



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○ ○

Power

Dexterity DEX

○○○○○○○ ○

Reaction, precision

Constitution CON

○○○○○○○ ○

Stamina, Hit Points

Intelligence INT

○○○○○○○ ○

Intellect, knowledge

Wisdom WIS

○○○○○○○ ○

Perception, intuition

Willpower WIL

○○○○○○○ ○

inner strength, horror

Charisma CHA

○○○○○○○ ○

Presence

Manipulation MAN

○○○○○○○ ○

Deception, steering others

Composure COM

○○○○○○○ ○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4PSI POINTS
WIL + WIS + INT

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

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

MENTAL

Academic Knowledge	INT	○○○○○ ○
Biology	INT	○○○○○ ○
Chemistry	INT	○○○○○ ○
Energy Manipulation	INT	○○○○○ ○
Investigation	INT	○○○○○ ○

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

Concentration ◆ WIL ○○○○○ ○

SOCIAL

Performance	CHA	○○○○○ ○
Leadership	CHA	○○○○○ ○
Contacts	CHA	○○○○○ ○
Persuasion	CHA	○○○○○ ○
Negotiation	CHA	○○○○○ ○
Deception	MAN	○○○○○ ○
Seduction	MAN	○○○○○ ○
Disguise	MAN	○○○○○ ○
Intimidation	COM	○○○○○ ○
Etiquette	COM	○○○○○ ○
Stress Management	COM	○○○○○ ○

PSIONIC

Telepathy	INT	○○○○○ ○
Telekinesis	INT	○○○○○ ○
Precognition	WIS	○○○○○ ○
Psychic Healing	WIS	○○○○○ ○
Elemental Control	WIS	○○○○○ ○
Psi Combat	WIL	○○○○○ ○



YOUR DICE

SUBCLASS ABILITIES

PSI POWERS

THE HELMET

Price: Resonance

HELMET
Mk. III · ☐ Helmet Bond

MODIFICATIONS

FRAGMENTS

RESONANCE

☐	☐	☐	☐	☐	☐	☐
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND



Signature and class tree

Personnel file - Confidential

Page 3 of 3

MODEL	SERIAL NUMBER	HELMET BOND	RECORDING
Mk. III		☐	encrypted

MODIFICATIONS

PSI POINTS

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

RESONANCE

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

0	1	2	3	4	5	6
						

FRAGMENTS

memories that do not fit your own life

THE TREE: TRUNK

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

OWN BRANCH

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

OVERLOAD BRANCH

from the rank of Agent

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

FOREIGN NODES

	LEVEL	NODE	EFFECT
☐			
☐			

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

CAREER

missions, experience, promotion

[illegible]



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HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○

Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4MAGIC ENERGY
CHA + WIS + INT

HIT POINTS



STRAIN



SKILLS

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

PHYSICAL

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

MENTAL

Academic Knowledge ◆	INT	○○○○○○○
Biology	INT	○○○○○○○
Chemistry	INT	○○○○○○○
Energy Manipulation	INT	○○○○○○○

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

Perception B	WIS	○○○○○○○
Mental Resistance B	WIL	○○○○○○○
Concentration ◆	WIL	○○○○○○○

SOCIAL

Performance	CHA	○○○○○○○
Leadership	CHA	○○○○○○○
Contacts	CHA	○○○○○○○
Persuasion	CHA	○○○○○○○
Negotiation	CHA	○○○○○○○
Deception	MAN	○○○○○○○
Seduction	MAN	○○○○○○○
Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○

MAGICAL

Thaumaturgy	INT	○○○○○○○
Ritualism	INT	○○○○○○○
Alchemy	INT	○○○○○○○



O.D.I.N. · THE COLLEGIUM

THAUMATURGE

Subclass _____

Personnel file · Confidential

Page 2 of 3

YOUR DICE

SUBCLASS ABILITIES

SPELLS

THE CRYSTAL

Price: Whisper

CRYSTAL

PROVENANCE

DESCRIPTION

CONDITION

☐ clear · ☐ cloudy · ☐ depleted · Rifts ☐☐☐

WHISPER

☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

	TOTAL	UNSPENT
--	-------	---------

BACKGROUND

Signature and class tree

Personnel file - Confidential

THE SEAL

missions, experience, promotion

[illegible]



