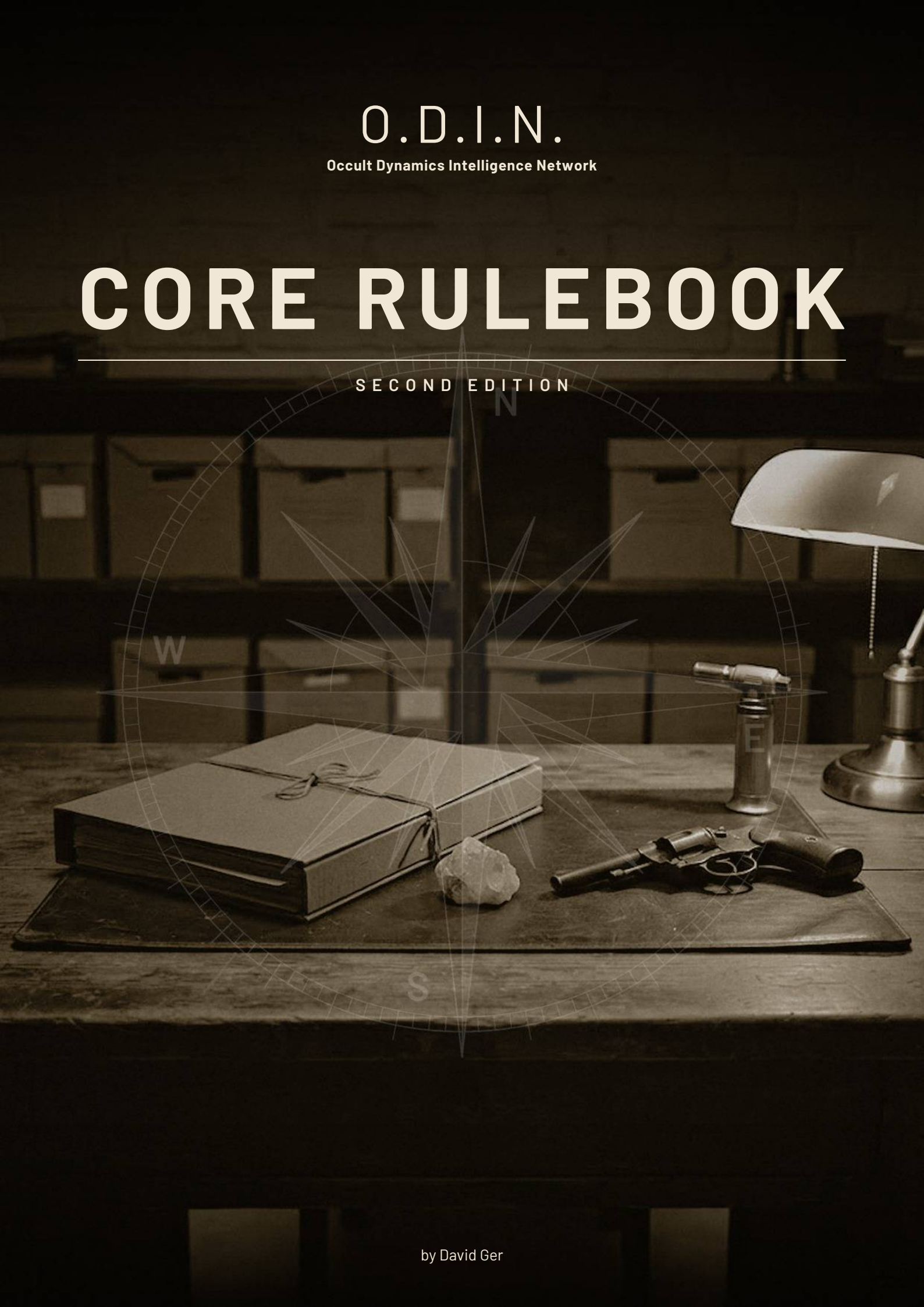
O.D.I.N.

Occult Dynamics Intelligence Network

CORE RULEBOOK

SECOND EDITION



by David Ger

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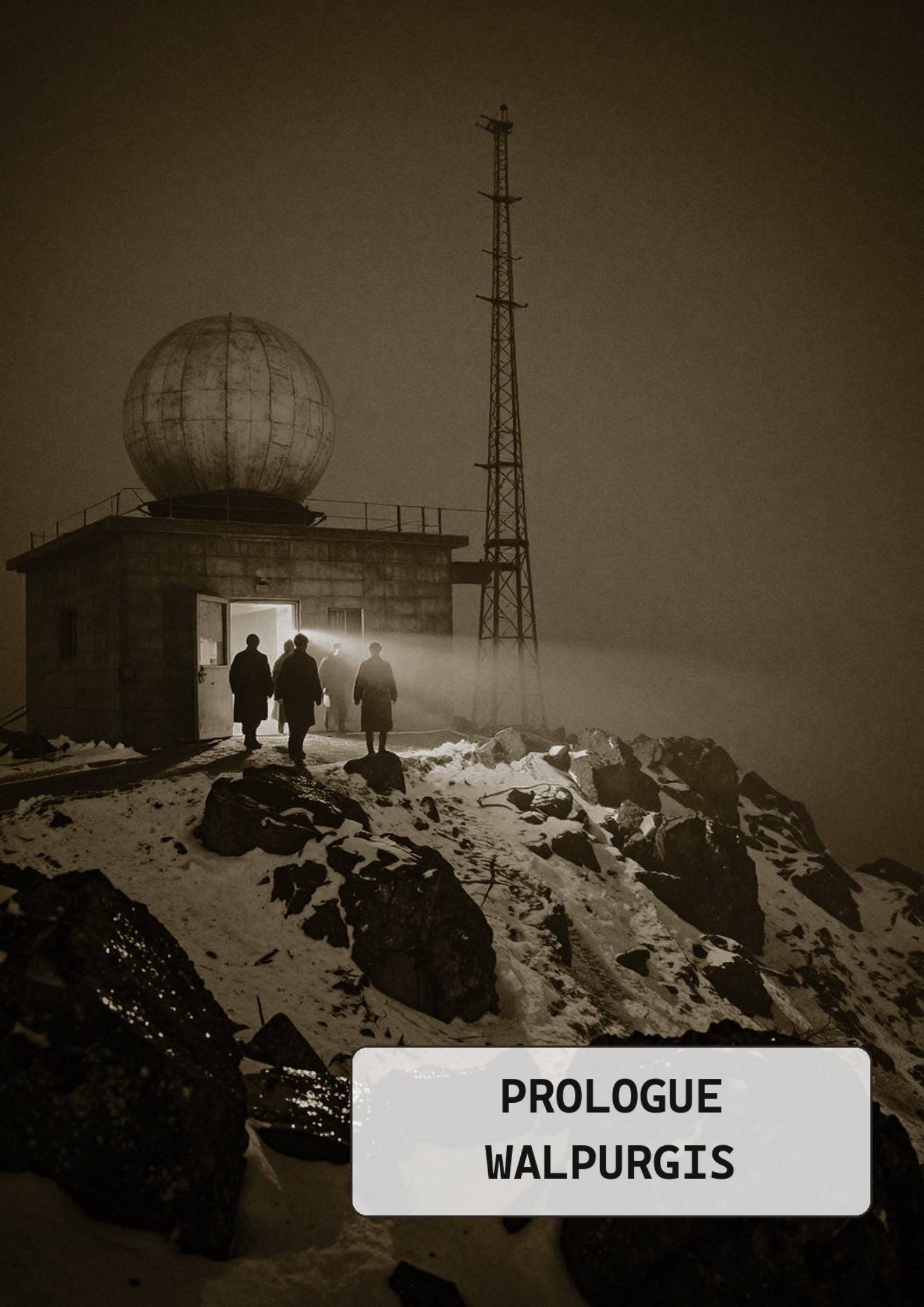


PROLOGUE
WALPURGIS

Prologue: Walpurgis

"Some files are closed. Others close over you."
Graffiti in the changing room of Hold-7

The fog lay so thick on the Brocken that Kestrel only saw her own hand when she raised it in front of her glasses. Somewhere above her, the transmission mast of the old listening station turned, although no one had connected a motor to it for decades. The creaking came at irregular intervals, like a breath.

"Grey File," the handler had said at the briefing. "Unexplained radio signals from a decommissioned facility. You look around, take measurements, and be back down before sunrise. No contact, no attention."

No contact. In seven years at O.D.I.N., Kestrel had learned that those two words were about as reliable as a weather report from the Moon.

Behind her, Brandt trudged through the snow, his assault rifle across his chest, his gaze fixed stubbornly on the ground. Brandt did not like to talk, but he had survived the winter in the Karakoram when only he and a radio had returned from his unit. Beside him walked Dr Okafor with a spectrometer that ticked quietly like a Geiger counter with hiccups. And at the very back, with his helmet under his arm instead of on his head, walked Wendt.

"Put that thing on," said Kestrel without turning round.

"It's pressing."

"It protects you."

"It makes me deaf," said Wendt. "And up here there's something I want to hear."

Kestrel stopped. Psions did not say such things for fun. Not even Wendt, who otherwise joked about everything, even about the nights in the isolation cell where O.D.I.N. had observed him as a teenager for three months before they gave him a codename.

"What do you hear?"

Wendt tilted his head. "A choir. Many voices, very far away. As if someone were singing in another room, and the room is very, very large."

Okafor's spectrometer ticked faster.

The station itself was a grey concrete block with a dome of weathered plastic, built in a time when two superpowers had eavesdropped on each other across this mountain. The door stood open. Not forced open, but neatly unlocked, with a key still in the lock.

Brandt went in first, then Kestrel. The torches found dust, overturned chairs, a calendar from 1989. And in the middle of the main room, where the receivers had once stood, a circle of salt, neatly scattered, no more than three days old.

"Cultists," said Brandt. It was the first word he had said since the car park.

"Or someone who wanted us to think that," said Kestrel.

In the circle lay a crystal. It was no larger than a thumb joint and so clear that one could almost have overlooked it. Okafor knelt down without touching the salt circle and held the spectrometer over it. The ticking became a continuous tone.

"Nexus shard," she said quietly. "Active. And it is not alone. The resonance comes from below."

"Under the station there's only rock," said Kestrel.

"According to the blueprint," said Okafor.

At that moment Kestrel heard it too. Not a choir, more a humming that did not come through the ears but through the teeth. Wendt suddenly stood beside her, his helmet still under his arm, and his pupils were so large that only a thin ring of the iris remained.

"They're calling someone," he said. "Not us. Someone who was here."

"Wendt. Helmet. Now."

He lifted it slowly, as if it were made of lead. Then he let it fall.

What happened afterwards, Kestrel would later give in evidence four times, and each time the interrogator would ask the same question: How long did it last? And each time she would give the same answer: I don't know.

The floor beneath the salt circle became transparent. Not broken, not opened, simply transparent, like ice over black water. Beneath it was no rock. Beneath it was a staircase leading downwards, further than a mountain could be deep, and on the steps stood people in coats that dated from the eighties, and they sang.

Brandt did not shoot. Later he would say that there had been nothing to shoot at. Okafor pulled Kestrel back by the collar, away from the edge of the circle, and shouted something that Kestrel did not understand because the humming had by now swallowed everything else.

Wendt stepped into the circle.

He turned round once more. His face was calm, almost friendly, and at that moment Kestrel understood that he had not been seduced or forced. He had chosen it.

“One of them is my grandmother,” he said. “She was in the file I was never allowed to read.”

Then the floor was concrete again. The crystal lay in the salt, cloudy and grey like slate. Wendt’s helmet rolled slowly against Kestrel’s boot and came to rest.

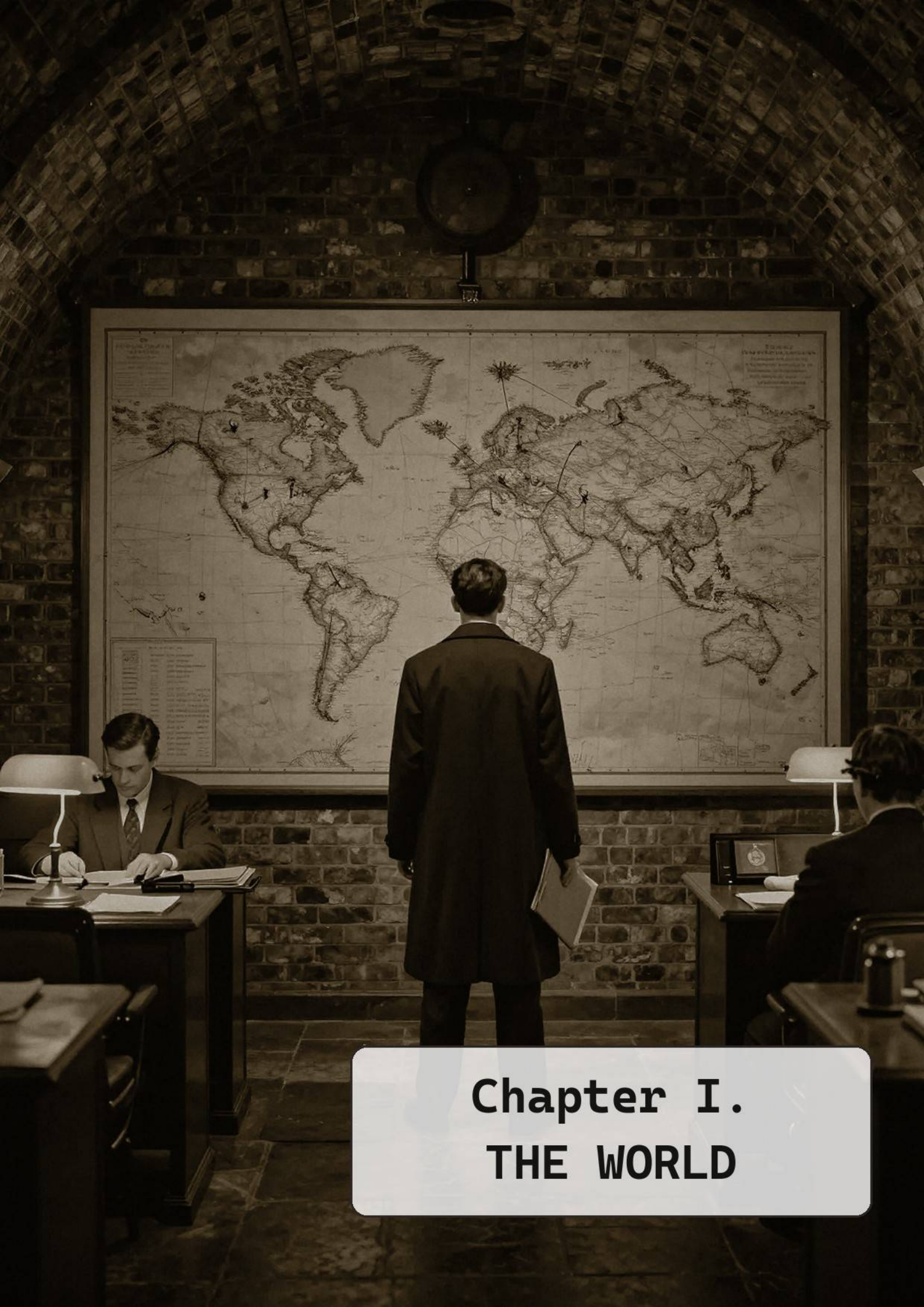
Outside, the fog had cleared. The sun rose over the Harz, and the transmission mast stood still.

```
O.D.I.N. / AFTER-ACTION REVIEW
Case: GA-2231 “Walpurgis”
Status: Reclassified from GREY to BLACK
Losses: 1 (Codename WENDT, Psion, rank Agent).
Status: missing, not dead.
Secured: 1 Nexus shard, inactive.
Handler’s note: The station’s attendance list
of 30 April 1989 includes 23 people. None of
them has ever reappeared. One person had the
surname Wendt.
Council note: The cell is to cease further
investigations.
```

Kestrel read the last line three times. Then she folded the printout, put it in the inside pocket of her jacket and went to the armoury to get fresh ammunition.

No contact. No attention.

She would look into it anyway.



Chapter I.
THE WORLD

Shadows of Knowledge

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

Most people live in a world of simple answers. Simple explanations for complex phenomena. Humans seek patterns, logic, structure and ignore what does not fit into their world.

But deep in the shadows of reality there are things that cannot be explained. Phenomena that defy all science. Technologies that do not seem to originate from this Earth. Beings that should only exist in myths.

And then there are those who search for answers.

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

Nobody knows exactly how long this organisation has existed. Officially, it does not exist. No government agency admits its existence, no documents contain its name. Those who listen in the dark channels of the intelligence services find at most rumours: a faction that operates where even the CIA, MI6 or the NSA no longer have any influence.

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

The truth? Even within O.D.I.N., nobody knows the whole picture.

What You Know

You were recruited. Why? You know that best yourself. Perhaps you were a brilliant scientist who could solve an equation that did not originate from this world. An agent who was sent on too many missions where in the end nobody knew exactly what really happened. A soldier who survived when they should have died, only because something impossible happened.

Now You Are Here

You have been given a codename, a new identity. Your past no longer exists. From now on you work for O.D.I.N. and hunt the truth behind the shadows. Your assignments take you to places that are not marked on any map. Your enemies are not always human. And your allies may not be either.

The world as you knew it is over. O.D.I.N. operates from hidden facilities, deep beneath cities or in abandoned bunkers. Your missions range from covert operations in government buildings to expeditions into ancient ruins that should never have existed. Your equipment is a mixture of cutting-edge technology and artefacts that come from another time or another dimension.

Who Can You Trust?

Within O.D.I.N. there are cells. Nobody knows the true structure of the organisation. Information is passed on in fragments. You only know what you need to know. Perhaps for protection. Perhaps because it is better not to know too much.

Missions rarely go as planned. Operations end with more questions than answers. And sometimes an agent disappears, not because they died, but because they "saw too much".

What is the true goal of O.D.I.N.? Does the organisation want to protect humanity or hide something from it?

Welcome to the game. Welcome to the reality behind the Veil. Welcome to O.D.I.N.

What Is a Roleplaying Game?

In O.D.I.N. you take on the role of an agent you create yourself. Together with other players you form an operations cell. One person takes on the role of game master: they describe the world, play all the characters your agents meet, and decide what waits behind the next door.

You tell a story together. The game master describes a situation, you say what your agents do. If the outcome is uncertain, the dice decide. A game evening usually lasts

three to five hours, a mission one or more evenings. Several missions that are connected form a campaign.

You need this book, a character sheet, a pen and a handful of six-sided dice in two colours. How the dice work is explained in Chapter II.

A Perfectly Normal Day at O.D.I.N.

My name? Not important. My rank? Classified. My employer? O.D.I.N. If you don't know us, that makes sense, because officially we don't exist. And if you have ever seen me, it was only because I wanted you to see me.

Today began like any other day: with a cup of black coffee, so strong it would probably be classified as a prohibited substance. My assignment came directly through the internal communications system, a classic Red File: immediate intervention required. An artefact had fallen into the hands of a paramilitary group that has no idea what they are playing with. A shard of a Nexus crystal, unstable enough to turn a small city district into a dimensionally distorted hellscape if activated incorrectly.

My cell consisted of five people: Ramirez, our tech specialist with a fondness for oversized weapons; Dr. Lee, who as a scientist for supernatural phenomena knew more than is healthy; Richter, our sniper, who does not speak much but hits everything; and Jensen, our psionicist, who can read minds. Most of the time, anyway.

We landed in an abandoned warehouse on the edge of the city. A quick scan showed six armed enemies, presumably mercenaries with no idea what they had. I drew my silenced pistol, Jensen let his psi waves glide over the surroundings. "They are afraid," he murmured. "But one of them … is thinking about tentacles?"

Great.

I gave the signal, and already four men lay unconscious on the ground. Ramirez had taken over the security system, and Dr. Lee examined the artefact with her multispectral scanner. "Unstable. We need beryllium insulation, otherwise the thing will blow up in our faces."

Too bad that exactly at that moment one of the mercenaries woke up and touched the crystal. A glaring light exploded from his hand, and where a human had been before, there now stood something with more eyes and claws than human anatomy should actually allow.

Richter drew his rifle, I drew my sword, the fragment of an old Celtic blade, reinforced with a rune ornament that burns itself into reality itself. Jensen grimaced. "His mind is … no longer here." No surprise.

Three minutes and half a warehouse full of rubble later, we had finished the thing. Lee secured the crystal while Ramirez prepared an "inconspicuous" gas explosion that would eliminate the traces. Within an hour we had disappeared again. No report in the news, no questions from the authorities.

A completely normal day at O.D.I.N.

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

What the Files Conceal

"History is what remains after we are done with the redactions."
Archivist, Hold Archive-2

O.D.I.N. has no founding date. There is no charter, no founding father, no anniversary. What agents know about the organisation's past comes from declassified file fragments, from stories told by older colleagues, and from rumours. The following timeline is the version that every cadet gets to read during training. It is incomplete. Some entries contradict each other. This is not an oversight.

```
CLEARANCE LEVEL: CADET
Reconstructed chronology, as of the last
revision.
Parts of this document have been removed on
the instructions of the Council.
```

Before the Timeline of the Files

Rune stones in Scandinavia, Ogham stones in Ireland, rock carvings in the Atacama: in many places around the world, people have left signs that strikingly resemble each other. Many of these places are located where O.D.I.N. now suspects nexus points. Some agents claim that the organisation's name is no coincidence, and that the one-eyed god who sacrificed his eye for wisdom is its oldest model. Officially, O.D.I.N. is only an abbreviation.

1908: The Tunguska Event

Over Siberia, something explodes with the force of a hydrogen bomb. The official explanation is meteorite. In the files, the incident bears the designation T-08 and is considered the first documented **rift**, a place where reality has given way.

1921 To 1923: The First Crystals

During excavations in Anatolia, Peru, and the Himalayas, clear crystals are found independently of each other that correspond to no known mineral. Geologists consider them curiosities. A few people who touch them hear voices. From these people, the first Thaumaturges emerge.

1938: The Programmes

Several states begin to register and examine people with unusual mental abilities. The methods are cruel, the results meagre. At least one programme ends in an incident in which an entire institute is abandoned in one night. The file on this is **[REDACTED]**.

1947: The First Acronym

The oldest document on which the acronym O.D.I.N. appears dates from this year. It is a waybill for a lead box, addressed to an address that does not exist. Whether the organisation was founded then or had existed long before is unclear.

1948: The Institute and the Registry

A physicist from Göttingen weighs a crystal of the Collegium and finds a number he cannot explain. Near Bern, the **Institute** is established, the heart of the Science Branch. In the same year, the **Registry** begins in Stockholm to collect every unexplained incident in Europe. From it emerges the Investigation Branch, and from it come the colours of the files.

1953: Kiruna

In an ore mine in northern Sweden, an escort of what would later become the Tactical Branch encounters something against which their weapons have no effect. Eleven dead. Afterwards, the soldiers and the Collegium mix the dust of depleted crystals into ammunition: the first **incendiary ammunition**.

1955 To 1989: Ashsilver

The Collegium's workshop in Wales produces **ashsilver** for the Tactical Branch: knives, vambraces and plates made of a metal with crystal dust, each piece by hand and with a number. In 1989 the Collegium ceases production. No reason is given.

1961: The Veil Protocol

The states in which O.D.I.N. operates agree to a tacit agreement called the **Veil Protocol** in the files: no government recognises O.D.I.N., no government obstructs O.D.I.N. In return, the organisation keeps the supernatural away from the public. No one knows who signed the protocol. There are no signatures.

1977: Nordlicht

A base in northern Norway with the codename Nordlicht, the Collegium's crystal archive, no longer reports. A search party finds the facility intact, the coffee cups still warm, the computers switched on. No trace remains of 41 staff members. The crystals in the archive are grey as slate. Since then, the rule applies that no base permanently houses more than twelve agents.

1989: The Betrayal

An agent of the Operations Branch with the codename **Elster** sells a list of real names to a buyer who remains unknown to this day. Within one year, 60 agents die or disappear. O.D.I.N. responds with today's **cell structure**: no one knows more than their own cell and their handler.

2011: The Accumulation

The number of reported rifts rises sharply. Crystal finds that used to be years apart are now reported almost every month. The Council internally classifies the situation as **ongoing escalation**. Training is shortened, recruitment doubled.

Today

The rifts are becoming more frequent. Cults, mercenaries and private collectors hunt the same crystals as O.D.I.N. And in the canteens of the bases, people say that the Council has been waiting for something for years. No one knows what.

The Organisation

"Not everything that exists is meant for the human eye."

O.D.I.N. is a secret, international organisation dedicated to protecting humanity from supernatural and alien threats. Its origins are hidden in the mists of history, and its existence is not officially recognised by any nation. Its structure is hierarchical, but at the same time marked by secrecy and fragmentation, so that even its members know only fragments of the whole truth.

Its members are the elite in various disciplines: agents, soldiers, scientists, psions, mages and investigators. They work closely together, but also compete for resources, influence and the favour of the Council. Only through this mixture of skills and knowledge can O.D.I.N. stand up to the threats that haunt the Earth.

The Name

Officially the organisation has no name. No contract mentions one, no budget, no letter from the High Council. The four letters first appear on the waybill of 1947, and nobody knows what they stood for there. O.D.I.N. is the name the agents made of them.

The canteens of the bases tell the story in many ways. The most common one: after a long mission a copy of the waybill lay on the table, the beer was on its third round, and someone wanted to know what the letters stood for. By the end of the evening they stood for Occult Dynamics Intelligence Network. Before that, the agents called it "the organisation without a name". Some veterans still do.

