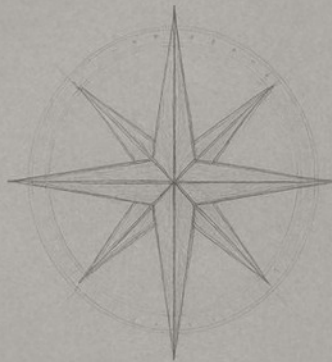


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Occult Dynamics Intelligence Network



CARD SETS AND GAME AIDS

PRINT SHEETS FOR THE TABLE

by David Ger

CARD SETS AND GAME AIDS

Print sheets for the table

WHAT THIS BOOK CONTAINS

PART	CONTENTS	PAGES
Psi powers	43 cards on 5 sheets, fronts and backs	3 to 12
Spells	57 cards on 7 sheets, fronts and backs	13 to 26
Equipment	288 cards on 32 sheets, fronts and backs	27 to 90
How to	Gluing cards onto poker cards, step by step	91
Case folders	Covers in White, Grey, Red and Black, forms for briefing, expenses, requisition and aftermath	92 to 99
Handout pack	Blank templates: newspaper page, letter, telex, telegram, autopsy report, photo with reverse	100 to 105

PRINTING

Print on A4 at actual size, that is at 100 % and without “fit to page”. Only then are the cards 63 × 88 mm and fit standard card sleeves.

The card sheets are laid out for double-sided printing, flipped on the long edge. Each front is followed by its back, arranged in mirror image so that every back lies behind its card. Each sheet holds only one kind of card, so if the back shifts by a millimetre or two in printing, it does not show.

If you can only print single-sided, print the fronts, that is the odd pages of the card sheets.

Cut along the crop marks at the edge: first the long lines, then the short ones. The illustrated guide on page 91 shows how to glue front and back onto a poker card.

WHERE THE CARDS COME FROM

Values and rules text are taken word for word from the books: the Core Rulebook, the Psion and Thaumaturge class books, the Arsenal and Shadow Officers. At the bottom of every card are its source and a number, for example P 01/43 for the first of 43 psi powers. The cards do not replace any rules. If a card differs from the book, the book applies.

The colour of an equipment card shows its field, in the colour of the class that needs it most:

	Weapons, ammunition, armour and protection	Colour of the Soldier
	Investigation and surveillance	Colour of the Investigator
	Communication, technology and medicine	Colour of the Scientist
	Salt, iron, chalk, lead and light, psionic and magical equipment	Colour of the Thaumaturge
	Field equipment, disguise and everyday life	Colour of the Agent
	On the road: vehicles, movement and survival	Colour of the Psion

THE TEMPLATES

Case folders and handout pack are blank. The game master fills them in for their own files, by hand or on the computer. The six handout templates also come as image files (PNG) for the virtual tabletop.

For everyone. Requires the Core Rulebook.

PSI POWER · MINOR POWER

Thought Whisper



COST

1 PSI

TEST

WIL + Telepathy

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

1 round

The psion senses the surface thoughts and feelings of a target, as if looking through an invisible window into their mind.

Margin 2: The thoughts remain readable for 2 rounds or show a specific intention. Unwilling targets resist.



Core Rulebook, Chapter VIII

P 01/43

PSI POWER · MINOR POWER

Light Telekinesis



COST

1 PSI

TEST

INT + Telekinesis

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

as long as they concentrate

Moves an object up to 1 kg, such as a key or a switch. No combat actions during this.

Margin 2: The object can be thrown (damage 1).



Core Rulebook, Chapter VIII

P 02/43

PSI POWER · MINOR POWER

Heightened Senses



COST

1 PSI

TEST

WIS + Concentration

DIFFICULTY

Easy (1)

RANGE

self

DURATION

1 minute

One sense is supernaturally sharpened: +2 dice on perception tests with this sense. Afterwards –1 die on the next test.

Margin 2: Two senses.



Core Rulebook, Chapter VIII

P 03/43

PSI POWER · MINOR POWER

Psychic Jolt



COST

1 PSI

TEST

WIL + Psi Combat

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

immediate

A brief mental impulse disrupts concentration: the target rolls its next test with –1 die.

Margin 2: It instead loses its next action. Unwilling targets resist.



Core Rulebook, Chapter VIII

P 04/43

PSI POWER · MINOR POWER

Aura Detection



COST

1 PSI

TEST

WIS + Precognition

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

immediate

The psion senses supernatural presence nearby and its rough direction.

Margin 2: He knows the exact position.



Core Rulebook, Chapter VIII

P 05/43

PSI POWER · MINOR POWER

Pain Suppression



COST

1 PSI

TEST

WIL + Concentration

DIFFICULTY

Easy (1)

RANGE

self

DURATION

2 rounds

The psion ignores the penalty for “wounded”. Afterwards for one hour –1 die on all tests.

Margin 2: The effect lasts 3 rounds.



Core Rulebook, Chapter VIII

P 06/43

PSI POWER · MINOR POWER

Mental Whisper



COST

1 PSI

TEST

WIL + Telepathy

DIFFICULTY

Easy (1)

RANGE

30 m

DURATION

immediate

A silent message of up to twelve words to one ally. The message is not encrypted, other telepaths can intercept it.

Margin 2: To multiple recipients.



Core Rulebook, Chapter VIII

P 07/43

PSI POWER · MINOR POWER

Energy Pulse



COST

1 PSI

TEST

INT + Psi Combat

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

immediate

A bright flash. In dark surroundings, an opponent rolls with –2 dice for one round.

Margin 2: All opponents within 5 m.



Core Rulebook, Chapter VIII

P 08/43

PSI POWER · MINOR POWER

Instinctive Premonition



COST

1 PSI

TEST

WIS + Precognition

DIFFICULTY

Easy (1)

RANGE

self

DURATION

immediate

The psion senses an immediate danger nearby, such as a trap or an ambush. If the test succeeds, he cannot be surprised.

Margin 2: He knows the nature and location of the danger.



Core Rulebook, Chapter VIII

P 09/43

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PSI POWER · MINOR POWER Stabilised Breath COST 1 PSI TEST WIL + Concentration DIFFICULTY Easy (1) RANGE self DURATION 5 minutes He manages without air, but may barely move. Margin 2: 10 minutes. Core Rulebook, Chapter VIII P 10/43	PSI POWER · MINOR POWER Reverberation COST 1 PSI TEST WIS + Concentration DIFFICULTY Easy (1) RANGE touch DURATION immediate The Psion senses the strongest emotion that an object has experienced in the last 24 hours: fear on a door handle, anger on a weapon. Margin 2: a brief image of it. Psion class book, Chapter IV P 11/43	PSI POWER · MINOR POWER Silent Hour COST 1 PSI TEST WIL + Concentration DIFFICULTY Easy (1) RANGE self DURATION one hour The Psion closes their wall completely. They hear no foreign thoughts and are invisible to telepathic location, but also cannot use powers that touch other minds. Psion class book, Chapter IV P 12/43
PSI POWER · MINOR POWER Small Choir COST 1 PSI TEST WIL + Telepathy DIFFICULTY Easy (1) RANGE 5 m DURATION immediate The Psion recognises whether another Psion is nearby, and whether that one currently has their wall open. Psion class book, Chapter IV P 13/43	PSI POWER · MODERATE POWER Telekinetic Shield COST 3 PSI TEST INT + Telekinesis DIFFICULTY Doable (2) RANGE self DURATION 2 rounds Debris forms a floating shield: +2 armour against physical damage. Margin 2: 3 rounds or additionally one adjacent ally. Core Rulebook, Chapter VIII P 14/43	PSI POWER · MODERATE POWER Deep Probe COST 3 PSI TEST WIL + Telepathy DIFFICULTY Doable (2) RANGE touch DURATION 1 round The psion draws a targeted memory from the target's mind. Unwilling targets resist with +2 dice and suffer 1 strain. Margin 2: Several connected memories. Core Rulebook, Chapter VIII P 15/43
PSI POWER · MODERATE POWER Psionic Shock COST 3 PSI TEST WIL + Psi Combat DIFFICULTY Doable (2) RANGE 5 m DURATION immediate A mental blow stuns the target: it loses its next action. Unwilling targets resist. Margin 2: Two actions. Core Rulebook, Chapter VIII P 16/43	PSI POWER · MODERATE POWER Healing Impulse COST 3 PSI TEST WIS + Psychic Healing DIFFICULTY Doable (2) RANGE touch DURATION immediate Heals 2 HP. Each target at most once per hour. Margin 2: 3 HP. Core Rulebook, Chapter VIII P 17/43	PSI POWER · MODERATE POWER Elemental Focus COST 3 PSI TEST WIS + Elemental Control DIFFICULTY Doable (2) RANGE 5 m DURATION 2 rounds The psion controls existing fire or water: extinguish, direct, clear a path. As an attack against defence: damage 2 + margin. Requires a suitable source. Core Rulebook, Chapter VIII P 18/43

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PSI POWER · MODERATE POWER Thought Projection COST3 PSI TESTWIL + Telepathy DIFFICULTYDoable (2) RANGE10 m DURATION5 rounds The psion plants an illusion in the mind of a target, such as footsteps, a voice, or a figure. Unwilling targets resist. If the psion moves, the projection collapses. Core Rulebook, Chapter VIII P 19/43	PSI POWER · MODERATE POWER Psionic Trap COST3 PSI TESTINT + Psi Combat DIFFICULTYDoable (2) RANGE5 m DURATIONone hour An invisible trap at a location. Whoever touches it first rolls WIL + Mental Resistance against the psion's successes or loses their next action. Margin 2: Two actions. Core Rulebook, Chapter VIII P 20/43	PSI POWER · MODERATE POWER Power Boost COST3 PSI TESTWIL + Concentration DIFFICULTYDoable (2) RANGEself DURATION1 round +2 dice and +1 damage on melee attacks. In the following round –1 die on all tests. Core Rulebook, Chapter VIII P 21/43
PSI POWER · MODERATE POWER Time Dilation COST3 PSI TESTWIS + Precognition DIFFICULTYDoable (2) RANGE10 m DURATION1 round One opponent receives –2 initiative and –1 die on their next test. Unwilling targets resist. Core Rulebook, Chapter VIII P 22/43	PSI POWER · MODERATE POWER Psychic Barrier COST3 PSI TESTWIL + Psi Combat DIFFICULTYDoable (2) RANGEself DURATION3 rounds +2 dice on all tests against psionic powers and on horror tests. Core Rulebook, Chapter VIII P 23/43	PSI POWER · MODERATE POWER Call COST3 PSI TESTWIL + Telepathy DIFFICULTYDoable (2) RANGE1 km DURATIONone round The Psion sends a single thought to a person they know well, no matter where they are within range. Margin 2: The range increases tenfold. Psion class book, Chapter IV P 24/43
PSI POWER · MODERATE POWER Dust Devil COST3 PSI TESTINT + Telekinesis DIFFICULTYDoable (2) RANGE10 m DURATION3 rounds Dust, paper and rubble whirl around a point. Everything within a radius of 3 m is hard to see: attacks into or out of it –2 dice. Psion class book, Chapter IV P 25/43	PSI POWER · MODERATE POWER Double Vision COST3 PSI TESTWIS + Precognition DIFFICULTYDoable (2) RANGEself DURATIONone scene The Psion sees the world two seconds earlier than everyone else. +1 defence and +1 initiative for the scene. Psion class book, Chapter IV P 26/43	PSI POWER · MODERATE POWER Nerve Calm COST3 PSI TESTWIS + Psychic Healing DIFFICULTYDoable (2) RANGEtouch DURATIONimmediate An ally who has just botched a horror test or is frozen can immediately act again and reduces 1 strain. Psion class book, Chapter IV P 27/43

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PSI POWER · MAJOR POWER

Mass Manipulation

COST

6 PSI

TEST

WIL + Telepathy

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

1 round

Up to three targets carry out a simple command that does not endanger themselves: "Drop your weapons", "Run". Each target resists individually. The psion then suffers 2 strain.

Core Rulebook, Chapter VIII

P 28/43

PSI POWER · MAJOR POWER

Telekinetic Storm

COST

6 PSI

TEST

INT + Telekinesis

DIFFICULTY

Hard (3)

RANGE

20 m

DURATION

immediate

Debris whirls in a radius of 5 m around a point. Attack against the defence of each target in the area, including allies. Damage 3 + margin.

Core Rulebook, Chapter VIII

P 29/43

PSI POWER · MAJOR POWER

Soul Burn

COST

6 PSI

TEST

WIL + Psi Combat

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

immediate

Psychic attack, the target resists. Damage 4 + margin, armour does not count. A player character as target additionally suffers 1 strain.

Core Rulebook, Chapter VIII

P 30/43

PSI POWER · MAJOR POWER

Chrono-Sight

COST

6 PSI

TEST

WIS + Precognition

DIFFICULTY

Hard (3)

RANGE

self

DURATION

one scene

The psion sees one minute into the future. For the rest of the scene, the whole cell receives +1 initiative, he himself +2 dice on Tactics. Afterwards he is blinded for one round (−2 dice).

Core Rulebook, Chapter VIII

P 31/43

PSI POWER · MAJOR POWER

Retrieval Impulse

COST

6 PSI

TEST

WIS + Psychic Healing

DIFFICULTY

Hard (3)

RANGE

touch

DURATION

1× per day

Brings back an ally who died at most one minute ago. They return with 1 HP and suffer 3 strain, the psion 2 strain.

Margin 2: With half their HP.

Core Rulebook, Chapter VIII

P 32/43

PSI POWER · MAJOR POWER

Thought Bridge

COST

6 PSI

TEST

WIL + Telepathy

DIFFICULTY

Hard (3)

RANGE

sight

DURATION

one scene

The Psion connects two people so that each shares the other's senses. Useful for guiding an agent through a building, or for showing an opponent what their victim feels. Unwilling targets resist.

Psion class book, Chapter IV

P 33/43

PSI POWER · MAJOR POWER

Standstill

COST

6 PSI

TEST

INT + Telekinesis

DIFFICULTY

Hard (3)

RANGE

15 m

DURATION

2 rounds

Everything within a radius of 3 m stops in the air: bullets, splinters, falling people, raindrops. Attacks into the area do not reach their target.

Psion class book, Chapter IV

P 34/43

PSI POWER · MAJOR POWER

Branching

COST

6 PSI

TEST

WIS + Precognition

DIFFICULTY

Hard (3)

RANGE

self

DURATION

immediate

The Psion sees two possible outcomes of an action that the cell is about to perform. The game master describes both briefly. Afterwards 1 strain.

Psion class book, Chapter IV

P 35/43

PSI POWER · MAJOR POWER

Inner Interrogation

COST

6 PSI

TEST

WIL + Telepathy

DIFFICULTY

Hard (3)

RANGE

touch

DURATION

one minute

The Psion asks up to three questions, and the target answers truthfully in thought, as far as they know the answer. Unwilling targets resist each question separately. The same target can be questioned this way at most once per day. Afterwards they remember a conversation, not the questions. The Psion suffers 1 strain.

Shadow Officers, Chapter II

P 36/43

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PSI POWER · MAJOR POWER

Heavy Grip



COST

6 PSI

TEST

INT + Telekinesis

DIFFICULTY

Hard (3)

RANGE

20 m

DURATION

concentration, at most 3 rounds

The Psion lifts a load of up to one tonne: a car, a gate, a steel girder. They move it 5 m per round or throw it once: attack against defence, damage 5 + margin, Penetration 1. Each round after the first costs 1 strain.



Shadow Officers, Chapter II

P 37/43

PSI POWER · MAJOR POWER

Lived Ahead



COST

6 PSI

TEST

WIS + Precognition

DIFFICULTY

Hard (3)

RANGE

self

DURATION

until the end of the next round

The Psion has already seen the next minute once. Until the end of the next round, every member of the cell may reroll one failed test once and take the better result. Afterwards 2 strain.



Shadow Officers, Chapter II

P 38/43

PSI POWER · MAJOR POWER

Life Bond



COST

6 PSI

TEST

WIS + Psychic Healing

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

one scene

The Psion binds themselves and up to three allies to one another. If one of them suffers damage, they may distribute it among the other bound characters as they choose, in whole points. Anyone who leaves the bond or is incapacitated drops out. Unwilling targets cannot be bound. Afterwards 1 strain.