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○ ○

Power

Dexterity DEX

○○○○○○○ ○

Reaction, precision

Constitution CON

○○○○○○○ ○

Stamina, Hit Points

Intelligence INT

○○○○○○○ ○

Intellect, knowledge

Wisdom WIS

○○○○○○○ ○

Perception, intuition

Willpower WIL

○○○○○○○ ○

inner strength, horror

Charisma CHA

○○○○○○○ ○

Presence

Manipulation MAN

○○○○○○○ ○

Deception, steering others

Composure COM

○○○○○○○ ○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

Athletics ◆

STR ○○○○○○ ○

Brawling

STR ○○○○○○ ○

Melee

STR ○○○○○○ ○

Heavy Weapons

STR ○○○○○○ ○

Acrobatics

DEX ○○○○○○ ○

Dodge B

DEX ○○○○○○ ○

Energy Weapons

DEX ○○○○○○ ○

Driving

DEX ○○○○○○ ○

Sleight of Hand

DEX ○○○○○○ ○

Stealth

DEX ○○○○○○ ○

Piloting

DEX ○○○○○○ ○

Firearms ◆

DEX ○○○○○○ ○

Security Systems

DEX ○○○○○○ ○

Endurance

CON ○○○○○○ ○

Toughness

CON ○○○○○○ ○

MENTAL

Academic Knowledge

INT ○○○○○○ ○

Biology

INT ○○○○○○ ○

Chemistry

INT ○○○○○○ ○

Energy Manipulation

INT ○○○○○○ ○

Investigation

INT ○○○○○○ ○

History

INT ○○○○○○ ○

Hacking

INT ○○○○○○ ○

Craft

INT ○○○○○○ ○

Engineering

INT ○○○○○○ ○

Cryptography

INT ○○○○○○ ○

Cybernetics

INT ○○○○○○ ○

Medicine

INT ○○○○○○ ○

Nanotechnology

INT ○○○○○○ ○

Navigation

INT ○○○○○○ ○

Occultism

INT ○○○○○○ ○

Physics

INT ○○○○○○ ○

Robotics

INT ○○○○○○ ○

Explosives

INT ○○○○○○ ○

Technology

INT ○○○○○○ ○

Xenobiology

INT ○○○○○○ ○

Insight

WIS ○○○○○○ ○

Tracking

WIS ○○○○○○ ○

Tactics ◆

WIS ○○○○○○ ○

Animal Handling

WIS ○○○○○○ ○

Survival

WIS ○○○○○○ ○

Perception B

WIS ○○○○○○ ○

Mental Resistance B

WIL ○○○○○○ ○

Concentration

WIL ○○○○○○ ○

SOCIAL

Performance

CHA ○○○○○○ ○

Leadership

CHA ○○○○○○ ○

Contacts

CHA ○○○○○○ ○

Persuasion

CHA ○○○○○○ ○

Negotiation

CHA ○○○○○○ ○

Deception

MAN ○○○○○○ ○

Seduction

MAN ○○○○○○ ○

Disguise

MAN ○○○○○○ ○

Intimidation

COM ○○○○○○ ○

Etiquette

COM ○○○○○○ ○

Stress Management

COM ○○○○○○ ○



YOUR DICE

SUBCLASS ABILITIES

THE SILVER

Price: Echo

KNIFE

PREVIOUS OWNER

WHAT IS KNOWN

FURTHER PIECES

ECHO

☐	☐	☐	☐	☐	☐	☐
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

	TOTAL	UNSPENT
--	-------	---------

BACKGROUND

THE SILVER

SLOT	VARIANT	NO.	PREVIOUS OWNER	AWARDED FOR
☐	Knife			
☐	Vambrace			
☐	Breastplate			
☐	Pauldrons			
☐	Gauntlet			
☐	Barreljacket			
☐	Greaves			
☐	Visor			

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

ECHO

0	1	2	3	4
				

THE FALLEN I KNEW

THE ARSENAL

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

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

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

Level III modules cost 1 strain afterwards, where stated.