The Executive: The High Council

The High Council is O.D.I.N.'s secret governing body. The identity of its members is unknown to everyone else, and even within the Council, information is only shared selectively. The Council gives no official instructions, but communicates via codename channels. It decides on the organisation's goals and coordinates worldwide operations. Three members are known by their codenames:

- **The Director, codename "Sphinx".** The non-public leader, an almost mythical figure known only in the most secret circles. He or she has the final say in all global decisions.
- **The First Advisor, codename "Prometheus".** The Director's right hand. Prometheus coordinates everything to do with magical and psionic threats.
- **The General, codename "Ares".** Responsible for the military and tactical organisation. Ares oversees the operational troops and their strategies against supernatural enemies.

How many further members the Council has is unknown. Agents who reach the rank of Shadow Officer learn more. Exactly what, they remain silent about.

The Six Branches

Below the Council, O.D.I.N. is divided into six branches. Each branch trains one of the six classes available to you as a player. In the bases, the branches carry nicknames that no official document uses.

The Operations Branch: Agent

On the grapevine: "the shadows". The agents are the outermost front line. They infiltrate, negotiate, gather information and eliminate threats before anyone notices they existed. They live under cover identities, often several at once. An agent is at their best when no one remembers them afterwards.

The Tactical Branch: Soldier

On the grapevine: "the hammer". The soldiers of O.D.I.N. are no simple fighters. They receive military, technological and mystical training. When a situation can no longer be concealed, but only ended, the Tactical Branch is called. Technicians and engineers of this branch keep weapons, vehicles and equipment ready for deployment.

The Science Branch: Scientist

On the grapevine: "the lab coats". Here, what others only fight is understood. Research Directors decipher artefacts, crystals and psionic helmets. Without the Science Branch there would be no neural amplifiers, no beryllium insulation and no explanation for why a rift smells of ozone.

The Psionic Core: Psion

On the grapevine: "the Choir". Psions are rare, powerful and dangerous, above all to themselves. O.D.I.N. finds them, trains them and monitors them. Every psion wears a helmet, every psion has an observer. Many psions therefore perceive the organisation more as a warden than as an employer.

The Arcane Branch: Thaumaturge

On the grapevine: "the Collegium". Thaumaturges shape reality with the power of crystals. Their magic is as destructive as it is healing, and without a crystal there is no magic. The Arcane Branch administers O.D.I.N.'s crystal stocks and guards them more jealously than any other branch guards its secrets.

The Investigation Branch: Investigator

On the grapevine: "the trackers". Before a Red File comes into being, there is almost always a Grey one. Investigators find the pattern behind the coincidences: the missing person report that matches a crystal trail, the money flow that leads to a cult. They work closely with all other branches and are somewhat feared by everyone, for whoever finds patterns also finds mistakes.

"Every branch considers itself the backbone of O.D.I.N. The Council lets them believe that. It keeps them busy."
Unknown Shadow Officer

Cells, Bases and Files

The Cell

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

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

Bases

O.D.I.N. maintains facilities worldwide, which are named according to a simple scheme. No base permanently houses more than twelve agents.

Type	Description
Hold	Larger facility beneath a city: accommodation, armoury, laboratory, infirmary. Home to several cells.
Relay	Shelter for a few nights: a flat, a garage, a back room. Often equipped only with the bare essentials.

Type	Description
Archive	Secured storage for artefacts and crystals. Access only with clearance, leaving only after search.
Restricted Zone	Places where reality is damaged. O.D.I.N. monitors them, but enters them only with a Black File.

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

The Colours of the Files

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

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

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

The Life of an Agent

"One does not join O.D.I.N. One is found."
Instructor, Hold-3

Recruitment

Nobody applies to O.D.I.N. The organisation observes people who have come into contact with the supernatural and have not been broken by it. At some point, someone knocks on the door, often at a moment when the old life is already in ruins anyway. The offer is simple: knowledge in exchange for freedom. Those who refuse remember nothing the next morning. At least, that is what the recruiters claim.

Training

New members begin as **Cadets**. Training lasts from three months to two years depending on the branch and takes place in remote facilities. There, cadets learn the basics: weapons handling, camouflage, first aid, handling of crystals and psi phenomena, but above all what they should under no circumstances touch. Since 2011, training has been shortened more and more often. Many cadets experience their first real mission before they have taken their exams.

Ranks

Those who prove themselves rise up. A higher rank means better access to equipment, powers and knowledge. The rules for this are in Chapter III.

Rank	What it means
Cadet	In training or fresh in service. Knows only the bare essentials.
Agent	Full member of a cell.
Senior Agent	Experienced, trustworthy, may instruct cadets.
Veteran	Has seen things they do not speak about. Access to artefacts.
Shadow Officer	Leads their own cell and gains insight into the work of the Council.

Between Missions

Agents live in Holds or under cover identity in a normal flat. They train, recover, write reports and wait for the next file. O.D.I.N. pays well and discreetly, through shell companies and foundations. How much is stated at the end of Chapter X. Doctor visits take place at the organisation's own infirmary, therapy with the in-house psychologist, who records everything.

Many agents have families who believe they work for an insurance company, a shipping line or a government agency with a boring name. Maintaining this lie is often harder than any mission. Relationships outside O.D.I.N. are permitted, but they are watched.

The End

Officially, any member can leave O.D.I.N. In fact, hardly any agent knows someone who has done so. There are rumours about a village in the Alps where former agents lead a quiet life. There are other rumours about clinics where they lead nothing at all. Both rumours are believed equally.

The Phenomena

Those who work for O.D.I.N. encounter things that should not exist. The following phenomena are known to the organisation and at least partially understood. The rules for them can be found in Chapters VII to X.

The Nexus Crystals

Magic is real. But it obeys different rules than the old legends tell. It needs catalysts: crystals of unknown origin, found only in certain places, the **Nexus points**. Without them, magic is nothing more than a memory of a bygone era.

Nexus crystals look like clear quartz, but always feel slightly warmer than their surroundings. People with magical talent hear a whisper near them. Active crystals glow faintly, exhausted ones become dull and grey like slate. Large crystals are extremely rare and extremely dangerous. Those in the service who say “Nexus crystal” usually mean one of these large stones that no one controls (Chapter IX). Even small shards can open a rift or transform a person into something else if mishandled.

O.D.I.N. collects every crystal it can find. Officially to protect humanity. Unofficially, many agents wonder what the Council plans to do with all the crystals lying in the archives.

Psionics

Psionic powers also exist, but not everyone can use them. They manifest only in a few, so the files say, usually in youth and after a shock. Without help, they can hardly control their abilities. O.D.I.N. therefore uses special devices: **helmets** that expand consciousness and at the same time shield it, and **neural amplifiers** that turn thoughts into weapons.

Psionics has a price. Those who overstrain their powers risk nosebleeds, memory gaps and worse. And psions consistently report that when using their powers, they are sometimes not alone. Something is listening.

Alien Technology and Artefacts

Some objects do not come from this time, others not from this world. Blades with runes that burn into reality. Devices whose function no one understands, but which still work. Skulls with too many eye sockets. O.D.I.N. calls all these **artefacts** and stores them in archives. Veterans are allowed to carry some of them on missions. Most do so only when they have no choice.

Rifts

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

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

The Horror

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

them always helps. Chapter VII describes how strain and horror work in the game.

The Opponents

"The worst thing we encounter usually has two arms, two legs and a credit card."
Senior Agent, Operations Branch

O.D.I.N. is not alone in the hunt. Where a crystal appears, others are often faster. The following groups encounter agents again and again. Who leads them in detail and what they really want remains the game master's business.

The Collectors

Private buyers, corporations and dealers who acquire artefacts and crystals without understanding what they are buying. Some want power, some profit, some simply to possess what no one else has. They pay **mercenaries** who are well armed, well trained and badly informed. Most missions against collectors end with a mercenary who learns too late what was in the crate.

The Cults

All over the world there are groups that do not fight the supernatural but worship it. Some revere the beings behind the rifts, others the crystals themselves. Most cults are small, confused and harmless. Some are not. They have crystals, rituals that work, and leaders who know what they are doing. Salt circles, chanting and missing persons are their signature.

The Services

Not every government abides by the Veil Protocol. State programmes have spent decades trying to copy or infiltrate O.D.I.N. Their agents are well trained and have backing from above. Sometimes they are allies for a while. Even so, never turn your back on them.

The Renegades

The most dangerous opponents know O.D.I.N. from the inside. Former agents who have seen too much and drawn their own conclusions. Psions who have taken off their helmets. Thaumaturges who have disappeared with stolen crystals. They know the methods, the codes and sometimes the names. O.D.I.N. hunts renegades with a persistence that unsettles even seasoned agents.

The Inhuman

And then there are the things that are not human. Shadow beings that can only be seen from the corner of the eye. Demons that are summoned by old names and come with new demands. Beings that look as if they came from another planet, and perhaps really did. People transformed by a crystal. O.D.I.N. sorts all of it by its **origin** (Chapter XI), catalogues it and fights it. Nobody understands it.

> **EXTRACT FROM THE TRAINING MANUAL, PAGE 1**
>
> Rule 1: If you don't know what it is, don't touch it.
>
> Rule 2: If you do know what it is, still don't touch it.
>
> Rule 3: If it has touched you, report to the infirmary at once.

The Code

We exist in the shadows to preserve the light. We act where others hesitate. Our mission is not glory, not power, but the survival of humanity, even if it never learns what we protect it from. We are agents, scientists,

warriors and researchers all at once. The line between friend and foe is often invisible, and yet we must recognise it. When reality breaks, when the supernatural pushes out the natural, we stand between order and chaos. We are O.D.I.N.

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

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

1. The truth is relative, our duty is not.
We question, we analyse, but we do not let doubt paralyse us.

2. Humanity first, whatever the cost.
We protect it, even when it does not suspect that it needs protecting.

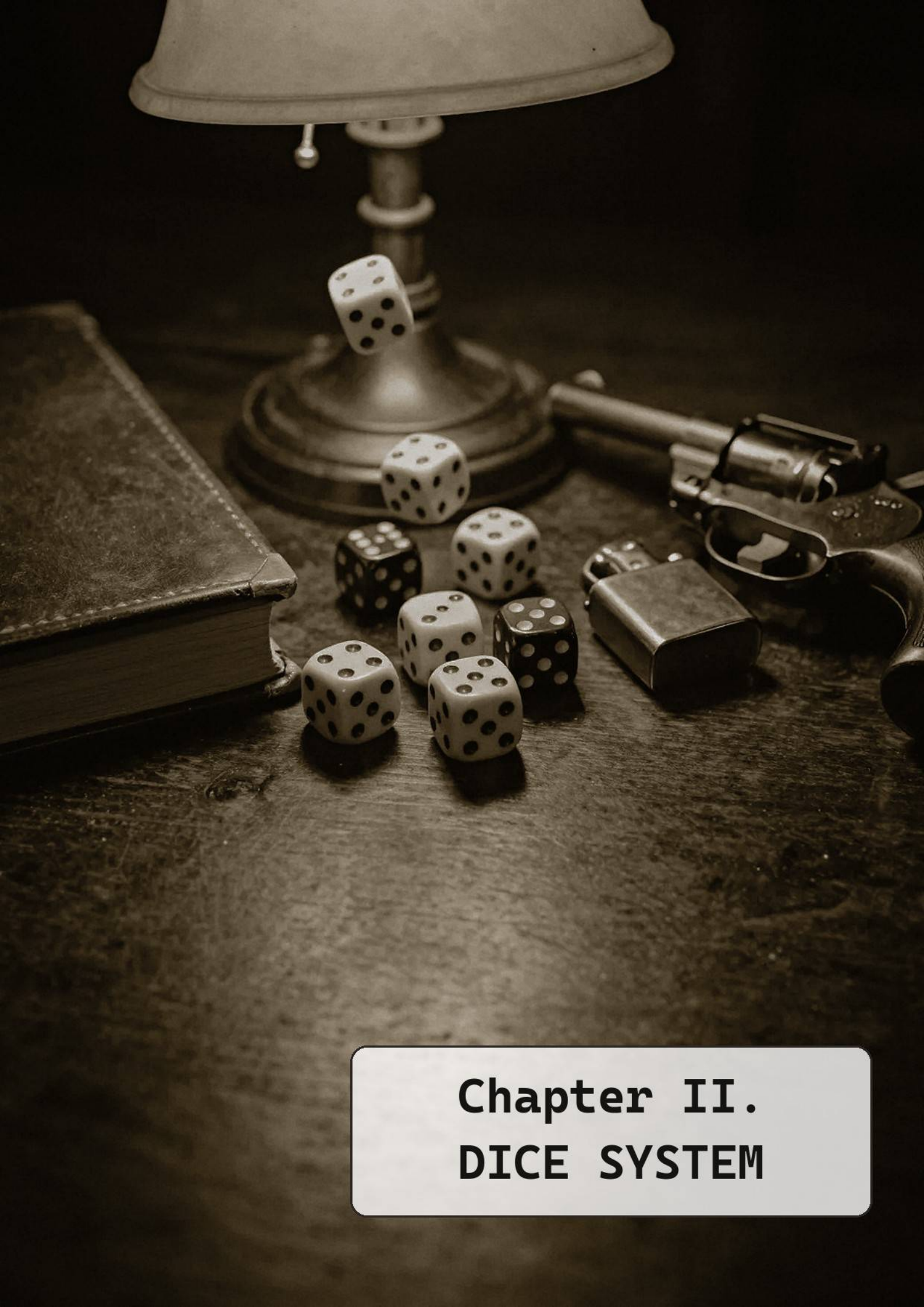
3. No glory, no names.
We operate in secret. No one will sing of our deeds, and that is exactly how it should be.

4. Reality is fragile, act with care.
Magic, psionics, alien technologies: they are tools, but also dangers. Carelessness can destroy worlds.

5. Knowledge is a weapon, use it.
We learn, we adapt, we stay one step ahead. Ignorance is the first step towards ruin.

6. Trust no one blindly, not even yourself.
Deception, manipulation and dark forces are part of our reality. Vigilance is our shield.

7. If you fall, make it count.
"Standing in the shadows does not mean acting in the dark. It means preserving the light, even when no one sees who is protecting it."
From the archives of the O.D.I.N. agents



Chapter II.
DICE SYSTEM

The Dice System

"Luck is when preparation meets opportunity. Bad luck is everything else."
Instructor, Tactical Branch

This chapter explains how tests work. It is the heart of the game, and every other rule builds on it. If you read only one chapter of this book before you play for the first time, make it this one.

What You Need

O.D.I.N. uses only six-sided dice, D6 for short, in two colours. Each player needs about **eight white** and **eight coloured** dice. The colour of the coloured dice does not matter, as long as they are clearly distinct from the white ones. Many groups choose a separate colour for each agent.

Two Colours, Two Kinds of Ability

Each colour stands for one source of ability.

- **White dice stand for the attribute.** They represent innate talent: strength, reflexes, wits or charisma. You roll as many white dice as the value of the matching attribute. **A white die is a success on a 5 or 6.**
- **Coloured dice stand for the skill.** They represent learned and practised ability: firearms training, hacking know-how, interrogation technique. You roll as many coloured dice as the value of the matching skill. **A coloured die is a success on a 4, 5 or 6.**

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

```
REMEMBER
White from 5. Coloured from 4.
Count all successes of both colours together.
```

Sequence of a Test

1. The game master determines which attribute and which skill fit, and sets the difficulty, i.e. the number of successes required.

2. You assemble your dice pool: as many white dice as your attribute value, as many coloured dice as your skill value. Bonus dice are added, penalty dice are subtracted.

3. You roll all dice simultaneously.

4. You count the successes: white dice with 5 or 6, coloured dice with 4, 5 or 6.

5. You compare with the difficulty. If you reach or exceed it, the test succeeds. Every success beyond that is a **margin** and improves the result.

Example: Agent Vega wants to hit a guard with her pistol. She has Dexterity 3 and Firearms 4. She rolls 3 white and 4 coloured dice. White: 2, 5, 6 gives 2 successes. Coloured: 1, 3, 4, 6 gives 2 successes. Together she has 4 successes.

Difficulties

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

"Impossible" in O.D.I.N. does not mean ruled out, but rather: only attainable for masters, and even then only with luck. If something truly cannot be done, there is no test.

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

How Likely Is a Success?

The table shows the chance of reaching a difficulty. The first column gives the dice as "white + coloured".

Dice	1	2	3	4	5
3 + 0 untrained	70 %	26 %	4 %	0 %	0 %
4 + 0 untrained	80 %	41 %	11 %	1 %	0 %
2 + 2	89 %	56 %	19 %	3 %	0 %
3 + 2	93 %	67 %	31 %	8 %	1 %
3 + 3 Novice	96 %	80 %	49 %	20 %	5 %
4 + 3	98 %	85 %	59 %	30 %	10 %

Dice	1	2	3	4	5
4 + 4 Professional	99 %	91 %	72 %	44 %	20 %
5 + 5 Veteran	100 %	97 %	86 %	66 %	41 %
6 + 6 Legend	100 %	99 %	94 %	81 %	61 %

As a rule of thumb: A freshly recruited agent succeeds at "Doable" almost always in their field of expertise and at "Hard" about every second attempt. "Very Hard" and "Impossible" are the moments the group remembers later.

Bonus and Penalty Dice

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

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

Circumstance	Dice
Good preparation, suitable tool	+1 to +2
Excellent equipment	+2 to +3
Time pressure, stress	−1
Darkness, rain, noise	−1 to −2
Battered (half HP or less)	−1
Severe injury such as a broken arm, at the game master's discretion	−2
Unsuitable or missing tool	−2

The Desperation Roll

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

Untrained Tests

If a character does not have the appropriate skill, i.e. value 0, they roll only with their white attribute dice. Some skills cannot be attempted untrained at all, such as cryptography, cybernetics, medicine during operations and all psionic and magical skills. In doubt, the game master decides.

Margin, Critical Success and Botch

Margin

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

Critical Success

If you score **3 or more successes above the difficulty**, the test is a critical success. In addition to the margin, something special happens: you find an additional clue, gain time or impress a witness lastingly. In combat, you choose an effect from Chapter VI.

Botch

A botch occurs when **the test fails and more dice show a 1 than successes were rolled.** All dice count, white and coloured. A botch is more than a failure: the weapon jams, the alarm goes off, the counterpart is insulted, the crystal flickers menacingly.

This rule scales with the size of the pool. An experienced agent rarely botches because they almost always roll successes. An inexperienced character botches significantly more often on hard tasks.

Example: Ramirez tries to pick a lock without training. He rolls 3 white dice: 1, 1, 5. One success is not enough for Doable (2). Two ones are more than one success, so a botch: the lockpick breaks off in the lock.

Opposed Tests

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

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

Cooperation

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

Extended Tests

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

When Do You Roll?

You only roll when a failure is interesting and has consequences. Whoever completes a simple task calmly and without time pressure succeeds automatically. The question is never "Can the agent do it?" but "What happens if it goes wrong?"

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

Play Example: The Chapel

"You wanted to know what that looks like at the table? Like this."

The following example shows a short scene as it might play out at a gaming table. Lena plays the Investigator **Raven**, Jonas the Soldier **Brandt** and Mia the Psion **Echo**. The game master is abbreviated as **GM**.

GM: It is shortly after two in the morning. The cemetery chapel lies at the end of a gravel path. No light falls through the stained glass windows, but you hear quiet voices inside. In front of the side entrance stands a man in a long coat, smoking.

Mia (Echo): I want to sneak around the chapel and see if there is a second entrance.

GM: That is an opposed test. You roll Dexterity and Stealth, the sentry rolls Wisdom and Perception.

Mia has DEX 2 and Stealth 2. She rolls 2 white and 2 coloured dice: white shows 6 and 3, so 1 success. Coloured shows 1 and 4, so 1 success. Together 2 successes. The game master rolls 2 white and 1 coloured die for the sentry and scores 1 success.

GM: Echo wins by one success margin. You dart along behind the gravestones, the man does not turn around. On the back you find an old wooden door, locked but rotten.

Jonas (Brandt): I'll kick it in. Quietly, if possible.

GM: Kicking it in quietly is hard. Strength and Athletics against Hard (3). If someone helps, you get bonus dice.

Lena (Raven): I'll brace against it too.

Raven has STR 1 and no Athletics. As a helper, she rolls one white die against Easy (1) and rolls a 5: one success, so +1 bonus die for Brandt. Brandt has STR 4 and Athletics 3 and rolls with the bonus 5 white and 3 coloured dice. White: 2, 2, 4, 6, 1 yields 1 success. Coloured: 3, 5, 4 yields 2 successes. Together exactly 3 successes.

GM: Done, but barely. The door gives way with a dull crack. Inside, the voices fall silent for a moment. Then they continue singing.

Lena (Raven): I examine the altar. Are there signs, symbols, anything?

GM: Wisdom and Investigation, that is hard (3). The room is dark and you have little time.

Raven has WIS 5 and Investigation 4. White: 1, 3, 5, 6, 2 gives 2 successes. Coloured: 4, 2, 6, 5 gives 3 successes. Total 5 successes, so 2 margin.

GM: With the margin you get more than just the obvious. Under the altar cloth lies a circle of salt. In the centre sticks a crystal shard in a silver setting, and signs are carved into the wooden floor. And you notice that the candles are all burned halfway down. They have been singing for a while.

Lena (Raven): I want to read the signs. Occultism?

GM: Wisdom and Occultism. Actually that would be hard, but your Occult Recognition makes it one step easier: Doable (2). And Ghost Sight gives you 2 bonus dice.

Raven rolls 7 white dice (5 for Wisdom, 2 bonus) and 4 coloured. White: 5, 6, 6, 2, 1, 3, 4 gives 3 successes. Coloured: 4, 5, 1, 6 gives 3 successes. Total 6 successes, 4 more than needed. The two ones do not matter, because the test succeeded.

GM: That is a critical success. The signs are an invocation, a kind of address. And thanks to the critical success you notice something else: The handwriting is the same as in the file from the Brocken. The same person drew both circles.

Mia (Echo): Oh no.

Jonas (Brandt): I go to the guard and pretend to belong there. So that he doesn't come in.

GM: With what cover?

Jonas (Brandt): I say I'm the new one and I'm supposed to relieve him.

GM: Manipulation and Deception against Doable (2).

Brandt has MAN 1 and no Deception. He rolls a single white die and rolls a 1. No success, and a one is more than zero successes: a botch.

GM: The man looks you up and down, from the combat boots to the headset. Then he takes a step back and says loudly towards the chapel: "He is here."

Jonas (Brandt): I think I wasn't the right one for this task.

GM: Inside, the singing stops. Roll initiative.

WHAT THE EXAMPLE SHOWS

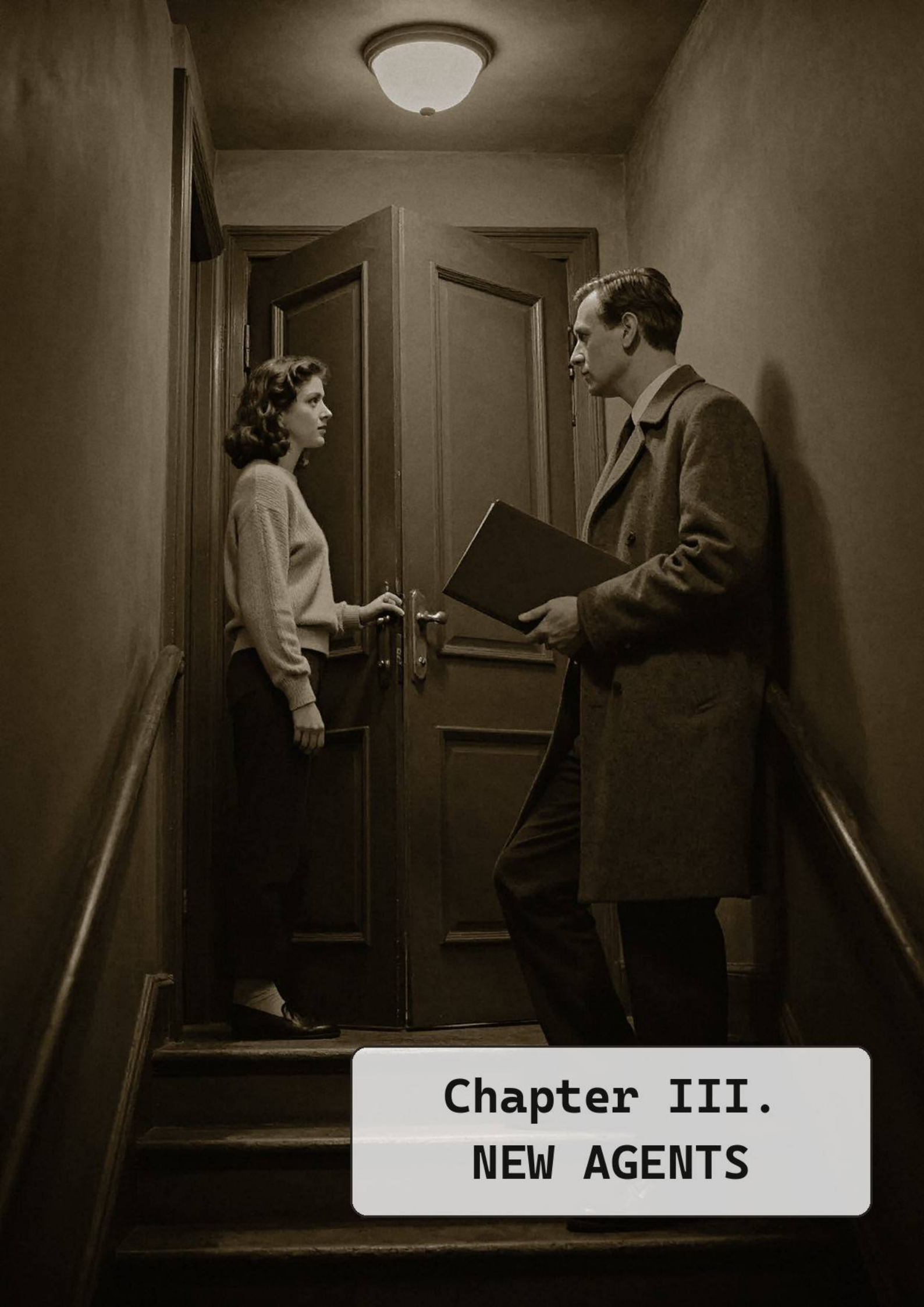
Opposed test: Echo against the guard.