Shadow Officers, Chapter II

P 39/43

PSI POWER · MAJOR POWER

Deep Healing



COST

6 PSI

TEST

WIS + Psychic Healing

DIFFICULTY

Hard (3)

RANGE

touch

DURATION

immediate

Heals 5 + margin HP. A target can be healed this way at most once per day. The Healer suffers 1 strain.

Margin 2: The target also reduces 1 strain.



Shadow Officers, Chapter II

P 40/43

PSI POWER · MAJOR POWER

Frost Grip



COST

6 PSI

TEST

WIS + Elemental Control

DIFFICULTY

Hard (3)

RANGE

15 m

DURATION

2 rounds

Cold falls in a radius of 5 m. Anyone standing in it, allies included, suffers 2 damage each round, moves only half as far and has –2 initiative. Water and wet ground freeze. Armour does not count against the cold.



Shadow Officers, Chapter II

P 41/43

PSI POWER · MAJOR POWER

Rock Wall



COST

6 PSI

TEST

WIS + Elemental Control

DIFFICULTY

Hard (3)

RANGE

20 m

DURATION

one scene

A wall grows out of earth, stone or tarmac, up to 10 m long and 3 m high. It stops bullets and absorbs 15 damage before a breach opens. Anyone standing where it rises is pushed aside. Not on wooden floors or on upper storeys.



Shadow Officers, Chapter II

P 42/43

PSI POWER · MAJOR POWER

Silent Fortress



COST

6 PSI

TEST

WIL + Concentration

DIFFICULTY

Hard (3)

RANGE

self

DURATION

one scene

The Psion shuts themselves in. Until the end of the scene they do not have to make horror tests, and no power and no spell can take over or read their mind. At the end of the scene everything catches up with them: they make all the missed horror tests in the same round.



Shadow Officers, Chapter II

P 43/43

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SPELL · CANTRIP

Light Flash

COST

1 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m radius

DURATION

10 minutes

A spark illuminates the surroundings.

Margin 2: Instead a bright flash, all opponents within 5 m roll with –2 dice for one round.

S 01/57

SPELL · CANTRIP

Magical Flame

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

1 m

DURATION

instant

Ignites small objects such as candles, paper or fuses.

Margin 2: The flame spreads, 1 damage per round for all who stand within it.

S 02/57

SPELL · CANTRIP

Floating Stone

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

1 minute

Lifts an object up to 2 kg and moves it slowly.

Margin 2: It can be thrown (damage 1).

S 03/57

SPELL · CANTRIP

Enchanting Melody

COST

1 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

instant

A melody from nowhere confuses a target: –2 dice on its next test. Unwilling targets resist.

Margin 2: The target does not attack for one round.

S 04/57

SPELL · CANTRIP

Trembling Hand

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

1 round

An opponent’s hand trembles: –2 dice on its next attack. Unwilling targets resist.

Margin 2: 2 rounds.

S 05/57

SPELL · CANTRIP

Flickering Apparition

COST

1 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

1 round

A simple, flickering illusion of a person or object.

Margin 2: Convincing, 2 rounds.

S 06/57

SPELL · CANTRIP

Invisible Hand

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

1 minute

Moves an object up to 1 kg without the cause being visible.

Margin 2: It can throw it (damage 1).

S 07/57

SPELL · CANTRIP

Touch of Cold

COST

1 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

touch

DURATION

instant

Melee attack against defence. Damage 1 + margin, armour does not count.

S 08/57

SPELL · CANTRIP

Wind’s Kick

COST

1 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m

DURATION

instant

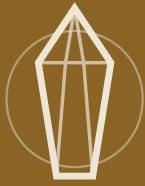
A gust of wind pushes a target 1 m back.

Margin 2: 2 m, and it loses its move.

S 09/57

O.D.I.N. Card Sets · Spells · Sheet 1 of 7, front

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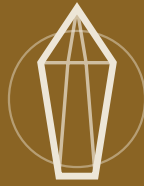


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SPELL

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SPELL

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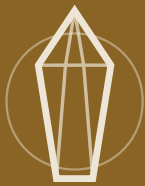


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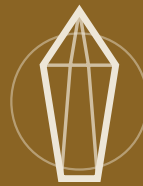


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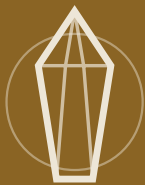


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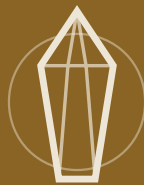


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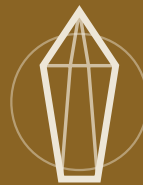


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SPELL · CANTRIP

Puddle Spell

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

5 m radius

DURATION

3 rounds

The ground becomes slippery. Anyone moving on it must succeed on a DEX + Acrobatics test against Easy (1) or fall.

Core Rulebook, Chapter IX

S 10/57

SPELL · CANTRIP

Crystal Chime

COST

1 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

instant

The Thaumaturge recognises whether there is a crystal within range, and whether it is clear, cloudy or depleted.

Thaumaturge class book, Chapter IV

S 11/57

SPELL · CANTRIP

Ink Shadow

COST

1 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

touch

DURATION

one hour

A written page becomes unreadable to everyone except the Thaumaturge.

Thaumaturge class book, Chapter IV

S 12/57

SPELL · CANTRIP

Candle Call

COST

1 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Easy (1)

RANGE

10 m

DURATION

instant

All candles and open flames within range ignite or extinguish themselves.

Thaumaturge class book, Chapter IV

S 13/57

SPELL · MINOR MAGICA

Magical Armour

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

touch

DURATION

2 rounds

A shimmering shield: +2 armour.

Margin 2: 3 rounds or a second target.

Core Rulebook, Chapter IX

S 14/57

SPELL · MINOR MAGICA

Flame Jet

COST

3 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

15 m

DURATION

instant

Attack against defence. Damage 3 + margin, fire.

Core Rulebook, Chapter IX

S 15/57

SPELL · MINOR MAGICA

Gust of Wind

COST

3 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

10 m

DURATION

instant

The target is pushed back 3 m and must succeed on a DEX + Acrobatics test against Doable (2) or fall.

Margin 2: It also loses its next action.

Core Rulebook, Chapter IX

S 16/57

SPELL · MINOR MAGICA

Holy Breath

COST

3 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

3 m

DURATION

instant

Heals 2 HP. No target can regain more than 5 HP per day through this spell.

Margin 2: 4 HP or a second target.

Core Rulebook, Chapter IX

S 17/57

SPELL · MINOR MAGICA

Cone of Cold

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

5 m cone

DURATION

instant

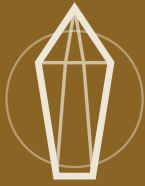
Attack against each target in the cone. Damage 2, hit targets have −2 initiative and only half movement in the next round.

Margin 2: The target loses its next action.

Core Rulebook, Chapter IX

S 18/57

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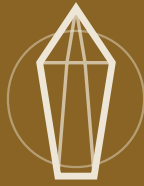


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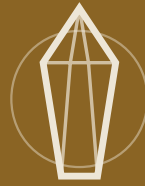


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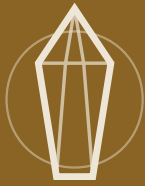


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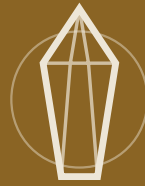


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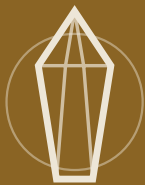


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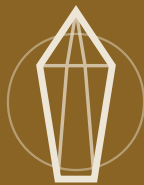


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SPELL · MINOR MAGICA

Magical Rope

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

10 m

DURATION

until it breaks

A rope of energy binds a target. Opposed test against STR + Athletics. Bound, the target has defence 1 and cannot move. It may try again each round to free itself.

S 19/57

SPELL · MINOR MAGICA

Shadow Cloak

COST

3 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

self

DURATION

3 rounds

The Thaumaturge merges with the shadows: +2 dice on Stealth.

Margin 2: 5 rounds or additionally an ally.

S 20/57

SPELL · MINOR MAGICA

Landslide

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

15 m range

DURATION

5 m radius, instant

The ground breaks open. All in the area suffer 1 damage and must succeed on a DEX + Acrobatics test against Doable (2) or fall. The terrain remains difficult.

S 21/57

SPELL · MINOR MAGICA

Ray of Light

COST

3 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

10 m

DURATION

instant

A blinding beam. Opposed test against DEX + Dodge. The target is blinded for one round (–2 dice).

Margin 2: Two rounds or a second target.

S 22/57

SPELL · MINOR MAGICA

Transmute

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

touch

DURATION

one scene

Transforms an object up to 1 kg into another material. Lead becomes gold, but only until the end of the scene. *Critical success:* The transformation is permanent.

S 23/57

SPELL · MINOR MAGICA

Lead Skin

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

touch

DURATION

one scene

The target is invisible to psionic detection and mind reading, as if wearing a lead box around their head.

S 24/57

SPELL · MINOR MAGICA

Retrospection

COST

3 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

touch

DURATION

instant

The Thaumaturge learns who last held an object in their hand, and sees their face for a moment.

S 25/57

SPELL · MINOR MAGICA

Frost Seal

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

10 m

DURATION

one scene

A door, a window or a hatch freezes shut. Opening it requires STR + Athletics against the Thaumaturge's successes.

S 26/57

SPELL · MINOR MAGICA

Circle of Silence

COST

3 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Doable (2)

RANGE

3 m radius

DURATION

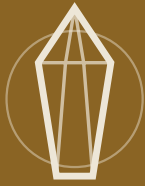
one scene

No sound escapes the circle. Anyone casting a spell or performing a ritual inside is also not heard by psions.

S 27/57

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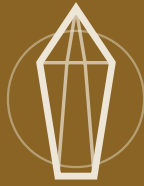


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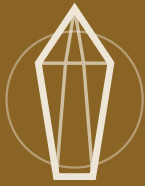


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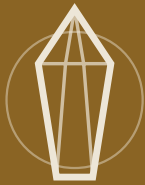


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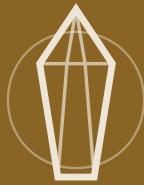


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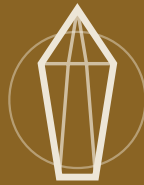


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SPELL · MAJOR MAGICA

Fireball

COST

5 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

30 m

DURATION

instant

Explosion with 5 m radius. Attack against each target in the area, including allies. Damage 4 + margin, fire.

S 28/57

SPELL · MAJOR MAGICA

Vortex

COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

15 m

DURATION

2 rounds

A whirlwind with 3 m radius. Anyone standing within it suffers 2 damage each round and must succeed on a STR + Athletics test against Doable (2), otherwise they cannot move.

S 29/57

SPELL · MAJOR MAGICA

Magical Barrier

COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

3 m radius

DURATION

3 rounds

A dome that absorbs a total of 15 damage, physical and magical, before it breaks.

S 30/57

SPELL · MAJOR MAGICA

Fissure

COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

15 m

DURATION

5 m radius, instant

Attack against each target in the area. Damage 3 + margin, all fall. The terrain is afterwards impassable.

S 31/57

SPELL · MAJOR MAGICA

Darkness

COST

5 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

15 m radius

DURATION

3 rounds

Absolute darkness. All in the area roll with –3 dice on tests that require sight. The Thaumaturge themselves sees normally.

S 32/57

SPELL · MAJOR MAGICA

Lightning Strike

COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

30 m

DURATION

instant

Attack against defence. Damage 5 + margin, penetration 2.

S 33/57

SPELL · MAJOR MAGICA

Counterspell

COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

15 m

DURATION

1× per combat

Opposed test against the opponent's spell or psi test. If it succeeds, an ongoing spell or power ends, or the opponent cannot cast spells for one round.

S 34/57

SPELL · MAJOR MAGICA

Storm Call

COST

5 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

15 m radius

DURATION

3 rounds, only outdoors and with clouds

Each round a lightning bolt strikes a target of choice. Attack with the successes of the spell test, damage 3 + margin.

S 35/57

SPELL · MAJOR MAGICA

Body Transmutation

COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

touch

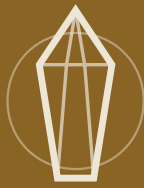
DURATION

one scene

A body changes: stone skin (+2 armour, –2 initiative), gills, claws (weapon damage 3). Unwilling targets resist with CON + Toughness.

S 36/57

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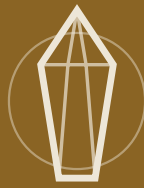


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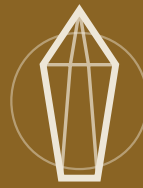


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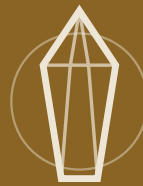


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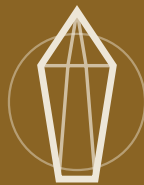


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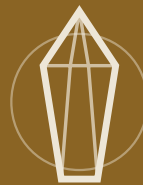


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SPELL · MAJOR MAGICA

Soul Cut



COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

immediate

Psychic attack, the target resists. Damage 4 + margin, armour does not count. A player character as target additionally suffers 1 strain.



Core Rulebook, Chapter IXS 37/57

SPELL · MAJOR MAGICA

Crystal Breaker



COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

20 m

DURATION

instant

A crystal within range shatters. Anyone using it to cast a spell at that moment suffers 2 strain and loses the spell. Nexus crystals are immune.



Thaumaturge class book, Chapter IVS 38/57

SPELL · MAJOR MAGICA

Wandering Circle



COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

self

DURATION

one scene

A warding circle moves with the Thaumaturge. Beings from rifts cannot come closer than 2 m to them.



Thaumaturge class book, Chapter IVS 39/57

SPELL · MAJOR MAGICA

Second Sight



COST

5 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

self

DURATION

one scene

The Thaumaturge sees rifts, crystals and bound spells within sight. They recognise illusions as such, and invisible beings as shimmering outlines.



Thaumaturge class book, Chapter IVS 40/57

SPELL · MAJOR MAGICA

Seal Script



COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

touch

DURATION

until broken

SCHOOL SPELL OF THE THAUMATURGISTS

The Thaumaturge seals a door, a chest or a book. Only they and up to three people they name at the time can open it. Anyone who breaks the seal by force or magic needs a test against Very Hard (4), and the Thaumaturge feels the breach wherever they are.



Shadow Officers, Chapter IIIS 41/57

SPELL · MAJOR MAGICA

Decomposition



COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

instant

SCHOOL SPELL OF THE ALCHEMISTS

An object up to the size of a door crumbles to dust and rust, or a target's armour drops by 2 for the rest of the scene. Magical objects and artefacts are immune. The spell does not harm living beings.



Shadow Officers, Chapter IIIS 42/57

SPELL · MAJOR MAGICA

Doppelganger



COST

5 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

one scene

SCHOOL SPELL OF THE ILLUSIONISTS

Beside the Thaumaturge or an ally stands a second, perfect likeness. It speaks, walks and bleeds. Anyone attacking the original must first pass WIS + Perception against Hard (3), or they hit the image, which then vanishes.



Shadow Officers, Chapter IIIS 43/57

SPELL · MAJOR MAGICA

Lockstep



COST

5 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

10 m

DURATION

3 rounds, once per combat

SCHOOL SPELL OF THE CHRONOMANCERS

The Thaumaturge gives up to three allies their beat. The allies act before all opponents, regardless of initiative, and gain +1 defence. If Lockstep takes effect in a scene with Short Time Travel, Time Loop or Standstill (Chronomancer), the rule “Paradox” applies.



Shadow Officers, Chapter IIIS 44/57

SPELL · MAJOR MAGICA

Watch Pact



COST

5 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Hard (3)

RANGE

self

DURATION

until morning

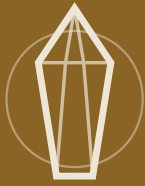
SCHOOL SPELL OF THE INVOKERS

The Thaumaturge makes a pact with a being that guards a place until sunrise. It wakes them as soon as anyone enters the place, and fights if they demand it: attack 4 + 4, damage 4, defence 2, 12 HP. The pact creates a debt.