UNIT, SQUAD, ROLL CALL

CAREER

missions, experience, promotion

[illegible]



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Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

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

MENTAL

Academic Knowledge	INT	○○○○○○○
Biology	INT	○○○○○○○

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

Tracking	WIS	○○○○○○○
Tactics	WIS	○○○○○○○
Animal Handling	WIS	○○○○○○○
Survival	WIS	○○○○○○○
Perception B	WIS	○○○○○○○
Mental Resistance B	WIL	○○○○○○○
Concentration	WIL	○○○○○○○

SOCIAL

Performance	CHA	○○○○○○○
Leadership	CHA	○○○○○○○
Contacts	CHA	○○○○○○○
Persuasion	CHA	○○○○○○○
Negotiation	CHA	○○○○○○○
Deception ◆	MAN	○○○○○○○
Seduction	MAN	○○○○○○○
Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE LEGENDS

Price: Fade

LEGEND 1

DEPTH

--	--	--	--	--

LEGEND 2

REAL NAME

FADE

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE LEGENDS

[illegible]

Maximum number: Cadet 1 · Agent 2 · Senior Agent 3 · Veteran 4 · Shadow Officer 5.
Depth at most: Cadet 2 · Agent 3 · Senior Agent 4 · from Veteran 5. Depth 2: +1 die on
Deception and Disguise · 3: a contact · 4: +2 dice, background checks passed · 5: one
favour per mission.

FADE

Legends beyond the first, plus 1 per node IV or V in the False Bottom. D6 on a botched Deception or Disguise test, or on strain suffered in a legend.

0	1	2	3	4	5	6
						

YOUR OWN NAME

in case it is forgotten

DEAD DROP

THE FALSE BOTTOM: OWN PILLAR

LEVEL	SURFACE		FALSE BOTTOM	
I	☐		☐	
II	☐		☐	
III	☐		☐	
IV	☐		☐	
V	☐	Mastery		

THE CRAFT

	LEVEL	NODE	EFFECT
☐	I	Second Nature	
☐	I	Dead Drop	
☐	I	Cold Stare	
☐	I	Escape Route	

FOREIGN SURFACES

+2 XP, at most up to your own level

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

CAREER

missions, experience, promotion

[illegible]



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○

Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

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

MENTAL

Academic Knowledge ◆	INT	○○○○○○○
Biology	INT	○○○○○○○

Chemistry	INT	○○○○○○○
Energy Manipulation	INT	○○○○○○○
Investigation	INT	○○○○○○○
History	INT	○○○○○○○
Hacking	INT	○○○○○○○
Craft	INT	○○○○○○○
Engineering	INT	○○○○○○○
Cryptography	INT	○○○○○○○
Cybernetics	INT	○○○○○○○
Medicine	INT	○○○○○○○
Nanotechnology	INT	○○○○○○○
Navigation	INT	○○○○○○○
Occultism	INT	○○○○○○○
Physics	INT	○○○○○○○
Robotics	INT	○○○○○○○
Explosives	INT	○○○○○○○
Technology ◆	INT	○○○○○○○
Xenobiology	INT	○○○○○○○
Insight	WIS	○○○○○○○

Tracking	WIS	○○○○○○○
Tactics	WIS	○○○○○○○
Animal Handling	WIS	○○○○○○○
Survival	WIS	○○○○○○○
Perception ◆ B	WIS	○○○○○○○
Mental Resistance B	WIL	○○○○○○○
Concentration	WIL	○○○○○○○

SOCIAL

Performance	CHA	○○○○○○○
Leadership	CHA	○○○○○○○
Contacts	CHA	○○○○○○○
Persuasion	CHA	○○○○○○○
Negotiation	CHA	○○○○○○○
Deception	MAN	○○○○○○○
Seduction	MAN	○○○○○○○
Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○



O.D.I.N. · THE SCIENCE BRANCH

SCIENTIST

Subclass _____

Personnel file · Confidential

Page 2 of 3

YOUR DICE

SUBCLASS ABILITIES

THE PROTOTYPES

Price: Contamination

PROTOTYPE 1

PURPOSE

MATURITY

--	--	--	--	--

SAMPLES

CONTAMINATION

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
--------	--------	-------	------------

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE PROTOTYPES

NO. AND TYPE	WHAT IT DOES	MATURITY	SAMPLE
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	

Maximum number by rank, 1 to 5. Maturity at most: Cadet 2 · Agent 3 · Senior Agent 4 · from Veteran 5. Maturity 3: +1 die, +1 damage or +1 armour · 4: +2 dice · 5: special property. Maturity 4 and 5 each need a supernatural material from a mission.