Cooperation: Raven helps Brandt at the door.

Margin: Raven learns more than necessary.

Critical success: an additional clue.

Botch: Brandt speaks where he should have remained silent.



Chapter III.
NEW AGENTS

Agents in the Shadows

"We are not looking for heroes. Heroes die young. We are looking for people who survive."
Recruiter, Operations Branch

The world is not as it seems. Governments conceal, corporations experiment, and some people simply vanish without a trace. O.D.I.N. is the last line of defence.

Nobody applies to O.D.I.N. Either you are recruited because you are something special, or you have come so close to a threat that only two options remain: die or join. Your character has a past and a reason why they are here. Perhaps they will become a hero. Perhaps they will break under what they see.

This chapter guides you step by step through the creation of your agent. As an example, **Lena Kowalski**, codename **Raven**, whom you already know from the play example in Chapter II, accompanies you.

Creation in Nine Steps

Step	What you do
1	Establish past and identity
2	Choose main class: +1 to three core skills
3	Choose subclass: bonuses and special abilities
4	Attributes: all start at 1, plus 12 points
5	Skills: 25 points, plus basic training +1 to Dodge, Mental Resistance and Perception
6	Calculate derived values
7	Choose psi powers or spells (only Psion and Thaumaturge)
8	Equipment and starting funds
9	Determine drive

UPPER LIMIT AT CREATION

From your own points, no attribute and no skill exceeds 4 at the start of play. Only the bonuses from main class and subclass can raise a value to 5.

No value is above 5 at the start of play. The maximum value 6 can only be reached through experience.

All agents begin at the rank of **Cadet**. How they advance is described at the end of this chapter.

Step 1: Past and Identity

Before your character joined O.D.I.N., they had a life: a career, a goal, perhaps a family. Consider:

- Did they have a normal career that led to recruitment, or were they caught up in a supernatural catastrophe?
- Were they a volunteer or were they forced?
- Do they believe in the mission or pursue their own goals?
- Whom did they leave behind, and does that person know what became of them?

Enter on the character sheet: **Name**, **Codename**, **Age**, **Gender**, **Origin**, **Height and weight**, **Eye and hair colour** as well as **distinguishing features** such as scars or tattoos. Write three to five sentences about your background under "Background". Also think of two people from this old life who would still help you. They are your first **contacts** (Chapter X).

Paths to O.D.I.N.

If you are unsure, choose a path to O.D.I.N. or roll a D6.

D6	Path	Description
1	**The Survivor**	Witness to a supernatural incident, rescued or captured.
2	**The Specialist**	O.D.I.N. needed their skills and recruited them specifically.
3	**The Defector**	They worked for another organisation or government before switching sides.
4	**The Fallen**	Officially they are dead. O.D.I.N. used their death to make them disappear.
5	**The Legacy**	One parent already served O.D.I.N. They grew up with secrets.
6	**The Marked**	A crystal, a rift or a power changed them. O.D.I.N. wants to know how.

Codenames

Every agent receives a codename. It replaces their real name on duty, even among colleagues. Animal names such as "Raven" or "Wolf" and terms from mythology, science or the military such as "Echo", "Argus" or "Tesla" have proven effective. No codename is assigned twice while its bearer lives. Whether it becomes available again afterwards is a matter of differing opinions in the holds. Some cadets ask for their own first or last name,

out of defiance or superstition. The instructors advise against it, but do not forbid it.

```
EXAMPLE: RAVEN, STEP 1
Lena Kowalski, 34, was a detective with the BKA.
A case led her into a basement from which her partner did not return.
O.D.I.N. found her before the press did.
Path to O.D.I.N.: The Survivor.
Codename: Raven.
```

Step 2: The Main Class

The main class is the fundamental archetype of your character. It determines which branch they belong to, their basic equipment and three **core skills**, each of which receives +1 point. There are six main classes. They are described in detail in Chapter IV.

Class	Role	Core skills (each +1)
Agent	Spies, infiltrators, assassins	Stealth, Deception, Firearms
Scientist	Researchers and technicians	Academic Knowledge, Technology, Perception
Psion	Bearers of psionic powers	Concentration, Mental Resistance, Insight
Thaumaturge	Mages who use crystals	Occultism, Concentration, Academic Knowledge
Soldier	Fighters against extreme threats	Firearms, Athletics, Tactics
Investigator	Detectives, analysts, cryptologists	Investigation, Perception, Insight

The classes and subclasses are official service designations at O.D.I.N. and therefore English in every edition.

```
EXAMPLE: RAVEN, STEP 2
Main class: Investigator.
Investigation, Perception and Insight each +1.
```

Step 3: The Subclass

Each main class has five subclasses. The subclass gives your character a focus: attribute bonuses (+2 and +1), skill bonuses, additional equipment and three special abilities. All 30 subclasses are in Chapter IV.

Class	Subclasses
Agent	Infiltrator, Negotiator, Assassin, Spy, Saboteur
Scientist	Biochemist, Physicist, Engineer, Astrobiologist, Cyberneticist
Psion	Telepath, Telekinetic, Precognitive, Psychic Healer, Elementarist
Thaumaturge	Chronomancer, Thaumaturgist, Alchemist, Illusionist, Invoker
Soldier	Stormbreaker, Echo-Operative, Shadow Paratrooper, Nanotech Veteran, Techno-Stormtrooper
Investigator	Profiler, Cryptanalyst, Paranormal Detective, Journalist, Antiquarian

```
EXAMPLE: RAVEN, STEP 3
Subclass: Paranormal Detective.
Attributes: +2 WIS, +1 WIL.
Skills: +2 Occultism, +1 Investigation, +1 Perception.
Special ability among others:
Ghost Sight.
```

Step 4: Attributes

Every character has nine attributes in three groups. **All attributes start at 1. You distribute 12 additional points**, after which the subclass bonuses are added. From your own points, no attribute exceeds 4, with bonuses at most 5.

Attribute	Abbr.	What for?
Strength	STR	Physical power, carrying capacity. Kick in a door.
Dexterity	DEX	Reflexes, manual dexterity. Draw a pistol quickly.
Constitution	CON	Endurance, pain threshold. Take a hit.
Intelligence	INT	Logic, analysis. Understand alien technology.
Wisdom	WIS	Intuition, perception. Spot a hidden detail.
Willpower	WIL	Mental toughness. Resist a psionicist.
Charisma	CHA	Presence. Inspire a crowd.

Attribute	Abbr.	What for?
Manipulation	MAN	Deception, bluff. Play a false identity.
Composure	COM	Calm under pressure. Think clearly in a fire-fight.

The first three attributes are physical, the middle three mental, the last three social.

Value	Meaning
1	Weak, below average
2	Average
3	Good, clearly above average
4	Outstanding
5	Exceptional, peak human
6	Superhuman, only through experience or the super-natural

Tip: Set your most important attribute to 4 or 5 and do not leave any attribute that your class regularly needs at 1. A Soldier with COM 1 will freeze in the first firefight. A Psion with WIL 1 loses control of their powers.

```
EXAMPLE: RAVEN, STEP 4
12 points distributed, then +2 WIS and +1 WIL.
STR 1, DEX 3, CON 2, INT 3, WIS 5, WIL 3, CHA 2, MAN 2, COM 3.
Raven is perceptive and clever, but not a fighter.
```

Step 5: Skills

Skills are learned abilities. **You distribute 25 points** among the skills from Chapter V. In addition, there is +1 from the primary class and the bonuses from the subclass, as well as +1 from basic training to Dodge, Mental Resistance, and Perception. Here too: from your own points at most 4, with the bonuses at most 5. Psionic skills are only available to Psions, magical ones only to Thaumaturges. Psions have a primary gift, the skill of their subclass. The other psionic skills are secondary gifts and receive at most 2 own points during creation. Psi Combat is available to all Psions.

A skill point is more valuable than an attribute point, because coloured dice succeed more often. Distribute the points rather specifically among a few skills that fit your role, than broadly across many. One or two points in **Toughness** still don't hurt anyone, because even scientists get shot at.

```
EXAMPLE: RAVEN, STEP 5
Investigation 4, Perception 5, Occultism 4, Insight 3, Firearms 3, Dodge 3, Mental Resistance 3, Stealth 2, Medicine 2, Driving 2, Toughness 2, Persuasion 2.
Total 35: 25 free points, 3 from the primary class, 3 from basic training, 4 from the subclass.
```

Step 6: Derived Values

Value	Calculation
Hit Points (HP)	6 + CON + Toughness
Strain Threshold	4 + WIL + COM
Initiative	DEX
Defence	1 + (DEX + Dodge) ÷ 4, rounded down
Armour	according to worn armour
PSI Points	WIL + WIS + INT, only Psion
Magic Energy (ME)	CHA + WIS + INT, only Thaumaturge

Hit Points show how much damage your agent can take (Chapter VI). **Strain Threshold** shows how much horror they can endure before a trauma threatens (Chapter VII). **Defence** determines how hard they are to hit, **Armour** reduces damage.

```
EXAMPLE: RAVEN, STEP 6
HP 10 (6 + 2 + 2). Strain Threshold 10 (4 + 3 + 3).
Initiative 3. Defence 2 (1 + 6 ÷ 4).
```

Step 7: Psi Powers and Spells

Psions and Thaumaturges automatically master the three special abilities of their subclass. In addition, they choose general powers or spells. How many is stated in Chapter VIII for Psi and Chapter IX for Thaumaturgy. All other classes skip this step.

Step 8: Equipment and Starting Funds

Your character receives the basic equipment of their primary class and the equipment of their subclass. In addition, there is starting funds of **(INT + WIS) × €1,000** for further equipment from Chapter X. Rare and very rare items are only available with the game master's approval.

```
EXAMPLE: RAVEN, STEP 8
Basic equipment Investigator plus equipment
Paranormal Detective.
Starting funds (3 + 5) × €1,000 = €8,000.
Raven buys a pistol and a protective vest.
```

Step 9: Your Drive

Every O.D.I.N. agent has a reason why they stay. Choose a drive or roll, and note it under "Personality".

D6	Drive	They stay because ...
1	**Idealist**	they believe that O.D.I.N. protects humanity.
2	**Knowledge Seeker**	they want to understand what is really going on.
3	**Revenge**	they have lost someone and seek retribution.
4	**Prisoner**	they have no choice. O.D.I.N. is the only option.
5	**Protector**	they want to protect someone who knows nothing about all this.
6	**Seeker**	they want to find someone who has disappeared.

The drive can change during play. If a character makes a difficult decision in line with their drive, they may reduce one point of strain once per mission (Chapter VII).

```
EXAMPLE: RAVEN, STEP 9
Drive: Revenge.
Lena wants to know what was in the cellar. And
she wants it to pay for it.
```

Raven: The Finished Agent

Lena Kowalski is finished. This is what her character sheet looks like in short form:

Raven	Investigator, Paranormal Detective, Cadet
Attributes	STR 1, DEX 3, CON 2, INT 3, WIS 5, WIL 3, CHA 2, MAN 2, COM 3
Skills	Investigation 4, Perception 5, Occultism 4, Insight 3, Firearms 3, Dodge 3, Mental Resistance 3, Stealth 2, Medicine 2, Driving 2, Toughness 2, Persuasion 2
Values	HP 10, Strain Threshold 10, Initiative 3, Defence 2
Drive	Revenge

If Raven wants to find occult signs at a crime scene, she rolls 5 white dice for Wisdom and 4 coloured for Occultism. In addition, there are 2 bonus dice from her ability Ghost Sight. A hard test (3) she succeeds in almost nine out of ten cases. In a firefight, however, she should only go if Brandt is in front of her.

Assembling the Cell

Your agents form a cell together. Before creation, briefly agree who plays which class. A cell works best when it can do three things: **fight**, **find out**, and **deal with people**. Whether a Soldier, an Investigator, and an Agent take on these roles or completely different classes, it doesn't matter. Two agents of the same class are no problem if they have different subclasses.

Also consider together why your agents work together. Do they know each other from training? Did the handler reassemble them after an incident? Is one of them the sole survivor of another cell? One question per player is enough: **What connects you to the agent on your left?**

Advancement and Experience

Agents grow through their missions. After each mission, in the aftermath, the game master distributes **experience points (XP)**. The number of evenings does not matter.

Gaining Experience Points

Occasion	XP
Base value by file colour	White 2, Grey 4, Red 5, Black 7, mission without a file 2
Mission objective achieved	+1
Personal bonus: particularly good idea or scene, drive played convincingly, or suffered and survived a trauma	+1, at most once per mission
A thread of a secret found	+1 for each thread

A typical Grey File yields 5 to 6 XP. If a mission lasts longer than three evenings, the game master may award 2 XP as an advance after the third evening. They are not deducted later.

Spending Experience Points

XP are spent between missions. Each value increases by exactly 1 per increase. What an agent learns in the field improves what they can already do. Something new is only learned with time and with someone who has mastered it.

Increase	Cost	What it requires
Skill the agent already has	new value × 2	nothing, right after the mission
New skill at 1	3	one “Train” action with a teacher
Attribute	new value × 5	both actions of one downtime (“Train”), at most one attribute per downtime
Node of the class tree	as in the class book	nothing, right after the mission
Minor PSI power or cantrip	3	nothing, right after the mission
Moderate PSI power or Minor Magica	6	nothing, right after the mission
Major PSI power or Major Magica	10	nothing, right after the mission
Grand Major Magica	15	nothing, right after the mission

A **teacher** is anyone who has mastered the skill at 3 or higher: a member of the cell, a contact of level 2 or higher, or the staff of a Hold (training halls, armoury, infirmary).

Example: Firearms from 3 to 4 costs 8 XP, Dexterity from 3 to 4 costs 20 XP and the whole downtime.

The maximum value for attributes and skills is 6. Secondary gifts of a Psion increase at most to 4. If CON or Toughness increases, Hit Points increase immediately. The same applies to PSI points, Magic Energy, strain threshold, initiative, and defence.

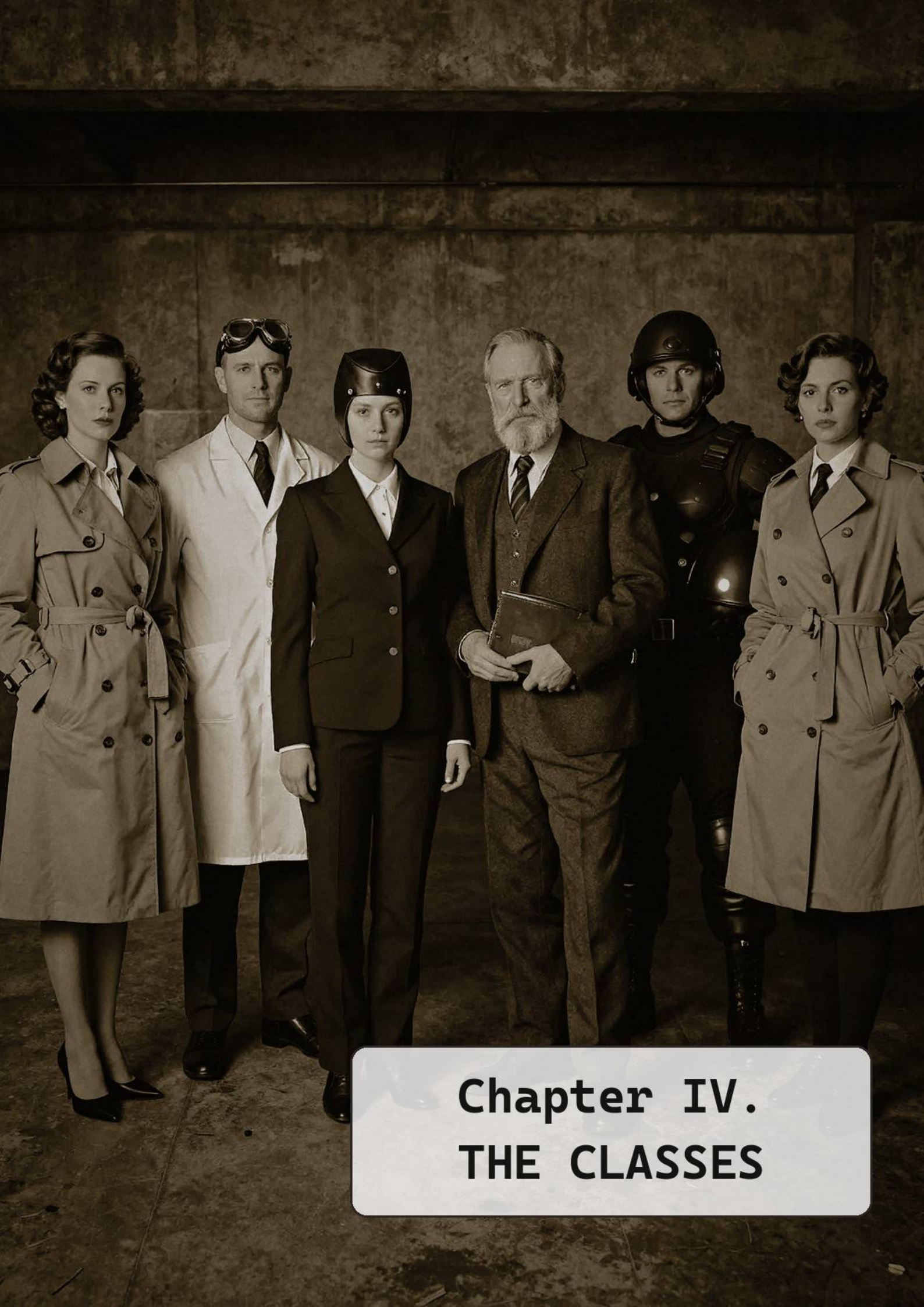
Ranks

With growing experience, an agent rises in rank. Ranks open access to more powerful equipment and to knowledge that cadets are not allowed to learn.

Rank	Total XP	Clearance
Cadet	0	Basic equipment, minor and moderate powers, cantrips, Minor Magica
Agent	20	Rare equipment
Senior Agent	50	Major PSI powers, Major Magica, very rare equipment
Veteran	100	Grand Major Magica, access to artefacts
Shadow Officer	175	Insight into the work of the Council, own cell

All XP ever received are counted, including those already spent. The class books expand each rank with unique abilities for each subclass.

“One is not promoted because one is good. One is promoted because one is still alive.”
Veteran, Tactical Branch



Chapter IV.
THE CLASSES

The Six Classes

"Every branch considers itself the backbone of O.D.I.N."
Unknown Shadow Officer

This chapter presents the six classes and their 30 subclasses. Each class begins with an overview: what defines it, what it is good at, and where its weaknesses lie. Then follow its five subclasses with all game values. Regardless of class, every agent undergoes basic training: +1 to Dodge, Mental Resistance, and Perception.

The class books of the O.D.I.N. series deepen each class: its origins, its view of the organisation, its class tree, and new abilities for each rank. You do not need them for play. Everything you need for creation and the first mission is here.

How to Read the Subclasses

Each subclass lists **bonuses** to attributes, **skills** (additional points), **equipment**, and three **special abilities**.

- **Passive** means: The ability always works when the situation fits. No activation needed.
- **Active** means: Activation costs an action and is limited, usually once per scene. A scene is a coherent segment, such as a fight, an interrogation, or a chase.
- **Psions and Thaumaturges** pay for their subclass abilities with 2 PSI points or 2 ME per use, respectively.
- **+2** always means two bonus dice. The upper limit of +3 bonus dice per test also applies here.

The Classes at a Glance

Class	Branch	Strength
Agent	Operations Branch	Disguise, infiltration, social situations
Scientist	Science Branch	Analysis, technology, healing
Psion	Psionic Core	Mental powers
Thaumaturge	Arcane Branch	Magic from crystals
Soldier	Tactical Branch	Combat, protection, endurance
Investigator	Investigation Branch	Investigation, clues, connections

Agent

"The world does not know we exist. That is our greatest success."
Instructor, Operations Branch

Agents are the elite of the intelligence service. Their tasks range from information gathering to targeted, covert actions that can change the balance of the world. They immerse themselves in hostile environments, fulfil their mission, and preserve their true identity. Their greatest challenge: never to stand out and always to be one step ahead.

Strengths and Weaknesses

Agents are versatile, agile and socially strong. They open doors, literally and figuratively. In direct, open combat against superior opponents, however, they are quickly overwhelmed.

Branch: Operations Branch. **Core skills (each +1):** stealth, deception, firearms.

Basic equipment: pistol (9 mm), camouflage clothing, encrypted communication device, foldable drone, security tool set.

Play If …

… you like planning, slipping into roles and prefer to circumvent problems rather than solve them head-on.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Infiltrator	Infiltration, sabotage	+2 DEX, +1 INT
Negotiator	Negotiation, leadership	+2 CHA, +1 WIS
Assassin	Silent elimination	+2 DEX, +1 STR
Spy	Cover identities, information	+2 INT, +1 CHA
Saboteur	Explosives, systems	+2 DEX, +1 INT

Infiltrator

"The best door is the one nobody knows was open."
Infiltrator, codename Moth

Infiltrators are experts at covertly entering hostile territory. They sabotage, spy and gather information without leaving traces, and avoid direct conflict wherever possible.

In play: You are the vanguard. While the others are still planning, you are already inside. You avoid open combat, because if shots are fired, you have done something wrong.

Bonuses: +2 DEX, +1 INT. **Skills:** +2 stealth, +1 deception, +1 security systems. **Equipment:** light armour, EMP grenade, camouflage cloak (+1 die on stealth as long as they move slowly).

- **Inconspicuousness (passive):** Anyone trying to spot the Infiltrator rolls with −2 dice.
- **Quick Escape (passive):** +2 dice on all tests to escape. Pursuers roll with −2 dice.
- **Sabotage (active, 1× per scene):** The Infiltrator manipulates a security system, a door or a surveillance device. The test on security systems is one step easier, and an alarm is only triggered one round later.

Negotiator

"Everyone wants something. My job is to find out what before someone draws a weapon."
Negotiator, codename Aria

Negotiators are masters of communication. They defuse conflicts, conduct negotiations and gain information through skilful conversation. In an organisation that often relies on harsh measures, they are the diplomatic voice.

In play: You talk where others would shoot. You are the face of the cell to witnesses, authorities and cult leaders, and you hold the cell together when things get dicey.

Bonuses: +2 CHA, +1 WIS. **Skills:** +2 persuasion, +1 insight, +1 leadership. **Equipment:** encrypted communication device, holo-transponder (+1 die on disguise, creates a credible digital identity).

- **Psychological Intimidation (passive):** +2 dice on intimidation. The target resists with an opposed test on WIL + Mental Resistance.
- **Conflict Resolution (active, 1× per scene):** As long as no one has attacked yet, the Negotiator gains +2 dice on negotiation or persuasion to defuse the situation. If the test succeeds, the opponent does not attack for at least one round.
- **Teamwork (active, 1× per scene):** The Negotiator coordinates the cell. Up to two allies gain +1 die on their next test.

Assassin

"There are no clean solutions. There are only quiet ones."
Assassin, codename Nadel

Assassins specialise in precise and silent eliminations. Taking out the target is half the job. The other half is getting away unnoticed.

In play: You wait for the one moment and use it. In combat, you open from hiding and finish what others cannot finish. How you live with what you do is a good question for your game.

Bonuses: +2 DEX, +1 STR. **Skills:** +2 melee, +1 stealth, +1 tracking. **Equipment:** sneak armour, silenced pistol, combat stiletto, one explosive charge.

- **Quick Kill (passive):** If the Assassin attacks from hiding, they gain +2 dice on the attack.
- **Killing Precision (active):** Announced before initiative. The Assassin acts last this round, but their attack deals +2 damage.
- **Silent Movement (passive):** +2 dice on stealth, even in poor conditions such as gravel, rain or light.

Spy

"I was someone else for four years. Sometimes I miss him."
Spy, codename Kuckuck

Spies gather information about hostile organisations. They infiltrate, pass themselves off as someone else and secure information on their own.

In play: You live in foreign lives. You get information that no one else gets, because you become part of the organisation you are spying on. The danger is not discovery. The danger is that you forget who you are.

Bonuses: +2 INT, +1 CHA. **Skills:** +2 deception, +1 perception, +1 hacking. **Equipment:** mini camera, signal converter (taps into communication networks, +1 die on hacking for radio and telephone networks), light armour.

- **Double Identity (passive):** +2 dice on Deception and Disguise as long as they appear in a prepared cover identity. Anyone trying to expose them rolls with −2 dice.
- **False Information (active, 1× per scene):** +2 dice on a Deception test with which they spread misinformation. If it succeeds, the opponent makes a wrong decision, which the game master determines.
- **Secret Code Decryption (passive):** +2 dice on Cryptography.

Saboteur

"Everything has a place where it breaks. I just find it faster."
Saboteur, codename Rost

Saboteurs are experts in destruction. They disable systems, place explosives and prepare larger operations by shutting down the opponent's infrastructure.

In play: You prepare the field. Cameras fail, doors open at the wrong time, gun turrets fall silent. If the plan works, no one notices you were there. If not, everyone notices.

Bonuses: +2 DEX, +1 INT. **Skills:** +2 Explosives, +1 Engineering, +1 Tactics. **Equipment:** Two explosive charges, multi-tool, light armour.

- **Explosives Expert (passive):** +2 dice on Explosives. They can set the detonation time to the second, so that allies take cover in time.
- **System Disruption (active, 1× per scene):** A mechanical or electronic system within sight fails for one round or works for the whole scene with −2 dice (e.g. a gun turret).
- **Targeted Destruction (passive):** Against structures, vehicles and devices, the Saboteur deals +2 damage.