Shadow Officers, Chapter IIIS 45/57

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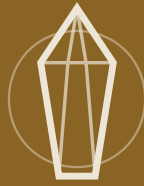


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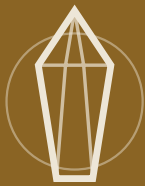


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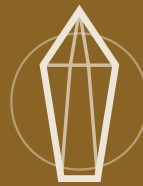


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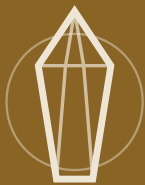


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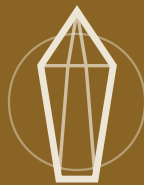


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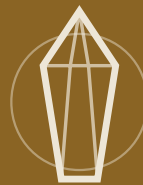


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SPELL · GRAND MAJOR MAGICA

Apocalypse

COST

8 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

50 m

DURATION

10 m radius, immediate

Attack against every target in the area, including allies. Damage 5 + margin, fire. The Thaumaturge suffers 2 strain.

Core Rulebook, Chapter IX

S 46/57

SPELL · GRAND MAJOR MAGICA

Soul Theft

COST

8 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

5 m

DURATION

1x per combat

The target resists. Damage 4 + margin, armour does not count. The Thaumaturge heals as many HP as they caused damage.

Core Rulebook, Chapter IX

S 47/57

SPELL · GRAND MAJOR MAGICA

Time Reversal

COST

8 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

everything in sight

DURATION

1x per day

The last round is undone. All return to the state from the beginning of this round, only the Thaumaturge remembers. They suffer 2 strain.

Core Rulebook, Chapter IX

S 48/57

SPELL · GRAND MAJOR MAGICA

Dimension Tunnel

COST

8 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

20 m

DURATION

1x per day

A portal to a place the Thaumaturge knows, at most 100 km away. It remains open for one round, up to five people can pass through.

Core Rulebook, Chapter IX

S 49/57

SPELL · GRAND MAJOR MAGICA

Hellfire

COST

8 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

15 m

DURATION

immediate

Attack against a single target. Damage 6 + margin, armour does not count. The target continues to burn for 2 rounds (2 damage per round).

Core Rulebook, Chapter IX

S 50/57

SPELL · GRAND MAJOR MAGICA

Holloway's Door

COST

8 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

touch

DURATION

once per mission

The Thaumaturge opens a door in a wall, a floor or a rock and connects it to another door they have touched in the last 24 hours. The connection lasts three rounds. Afterwards 2 strain.

Thaumaturge class book, Chapter IV

S 51/57

SPELL · GRAND MAJOR MAGICA

Banishment

COST

8 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

30 m

DURATION

once per mission

A being from a rift or a summoned being is sent back to where it came from. Opposed test against its WIL or its attack. If the test succeeds, the being disappears and cannot return during this mission.

Thaumaturge class book, Chapter IV

S 52/57

SPELL · GRAND MAJOR MAGICA

The Great Circle

COST

8 ME

TEST

WIS + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

radius 20 m

DURATION

one hour

SCHOOL SPELL OF THE THAUMATURGISTS
The Thaumaturge draws a warding circle around a building or a square. As long as it holds, no rift opens inside it, beings from rifts suffer 3 damage each round they are in the circle, and spells and powers directed into the circle from outside are one level harder. Afterwards 2 strain.

Shadow Officers, Chapter III

S 53/57

SPELL · GRAND MAJOR MAGICA

Red Tincture

COST

8 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

touch

DURATION

once per mission

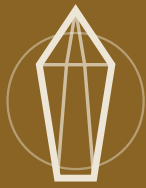
SCHOOL SPELL OF THE ALCHEMISTS
An hour's work produces an elixir that keeps for 24 hours. Whoever drinks it regains all their HP and reduces 3 strain. The Alchemist suffers 2 strain when brewing it.

Shadow Officers, Chapter III

S 54/57

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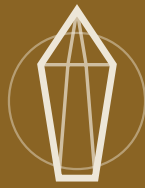


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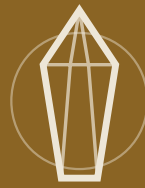


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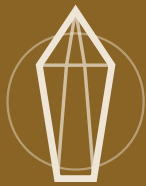


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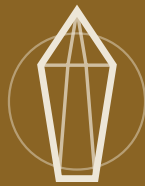


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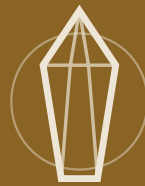


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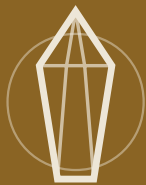


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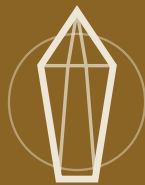


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SPELL · GRAND MAJOR MAGICA

Blank Spot

COST

8 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

radius 20 m

DURATION

instant, once per mission

SCHOOL SPELL OF THE ILLUSIONISTS

All people in the area forget the last ten minutes. Unwilling targets resist, and the Thaumaturge can exempt allies. Recordings, notes and traces remain. Afterwards 2 strain.

Shadow Officers, Chapter III

S 55/57

SPELL · GRAND MAJOR MAGICA

The Lost Week

COST

8 ME

TEST

INT + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

touch

DURATION

once per mission

SCHOOL SPELL OF THE CHRONOMANCERS

A person lives through a week of recovery in one minute: they heal 5 + margin HP, and injuries that would otherwise take days have healed. Afterwards they are a week older and very hungry. The Thaumaturge rolls for “Unequal Ageing”.

Shadow Officers, Chapter III

S 56/57

SPELL · GRAND MAJOR MAGICA

The Creditor

COST

8 ME

TEST

CHA + Thaumaturgy

DIFFICULTY

Very Hard (4)

RANGE

10 m

DURATION

3 rounds

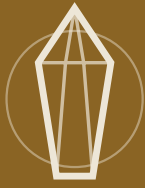
SCHOOL SPELL OF THE INVOKERS

The Thaumaturge calls a being to which they already owe something. It fights for them for three rounds: attack 5 + 5, damage 5, defence 3, 20 HP. Then it leaves and takes something. The pact creates a debt, and the Invoker suffers 2 strain.

Shadow Officers, Chapter III

S 57/57

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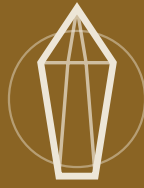


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MELEE WEAPONS Unarmed DAMAGE1 RANGEClose AVAILABILITY- PRICE- PROPERTIES Brawling instead of Melee SKILL Brawling (STR) Core Rulebook, Chapter X E 001/288	MELEE WEAPONS Pocket knife DAMAGE1 RANGEClose AVAILABILITYVery common PRICE€30 PROPERTIES Concealed SKILL Melee (STR) Core Rulebook, Chapter X E 002/288	MELEE WEAPONS Dagger DAMAGE2 RANGEClose AVAILABILITYVery common PRICE€300 PROPERTIES Fast, Concealed SKILL Melee (STR) Core Rulebook, Chapter X E 003/288
MELEE WEAPONS Diving dagger DAMAGE2 RANGEClose AVAILABILITYVery common PRICE€320 PROPERTIES Fast SKILL Melee (STR) Core Rulebook, Chapter X E 004/288	MELEE WEAPONS Combat stiletto DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€350 PROPERTIES Penetration 1, Concealed SKILL Melee (STR) Core Rulebook, Chapter X E 005/288	MELEE WEAPONS Throwing dagger DAMAGE1 RANGE10 m AVAILABILITYCommon PRICE€350 PROPERTIES Thrown, Concealed SKILL Athletics (DEX) Core Rulebook, Chapter X E 006/288
MELEE WEAPONS Hand axe DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€550 PROPERTIES Fast, Thrown SKILL Melee (STR), thrown Athletics (DEX) Core Rulebook, Chapter X E 007/288	MELEE WEAPONS Throwing hatchet DAMAGE2 RANGE10 m AVAILABILITYCommon PRICE€400 PROPERTIES Thrown SKILL Athletics (DEX) Core Rulebook, Chapter X E 008/288	MELEE WEAPONS Katana DAMAGE3 RANGEClose AVAILABILITYCommon PRICE€500 PROPERTIES Precise SKILL Melee (STR) Core Rulebook, Chapter X E 009/288

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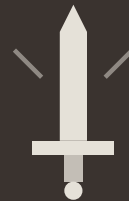


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MELEE WEAPONS

Knight's sword

DAMAGE3

RANGEClose

AVAILABILITYCommon

PRICE€750

PROPERTIESPenetration 1

SKILLMelee (STR)

Core Rulebook, Chapter X

E 010/288

MELEE WEAPONS

War axe

DAMAGE3

RANGEClose

AVAILABILITYCommon

PRICE€600

PROPERTIESPenetration 1

SKILLMelee (STR)

Core Rulebook, Chapter X

E 011/288

MELEE WEAPONS

Chain blade

DAMAGE2

RANGE3 m

AVAILABILITYRare

PRICE€800

PROPERTIESCan disarm targets (Critical)

SKILLMelee (STR)

Core Rulebook, Chapter X

E 012/288

MELEE WEAPONS

Double axe

DAMAGE4

RANGEClose

AVAILABILITYRare

PRICE€900

PROPERTIESSlow

SKILLMelee (STR)

Core Rulebook, Chapter X

E 013/288

MELEE WEAPONS

Two-hander

DAMAGE4

RANGEClose

AVAILABILITYRare

PRICE€1,200

PROPERTIESSlow, Penetration 1

SKILLMelee (STR)

Core Rulebook, Chapter X

E 014/288

MELEE WEAPONS

Dragon-tail sword

DAMAGE3

RANGEClose

AVAILABILITYVery rare

PRICE€1,000

PROPERTIESFire (Artifact)

SKILLMelee (STR)

Core Rulebook, Chapter X

E 015/288

MELEE WEAPONS

Monomolecular bone blades

DAMAGE3

RANGEClose

AVAILABILITYNot for sale

PRICE-

PROPERTIESPenetration 2, only Nanotech Veteran

SKILLMelee (STR)

Core Rulebook, Chapter X

E 016/288

RANGED WEAPONS

Taser pistol

DAMAGE2

MAGAZINE4

RANGE10 m

AVAILABILITYVery common

PRICE€500

PROPERTIESStun

SKILLFirearms (DEX)

Core Rulebook, Chapter X

E 017/288

RANGED WEAPONS

Compact pistol

DAMAGE2

MAGAZINE10

RANGE25 m

AVAILABILITYCommon

PRICE€550

PROPERTIESConcealed

SKILLFirearms (DEX)

Core Rulebook, Chapter X

E 018/288

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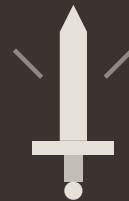


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RANGED WEAPONS

9 mm pistol

DAMAGE3

MAGAZINE15

RANGE30 m

AVAILABILITYVery common

PRICE€600

PROPERTIES Quiet (with suppressor)

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 019/288

RANGED WEAPONS

Magnum revolver

DAMAGE4

MAGAZINE6

RANGE40 m

AVAILABILITYRare

PRICE€800

PROPERTIES Slow

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 020/288

RANGED WEAPONS

Sonic pistol / Resonance pistol

DAMAGE2

MAGAZINE12

RANGE20 m

AVAILABILITYCommon

PRICE€700

PROPERTIES Quiet, target -1 die on next test

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 021/288

RANGED WEAPONS

Shotgun

DAMAGE4

MAGAZINE8

RANGE20 m

AVAILABILITYCommon

PRICE€1,000

PROPERTIES Spread

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 022/288

RANGED WEAPONS

Assault rifle 5.56 mm

DAMAGE4

MAGAZINE30

RANGE100 m

AVAILABILITYVery common

PRICE€1,200

PROPERTIES Automatic

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 023/288

RANGED WEAPONS

Carbine

DAMAGE4

MAGAZINE20

RANGE150 m

AVAILABILITYCommon

PRICE€1,300

PROPERTIES Precise

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 024/288

RANGED WEAPONS

Infiltration rifle

DAMAGE4

MAGAZINE20

RANGE150 m

AVAILABILITYRare

PRICE€1,600

PROPERTIES Quiet, Precise

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 025/288

RANGED WEAPONS

Sniper rifle

DAMAGE5

MAGAZINE5

RANGE300 m

AVAILABILITYVery rare

PRICE€2,000

PROPERTIES Precise, Penetration 1, Slow

SKILL Firearms (DEX)

Core Rulebook, Chapter X

E 026/288

RANGED WEAPONS

Machine gun (Heavy Weapons)

DAMAGE4

MAGAZINE100

RANGE150 m

AVAILABILITYRare

PRICE€1,800

PROPERTIES Automatic, Slow

SKILL Heavy Weapons (STR)

Core Rulebook, Chapter X

E 027/288

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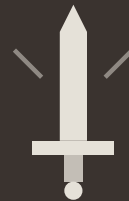


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RANGED WEAPONS

Thermal anti-tank launcher (Heavy Weapons)

DAMAGE6

MAGAZINE1

RANGE100 m

AVAILABILITYNot for sale

PRICE-

PROPERTIESPenetration 3, Area 2, Slow

SKILLHeavy Weapons (STR)

Core Rulebook, Chapter X

E 028/288

ENERGY WEAPONS

Plasma pistol

DAMAGE3

SHOTS PER CELL12

RANGE25 m

AVAILABILITYRare

PRICE€950

PROPERTIESPenetration 2

SKILLEnergy Weapons (DEX)

Core Rulebook, Chapter X

E 029/288

ENERGY WEAPONS

Laser rifle

DAMAGE4

SHOTS PER CELL20

RANGE150 m

AVAILABILITYVery rare

PRICE€2,200

PROPERTIESPrecise, Penetration 1

SKILLEnergy Weapons (DEX)

Core Rulebook, Chapter X

E 030/288

ENERGY WEAPONS

Plasma rifle

DAMAGE5

SHOTS PER CELL15

RANGE100 m

AVAILABILITYRare

PRICE€1,900

PROPERTIESPenetration 2

SKILLEnergy Weapons (DEX)

Core Rulebook, Chapter X

E 031/288

ENERGY WEAPONS

Blaster rifle

DAMAGE4

SHOTS PER CELL12

RANGE80 m

AVAILABILITYRare

PRICE€1,600

PROPERTIESArea 1

SKILLEnergy Weapons (DEX)

Core Rulebook, Chapter X

E 032/288

ENERGY WEAPONS

EMP grenade launcher (Heavy Weapons)

SHOTS PER CELL4

RANGE60 m

AVAILABILITYNot for sale

PRICE-

PROPERTIESlike EMP grenade

SKILLHeavy Weapons (STR)

Core Rulebook, Chapter X

E 033/288

GRENADES AND EXPLOSIVES

High-explosive grenade

DAMAGE5

AVAILABILITYCommon

PRICE€250

PROPERTIESArea 5

SKILLAthletics (DEX), throwing range 20 m

Core Rulebook, Chapter X

E 034/288

GRENADES AND EXPLOSIVES

Shock grenade

DAMAGE3

AVAILABILITYCommon

PRICE€200

PROPERTIESArea 5, Stun

SKILLAthletics (DEX), throwing range 20 m

Core Rulebook, Chapter X

E 035/288

GRENADES AND EXPLOSIVES

EMP grenade

AVAILABILITYRare

PRICE€300

PROPERTIESArea 5, electronics fail for 2 rounds, drones and robots suffer 4 damage

SKILLAthletics (DEX), throwing range 20 m

Core Rulebook, Chapter X

E 036/288

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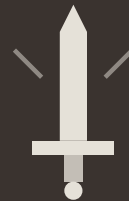


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GRENADES AND EXPLOSIVES Smoke grenade AVAILABILITY Very common PRICE €150 PROPERTIES Area 5, visual cover 3 rounds (+2 defence against ranged attacks) SKILL Athletics (DEX), throwing range 20 m Core Rulebook, Chapter X E 037/288	GRENADES AND EXPLOSIVES Explosive charge DAMAGE 6 AVAILABILITY Rare PRICE €400 PROPERTIES Area 5, double damage against structures SKILL Explosives (INT) Core Rulebook, Chapter X E 038/288	ARMOUR Camouflage clothing ARMOUR VALUE 0 AVAILABILITY Common PRICE €300 DRAWBACK +1 die on Stealth Core Rulebook, Chapter X E 039/288
ARMOUR Magical robe ARMOUR VALUE 1 AVAILABILITY Rare PRICE €1,500 DRAWBACK +1 armour against spells and psi damage Core Rulebook, Chapter X E 040/288	ARMOUR Light armour ARMOUR VALUE 1 AVAILABILITY Common PRICE €600 DRAWBACK none Core Rulebook, Chapter X E 041/288	ARMOUR Stealth armour ARMOUR VALUE 1 AVAILABILITY Rare PRICE €1,400 DRAWBACK +1 die on Stealth Core Rulebook, Chapter X E 042/288
ARMOUR Protective vest ARMOUR VALUE 2 AVAILABILITY Common PRICE €900 DRAWBACK visible under clothing with Perception Doable (2) Core Rulebook, Chapter X E 043/288	ARMOUR Combat suit with helmet ARMOUR VALUE 3 AVAILABILITY Rare PRICE €2,000 DRAWBACK −1 die on Stealth and Acrobatics Core Rulebook, Chapter X E 044/288	ARMOUR Heavy combat suit ARMOUR VALUE 4 AVAILABILITY Very rare PRICE €4,500 DRAWBACK −1 die on all DEX tests, carrying capacity +20 % Core Rulebook, Chapter X E 045/288