MALFUNCTION (D6)

1	2	3	4	5	6
works in reverse	loud, bright, gives you away	fails for the scene	fails for the mission	2 damage to the Scientist	does something else

CONTAMINATION

Samples in prototypes, plus 1 per level V node. D6 on a batch with supernatural material or a malfunction with a sample.

0	1	2	3	4	5	6
						

SAMPLES HELD

SAMPLE	ORIGIN	STORED

THE EXPERIMENTAL SETUP

	LEVEL	OWN PILLAR	NEIGHBOUR NODE
☐	I		
☐	II		
☐	III		
☐	IV		
☐	V		

Neighbours in the circle: Biochemist, Astrobiologist, Physicist, Engineer, Cyberneticist.
From level III, a neighbour node is required. Neighbours at normal price, others +2 XP.

FOREIGN NODES

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

YOUR QUESTION

why you do research

CAREER

missions, experience, promotion

[illegible]



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○

Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS

6 + CON + Toughness

STRAIN THRESHOLD

4 + WIL + COM

INITIATIVE

DEX

DEFENCE

1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

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

MENTAL

Academic Knowledge	INT	○○○○○○○
Biology	INT	○○○○○○○

Chemistry	INT	○○○○○○○
Energy Manipulation	INT	○○○○○○○
Investigation ◆	INT	○○○○○○○
History	INT	○○○○○○○
Hacking	INT	○○○○○○○
Craft	INT	○○○○○○○
Engineering	INT	○○○○○○○
Cryptography	INT	○○○○○○○
Cybernetics	INT	○○○○○○○
Medicine	INT	○○○○○○○
Nanotechnology	INT	○○○○○○○
Navigation	INT	○○○○○○○
Occultism	INT	○○○○○○○
Physics	INT	○○○○○○○
Robotics	INT	○○○○○○○
Explosives	INT	○○○○○○○
Technology	INT	○○○○○○○
Xenobiology	INT	○○○○○○○
Insight ◆	WIS	○○○○○○○

Tracking	WIS	○○○○○○○
Tactics	WIS	○○○○○○○
Animal Handling	WIS	○○○○○○○
Survival	WIS	○○○○○○○
Perception ◆ B	WIS	○○○○○○○
Mental Resistance B	WIL	○○○○○○○
Concentration	WIL	○○○○○○○

SOCIAL

Performance	CHA	○○○○○○○
Leadership	CHA	○○○○○○○
Contacts	CHA	○○○○○○○
Persuasion	CHA	○○○○○○○
Negotiation	CHA	○○○○○○○
Deception	MAN	○○○○○○○
Seduction	MAN	○○○○○○○
Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE OPEN CASES

Price: Suspicion

OPEN CASE 1

THREADS

--	--	--	--	--

OPEN CASE 2

EVIDENCE

SUSPICION

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
--------	--------	-------	------------

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE OPEN CASES

QUESTION	OPENED	THREADS	STATUS
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐	☐ open ☐ closed

Pull a thread, once per scene: Trail, one extra success · Pressure, a true answer · Head Start, the cell acts first · Cross-Connection, the thread moves to another case. **Close the case** with five threads in a confrontation: +2 dice for the cell, deception seen through, a certainty, then a piece of evidence and Suspicion -1.

SUSPICION

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

0	1	2	3	4	5	6
						

PIECES OF EVIDENCE

PIECE OF EVIDENCE	FROM THE CASE	EFFECT

THE WALL

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

A card can be bought when a thread connects it to one of your own cards. Foreign cards +2 XP. Level V only in your own column. Bonus dice at most +3 in total, reductions at most one step.

THE FIRST CASE

WHAT I CANNOT FORGET

CAREER

missions, experience, promotion

[illegible]

Imprint

O.D.I.N. Occult Dynamics Intelligence Network

Character Sheets, All Classes (English edition)

Author and publisher: David Ger

Feedback and contact: David.ger.bs@gmail.com

All books and the character generator: odin-rpg.pages.dev/en/

Rules, setting and all ideas by David Ger. AI tools helped with the wording, editing and layout, and with the translation of this English edition, which the author has proofread. The illustrations are AI-generated.

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