Scientist

"We do not understand everything we fight. But we are working on it, and that sets us apart from the others."
Research Director, Hold-1

Scientists are the backbone of the organisation. They investigate unknown phenomena, develop new technologies and decipher magical or supernatural occurrences. They work with modern and experimental technologies as well as with ancient knowledge.

Strengths and Weaknesses

Scientists know what others only suspect. They heal, repair, analyse and build. Physically they are often weaker than other agents and need cover in combat.

Branch: Science Branch. **Core skills (each +1):** Academic Knowledge, Technology, Perception.

Basic equipment: Lab kit, analysis tablet, protective goggles, field scanner, emergency medication set.

Play If …

… you like puzzles, enjoy trying out tools and solutions, and help the group with knowledge instead of weapons.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Biochemist	Healing, Poisons, Analysis	+2 INT, +1 WIS
Physicist	Energy, Fields	+2 INT, +1 DEX
Engineer	Repair, Improvisation	+2 DEX, +1 INT
Astrobiologist	Alien Life	+2 INT, +1 WIS
Cyberneticist	Implants, Hacking	+2 INT, +1 DEX

Biochemist

"Poison and remedy differ only in the dose. And in the intent."
Biochemist, codename Viola

Biochemists research and manipulate biological processes. They develop remedies, design toxins and neutralise biological hazards. Their knowledge is indispensable against supernatural bioweapons.

In play: You keep the cell alive and find out what the blood on the wall actually is. In combat you are not a front-line fighter, but a prepared blade in the right hand changes every battle.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 Chemistry, +1 Medicine, +1 Biology. **Equipment:** Scientist kit, reagent set, portable bio-scanner (+1 die on Biology for analyses).

- **Medical Emergency Care (passive):** If they succeed at First Aid, the patient heals 2 HP additionally.
- **Quick Analysis (passive):** They analyse unknown substances in half the time and with +2 dice.
- **Toxin Mixer (active, 1× per scene):** They prepare a weapon or ammunition with poison. The next hit deals +1 damage, and the target must pass a test on CON + Toughness against Doable (2) with −2 dice or lose their next action.

Physicist

"Magic is just physics we have not understood yet. I am working on it."
Physicist, codename Planck

Physicists research the fundamental laws of nature and develop technologies from them that go far beyond what ordinary science considers possible. They analyse energetic phenomena and neutralise or amplify supernatural effects.

In play: You explain the inexplicable, or at least try to. You measure rifts, disrupt fields and build a weapon from an energy crystal that the manual advises against.

Bonuses: +2 INT, +1 DEX. **Skills:** +2 Physics, +1 Engineering, +1 Energy Manipulation. **Equipment:** Measuring instruments, portable magnetic field generator, energy crystal (power source for prototypes).

- **Energy Control (passive):** +2 dice on Energy Manipulation. Once per scene, an energy weapon in their hand deals +1 damage.
- **Field Calibration (passive):** Tests to calibrate, shield or disrupt fields and devices are one step easier.
- **Theoretical Analysis (active, 1× per scene):** They ask the game master a specific question about a phenomenon or risk and receive an honest answer. The next test that builds on this answer receives +2 dice.

Engineer

"Give me duct tape, a battery and five minutes."
Engineer, codename Schraube

Engineers are the practical problem solvers. They build, repair and improve technology, from small gadgets to large facilities, and improvise on site when nothing else helps.

In play: You are the reason the vehicle still runs and the radio still transmits. You improvise when everything else fails, and you improve your colleagues' equipment.

Bonuses: +2 DEX, +1 INT. **Skills:** +2 Engineering, +1 Technology, +1 Craft. **Equipment:** Precision tool set, repair kit, modular electronic components.

- **Quick Repair (passive):** +2 dice on repairs, which also take only half the time.
- **System Adaptation (active, once per scene):** They modify a device or a weapon. For the rest of the scene, it gives its user +1 die.
- **Improvisation (passive):** If suitable tools or materials are missing, they receive no penalty. When improvising solutions, they receive +2 dice.

Astrobiologist

"We are not alone. We are just not important enough to be visited. Mostly."
Astrobiologist, codename Kepler

Astrobiologists research life beyond Earth. They analyse alien organisms and ecosystems and recognise

extraterrestrial threats before others even perceive them.

In play: You recognise what does not come from here. You analyse samples, survive in environments that do not suit any human, and you are the first to know whether the thing in the basement is breathing.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 Biology, +1 Xenobiology, +1 Survival. **Equipment:** Portable laboratory, insulated sample containers, field scanner.

- **Sample Analysis (passive):** +2 dice on Biology and Xenobiology when examining samples.
- **Alien Adaptation (passive):** Survival tests in alien or hostile environments are one step easier.
- **Environmental Resonance (passive):** +2 dice on Perception to discover traces of alien life, energetic and chemical anomalies.

Cyberneticist

"The flesh is weak. Fortunately, it is upgradeable."
Cyberneticist, codename Relais

Cyberneticists work at the interface between technology and body. They develop implants and bionic enhancements that improve agents beyond human limits.

In play: You connect human and machine. You hack devices with a thought and keep your colleagues' implants running. How much human is still in you is up to you to decide.

Bonuses: +2 INT, +1 DEX. **Skills:** +2 Cybernetics, +1 Hacking, +1 Robotics. **Equipment:** Diagnostic and interface device, cyber toolkit, a prototype implant (reflex enhancer: +1 initiative).

- **System Integration (passive):** +2 dice on Cybernetics when installing, repairing, or adapting implants.
- **Neural Coupling (active, once per scene):** They connect directly to a device. For the scene, they receive +2 dice on Hacking and Robotics with that device.
- **Adaptive Enhancement (active, once per scene):** An ally with an implant receives +1 die on all physical tests for the scene.

Psion

"They call it a gift. A gift can be refused."
Psion, codename Wendt

Psions have access to the hidden powers of the mind. They read thoughts, move objects, or deceive the senses of their opponents. Their powers are valuable and dangerous at the same time, for whoever pushes them too far suffers psychological damage. Without their focus device, they can only control their powers with difficulty.

Strengths and Weaknesses

Psions can do things that no one else can. For that, they pay with PSI points, with strain, and with constant surveillance by O.D.I.N. Without a helmet, they are vulnerable.

Branch: Psionic Core. **Core skills (each +1):** Concentration, Mental Resistance, Insight.

Basic equipment: Neuro-Helm (focus device, see Chapter VIII), conditioning pills, reinforced communication device, light protective vest.

Play If ...

... you want to play supernatural powers and are intrigued by the question of what power does to a person.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Telepath	Read minds	+2 INT, +1 WIL
Telekinetic	Move objects	+2 INT, +1 WIL
Precognitive	Foresight	+2 WIS, +1 WIL
Psychic Healer	Healing of body and mind	+2 WIS, +1 WIL
Elementarist	Fire, air, earth	+2 WIS, +1 WIL