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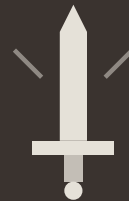


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EQUIPMENT

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ARMOUR

Kinetic energy shield

ARMOUR VALUE

+2

AVAILABILITY

Not for sale

PRICE

—

DRAWBACK in addition to armour, absorbs at most 10 damage per mission



Core Rulebook, Chapter X

E 046/288

FIELD EQUIPMENT

First aid kit

WEIGHT

0.5 kg

AVAILABILITY

Very common

PRICE

€50

EFFECT Allows First Aid



Core Rulebook, Chapter X

E 047/288

FIELD EQUIPMENT

Medkit

WEIGHT

2 kg

AVAILABILITY

Common

PRICE

€400

EFFECT First Aid with +1 die, stabilise without Medicine against Doable (2)



Core Rulebook, Chapter X

E 048/288

FIELD EQUIPMENT

Night-vision goggles

WEIGHT

0.8 kg

AVAILABILITY

Common

PRICE

€1,200

EFFECT Negates penalties from darkness



Core Rulebook, Chapter X

E 049/288

FIELD EQUIPMENT

Thermal imaging camera

WEIGHT

0.8 kg

AVAILABILITY

Rare

PRICE

€2,500

EFFECT +1 die on Perception, sees through smoke



Core Rulebook, Chapter X

E 050/288

FIELD EQUIPMENT

Gas mask

WEIGHT

0.7 kg

AVAILABILITY

Common

PRICE

€150

EFFECT Protection from smoke and poison gas



Core Rulebook, Chapter X

E 051/288

FIELD EQUIPMENT

Climbing gear

WEIGHT

5 kg

AVAILABILITY

Common

PRICE

€300

EFFECT +1 die on Athletics when climbing



Core Rulebook, Chapter X

E 052/288

FIELD EQUIPMENT

Lockpick set

WEIGHT

0.2 kg

AVAILABILITY

Rare

PRICE

€200

EFFECT Allows opening locks, +1 die



Core Rulebook, Chapter X

E 053/288

FIELD EQUIPMENT

Security tool set

WEIGHT

1.5 kg

AVAILABILITY

Rare

PRICE

€800

EFFECT +1 die on Security Systems



Core Rulebook, Chapter X

E 054/288

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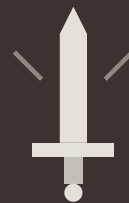


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FIELD EQUIPMENT Bugs (5 pieces) WEIGHT 0.1 kg AVAILABILITY Rare PRICE €600 EFFECT Audio surveillance up to 500 m
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Core Rulebook, Chapter X

E 055/288

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SCIENCE AND INVESTIGATION Multispectral scanner WEIGHT 1.2 kg AVAILABILITY Very rare PRICE €4,000 EFFECT Analyses crystals and artefacts, +1 die on Physics and Occultism

Core Rulebook, Chapter X

E 064/288

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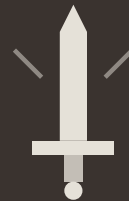


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COMMUNICATION AND TECHNOLOGY Satellite phone WEIGHT 0.8 kg AVAILABILITY Rare PRICE €1,500 EFFECT Worldwide communication without mobile network

Core Rulebook, Chapter X

E 073/288

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PSIONIC AND MAGICAL EQUIPMENT Mental scanner AVAILABILITY Not for sale PRICE – EFFECT Focus device, +1 die on Telepathy Core Rulebook, Chapter X E 082/288	PSIONIC AND MAGICAL EQUIPMENT Conditioning pills AVAILABILITY Rare PRICE €500 per tin EFFECT Once per mission 3 PSI points Core Rulebook, Chapter X E 083/288	PSIONIC AND MAGICAL EQUIPMENT Protective amulet AVAILABILITY Very rare PRICE €3,000 EFFECT +2 dice against psionic and magical influence Core Rulebook, Chapter X E 084/288
PSIONIC AND MAGICAL EQUIPMENT Spellbook AVAILABILITY Rare PRICE €1,000 EFFECT Required to learn new spells Core Rulebook, Chapter X E 085/288	PSIONIC AND MAGICAL EQUIPMENT Alchemist's kit AVAILABILITY Rare PRICE €800 EFFECT Required for elixirs and potions Core Rulebook, Chapter X E 086/288	PSIONIC AND MAGICAL EQUIPMENT Crystals AVAILABILITY – PRICE – EFFECT see Chapter IX Core Rulebook, Chapter X E 087/288
PISTOLS AND REVOLVERS Service pistol .40 DAMAGE 3 MAGAZINE 12 RANGE 30 m AVAILABILITY Common PRICE €550 SKILL Firearms (DEX) Police standard, with noticeable recoil. The magazine holds fewer rounds than a 9 mm. Arsenal, Chapter II E 088/288	PISTOLS AND REVOLVERS Pocket revolver DAMAGE 2 MAGAZINE 5 RANGE 20 m AVAILABILITY Common PRICE €450 PROPERTIES Concealed SKILL Firearms (DEX) The hammer is internal, nothing snags when drawing. Five shots are enough for close range. Arsenal, Chapter II E 089/288	PISTOLS AND REVOLVERS Compact submachine gun DAMAGE 3 MAGAZINE 25 RANGE 50 m AVAILABILITY Rare PRICE €900 PROPERTIES Automatic SKILL Firearms (DEX) More compact than a carbine, but with automatic fire. In the hands of a trained user, a tool for urban combat. Arsenal, Chapter II E 090/288

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PISTOLS AND REVOLVERS

Small-calibre pistol .22

DAMAGE1

MAGAZINE10

RANGE30 m

AVAILABILITYCommon

PRICE€500

PROPERTIESPrecise, Quiet

SKILLFirearms (DEX)

Built for training, with a long barrel. A screwed-on suppressor makes it almost silent.

Arsenal, Chapter II

E 091/288

PISTOLS AND REVOLVERS

Derringer

DAMAGE2

MAGAZINE2

RANGE10 m

AVAILABILITYRare

PRICE€300

PROPERTIESConcealed

SKILLFirearms (DEX)

Two barrels, no hammer, barely larger than a purse. For those who need only one shot.

Arsenal, Chapter II

E 092/288

PISTOLS AND REVOLVERS

Army revolver

DAMAGE3

MAGAZINE6

RANGE30 m

AVAILABILITYRare

PRICE€600

PROPERTIESSlow

SKILLFirearms (DEX)

An heirloom with signs of use, but the mechanism still works. The bang is deafening, the effect solid.

Arsenal, Chapter II

E 093/288

PISTOLS AND REVOLVERS

Self-loading pistol .45

DAMAGE4

MAGAZINE8

RANGE30 m

AVAILABILITYRare

PRICE€800

PROPERTIESSlow

SKILLFirearms (DEX)

Large calibre, small magazine. The recoil is heavy, but whoever hits ends the fight.

Arsenal, Chapter II

E 094/288

PISTOLS AND REVOLVERS

Bolt gun

DAMAGE3

MAGAZINE1

RANGE5 m

AVAILABILITYRare

PRICE€350

SKILLFirearms (DEX)

Stolen from a slaughterhouse or rebuilt. The bolt only penetrates at the shortest distance, but there is no muzzle flash.

Arsenal, Chapter II

E 095/288

PISTOLS AND REVOLVERS

Air pistol

DAMAGE1

MAGAZINE20

RANGE20 m

AVAILABILITYVery common

PRICE€200

PROPERTIESQuiet

SKILLFirearms (DEX)

A sports device that fires steel balls. Built for sport and training, against people hardly more than a nuisance.

Arsenal, Chapter II

E 096/288

SHOTGUNS

Sawn-off side-by-side shotgun

DAMAGE4

MAGAZINE2

RANGE10 m

AVAILABILITYRare

PRICE€700

PROPERTIESSpread, Concealed

SKILLFirearms (DEX)

The barrels are cut to hand length, the stock often removed. The weapon disappears under a jacket, but spreads widely at range.

Arsenal, Chapter II

E 097/288

SHOTGUNS

Over-and-under shotgun

DAMAGE4

MAGAZINE2

RANGE30 m

AVAILABILITYCommon

PRICE€1,200

PROPERTIESSpread, Precise

SKILLFirearms (DEX)

Barrels one above the other, usually with interchangeable chokes for hunting. A quartermaster: "Good for hunting, too long for service."

Arsenal, Chapter II

E 098/288

SHOTGUNS

Drum shotgun

DAMAGE4

MAGAZINE12

RANGE20 m

AVAILABILITYRare

PRICE€1,500

PROPERTIESSpread

SKILLFirearms (DEX)

The drum magazine holds twelve shotgun shells and makes the weapon front-heavy. Reloading takes time, but twelve shots are twelve arguments.

Arsenal, Chapter II

E 099/288

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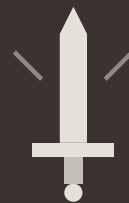


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SHOTGUNS

Short police shotgun

DAMAGE4

MAGAZINE5

RANGE15 m

AVAILABILITYRare

PRICE€1,100

PROPERTIES Spread

SKILL Firearms (DEX)

Without a shoulder stock, only with a pistol grip, built for vehicle use. The recoil is heavy, the handling in tight spaces is good.

Arsenal, Chapter II

E 100/288

SHOTGUNS

Break-action shotgun

DAMAGE4

MAGAZINE1

RANGE20 m

AVAILABILITYVery common

PRICE€300

PROPERTIES Spread, Slow

SKILL Firearms (DEX)

A simple break-action shotgun, often inherited and patched with tape. Found on farms everywhere, cheap and reliable.

Arsenal, Chapter II

E 101/288

RIFLES, BOWS AND CROSSBOWS

Bolt-action hunting rifle

DAMAGE4

MAGAZINE5

RANGE200 m

AVAILABILITYCommon

PRICE€900

PROPERTIES Precise

SKILL Firearms (DEX)

Robust repeating rifle, as it is common in rural hunting grounds. The telescopic sight is fixed and included in the basic equipment.

Arsenal, Chapter II

E 102/288

RIFLES, BOWS AND CROSSBOWS

Lever-action rifle

DAMAGE4

MAGAZINE10

RANGE50 m

AVAILABILITYCommon

PRICE€1,100

PROPERTIES Fast

SKILL Firearms (DEX)

The short reloading motion allows fast follow-up shots without losing sight of the target. Valued by security services for its high reliability.

Arsenal, Chapter II

E 103/288

RIFLES, BOWS AND CROSSBOWS

Small-bore rifle

DAMAGE2

MAGAZINE10

RANGE60 m

AVAILABILITYVery common

PRICE€400

PROPERTIES Quiet

SKILL Firearms (DEX)

Practice and farm weapon with low recoil and a quiet shot. Widely used in rural areas of Europe, often retrofitted with a simple telescopic sight.

Arsenal, Chapter II

E 104/288

RIFLES, BOWS AND CROSSBOWS

Self-loading rifle 7.62 mm

DAMAGE5

MAGAZINE20

RANGE150 m

AVAILABILITYRare

PRICE€1,800

PROPERTIES Penetration 1, Slow

SKILL Firearms (DEX)

Heavy self-loading rifle with a powerful calibre and high penetration. The magazine holds twenty rounds, but makes the weapon front-heavy and sluggish to aim.

Arsenal, Chapter II

E 105/288

RIFLES, BOWS AND CROSSBOWS

Personal defence weapon

DAMAGE3

MAGAZINE20

RANGE60 m

AVAILABILITYVery rare

PRICE€1,800

PROPERTIES Automatic, Penetration 1

SKILL Firearms (DEX)

Compact weapon for personal protection that uses its own ammunition. The penetration is intended for use against protected targets.

Arsenal, Chapter II

E 106/288

RIFLES, BOWS AND CROSSBOWS

Double rifle

DAMAGE5

MAGAZINE2

RANGE60 m

AVAILABILITYRare

PRICE€1,400

PROPERTIES Slow

SKILL Firearms (DEX)

Two heavy barrels, two shots, then reloading is called for. Intended for big game, oversized for anything else and brutal in recoil.

Arsenal, Chapter II

E 107/288

RIFLES, BOWS AND CROSSBOWS

Compound crossbow

DAMAGE4

MAGAZINE1

RANGE30 m

AVAILABILITYCommon

PRICE€500

PROPERTIES Quiet, Slow

SKILL Firearms (DEX)

Modern crossbow with pulleys that releases the bolt almost without noise. Cocking takes several seconds and requires strength.

Arsenal, Chapter II

E 108/288

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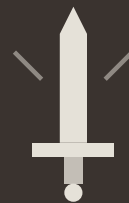


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RIFLES, BOWS AND CROSSBOWS Compound bow DAMAGE 3 MAGAZINE 1 RANGE 40 m AVAILABILITY Common PRICE €600

PROPERTIES Quiet

SKILL Firearms (DEX)

Sport bow with high draw weight that delivers arrows silently to the target. Anyone who does not train regularly has difficulty drawing the string cleanly.

Arsenal, Chapter II

E 109/288

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SPECIAL AMMUNITION Rubber bullet CALIBRE Pistol, Rifle AVAILABILITY Rare PRICE €80 per magazine EFFECT The weapon gains Stun and its damage is reduced by 1 (minimum 1). WORKS AGAINST the Humans For controlled use against people when a taser is not enough. The quartermaster warns: “With this you break ribs, not hearts.” Arsenal, Chapter II E 118/288	SPECIAL AMMUNITION Beanbag round CALIBRE Shotgun AVAILABILITY Rare PRICE €60 per box EFFECT The weapon gains Stun and its damage is reduced by 2 (minimum 1). WORKS AGAINST the Humans A fabric bag filled with lead shot that disperses energy over a wide area on impact. Often more effective against animals than pepper spray, less lethal against humans than shot. Arsenal, Chapter II E 119/288	SPECIAL AMMUNITION Hollow-point ammunition CALIBRE Pistol, Revolver, Rifle AVAILABILITY Rare PRICE €90 per magazine EFFECT Against targets without armour, +1 damage. Against targets with armour, –1 damage. WORKS AGAINST all Deforms on impact and releases more energy. Against protective vests this does little, against unprotected bodies significantly more. Arsenal, Chapter II E 120/288
SPECIAL AMMUNITION Hard-core ammunition CALIBRE Rifle AVAILABILITY Very rare PRICE €200 per magazine EFFECT The weapon gains Penetration 1 (in addition to any existing Penetration). WORKS AGAINST the Humans Rounds with a hardened core that penetrate protective vests. Prohibited for civilians in most countries, but obtainable through roundabout means. Arsenal, Chapter II E 121/288	SPECIAL AMMUNITION Subsonic ammunition CALIBRE Pistol, Rifle AVAILABILITY Rare PRICE €100 per magazine EFFECT With a suppressor, the weapon becomes Quiet (if not already) and its damage is reduced by 1 (minimum 1). WORKS AGAINST all Flies below the speed of sound and avoids the sonic boom. Only with a suppressor does this make a weapon that cannot be heard at ten metres. Arsenal, Chapter II E 122/288	SPECIAL AMMUNITION Tracer ammunition CALIBRE Pistol, Revolver, Rifle AVAILABILITY Rare PRICE €70 per magazine EFFECT After an attack, the shooter gains +1 bonus dice on the next attack against the same target in the following round. WORKS AGAINST all The rounds leave a visible tracer. Useful for directing fire in the dark, but also reveals to the opponent where the shot came from. Arsenal, Chapter II E 123/288
SPECIAL AMMUNITION Chalk dust marker round CALIBRE Shotgun AVAILABILITY Not for sale PRICE – EFFECT The target is marked with chalk dust and suffers –1 die on Stealth tests for one round. WORKS AGAINST the Voice A round that releases a cloud of fine chalk dust on impact. What is invisible is outlined for a moment, long enough to aim. Arsenal, Chapter II E 124/288	SPECIAL AMMUNITION Magnesium flash round CALIBRE Shotgun AVAILABILITY Not for sale PRICE – EFFECT The weapon gains Stun. WORKS AGAINST the Dead A bright magnesium flash that comes from the barrel of a shotgun. Against beings that cannot bear light, often more effective than shot. Arsenal, Chapter II E 125/288	MELEE WEAPONS Telescopic baton DAMAGE 2 RANGE Close AVAILABILITY Common PRICE €80 PROPERTIES Concealed SKILL Melee (STR) Collapsed, it disappears in a jacket pocket, a flick is enough to lock it. Quartermasters value it for discreet carry. Arsenal, Chapter III E 126/288

