O.D.I.N.

Occult Dynamics Intelligence Network

PSION

CLASS BOOK

by David Ger

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PROLOGUE
THE SILENCE

Prologue: The Silence

"The first thing they teach you is not to hear. The second is to pretend you heard nothing."
Carved into the wall of Cell 4, Hold-2

Jana Roth was sixteen years old when she first entered a room in which nobody thought. At least, that is how she remembered it later.

It was white, three by three metres, without windows. In the middle stood a bed, against the wall a table, on it a glass of water. The ceiling was clad with a grid of dark metal, and when the door fell shut behind her, it became so quiet that she heard her own blood rushing.

Only her blood. Nothing else.

She sat down on the bed and began to cry, and it took a while until she understood that it was not from fear. For two years she had not experienced a single minute in which someone had not been in her head. Her mother, wondering at breakfast whether Jana was taking drugs again. The bus driver, thinking about his divorce. The teacher, who every time Jana raised her hand thought the same word: *uncanny*. And at night, when everyone slept, the other voices. The ones that came from farther away.

In here there was nothing. She cried until she fell asleep, and it was the best sleep in two years.

She dreamed of another white room, smaller than this one, with a bed that was far too big for her. Someone sang. When she woke up, she touched the small scar behind her left ear, which she had had for as long as she could remember. Her mother had said she had fallen off the changing table as a toddler. Jana had never seen a photo of herself in which she was younger than six.

On the third day the woman in the grey suit came. She sat down on the chair that an orderly carried in for her, crossed her legs and placed a file on her knee.

"My name is Maren Falk," she said. "I will be your observer for a while."

"What do you observe?"

"You." Falk did not smile, but her voice was friendly. "You have noticed that it is quiet in here."

Jana nodded.

"The grid on the ceiling is an alloy that we make from a material that ought not to exist. It swallows what you hear. Outside there is none of that. Outside you will hear everything again, for the rest of your life. The only question is whether you learn to deal with it, or whether it eats you up."

"And if I learn it?"

"Then you get a helmet, training and a task." Falk opened the file. "And a name that no one knows except us."

"And if not?"

Falk looked at her for a long time. Jana tried to get into her head, out of habit, out of defiance. It did not work. In here nothing worked.

"Then you stay here," said Falk. "There are worse places. You have slept the last three nights, haven't you?"

Jana did not answer.

The training lasted fourteen months. She learned to hear thoughts without drowning in them. She learned to build a wall in her head, stone by stone, and she learned that one must never close the wall completely, because otherwise one would no longer notice when someone knocked on it from outside. She learned that the helmet pressed and that one got used to it. She learned that in every base there was a room like hers and that the other psions called it "the Silence".

And she learned that Maren Falk wrote a report about her every month, which she was never allowed to read.

In the last week of her training she sat in a circle with eleven other cadets, without helmets, hands on knees. The exercise was called "Open Choir". Each was to open their wall completely for one minute, and the others were to hold them so that they would not be carried away. It was the first time that Jana heard the thoughts of other psions, and it was like music: twelve voices that overlapped, evaded each other, found each other.

Then she heard the thirteenth.

It did not come from the circle. It came from far below, or from far away, or from a direction for which there was no word. It did not sing along. It listened.

Jana's eyes widened. The boy next to her, Wendt, a skinny fellow with a gap in his teeth who always made jokes, looked at her. He had heard it too. She saw it in his face, even before she read it in his head.

The instructor clapped her hands. "Helmets on. Exercise over."

No one in the circle said anything. But when Jana wrote her report that evening, the only one a cadet was allowed to write herself, she left out the thirteenth

voice. She did not know exactly why. Perhaps because she suspected that Maren Falk already knew anyway.

Two days later she received her codename.

Echo.