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RULE FOR ALL SUBCLASSES
All abilities of these subclasses cost 2 PSI
points per use and require a test against
Doable (2), unless otherwise stated. The test
uses the stated attribute and the stated
psionic skill. Details on PSI points are in
Chapter VIII.
```

Telepath

"You're thinking right now that I'm lying. I'm not lying. But you're thinking something else."
Telepath, codename Echo

Telepaths reach into the thoughts of others. They extract hidden information, read emotions, and influence the perception of their targets. But their gift carries the danger of being overwhelmed by foreign thoughts.

In play: You hear what no one says aloud. You are the tool for interrogations, negotiations, and the search for people who do not want to be found. And you are the first to notice when something listens back.

Bonuses: +2 INT, +1 WIL. **Skills:** +2 Telepathy, +1 Insight, +1 Persuasion. **Equipment:** Mental scanner (+1 die on Telepathy), psionic communication module, light protective vest.

- **Thought Reading (INT + Telepathy, 10 m, 1 round):** Opposed test against WIL + Mental Resistance of the target, the target rolls with −2 dice. On a success, the Telepath reads the target's current thoughts; with a margin of 2, also a specific memory.
- **Emotional Manipulation (WIL + Telepathy, 10 m, 2 rounds):** Opposed test as above. On a success, the target experiences an emotion of your choice (fear, anger, trust, despair). A frightened target flees or freezes, an angry target attacks the nearest opponent, a trusting target voluntarily gives information.
- **Mental Barrier (WIL + Telepathy, self, 5 rounds):** +2 dice on all tests against psionic and mental influences, as well as on horror tests.

Telekinetic

"I don't have to touch anything to move it. I just have to want it."
Telekinetic, codename Hebel

Telekinetics control the physical world with the power of their mind. They move objects, erect barriers and hurl opponents back with telekinetic pressure waves.

In play: You are the Psion for the battlefield. You hold doors shut, intercept bullets and throw opponents against walls. Your powers are visible and loud, and that is exactly what makes them dangerous.

Bonuses: +2 INT, +1 WIL. **Skills:** +2 Telekinesis, +1 Psi Combat, +1 Engineering. **Equipment:** mental focus device, energy gloves (+1 die on Telekinesis for precise work), light protective vest.

- **Object Manipulation (INT + Telekinesis, 10 m, 2 rounds):** Moves an object up to 10 kg, plus 10 kg per margin. As a thrown projectile, it deals damage 2 (attack with the same test against defence).
- **Force Push (INT + Telekinesis, 5 m, instant):** Telekinetic attack against the target's defence. Damage 2 + margin, armour applies. The target is pushed back 2 m.
- **Floating Defence (INT + Telekinesis, self, 2 rounds):** A shield of floating debris increases defence by 1 until it has intercepted three attacks or the duration ends.

Precognitive

"I have seen how this ends. That is why we are doing it differently now."
Precognitive, codename Sibylle

Precognitive Psions receive fleeting glimpses into the near future. They foresee dangers and optimise the actions of their cell. But the flood of possible futures can overload the mind.

In play: You see seconds ahead, sometimes days. You warn the cell about the ambush before it happens, and you know which plan will fail. The price is nights when you do not know which future is the real one.

Bonuses: +2 WIS, +1 WIL. **Skills:** +2 Precognition, +1 Tactics, +1 Leadership. **Equipment:** prediction device, data crystal, protective goggles against vision flare.

- **Vision of the Future (WIS + Precognition, self, once per combat):** Can be used before initiative. +2 initiative and +1 die on the first action.
- **Forewarning (WIS + Precognition, 10 m, once per combat, reaction):** Can be used outside your own turn. An ally gains +1 defence against a single attack, or a surprise attack against the cell is cancelled.
- **Focused Future Forecast (WIS + Precognition, 10 m, once per scene, reaction):** After a test has been rolled, it must be repeated, whether by friend or foe. The second result stands. Afterwards, the Precognitive is blinded for one round (−2 dice on all tests).

Psychic Healer

"I can take your pain. It does not disappear. It then lives with me."
Psychic Healer, codename Anker

Psychic Healers restore the bodies and souls of their allies. They accelerate healing, relieve pain and stabilise the mind. Often they take on the burden of their patients in the process.

In play: You patch up bodies and souls. After the mission you are more important than any doctor, during the mission you are the reason the cell can keep fighting. Watch how much you carry yourself.

Bonuses: +2 WIS, +1 WIL. **Skills:** +2 Psychic Healing, +1 Medicine, +1 Insight. **Equipment:** healing crystals (+1 die on Psychic Healing), medical diagnostic device, meditation mat.

- **Rapid Recovery (WIS + Psychic Healing, touch, instant):** Heals 2 HP, plus 1 HP per margin. Each patient can benefit from this at most once per scene.
- **Psychic Stabilisation (WIL + Psychic Healing, touch, instant):** Reduces the target's strain by as many points as successes rolled (up to 3), or gives them +2 dice on their next horror test.
- **Healing Aura (WIS + Psychic Healing, 10 m, 3 rounds, once per scene):** All allies within line of sight and range heal 1 HP per round. The Healer may not move and may do nothing else during this time.

Elementarist

"Fire does not ask whom it belongs to. I do."
Elementarist, codename Zunder

The Elementarist controls the raw energy of nature through their psionic connection to the world. They master fire, air and earth and shape the battlefield with it.

In play: You bring the force of nature into the fight. Fire, wind and earth obey you, at least as long as you concentrate. You change the terrain and with it every combat.

Bonuses: +2 WIS, +1 WIL. **Skills:** +2 Elemental Control, +1 Energy Manipulation, +1 Psi Combat. **Equipment:** elemental focuser, protective amulet (+1 armour against fire, cold and electricity), light robe.

- **Fire Control (WIS + Elemental Control, 10 m, immediate):** Fire attack against defence. Damage 3 + margin, armour applies. Flammable material ignites.
- **Windstorm (WIS + Elemental Control, 10 m radius, 1 round):** All opponents in the area gain −2 initiative in the next round and −1 die on ranged attacks. Smoke and gas are dispersed.
- **Earth Tremor (WIS + Elemental Control, 5 m radius, immediate):** All in the area, including allies, suffer damage 2 (armour applies) and must pass a DEX + Acrobatics test against Doable (2) or fall.

Thaumaturge

"Without a crystal, I'm a person with a very old book. With a crystal, I'm something else."
Thaumaturge Elara Voss

Thaumaturges understand and manipulate the secret laws of the world. Their magic is fed by crystals and can act as fire, ice, electricity or healing energy. They are considered unpredictable, for magic is as destructive as it is healing. Without a crystal there is no magic.

Strengths and Weaknesses

Thaumaturges have the broadest range of effects in the game. They are dependent on their crystals and their Magic Energy, and every spell that goes wrong can destroy more than just the plan.

Branch: Arcane Branch. **Core skills (each +1):** Occultism, Concentration, Academic Knowledge.

Basic equipment: crystal shard (catalyst, see Chapter IX), spellbook, Amulet of Concentration, magical robe, alchemist's kit.

Play If ...

... you want to play magic, enjoy preparation and resources, and do not shy away from risk.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Chronomancer	Time	+2 INT, +1 WIS
Thaumaturgist	Rituals, Banishment	+2 INT, +1 WIS
Alchemist	Potions, Transformation	+2 INT, +1 WIS
Illusionist	Illusions	+2 INT, +1 CHA
Invoker	Invocation of Higher Powers	+2 WIS, +1 CHA

RULES FOR ALL SUBCLASSES
All abilities of these subclasses cost **2 ME** per use, require a crystal and a test against Doable (2) with the stated attribute and the stated skill. Details are in Chapter IX.

Chronomancer

"I don't have time. I only have what I borrow from it."
Chronomancer, codename Pendel

The Chronomancer manipulates the currents of time. They slow opponents, accelerate allies and, in rare cases, cast a glance into possible futures. Every change has consequences, and inexperienced Chronomancers risk paradoxes.

In play: You slow enemies and accelerate friends. You are the most powerful support a cell can have, but time keeps a record of every intervention.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 Thaumaturgy, +1 Ritualism, +1 Tactics. **Equipment:** Chronomancer's hourglass, Time Focus Amulet (+1 die on Thaumaturgy for time spells), Robe of Time Distortion.

- **Time Distortion (INT + Thaumaturgy, 10 m, 3 rounds):** One ally gains +2 initiative and +1 die on all tests, or one opponent gains −2 initiative and −1 die (opposed test against WIL + Mental Resistance).
- **Time Stop (INT + Thaumaturgy, self, 1× per combat):** The Chronomancer immediately gains an additional action while everyone else is frozen.
- **Short Time Travel (WIS + Thaumaturgy, 10 m, 1× per scene, reaction):** A failed test by the Chronomancer or an ally within range is repeated. The second result counts.

Thaumaturgist

"A spell is a contract with the world. Read the small print."
Thaumaturgist, codename Folio

Thaumaturgists are masters of the arcane arts whose knowledge is based on ancient teachings. They use spells and rituals to banish opponents or call forth powerful effects, and spend years perfecting their rituals.

In play: You are the classic mage: learned, cautious, thorough. You banish, you protect, and when you must, you let loose. Your strength is preparation, your weakness the moment when there is no time for it.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 Thaumaturgy, +1 Ritualism, +1 Alchemy. **Equipment:** spellbook, ritual knife, wand (+1 die on Thaumaturgy).

- **Ritual Master (passive, costs no ME):** Rituals are one step easier for them and take only half as long.
- **Spell Amplification (INT + Thaumaturgy, self):** The next spell in this scene deals +1 damage or lasts twice as long.
- **Magical Barrier (WIS + Thaumaturgy, 10 m, 3 rounds):** One target gains +2 armour against physical damage.

Alchemist

"Lead into gold is beginner's stuff. Try fear into courage."
Alchemist, codename Retorte

The Alchemist is a mage of matter. Through secret formulae they create potions that heal, strengthen or have devastating effects, and transform materials into new forms.

In play: You carry your arsenal in vials on your belt. Your potions heal, strengthen or explode. You plan ahead, and the cell quickly learns to ask you before a mission what you have brewed.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 Alchemy, +1 Thaumaturgy, +1 Craft. **Equipment:** alchemist's kit, vials of essences, protective goggles.

- **Elixirs (INT + Alchemy, outside combat, 10 minutes):** They brew an elixir of their choice: healing potion (heals 3 HP), strengthening potion (+1 die on tests of one attribute for one scene) or clarity potion (+2 dice on the next horror test). Per day at most as many elixirs as their Alchemy rating. Elixirs lose their effect after 24 hours.
- **Transmutation (INT + Alchemy, touch, one scene):** An object up to 10 kg changes its material: metal becomes brittle, wood becomes hard as steel, glass becomes flexible.
- **Alchemical Explosion (INT + Alchemy, thrown 15 m, immediate):** An explosive mixture. Damage 3 + margin in 3 m radius, also hits allies. Armour applies.

Illusionist

"The truth is what you believe you saw."
Illusionist, codename Spiegel

The Illusionist plays with the perception of their enemies. They make opponents attack shadows, hide in illusions and cause chaos. But a small mistake can expose the deception.

In play: You deceive senses instead of people. You make the cell disappear, send opponents after illusions and create confusion where chaos is needed. Whoever sees through you is dangerous.

Bonuses: +2 INT, +1 CHA. **Skills:** +2 Thaumaturgy, +1 Deception, +1 Performance. **Equipment:** Mirror of Deception (+1 die on illusions), Illusion Flask, Robe of Confusion.

- **Deception (CHA + Thaumaturgy, 10 m, 3 rounds):** A visual and auditory illusion up to the size of a car. Whoever wants to see through it needs a perception test against the Illusionist's successes and rolls with −2 dice.
- **Shadow Play (INT + Thaumaturgy, 10 m, 3 rounds):** Only in dim light or darkness. The Illusionist and up to two allies gain +2 dice on Stealth, attacks against them roll with −1 die.
- **Invisibility (WIS + Thaumaturgy, self or touch, 1× per scene):** The target becomes invisible until it attacks or three rounds have passed. It gains +2 defence and +2 dice on Stealth.

Invoker

"I do not ask for help. I negotiate the price."
Invoker, codename Bote

The Invoker channels the power of higher beings. Through prayers, summonings and rituals they communicate with divine entities, ancient spirits or cosmic forces. Every being they invoke demands something in return, be it loyalty, a sacrifice or a part of their soul.

In play: You call upon powers greater than yourself. Your effect is enormous, and every invocation has a price set

by the game master. The question is not whether you pay, but when.

Bonuses: +2 WIS, +1 CHA. **Skills:** +2 Ritualism, +1 Thaumaturgy, +1 Occultism. **Equipment:** Summoning Book, Relic of the Summoner (+1 die on Ritualism), Priest Robe.

- **Divine Summoning (WIS + Ritualism, 10 m, 1× per scene):** Summons a being that fights on the Invoker's side for 2 rounds plus margin. Stats: Attack 3 white + 3 coloured, Damage 3, Defence 2, Armour 1, HP 8. As long as it exists, the Invoker cannot cast other spells. Each summoning costs the Invoker 1 strain.
- **Protective Prayer (WIS + Ritualism, 10 m radius, 3 rounds):** All allies in the area gain +1 armour against physical and magical damage.
- **Holy Aura (WIS + Ritualism, 10 m radius, 3 rounds, 1× per scene):** All allies in the area heal 1 HP per round and gain +1 die on horror tests. The Invoker can only move during this time.

Soldier

"The others explain what it is. We make sure it stops."
General Ares, attributed

Soldiers are the combat unit of the organisation. Their abilities range from tactical planning to close combat to heavy weapons handling. They are often the first point of contact when conflicts with supernatural or human enemies arise, and they need the discipline of a warrior as much as the flexibility of a survivor.

Strengths and Weaknesses

Soldiers endure the most and deal the most. They protect the cell and end fights. In negotiations, research and occult knowledge they rely on the others.

Branch: Tactical Branch. **Core skills (each +1):** Firearms, Athletics, Tactics.

Basic equipment: Assault rifle, combat suit with helmet, two high-explosive grenades, first aid kit.

Play If …

… you like being in the centre of the action, want to protect the group and like clear solutions.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Stormbreaker	Anti-Tank	+2 STR, +1 INT
Echo-Operative	Sonic Weapons	+2 DEX, +1 WIS
Shadow Paratrooper	Camouflage, Air-borne	+2 DEX, +1 COM
Nanotech Veteran	Self-Healing, Strength	+2 CON, +1 WIL
Techno-Stormtrooper	Shields, Heavy Armour	+2 STR, +1 INT

Stormbreaker

"If the door doesn't open, the wall is next."
Stormbreaker, codename Bulldozer

Stormbreakers are the spearhead of every offensive, specialised in heavily armoured targets. With anti-tank weapons and explosives they break through vehicles, bunkers and magically reinforced armour, and their combat suits allow them to endure even under extreme conditions.

In play: You are the cell's heavy artillery. Armoured opponents, bunkers and vehicles are your speciality. You go through the door first and get shot at the most.

Bonuses: +2 STR, +1 INT. **Skills:** +2 Heavy Weapons, +1 Explosives, +1 Tactics. **Equipment:** Thermal anti-tank launcher, shock grenade belt (three shock grenades), heavy combat suit.

- **Armour Break (passive):** Their attacks ignore 2 points of armour.
- **High-Explosive Charge (active, 2× per mission):** They place a charge (one action), which they later

detonate. Damage 5 in a 5 m radius, cover does not protect.

- **Tactical Retreat (passive):** After an attack with a heavy weapon, they have +1 defence until their next action.

Echo-Operative

"Do you hear that? No? Then it works."
Echo-Operative, codename Resonanz

Echo-Operative conduct acoustic warfare. Sound waves and inaudible frequencies disorient, weaken or neutralise opponents and sabotage electronics. Their area of operation is narrow, urban spaces.

In play: You fight with sound. In narrow spaces and cities you are lethal: you disorient opponents, disable electronics and hear heartbeats through walls.

Bonuses: +2 DEX, +1 WIS. **Skills:** +2 Firearms, +1 Acrobatics, +1 Perception. **Equipment:** Resonance pistol, infrasound generator, sound-absorbing boots (+1 die on Stealth).

- **Deconstructive Bass (passive):** A shot with the resonance pistol automatically destroys fragile objects such as glass walls, monitors or light sources.
- **Frequency Overlay (active, 1× per scene):** For 3 rounds, all psionic and magical tests within a 10 m radius roll with −2 dice, including those of their own allies.
- **Echo Location (passive):** +2 dice on Perception to find hidden or invisible opponents. They cannot be surprised.

Shadow Paratrooper

"They never saw us. That was the plan."
Shadow Paratrooper, codename Nachtfalke

Shadow Paratroopers operate deep behind enemy lines. They are masters of camouflage, silent attack and rapid retreat, and use the fear of the invisible as a weapon.

In play: You are soldier and shadow at once. You land where no one expects you, strike and are gone before the opponent knows where the attack came from.

Bonuses: +2 DEX, +1 COM. **Skills:** +2 Stealth, +1 Sleight of Hand, +1 Survival. **Equipment:** Adaptive camouflage cloak (+2 dice on Stealth in natural terrain), three collapsible traps (net, poison dart or smoke), light infiltration rifle.

- **Phantom Attack (passive):** The first attack from concealment in a scene deals +3 damage.
- **Mist of Vanishing (active, 1× per scene):** A cloud of smoke with a 5 m radius. All within gain +2 defence against ranged attacks and +2 dice on escape. It lasts 3 rounds.
- **Deadly Stealth (passive):** If they achieve a critical success on an attack from concealment, they deal an additional +2 damage.

Nanotech Veteran

"The nanites repair everything. Just not what I have lost."
Nanotech Veteran, codename Stahl

The bodies of these soldiers are permeated with experimental nanites that repair injuries and strengthen muscles. But power has its price: many veterans report loss of feeling and alienation. Their allies fear them almost as much as their enemies.

In play: You are almost impossible to kill. Your wounds close, your strength grows. The exciting question of your character is what the machines inside you do to your feelings.

Bonuses: +2 CON, +1 WIL. **Skills:** +2 Brawling, +1 Toughness, +1 Nanotechnology. **Equipment:** Nanite injector (one action, heals 2 HP, 3× per mission), monomolecular bone blades (weapon, see Chapter X), reaction booster (+1 initiative).

- **Adaptive Armour (passive):** Every time they suffer damage in a fight, their armour increases by 1, up to +3. After the fight it drops to its normal value.
- **Berserker Protocol (active):** They sacrifice 2 HP and gain +2 dice on their attack this round.
- **Last Cell (passive, 1× per mission):** If they drop to 0 HP, they remain fully capable of acting for 3 more rounds. Then they collapse and are considered dying.

Techno-Stormtrooper

"Shield up, head down, keep going."
Techno-Stormtrooper, codename Bastion

Techno-Stormtroopers are heavily armoured fighters with experimental technology. Kinetic boosters give them speed and strength, energy shields absorb concentrated fire, and EMP weapons disable any electronic defence.

In play: You are the wall of the cell. With shield, boosters and heavy armour you hold positions and protect the

weaker ones. EMP weapons make you the nightmare of any technical defence.

Bonuses: +2 STR, +1 INT. **Skills:** +2 Energy Weapons, +1 Engineering, +1 Tactics. **Equipment:** Kinetic energy shield (+2 armour, absorbs a total of at most 10 damage per mission, then empty), EMP grenade launcher, booster boots (+2 dice on Athletics when jumping and sprinting).

- **Shield Overload (active, 1× per day):** The shield discharges. All opponents within a 3 m radius suffer damage 4. Afterwards the shield is ineffective for 2 rounds.
- **Kinetic Strike (active):** Melee attack with the shield (STR + Brawling). Damage 3 + margin, ignores 2 points of armour and pushes the target back 2 m.
- **Tactical Recalibration (active, 1× per fight):** +2 dice on all attacks or +1 defence for one round.

Investigator

"Coincidences exist. Just not so many at once."
Investigator, codename Raven

Investigators are the detectives of the organisation. With sharp intellect, intuition, and insight into human nature, they bring the darkest secrets to light. They follow clues, question witnesses, and analyse evidence to identify threats before they escalate.

Strengths and Weaknesses

Investigators find what the cell needs: the location, the perpetrator, the motive. Without them, every Red File gropes in the dark. In combat they are solid, but not specialists.

Branch: Investigation Branch. **Core skills (each +1):** Investigation, Perception, Human Insight.

Basic equipment: Forensic kit, portable scanner, communication device with recording, multi-tool, notebook, torch with UV function.

Play If …

… you enjoy piecing together clues, questioning characters, and driving the story forward.

The Subclasses at a Glance

Subclass	Focus	Bonuses
Profiler	Psychology, patterns	+2 WIS, +1 INT
Cryptanalyst	Codes, data	+2 INT, +1 DEX
Paranormal Detective	Occult investigation	+2 WIS, +1 WIL
Journalist	Research, contacts	+2 CHA, +1 INT
Antiquarian	Artefacts, old writings	+2 INT, +1 WIS

Profiler

"Tell me how someone drinks their coffee, and I'll tell you who they killed."
Profiler, codename Spiegelbild

The Profiler is a master of psychological analysis. They recognise patterns in gestures, facial expressions, and speech, and create offender profiles with unparalleled precision.

In play: You read people like files. You recognise lies, patterns, and motives, and often know who the perpetrator is before the interrogation. With beings that are not human, your method reaches exciting limits.

Bonuses: +2 WIS, +1 INT. **Skills:** +2 Human Insight, +1 Persuasion, +1 Investigation. **Equipment:** Analysis tablet, mini voice recorder, weatherproof notepad.

- **Psychological Analysis (passive):** +2 dice on Human Insight.
- **Lie Detection (passive):** Anyone who lies to the Profiler rolls Deception with −2 dice.
- **Offender Profiling (active, 1× per mission):** After evaluating at least three clues, they create a profile of an opponent. The cell receives +1 die on all tests to track down, question, or anticipate this target for the rest of the mission.

Cryptanalyst

"Every code is a person who wanted to hide something. People make mistakes."
Cryptanalyst, codename Enigma

The Cryptanalyst is an expert in encryption, codes, and digital security. Whether intercepted communication, hidden data streams, or ancient texts: they decrypt what others consider unbreakable, and thereby become a coveted target themselves.

In play: You open what is locked: data streams, radio traffic, manuscripts in dead languages. Your work is quiet, but it often determines whether the cell is at the right place in time.

Bonuses: +2 INT, +1 DEX. **Skills:** +2 Cryptography, +1 Investigation, +1 Technology. **Equipment:** High-performance laptop (+1 die on Hacking), algorithm module, portable document scanner.

- **Code Breaking (passive):** Tests on Cryptography are one step easier.
- **Digital Infiltration (passive):** +2 dice on Hacking and Technology in digital systems.
- **Pattern Recognition (passive):** +2 dice on Investigation when they evaluate data, recordings, or documents.

Paranormal Detective

"I believe in nothing. Therefore I see everything."
Paranormal Detective, codename Raven

The Paranormal Detective deals with puzzles beyond rational understanding. They combine forensics with occult practices, read old writings, and recognise symbols of dark powers. However, those who look too deeply into the unknown risk the unknown looking back.

In play: You combine police work with occult knowledge. You find the signs that others overlook, and know what they mean. You are the bridge between crime scene and ritual.

Bonuses: +2 WIS, +1 WIL. **Skills:** +2 Occultism, +1 Investigation, +1 Perception. **Equipment:** EMF detector, notebook with old rituals, UV lamp.

- **Ghost Sight (passive):** +2 dice on Perception and Occultism when investigating paranormal phenomena.
- **Occult Recognition (passive):** Tests to recognise occult signs, signatures, and connections are one step easier.
- **Protective Ritual (active, 1× per scene, 1 minute):** The entire cell receives +2 dice on horror tests and on tests against supernatural influence for the scene.

Journalist

"The truth always comes out. I just make sure it reaches us first."
Journalist, codename Feder

The Journalist in the Investigation Branch is a tireless researcher. With curiosity, contacts, and a fine sense for hidden truths, they move through the grey areas of power and secrets.

In play: You have contacts everywhere and a nose for stories that are not supposed to be told. Ironically, you now work for an organisation whose story may never appear.

Bonuses: +2 CHA, +1 INT. **Skills:** +2 Persuasion, +1 Investigation, +1 Contacts. **Equipment:** Mini camera, voice recorder, forged press credentials (+1 die on Deception to gain access).

- **Information Gathering (passive):** +2 dice on Investigation and Persuasion when they collect information.
- **Revelation Sense (passive):** Tests to uncover inconsistencies and hidden connections are one step easier.
- **Network Contacts (active, 1× per mission):** A contact provides useful information, access, or a favour. The test on CHA + Contacts receives +2 dice.

Antiquarian

"Everything has been here before. You just need to know on which shelf."
Antiquarian, codename Folio-7

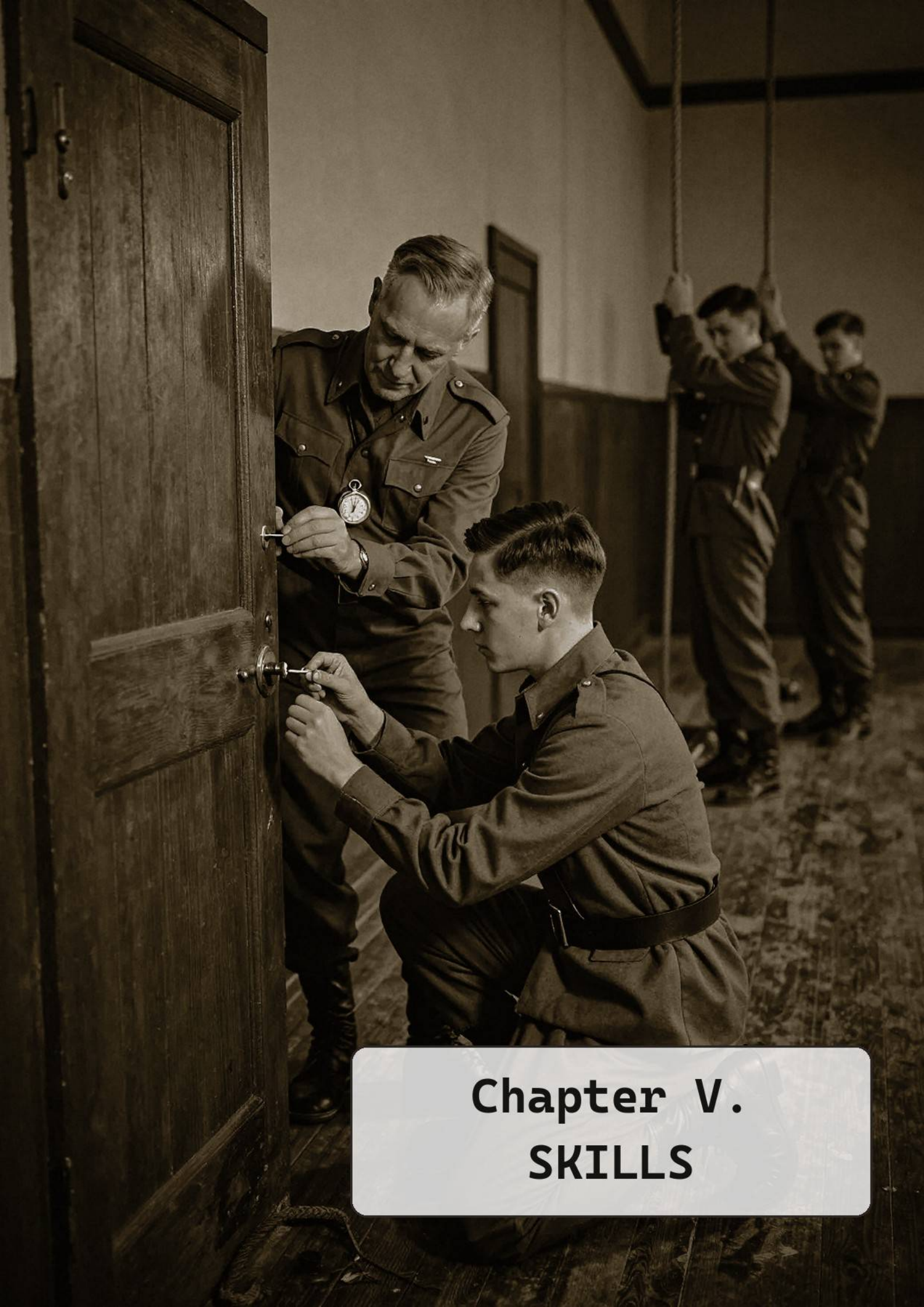
The Antiquarian is a keeper of forgotten knowledge. They study old relics and manuscripts, recognise true treasures in unremarkable finds, and piece together the puzzle of the past. But many relics carry curses or powers that are catastrophic in the wrong hands.

In play: You know the past better than the present. You recognise artefacts, read old maps, and know which curse lies on the casket before anyone opens it.

Bonuses: +2 INT, +1 WIS. **Skills:** +2 History, +1 Investigation, +1 Occultism. **Equipment:** Portable

microscope, archive gloves, translation compendium (+1 die on ancient languages).

- **Artefact Analysis (passive):** +2 dice on History and Investigation when examining artefacts.
- **Language Deciphering (passive):** +2 dice on translating and interpreting ancient writings.
- **Value Assessment (passive):** Tests to determine the origin, age, and value of a relic are one step easier. They recognise cursed objects before touching them.



Chapter V.
SKILLS

Skills

"Talent gets you through the door. Training gets you back out."
Trainer, Hold-3

Skills are learned abilities. They provide the coloured dice of a test, which succeed on a 4 or higher. This chapter lists all skills with their standard attribute and explains when each is used.

Assessing Values

Value	Level	Meaning
0	Layperson	No training, only white dice
1	Basic knowledge	Has learned it, but rarely applied
2	Practised	Solid everyday competence
3	Professional	Professional standard, reliable under pressure
4	Expert	Among the best in their unit
5	Master	Nationally recognised
6	Legend	Only attainable through experience

Each skill has a **standard attribute**. The game master can require a different attribute depending on the situation: someone opening a lock under time pressure rolls DEX + Security Systems; someone analysing a lock they have never seen before rolls INT + Security Systems.

Physical Skills

Skill	Attribute	Description
Athletics	STR	Climbing, jumping, swimming, throwing, carrying heavy loads
Brawling	STR	Unarmed combat, wrestling, fistfighting
Melee	STR	Blades, axes, blunt and improvised weapons
Heavy Weapons	STR	Machine guns, rocket launchers, anti-tank weapons
Acrobatics	DEX	Balancing, rolling, catching falls, stunts
Dodge	DEX	Avoiding attacks, diving for cover; increases defence
Energy Weapons	DEX	Laser, plasma, and blaster weapons
Driving	DEX	Cars, motorcycles, lorries, tanks
Sleight of Hand	DEX	Pickpocketing, sleight-of-hand tricks, hiding something unnoticed

Skill	Attribute	Description
Stealth	DEX	Sneaking, hiding, shadowing
Piloting	DEX	Helicopters, aeroplanes, boats, drones
Firearms	DEX	Pistols, rifles, submachine guns, shotguns
Security Systems	DEX	Bypassing locks, alarm systems, cameras
Endurance	CON	Long marches, sleep deprivation, enduring heat and cold
Toughness	CON	Resisting pain, poison, and disease; increases Hit Points

Mental Skills

Skill	Attribute	Description
Academic Knowledge	INT	General education, geography, geology, mathematics, law
Biology	INT	Living beings, anatomy, ecosystems
Chemistry	INT	Substances, reactions, toxicology
Energy Manipulation	INT	Controlling energy sources and fields, handling energy anomalies
Investigation	INT	Securing clues, evaluating crime scenes, research
History	INT	Epochs, cultures, archaeology, value of relics
Hacking	INT	Breaking into networks and computers
Craft	INT	Making and repairing simple things
Engineering	INT	Constructing, analysing, and modifying machines
Cryptography	INT	Cracking and creating codes and encryptions
Cybernetics	INT	Implants and bionic systems
Medicine	INT	First aid, diagnosis, treatment, surgery
Nanotechnology	INT	Programming and controlling nanites
Navigation	INT	Orientation, maps, route planning
Occultism	INT	Rituals, symbols, supernatural beings and phenomena
Physics	INT	Laws of nature, energy, matter
Robotics	INT	Building, programming, and controlling robots and drones
Explosives	INT	Building, placing, and defusing explosive devices
Technology	INT	Operating and repairing electronics, mechanics, devices
Xenobiology	INT	Extraterrestrial and otherworldly life forms
Insight	WIS	Recognising lies, interpreting motives and feelings, psychology
Tracking	WIS	Following trails, interpreting tracks in terrain
Tactics	WIS	Assessing situations, planning operations, recognising ambushes
Animal Handling	WIS	Understanding, calming, and leading animals
Survival	WIS	Finding food, water, and shelter in the wilderness
Perception	WIS	Noticing, observing, monitoring
Mental Resistance	WIL	Resisting horror, interrogation, and mental influence
Concentration	WIL	Focus under distraction, meditation, self-control

Social Skills

Skill	Attribute	Description
Performance	CHA	Acting, speech, playing a role convincingly
Leadership	CHA	Guide, motivate and train others
Contacts	CHA	Use network, find informants, call in favours

Skill	Attribute	Description
Persuasion	CHA	Win with arguments and charm
Negotiation	CHA	Bargain, make compromises, defuse conflicts
Deception	MAN	Lie, bluff, lay false trails, propaganda
Seduction	MAN	Use attraction deliberately
Disguise	MAN	Change appearance and demeanour
Intimidation	COM	Threaten, build pressure
Etiquette	COM	Manners, protocol, conduct in unfamiliar circles
Stress Management	COM	Reduce strain, stay calm in crises

Psionic Skills (Psion Only)

PRIMARY GIFT AND SECONDARY GIFTS

Every Psion has a primary gift: the psionic skill of their subclass. It follows the normal limits. The other four psionic skills are secondary gifts. At creation, a secondary gift receives at most 2 of its own points; through experience it rises to at most 4. Psi Combat is not a gift and is available to all Psions.

Subclass	Primary Gift	Subclass	Primary Gift	Subclass	Primary Gift
Telepath	Telepathy	Telekinetic	Telekinesis	Precognitive	Precognition
Psychic Healer	Psychic Healing	Elementarist	Elemental Control		

Skill	Attribute	Description
Telepathy	INT	Read minds, mental communication, influence emotions
Telekinesis	INT	Move objects, telekinetic shields and shoves
Precognition	WIS	Premonitions, glimpses into the near future
Psychic Healing	WIS	Heal body and mind with psionic energy
Elemental Control	WIS	Direct fire, air and earth psionically
Psi Combat	WIL	Conduct psionic attacks, use powers in combat