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MELEE WEAPONS Side-handle baton DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€120 SKILLMelee (STR) The side handle allows leverage techniques as taught by the police. It sits heavy in the hand and leaves bruises. Arsenal, Chapter III E 127/288	MELEE WEAPONS Machete DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€40 SKILLMelee (STR) In the forest it cuts paths, in the cellar it severs tendons. The broad blade rusts quickly if not oiled. Arsenal, Chapter III E 128/288	MELEE WEAPONS Crowbar DAMAGE2 RANGEClose AVAILABILITYVery common PRICE€25 SKILLMelee (STR) Hardware store goods that opens doors and splits skulls. The curved end provides leverage, the flat end weight. Arsenal, Chapter III E 129/288
MELEE WEAPONS Fire axe DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€90 SKILLMelee (STR) The pick on the back opens doors, the blade cuts deep wounds. A tool equally useful in fires and break-ins. Arsenal, Chapter III E 130/288	MELEE WEAPONS Bayonet DAMAGE2 RANGEClose AVAILABILITYRare PRICE€150 PROPERTIESFast SKILLMelee (STR) Fixed to the rifle it becomes a short lance, in the hand a dagger. Military surplus keeps turning up. Arsenal, Chapter III E 131/288	MELEE WEAPONS Claw knife DAMAGE1 RANGEClose AVAILABILITYRare PRICE€200 PROPERTIESConcealed, Fast SKILLMelee (STR) The finger ring prevents loss in melee, the curved blade cuts on the draw. Popular with those who work fast and quiet. Arsenal, Chapter III E 132/288
MELEE WEAPONS Knuckle duster DAMAGE1 RANGEClose AVAILABILITYRare PRICE€30 PROPERTIESConcealed SKILLMelee (STR) Four brass fingers that turn a punch into a weapon. Banned in many countries, but easy to hide. Arsenal, Chapter III E 133/288	MELEE WEAPONS Cosh DAMAGE2 RANGEClose AVAILABILITYRare PRICE€50 PROPERTIESStun, Concealed SKILLMelee (STR) A leather tube filled with lead balls, flexible and heavy. It does not break bones, but reliably takes opponents out. Arsenal, Chapter III E 134/288	MELEE WEAPONS Entrenching tool DAMAGE2 RANGEClose AVAILABILITYCommon PRICE€60 SKILLMelee (STR) The military entrenching tool has a sharpened edge and serves as a cutting weapon. In field routine it digs latrines, on operations graves. Arsenal, Chapter III E 135/288

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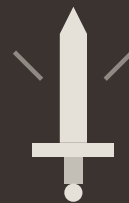


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MELEE WEAPONS Iron knife DAMAGE1 RANGEClose AVAILABILITYRare PRICE€250 PROPERTIESConcealed SKILLMelee (STR) Forged by a smith without power tools, the iron is free of alloys. Some say the Old gives way to pure iron.  Arsenal, Chapter IIIE 136/288	MELEE WEAPONS Sword cane DAMAGE2 RANGEClose AVAILABILITYVery rare PRICE€500 PROPERTIESConcealed, Precise SKILLMelee (STR) A walking stick of dark wood, inside a narrow blade. On drawing a soft click, then the point is out.  Arsenal, Chapter IIIE 137/288	THROWING WEAPONS Throwing net RANGEClose AVAILABILITYRare PRICE€500 PROPERTIESThrown SKILLAthletics (DEX) Lead weights at the corners pull the net apart as soon as it is thrown. It wraps around people and animals and entangles limbs and equipment.  Arsenal, Chapter IIIE 138/288
THROWING WEAPONS Bola DAMAGE2 RANGE10 m AVAILABILITYRare PRICE€400 PROPERTIESThrown SKILLAthletics (DEX) Two iron balls connected by a braided rope. When thrown, the rope wraps around the target's legs, best aimed low and not above shoulder height.  Arsenal, Chapter IIIE 139/288	THROWING WEAPONS Caltrops DAMAGE1 RANGEClose AVAILABILITYRare PRICE€100 PROPERTIESThrown SKILLAthletics (DEX) Each spike is forged so that one point always faces upwards. A bag of twenty is enough to scatter across a narrow passage.  Arsenal, Chapter IIIE 140/288	GRENADES AND EXPLOSIVES Thermite grenade DAMAGE4 AVAILABILITYRare PRICE€300 PROPERTIESFire, Area 3 SKILLAthletics (DEX), throwing range 20 m A grenade with a thermite filling that burns extremely hot when ignited and also ignites materials that are hard to set alight. The quartermaster only issues it when things really need to burn.  Arsenal, Chapter IIIE 141/288
GRENADES AND EXPLOSIVES Tear gas grenade DAMAGE2 AVAILABILITYCommon PRICE€150 PROPERTIESStun, Area 5 SKILLAthletics (DEX), throwing range 20 m A grenade that sprays a biting irritant on impact. The substance incapacitates opponents for a moment without lasting damage.  Arsenal, Chapter IIIE 142/288	GRENADES AND EXPLOSIVES Salt grenade AVAILABILITYNot for sale PRICE- PROPERTIESArea 5, beings of the Voice, the Dead and the Old lose their next action SKILLAthletics (DEX), throwing range 20 m A workshop-made device that spreads a cloud of coarse salt through the room when ignited. Stops the Voice, the Dead and the Old where salt works.  Arsenal, Chapter IIIE 143/288	GRENADES AND EXPLOSIVES UV flash grenade DAMAGE1 AVAILABILITYNot for sale PRICE- PROPERTIESArea 5, damage only against the Dead SKILLAthletics (DEX), throwing range 20 m Releases an intense UV flash used against the Dead. The workshop only issues it to cells that expect hauntings.  Arsenal, Chapter IIIE 144/288

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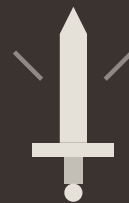


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GRENADES AND EXPLOSIVES Iron fragmentation grenade DAMAGE 4 AVAILABILITY Not for sale PRICE – PROPERTIES Area 5, +1 damage against the Old SKILL Athletics (DEX), throwing range 20 m A fragmentation grenade whose fragments are made of pure iron. Against the Old it has the effect of cold iron, without the cell having to forge it itself. Arsenal, Chapter IIIE 145/288	GRENADES AND EXPLOSIVES Molotov cocktail DAMAGE 3 AVAILABILITY Very common PRICE €10 PROPERTIES Fire, Area 3 SKILL Athletics (DEX), throwing range 20 m A bottle with an accelerant and a rag as a wick. When thrown, the bottle breaks and the contents ignite. Arsenal, Chapter IIIE 146/288	GRENADES AND EXPLOSIVES Door breaching frame DAMAGE 6 AVAILABILITY Rare PRICE €500 PROPERTIES Opens a door, double damage against structures SKILL Explosives (INT) A flexible frame with a cutting charge that blows a door out of its frame in one second. It is placed with INT + Explosives and leaves hardly any splinters. Arsenal, Chapter IIIE 147/288
GRENADES AND EXPLOSIVES Signal smoke AVAILABILITY Common PRICE €100 PROPERTIES Area 5, coloured smoke, visible for 3 rounds SKILL Athletics (DEX), throwing range 20 m A canister of coloured smoke that sends up a widely visible column when ignited. For meeting points and markings from the air. Arsenal, Chapter IIIE 148/288	GRENADES AND EXPLOSIVES Distraction charge AVAILABILITY Very common PRICE €20 PROPERTIES Bang after 1 to 10 minutes, guards –1 die on Perception in another direction SKILL Explosives (INT) A small firecracker with a timer that mainly makes noise. Serves as a distraction or signal without causing real damage. Arsenal, Chapter IIIE 149/288	ARMOUR AND PROTECTIVE CLOTHING Stab vest ARMOUR VALUE 1 AVAILABILITY Common PRICE €600 DRAWBACK visible under clothing with Perception Doable (2) Vest to protect the torso. Hardly recognisable under a jacket, but visible on close inspection. Arsenal, Chapter IV E 150/288
ARMOUR AND PROTECTIVE CLOTHING Concealed vest ARMOUR VALUE 1 AVAILABILITY Rare PRICE €800 DRAWBACK none Thin vest made of synthetic fibres that disappears under a shirt. Provides minimal protection without attracting attention. Arsenal, Chapter IV E 151/288	ARMOUR AND PROTECTIVE CLOTHING Plate carrier ARMOUR VALUE 2 AVAILABILITY Rare PRICE €1,200 DRAWBACK –1 die on Stealth and Acrobatics Carrier system with hard plates front and back. Heavy and bulky, but effective against gunfire. Arsenal, Chapter IV E 152/288	ARMOUR AND PROTECTIVE CLOTHING Motorcycle suit ARMOUR VALUE 1 AVAILABILITY Rare PRICE €600 DRAWBACK none Leather suit with protectors on shoulders, elbows and knees. Inconspicuous for everyday use if you ride a motorcycle, but not available everywhere. Arsenal, Chapter IV E 153/288

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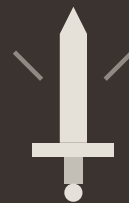


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ARMOUR AND PROTECTIVE CLOTHING

Firefighter protective suit

ARMOUR VALUE

2

AVAILABILITY

Rare

PRICE

€800

DRAWBACK

-1 die on Stealth and Athletics

Heat-resistant suit with helmet and gloves. Bulky and conspicuous.

Arsenal, Chapter IV

E 154/288

ARMOUR AND PROTECTIVE CLOTHING

Bomb disposal suit

ARMOUR VALUE

4

AVAILABILITY

Very rare

PRICE

€5,000

DRAWBACK

-1 die on all DEX tests, carrying capacity +20%

Full-body protection against explosions and shrapnel. Hardly wearable, quickly hot inside.

Arsenal, Chapter IV

E 155/288

ARMOUR AND PROTECTIVE CLOTHING

Cut-resistant clothing

ARMOUR VALUE

1

AVAILABILITY

Common

PRICE

€600

DRAWBACK

-1 die on Stealth

Trousers and jacket with cut-resistant inserts. Robust, but conspicuous.

Arsenal, Chapter IV

E 156/288

ARMOUR AND PROTECTIVE CLOTHING

Lead coat

ARMOUR VALUE

0

AVAILABILITY

Rare

PRICE

€1,200

DRAWBACK

-1 die on Stealth

Long coat with sewn-in lead lining. Dampens the wearer's aura and gives +1 die on Stealth against the origin the Alien.

Arsenal, Chapter IV

E 157/288

ARMOUR AND PROTECTIVE CLOTHING

Gas protection suit

ARMOUR VALUE

1

AVAILABILITY

Rare

PRICE

€900

DRAWBACK

-1 die on Perception

Full-body suit with filter and hood. The hood restricts vision.

Arsenal, Chapter IV

E 158/288

ARMOUR AND PROTECTIVE CLOTHING

Camouflage suit

ARMOUR VALUE

0

AVAILABILITY

Common

PRICE

€400

DRAWBACK

-1 die on Athletics

Suit with fabric strips and loops for branches. Breaks up outlines in the field and gives +1 die on Stealth, but the strips can be a nuisance when moving.

Arsenal, Chapter IV

E 159/288

HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT

Ballistic helmet

ARMOUR VALUE

+1

AVAILABILITY

Rare

PRICE

€600

DRAWBACK

none

Sits close to the head and cushions impacts. Often worn under a balaclava or hood.

Arsenal, Chapter IV

E 160/288

HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT

Ballistic shield with viewing window

ARMOUR VALUE

+2

AVAILABILITY

Rare

PRICE

€1,500

DRAWBACK

Restriction: occupies one hand

Heavy shield made of composite material, the viewing window made of polycarbonate. Stops rifle fire at short range, but makes everything else with both hands impossible.

Arsenal, Chapter IV

E 161/288

HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT

Protective visor

ARMOUR VALUE

0

AVAILABILITY

Common

PRICE

€80

DRAWBACK

none

Foldable visor made of impact-resistant plastic. Gives +1 die on tests to resist glare or fragmentation effects.

Arsenal, Chapter IV

E 162/288

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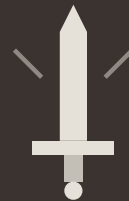


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HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT Electronic hearing protection ARMOUR VALUE 0 AVAILABILITY Common PRICE €250 DRAWBACKnone Dampens gunshots to a tolerable level and amplifies quiet sounds. Gives +1 die on Perception (Hearing) in loud environments. Arsenal, Chapter IV E 163/288	HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT Stab-proof gloves ARMOUR VALUE 0 AVAILABILITY Common PRICE €120 DRAWBACK-1 die on Sleight of Hand Gloves made of cut-resistant fabric with sewn-in plastic plates. Protect against stabs and cuts to the hands. Arsenal, Chapter IV E 164/288	HELMETS, SHIELDS AND PROTECTIVE EQUIPMENT Bite guard arm ARMOUR VALUE 0 AVAILABILITY Common PRICE €350 DRAWBACKRestriction: protects only the forearm Padded cuff for the forearm, as worn by dog handlers. Absorbs bites and claw strikes without blocking the hand. Arsenal, Chapter IV E 165/288
EVIDENCE COLLECTION Magnetic brush and fingerprint powder WEIGHT 0.3 kg AVAILABILITY Common PRICE €120 EFFECT+1 die on Investigation when securing fingerprints. The magnetic brush picks up the fine powder without smearing the skin oils. Arsenal, Chapter V E 166/288	EVIDENCE COLLECTION Blood trace spray WEIGHT 0.5 kg AVAILABILITY Common PRICE €80 EFFECTInvestigation test to make blood traces visible, +1 die. The spray reacts with iron in the blood and glows bluish in the dark. Arsenal, Chapter V E 167/288	EVIDENCE COLLECTION Trace lamp with colour filters WEIGHT 0.8 kg AVAILABILITY Rare PRICE €900 EFFECT+1 die on Investigation when searching for traces, makes certain substances visible. The lamp has interchangeable filters for different wavelengths. This makes fibres, body fluids and gunshot residue visible that the eye would otherwise miss. Arsenal, Chapter V E 168/288
EVIDENCE COLLECTION Evidence bags with seals WEIGHT 0.2 kg AVAILABILITY Very common PRICE €30 EFFECTAllows securing evidence without contamination, no test needed. Transparent bags with adhesive strips and numbered seals. Once closed, any tampering shows traces. Arsenal, Chapter V E 169/288	EVIDENCE COLLECTION Field microscope with camera WEIGHT 1.5 kg AVAILABILITY Rare PRICE €1,500 EFFECT+1 die on Biology or Chemistry when analysing samples. The device fits in a rucksack and provides images at 400x magnification. The camera saves pictures directly to a card. Arsenal, Chapter V E 170/288	EVIDENCE COLLECTION Drug and poison rapid test WEIGHT 0.5 kg AVAILABILITY Common PRICE €200 EFFECTAllows a Chemistry test to detect drugs or poisons, +1 die. Test strips and reagents for the usual substances. Results in a few minutes, but no quantitative analysis. Arsenal, Chapter V E 171/288

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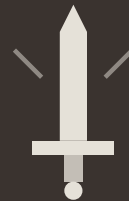


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EVIDENCE COLLECTION

Death thermometer with table

WEIGHT

0.2 kg

AVAILABILITY

Common

PRICE

€150

EFFECT

Allows a Medicine test to determine time of death, +1 die.

The thermometer is inserted into the liver, the temperature compared with the surroundings. The enclosed table converts the cooling into hours.

Arsenal, Chapter V

E 172/288

EVIDENCE COLLECTION

DNA swab set with cool box

WEIGHT

2 kg

AVAILABILITY

Common

PRICE

€300

EFFECT

Allows a Biology test to secure DNA samples, +1 die.

Sterile swabs and tubes, plus a small cool box for transport. The cooling keeps the samples stable for up to 48 hours.

