychologists, medication and rituals against it. None of them always helps.

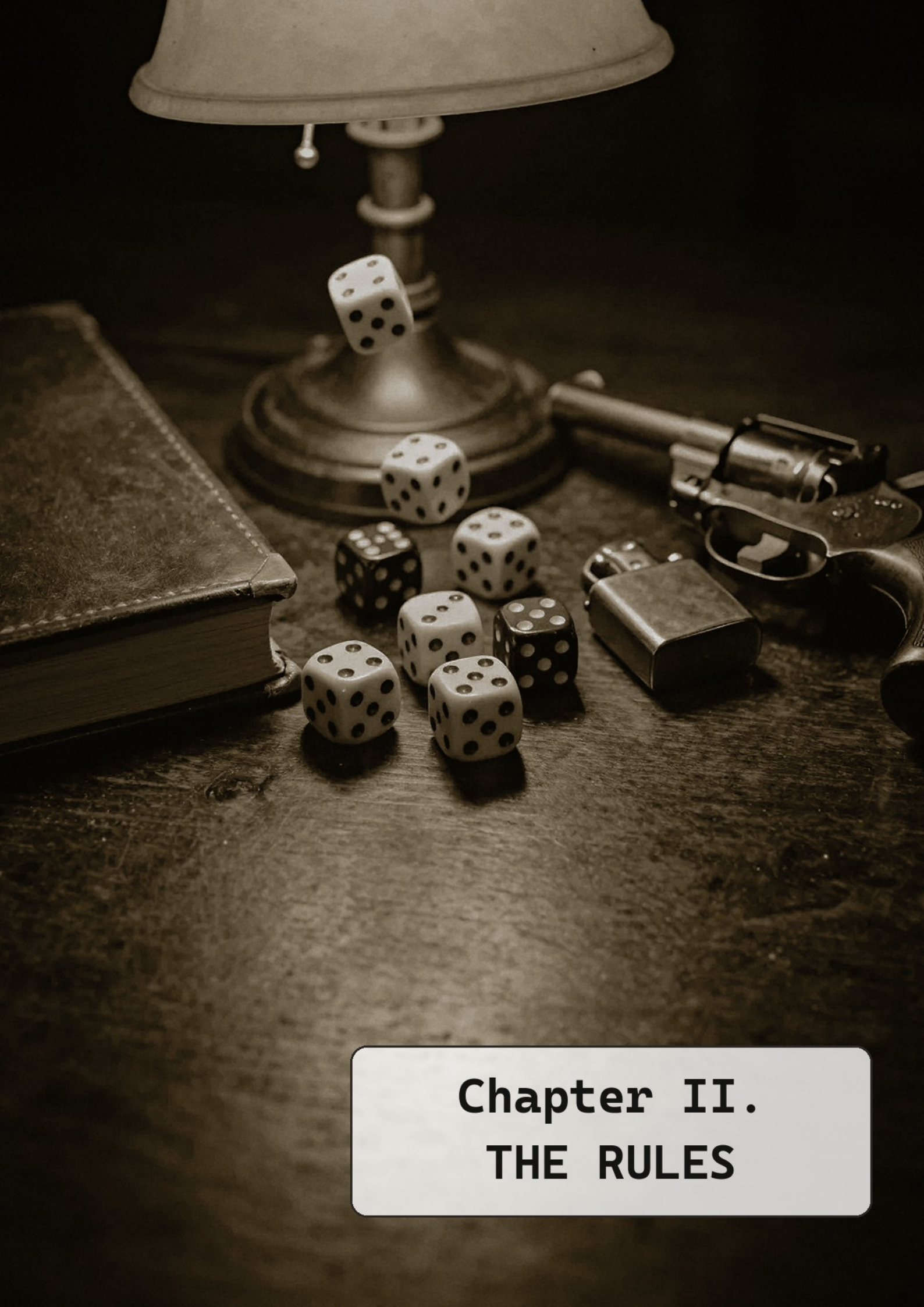
EXCERPT FROM THE TRAINING MANUAL, PAGE 1

Rule 1: If you do not know what it is, do not touch it.

Rule 2: If you know what it is, still do not touch it.

Rule 3: If it has touched you, report to the medical station immediately.

"Invisible, unrecognised, indispensable. They fight in the dark so that we can live in the light."



Chapter II.

THE RULES

Tests

O.D.I.N. uses exclusively six-sided dice, short D6, in two colours. Each player needs about eight white and eight coloured dice. Which colour the coloured dice are does not matter, as long as they are clearly distinct from the white ones.

Each colour stands for a source of ability. White dice stand for the attribute. They represent innate talent: strength, reflexes, intellect or charisma. You roll as many white dice as the relevant attribute is high. A white die is a success on 5 or 6. Coloured dice stand for the skill. They represent learned and practised ability: firearms training, hacker knowledge, interrogation technique. You roll as many coloured dice as the relevant skill is high. A coloured die is a success on 4, 5 or 6.

Behind this lies the basic idea of the game: training is more reliable than talent. A natural talent can shine, but a well-trained agent delivers reliably. Anyone who does not know a skill at all rolls only white dice and has a correspondingly hard time.

REMEMBER

White from 5. Coloured from 4.

Count all successes of both colours together.



Sequence of a Test

1. The game master decides which attribute and which skill fit, and sets the difficulty, that is the number of successes needed.
2. You assemble your dice pool: as many white dice as your attribute value, as many coloured as your skill

value. Bonus dice are added, penalty dice are subtracted.

3. You roll all dice at the same time.
4. You count the successes: white dice with 5 or 6, coloured dice with 4, 5 or 6.
5. You compare with the difficulty. If you reach or exceed it, the test succeeds. Every success beyond it is a margin and improves the result.

Difficulties

Level	Successes	Example
Automatic	no roll	Open an unlocked door in a safe environment
Easy	1	A short sprint on level ground
Doable	2	Climb a moderate rock face, open a standard lock
Hard	3	Crack a secured network, overtake in dense traffic
Very Hard	4	Cast a major spell under fire
Impossible	5	Jump across a gorge without aids

Impossible in O.D.I.N. does not mean ruled out, but: only attainable for masters, and even then only with luck. If something really does not work, there is no test.

Some abilities lower the difficulty by one level, for example from Hard (3) to Doable (2). The difficulty never drops below Easy (1).

Bonus and Penalty Dice

Equipment, circumstances and abilities change the number of dice, never directly the successes.

- +2 always means: two additional dice. Effects that give automatic successes say so explicitly (+1 automatic success). They are rare.
- Bonus dice are white dice, no matter where they come from. They therefore succeed from 5.
- Penalty dice remove dice from the pool, first white, then coloured.
- Upper limit: A test receives at most +3 bonus dice, no matter how many sources come together.
- Opponent -2 means: The opponent rolls two fewer dice on the relevant test.

Circumstance	Dice
Good preparation, suitable tools	+1 to +2
Excellent equipment	+2 to +3
Time pressure, stress	-1
Darkness, rain, noise	-1 to -2
Lightly injured	-1
Seriously injured	-2
Unsuitable or missing tools	-2

If a pool drops to zero dice or below through penalties, you may still roll a single white die. Only a 6 counts as a success, a 1 is automatically a botch. This is the desperation roll.

Untrained Tests

If a character does not have the appropriate skill, i.e. value 0, they roll only with their white attribute dice. Some skills cannot be attempted untrained at all, such as Cryptography, Cybernetics, Medicine for operations, and all psionic and magical skills. When in doubt, the game master decides.

Margin, Critical Success and Botch

Every success above the difficulty is a margin. It makes the action better, faster, quieter or more effective. In combat, margin becomes additional damage directly. For PSI powers and spells, the description states what margin does.

If you achieve 3 or more successes above the difficulty, the test is a critical success. In addition to the margin, something special happens: You find an additional clue, gain time or make a lasting impression on a witness. In combat, you choose an effect from the section "Critical Success in Combat".

A botch occurs when the test fails and more dice show a 1 than successes were rolled. All dice count, white and coloured. A botch is more than a failure: The weapon jams, the alarm goes off, the other person is offended, the crystal flickers menacingly. This rule grows with the size of the pool. An experienced agent rarely botches, because they almost always roll successes. An inexperienced character botches significantly more often on hard tasks.

Opposed Tests

When two characters work directly against each other, for example in arm wrestling, sneaking against alertness or lying against Insight, both roll. Whoever has more successes wins. The difference is the winner's margin.

On a tie, whoever defends the existing state wins: The guard does not notice the sneaker, the door stays shut, the lie is neither believed nor exposed.

Cooperation

Several characters can work together on a task. One is the main actor, the others help. Each helper rolls a suitable test against Easy (1) in advance. Each success of a helper gives the main actor a bonus die, up to a total of +3. A botch by a helper instead gives the main actor a penalty die.

Extended Tests

Some tasks take longer: preparing a ritual, deciphering a code, searching an archive. The game master sets a number of required total successes, typically 5 to 15, and how long a single roll takes: one minute, one hour, one day. The successes of all rolls are added together. A botch sets the collected successes to zero or has another consequence. If the group is under time pressure, the game master limits the number of rolls.