Magical Skills (Thaumaturge Only)

Skill	Attribute	Description
Thaumaturgy	INT	Cast spells, channel crystal energy
Ritualism	INT	Rituals, summonings, warding circles
Alchemy	INT	Potions, essences, transmutation

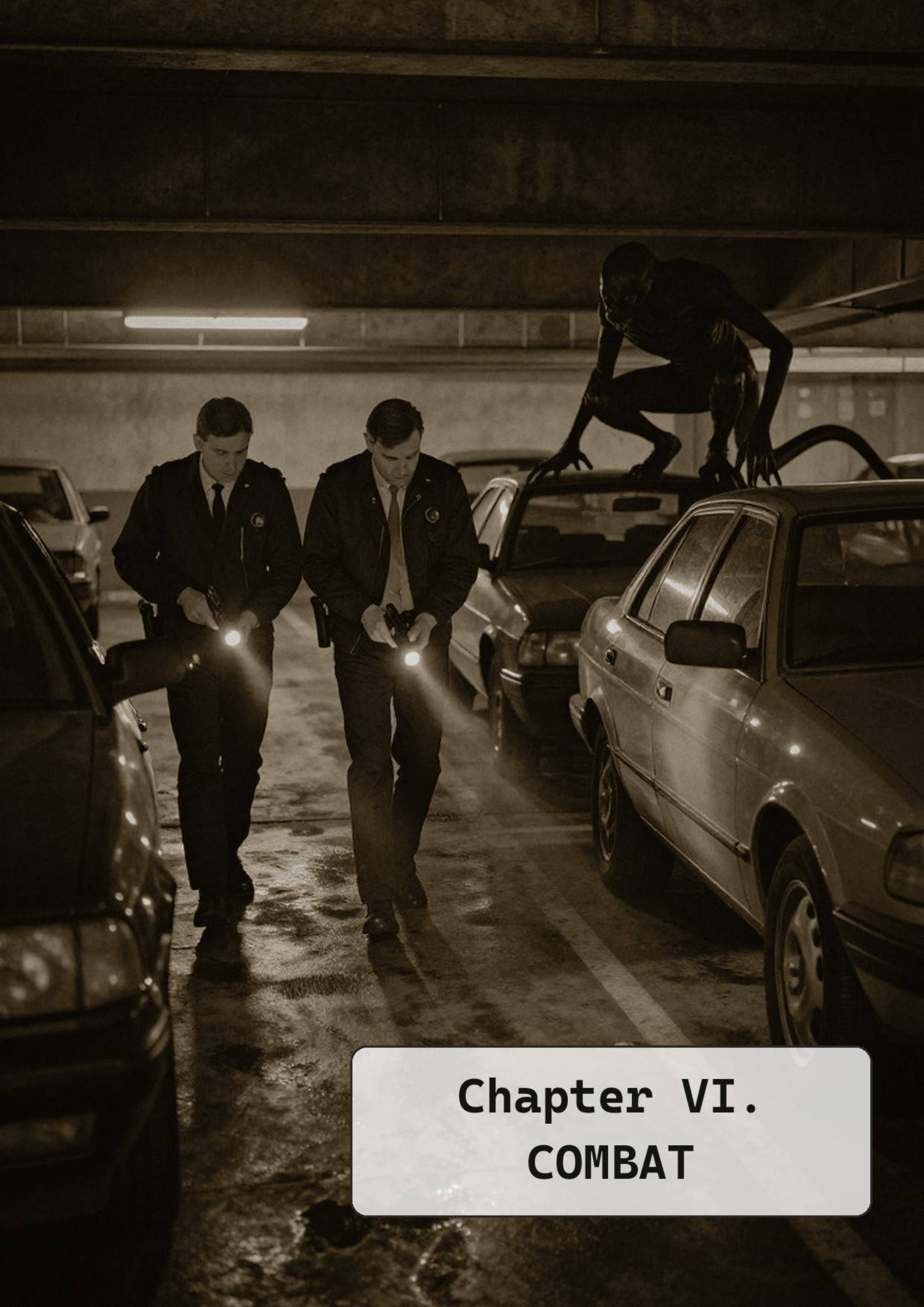
Notes on Individual Skills

Dodge is the only skill that increases defence. Anyone who gets into fights should have it at at least 2.

Toughness increases Hit Points. Each point of Toughness is an additional Hit Point.

Mental Resistance protects against horror and psionic attacks. For a game about the inexplicable, it is valuable for every agent.

Medicine includes first aid. Without Medicine, a character can stabilise a dying person, but cannot restore Hit Points.



Chapter VI.
COMBAT

Combat

Combat in O.D.I.N. is fast and dangerous. Two or three good hits are enough to take out an agent. Those who are smart seek cover, plan ahead and fight only when necessary.

The Combat Round

A combat is handled in **rounds** of about three seconds.

1. **Initiative:** Everyone acts in descending order of their initiative value (DEX plus bonuses). On a tie, the one with the higher WIS acts first, then a die roll decides. The order applies for the entire combat unless effects change it.
2. **Acting:** Whoever's turn it is has **one move and one action**.
3. **End of Round:** Effects with a duration in rounds expire, dying characters lose Hit Points.

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

Movement and Actions

Movement: Up to 10 metres. Anyone who forgoes their action can sprint and move up to 20 metres.

Actions:

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

Free actions such as a short shout, dropping something or ducking into cover cost nothing, as long as it remains at one or two per round.

Attack and Defence

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

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

Defence is a difficulty, the number of successes needed:

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

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

Situational Modifiers to Defence

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

Attacker Modifiers

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

Damage

If an attack hits, the following applies:

Damage = weapon damage + margin − target's armour

The **margin** is the successes above the target's defence. If the result is zero or less, the attack bounces off harmlessly. Weapon damage is listed in the weapon tables (Chapter X). Unarmed combat has weapon damage 1.

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

Critical Success in Combat

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

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

Botch in Combat

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

Armour

Armour reduces any damage suffered by its value. Armour is listed in Chapter X. Heavy armour is cumbersome, which is reflected in penalty dice on Stealth, Acrobatics, and Dodge. Multiple suits of armour cannot be worn on top of each other, but bonuses from shields, spells, and abilities do stack.

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

Weapon Properties

Property	Effect
Automatic	Can attack two targets within 5 m of each other in one action, each attack with −1 die. Uses three times the ammunition.
Stun	Instead of damage: the target rolls CON + Toughness against the weapon damage. If the test fails, it is incapacitated for one round; on a botch, unconscious.
Penetration X	The target's armour counts as X points less.
Fire	Flammable materials ignite. A burning target suffers 1 damage per round until it uses an action to extinguish the flames.
Area X	Hits everyone within a radius of X metres. One roll, compared against each target individually. Cover protects normally.
Slow	−1 initiative while the weapon is wielded.
Quiet	Shots are barely audible beyond 10 m.
Precise	+1 die on attacks.
Fast	+1 initiative while the weapon is wielded.
Spread	Within half range +1 damage, beyond that −1 damage.
Concealed	+2 dice to hide the weapon on the body.
Thrown	Can be thrown (DEX + Athletics).

Hit Points and Injuries

Hit Points = 6 + CON + Toughness.

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

Healing

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

Other Situations

Falls: 1 damage per 2 metres of fall height, armour does not count. A test on DEX + Acrobatics reduces the damage by the number of successes.

Explosions: Anyone in the area may make one test on DEX + Dodge against Doable (2) per explosion. If it succeeds, the damage is halved (rounded down).

Fire, Poison, Acid, Suffocation: 1 to 3 damage per round, depending on severity. A test on CON + Toughness can reduce poison and smoke.

Non-lethal Combat: Anyone fighting with fists, blunt weapons, or stunning attacks and declaring so only renders the target unconscious at 0 HP, not dying.

Example Round: The Chapel, Part 2

"Roll initiative." The best and worst sentence at the gaming table.

We return to the scene from Chapter II. Brandt's cover is blown, the singing has stopped. In the chapel stand two **cultists** (henchmen, defence 1, armour 0, 5 HP) and their **cult leader** (leader, defence 2, armour 1, 12 HP).

Who	Initiative
Brandt (DEX 4)	4
Raven (DEX 3, WIS 5)	3
Cult leader	3
Echo (DEX 2, WIS 4)	2
Cultists	2

Raven and the cult leader both have initiative 3. Raven has the higher Wisdom and acts first. The same applies to Echo and the cultists.

Round 1

Brandt fires his assault rifle (damage 4) at the first cultist. He has DEX 4 and Firearms 4. White: 5, 2, 3, 6 gives 2 successes. Coloured: 4, 1, 5, 2 gives 2 successes. Against defence 1 that is 3 margin, so a **critical success**. Damage: 4 + 3 − 0 = 7. The cultist falls. As an effect of the critical success, Jonas chooses "second target in immediate vicinity": The second cultist suffers the weapon damage of 4 without margin and has only 1 HP left.

Raven draws her pistol (damage 3) and shoots at the cult leader. DEX 3, Firearms 3. White: 5, 1, 2 gives 1 success. Coloured: 4, 3, 6 gives 2 successes. 3 successes against defence 2 are 1 margin. Damage: 3 + 1 − 1 (robe) = 3. The cult leader has 9 HP left.

The cult leader casts Flame Jet at Brandt (3 ME). He rolls 4 + 4 and gets 2 bonus dice from his resonance crystal, which he rolls separately. White: 6, 1, 3, 2, bonus dice: 4, 2 gives 1 success. The 1 is on an attribute die, so the crystal costs no strain. Coloured: 5, 4, 2, 1 gives 2 successes. 3 successes against Brandt's defence 2 are 1 margin. Damage: 3 + 1 − 3 (combat suit) = 1. Brandt loses only 1 HP, but the Flame Jet has the property **Fire**: Brandt is burning.

Echo ducks behind a church pew (move), takes the fallen cultist's pistol and shoots at the injured one. DEX 2, Firearms 1. White: 4, 6 gives 1 success. Coloured: 3, no success. 1 success is enough against defence 1, without margin. Damage: 3 + 0 − 0 = 3. The second cultist also falls.

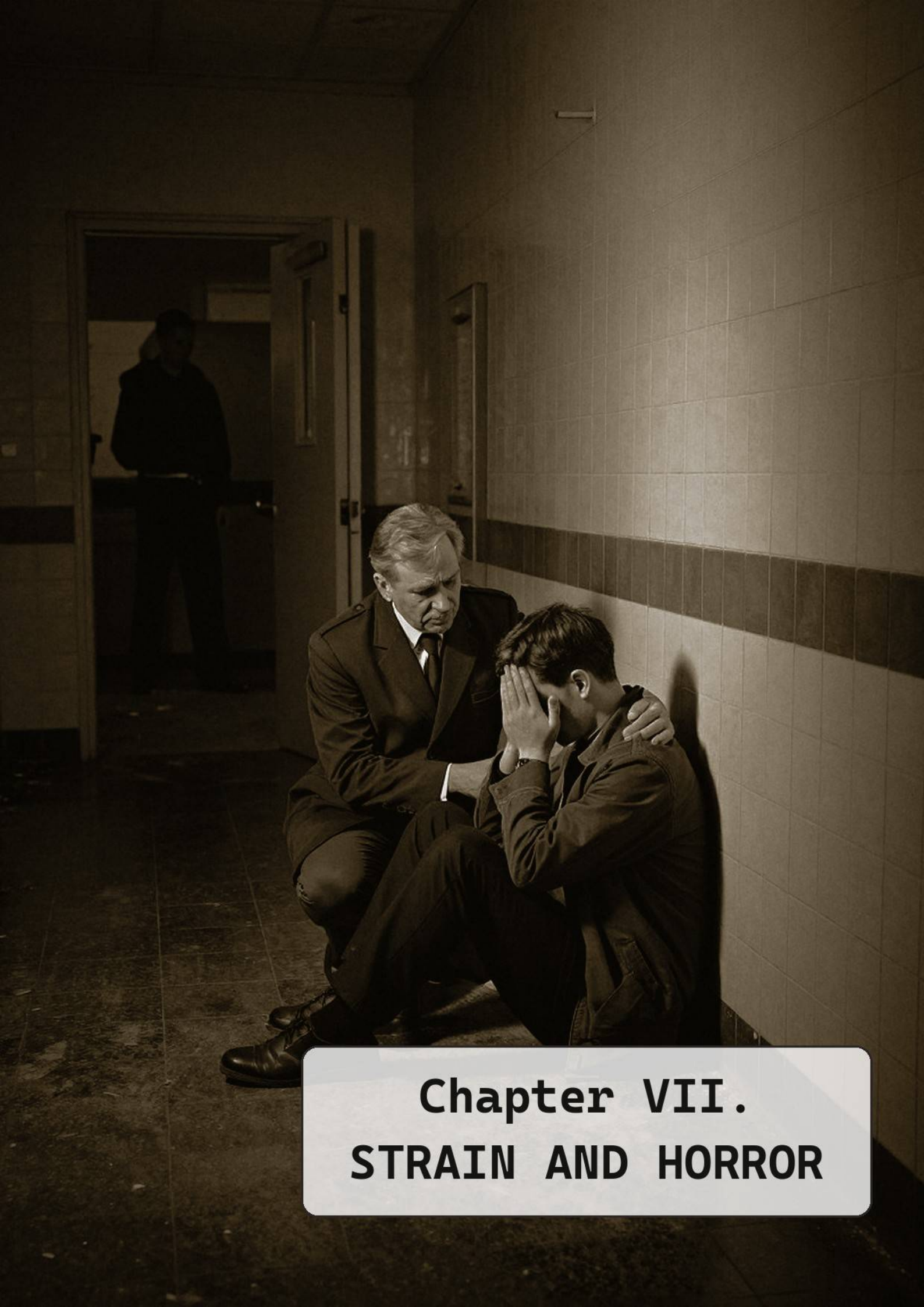
End of round: Brandt is burning and loses 1 more HP. He has 10 of 12 left.

Round 2

GM: The cult leader looks around. His followers lie on the ground, he cannot sacrifice any of them to draw new power. He retreats to the altar, and the salt circle begins to glow.

Jonas (Brandt): I'll put myself out first. That costs my action, right?

GM: Exactly. Raven, you're up. And you see how the floor under the circle becomes transparent.



Chapter VII.
STRAIN AND HORROR

Strain and Horror

O.D.I.N. agents see things that people should not see. Strain measures how much of it a character can still endure.

Strain Threshold and Strain

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

Strain arises from:

- failed **horror tests**,
- overdrawing PSI points and Magic Energy (Chapters VIII and IX),
- botches with psi powers and spells,
- certain powers, summonings and artefacts,
- harrowing events at the game master's discretion, such as the death of a member of the cell (1 to 3 points).

Horror Tests

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

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

- **If the test succeeds**, the character keeps their composure.
- **If it fails**, they suffer as much strain as successes were missing, at least 1.
- **On a botch** they suffer 2 additional strain and lose their next action: they freeze, scream or flee.

The same horror only requires one test per mission. Anyone who has already seen a monster does not roll again at the second sight.

Trauma

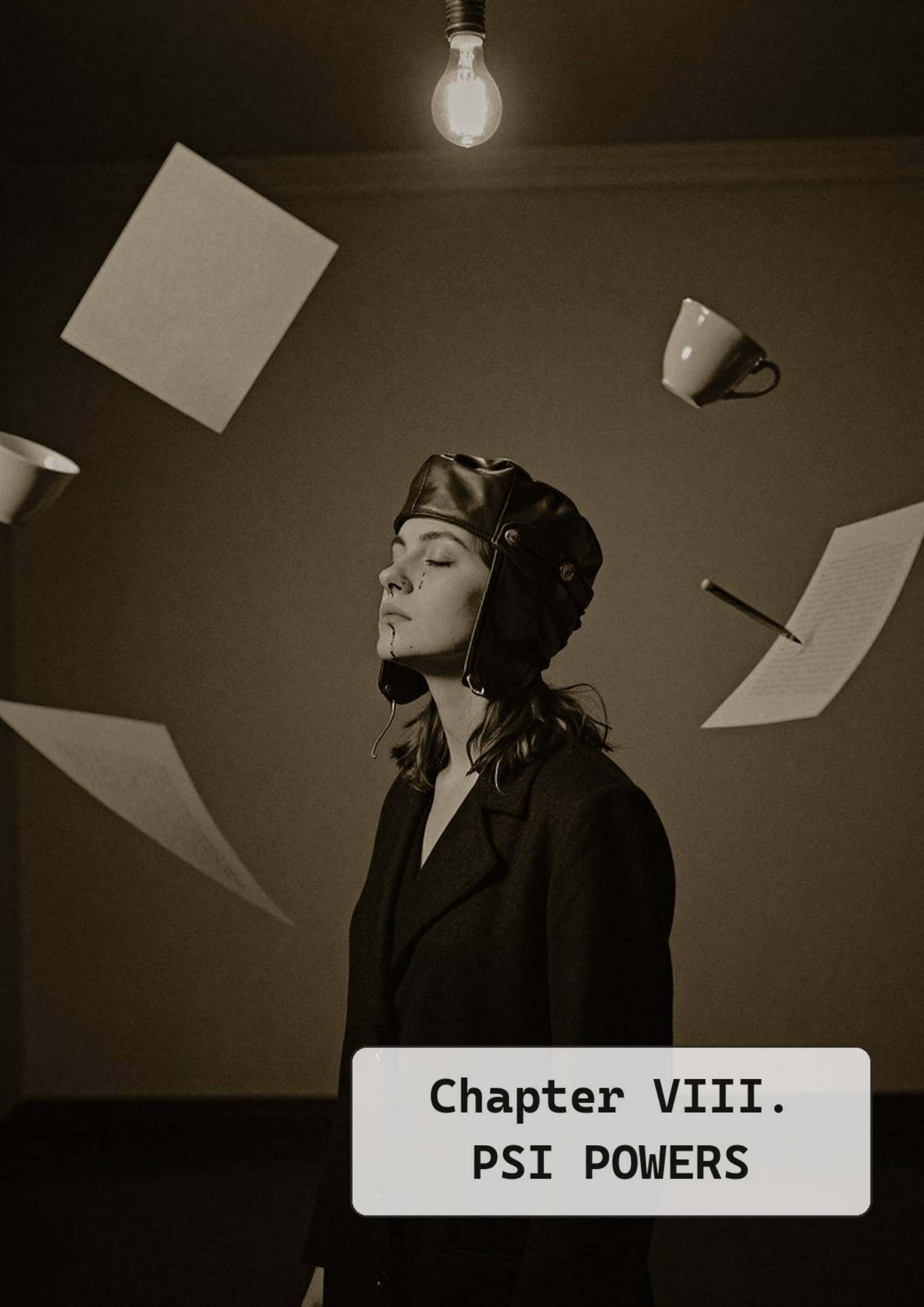
If the strain reaches the strain threshold, the character suffers a trauma. The player chooses one or rolls a D6. Afterwards the strain drops to half the strain threshold (rounded down).

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

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

Reducing Strain

- **After every mission:** test on COM + Stress Management against Easy (1). Each success reduces 1 strain.
- **Drive:** Once per mission, a character reduces 1 strain when they make a difficult decision in line with their drive.
- **Psychic stabilisation** and clarity potions help immediately.
- **Holiday:** A week of real time off reduces all strain. O.D.I.N. rarely grants it.



Chapter VIII.
PSI POWERS

Psi Powers

In the unfathomable depths of the human mind slumbers a potential that only few can awaken. Psi powers allow one to cross the boundaries of reality. But every use drains the mind, and those who ignore their limits pay a high price.

PSI Power and PSI Points

PSI Power = WIL + WIS + INT. PSI Power is also the maximum number of **PSI Points** a psion has available. A psion with WIL 4, WIS 4 and INT 5 has a PSI Power of 13 and thus 13 PSI Points.

Categories and Costs

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

The PSI Points are paid when used, even if the test fails.

The Test

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

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

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

Limits of the Mind

Overdraw: If a psion no longer has enough PSI Points, they can still use a power. Each missing point becomes **1 strain** (Chapter VII).

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

D6	Feedback
1 to 2	Mental Blow: 2 strain
3 to 4	Nosebleed and cramps: 2 damage, armour does not count
5	Misdirection: The power hits another target of the game master’s choice
6	Burned out: No psi powers for one hour

Regeneration

- **Short rest** (10 minutes of rest): 25 % of maximum PSI Points, rounded up.
- **Long rest** (6 hours of sleep): all PSI Points.
- **Conditioning pills:** Once per mission, a pill immediately restores 3 PSI Points.

How Many Powers Does a Psion Know?

Every psion masters the three abilities of their subclass. At creation, they additionally choose:

- **Minor powers:** PSI Power ÷ 3, rounded down
- **Moderate powers:** PSI Power ÷ 6, rounded down
- **Major powers:** none

They learn further powers with experience points (Chapter III). Major powers become available from the rank of Senior Agent. Powers that use a secondary gift are selectable, but succeed less often. This is intentional.

Example: A psion with PSI Power 13 knows 4 minor and 2 moderate powers at the start of play, as well as their three subclass abilities.

Minor Powers (1 PSI, Easy)

Thought Whisper (WIL + Telepathy, 10 m, 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.

Light Telekinesis (INT + Telekinesis, 5 m, 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).

Heightened Senses (WIS + Concentration, self, 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.

Psychic Jolt (WIL + Psi Combat, 5 m, 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.

Aura Detection (WIS + Precognition, 10 m, immediate). The psion senses supernatural presence nearby and its rough direction. *Margin 2:* He knows the exact position.

Pain Suppression (WIL + Concentration, self, 2 rounds). The psion ignores the penalty for "battered". Afterwards for one hour −1 die on all tests. *Margin 2:* The effect lasts 3 rounds.

Mental Whisper (WIL + Telepathy, 30 m, 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.

Energy Pulse (INT + Psi Combat, 5 m, immediate). A bright flash. In dark surroundings, an opponent rolls with −2 dice for one round. *Margin 2:* All opponents within 5 m.

Instinctive Premonition (WIS + Precognition, self, 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.

Stabilised Breath (WIL + Concentration, self, 5 minutes). He manages without air, but may barely move. *Margin 2:* 10 minutes.

Moderate Powers (3 PSI, Doable)

Telekinetic Shield (INT + Telekinesis, self, 2 rounds). Debris forms a floating shield: +2 armour against physical damage. *Margin 2:* 3 rounds or additionally one adjacent ally.

Deep Probe (WIL + Telepathy, touch, 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.

Psionic Shock (WIL + Psi Combat, 5 m, immediate). A mental blow stuns the target: it loses its next action. Unwilling targets resist. *Margin 2:* Two actions.

Healing Impulse (WIS + Psychic Healing, touch, immediate). Heals 2 HP. Each target at most once per hour. *Margin 2:* 3 HP.

Elemental Focus (WIS + Elemental Control, 5 m, 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.

Thought Projection (WIL + Telepathy, 10 m, 5 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.

Psionic Trap (INT + Psi Combat, 5 m, one 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.

Power Boost (WIL + Concentration, self, 1 round). +2 dice and +1 damage on melee attacks. In the following round −1 die on all tests.

Time Dilation (WIS + Precognition, 10 m, 1 round). One opponent receives −2 initiative and −1 die on their next test. Unwilling targets resist.

Psychic Barrier (WIL + Psi Combat, self, 3 rounds). +2 dice on all tests against psionic powers and on horror tests.

Major Powers (6 PSI, Hard)

Mass Manipulation (WIL + Telepathy, 10 m, 1 round). Up to three targets carry out a simple command that does not put them in danger: "Drop your weapons", "Run". Each target resists individually. The psion then suffers 2 strain.

Telekinetic Storm (INT + Telekinesis, 20 m, 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.

Soul Burn (WIL + Psi Combat, 10 m, immediate). Psychic attack, the target resists. Damage 4 + margin, armour does not count. A player character as target additionally suffers 1 strain.

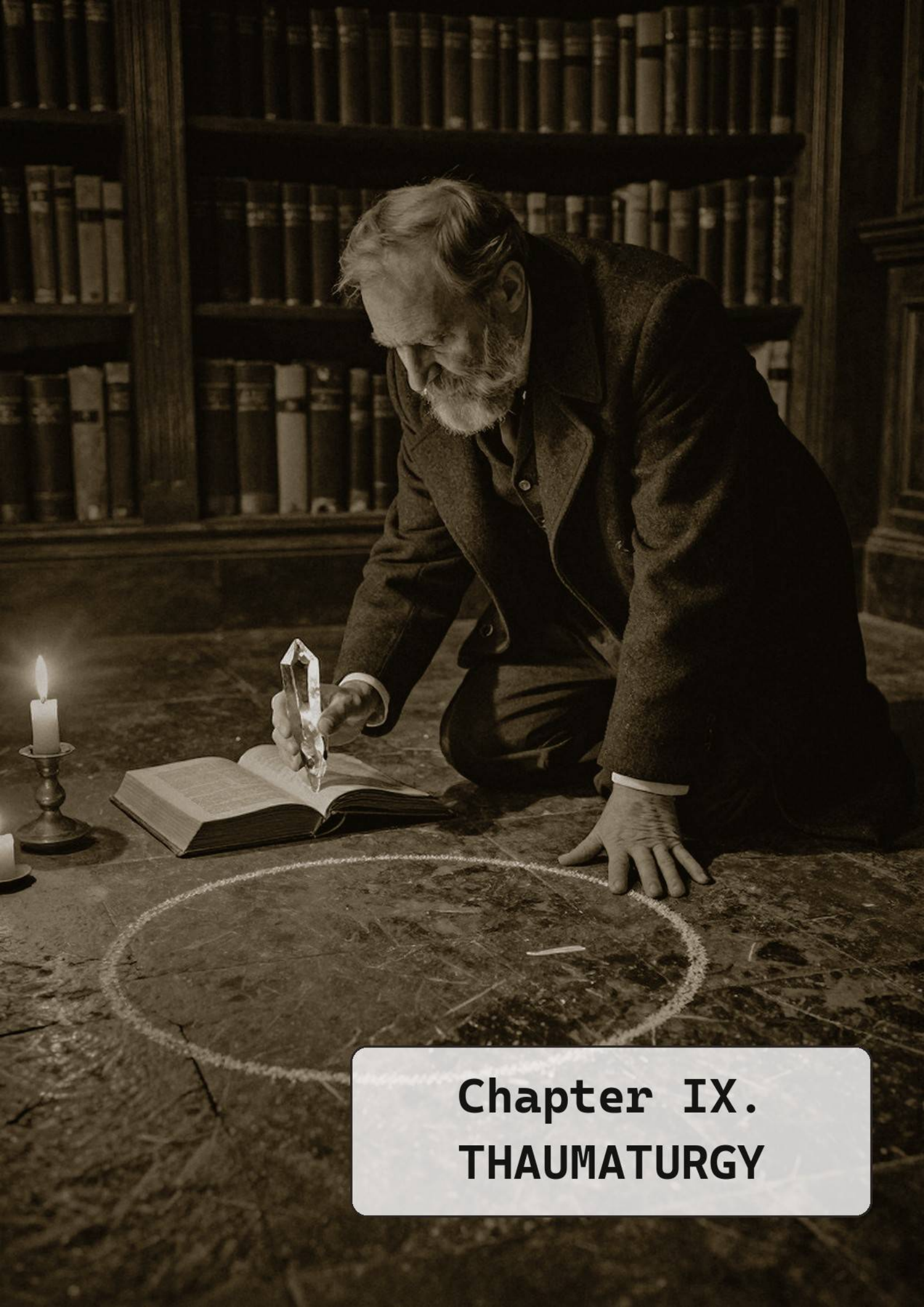
Chrono-Sight (WIS + Precognition, self, one scene). The psion sees one minute into the future. For the rest of the

scene, the whole cell receives +1 initiative, he himself +2 dice on Tactics. Afterwards he is blinded for one round (−2 dice).

Retrieval Impulse (WIS + Psychic Healing, touch, 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.

Subclass Abilities

The abilities of the five psion subclasses are described in Chapter IV. They each cost 2 PSI points and have difficulty Doable (2).



Chapter IX. THAUMATURGY

Thaumaturgy and the Power of Crystals

In the most hidden corners of the world, crystals of unknown origin exist, carrying an immeasurable magical energy within them. They are the source of power for those known as Thaumaturges. Through study and harmonisation with these crystals, they gain the ability to shape reality according to their will.

A Brief History of the Crystals

When the first crystals were discovered in the early 1920s, no one believed in their true power. Scientists considered them rare minerals, but those who were receptive to magic immediately sensed the energy slumbering within them. I still remember exactly the moment when I touched my first crystal. A slight vibration ran through my fingers, and for a moment I thought I heard whispering voices, as if magic itself were calling me.

My mentor warned me that these crystals were more than simple energy carriers. They demanded control and discipline, and anyone who used them without understanding risked far more than mere exhaustion. But the deeper I connected with them, the more strongly I felt that they were not just tools. They had their own echo, their own presence.

One day I overstepped my limits. A ritual that drew too much energy, a summoning that got out of control. The crystal in my hands darkened, as if it were swallowing the light, and the world around me flickered, as if it could dissolve. My mentor pulled me back, just in time. “You are not ready,” he said only, and I knew he was right.

Since then I have been more careful with this power. The crystals are a gift, but one that demands its price.

Elara Voss, Thaumaturge

Magic Energy

Magical Capacity = CHA + WIS + INT. The capacity is also the maximum amount of **Magic Energy (ME)** that a Thaumaturge can channel before their mind takes damage.

No crystal, no magic. A Thaumaturge must carry and touch a crystal to cast spells. Better crystals grant bonus dice:

Crystal	Bonus	Availability	Price
Crystal shard	no bonus	Common (via O.D.I.N.)	€1,500
Clear crystal	+1 die	Rare	€6,000
Resonance crystal	+2 dice, rolled separately. Each 1 on these bonus dice costs 1 strain	Very rare	€15,000
Nexus crystal	not control-lable, plot device	Unique	priceless

Categories and Costs

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

The test uses the attribute named in the spell and **Thaumaturgy**, unless otherwise stated. The ME are paid when casting, even if the test fails.

Basic Rules of Spellcasting

Damage spells work like weapons: they require an attack against the target’s defence, the damage is base damage + margin − armour. Psychic spells ignore armour.

Resistance: If a spell affects the mind of an unwilling target, they roll WIL + Mental Resistance, against physical transformation CON + Toughness. As with PSI powers, the spell only takes effect if the Thaumaturge reaches the difficulty and has more successes than the target.

Overdraw: If the ME are insufficient, the Thaumaturge can still cast. Each missing point becomes **1 strain**.

Botch: On a botch, the Thaumaturge rolls on the "Crystal Rift" table.

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

Rituals: Those who take their time cast more safely. A spell as a ritual takes 10 minutes per ME point, uses Ritualism instead of Thaumaturgy, and is one step easier. Multiple Thaumaturges can pool their ME for a ritual. One makes the test, the others help according to the rules for cooperation.

Regeneration

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

How Many Spells Does a Thaumaturge Know?

Every Thaumaturge masters the three abilities of their subclass. At creation, they additionally choose:

- **Cantrips:** Capacity ÷ 3, rounded down
- **Minor Magica:** Capacity ÷ 6, rounded down
- **Major and Grand Major Magica:** none

Further spells are learned with experience points. Major Magica become available from the rank of Senior Agent, Grand Major Magica from the rank of Veteran.

Cantrips (1 ME, Easy)

Light Flash (CHA, 5 m radius, 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.

Magical Flame (INT, 1 m, 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.

Floating Stone (INT, 5 m, 1 minute). Lifts an object up to 2 kg and moves it slowly. *Margin 2:* It can be thrown (damage 1).

Enchanting Melody (CHA, 10 m, 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.

Trembling Hand (INT, 5 m, 1 round). An opponent's hand trembles: −2 dice on its next attack. Unwilling targets resist. *Margin 2:* 2 rounds.

Flickering Apparition (CHA, 10 m, 1 round). A simple, flickering illusion of a person or object. *Margin 2:* Convincing, 2 rounds.

Invisible Hand (INT, 5 m, 1 minute). Moves an object up to 1 kg without the cause being visible. *Margin 2:* It can throw it (damage 1).

Touch of Cold (WIS, touch, instant). Melee attack against defence. Damage 1 + margin, armour does not count.

Wind's Kick (CHA, 5 m, instant). A gust of wind pushes a target 1 m back. *Margin 2:* 2 m, and it loses its move.

Puddle Spell (INT, 5 m radius, 3 rounds). The ground becomes slippery. Anyone moving on it must succeed on a DEX + Acrobatics test against Easy (1) or fall.

Minor Magica (3 ME, Doable)

Magical Armour (INT, touch, 2 rounds). A shimmering shield: +2 armour. *Margin 2:* 3 rounds or a second target.

Flame Jet (CHA, 15 m, instant). Attack against defence. Damage 3 + margin, fire.

Gust of Wind (CHA, 10 m, 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.

Holy Breath (WIS, 3 m, 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.

Cone of Cold (INT, 5 m cone, 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.

Magical Rope (INT, 10 m, 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.

Shadow Cloak (CHA, self, 3 rounds). The Thaumaturge merges with the shadows: +2 dice on Stealth. *Margin 2:* 5 rounds or additionally an ally.

Landslide (INT, 15 m range, 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.

Ray of Light (CHA, 10 m, 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.

Transmute (INT, touch, 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.

Major Magica (5 ME, Hard)

Fireball (CHA, 30 m, instant). Explosion with 5 m radius. Attack against each target in the area, including allies. Damage 4 + margin, fire.

Vortex (INT, 15 m, 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.

Magical Barrier (INT, 3 m radius, 3 rounds). A dome that absorbs a total of 15 damage, physical and magical, before it breaks.

Fissure (WIS, 15 m, 5 m radius, instant). Attack against each target in the area. Damage 3 + margin, all fall. The terrain is afterwards impassable.

Darkness (CHA, 15 m radius, 3 rounds). Absolute darkness. All in the area roll with −3 dice on tests that require sight. The Thaumaturge themselves sees normally.

Lightning Strike (WIS, 30 m, instant). Attack against defence. Damage 5 + margin, penetration 2.

Counterspell (WIS, 15 m, 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.

Storm Call (CHA, 15 m radius, 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.

Body Transmutation (INT, touch, one scene). A body changes: stone skin (+2 armour, −2 initiative), gills, claws (weapon damage 3). Unwilling targets resist with CON + Toughness.

Soul Cut (WIS, 10 m, immediate). Psychic attack, the target resists. Damage 4 + margin, armour does not count. A player character as target additionally suffers 1 strain.

Grand Major Magica (8 ME, Very Hard)

Apocalypse (CHA, 50 m, 10 m radius, immediate). Attack against every target in the area, including allies. Damage 5 + margin, fire. The Thaumaturge suffers 2 strain.

Soul Theft (WIS, 5 m, 1× per combat). The target resists. Damage 4 + margin, armour does not count. The Thaumaturge heals as many HP as they caused damage.

Time Reversal (INT, everything in sight, 1× 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.

Dimension Tunnel (INT, 20 m, 1× 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.

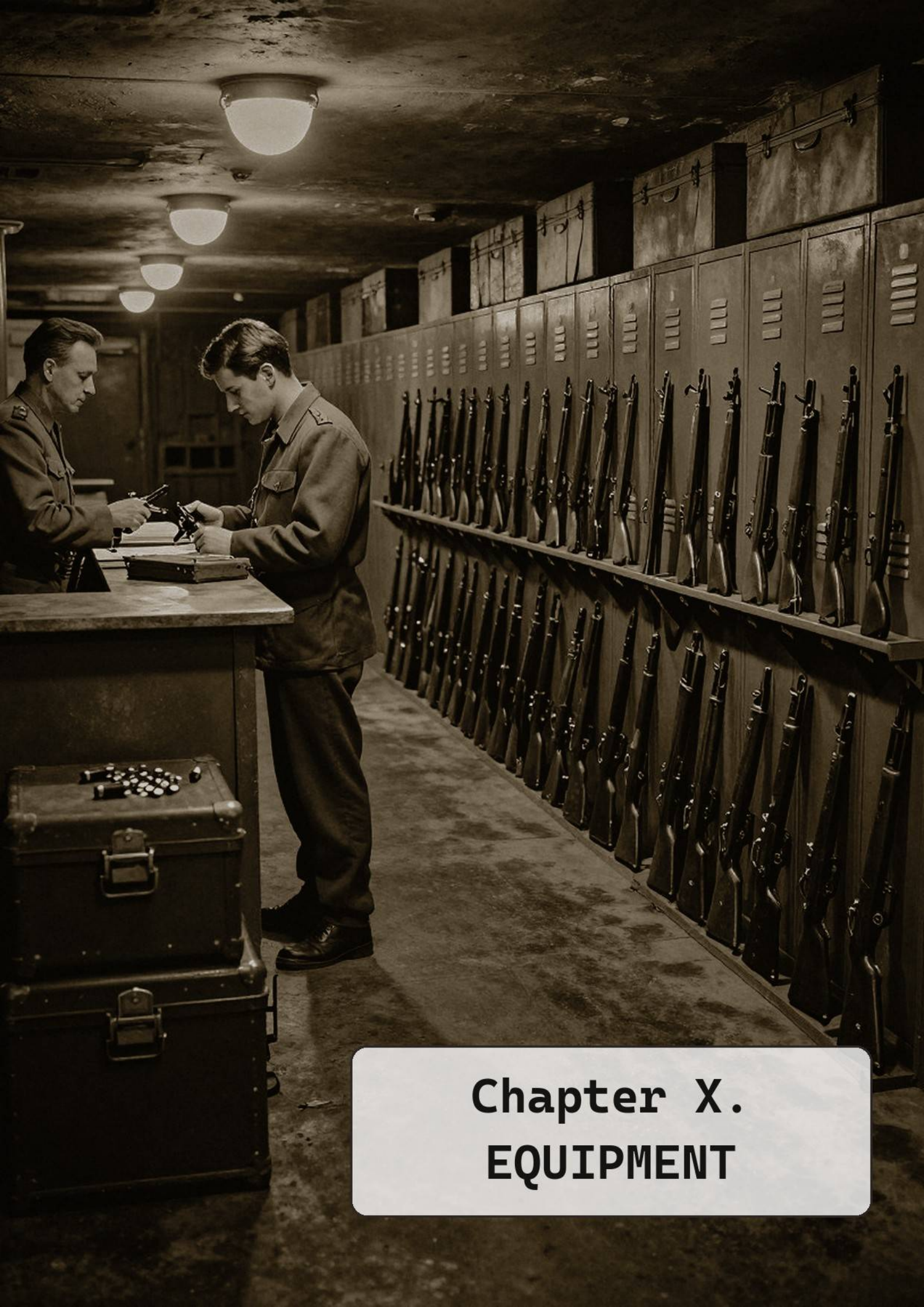
Hellfire (CHA, 15 m, immediate). Attack against a single target. Damage 6 + margin, armour does not count. The target continues to burn for 2 rounds (2 damage per round).

Subclass Abilities

The abilities of the five Thaumaturge subclasses are described in Chapter IV. They each cost 2 ME and have the difficulty Doable (2).

Optional Rule: Crystal Dice

Whoever wants to feel the risk of magic even more strongly uses a third dice colour. When casting, the Thaumaturge replaces as many coloured dice with **crystal dice** as the category indicates: cantrip 0, Minor 1, Major 2, Grand Major 3. Crystal dice succeed like coloured dice from 4. If a crystal die shows a 1, the Thaumaturge suffers 1 strain, even if the spell succeeds. In return, a botch only triggers a crystal rift if at least one crystal die shows a 1. For Psions the rule works the same, there the dice are called focus dice and trigger a feedback.



Chapter X.
EQUIPMENT

Weapons and Armour

The **damage** of a weapon is added to the margin of the attack, then armour is subtracted (Chapter VI). The properties are explained in Chapter VI. “Close” means melee range of about 2 m.

Melee Weapons

Skill: Melee (STR), for thrown weapons Athletics (DEX).

Weapon	Damage	Range	Properties	Availability	Price
Unarmed	1	Close	Brawling instead of Melee	-	-
Pocket knife	1	Close	Concealed	Very common	€30
Dagger	2	Close	Fast, Concealed	Very common	€300
Diving dagger	2	Close	Fast	Very common	€320
Combat stiletto	2	Close	Penetration 1, Concealed	Common	€350
Throwing dagger	1	10 m	Thrown, Concealed	Common	€350
Hand axe	2	Close	Fast, Thrown	Common	€550
Throwing hatchet	2	10 m	Thrown	Common	€400
Katana	3	Close	Precise	Common	€500
Knight’s sword	3	Close	Penetration 1	Common	€750
War axe	3	Close	Penetration 1	Common	€600
Chain blade	2	3 m	Can disarm targets (Critic-al)	Rare	€800
Double axe	4	Close	Slow	Rare	€900
Two-hander	4	Close	Slow, Penetration 1	Rare	€1,200
Dragon-tail sword	3	Close	Fire (Artefact)	Very rare	€1,000
Monomolecular bone blades	3	Close	Penetration 2, only Nan-otech Veteran	Not for sale	-

Ranged Weapons

Skill: Firearms (DEX), unless otherwise stated. Up to double range applies −2 dice.

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Taser pistol	2	4	10 m	Stun	Very common	€500
Compact pistol	2	10	25 m	Concealed	Common	€550
9 mm pistol	3	15	30 m	with suppressor, Quiet	Very common	€600
Magnum revolver	4	6	40 m	Slow	Rare	€800
Sonic pistol / Resonance pistol	2	12	20 m	Quiet, target −1 die on next test	Common	€700
Shotgun	4	8	20 m	Spread	Common	€1,000
Assault rifle 5.56 mm	4	30	100 m	Automatic	Very common	€1,200
Carbine	4	20	150 m	Precise	Common	€1,300
Infiltration rifle	4	20	150 m	Quiet, Precise	Rare	€1,600

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Sniper rifle	5	5	300 m	Precise, Penetration 1, Slow	Very rare	€2,000
Machine gun (Heavy Weapons)	4	100	150 m	Automatic, Slow	Rare	€1,800
Thermal anti-tank launcher (Heavy Weapons)	6	1	100 m	Penetration 3, Area 2, Slow	Not for sale	-

Energy Weapons

Skill: Energy Weapons (DEX). Energy weapons use energy cells instead of ammunition. One cell costs €150.

Weapon	Damage	Shots per cell	Range	Properties	Availability	Price
Plasma pistol	3	12	25 m	Penetration 2	Rare	€950
Laser rifle	4	20	150 m	Precise, Penetration 1	Very rare	€2,200
Plasma rifle	5	15	100 m	Penetration 2	Rare	€1,900
Blaster rifle	4	12	80 m	Area 1	Rare	€1,600
EMP grenade launcher (Heavy Weapons)	-	4	60 m	like EMP grenade	Not for sale	-

Grenades and Explosives

Throw: DEX + Athletics, range 20 m. Explosive charges are placed and detonated with INT + Explosives.

Name	Damage	Properties	Availability	Price
High-explosive grenade	5	Area 5	Common	€250
Shock grenade	3	Area 5, Stun	Common	€200
EMP grenade	-	Area 5, electronics fail for 2 rounds, drones and robots suffer 4 damage	Rare	€300
Smoke grenade	-	Area 5, visual cover 3 rounds (+2 defence against ranged attacks)	Very common	€150
Explosive charge	6	Area 5, double damage against structures	Rare	€400

Armour

Armour	Armour value	Special	Availability	Price
Camouflage clothing	0	+1 die on Stealth	Common	€300
Magical robe	1	+1 armour against spells and psi damage	Rare	€1,500
Light armour, light protective vest	1	none	Common	€600
Stealth armour	1	+1 die on Stealth	Rare	€1,400
Protective vest	2	visible under clothing with Perception Doable (2)	Common	€900
Combat suit with helmet	3	−1 die on Stealth and Acrobatics	Rare	€2,000

Armour	Armour value	Special	Availability	Price
Heavy combat suit	4	−1 die on all DEX tests, carrying capacity +20 %	Very rare	€4,500
Kinetic energy shield	+2	in addition to armour, absorbs at most 10 damage per mission	Not for sale	-

Equipment for the Field

Items with a bonus grant it only on appropriate tests. Multiple items for the same test add together; the upper limit of +3 bonus dice still applies.

Field Equipment

Item	Effect	Weight	Availability	Price
First aid kit	Allows First Aid	0.5 kg	Very common	€50
Medkit	First Aid with +1 die, stabilise without Medicine against Doable (2)	2 kg	Common	€400
Night-vision goggles	Negates penalties from darkness	0.6 kg	Common	€1,200
Thermal imaging camera	+1 die on Perception, sees through smoke	0.8 kg	Rare	€2,500
Gas mask	Protection from smoke and poison gas	0.7 kg	Common	€150
Climbing gear	+1 die on Athletics when climbing	5 kg	Common	€300
Lockpick set	Allows opening locks, +1 die	0.2 kg	Rare	€200
Security tool set	+1 die on Security Systems	1.5 kg	Rare	€800
Bugs (5 pieces)	Audio surveillance up to 500 m	0.1 kg	Rare	€600
Jammer	Blocks radio and mobile phones within a 30 m radius	1 kg	Rare	€1,500
Foldable drone	Aerial reconnaissance, 20 minutes flight time	1.5 kg	Rare	€1,000
Cable ties and handcuffs	Restraining (opposed test to break free against Doable (2))	0.3 kg	Very common	€40

Item	Effect	Weight	Availability	Price
False papers	+1 die on Deception during checks	-	Rare	€2,000
Beryllium isolation container	Shields crystals and artefacts	4 kg	Not for sale	-

Science and Investigation

Item	Effect	Weight	Availability	Price
Forensic kit	+1 die on Investigation at crime scenes	3 kg	Common	€700
Laboratory kit	Chemical and biological analyses on site	4 kg	Rare	€1,500
Field scanner	Detects energy signatures, +1 die on Perception for anomalies	1 kg	Rare	€1,800
Multispectral scanner	Analyses crystals and artefacts, +1 die on Physics and Occultism	1.2 kg	Very rare	€4,000
EMF detector	Displays electromagnetic anomalies	0.3 kg	Common	€250
Analysis tablet	+1 die on Investigation during data analysis	0.7 kg	Common	€900
Electronic magnifier	+1 die on fine work	0.2 kg	Common	€150
Digital camera with night vision	Evidence preservation even in the dark	0.8 kg	Rare	€600
Torch with UV function	Makes blood and magical residues visible	0.3 kg	Common	€70

Communication and Technology

Item	Effect	Weight	Availability	Price
Compact laptop	Basic equipment for hacking	1.5 kg	Common	€500
High-performance laptop	+1 die on Hacking	2 kg	Rare	€3,000
Encrypted radio	Tactical communication up to 5 km	0.5 kg	Common	€400
Satellite phone	Worldwide communication without mobile network	0.8 kg	Rare	€1,500
GPS device	+1 die on Navigation	0.3 kg	Common	€150
Solar power bank	Charges devices on the go	0.5 kg	Common	€100
Multi-tool	Simple repairs without penalty	0.3 kg	Very common	€120

Survival

Item	Effect	Weight	Availability	Price
Survival kit	Tools, radio, first aid; +1 die on Survival	5 kg	Very rare	€5,000
Portable water filter	Purifies water from natural sources	0.3 kg	Common	€120
Solar tent	Shelter with power supply	3 kg	Rare	€400
Expedition backpack	Carrying capacity +10 kg without penalty	2 kg	Common	€250

Psionic and Magical Equipment

Item	Effect	Availability	Price
Neuro-Helm	Focus device for psions, +2 dice against external psionic attacks	Not for sale (O.D.I.N.)	-
Mental scanner	Focus device, +1 die on Telepathy	Not for sale	-
Conditioning pills	Once per mission 3 PSI points	Rare	€500 per tin
Protective amulet	+2 dice against psionic and magical influence	Very rare	€3,000
Spellbook	Required to learn new spells	Rare	€1,000
Alchemist's kit	Required for elixirs and potions	Rare	€800
Crystals	see Chapter IX	-	-

Resources

"O.D.I.N. pays well. The problem is you never know with what."
Veteran, Hold-3

The starting funds from Chapter III and the prices in this chapter are enough for the first mission. After that, the question arises where new money comes from, what belongs to an agent and what to the organisation, how to obtain rare equipment, whom one knows and what happens between two missions. The game master guidance on this is in the Game Master's Book, chapter "Resources of the Cell".

Two Purses

Private money belongs to the character. It comes from pay, allowances and savings. From it they pay for their flat, their life, bribes and everything they want to own themselves, at the prices in this chapter. What they buy with private money belongs to them. Nobody asks about it as long as it does not attract attention.

Service equipment belongs to O.D.I.N. It is not bought but **requisitioned**, and after the mission it goes back. What is needed on a mission is usually requisitioned by the cell, including weapons and armour. Helmets, artefacts and everything that is not for sale are always service equipment. The class books name further things of this kind.

Pay

O.D.I.N. pays through shell companies and foundations, on the same day every month. After each mission, if a month has passed since the last one, the game master credits the pay.

Rank	Pay per month	Allowance per Red File
Cadet	€3,000	€500
Agent	€4,500	€1,000
Senior Agent	€6,000	€1,500
Veteran	€8,000	€2,500
Shadow Officer	€12,000	€4,000

Expenses

For each mission, the handler releases an expenses budget: for travel, hotels, hire cars, bribes and informants. What remains goes back.

File	Expenses
White	€500
Grey	€2,000
Red	€10,000
Black	As much as necessary. Every receipt ends up with the Audit.