Arsenal, Chapter V

E 173/288

OBSERVATION AND LISTENING

Contact microphone

WEIGHT

0.2 kg

AVAILABILITY

Rare

PRICE

€350

EFFECT

Perception tests to listen through walls gain +1 die.

A small transducer pressed onto the wall with gel. The quartermaster says: "If you put your ear to the wall, you'll hear more, but this hears the breath behind it too."

Arsenal, Chapter V

E 174/288

OBSERVATION AND LISTENING

Laser microphone

WEIGHT

1.5 kg

AVAILABILITY

Rare

PRICE

€2,800

EFFECT

Allows listening to conversations up to 100 m away through a window pane; Perception test eased by one step.

An invisible beam scans the pane and translates its vibrations into speech. Comes from a batch originally built for embassy surveillance.

Arsenal, Chapter V

E 175/288

OBSERVATION AND LISTENING

Spotting scope with tripod

WEIGHT

2.5 kg

AVAILABILITY

Common

PRICE

€250

EFFECT

Negates penalties from great distance for visual observation; set-up takes one action.

A straight-view spotting scope with an extendable tripod. Often set up in hotel window niches when the target lives opposite.

Arsenal, Chapter V

E 176/288

OBSERVATION AND LISTENING

Telephoto camera

WEIGHT

1.8 kg

AVAILABILITY

Common

PRICE

€1,400

EFFECT

Perception tests to recognise details at great distance gain +1 die; allows evidence photos.

A housing with a long lens and image stabilisation. The shutter delay is minimal so that even a face passing by becomes sharp.

Arsenal, Chapter V

E 177/288

OBSERVATION AND LISTENING

Night vision binoculars

WEIGHT

0.9 kg

AVAILABILITY

Rare

PRICE

€2,200

EFFECT

Negates penalties from darkness for visual observation; +1 die on Perception in darkness.

Two parallel residual light amplifiers for spatial vision. The quartermaster warns: "Don't look into the sun, or the tube is done for."

Arsenal, Chapter V

E 178/288

OBSERVATION AND LISTENING

Door peephole reverser

WEIGHT

0.1 kg

AVAILABILITY

Rare

PRICE

€120

EFFECT

Allows a view through a door peephole from outside to inside; Perception test eased by one step.

A small lens system that reverses the optical path of a door peephole. Fits in a shirt pocket and leaves no traces on the frame.

Arsenal, Chapter V

E 179/288

OBSERVATION AND LISTENING

Indoor drone

WEIGHT

0.3 kg

AVAILABILITY

Rare

PRICE

€1,800

EFFECT

Allows reconnaissance indoors from cover; Perception tests via the drone gain +1 die while it is flying.

A palm-sized quadcopter with quiet control via a small pad. The rotors are enclosed so they do not tear curtains.

Arsenal, Chapter V

E 180/288

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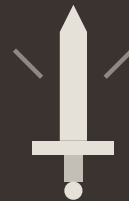


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OBSERVATION AND LISTENING

Mirror probe

WEIGHT

0.4 kg

AVAILABILITY

Common

PRICE

€60

EFFECT

Allows a view around corners and under objects; Stealth tests to observe without detection gain +1 die.

A small mirror on an extendable rod, as used by workshops for vehicle inspections. The quartermaster says: "Cheaper than a drone and quieter than a step."

Arsenal, Chapter V

E 181/288

OBSERVATION AND LISTENING

Tape recorder

WEIGHT

2.0 kg

AVAILABILITY

Common

PRICE

€300

EFFECT

Allows recording of conversations; Investigation tests to analyse recordings gain +1 die.

A portable reel-to-reel tape recorder with a hand microphone. Analogue tapes are harder to manipulate than digital files, says the quartermaster.

Arsenal, Chapter V

E 182/288

MEASURING AND DETECTING

Geiger counter

WEIGHT

0.4 kg

AVAILABILITY

Rare

PRICE

€450

EFFECT

+1 die on Perception to notice radioactive sources or contamination.

Handheld device with an acoustic crackle that speeds up when the count rate rises. Quartermaster: "If the thing chatters like an angry squirrel, don't breathe."

Arsenal, Chapter V

E 183/288

MEASURING AND DETECTING

Infrasound detector

WEIGHT

0.8 kg

AVAILABILITY

Rare

PRICE

€1,800

EFFECT

+1 die on Perception to notice low-frequency vibrations or presences.

Directional microphone with a frequency range below 20 hertz that records pressure waves the ear cannot hear. Some hauntings announce themselves as a dull pressure on the ears before they become visible.

Arsenal, Chapter V

E 184/288

MEASURING AND DETECTING

Laser thermometer

WEIGHT

0.2 kg

AVAILABILITY

Common

PRICE

€150

EFFECT

+1 die on Perception to find cold spots or temperature anomalies.

Pistol-shaped infrared thermometer with a laser dot. Shows the surface temperature on a small display; a drop of more than five degrees in a room is rarely a good sign.

Arsenal, Chapter V

E 185/288

MEASURING AND DETECTING

Climate data logger

WEIGHT

0.1 kg

AVAILABILITY

Common

PRICE

€200

EFFECT

+1 die on Investigation if the data was recorded overnight to recognise patterns or anomalies.

Small box with 48 hours of storage that records temperature and humidity every ten minutes. In the morning you read whether something passed through the room at 3:14 a.m. that cools the air.

Arsenal, Chapter V

E 186/288

MEASURING AND DETECTING

Metal detector

WEIGHT

1.2 kg

AVAILABILITY

Common

PRICE

€350

EFFECT

+1 die on Perception to find metallic objects beneath the surface.

Foldable probe with an acoustic signal that responds to iron, copper and alloys. In cemeteries and old cellars you find more than just pipes with it, sometimes also what someone wanted to bury.

Arsenal, Chapter V

E 187/288

MEASURING AND DETECTING

Ground-penetrating radar

WEIGHT

2.5 kg

AVAILABILITY

Rare

PRICE

€2,500

EFFECT

+2 dice on Perception to detect cavities, graves or disturbances in the ground.

A backpack device with an antenna module that sends electromagnetic pulses into the ground and displays reflections on a screen. The quartermaster says: "If the image shows a clean rectangular cavity, it is not an old cellar, then someone was faster."

Arsenal, Chapter V

E 188/288

MEASURING AND DETECTING

Gas detector

WEIGHT

0.3 kg

AVAILABILITY

Common

PRICE

€250

EFFECT

+1 die on Perception to notice dangerous gases or unusual changes in the air.

Handheld device with a sensor for carbon monoxide, methane and oxygen deficiency that beeps and vibrates when limits are exceeded. In rift areas it sometimes triggers without a chemical cause; then it smells of ozone, and that is worse.

Arsenal, Chapter V

E 189/288

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MEASURING AND DETECTING

Radio motion sensor set

WEIGHT
0.8 kgAVAILABILITY
RarePRICE
€600

EFFECT +1 die on Perception to notice movement in the monitored area as long as the sensors are active.

Four battery-powered passive infrared sensors with adhesive pads and a receiver unit that gives a silent alarm when triggered. Can be placed around a door or a corridor in a few minutes; the batteries last one night.



Arsenal, Chapter V

E 190/288

RADIO AND COMMUNICATION

Field telephone with cable drum

WEIGHT
3 kgAVAILABILITY
RarePRICE
€350

EFFECT Allows communication via cable, independent of radio interference.

Discarded from Bundeswehr stocks, works even during total radio failure.



Arsenal, Chapter VI

E 191/288

RADIO AND COMMUNICATION

Bone conduction headset

WEIGHT
0.1 kgAVAILABILITY
RarePRICE
€800

EFFECT Gives +2 dice on Stealth to hide conducted conversations.

Transmits voice via the skull bone, barely audible to bystanders.



Arsenal, Chapter VI

E 192/288

RADIO AND COMMUNICATION

Crank radio with lamp

WEIGHT
0.5 kgAVAILABILITY
Very commonPRICE
€60

EFFECT Receives public frequencies and provides light, without batteries.

For emergencies, needs no batteries.



Arsenal, Chapter VI

E 193/288

RADIO AND COMMUNICATION

Signal lamp with Morse key

WEIGHT
1 kgAVAILABILITY
CommonPRICE
€180

EFFECT Enables Morse signals over long sight.

With folding mirror and key, for silent communication over line of sight.



Arsenal, Chapter VI

E 194/288

RADIO AND COMMUNICATION

Portable radio (pair)

WEIGHT
0.8 kgAVAILABILITY
Very commonPRICE
€80

EFFECT Allows radio communication over short distance, unencrypted.

Cheap devices from the outdoor shop, which anyone can listen in on.



Arsenal, Chapter VI

E 195/288

DATA AND NETWORKS

Shielding pouch

WEIGHT
0.2 kgAVAILABILITY
CommonPRICE
€150

EFFECT Blocks all radio signals of the enclosed device.

Inserts of copper fabric block all radio signals as long as the pouch is closed.



Arsenal, Chapter VI

E 196/288

DATA AND NETWORKS

Secure USB stick

WEIGHT
0.05 kgAVAILABILITY
RarePRICE
€200

EFFECT Makes Hacking tests on the stick one step harder.

Encrypts automatically; with a wrong PIN it erases the storage.



Arsenal, Chapter VI

E 197/288

DATA AND NETWORKS

Wi-Fi directional antenna

WEIGHT
0.4 kgAVAILABILITY
CommonPRICE
€100

EFFECT Gives +1 die on Hacking tests against wireless networks in line of sight.

Directs the signal, increases range, and helps locate weak networks.



Arsenal, Chapter VI

E 198/288

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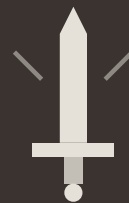


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DATA AND NETWORKS Phone extraction device WEIGHT 0.3 kg AVAILABILITY Rare PRICE €900 EFFECT Allows a Hacking test to extract data from a connected phone. Pulls data from common phones when the password is unknown. Arsenal, Chapter VI E 199/288	POWER AND TOOLS Petrol generator WEIGHT 8 kg AVAILABILITY Common PRICE €450 EFFECT Supplies devices with power as long as petrol is available. Runs on normal petrol, loud, but reliable. Arsenal, Chapter VI E 200/288	POWER AND TOOLS Key impression case WEIGHT 0.1 kg AVAILABILITY Rare PRICE €120 EFFECT Allows a Sleight of Hand test to take a key impression. Contains putty in two hardnesses and a small tool for taking impressions. Arsenal, Chapter VI E 201/288
POWER AND TOOLS Cordless drill with core bit WEIGHT 1.5 kg AVAILABILITY Common PRICE €300 EFFECT Allows a Craft test to drill a hole through wood or thin metal. The hollow bit cuts clean holes, quieter than a hammer drill. Arsenal, Chapter VI E 202/288	POWER AND TOOLS Electric lock pick WEIGHT 0.5 kg AVAILABILITY Rare PRICE €700 EFFECT Allows a Security Systems test to open a cylinder lock, +1 die. Vibrates the pins into place, needs practice, but saves time. Arsenal, Chapter VI E 203/288	POWER AND TOOLS Hollow bolt WEIGHT 0.2 kg AVAILABILITY Common PRICE €40 EFFECT Allows a Stealth test to hide small objects, +1 die. Looks like an ordinary bolt, hollow inside for mes-sages. Arsenal, Chapter VI E 204/288
FIRST AID Tourniquet WEIGHT 0.2 kg AVAILABILITY Common PRICE €30 EFFECT Makes stabilising one step easier. A strap with a windlass that stops arterial bleeding on arms and legs. Quartermaster: "Apply, tighten, note the time, otherwise it costs the limb." Arsenal, Chapter VII E 205/288	FIRST AID Emergency bandage with pressure pad WEIGHT 0.1 kg AVAILABILITY Very common PRICE €15 EFFECT +1 die on First Aid for bleeding. Elastic bandage with sewn-on pressure pad, can be applied one-handed. Kept in every vehicle of the In-stitute. Arsenal, Chapter VII E 206/288	FIRST AID Mouldable splint WEIGHT 0.2 kg AVAILABILITY Common PRICE €25 EFFECT +1 die on First Aid for fractures. Aluminium core with foam, bends into any shape and holds. Fits in the side pocket of the medkit. Arsenal, Chapter VII E 207/288

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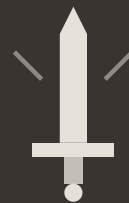


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FIRST AID Emergency blanket  WEIGHT 0.1 kg AVAILABILITY Very common PRICE €5 EFFECT Removes penalties from cold for one hour. Thin foil, reflects body heat. Crinkles with every movement, a drawback in a rift.  Arsenal, Chapter VII E 208/288	FIRST AID Folding stretcher  WEIGHT 3 kg AVAILABILITY Common PRICE €150 EFFECT Allows transport of an incapacitated person without penalty on Athletics. Aluminium tubes and tear-resistant tarpaulin, in a bag. Two carrying handles, four straps, nothing more is needed.  Arsenal, Chapter VII E 209/288	FIRST AID Burn gel  WEIGHT 0.2 kg AVAILABILITY Common PRICE €30 EFFECT First Aid on burns with +1 die. Hydrogel with disinfecting effect, cools and covers the wound. Do not eat, do not get in eyes.  Arsenal, Chapter VII E 210/288
EMERGENCY MEDICINE Surgical suture set  WEIGHT 0.3 kg AVAILABILITY Common PRICE €120 EFFECT First Aid with +1 die, takes 10 minutes. Disposable set with curved needle, absorbable suture and adhesive strips. For clean cuts, not for bites from the rift.  Arsenal, Chapter VII E 211/288	EMERGENCY MEDICINE Automatic defibrillator  WEIGHT 2 kg AVAILABILITY Common PRICE €1,500 EFFECT Stabilise with +2 dice. Speaks instructions automatically and only delivers a shock for ventricular fibrillation. Low-maintenance, but the pads dry out.  Arsenal, Chapter VII E 212/288	EMERGENCY MEDICINE Oxygen cylinder with mask  WEIGHT 3 kg AVAILABILITY Common PRICE €300 EFFECT Removes penalties from smoke or thin air for one hour. Two-litre cylinder with demand valve and simple mask. Enough for one hour, not for long cellars.  Arsenal, Chapter VII E 213/288
EMERGENCY MEDICINE Infusion set with saline solution  WEIGHT 1 kg AVAILABILITY Common PRICE €40 EFFECT Stabilise with +1 die, takes 5 minutes. Bag, tubing, cannula, for volume depletion and shock. The needle must be seated, otherwise it runs into the tissue.  Arsenal, Chapter VII E 214/288	MEDICINES Adrenaline auto-injector  WEIGHT 0.1 kg AVAILABILITY Rare PRICE €80 EFFECT Removes the –1 die penalty from being battered for one hour. Automatic syringe for anaphylactic shock and circulatory failure. After use the hand trembles, but it works.  Arsenal, Chapter VII E 215/288	MEDICINES Painkiller auto-injector  WEIGHT 0.1 kg AVAILABILITY Rare PRICE €60 EFFECT +1 die on Toughness for one hour. Morphine derivative in a pen, for severe pain after injuries. Does not make you healthy, but functional.  Arsenal, Chapter VII E 216/288

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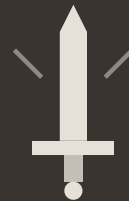