When to Roll

Dice are rolled only when a failure is interesting and has consequences. Whoever 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 should therefore never stop the story, but steer it in a different direction. The door does not open, but the agents hear footsteps. The lock holds, but the camera has not yet caught them. The witness remains silent, but their gaze reveals what they are afraid of.

Combat

Combat in O.D.I.N. is fast and dangerous. Two or three good hits are enough to take out an agent. Whoever is smart seeks cover, plans ahead, and fights only when necessary.

The Combat Round

A combat is handled in rounds of about three seconds.

1. Initiative: Everyone acts in descending order of their initiative value (DEX plus bonuses). On a tie, whoever has the higher WIS acts first, then a dice roll decides. The order applies for the whole combat unless effects change it.

2. Acting: On their turn, a character has one move and one action.

3. End of round: Effects with a duration in rounds expire, the dying lose Hit Points.

Surprise: Whoever is surprised has no action in the first round. Whether someone is surprised is usually decided by an opposed test of Stealth against Perception.

Move and Actions

Move: Up to 10 metres. Whoever forgoes their action can sprint and move up to 20 metres.

Actions:

- Attack: A melee or ranged attack.
- Aim: +1 die on the next ranged attack. Aiming twice in a row gives +2.
- Full Defence: +2 defence until your next action. No attack possible.
- Power or Spell: Use a PSI power, a spell, or an active special ability.
- Reload, use an item, first aid, break open a door, and the like.

Free actions such as a short call, dropping something, or ducking into cover cost nothing, as long as you keep it to one or two per round.

Attack and Defence

An attack is a test against the target's defence:

- Melee: STR + Melee (or Brawling without a weapon)
- Ranged: DEX + Firearms (or Energy Weapons, Heavy Weapons)
- Thrown weapons and grenades: DEX + Athletics

Defence is a difficulty, the number of successes required:

Defence = $1 + (\text{DEX} + \text{Dodge}) \div 4$, rounded down

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

Situational Modifiers to Defence

Situation	Defence
Partial cover (wall corner, car)	+1
Good cover (only head and weapon visible)	+2
Target is sprinting or moving quickly	+1
Target is prone (against ranged attacks)	+1
Target is prone (against melee attacks)	-1
Full defence	+2
Target is surprised, bound or unconscious	Defence 1

Attacker Modifiers

Situation	Dice
Aiming (one or two actions)	+1 / +2
Melee: each additional attacker against the same target	+1 (maximum +2)
Beyond the weapon's range (up to double range)	-2
Darkness, smoke, poor visibility	-1 to -3
Attacker is wounded (half HP or less)	-1
With the off hand	-2

Damage

If an attack hits, the following applies:

Damage = weapon damage + margin - target's armour

The margin is the successes above the defence. If the result is zero or less, the attack bounces off without effect. Weapon damage is listed in the weapon tables (Core Rulebook, Chapter X). Unarmed combat has weapon damage 1.

Example: Agent Vega (DEX 3, Firearms 4) fires her pistol (damage 3) at a mercenary (defence 2, armour 2). She rolls 4 successes. That is a hit with 2 margin. Damage: $3 + 2 - 2 = 3$. The mercenary loses 3 HP.

Critical Success in Combat

With 3 or more margin, the attacker additionally chooses one effect:

- The target's armour does not count.
- The target is disarmed, falls or is thrown back 2 m.
- The target loses their next action.
- A second target in the immediate vicinity suffers the weapon damage without margin.

Botch in Combat

The weapon jams (one action to clear), the blade gets stuck, the character stumbles (defence 1 until their next action) or hits an ally in the brawl. The game master chooses what fits the scene.

Armour

Armour reduces all damage suffered by its value. Armour is listed in the Core Rulebook, Chapter X. Heavy armour hinders, which means penalty dice on Stealth, Acrobatics and Dodge. Several suits of armour cannot be worn over one another, but bonuses from shields, spells and abilities add together.

Penetration X on a weapon means: the target's armour counts as X points lower. Psychic damage always ignores armour.

Weapon Properties

Weapons can have special properties, such as Automatic, Stun, Penetration, Fire, Area, Slow, Quiet, Precise, Fast, Spread, Concealed, Thrown. The exact rules are in the Core Rulebook, Chapter VI.

Hit Points and Injuries

Hit Points = 6 + CON + Toughness.

- **Wounded:** If HP drop to half or less, the character receives -1 die on all tests.
- **Incapacitated:** At 0 HP the character collapses and is dying. They cannot act.
- **Dying:** At the end of each round they lose one further HP (HP become negative). If they reach a negative value equal to their CON, they die.
- **Stabilise:** One action and a test on INT + Medicine against Doable (2) ends the loss. Without Medicine it only works with a first aid kit and against Hard (3). A

stabilised character remains unconscious at 0 HP until healed.

Healing

- **First aid:** A test on INT + Medicine against Easy (1), one action, first aid kit or medkit required. Heals as many HP as successes, maximum 3. Each injured person can only be treated once after a fight.
- **Natural healing:** With rest a character heals 1 HP per day, under medical care 2 HP.
- **Supernatural healing:** Psi powers, spells, elixirs and nanites heal as stated in their description. They can be combined with first aid.

Strain and Horror

Strain Threshold and Strain

Every character has a strain threshold of 4 + WIL + COM. If they suffer strain, it is noted on the character sheet. If strain reaches the strain threshold, they suffer a trauma.

Strain arises from failed horror tests, overdrawing PSI points and Magic Energy, botches with psi powers and spells, certain powers, summonings and artefacts, as well as shocking events at the game master's discretion, such as the death of a member of the cell (1 to 3 points).

Horror Tests

When a character experiences something supernatural, cruel or incomprehensible, the game master calls for a horror test on WIL + Mental Resistance.

Level	Successes	Example
Uncanny	1	Unexplained noises, a shadow without an owner.
Disturbing	2	A ritually mutilated corpse, a ghost.
Horrific	3	A person transforms into a monster before your eyes.
Maddening	4	A demon, a dimensional distortion.
Cosmic	5	A glimpse of what waits behind the Veil.

If the test succeeds, the character keeps their composure. If it fails, they suffer as much strain as successes were missing, minimum 1. On a botch they suffer 2 additional strain and lose their next action: they

freeze, scream or flee. The same horror requires only one test per mission.

Trauma

When strain reaches the strain threshold, the character suffers a trauma. The player chooses one or rolls a D6. Afterwards, strain drops to half the strain threshold (rounded down).

D6	Trauma	Effect
1	Nightmares	–1 dice on all tests the day after a sleepless night
2	Phobia	–2 dice as long as the trigger is nearby (darkness, blood, crystals ...)
3	Paranoia	–2 dice on Persuasion and Leadership; trusts no one
4	Compulsion	Must perform a ritual (check weapon, count doors), otherwise –1 dice
5	Numbness	–1 dice on all social tests; seems cold and distant
6	Flashbacks	Under stress, a horror test against Easy (1), otherwise one round incapacitated

A trauma remains until it is treated: a character can remove a trauma through several sessions with an O.D.I.N. psychologist and a test on COM + Stress Management against Hard (3). A Psychic Healer makes this test one step easier. Anyone who suffers a third trauma at the same time withdraws from active duty. The character becomes a non-player character.

Reducing Strain

After each mission: test on COM + Stress Management against Easy (1). Each success removes 1 strain. Drive: once per mission, a character removes 1 strain if they make a difficult decision in line with their drive. Psychic stabilisation and clarity draughts help immediately. Holiday: one week of real time off removes all strain. O.D.I.N. rarely grants it.

Psi Powers and Magic

Psi Powers

PSI power = WIL + WIS + INT. PSI power is also the maximum number of **PSI points** a Psion has available. A Psion with WIL 4, WIS 4 and INT 5 has a PSI power of 13 and therefore 13 PSI points.

Category	Cost	Difficulty	Example
Minor power	1 PSI	Easy (1)	Thought Whisper, Light Telekinesis
Subclass ability	2 PSI	Doable (2)	Mind Reading, Force Push
Moderate power	3 PSI	Doable (2)	Psionic Shock, Healing Impulse
Major power	6 PSI	Hard (3)	Soul Burn, Telekinetic Storm

The PSI points are paid when the power is used, even if the test fails.

The test. Each power names an **attribute** and a **skill**, usually a psionic discipline. The Psion rolls both against the difficulty of the category. Margin increases the effect, as stated for the power.

Focus device. Psions need a focus device such as the Neuro-Helm or a Mental Scanner. Without a focus device, every Psi test is one step harder.

Resistance. If a power targets the mind of an unwilling target, the target rolls **WIL + Mental Resistance**. The power only works if the Psion reaches the difficulty and has more successes than the target. The margin then counts against the higher of the two values. Targets with psionic protection (Neuro-Helm, protective amulet, Mental Barrier) receive +2 dice.