```
RULE: EXPENSES
The cell manages the budget together. If they
exceed it, 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.
```

Requisitioning

Service equipment is requisitioned from the quartermaster, in the workshop or in the archive. What

an agent receives depends on the availability of the item, on their rank, on the handler's trust and on how strongly O.D.I.N. is represented at the mission location.

Availability	From Rank	Waiting Time
Very common, common	Cadet	Immediately
Rare	Agent	One day
Very rare	Senior Agent, with justification	Three days
Not for sale	According to the decision of the branch, who needs it for their assignment	At the game master's discretion
Unique, artefacts	Veteran, depending on danger	At the game master's discretion

Crystals, helmets, silver and prototypes are issued by the branches according to their own rules. Where a class book specifies its own waiting times, those apply.

Where O.D.I.N. is barely represented, every requisition takes one day longer. In some regions there is only what the cell has brought with them.

Trust

The handler trusts their cell, or they do not. **Trust** is a value from 0 to 5, which the game master tracks openly for the whole cell. New cells start at 2.

```
RULE: TRUST
Each point of Trust allows the cell per
mission one requisition beyond the rank of the
one requesting or one requisition without
waiting time. Beyond rank means: at most one
rank level, and never an artefact.
At Trust 0, the cell only receives common
items, and every requisition is checked.
At Trust 5, the cell may refuse an order once
per campaign without consequences. The handler
covers for them.
```

Trust increases by 1	Trust decreases by 1
A mission without traces, without press, without dead witnesses	Lost or damaged service equipment without a good explanation
All service equipment returned, all samples delivered	A press or police report about the mission
A report that saves the handler trouble with the Council	An order that was not followed
A Red File that was completed on time	An artefact that comes back too late, a private use of expenses
An agent who stands up for another	A member of the cell who talks to another organisation without reporting it

Lost and Kept Things

Service equipment gets lost, that is normal. Common items are replaced. Anyone who loses rare items explains it in the report, otherwise it costs 1 Trust. Very rare items cost 1 Trust even with an explanation, a piece of ashsilver, a crystal or a helmet costs 2 Trust. A lost artefact becomes a Black File.

Anyone who keeps service equipment, a crystal or an artefact is considered a renegade. How quickly O.D.I.N. notices this is decided by the game master.

Contacts and Favours

A **contact** is a person outside O.D.I.N. who helps the character. Each character begins with two level 1 contacts from their old life and gains more in missions and during downtime. Whoever asks a contact for help rolls CHA + Contacts. The level determines what the contact will do at most.

Level	What the contact does
1: Acquaintance	Answers a question if asked kindly.
2: Confidant	Gets something that is not entirely legal, or opens a door.
3: Friend	Risks something for the character. Hides them, lies for them.

A **favour** is a debt, in one direction or the other. If someone owes the character a favour, they can call it in once: a requisition without waiting time, a piece of information, a hiding place. If the character owes a favour, it will be called in at some point. Whoever refuses then loses the contact.

Downtime

Between two missions, usually one to four weeks pass. During this time, each character has **two actions**. They are dealt with briefly at the start of the next session, before the briefing.

Action	Effect
Recover	Reduces strain by 2, in addition to the test after the mission. If both actions are used on this and the game master agrees, they get a holiday (Chapter VII) and reduce all strain.
Therapy	Counts as a session with the psychologist. After two therapy actions, the character may roll the test to shed a trauma: COM + Stress Management against Hard (3).
Train	Learn a new skill at 1 with a teacher, or the next increase of an existing skill costs 1 XP less. Anyone who spends both actions on it may increase an attribute.
Maintain signature	What your own class needs between two missions: maintain a legend, install a sample into a prototype, bring the helmet in for maintenance, heal a cracked crystal in a ritual, continue working on a major investigation or research question, visit the previous owners of your silver. As described in the class books.
Maintain contacts	Strengthen a contact by one level, up to a maximum of 3, or gain a new level 1 contact.
Investigate	Follow up on a rumour, an open case, or a plan of an organisation. The game master reveals a clue.
Work	Earn money in your old profession or under a cover identity. Brings half a month's pay.
Private life	Family, friends, relationship, life outside. See "The Anchor".

The Anchor

Many agents have a life outside O.D.I.N.: parents, children, a partner, friends who believe they work for an insurance company. This life is an **anchor**. It holds the character fast when horror pulls at them.

```
RULE: THE ANCHOR

A character who has maintained their anchor in
the last downtime receives +1 die on the next
horror test.

Whoever does not use an action for their
private life three times in a row loses the
anchor. What that means is determined by the
player and game master together: a
relationship breaks apart, a child stops
calling, a friend asks questions that cannot
be answered.