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MEDICINES Sedative tablets WEIGHT 0.1 kg AVAILABILITY Common PRICE €20 EFFECT +1 die on Stress Management for one hour. Mild benzodiazepines, for the trembling after the rift. One tablet, a glass of water, ten minutes of rest. Arsenal, Chapter VII E 217/288	MEDICINES Caffeine tablets WEIGHT 0.1 kg AVAILABILITY Very common PRICE €10 EFFECT Removes penalties from sleep deprivation for one hour. 200 milligrams of caffeine, pressed. Keeps you awake, but does not make you clear-headed, after one hour comes the crash. Arsenal, Chapter VII E 218/288	SALT AND IRON Salt sack 25 kg WEIGHT 25 kg AVAILABILITY Very common PRICE €25 EFFECT An unbroken line of this salt stops beings of the Voice, the Dead and the Old: they cannot cross the line for one round. Additionally, beings of the Dead receive –1 die on all tests as long as they are within 1 m of the line. From the animal supply shop, where it is sold as feed salt for livestock. A quartermaster would say: "For long lines, coarse salt is better, it doesn't blow away so quickly." Arsenal, Chapter VIII E 219/288
SALT AND IRON Spray bottle with brine WEIGHT 1 kg AVAILABILITY Very common PRICE €10 EFFECT Brine sprayed on a surface (e.g. window pane, door) stops beings of the Voice, the Dead and the Old: they cannot pass through the surface for one round as long as the brine is wet. After 10 minutes it dries and the effect ends. Normal spray bottle, filled with saturated salt solution. Holds on glass better than loose salt, but must remain wet. Arsenal, Chapter VIII E 220/288	SALT AND IRON Salt tape WEIGHT 0.5 kg AVAILABILITY Common PRICE €15 EFFECT A strip of this adhesive tape with coarse salt on the floor stops beings of the Voice, the Dead and the Old: they cannot cross the strip for one round. The tape adheres to smooth surfaces and holds even in light wind. Adhesive tape with applied coarse salt, on the roll. Laid faster than loose salt, but the adhesive side wears out after one removal. Arsenal, Chapter VIII E 221/288	SALT AND IRON Salt blower WEIGHT 8 kg AVAILABILITY Not for sale PRICE – EFFECT The salt blower spreads a wide cloud of fine salt in a cone 5 m long and 3 m wide. Beings of the Dead in the area receive –1 die on all tests for the next round. A converted leaf blower from the workshop that emits a jet of salt instead of air. The quartermaster says: "Loud, but if you want to block a door, one load is enough." Arsenal, Chapter VIII E 222/288
SALT AND IRON Wax seal with salt core WEIGHT 0.2 kg AVAILABILITY Not for sale PRICE – EFFECT A seal of wax with a core of pressed salt, pressed onto a door or crate. As long as the seal is intact, it stops beings of the Voice, the Dead and the Old: they cannot open the door or crate for one round. If the seal is broken, the effect ends. From the workshop, a fist-sized wax seal with a salt core that adheres to wood or metal. The quartermaster: "Looks like an old seal, but the core is what counts." Arsenal, Chapter VIII E 223/288	SALT AND IRON Forged iron nails WEIGHT 2 kg AVAILABILITY Rare PRICE €120 EFFECT An iron nail driven into a door frame or threshold gives beings of the Old –1 die on all tests as long as they are within 1 m of the nail. Box of twenty hand-forged nails of pure iron, as they used to be used for doors. The quartermaster: "Not galvanised, otherwise it doesn't work." Arsenal, Chapter VIII E 224/288	SALT AND IRON Iron chain with padlock WEIGHT 5 kg AVAILABILITY Common PRICE €50 EFFECT A closed iron chain around an object or a door works against the Old: beings of the Old cannot touch the chain directly. Attempts to open or overcome the chain are one step harder for them. Heavy chain of unalloyed iron with a padlock. If it is placed around door handles or chests, it keeps the Old at a distance. Arsenal, Chapter VIII E 225/288

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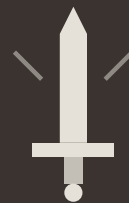


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SALT AND IRON Iron filings WEIGHT 1 kg AVAILABILITY Common PRICE €15 EFFECTA scattered line or area of iron filings works against the Old: overcoming the line or area is one step harder for beings of the Old. The filings can also be put in a bag and thrown as a weapon (Thrown, Damage 1, against the Old +1 damage). <i>Tin of fine filings of pure iron, as they occur in locksmiths' workshops. The filings are easier to distribute than nails, but blow away in wind.</i> Arsenal, Chapter VIII E 226/288	SALT AND IRON Soft iron handcuffs WEIGHT 1.5 kg AVAILABILITY Not for sale PRICE – EFFECTThese handcuffs of soft, unalloyed iron can be used to restrain a person. Against the Old they also work: a bound being of the Old receives –1 die on all tests to free itself or act. <i>From the workshop, made of soft iron that bends under load instead of breaking. The quartermaster: "For humans they are uncomfortable, for the Old they are a cage."</i> Arsenal, Chapter VIII E 227/288	SALT AND IRON Iron bolt WEIGHT 3 kg AVAILABILITY Common PRICE €40 EFFECTAn iron bolt mounted on a door works against the Old: as long as the bolt is shot, opening the door is one step harder for beings of the Old. <i>Heavy bolt of wrought iron that is fastened to door and frame with screws. The quartermaster: "Not pretty, but when the Old knocks, you want this."</i> Arsenal, Chapter VIII E 228/288
CHALK, LEAD AND LIGHT Chalk line cart WEIGHT 8 kg AVAILABILITY Not for sale PRICE – EFFECTMakes Ritualism or Craft one step easier when circles or lines are drawn. <i>A three-wheeled cart from the workshop that lays chalk evenly. The width can be locked so lines do not run.</i> Arsenal, Chapter VIII E 229/288	CHALK, LEAD AND LIGHT Chalk marking spray WEIGHT 0.4 kg AVAILABILITY Common PRICE €30 EFFECTAllows drawing a chalk line with one action, makes Craft one step easier. <i>Spray can with finely ground chalk. Dries in seconds, but can be removed again with water.</i> Arsenal, Chapter VIII E 230/288	CHALK, LEAD AND LIGHT Compass cord with chalk plumb WEIGHT 0.3 kg AVAILABILITY Common PRICE €40 EFFECTMakes Ritualism one step easier when drawing a circle. <i>A cord with a small plumb bob that releases chalk dust. This makes circles cleaner than by hand.</i> Arsenal, Chapter VIII E 231/288
CHALK, LEAD AND LIGHT Lead foil roll WEIGHT 2 kg AVAILABILITY Common PRICE €120 EFFECTShields whatever is wrapped in it; the Dead do not sense it. <i>Thin lead foil on a roll. Can be wrapped around devices or used as a makeshift shield.</i> Arsenal, Chapter VIII E 232/288	CHALK, LEAD AND LIGHT Lead seal set WEIGHT 0.8 kg AVAILABILITY Common PRICE €150 EFFECTAllows Security Systems to seal an object with +1 die. <i>Seals and pliers in a case. Once set, the seal shows any tampering.</i> Arsenal, Chapter VIII E 233/288	CHALK, LEAD AND LIGHT Lead apron WEIGHT 4 kg AVAILABILITY Rare PRICE €300 EFFECTArmour 1 against radiation and heat, –1 die on Stealth and Acrobatics. <i>Heavy apron from X-ray practices. Covers torso and thighs, but restricts movement.</i> Arsenal, Chapter VIII E 234/288

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CHALK, LEAD AND LIGHT

UV work light

WEIGHT

6 kg

AVAILABILITY

Common

PRICE

€250

EFFECT Area 10 m UV light, makes Perception one step easier, the Dead in the light suffer 1 damage per round.

A stand with two UV tubes, like those on construction sites. The cable is long enough to connect to a generator.

Arsenal, Chapter VIII

E 235/288

CHALK, LEAD AND LIGHT

UV glow sticks

WEIGHT

0.2 kg

AVAILABILITY

Common

PRICE

€15

EFFECT Area 2 m UV light for one hour, makes Perception one step easier.

Plastic sticks that emit UV light when bent. Single-use, but waterproof and without power.

Arsenal, Chapter VIII

E 236/288

CHALK, LEAD AND LIGHT

UV light chain

WEIGHT

1.5 kg

AVAILABILITY

Rare

PRICE

€180

EFFECT Area 5 m UV light along the chain, makes Perception one step easier.

Flexible chain with UV LEDs. Can be stretched around a room and powered by a battery.

Arsenal, Chapter VIII

E 237/288

CHALK, LEAD AND LIGHT

Magnesium hand flare

WEIGHT

0.5 kg

AVAILABILITY

Rare

PRICE

€40

EFFECT Area 5 m bright light for one minute, Fire, the Dead in the light suffer 1 damage per round.

Distress flare with a magnesium core. Burns even underwater and dazzles nearby.

Arsenal, Chapter VIII

E 238/288

CLOTHING AND DISGUISE

High-vis vest and clipboard

WEIGHT

0.5 kg

AVAILABILITY

Very common

PRICE

€30

EFFECT +1 die on Deception or Disguise to pass as an authorised person.

Anyone who appears with a vest and clipboard is rarely asked for identification.

Arsenal, Chapter IX

E 239/288

CLOTHING AND DISGUISE

Workman's overall with legend print

WEIGHT

1 kg

AVAILABILITY

Common

PRICE

€80

EFFECT +1 die on Deception or Disguise when posing as a workman.

The print belongs to a non-existent company; enquiries lead nowhere.

Arsenal, Chapter IX

E 240/288

CLOTHING AND DISGUISE

Wig set with adhesive

WEIGHT

0.2 kg

AVAILABILITY

Common

PRICE

€60

EFFECT +1 die on Disguise to alter one's appearance.

Contains two wigs in muted colours and skin adhesive that holds even in rain.

Arsenal, Chapter IX

E 241/288

CLOTHING AND DISGUISE

Coloured contact lenses

WEIGHT

0.1 kg

AVAILABILITY

Common

PRICE

€40

EFFECT +1 die on Disguise when eye colour matters.

Tinted lenses without prescription that cover the iris colour.

Arsenal, Chapter IX

E 242/288

CLOTHING AND DISGUISE

Doctor's coat with stethoscope and name badge

WEIGHT

0.8 kg

AVAILABILITY

Common

PRICE

€70

EFFECT +1 die on Deception or Disguise to avoid standing out in medical facilities.

The coat is unobtrusively cut; the name badge can be written on and cleaned again.

Arsenal, Chapter IX

E 243/288

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CLOTHING AND DISGUISE Uniform of a parcel service without a real name WEIGHT1.2 kg AVAILABILITYRare PRICE€200 EFFECT +1 die on Deception to gain access to buildings. <i>The uniform resembles known services in colour and cut, but bears no protected logo.</i> Arsenal, Chapter IX E 244/288	CLOTHING AND DISGUISE Theatrical make-up for wounds and scars WEIGHT0.4 kg AVAILABILITYCommon PRICE€50 EFFECT +1 die on Disguise to depict injuries or scars. <i>Waxes, colours and fake blood that look convincing even on closer inspection.</i> Arsenal, Chapter IX E 245/288	CLOTHING AND DISGUISE Work clothes of the municipal utilities WEIGHT1 kg AVAILABILITYRare PRICE€180 EFFECT +1 die on Deception or Disguise to pass as a municipal employee. <i>The orange trousers and jacket bear no official insignia, but look familiar enough.</i> Arsenal, Chapter IX E 246/288
LEGENDS AND PAPERS Magnetic signs for car doors WEIGHT0.5 kg AVAILABILITYCommon PRICE€150 EFFECT +1 die on Deception or Disguise when a vehicle is passed off as a service vehicle. <i>Two flexible signs that are attached and removed in seconds.</i> Arsenal, Chapter IX E 247/288	LEGENDS AND PAPERS Business cards for three legends WEIGHT0.1 kg AVAILABILITYCommon PRICE€30 EFFECT +1 die on Deception when one of the legends is presented. <i>Three sets of cards with different names, titles and telephone numbers that lead to dead letter boxes.</i> Arsenal, Chapter IX E 248/288	LEGENDS AND PAPERS Blank stamp set WEIGHT0.3 kg AVAILABILITYRare PRICE€120 EFFECT Makes a Deception or Craft test one step easier to forge documents. <i>A set of blank stamp plates and a cutting tool to make your own designs.</i> Arsenal, Chapter IX E 249/288
HIDING PLACES AND TRICKS Guitar case with compartment for a rifle WEIGHT3 kg AVAILABILITYRare PRICE€400 EFFECT Allows concealed carrying of a rifle; +2 dice on Stealth to hide the weapon. <i>The case is padded inside and has a cut-out compartment that holds a disassembled rifle.</i> Arsenal, Chapter IX E 250/288	HIDING PLACES AND TRICKS Briefcase with mount for a submachine gun WEIGHT2.5 kg AVAILABILITYRare PRICE€500 EFFECT Allows concealed carrying of a submachine gun; +2 dice on Stealth to hide the weapon. <i>The mount is fitted so that the weapon is immediately ready to hand when opened.</i> Arsenal, Chapter IX E 251/288	HIDING PLACES AND TRICKS Sunglasses with rear-view mirror WEIGHT0.1 kg AVAILABILITYRare PRICE€90 EFFECT +1 die on Perception to notice people behind you without turning around. <i>The arms are fitted with small mirrors that allow discreet observation of the area behind.</i> Arsenal, Chapter IX E 252/288

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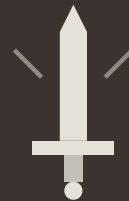


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MOVEMENT AND SURVIVAL Grappling hook with throwing line WEIGHT 1.5 kg AVAILABILITY Common PRICE €150 EFFECT +1 die on Athletics tests to overcome height differences. <i>The three-pronged hook grips wall edges and railings; the line is designed for 30 m and does not float.</i> Arsenal, Chapter X E 253/288	MOVEMENT AND SURVIVAL Abseil device with brake WEIGHT 0.5 kg AVAILABILITY Common PRICE €200 EFFECT Makes Athletics tests for abseiling one step easier. <i>The mechanical brake prevents slipping, even when hands are wet or cold.</i> Arsenal, Chapter X E 254/288	MOVEMENT AND SURVIVAL Battery-powered winch WEIGHT 8 kg AVAILABILITY Rare PRICE €1,800 EFFECT +1 die on Athletics tests to lift or pull heavy loads. <i>The winch pulls up to 200 kg; the battery lasts for about twenty minutes of continuous operation.</i> Arsenal, Chapter X E 255/288
MOVEMENT AND SURVIVAL Waders WEIGHT 2 kg AVAILABILITY Common PRICE €250 EFFECT +1 die on Toughness tests against cold in water. <i>The rubber layer keeps dry up to the chest; underneath one wears wool.</i> Arsenal, Chapter X E 256/288	MOVEMENT AND SURVIVAL Diving gear with compressed air WEIGHT 12 kg AVAILABILITY Rare PRICE €900 EFFECT Removes penalties from lack of air underwater for 45 minutes. <i>Decommissioned coast guard equipment, overhauled and with renewed valves; the cylinder lasts for 45 minutes at a depth of ten metres.</i> Arsenal, Chapter X E 257/288	MOVEMENT AND SURVIVAL Snowshoes with avalanche transceiver WEIGHT 1.5 kg AVAILABILITY Common PRICE €350 EFFECT +1 die on Athletics tests in deep snow; +1 die on Perception to locate buried people. <i>The shoes distribute weight, the transceiver receives signals from buried people; both fit in the rucksack.</i> Arsenal, Chapter X E 258/288
MOVEMENT AND SURVIVAL Expedition sleeping bag WEIGHT 2.5 kg AVAILABILITY Common PRICE €400 EFFECT +1 die on Toughness tests against cold. <i>The outer shell is windproof, the filling withstands down to minus thirty degrees.</i> Arsenal, Chapter X E 259/288	MOVEMENT AND SURVIVAL Marching compass with map case WEIGHT 0.3 kg AVAILABILITY Common PRICE €80 EFFECT +1 die on Navigation tests when no GPS is available. <i>The compass is liquid-damped, the maps are waterproof coated; some paths exist only on paper.</i> Arsenal, Chapter X E 260/288	MOVEMENT AND SURVIVAL Helmet with miner's lamp WEIGHT 1.2 kg AVAILABILITY Common PRICE €150 EFFECT Armour 1; removes penalties from darkness within a radius of 10 m. <i>The lamp comes from a disused colliery and also burns underwater; the helmet is made of impact-resistant plastic.</i> Arsenal, Chapter X E 261/288

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MOVEMENT AND SURVIVAL

Camouflage net

WEIGHT

1 kg

AVAILABILITY

Common

PRICE

€120

EFFECT

+1 die on Stealth tests to hide oneself or objects.

The net has loops for branches and grass; folded up it fits into a side pocket.

Arsenal, Chapter X

E 262/288

VEHICLES

Off-road motorcycle

SEATS

2

AVAILABILITY

Common

PRICE

€8,500

EFFECT

Driving tests off-road gain +1 die.

Off-road machine with long suspension travel. The quartermaster says: "When the road ends, the work begins."

Arsenal, Chapter X

E 263/288

VEHICLES

Folding bicycle

SEATS

1

AVAILABILITY

Very common

PRICE

€400

EFFECT

When folded it weighs 12 kg and is ruck-sack-sized.

Folds to rucksack size in a few simple steps. Stands unobtrusively under a desk or in the boot.