Overexertion. If a Psion no longer has enough PSI points, they can still use a power. Each missing point becomes **1 strain**.

Botch. On a botch, the Psion rolls on the “Feedback” table.

D6	Feedback
1 to 2	Mental blow: 2 strain
3 to 4	Nosebleed and cramps: 2 damage, armour does not count
5	Misdirection: the power hits another target chosen by the game master
6	Burned out: no Psi powers for one hour

Regeneration. Short rest (10 minutes of rest): 25% of maximum PSI points, rounded up. Long rest (6 hours of sleep): all PSI points. Conditioning pills: once per mission, one pill immediately restores 3 PSI points.

Thaumaturgy

Magical capacity = CHA + WIS + INT. The capacity is also the maximum **Magic Energy (ME)** a Thaumaturge can channel before their mind takes damage. No crystal, no magic: a Thaumaturge must carry and touch a crystal to cast spells.

Category	Cost	Difficulty
Cantrip	1 ME	Easy (1)
Subclass ability	2 ME	Doable (2)
Minor Magica	3 ME	Doable (2)
Major Magica	5 ME	Hard (3)
Grand Major Magica	8 ME	Very Hard (4)

The ME is paid when casting, even if the test fails.

The test. The test uses the attribute named in the spell and **Thaumaturgy**, unless otherwise stated. Damage spells work like weapons: they require an attack against the target's defence; the damage is base damage + margin – armour. Spells that strike the mind ignore armour.

Resistance. If a spell affects the mind of an unwilling target, the target rolls WIL + Mental Resistance; against physical transformation, CON + Toughness. The spell only takes effect if the Thaumaturge meets the difficulty and has more successes than the target.

Overexertion. If the ME is not enough, the Thaumaturge can still cast. Each missing point becomes **1 strain**.

Botch. On a botch, the Thaumaturge rolls on the “Crystal Crack” table.

D6	Crystal Crack
1 to 2	Echo from the crystal: 2 strain
3	Backlash: 2 damage, armour does not count
4	Misfire: the spell affects a different target chosen by the game master
5	Crack in the crystal: –1 die on all spells until the crystal is replaced or healed in a ritual
6	Reality flicker: something notices the Thaumaturge. The game master may later introduce a supernatural complication during the mission.

Regeneration. Short rest (10 minutes of meditation): 25% of maximum ME, rounded up. Long rest (6 hours of sleep): all ME.



Chapter III.

FOUR AGENTS

Four Agents

"Your files are ready. Read them in the car."

Handler, Hold-7

These four agents are ready to play. They cover investigation, combat, psi and magic and are enough for the mission in this booklet. The following pages hold the completed personnel file for each of them, three sheets just as the character generator prints them: attributes, skills and values, then the dice pools, abilities, weapons, equipment and background, finally the signature of the class and the class tree. Copy or print out each player's sheet, then everything needed is on the table.



Raven is the investigator of the cell. Lena Kowalski, 34, was a detective inspector with the BKA. A case led her into a basement from which her partner did not return. O.D.I.N. found her before the press did. She sees what others overlook and has mastered a Protection Ritual for the whole group.

Brandt stands at the front. Jonas Brandt, 36, was a combat engineer in the Bundeswehr. In the Karakoram, he was the only one of his unit to return, along with a radio that kept transmitting even though the battery was missing. He carries the heaviest armour and the heaviest weapon of the cell.

Echo hears what is not said. Jana Roth, 23, first heard her mother's thoughts at fourteen. At sixteen, O.D.I.N. took her out of a secure psychiatric clinic. She reads witnesses and suspects and warns the cell of what waits behind the next door.

Folio knows the script. Konstantin Hale, 58, was a librarian in Oxford and secretly collected manuscripts that no one could read. He could. When he touched the first crystal, he knew what he had been reading all those years. He protects the cell with magic and interprets what is written on the walls.

Anyone who wants to build their own agents will find the creation in nine steps in the core rulebook or in the generator at odin-rpg.pages.dev. An empty character sheet for copying is at the end of this booklet, and the empty personnel files of all six classes are available free on the same page.

WHICH AGENT FOR WHOM

Whoever likes asking, searching and putting two and two together takes Raven. Whoever wants to stand at the front takes Brandt. Whoever wants to read people and lead conversations takes Echo. Whoever likes old script and riddles takes Folio.

With three players, Folio stays in the Hold. The mission works without him, Raven then takes over the occult.

Agent	Class and subclass	Role at the table	HP	Threshold
Raven	Investigator, Paranormal Detective	Read tracks and signs, Protection Ritual	10	10
Brandt	Soldier, Stormbreaker	Combat, cover, explosives	12	11
Echo	Psion, Telepath	Read minds, warn, persuade	10	10
Folio	Thaumaturge, Thaumaturgist	Spells, rituals, old scripts	10	9



Raven

CODENAME

Lena Kowalski

NAME

34

AGE

ORIGIN

Cadet

RANK

Revenge

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

● ○ ○ ○ ○ ○ ○

Power

1

Dexterity DEX

● ● ● ○ ○ ○ ○

Reaction, precision

3

Constitution CON

● ● ○ ○ ○ ○ ○

Stamina, Hit Points

2

Intelligence INT

● ● ● ○ ○ ○ ○

Intellect, knowledge

3

Wisdom WIS

● ● ● ● ○ ○ ○

Perception, intuition

5

Willpower WIL

● ● ● ○ ○ ○ ○

inner strength, horror

3

Charisma CHA

● ● ○ ○ ○ ○ ○

Presence

2

Manipulation MAN

● ● ○ ○ ○ ○ ○

Deception, steering others

2

Composure COM

● ● ● ○ ○ ○ ○

Calm under pressure

3

VALUES

10

HIT POINTS
6 + CON + Toughness

10

STRAIN THRESHOLD
4 + WIL + COM

3

INITIATIVE
DEX

2

DEFENCE
1 + (DEX + Dodge) ÷ 4

2

ARMOUR

HIT POINTS

□ □ □ □ □ □ □ □

STRAIN

□ □ □ □ □ □ □ □

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○ ○ ○ ○ ○ ○ ○	1+0
Brawling	STR	○ ○ ○ ○ ○ ○ ○	1+0
Melee	STR	○ ○ ○ ○ ○ ○ ○	1+0
Heavy Weapons	STR	○ ○ ○ ○ ○ ○ ○	1+0
Acrobatics	DEX	○ ○ ○ ○ ○ ○ ○	3+0
Dodge B	DEX	● ● ● ○ ○ ○ ○	3+3
Energy Weapons	DEX	○ ○ ○ ○ ○ ○ ○	3+0
Driving	DEX	● ● ● ○ ○ ○ ○	3+2
Sleight of Hand	DEX	○ ○ ○ ○ ○ ○ ○	3+0
Stealth	DEX	● ● ● ○ ○ ○ ○	3+2
Piloting	DEX	○ ○ ○ ○ ○ ○ ○	3+0
Firearms	DEX	● ● ● ○ ○ ○ ○	3+3
Security Systems	DEX	○ ○ ○ ○ ○ ○ ○	3+0
Endurance	CON	○ ○ ○ ○ ○ ○ ○	2+0
Toughness	CON	● ● ● ○ ○ ○ ○	2+2

MENTAL

Academic Knowledge	INT	○ ○ ○ ○ ○ ○ ○	3+0
Biology	INT	○ ○ ○ ○ ○ ○ ○	3+0

Chemistry	INT	○ ○ ○ ○ ○ ○ ○	3+0
Energy Manipulation	INT	○ ○ ○ ○ ○ ○ ○	3+0
Investigation ◆	INT	● ● ● ● ○ ○ ○	3+4
History	INT	○ ○ ○ ○ ○ ○ ○	3+0
Hacking	INT	○ ○ ○ ○ ○ ○ ○	3+0
Craft	INT	○ ○ ○ ○ ○ ○ ○	3+0
Engineering	INT	○ ○ ○ ○ ○ ○ ○	3+0
Cryptography	INT	○ ○ ○ ○ ○ ○ ○	3+0
Cybernetics	INT	○ ○ ○ ○ ○ ○ ○	3+0
Medicine	INT	● ● ● ○ ○ ○ ○	3+2
Nanotechnology	INT	○ ○ ○ ○ ○ ○ ○	3+0
Navigation	INT	○ ○ ○ ○ ○ ○ ○	3+0
Occultism	INT	● ● ● ● ○ ○ ○	3+4
Physics	INT	○ ○ ○ ○ ○ ○ ○	3+0
Robotics	INT	○ ○ ○ ○ ○ ○ ○	3+0
Explosives	INT	○ ○ ○ ○ ○ ○ ○	3+0
Technology	INT	○ ○ ○ ○ ○ ○ ○	3+0
Xenobiology	INT	○ ○ ○ ○ ○ ○ ○	3+0
Insight ◆	WIS	● ● ● ● ○ ○ ○	5+3