A lost anchor can only be regained through a
small story of your own.
```

Artefacts

"Rule 1: If you don't know what it is, don't touch it. Rule 2: If you do know what it is, still don't touch it."
Training Manual, page 1

Some objects have a supernatural effect: things from rifts, alien technology, relics from legends, hauntings in metal and glass. O.D.I.N. calls them **artefacts** and stores them in archives. The class books describe the artefacts of their branches, the game master book fills the archives.

The Price

Almost every artefact has a **price** that is due with each use: strain, damage, or one of the values with which the class books portray their agents, such as the Resonance of a Psion or the Echo of a Soldier. Whoever uses the artefact pays, regardless of which class they belong to. If the user lacks the value, they suffer 1 strain instead. Increased values apply until the end of the mission, unless stated otherwise for the artefact.

Danger

Every artefact has a **danger** of one to five skulls. It indicates how strictly it is kept and who gets it.

Danger	What it means	Who gets it
💀	Strange, but harmless as long as you know the rules.	Veteran
💀💀	Useful and temperamental. The price is noticeable.	Veteran, with justification
💀💀💀	Powerful. The price is high, and it is due.	Veteran, with branch approval
💀💀💀💀	Dangerous for everyone nearby.	Only with Black File
💀💀💀💀	Is not issued.	No one

RULE: USING ARTEFACTS

An artefact works as described for it. Where nothing else is stated, using it costs an action, and the effect lasts for one scene.

If an artefact has a danger of three or more skulls, the game master additionally rolls a D6 after use. If the result is equal to or less than the danger minus 2, the artefact does something not in its description.

A character can carry at most as many artefacts at once as their WIL. Anyone carrying more suffers 1 strain each scene.

Chapter XI.
GAME MASTERING

For the Game Master

"You know more than they do. That's the whole trick."
handler, Hold-7

The Role of the Game Master

The game master describes the world, plays all non-player characters and decides when dice are rolled. In O.D.I.N. they have a special task: they maintain the feeling that nobody knows the whole picture. Missions should provide answers, but always raise new questions too.

Three guidelines help:

- **Roll only when failure is interesting.** A failed test should steer the story in a new direction, not stop it.
- **Let failures cost something, rather than just failing.** The door opens, but so does the alarm. The witness talks, but they will tell their employer.
- **Use horror sparingly.** One horror test per scene is enough. The dread works better when it is prepared.

Setting Difficulties

Ask yourself: how hard would this be for a well-trained professional under these circumstances? Normal work under pressure is Doable (2). Hard (3) is everyday life on an operation. Very Hard (4) and Impossible (5) should be rare and then have a big impact.

Building Missions

"Every file has three sides. The one we know. The one we suspect. And the one that kills us."
handler, Hold-7

An O.D.I.N. mission usually follows a simple arc in five parts. You do not have to stick to it, but it helps with preparation.

1. **The File.** The briefing. The handler gives the cell an assignment, some facts and at least one gap. The colour of the file sets the tone.
2. **The Investigation.** The agents gather clues, question witnesses, explore locations. Investigators, Agents and Scientists shine here.
3. **The Escalation.** Something goes wrong. A witness dies, an opponent notices they are being watched, the file is reclassified.
4. **The Confrontation.** The climax: a fight, a ritual, a negotiation of life and death. Soldiers, Psions and Thaumaturges come into play here.
5. **The Aftermath.** Remove traces, write the report, reduce strain. And a question that remains open.

The Three-Clue Rule

Every important insight should be reachable via at least **three different paths**: a crime scene, a witness, a document. If the cell misses one clue, they find another. A mission must never hinge on a single failed test.

Every Class Needs Its Moment

Plan at least one scene for each class in the cell where they are needed: a door for the Infiltrator, a test for the biochemist, a ghost for the Paranormal Detective, a closed mind for the Telepath. The game master's book has a separate building block for each class for this.

Open Questions

O.D.I.N. thrives on nobody knowing the whole picture. End every mission with one answer and one new question. Who betrayed the transport? Why did the file turn black? Why does the dead cultist carry an O.D.I.N. service badge? The campaign grows out of these questions.

Random Tables

When you run out of ideas, roll once on each table. The result is not a finished adventure, but a beginning.

D6	The Assignment
1	Secure an artefact before someone else gets it
2	Find a missing person
3	Investigate and close a rift
4	Silence or protect a witness
5	Track down a rogue agent
6	Prevent a cult ceremony

D6	The Location
1	A disused industrial site
2	A museum or a university
3	A village where everyone dreams the same dream

D6	The Location
4	A hospital or a clinic
5	A construction site where something was excavated
6	A place that is on no map

D6	The Opponent
1	Collector with mercenaries
2	A cult
3	A foreign service
4	A renegade
5	Something from a rift
6	Nobody. It was an accident, and it repeats itself

D6	The Twist
1	The client lies
2	The opponent is right
3	A member of the cell is personally affected
4	Another O.D.I.N. cell is already on site
5	The file turns black in the middle of the operation
6	There are two crystals, not one

D6	Operation codename (first half)	D6	(second half)
1	Silence	1	Bell
2	Grey	2	Watch
3	Deep	3	Bridge
4	Cold	4	Trail
5	Last	5	Harvest
6	Blind	6	Hour

Opponents

Opponents use the same rules as player characters, but are noted in abbreviated form. A pool is given as "white + coloured", e.g. **3 + 2** for three white and two coloured dice.

Henchmen are nameless opponents such as guards or cultists. They have only a few HP and fall quickly. For large groups, the game master can combine them into squads: A squad of three henchmen attacks with one roll and +2 dice and has HP equal to the sum.

Professionals are serious opponents on a par with the agents.

Leaders and creatures are the highlights of a mission. They often have two actions per round and trigger horror tests.

Rules of Thumb for Your Own Opponents

Level	Attack	Defence	Armour	HP	Damage
Henchman	2 + 2	1	0 to 1	4 to 6	2 to 3
Professional	3 + 3	2	2	8 to 10	3 to 4
Elite	4 + 4	3	3	12 to 14	4
Leader, creature	5 + 5	3	3 to 4	20 to 30	5

The Eight Origins

Not every opponent comes from a rift. O.D.I.N. assigns everything it hunts to one of eight **origins**, and every file has one. The origin says what works and what doesn't. Each example opponent below names its origin. The game master book describes all eight in detail in the **Threat Atlas**, with omens, weaknesses and over fifty further opponents.

Origin	What it is	What usually works
The Voice	What comes through the rifts, and people who have come too close to it	Incendiary ammunition, silver, warding circles. Salt holds it back
The Alien	Life that is not of this world and has nothing to do with the Voice	Cold or heat, depending on the type. Ordinary weapons work fully
The Transformed	People and animals whose bodies have changed: through crystals, nanites, laboratories	Fire and energy weapons stop regeneration, EMP shuts down nanites

Origin	What it is	What usually works
The Old	Beings from legends and fairy tales that really exist	Salt, iron, silver, the right name
The Dead	Hauntings, echoes, possession. What remains of people	Salt, light, silver, an end to what was left open
The Machine	Technology that can do too much or runs too long	EMP, hacking, sabotage
The Humans	Nothing supernatural. Cults, collectors, mercenaries, services	Everything that works against humans. And words
The Shifted	Places and times that are wrong	Find the error and fix it

In all books in the series, the following applies: **Beings from rifts** belong only to the origin of the Voice. **Supernatural** is everything except the Humans and the Machine. What works against "supernatural beings" therefore also works against aliens, mutants, cryptids, the dead and anomalies. What works against "beings from rifts" works only against the Voice.

Example Opponents

Mercenary (Professional)

Paramilitary forces who guard anything for money, even things they do not understand.

Value	Details
Origin	The Humans
Initiative	3
Attack	Assault rifle 3 + 3, damage 4, Automatic
Defence / Armour / HP	2 / 2 (protective vest) / 9
Perception	2 + 2
Special	Withdraws when the leader falls

Elite Mercenary (Elite)

Value	Details
Origin	The Humans
Initiative	4
Attack	Carbine 4 + 4, damage 4, Precise
Defence / Armour / HP	3 / 3 (combat suit) / 12
Special	Once per combat a shock grenade (damage 3, area 5, Stun)

Cultist (Henchman)

Deluded followers of an occult circle, poorly trained but fanatical.

Value	Details
Origin	The Humans
Initiative	2
Attack	Ritual dagger 2 + 2, damage 2, or pistol 2 + 1, damage 3
Defence / Armour / HP	1 / 0 / 5
Special	No horror tests, never flees

Cult Leader (Leader)

A Thaumaturge without O.D.I.N. training who experiments with stolen crystals. He leads his cult but fights with the attack and hit points of an Elite opponent.

Value	Details
Origin	The Humans
Initiative	3
Casting	4 + 4, 14 ME, resonance crystal (+2 dice)

Value	Details
Spells	Flame jet, Shadow Cloak, Magical Rope, soul cut
Defence / Armour / HP	2 / 1 (robe) / 12
Special	Sacrifices a cultist in reach to regain 5 ME (action)

Renegade Psion (Elite)

A former agent who has broken away from O.D.I.N. They know the methods of their pursuers.

Value	Detail
Origin	The Humans
Initiative	4
Psi	4 + 4, 14 PSI points, Neuro-Helm
Powers	Psionic Shock, Soul Burn, Telekinetic Shield, Thought Projection
Pistol	3 + 2, damage 3
Defence / Armour / HP	2 / 1 / 10
Special	Reads one thought of every agent not wearing a Neuro-Helm on first contact

Crystal Mutant (Creature)

A human who has touched a Nexus shard. More eyes and claws than anatomy should allow.

Value	Detail
Origin	The Transformed
Initiative	5
Attack	Claws 5 + 4, damage 4, two attacks per round
Defence / Armour / HP	2 / 2 (chitin) / 22
Horror	Horrifying (3) at first sight
Special	Regenerates 2 HP per round, unless they were injured by fire or energy weapons this round

Shadow Being (Creature)

Something that lives between dimensions and is only fully here in the half-light.

Value	Detail
Origin	The Voice
Initiative	6
Attack	Cold grasp 4 + 4, damage 3, armour does not count
Defence / Armour / HP	4 in darkness, 2 in light / 0 / 15
Horror	Disturbing (2)
Special	Non-magical weapons deal only half damage (rounded down). Bright light causes 2 damage per round

Demon (Leader)

A being from the old legends, summoned by a ritual that should never have succeeded.

Value	Detail
Origin	The Old
Initiative	6
Attack	Claws and horns 5 + 5, damage 5, penetration 1, two actions per round
Magic	5 + 5, Fireball and Soul Cut each once per combat
Defence / Armour / HP	3 / 3 / 30
Horror	Maddening (4)
Special	Can only be permanently destroyed by a banishing ritual (Ritualism, extended test, 10 successes). Otherwise they return after 13 days

Service Agent (Professional)

Agent of a state programme that wants to copy or infiltrate O.D.I.N. Well trained, well equipped, with backing from above.

Value	Detail
Origin	The Humans
Initiative	3
Attack	Pistol 3 + 3, damage 3
Defence / Armour / HP	2 / 2 (protective vest) / 9

Value	Detail
Perception	3 + 3
Special	If they fall, their service knows within 24 hours

Grey Man (Elite)

A renegade O.D.I.N. agent who has gone underground. They know the codes, the methods, and sometimes the names.

Value	Detail
Origin	The Humans
Initiative	4
Attack	Silenced pistol 4 + 4, damage 3, Quiet
Defence / Armour / HP	3 / 2 / 12
Stealth	4 + 4
Special	Cannot be surprised. Once per mission they transmit a forged order from the handler over the radio

Riftlings (Henchman, Creature)

Small, nimble beings that seep through fresh rifts. They look like dogs that someone has drawn only from memory.

Value	Detail
Origin	The Voice
Initiative	5
Attack	Bite 2 + 2, damage 2
Defence / Armour / HP	2 / 0 / 4
Horror	Uncanny (1)
Special	Always appear as a squad of three. If their rift is closed, they crumble to dust that smells of ozone

The Singers (Leader, Creature)

For the game master only. Humans who went through a rift long ago and return as something else. They appear as a choir and speak with one voice. The Singers from the prologue are an example. What they want is up to you.

Value	Detail
Origin	The Voice
Initiative	3
Attack	Song 5 + 5 against WIL + Mental Resistance of all hearers within 20 m. Effect: 2 strain + margin
Defence / Armour / HP	3 / 0 / 25 (the whole choir)
Horror	Horrifying (3)
Special	Psions hear them already at great distance. Anyone wearing a Neuro-Helm gains +2 dice against the song. If the crystal that anchors them is destroyed, they fall silent

Introductory Mission: Red File “Nexus Shard”

This short mission is suitable for the first game evening. It picks up the story “A Completely Normal Day at O.D.I.N.”, but leaves open how it ends.

Briefing

At 06:12 the cell receives a Red File. A paramilitary group has captured a shard of a Nexus crystal in a raid on a research transport. The shard is unstable. The group is holed up in a warehouse on the outskirts of town and is waiting for a buyer who is supposed to appear at midnight. Assignment: secure the shard, stow it in a beryllium isolation container, leave no traces.

Scene 1: Reconnaissance

The cell can scout the area. Possible tests: Perception with drone or binoculars (Doable), hacking the surveillance cameras (Hard), Thought Whisper on a guard. Those who find out enough learn: six mercenaries, one of them nervous and pale, who has already touched the shard once. In addition, the buyer was identified as a cult leader.

Scene 2: The Warehouse

Six mercenaries, two of them on patrol. Those who proceed quietly can take them out one by one (Stealth vs Perception 2 + 2). If the alarm is raised, a firefight ensues. The shard lies in a metal box in the office.

Scene 3: The Transformation

As soon as the shard is moved or the fight escalates, the nervous mercenary grabs it. Bright light, a horror test against Horrifying (3), and the crystal mutant stands in the hall. The shard now lies next to him. As long as it is

not isolated, anyone who touches it with bare hands suffers 1 strain per round.

Scene 4: Midnight

If the cell is still on site or removing traces, the cult leader arrives with three cultists. He wants the shard at any cost, but he is also a source of information: How did he know about the transport? Who commissioned the raid? The answers lead to the next mission, perhaps even into O.D.I.N.'s own ranks.

Reward

Red File: base value 5 XP. Plus 1 XP if the shard is secured, at most 1 XP personal bonus, and 1 XP if the cell learns from the cult leader who commissioned the raid (a thread).

APPENDIX ARCHIVE

Appendix A: Quick Reference

Rule	Summary
Test	Attribute (white, success on 5+) + Skill (coloured, success on 4+)
Difficulty	Easy 1, Doable 2, Hard 3, Very Hard 4, Impossible 5
Bonus	Always as dice, bonus dice are white, maximum +3
Margin	Successes above the difficulty, enhance the result
Critical success	3 or more margin
Botch	Test failed and more ones than successes
Opposed test	More successes wins, tie: the defender
Round	One move (10 m) and one action; sprint 20 m instead of action
Attack	Melee STR + Melee, Ranged DEX + Firearms, against defence
Defence	1 + (DEX + Dodge) ÷ 4, plus cover +1 / +2
Damage	Weapon damage + margin − armour
Hit Points	6 + CON + Toughness; from half −1 die; at 0 dying
Strain threshold	4 + WIL + COM
Horror test	WIL + Mental Resistance; missing successes = strain
PSI points	WIL + WIS + INT; costs 1 / 2 / 3 / 6
Magic Energy	CHA + WIS + INT; costs 1 / 2 / 3 / 5 / 8
Overdraw	Each missing PSI or ME point becomes 1 strain

Appendix B: Six Ready-Made Agents

"Your files are ready. Read them in the car."
handler, Hold-7

These six agents are immediately playable, one from each class. They are suitable for the first evening, for players who join spontaneously, and as a model for your own characters. All are built according to the rules from Chapter III and have the rank Cadet. You already know some of them from the examples in this book.

Moth

Agent, Infiltrator. Mara Lindqvist, 29, was a burglar specialising in museums, until she found something in a vault room that looked at her. O.D.I.N. offered her a deal instead of a cell.

Moth	Agent, Infiltrator, Cadet
Attributes	STR 2, DEX 5, CON 2, INT 3, WIS 3, WIL 2, CHA 2, MAN 3, COM 2
Skills	Stealth 5, Security Systems 4, Dodge 4, Perception 4, Deception 3, Firearms 3, Acrobatics 3, Hacking 2, Disguise 2, Melee 2, Toughness 2, Mental Resistance 1
Values	HP 10, Strain threshold 8, Initiative 5, Defence 3
Abilities	Inconspicuousness, Quick Escape, Sabotage
Drive	Knowledge Seeker

Equipment: Agent basic equipment, Light armour, EMP grenade, Camouflage cloak. Starting funds €6,000.

How to play Moth: Go ahead, switch off cameras and open doors. When shooting starts, find cover and leave the front to Brandt.

Viola

Scientist, Biochemist. Dr. Viola Brenner, 41, headed a laboratory for infectious diseases, until a sample from a village in Romania started to move. She is the only one who left the laboratory alive.

Viola	Scientist, Biochemist, Cadet
Attributes	STR 1, DEX 2, CON 2, INT 5, WIS 4, WIL 3, CHA 2, MAN 1, COM 4
Skills	Chemistry 5, Medicine 4, Biology 4, Perception 4, Academic Knowledge 3, Stress Management 3, Dodge 3, Technology 2, Investigation 2, Firearms 2, Toughness 2, Mental Resistance 1
Values	HP 10, Strain threshold 11, Initiative 2, Defence 2
Abilities	Medical Emergency Care, Quick Analysis, Toxin Mixer
Drive	Protector

Equipment: Scientist basic equipment, Scientist kit, Reagent set, Bio-scanner. Starting funds €9,000.

How to play Viola: Keep the cell alive and find out what you are dealing with. Prepare Brandt's ammunition with poison before the fight.

Echo

Psion, Telepath. Jana Roth, 23, first heard her mother's thoughts at fourteen. At sixteen, O.D.I.N. took her out of a closed clinic. She has not spent a day without a helmet since.

Echo	Psion, Telepath, Cadet
Attributes	STR 1, DEX 2, CON 2, INT 5, WIS 4, WIL 4, CHA 2, MAN 2, COM 2
Skills	Telepathy 5, Insight 4, Mental Resistance 4, Perception 4, Concentration 3, Persuasion 3, Dodge 3, Psi Combat 2, Stealth 2, Deception 2, Toughness 2, Firearms 1
Values	HP 10, strain threshold 10, initiative 2, defence 2, PSI points 13
Abilities	Thought Reading, Emotional Manipulation, Mental Barrier. Minor powers: Thought Whisper, Heightened Senses, Aura Detection, Mental Whisper. Moderate powers: Deep Probe, Psychic Barrier
Drive	Seeker

Equipment: Basic equipment Psion, Mental Scanner, psionic communication module. Starting funds €9,000.

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

Folio

Thaumaturge, Thaumaturgist. Konstantin Hale, 58, was a librarian in Oxford and secretly collected manuscripts that no one could read. He could. When he touched the first crystal, he knew what he had been reading all those years.

Folio	Thaumaturge, Thaumaturgist, Cadet
Attributes	STR 1, DEX 2, CON 2, INT 5, WIS 4, WIL 3, CHA 4, MAN 1, COM 2
Skills	Thaumaturgy 5, Ritualism 4, Occultism 4, Mental Resistance 4, Concentration 3, Academic Knowledge 3, Dodge 3, Perception 3, Alchemy 2, History 2, Toughness 2
Values	HP 10, strain threshold 9, initiative 2, defence 2, Magic Energy 13
Abilities	Ritual Master, Spell Amplification, Magical Barrier. Cantrips: Light Flash, Magical Flame, Invisible Hand, Trembling Hand. Minor Magica: Magical Armour, Flame Jet
Drive	Knowledge Seeker

Equipment: Basic equipment Thaumaturge, spellbook, ritual knife, wand. Starting funds €9,000.

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

Brandt

Soldier, Stormbreaker. Jonas Brandt, 36, was a combat engineer in the Bundeswehr. In the Karakoram, he was the only one of his unit to return, along with a radio that kept transmitting even though the battery was missing.

Brandt	Soldier, Stormbreaker, Cadet
Attributes	STR 4, DEX 4, CON 3, INT 2, WIS 2, WIL 3, CHA 1, MAN 1, COM 4
Skills	Firearms 4, Heavy Weapons 4, Athletics 3, Tactics 3, Explosives 3, Melee 3, Toughness 3, Endurance 3, Dodge 3, Perception 3, Stress Management 2, Mental Resistance 1
Values	HP 12, strain threshold 11, initiative 4, defence 2
Abilities	Armour Break, High-Explosive Charge, Tactical Retreat
Drive	Prisoner of Circumstances

Equipment: Basic equipment Soldier, Thermal Panzerfaust, three shock grenades, heavy combat suit. For covert operations, he wears the lighter combat suit. Starting funds €4,000.

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

Raven

Investigator, Paranormal Detective. Lena Kowalski, 34, was a detective inspector with the BKA. A case led her into a basement from which her partner did not return. O.D.I.N. found her before the press did.

Raven	Investigator, Paranormal Detective, Cadet
Attributes	STR 1, DEX 3, CON 2, INT 3, WIS 5, WIL 3, CHA 2, MAN 2, COM 3
Skills	Investigation 4, Perception 5, Occultism 4, Insight 3, Firearms 3, Dodge 3, Mental Resistance 3, Stealth 2, Medicine 2, Driving 2, Toughness 2, Persuasion 2
Values	HP 10, strain threshold 10, initiative 3, defence 2
Abilities	Ghost Sight, Occult Recognition, Protective Ritual
Drive	Revenge

Equipment: Basic equipment Investigator, EMF detector, notebook with old rituals, UV lamp, pistol, protective vest. Starting funds €8,000, of which €1,500 was spent on pistol and protective vest.

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

Appendix C: Character Sheet

Permission granted to copy for personal use.

Name	Codename	Class	Subclass	Rank

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

Hit Points	Strain Threshold	Strain	Initiative	Defence	Armour	PSI / ME

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

Weapon	Damage	Range	Magazine	Properties

Subclass Special Abilities

Psi Powers or Spells	Cost	Test

Equipment

Background and Drive

Traumas	Experience Points (total / unspent)

Appendix D: Glossary

File: Assignment to a cell. The colour shows the urgency: White, Grey, Red, Black.

Anchor: An agent's private life that holds them against the horror. Anyone who maintains it during downtime receives +1 die on the next horror test.

Drive: The reason an agent stays with O.D.I.N. Reduces strain once per mission.

Archive: Secured storage for artefacts and crystals.

Artefact: Object with supernatural effect and a price. Its danger ranges from one to five skulls.

Attribute dice: White dice. Success on 5 or 6.

Strain threshold: 4 + WIL + COM. If strain reaches it, a trauma threatens.

Strain: Mental damage from horror, overexertion, and crystal echoes.

Bonus dice: Additional white dice, at most +3 per test.

Service equipment: Equipment that belongs to O.D.I.N. It is requisitioned and returned after the mission.

Penetration: The target's armour counts correspondingly less.

Skill dice: Coloured dice. Success on 4, 5 or 6.

Focus device: Neuro-Helm or Mental Scanner. Without a focus device, psi tests are one step harder.

Handler: Connection between cell and organisation. Played by the game master.

Danger: How dangerous an artefact is, in one to five skulls.

Critical success: 3 or more successes over the difficulty.

Horror test: WIL + Mental Resistance against the level of horror.

Hold: Larger base under a city.

Cadet: Lowest rank. All new agents start here.

Contact: A person outside O.D.I.N. who helps an agent. Contacts have three levels.

Hit Points: 6 + CON + Toughness. At 0 the agent is dying.

Magic Energy (ME): CHA + WIS + INT. Fuel for spells.

Nexus crystal: Crystal of unknown origin, source of all magic. In the narrower sense a large stone that no one controls.

Nexus point: Place where crystals are found and reality is thin.

High Council: Secret governing body of O.D.I.N.

Botch: Test failed and more ones than successes.

Private money: Money that belongs to the agent themselves: pay, allowances, savings.

PSI points: WIL + WIS + INT. Fuel for psi powers.

Relay: Small hideout for a few nights.

Rift: Place where reality gives way.

Veil Protocol: Tacit agreement that O.D.I.N. has tolerated since 1961.

Pay: Monthly salary by rank, from €3,000 for Cadets to €12,000 for Shadow Officers.

Restricted Zone: Place with damaged reality. Entry only with a Black File.

Expenses: Budget for a mission. The file colour determines how much.

Scene: Coherent section of the game, such as a fight or an interrogation.

Trauma: Lasting psychological damage. Anyone with three traumas leaves the service.

Supernatural: Everything except humans and the machine, thus also extraterrestrials, mutants, cryptids, dead, and anomalies.

Margin: Successes over the difficulty. Improve the result, in combat the damage.

Origin: One of the eight types of threat: the Voice, the Alien, the Transformed, the Old, the Dead, the Machine, the Humans, the Shifted.

Defence: 1 + (DEX + Dodge) ÷ 4. That many successes an attack needs.

Trust: How much the handler trusts the cell, from 0 to 5.

Beings from rifts: Only beings of the origin Voice.

Cell: Operations team of three to six agents. Your play group.

Branch: One of the six departments of O.D.I.N., each responsible for one class.

Downtime: The time between two missions. Each character has two actions in it.

Appendix E: Changes

New in the Second Edition

The rules of the second edition correspond to the revised version 1.1. New are structure, layout, and content around the rules:

- **A series instead of a book.** The Core Rulebook contains everything needed to play. The class books deepen each class but do not change any core rule.
- **Layout of the first edition.** Two-column typesetting, chapter pages with the original images, Grandview and Aptos.
- **The world.** Prologue, timeline, the six branches, cells and bases, file colours, the life of an agent, phenomena and adversaries.
- **Examples.** Two play examples at the table and character creation with a continuous example.
- **The classes.** Each class and subclass with introduction and play advice.
- **Advancement** is now in Chapter III, weapons and equipment are summarised in Chapter X.
- **Game mastering.** Mission building, random tables, and four new opponents.
- **Appendix.** Six ready-made agents, character sheet, glossary, and index.

Alignment with the Series

With the class books and the game master book, the Core Rulebook was aligned one last time. The core rules remain as they are. Added or adjusted were:

- **Resources.** New at the end of Chapter X: two funds, pay, expenses, requisitions, trust, contacts and favours, downtime, and the anchor.
- **Artefacts.** Also in Chapter X: danger from one to five skulls and the price each user pays.
- **Origins.** Chapter XI introduces the eight origins of the Threat Atlas, and each example opponent names its origin. Glossary and opponent chapter define what is “supernatural” and what is a “being from rifts”.
- **Timeline.** Supplemented with the Institute and the Registry (1948), Kiruna (1953), and the Ashsilver (1955 to 1989). Nordlicht was the crystal archive of the Collegium, the traitor of 1989 is called Elster.
- **Terms.** The introductory mission is now a Red File throughout. The adversaries from Chapter I are called “The Inhuman”, because “the alien” is now its own origin. Holds and archives carry numbers.
- **Minor points.** Training lasts three months to two years depending on branch. Cadets may choose minor and moderate powers, as Chapter VIII already said. Each character starts with two contacts. In the prologue, Wendt searches for his grandmother.

Changes from the First Edition

Dice System

- Coloured skill dice now succeed on 4 instead of 5. This gives the two colours their own meaning.
- The difficulty ladder was compressed from 2 / 3 / 4 / 6 / 8 to 1 / 2 / 3 / 4 / 5 successes. With the old ladder, “Very Hard” and “Impossible” were practically unattainable even for maximally developed characters.
- The botch depended on “all dice in a group showing 1”. With a skill of 1, it occurred on every sixth roll. New: test failed and more ones than successes.
- The critical success depended on “all dice showing 6” and had the same problem. New: 3 or more margin.
- Unified rule for bonuses: “+X” always means X bonus dice. Bonus dice are white, upper limit +3.
- New: desperation roll, opposed tests, cooperation, extended tests.

Character Creation

- The maximum value was stated contradictorily (6 in the dice chapter, 5 at creation). New: from own points at most 4, with the bonuses from class and subclass at most 5, through experience 6.
- Basic training: +1 to Dodge, Mental Resistance and Perception for all agents.
- Attributes start at 1, plus 12 free points (previously 20 points without base value, unclear whether attributes start at 0).
- Skill points reduced from 35 to 25, because skill points are worth more under the new dice rule. In return, each main class gives +1 to three core skills.
- The class “Researcher” was removed. The rulebook announced six main classes, but described seven, and the Researcher had no subclasses. Its role is taken over by Antiquarian and Astrobiologist.
- New: derived values for Hit Points, strain threshold and defence, plus an example character.

Combat

- New: Hit Points. In the first edition, HP were healed and lost, but never defined.
- New: combat round with move and action, surprise, cover, modifiers.
- Defence and armour were separated. Previously, Dexterity, Dodge and armour flowed together into the hit threshold, which made hits against well-armoured opponents almost impossible. Now defence decides the hit, armour reduces the damage.
- The "damage bonus" of weapons was not explained. New: damage = weapon damage + margin − armour.
- New: Dodge skill, which appeared in the defence formula, but was missing from the skill list.
- New: armour table, weapon properties, dying, stabilising, healing, falls, explosions.
- Weapon damage was adjusted to Hit Points.

Psi and Magic

- PSI points and Magic Energy are now explicitly equal to PSI power and capacity respectively.
- The formulas for the number of powers allowed a starting character major powers such as the "Retrieval Impulse". New: starting characters know minor and moderate powers, major powers and Major Magica only from rank Senior Agent.
- Costs and difficulties unified, resistance via opposed tests instead of blanket "+2 Willpower resistance".
- Damage values unified: damage spells work like weapons. Previously, fixed values such as "10 damage points" and "3D6" stood side by side, without reference to Hit Points.
- New: overexertion costs strain, botches trigger feedback or crystal rift, crystal levels, rituals, optional crystal dice.
- In the power descriptions, "the wizard" often appeared, even for psi powers. Corrected.

Subclasses

- All special abilities now have clear mechanics: passive or active, frequency, bonus dice instead of unclear "+2".
- Nanotech Veteran listed the abilities of the Echo Operative. Corrected to Adaptive Armour, Berserker Protocol and Last Cell.
- Force Push (Telekinetic) had the description of Emotional Manipulation. Corrected.
- For the Precognitive, the energy gloves of the Telekinetic were mistakenly listed. Removed.
- Chronomancer: The repetition of a roll "once per combat round" was too strong. Now once per scene.
- Stormbreaker: "ignores 50% of armour and +2 damage" counted twice. Now: ignores 2 points of armour.
- Some attribute bonuses were adjusted to the appropriate discipline: Telekinetic +2 INT instead of +2 DEX (telekinesis runs on INT), Elementarist and Precognitive +2 WIS (their disciplines run on WIS).
- Skills that the subclasses mentioned but did not exist were assigned to the new skill list (see below).

Skills

- The list was cleaned up from over 70 to 63 entries and given consistent names. Duplicate entries (Tracking, Cybernetics, Robotics, Energy Manipulation) were merged.
- The long "assessment" paragraphs per skill were replaced by a common values table.

Old Designation	New Skill
Melee Combat, Brawling, Heavy Weapons	Melee Combat, Brawling, Heavy Weapons
Athletics, Carrying Capacity	Athletics
Stealth, Firearms, Larceny, Driving, Piloting	Stealth, Firearms, Sleight of Hand, Driving, Piloting
Explosives, Demolitions	Explosives
Tracking (DX and WI)	Tracking
Endurance	Endurance
Toughness, Pain Tolerance, Recovery, Resilience	Toughness
Medical Training, Medicine	Medicine
Technology, Mechanics, Technical Operations	Technology
Engineering	Engineering
Chemistry, Toxicology	Chemistry
Biology (was missing)	Biology
Geology, Academics	Academic Knowledge
History, Appraisal (were missing)	History
Decryption (was missing)	Cryptography
Occult Knowledge (was missing)	Occultism
Energy Weapons (was missing)	Energy Weapons

Old Designation	New Skill
Dodge / Dodge skill (was missing)	Dodge
Perception, Situational Awareness, Surveillance	Perception
Insight, Lie Detection, Psychology	Insight
Tactics, Tactical Operations	Tactics
Mental Resistance, Interrogation Resistance, Determination	Mental Resistance
Focus	Concentration
Networking	Contacts
Leadership, Mentoring	Leadership
Deception, Subterfuge, Propaganda	Deception
Healing, Psychic Healing	Psychic Healing

- Psi Combat is now a psionic skill and is only available to Psions.
- Psions have a primary gift and secondary gifts. Secondary gifts at most 2 at creation and 4 through experience.

Equipment and Miscellaneous

- The equipment table contained duplicates (kettle, weather station, water filter, power bank, satellite phone, pocket knife) and items without relevance to the game (humidifier, air purifier, refrigerator, projector). Cleaned up and supplemented with field equipment with game values.
- Crystals now have levels and prices.
- New: chapter on Strain and Horror, Advancement and Experience with Ranks (Chapter III), chapter for the game master with opponents and an introductory mission.
- Corrected typos in headings. The subtitle “Cadet’s Compass: Navigating the Path to Excellence” on the cover page was removed.
- Attribute abbreviations standardised: STR, DEX, CON, INT, WIS, WIL, CHA, MAN, COM (previously ST, DX, CO, IQ, WI, WP, CH, MA, CP).

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