Arsenal, Chapter X

E 264/288

VEHICLES

Inflatable boat with outboard motor

SEATS

4

AVAILABILITY

Common

PRICE

€3,200

EFFECT

Eases Piloting tests on calm water by one step.

Inflatable boat with a small petrol engine. Often used by water police and fishermen, does not stand out on canals and lakes.

Arsenal, Chapter X

E 265/288

VEHICLES

Used estate car

SEATS

5

AVAILABILITY

Very common

PRICE

€6,000

EFFECT

Transports up to 500 kg of equipment, does not stand out, no history.

Unobtrusive vehicle with high mileage and worn seats. Paid for in cash, without papers in the cell's name.

Arsenal, Chapter X

E 266/288

VEHICLES

Motor scooter

SEATS

2

AVAILABILITY

Very common

PRICE

€1,800

EFFECT

Driving tests in city traffic gain +1 die.

Nimble and quiet, ideal for narrow alleys and dense traffic. The quartermaster says: "With this you can get anywhere a car cannot."

Arsenal, Chapter X

E 267/288

VEHICLES

Snowmobile

SEATS

2

AVAILABILITY

Rare

PRICE

€12,000

EFFECT

Eases Driving tests on snow and ice by one step.

Tracks and skids instead of wheels. In Scandinavia and the Alps the usual means of transport away from cleared roads.

Arsenal, Chapter X

E 268/288

MODIFICATIONS FOR WEAPONS

Suppressor

FOR

Pistols and rifles

AVAILABILITY

Common

PRICE

€300

EFFECT

The weapon gains the Quiet property.

A cylindrical attachment made of steel and aluminium that dampens the muzzle blast. Quartermasters in Holds only issue it when the assignment requires it.

Arsenal, Chapter XI

E 269/288

MODIFICATIONS FOR WEAPONS

Telescopic sight

FOR

Rifles

AVAILABILITY

Common

PRICE

€400

EFFECT

The weapon gains the Precise property.

Fourfold magnification with an illuminated reticle. It is often readjusted after the first shot at 200 metres.

Arsenal, Chapter XI

E 270/288

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MODIFICATIONS FOR WEAPONS Red dot sight FOR Pistols, carbines, assault rifles AVAILABILITY Common PRICE €250 EFFECT +1 die on attacks with this weapon against targets up to half range. <i>A small glowing dot in the sight window, faster than iron sights. Many agents keep it permanently mounted.</i>  Arsenal, Chapter XI E 271/288	MODIFICATIONS FOR WEAPONS Laser aiming module FOR Pistols and rifles AVAILABILITY Rare PRICE €600 EFFECT +1 die on attacks with this weapon in poor light conditions. <i>A red dot projected onto the target. The quartermaster asks beforehand whether one really needs it.</i>  Arsenal, Chapter XI E 272/288	MODIFICATIONS FOR WEAPONS Weapon light FOR Pistols, rifles, shotguns AVAILABILITY Common PRICE €150 EFFECT A Firearms test in darkness is made one step easier when the light is active. <i>A small lamp under the barrel, firmly attached. Some models flicker when reloading.</i>  Arsenal, Chapter XI E 273/288
MODIFICATIONS FOR WEAPONS UV weapon light from the workshop FOR Pistols and rifles AVAILABILITY Not for sale PRICE – EFFECT Illuminates an area of 10 m with UV light. Against beings that take damage from light or are driven off by it, the weapon counts as a light source. <i>A modification from the workshop in which the lamp receives a UV diode. The quartermaster only installs it when the assignment justifies it.</i>  Arsenal, Chapter XI E 274/288	MODIFICATIONS FOR WEAPONS Extended magazine FOR Pistols and rifles AVAILABILITY Common PRICE €200 EFFECT The weapon's magazine +50%, but –1 die to conceal the weapon. <i>A magazine with an extended base plate that holds more cartridges. The quartermaster warns not to use it as a wedge.</i>  Arsenal, Chapter XI E 275/288	MODIFICATIONS FOR WEAPONS Folding stock FOR Rifles and carbines AVAILABILITY Rare PRICE €500 EFFECT The weapon gains the Concealed property. <i>A stock that folds sideways makes the rifle shorter. Some agents carry it that way under their coat.</i>  Arsenal, Chapter XI E 276/288
MODIFICATIONS FOR WEAPONS Bipod FOR Rifles and machine guns AVAILABILITY Common PRICE €250 EFFECT The weapon gains the Precise property as long as the bipod is deployed and the shooter is prone. <i>Two folding legs under the barrel that bear the weight. On uneven ground, only a sandbag helps.</i>  Arsenal, Chapter XI E 277/288	MODIFICATIONS FOR WEAPONS Night vision attachment for the telescopic sight FOR Telescopic sights on rifles AVAILABILITY Very rare PRICE €1,800 EFFECT A Firearms test in darkness is made one step easier when the attachment is active. <i>A module placed in front of the telescopic sight that amplifies residual light. The quartermaster requires a signature that one will not test it in daylight.</i>  Arsenal, Chapter XI E 278/288	MODIFICATIONS FOR WEAPONS Bayonet mount FOR Rifles AVAILABILITY Rare PRICE €150 EFFECT A Melee test with this weapon is made one step easier when a bayonet is mounted. <i>A mount under the barrel that holds a bayonet. The quartermaster shows one how to remove it without cutting oneself.</i>  Arsenal, Chapter XI E 279/288

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MODIFICATIONS FOR WEAPONS Flash hider FOR Rifles and carbines AVAILABILITY Common

PRICE

EFFECT Stealth tests to remain undetected after a shot at night are made one step easier.

An attachment that breaks up the muzzle flash and reduces glare at night. Some call it a flash concealer.

Arsenal, Chapter XI

E 280/288

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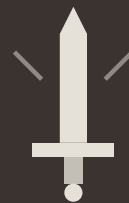


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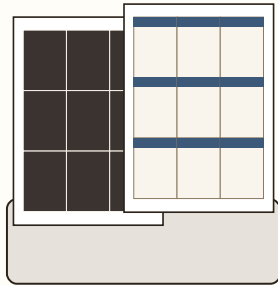
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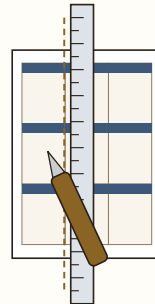
GLUING CARDS ONTO POKER CARDS

Sturdy cards you can shuffle

What you need: an old or cheap deck of poker cards (63 × 88 mm), a glue stick or double-sided tape, a ruler and craft knife or scissors, a few heavy books. Ordinary printer paper of 80 g/m² is enough.

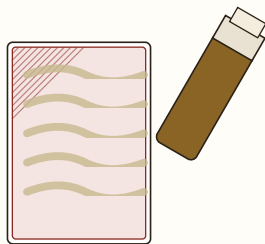


1 Print. Print fronts and backs **single-sided**, at actual size (100 %). For gluing you need both as separate sheets.

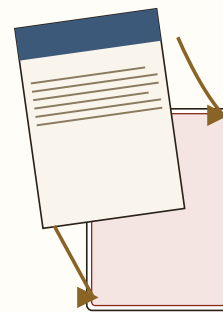


63 × 88 mm

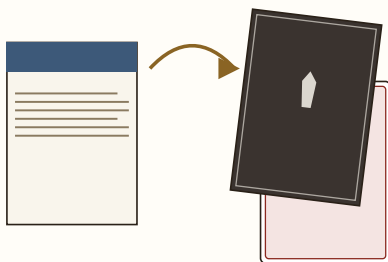
2 Cut out. Cut along the crop marks, most neatly with a ruler and craft knife: first the long lines, then the short ones. Each card is 63 × 88 mm.



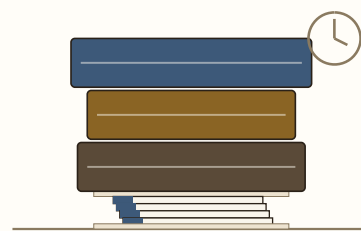
3 Apply glue. Coat one side of the poker card thinly, right into the corners. Too much glue makes the paper wavy.



4 Place the front. Line the front up at one corner, then lay it down and smooth it from the centre outwards. Press the edges and corners down firmly.



5 Glue the back. Turn the card over, coat the second side in the same way and lay the back on it. All backs of one kind of card look the same, so top and bottom do not matter.



6 Press. Put the cards between two sheets of baking paper and press them under books overnight. Afterwards they stay flat.

Without glue: slide the front, an old playing card and the back into a card sleeve, one behind the other. That holds just as well and can be swapped at any time. **Tip:** with a corner rounder (3 mm) the cards look like bought ones.

WHITE FILE

Observation

File number _____

CODENAME OF THE FILE

FILE NUMBER

CELL

HANDLER

HOLD

MISSION LOCATION

OPENED ON

RECLASSIFICATION

DATE	FROM	TO	ORDERED BY	REASON

EXPENSES

Budget of this file: €500. The cell manages the budget together. What remains goes back. (Core Rulebook, Chapter X)

CIRCULATION

NAME	BRANCH	RECEIVED	RETURNED	INITIALS

CLOSED

CLOSED ON

OUTCOME

HANDLER'S SIGNATURE

CONTENTS OF THE FOLDER

SHEET	COUNT	SHEET	COUNT

NOTES

White File: Observation. Something is strange, but not dangerous. Missions of this kind often serve the training of cadets.

GREY FILE
Investigation

File number _____

CODENAME OF THE FILE

FILE NUMBER

CELL

HANDLER

HOLD

MISSION LOCATION

OPENED ON

RECLASSIFICATION

DATE	FROM	TO	ORDERED BY	REASON

EXPENSES

Budget of this file: €2,000. The cell manages the budget together. What remains goes back. (Core Rulebook, Chapter X)

CIRCULATION

NAME	BRANCH	RECEIVED	RETURNED	INITIALS

CLOSED

CLOSED ON

OUTCOME

HANDLER'S SIGNATURE

CONTENTS OF THE FOLDER

SHEET	COUNT	SHEET	COUNT

NOTES

Grey File: Investigation. The situation is unclear. There are indications of supernatural activity, but no certainty. Most missions begin grey.

RED FILE
Immediate Intervention

File number _____

CODENAME OF THE FILE

FILE NUMBER

CELL

HANDLER

HOLD

MISSION LOCATION

OPENED ON

RECLASSIFICATION

DATE	FROM	TO	ORDERED BY	REASON

EXPENSES

Budget of this file: €10,000. The cell manages the budget together. What remains goes back. (Core Rulebook, Chapter X)

CIRCULATION

NAME	BRANCH	RECEIVED	RETURNED	INITIALS

CLOSED

CLOSED ON

OUTCOME

HANDLER'S SIGNATURE

CONTENTS OF THE FOLDER

SHEET	COUNT	SHEET	COUNT

NOTES

Red File: Immediate Intervention. Human lives or the stability of reality are directly threatened. The cell deploys within hours.

BLACK FILE

Officially non-existent

File number _____

CODENAME OF THE FILE

FILE NUMBER

CELL

HANDLER

HOLD

MISSION LOCATION

OPENED ON

RECLASSIFICATION

DATE	FROM	TO	ORDERED BY	REASON

EXPENSES

Budget of this file: As much as necessary. Every receipt ends up with the Audit. The cell manages the budget together. What remains goes back. (Core Rulebook, Chapter X)

CIRCULATION

NAME	BRANCH	RECEIVED	RETURNED	INITIALS

CLOSED

CLOSED ON

OUTCOME

HANDLER'S SIGNATURE

CONTENTS OF THE FOLDER

SHEET	COUNT	SHEET	COUNT

NOTES

Black File: Officially non-existent. The Council itself has taken over the matter. Whoever holds a Black File in their hand usually does not learn why.



BRIEFING

What the cell learns before the mission

File number _____

FILE, CODENAME

DATE

PLACE OF THE BRIEFING

FILE COLOUR

☐ White ☐ Grey ☐ Red ☐ Black

HANDLER

SITUATION

ASSIGNMENT AND MISSION OBJECTIVE

KNOWN PERSONS

NAME	ROLE	WHAT IS KNOWN ABOUT THEM

PLACES

PLACE	WHAT IS THERE

TIME FRAME

SERVICE EQUIPMENT RELEASED

CONTACTS ON SITE

COVER, LEGEND

OPEN QUESTIONS OF THE CELL

EXPENSES

Travel, hotels, hire cars, bribes, informants

File number _____

FILE, CODENAME

FILE COLOUR

☐ White ☐ Grey ☐ Red ☐ Black

BUDGET BY FILE COLOUR

MANAGED BY

PERIOD

White €500 · Grey €2,000 · Red €10,000 · Black: as much as necessary, every receipt ends up with the Audit. If the cell exceeds the budget, the characters pay the rest from their private money, or they explain to the handler why it was necessary: a good explanation costs nothing, a bad one costs 1 Trust. Anyone who uses expenses for private purposes and is caught loses 1 Trust, the second time 2. (Core Rulebook, Chapter X)

SPENDING

DATE	ITEM	WHO	AMOUNT	RECEIPT

TOTALREMAINDER, BACK TO THE FUNDSOVERSPEND

JUSTIFICATION FOR AN OVERSPEND

CHECKED BYDATETRUST

REQUISITION

Service equipment from the quartermaster, the workshop or the archive

File number -----

FILE, CODENAME

CELL

REQUISITIONED FROM

DATE

TRUST OF THE CELL (0 TO 5)

SERVICE EQUIPMENT

ITEM	AVAILABILITY	RANK	WAITING	TRUST	ISSUED	RETURNED

Very common and common: from Cadet, immediately. Rare: from Agent, one day. Very rare: from Senior Agent with justification, three days. Not for sale: according to the decision of the branch. Each point of Trust allows the cell per mission one requisition beyond their own rank (at most one rank level, never an artefact) or one without waiting time. Where O.D.I.N. is barely represented, every requisition takes one day longer. (Core Rulebook, Chapter X)

ARTEFACT FROM THE ARCHIVE

PIECE, ARCHIVE NUMBER

ARCHIVE

SIGNATORY (AT LEAST VETERAN)

DANGER

AUTHORISED BY THE BRANCH



JUSTIFICATION OF WHY THE MISSION NEEDS THE PIECE

RETURN PLANNED ON

RETURNED ON

ISSUE DESK SIGNATURE

An artefact is issued to whoever signs. From two skulls with a written justification, from three with branch authorisation, four only with a Black File, five is not issued. (Shadow Officers, Chapter VI)

AFTERMATH

Mission report, experience and trust

File number _____

FILE, CODENAME

FILE COLOUR AT THE END

☐ White ☐ Grey ☐ Red ☐ Black

CLOSED ON

MISSION OBJECTIVE ACHIEVED (YES OR NO)

REPORT TO

WHAT HAPPENED

WHAT THE WORLD SAW

WHAT O.D.I.N. GETS

EXPERIENCE

AGENT	BASE VALUE	GOAL +1	BONUS +1	THREADS	XP	STRAIN, TRAUMA

Base value by file colour: White 2, Grey 4, Red 5, Black 7, mission without a file 2. Personal bonus at most once per mission. +1 for each thread of a secret. (Core Rulebook, Chapter III)

TRUST

REASON	+1 OR -1

SERVICE EQUIPMENT FULLY RETURNED (YES OR NO)

NEW TRUST

LOOSE THREADS

NEWSPAPER NAME

No. _____, _____ Price _____

HEADLINE

SUBHEADING

PHOTO

Caption: _____

SENDER

PLACE, DATE

ZCZC

FROM: -----

TO: -----

DATE: ----- TIME: -----

RE: -----

NNNN

TELEGRAM

RECEIVED	DAY	TIME	WORDS	FROM	VIA
----------	-----	------	-------	------	-----

TO

OFFICIAL NOTES

TELEGRAM

RECEIVED	DAY	TIME	WORDS	FROM	VIA
----------	-----	------	-------	------	-----

TO

OFFICIAL NOTES

INSTITUTE OF FORENSIC MEDICINE

AUTOPSY REPORT

CASE NO.	DATE OF AUTOPSY
NAME	DATE OF BIRTH
FOUND ON	FOUND AT
TIME OF DEATH, ESTIMATED	HEIGHT, WEIGHT
EXTERNAL FINDINGS	
INTERNAL FINDINGS	
TOXICOLOGY	
CAUSE OF DEATH	
PARTICULARS	
PATHOLOGIST	SIGNATURE

PHOTO

REVERSE

DEVELOPED

PHOTO

REVERSE

DEVELOPED