Tracking	WIS	○ ○ ○ ○ ○ ○ ○	5+0
Tactics	WIS	○ ○ ○ ○ ○ ○ ○	5+0
Animal Handling	WIS	○ ○ ○ ○ ○ ○ ○	5+0
Survival	WIS	○ ○ ○ ○ ○ ○ ○	5+0
Perception ◆ B	WIS	● ● ● ● ● ○ ○	5+5
Mental Resistance B	WIL	● ● ● ○ ○ ○ ○	3+3
Concentration	WIL	○ ○ ○ ○ ○ ○ ○	3+0

SOCIAL

Performance	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Leadership	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Contacts	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Persuasion	CHA	● ● ● ○ ○ ○ ○	2+2
Negotiation	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Deception	MAN	○ ○ ○ ○ ○ ○ ○	2+0
Seduction	MAN	○ ○ ○ ○ ○ ○ ○	2+0
Disguise	MAN	○ ○ ○ ○ ○ ○ ○	2+0
Intimidation	COM	○ ○ ○ ○ ○ ○ ○	3+0
Etiquette	COM	○ ○ ○ ○ ○ ○ ○	3+0
Stress Management	COM	○ ○ ○ ○ ○ ○ ○	3+0



YOUR DICE

Ranged combat	DEX + Firearms		3+3
Melee	STR + Melee		1+0
Brawling	STR + Brawling		1+0
Perception	WIS + Perception		5+5
Investigation	INT + Investigation		3+4
Insight	WIS + Insight		5+3
Stealth	DEX + Stealth		3+2
Deception	MAN + Deception		2+0
Persuasion	CHA + Persuasion		2+2
Horror test	WIL + Mental Resistance		3+3
Reduce strain	COM + Stress Management		3+0

SUBCLASS ABILITIES

Ghost Sight passive

+2 dice on Perception and Occultism when investigating paranormal phenomena.

Occult Recognition passive

Tests to recognise occult signs, signatures, and connections are one step easier.

Protective Ritual active, 1× per scene, 1 minute

The entire team receives +2 dice on horror tests and on tests against supernatural influence for the scene.

THE OPEN CASES

Price: Suspicion

OPEN CASE 1

What was in the basement my partner never came back from?

THREADS

OPEN CASE 2

EVIDENCE

SUSPICION

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Pistol 9 mm	3	30 m	15 rounds, Quiet with suppressor

EQUIPMENT

Forensic kit, portable scanner, communication device with recording, multi-tool, notebook, torch with UV function; EMF detector, notebook with old rituals, UV lamp; 9 mm pistol; armour: protective vest 2. Starting funds €8,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Lena Kowalski was a detective inspector with the BKA. A case led her into a basement from which her partner did not return. O.D.I.N. found her before the press did.

How to play Raven: Find the signs that others overlook, and put the picture together. Use the Protection Ritual before the cell enters a crime scene.



Signature and class tree

Personnel file - Confidential

Page 3 of 3

QUESTION	OPENED	THREADS	STATUS
What was in the basement my partner never came back from?		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed

SUSPICION Cases with at least three threads, plus 1 per level V card. D6 on a botched Investigation test or a failed horror test at a crime scene.

0	1	2	3	4	5	6
						

PIECE OF EVIDENCE	FROM THE CASE	EFFECT

LEVEL		OWN COLUMN	REACHED VIA A RED THREAD
☐	I		
☐	II		
☐	III		
☐	IV		
☐	V		

THE FIRST CASE

missions, experience, promotion

[illegible]



Brandt

CODENAME

Jonas Brandt

NAME

36

AGE

ORIGIN

Cadet

RANK

Prisoner

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR



Power

4

Dexterity DEX



Reaction, precision

4

Constitution CON



Stamina, Hit Points

3

Intelligence INT



Intellect, knowledge

2

Wisdom WIS



Perception, intuition

2

Willpower WIL



inner strength, horror

3

Charisma CHA



Presence

1

Manipulation MAN



Deception, steering others

1

Composure COM



Calm under pressure

4

VALUES

12

HIT POINTS
6 + CON + Toughness

11

STRAIN THRESHOLD
4 + WIL + COM

4

INITIATIVE
DEX

2

DEFENCE
1 + (DEX + Dodge) ÷ 4

4

ARMOUR

HIT POINTS



STRAIN



SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics ◆	STR	●●●○○○	4+3
Brawling	STR	○○○○○○	4+0
Melee	STR	●●●○○○	4+3
Heavy Weapons	STR	●●●●○○	4+4
Acrobatics	DEX	○○○○○○	4+0
Dodge B	DEX	●●●○○○	4+3
Energy Weapons	DEX	○○○○○○	4+0
Driving	DEX	○○○○○○	4+0
Sleight of Hand	DEX	○○○○○○	4+0
Stealth	DEX	○○○○○○	4+0
Piloting	DEX	○○○○○○	4+0
Firearms ◆	DEX	●●●●○○	4+4
Security Systems	DEX	○○○○○○	4+0
Endurance	CON	●●●○○○	3+3
Toughness	CON	●●●○○○	3+3

MENTAL

Academic Knowledge	INT	○○○○○○	2+0
Biology	INT	○○○○○○	2+0

Chemistry	INT	○○○○○○	2+0
Energy Manipulation	INT	○○○○○○	2+0
Investigation	INT	○○○○○○	2+0
History	INT	○○○○○○	2+0
Hacking	INT	○○○○○○	2+0
Craft	INT	○○○○○○	2+0
Engineering	INT	○○○○○○	2+0
Cryptography	INT	○○○○○○	2+0
Cybernetics	INT	○○○○○○	2+0
Medicine	INT	○○○○○○	2+0
Nanotechnology	INT	○○○○○○	2+0
Navigation	INT	○○○○○○	2+0
Occultism	INT	○○○○○○	2+0
Physics	INT	○○○○○○	2+0
Robotics	INT	○○○○○○	2+0
Explosives	INT	●●●○○○	2+3
Technology	INT	○○○○○○	2+0
Xenobiology	INT	○○○○○○	2+0
Insight	WIS	○○○○○○	2+0

Tracking	WIS	○○○○○○	2+0
Tactics ◆	WIS	●●●○○○	2+3
Animal Handling	WIS	○○○○○○	2+0
Survival	WIS	○○○○○○	2+0
Perception B	WIS	●●●○○○	2+3
Mental Resistance B	WIL	●○○○○○	3+1
Concentration	WIL	○○○○○○	3+0

SOCIAL

Performance	CHA	○○○○○○	1+0
Leadership	CHA	○○○○○○	1+0
Contacts	CHA	○○○○○○	1+0
Persuasion	CHA	○○○○○○	1+0
Negotiation	CHA	○○○○○○	1+0
Deception	MAN	○○○○○○	1+0
Seduction	MAN	○○○○○○	1+0
Disguise	MAN	○○○○○○	1+0
Intimidation	COM	○○○○○○	4+0
Etiquette	COM	○○○○○○	4+0
Stress Management	COM	●●○○○○	4+2



YOUR DICE

Ranged combat	DEX + Firearms		4+4
Melee	STR + Melee		4+3
Brawling	STR + Brawling		4+0
Perception	WIS + Perception		2+3
Investigation	INT + Investigation		2+0
Insight	WIS + Insight		2+0
Stealth	DEX + Stealth		4+0
Deception	MAN + Deception		1+0
Persuasion	CHA + Persuasion		1+0
Horror test	WIL + Mental Resistance		3+1
Reduce strain	COM + Stress Management		4+2

SUBCLASS ABILITIES

Armour Break passive

Their attacks ignore 2 points of armour.

High-Explosive Charge active, 2× per mission

They place a charge (one action), which they later detonate. Damage 5 in a 5 m radius, cover does not protect.

Tactical Retreat passive

After an attack with a heavy weapon, they have +1 defence until their next action.

THE SILVER

Price: Echo

KNIFE
No. 117

PREVIOUS OWNER
Ole Dubois -

WHAT IS KNOWN
Gave the knife back voluntarily, so as not to have to hear the names on it any more.

FURTHER PIECES

ECHO

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Assault rifle	4	100 m	30 rounds, Automatic
Panzerfaust	6	100 m	1 round, Penetration 3, Area 2, Slow
Shock grenade ×3	3	20 m	Area 5, Stun
HE grenade ×2	5	20 m	Area 5

EQUIPMENT

Assault rifle, combat suit with helmet, two high-explosive grenades, first aid kit; Thermal anti-tank launcher, shock grenade belt (three shock grenades), heavy combat suit; armour: heavy combat suit 4 (−1 die on DEX tests), for covert work the combat suit with helmet 3. Starting funds €4,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Jonas Brandt was a combat engineer in the Bundeswehr. In the Karakoram, he was the only one of his unit to return, along with a radio that kept transmitting even though the battery was missing.

How to play Brandt: Go through the door first and stand between the opponents and the others. And when talking, let Echo take the lead.

THE SILVER

	SLOT	VARIANT	NO.	PREVIOUS OWNER	AWARDED FOR
☐	Knife		117	Ole Dubois -	
☐	Vambrace				
☐	Breastplate				
☐	Pauldrons				
☐	Gauntlet				
☐	Barrel jacket				
☐	Greaves				
☐	Visor				

Limit: Cadet 2 · Agent 3 · Senior Agent 5 · Veteran 7 · Shadow Officer 8. One piece per rank, one per mission for a deed, never for kills. Thresholds: 3 recognisable to creatures · 5 immune to horror up to Disturbing, Echo begins · 8 Full Harness.

ECHO

Pieces minus 4, from 5 pieces. D6: equal or lower, and the silver answers.

0	1	2	3	4
				

THE FALLEN I KNEW

THE ARSENAL

own unit and basic training at normal price, others +2 XP

LEVEL	BASIC TRAINING	STORMBREAKER	ECHO-OPERATIVE
I Cadet	☐ ----- ☐ ----- ☐ -----	☐ ----- ☐ -----	☐ ----- ☐ -----
II Senior	☐ ----- ☐ -----	☐ -----	☐ -----
III Veteran	☐ ----- ☐ -----	☐ -----	☐ -----

LEVEL	SHADOW PARATROOPER	NANOTECH VETERAN	TECHNO- STORMTROOPER
I Cadet	☐ ----- ☐ -----	☐ ----- ☐ -----	☐ ----- ☐ -----
II Senior	☐ -----	☐ -----	☐ -----
III Veteran	☐ -----	☐ -----	☐ -----

Level III modules cost 1 strain afterwards, where stated.

UNIT, SQUAD, ROLL CALL

CAREER

missions, experience, promotion

[illegible]



Echo

CODENAME

Jana Roth

NAME

23

AGE

ORIGIN

Cadet

RANK

Seeker

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

● ○ ○ ○ ○ ○ ○

Power

1

Dexterity DEX

● ● ○ ○ ○ ○ ○

Reaction, precision

2

Constitution CON

● ● ○ ○ ○ ○ ○

Stamina, Hit Points

2

Intelligence INT

● ● ● ● ● ○ ○

Intellect, knowledge

5

Wisdom WIS

● ● ● ● ● ○ ○

Perception, intuition

4

Willpower WIL

● ● ● ● ● ○ ○

inner strength, horror

4

Charisma CHA

● ● ○ ○ ○ ○ ○

Presence

2

Manipulation MAN

● ● ○ ○ ○ ○ ○

Deception, steering others

2

Composure COM

● ● ○ ○ ○ ○ ○

Calm under pressure

2

VALUES

10

HIT POINTS
6 + CON + Toughness

10

STRAIN THRESHOLD
4 + WIL + COM

2

INITIATIVE
DEX

2

DEFENCE
1 + (DEX + Dodge) ÷ 4

13

PSI POINTS
WIL + WIS + INT

HIT POINTS

□ □ □ □ □ □ □ □

STRAIN

□ □ □ □ □ □ □ □

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○ ○ ○ ○ ○ ○ ○	1+0
Brawling	STR	○ ○ ○ ○ ○ ○ ○	1+0
Melee	STR	○ ○ ○ ○ ○ ○ ○	1+0
Heavy Weapons	STR	○ ○ ○ ○ ○ ○ ○	1+0
Acrobatics	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Dodge B	DEX	● ● ● ○ ○ ○ ○	2+3
Energy Weapons	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Driving	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Sleight of Hand	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Stealth	DEX	● ● ● ○ ○ ○ ○	2+2
Piloting	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Firearms	DEX	● ○ ○ ○ ○ ○ ○	2+1
Security Systems	DEX	○ ○ ○ ○ ○ ○ ○	2+0
Endurance	CON	○ ○ ○ ○ ○ ○ ○	2+0
Toughness	CON	● ● ○ ○ ○ ○ ○	2+2

MENTAL

Academic Knowledge	INT	○ ○ ○ ○ ○ ○ ○	5+0
Biology	INT	○ ○ ○ ○ ○ ○ ○	5+0
Chemistry	INT	○ ○ ○ ○ ○ ○ ○	5+0
Energy Manipulation	INT	○ ○ ○ ○ ○ ○ ○	5+0
Investigation	INT	○ ○ ○ ○ ○ ○ ○	5+0

History	INT	○ ○ ○ ○ ○ ○ ○	5+0
Hacking	INT	○ ○ ○ ○ ○ ○ ○	5+0
Craft	INT	○ ○ ○ ○ ○ ○ ○	5+0
Engineering	INT	○ ○ ○ ○ ○ ○ ○	5+0
Cryptography	INT	○ ○ ○ ○ ○ ○ ○	5+0
Cybernetics	INT	○ ○ ○ ○ ○ ○ ○	5+0
Medicine	INT	○ ○ ○ ○ ○ ○ ○	5+0
Nanotechnology	INT	○ ○ ○ ○ ○ ○ ○	5+0
Navigation	INT	○ ○ ○ ○ ○ ○ ○	5+0
Occultism	INT	○ ○ ○ ○ ○ ○ ○	5+0
Physics	INT	○ ○ ○ ○ ○ ○ ○	5+0
Robotics	INT	○ ○ ○ ○ ○ ○ ○	5+0
Explosives	INT	○ ○ ○ ○ ○ ○ ○	5+0
Technology	INT	○ ○ ○ ○ ○ ○ ○	5+0
Xenobiology	INT	○ ○ ○ ○ ○ ○ ○	5+0
Insight ◆	WIS	● ● ● ● ● ○ ○	4+4
Tracking	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Tactics	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Animal Handling	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Survival	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Perception B	WIS	● ● ● ● ● ○ ○	4+4
Mental Resistance ◆ B	WIL	● ● ● ● ● ○ ○	4+4

Concentration ◆

WIL ● ● ● ○ ○ ○ ○ 4+3

SOCIAL

Performance	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Leadership	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Contacts	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Persuasion	CHA	● ● ● ○ ○ ○ ○	2+3
Negotiation	CHA	○ ○ ○ ○ ○ ○ ○	2+0
Deception	MAN	● ● ○ ○ ○ ○ ○	2+2
Seduction	MAN	○ ○ ○ ○ ○ ○ ○	2+0
Disguise	MAN	○ ○ ○ ○ ○ ○ ○	2+0
Intimidation	COM	○ ○ ○ ○ ○ ○ ○	2+0
Etiquette	COM	○ ○ ○ ○ ○ ○ ○	2+0
Stress Management	COM	○ ○ ○ ○ ○ ○ ○	2+0

PSIONIC

Telepathy	INT	● ● ● ● ● ○ ○	5+5
Telekinesis	INT	○ ○ ○ ○ ○ ○ ○	5+0
Precognition	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Psychic Healing	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Elemental Control	WIS	○ ○ ○ ○ ○ ○ ○	4+0
Psi Combat	WIL	● ● ○ ○ ○ ○ ○	4+2



YOUR DICE

Ranged combat	DEX + Firearms	□□■	2+1
Melee	STR + Melee	□	1+0
Brawling	STR + Brawling	□	1+0
Perception	WIS + Perception	□□□□■	4+4
Investigation	INT + Investigation	□□□□□	5+0
Insight	WIS + Insight	□□□□■	4+4
Stealth	DEX + Stealth	□□■	2+2
Deception	MAN + Deception	□□■	2+2
Persuasion	CHA + Persuasion	□□■	2+3
Horror test	WIL + Mental Resistance	□□□□■	4+4
Reduce strain	COM + Stress Management	□□	2+0
Thought Reading (subclass)	INT + Telepathy	□□□□■	5+5
Emotional Manipulation (subclass)	WIL + Telepathy	□□□□■	4+5
Mental Barrier (subclass)	WIL + Telepathy	□□□□■	4+5
Thought Whisper	WIL + Telepathy	□□□□■	4+5
Heightened Senses	WIS + Concentration	□□□□■	4+3
Aura Detection	WIS + Precognition	□□□□	4+0
Mental Whisper	WIL + Telepathy	□□□□■	4+5
Deep Probe	WIL + Telepathy	□□□□■	4+5
Psychic Barrier	WIL + Psi Combat	□□□□■	4+2

SUBCLASS ABILITIES

Thought Reading INT + Telepathy, 10 m, 1 round

Opposed test against WIL + Mental Resistance of the target, the target rolls with −2 dice. On a success, the Telepath reads the target's current thoughts; with a margin of 2, also a specific memory.

Emotional Manipulation WIL + Telepathy, 10 m, 2 rounds

Opposed test as above. On a success, the target experiences an emotion of your choice (fear, anger, trust, despair). A frightened target flees or freezes, an angry target attacks the nearest opponent, a trusting target voluntarily gives information.

Mental Barrier WIL + Telepathy, self, 5 rounds

+2 dice on all tests against psionic and mental influences, as well as on horror tests.

PSI POWERS

Thought Whisper

Heightened Senses

Aura Detection

Mental Whisper

Deep Probe

Psychic Barrier

THE HELMET

Price: Resonance

HELMET

Mk. III, No. 3-0823 · □ Helmet Bond

MODIFICATIONS

FRAGMENTS

A name you call out in your dreams. It belongs to no one you know.

RESONANCE

□□□□□□□

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Unarmed	1	Close	Brawling instead of Melee

EQUIPMENT

Neuro-Helm Mk. III helmet (focus device), conditioning pills, reinforced communication device, light protective vest; Mental scanner (+1 die on Telepathy), psionic communication module, light protective vest; armour: light protective vest 1. Starting funds €9,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Jana Roth first heard her mother's thoughts at fourteen. At sixteen, O.D.I.N. took her out of a secure psychiatric clinic. She has not spent a day without a helmet since.

How to play Echo: Read witnesses and suspects, warn the cell of ambushes, and watch your PSI points. Who is looking for Echo, and why?

Signature and class tree

Personnel file - Confidential

MODEL	SERIAL NUMBER	HELMET BOND	RECORDING
Mk. III	3-0823	☐	encrypted

MODIFICATIONS

PSI POINTS

$$WIL + WIS + INT \cdot \text{cost } 1 / 2 / 3 / 6$$

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

RESONANCE

+1 per node of the Overload Branch, never decreases. D6 on overload or a Psi botch: equal or lower, and something listens in.

0	1	2	3	4	5	6
						

FRAGMENTS

memories that do not fit your own life

A name you call out in your dreams. It belongs to no one you know.

THE TREE: TRUNK

	LEVEL	NODE	EFFECT
☐	I	Deep Reserve	
☐	I	Stable Wall	
☐	I	Helmet Bond	
☐	I	Stillness Within	

OWN BRANCH

Telepath

	LEVEL	NODE	EFFECT
☐	I		
☐	II A		
☐	III A		
☐	IV A		
☐	II B		
☐	III B		
☐	IV B		
☐	V		

OVERLOAD BRANCH

from the rank of Agent

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

FOREIGN NODES

	LEVEL	NODE	EFFECT
☐			
☐			

Cost: I 4 XP · II 6 · III 8 · IV 10 · V 12. Mastery once per mission. Primary gift as normal, secondary gifts at most 4.

CAREER

missions, experience, promotion

[illegible]



Folio

CODENAME

Konstantin Hale

NAME

58

AGE

ORIGIN

Cadet

RANK

Knowledge Seeker

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

● ○ ○ ○ ○ ○ ○

Power

1

Dexterity DEX

● ● ○ ○ ○ ○ ○

Reaction, precision

2

Constitution CON

● ● ○ ○ ○ ○ ○

Stamina, Hit Points

2

Intelligence INT

● ● ● ● ● ○ ○

Intellect, knowledge

5

Wisdom WIS

● ● ● ● ● ○ ○

Perception, intuition

4

Willpower WIL

● ● ● ○ ○ ○ ○

inner strength, horror

3

Charisma CHA

● ● ● ● ○ ○ ○

Presence

4

Manipulation MAN

● ○ ○ ○ ○ ○ ○

Deception, steering others

1

Composure COM

● ● ○ ○ ○ ○ ○

Calm under pressure

2

VALUES

10

HIT POINTS
6 + CON + Toughness

9

STRAIN THRESHOLD
4 + WIL + COM

2

INITIATIVE
DEX

2

DEFENCE
1 + (DEX + Dodge) ÷ 4

13

MAGIC ENERGY
CHA + WIS + INT

HIT POINTS



STRAIN



SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○○○○○ ○	1+0
Brawling	STR	○○○○○ ○	1+0
Melee	STR	○○○○○ ○	1+0
Heavy Weapons	STR	○○○○○ ○	1+0
Acrobatics	DEX	○○○○○ ○	2+0
Dodge B	DEX	● ● ● ○ ○ ○	2+3
Energy Weapons	DEX	○○○○○ ○	2+0
Driving	DEX	○○○○○ ○	2+0
Sleight of Hand	DEX	○○○○○ ○	2+0
Stealth	DEX	○○○○○ ○	2+0
Piloting	DEX	○○○○○ ○	2+0
Firearms	DEX	○○○○○ ○	2+0
Security Systems	DEX	○○○○○ ○	2+0
Endurance	CON	○○○○○ ○	2+0
Toughness	CON	● ● ○ ○ ○ ○	2+2

MENTAL

Academic Knowledge ◆	INT	● ● ● ○ ○ ○	5+3
Biology	INT	○○○○○ ○	5+0
Chemistry	INT	○○○○○ ○	5+0
Energy Manipulation	INT	○○○○○ ○	5+0

Investigation	INT	○○○○○ ○	5+0
History	INT	● ● ○ ○ ○ ○	5+2
Hacking	INT	○○○○○ ○	5+0
Craft	INT	○○○○○ ○	5+0
Engineering	INT	○○○○○ ○	5+0
Cryptography	INT	○○○○○ ○	5+0
Cybernetics	INT	○○○○○ ○	5+0
Medicine	INT	○○○○○ ○	5+0
Nanotechnology	INT	○○○○○ ○	5+0
Navigation	INT	○○○○○ ○	5+0
Occultism ◆	INT	● ● ● ● ○ ○	5+4
Physics	INT	○○○○○ ○	5+0
Robotics	INT	○○○○○ ○	5+0
Explosives	INT	○○○○○ ○	5+0
Technology	INT	○○○○○ ○	5+0
Xenobiology	INT	○○○○○ ○	5+0
Insight	WIS	○○○○○ ○	4+0
Tracking	WIS	○○○○○ ○	4+0
Tactics	WIS	○○○○○ ○	4+0
Animal Handling	WIS	○○○○○ ○	4+0
Survival	WIS	○○○○○ ○	4+0

Perception B	WIS	● ● ● ○ ○ ○	4+3
Mental Resistance B	WIL	● ● ● ● ○ ○	3+4
Concentration ◆	WIL	● ● ● ○ ○ ○	3+3

SOCIAL

Performance	CHA	○○○○○ ○	4+0
Leadership	CHA	○○○○○ ○	4+0
Contacts	CHA	○○○○○ ○	4+0
Persuasion	CHA	○○○○○ ○	4+0
Negotiation	CHA	○○○○○ ○	4+0
Deception	MAN	○○○○○ ○	1+0
Seduction	MAN	○○○○○ ○	1+0
Disguise	MAN	○○○○○ ○	1+0
Intimidation	COM	○○○○○ ○	2+0
Etiquette	COM	○○○○○ ○	2+0
Stress Management	COM	○○○○○ ○	2+0

MAGICAL

Thaumaturgy	INT	● ● ● ● ● ○	5+5
Ritualism	INT	● ● ● ● ○ ○	5+4
Alchemy	INT	● ● ○ ○ ○ ○	5+2



YOUR DICE

Ranged combat	DEX + Firearms	☐ ☐	2+0
Melee	STR + Melee	☐	1+0
Brawling	STR + Brawling	☐	1+0
Perception	WIS + Perception	☐ ☐ ☐ ☐ ☒ ☐ ☐	4+3
Investigation	INT + Investigation	☐ ☐ ☐ ☐ ☐	5+0
Insight	WIS + Insight	☐ ☐ ☐ ☐	4+0
Stealth	DEX + Stealth	☐ ☐	2+0
Deception	MAN + Deception	☐	1+0
Persuasion	CHA + Persuasion	☐ ☐ ☐ ☐	4+0
Horror test	WIL + Mental Resistance	☐ ☐ ☐ ☒ ☒ ☒ ☒	3+4
Reduce strain	COM + Stress Management	☐ ☐	2+0
Spell Amplification (subclass)	INT + Thaumaturgy	☐ ☐ ☐ ☐ ☐ ☒ ☒ ☒ ☒ ☒	5+5
Magical Barrier (subclass)	WIS + Thaumaturgy	☐ ☐ ☐ ☐ ☒ ☒ ☒ ☒ ☒	4+5

SUBCLASS ABILITIES

Ritual Master passive, costs no ME

Rituals are one step easier for them and take only half as long.

Spell Amplification INT + Thaumaturgy, self

The next spell in this scene deals +1 damage or lasts twice as long.

Magical Barrier WIS + Thaumaturgy, 10 m, 3 rounds

One target gains +2 armour against physical damage.

SPELLS

Light Flash

Magical Flame

Invisible Hand

Trembling Hand

Magical Armour

Flame Jet

THE CRYSTAL

Price: Whisper

CRYSTAL
K-4412 · Ink shardPROVENANCE
Found in an inkwell from an archive in UppsalaDESCRIPTION
Deep blue, almost black. It does not stain your fingers, although you expect it to. It whispers in handwriting, say those who have carried it.CONDITION
☐ clear · ☐ cloudy · ☐ depleted · Rifts ☐☐☐WHISPER
☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
Ritual knife	1	Close	Concealed
Flame Jet (spell)	3	15 m	CHA + Thaumaturgy, 3 ME

EQUIPMENT

Crystal shard (catalyst), spellbook, Amulet of Concentration, magical robe, alchemist's kit; Spellbook, ritual knife, wand (+1 die on Thaumaturgy); armour: magical robe 1, +1 against spells and psi damage. Starting funds €9,000

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Konstantin Hale was a librarian in Oxford and secretly collected manuscripts that no one could read. He could. When he touched the first crystal, he knew what he had been reading all those years.

How to play Folio: Prepare rituals whenever there is time, and protect the cell with Magical Barrier. Watch your ME and your crystal.

Signature and class tree

six sectors, five circles, from the outside in

THE CENTER

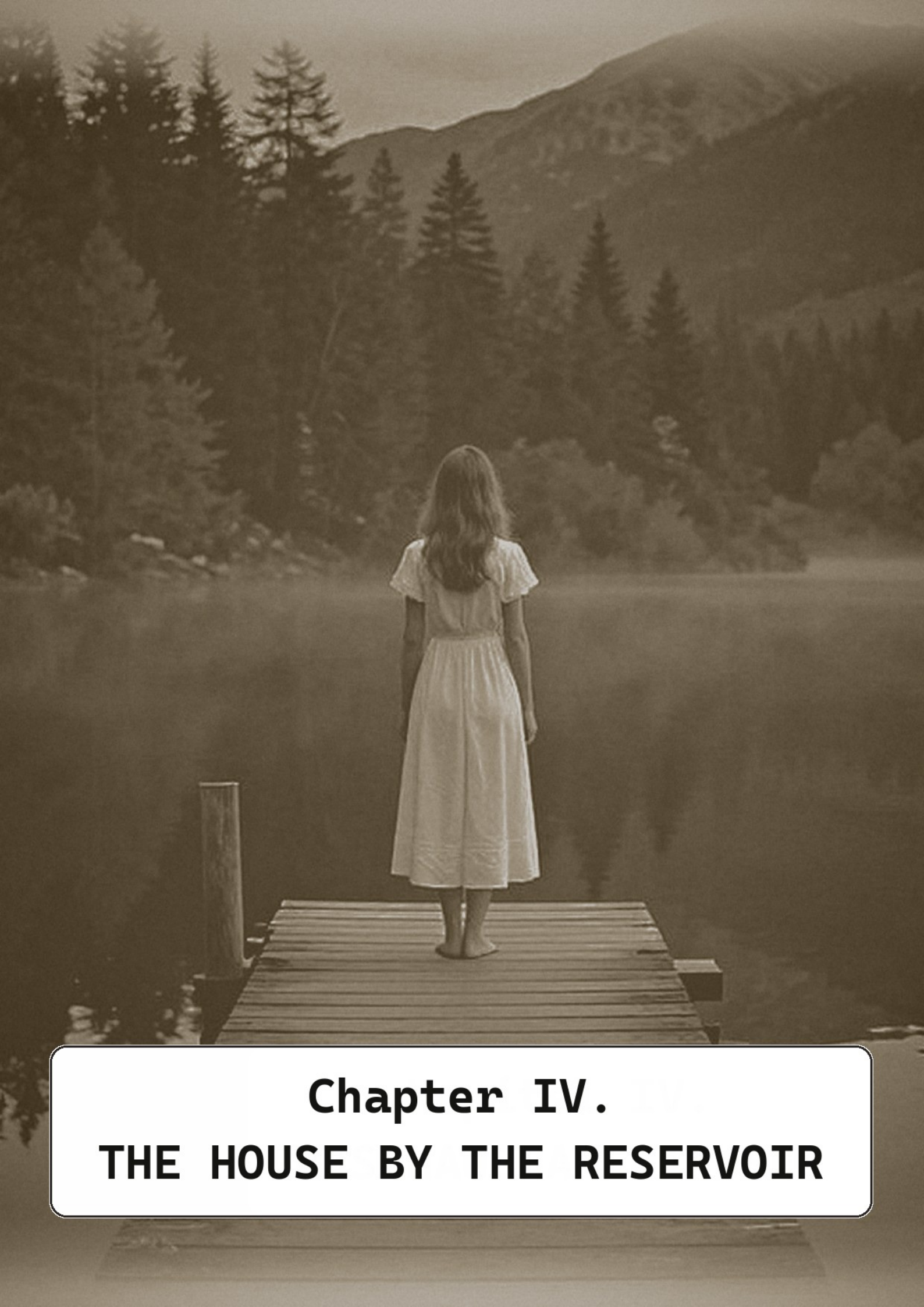
NEIGHBOURING SECTOR

The Center is powerful and costly: every node of the Center raises the Whisper by 1.

CAREER

missions, experience, promotion

[illegible]



Chapter IV.
THE HOUSE BY THE RESERVOIR

FOR THE GAME MASTER ONLY

From here on, what really happened is written.
Anyone playing an agent turns to the appendix.

The House by the Reservoir

A Grey File for beginners. For three to four cadets, one long session. Origin: the dead, with a red herring among the humans and a trail to the Voice. The scenario shows the basics of the game: briefing, investigation with nodes and three clues per conclusion, a night in the house, a confrontation that rewards knowledge, and an aftermath with an open thread.

What It's About



On the shore of a reservoir in the Harz mountains stands an old villa called "Seehaus". In 1959 the valley was flooded, and the village beneath it disappeared under the water. The villa lay on the edge and remained standing. For three weeks it has belonged to an estate agent from Hanover, who rents it out as a holiday home. The first guests left after one night, the second after two. The third, a family with two children, did not leave. For four days no one has seen them, the car is parked

outside the door, and the estate agent has not called the police because he does not want trouble.

What Really Happened

Until 1959 the teacher of the flooded village, Martha Kellner, lived in the villa. She refused to leave her house because she was waiting for her son, who had not come home from the war in 1945. She died in the winter after the flooding at the window, looking out at the water under which her village lay. She is a Waiting One (Threat Atlas). As long as no one lived in the house, she slept. The family woke her: the family's son is called Paul, like her son, and he is twelve, the same age as her son was when she last saw him.

The family is alive. Martha keeps them in the house, which for them is now the year 1959: set tables, a stove that burns, a clock that is right. The parents are confused and weak, the children play. Martha does not want to let Paul go, and she holds the others so that he stays.

The red herring: The estate agent bought the villa cheaply from a community of heirs and concealed what is in the land register: that since 1960 no one has lived there for longer than a week. He is a fraud, but not a murderer.

The trail to the Voice: In the lake bed, under the flooded village, lies a crystal that has made the Waiting One stronger than a dead person usually is. The cell can find it, but does not have to.

Briefing

The handler hands over a thin file in a grey envelope.

"An estate agent from Hanover called an insurance company and asked whether his policy also pays if guests disappear in a holiday home. The insurer belongs to a foundation that belongs to us. Four people, including two children, not seen for four days. The car is outside the door. The police know nothing. Find out what is going on before they find out."

handler

What the file contains: Address of the villa, name of the estate agent (Jens Harder), names of the family (Andreas and Mirja Wolter, children Paul, 12, and Ella, 8), a photo of the house from an online listing. Expenses: €2,000. Requisition: Common items without waiting time. An EMF detector and salt are useful, the handler does not say that.

The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the house.

Node 1: The Estate Agent

Jens Harder, mid-forties, expensive watch, office in Hanover. He is nervous and above all wants nothing to get into the newspaper.

He admits that the first two guests left early. Both complained about cold and about the fact that "someone was standing at the window". He bought the house from a community of heirs, whom he describes as "glad to be rid of it".

- **Clue:** In his documents is the complaint of the second guests: "The children talked at night with someone who was not there." (leads to the house)
- **Clue:** The purchase offer names the previous owner: "Kellner heirs' community". (leads to the archive)

An Agent or Negotiator finds out with a test on Insight against Doable (2) that he is concealing something: that there is a note in the land register. He is the red herring. Whoever takes him for the perpetrator loses time.

Node 2: The First Guests

A couple from Brunswick, reachable by phone. They do not want to talk about it, but do so if one is friendly.

The woman saw an old woman at the living room window at night, looking out at the water. When she turned on the light, no one was there.

- **Clue:** The man says that in the morning the table in the living room had been set, for three, with old dishes that they had never taken out of the cupboard. (leads to the house, Origin: the dead)
- **Clue:** They have a mobile phone photo of the window. A Paranormal Detective or Investigator with Crime Scene Investigation sees in the glass a reflection that is not a piece of furniture. (Origin: the dead)

Node 3: The Village by the Lake

A small place above the reservoir, an inn, a church, old people.

The landlady knows that the lake house used to belong to the teacher. "Old Kellner. She sat at the window until the very end. She waited for her boy."

- **Clue:** The old sexton shows a memorial plaque for the fallen of the war. On it is written "Paul Kellner, missing 1945, 12 years". (connects with the son of the Wolter family)
- **Clue:** At low water one hears a church bell from the lake. A Physicist with measuring instruments or a Thaumaturge with a crystal detector notices a reading on the shore. (lead to the voice, optional)

Node 4: The Archive

The district archive or the church register of the flooded parish. An Antiquarian is in their element here.

- **Clue:** A newspaper article from 1960: "Teacher found dead in the lake house. She sat at the window." The article gives the date of death: 21 December 1959.
- **Clue:** A letter from Martha Kellner to the Red Cross, 1958, asking them to search for her son. The reply came in 1961, after her death: Paul Kellner had survived the war and had grown up in an orphanage in Thuringia. He died in 1990. He never knew that his mother was looking for him. (the key to the solution)
- **Clue:** The land register notes that since 1960 no resident stayed in the house for longer than a week. (confirms the origin, exonerates the estate agent)

Node 5: The House

The villa itself. Outside it is March, inside it smells of stove smoke and baked apples. The family's car stands in front of the door, with frost on the windscreen although it is not freezing.

The door is open. In the hallway stands a calendar from December 1959.

The family is there. The parents sit in the living room, pale and slow, and say they have only just arrived. Ella plays with an old doll. Paul sits at the window, next to an empty chair, and says the woman is nice, she tells him about the village under the water.

- **Clue:** Cold Spot, an EMF detector or a Telepath confirm: there is something here, and it is a dead person, not a being from a rift.

The Night

Anyone who stays in the house until evening experiences the Waiting One. The doors close, the windows show only water, and at the window sits an old woman in a cardigan, waiting. She is friendly to Paul and icy to everyone else.

MARTHA KELLNER, THE WAITING ONE

Stats as “The Waiting One” in the Threat Atlas, with these changes:

She keeps only four haunts around her: former guests who never left the house again, confused and harmless as long as no one tries to take Paul away.

Her attack only affects adults. She protects children.

Anyone who tries to take Paul out of the house experiences the place as an opponent. Anyone who talks to her is listened to.

A crystal in the lakebed makes her stronger. If it is found and wrapped in beryllium, all her attacks roll with -2 dice.

The Solution

The Waiting One ends when she gets what she is waiting for. There are several ways:

- **The Truth.** The cell brings her the letter from the Red Cross and tells her that her son lived, that he had a life, and that he died in 1990. A test of Persuasion or Insight against Doable (2), easier if the cell reads the letter aloud. Martha weeps, looks at the water one last time, and is gone. The clock stops, the stove goes out, the family awakens.
- **Paul Speaks.** A character can convince Paul to tell Martha that he is not her son, but that he will not forget her. That moves her and weakens her. After that, salt and light help.

- **Violence.** Salt, light and a Paranormal Detective can push her back round after round until the family is out. Martha comes back the next night, and the house remains a trap. The file is considered closed, but not solved.
- **The Crystal.** Whoever finds and raises the crystal in the lake weakens her. Whoever destroys it turns her back into a weak haunt. But the crystal is a trail to the Voice, and the Collegium will want to know how it got there.

Aftermath

- **The family** remembers a short holiday with bad weather. An Agent can reinforce that. Paul remembers the woman at the window. He will not forget it.
- **The estate agent** can be reported, blackmailed or left alone. He will sell the house; who he sells it to is up to the game master.
- **The Veil:** No press, no police if the cell was quick. Trust +1.
- **XP:** 5 per character, +1 for the solution with the truth.
- **What remains:** Martha Kellner’s cardigan, which stays in the Hold and is warm when you put it on (an artefact with the danger of a skull, at the game master’s discretion). And if the cell has found the crystal: the Collegium enters it into the Crystal Ledger. Under “Place of discovery” there is an abbreviation.

The open thread: In the lake bed, next to the crystal, lies the bell of the sunken church. A diver from the Hold, who retrieves the crystal, reports that someone must have rung the bell recently. The mud around the clapper has been washed away. The church bell, which can be heard at low water, rings every night at 22:10.



APPENDIX
WHAT HAPPENS NEXT

What Happens Next

The mission is over. The file can be closed. What becomes of this evening is up to the group. The material for it is available.

The core rulebook comprises 88 pages and is free. It contains the complete dice system, character creation in nine steps, six classes with thirty subclasses, 63 skills, psi powers, spells, equipment and the rules for advancement. Anyone who wants to use the system fully will find everything necessary there. The file is available at odin-rpg.pages.dev.

For creating further characters there is a generator online. It guides you question by question through the nine steps and outputs a finished character sheet in the design of the personnel file at the end. The result can be saved or printed. The generator is suitable for new players and for the quick preparation of replacement characters.

Those who want to go deeper will find six class books, an arsenal with 201 items, a game master book and the campaign "The Door". The campaign begins in the same villa by the reservoir where this mission takes place. The locations are already known. The events of this evening can serve as backstory or remain untouched. The

campaign does not require knowledge of the Quickstart, but it can accommodate it.

For the game master there is a short way to turn this evening into their own Grey File. The occasion is fixed: the mission the group played. The place is the villa by the reservoir. The origin is what the group found there. From this arise three clues per node. Each clue leads to a new place, a new person or a new event. The nodes connect into a network. The file grows with each mission. What began as a Quickstart becomes an ongoing campaign. The rules for this are in the game master book. The rest is play.

Character Sheet and Handouts

Behind this section lies a blank character sheet for copying, behind it two handouts for printing: the newspaper article from 1960 and the letter from the Red Cross from 1961. The game master hands them out when the cell searches for them in the archive, not before. Printed on sturdier paper they work best. The complete collection of all handouts of the campaign is available as a separate booklet.

Appendix C: Character Sheet

Permission granted to copy for personal use.

Name	Codename	Class	Subclass	Rank
------	----------	-------	----------	------

Attribute	Value	Attribute	Value	Attribute	Value
Strength (STR)		Intelligence (INT)		Charisma (CHA)	
Dexterity (DEX)		Wisdom (WIS)		Manipulation (MAN)	
Constitution (CON)		Willpower (WIL)		Composure (COM)	

Hit Points	Strain Threshold	Strain	Initiative	Defence	Armour	PSI / ME
------------	------------------	--------	------------	---------	--------	----------

Skill	Value	Skill	Value	Skill	Value
Athletics		Hacking		Concentration	
Brawling		Craft		Performance	
Melee		Engineering		Leadership	
Heavy Weapons		Cryptography		Contacts	
Acrobatics		Cybernetics		Persuasion	
Dodge		Medicine		Negotiation	
Energy Weapons		Nanotechnology		Deception	
Driving		Navigation		Seduction	
Sleight of Hand		Occultism		Disguise	
Stealth		Physics		Intimidation	
Piloting		Robotics		Etiquette	
Firearms		Explosives		Stress Management	
Security Systems		Technology		Telepathy	
Endurance		Xenobiology		Telekinesis	
Toughness		Insight		Precognition	
Academic Knowledge		Tracking		Psychic Healing	
Biology		Tactics		Elemental Control	
Chemistry		Animal Handling		Psi Combat	
Energy Manipulation		Survival		Thaumaturgy	
Investigation		Perception		Ritualism	
History		Mental Resistance		Alchemy	

Weapon	Damage	Range	Magazine	Properties

Subclass Special Abilities

Psi Powers or Spells	Cost	Test

Equipment

Background and Drive

Traumas	Experience Points (total / unspent)

HARZER KREISBOTE

THURSDAY, 7 JANUARY 1960 · PAGE 3

Teacher Found Dead in Lake House

Miss Kellner waited for her son to the very end



The Lake House on the new reservoir. Photo: Kreisbote

Altenau. Miss Martha Kellner, formerly the schoolteacher of the parish of Unterau, was found dead by a postman on Monday in her house on the shore of the new reservoir. According to the doctor, she had already died around the 21st of December. She was sitting in an armchair at the living-room window, looking out over the water.

Miss Kellner, 58, was the only resident who refused last year to leave her house before the valley was flooded. As the so-called Lake House stood above the future waterline, she was allowed to stay. Neighbours from the new village report that in

recent months she hardly left the house and was “waiting for someone”.

After the war Miss Kellner searched for years for her son Paul, who has been missing since the spring of 1945. He was twelve years old at the time. The funeral will take place on Saturday at the new cemetery. The vicar asks Miss Kellner’s former pupils to attend in large numbers.

According to the postman, the table in the house was laid for two, and a fire was still burning in the stove.

GERMAN RED CROSS

TRACING SERVICE · HAMBURG

Hamburg, 14 March 1961

Miss
Martha Kellner
Seehaus
Unterau near Altenau (Harz)

Re: Your tracing request of 2 September 1958,
Kellner, Paul, born 1933

Dear Miss Kellner,

We are pleased to inform you that our enquiries have been successful. Your son Paul Kellner is alive. In April 1945 he was taken into a children's home near Gera (Thuringia), and today he works as a fitter in Jena. He is married.

Owing to the situation in the Soviet occupation zone, we were regrettably unable to notify you earlier. Mr Kellner has not yet been told of your search. Please let us know whether we should put you in touch.

Yours sincerely

pp.

*Brinkmann*

Hertha Brinkmann

Addressee deceased. P.