O.D.I.N. / PSIONIC CORE / OBSERVATION REPORT

Subject: ROTH, J. / Codename ECHO

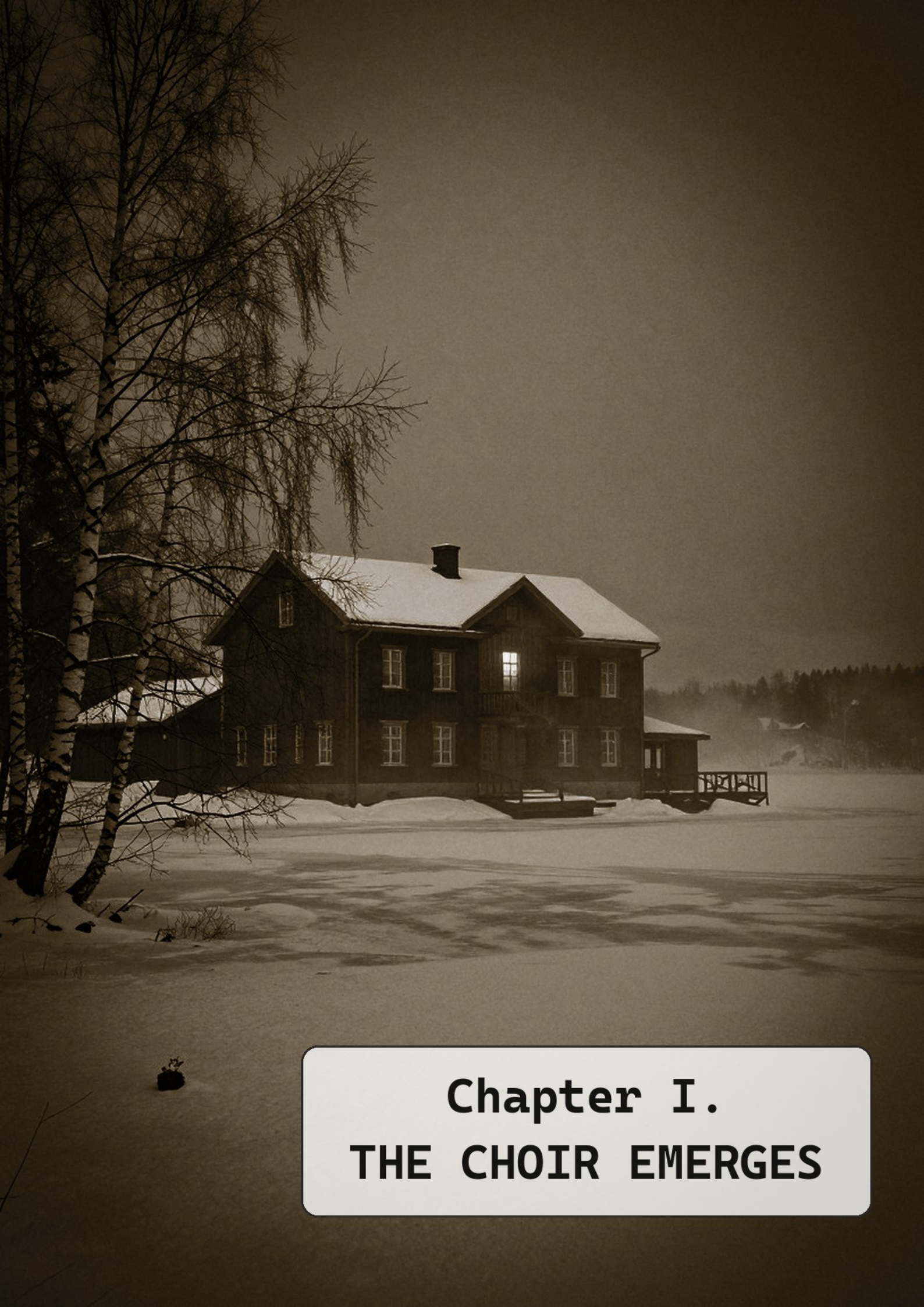
Observer: FALK, M.

Classification: Telepathy, Class III, stable.

Special feature: Subject probably had contact with an external source during the “Open Choir” exercise and did not report it. Behaviour matches the pattern. No action recommended.

Origin: see intake file S-2009-114. Legend stable. No recollection.

Note: Forward to Prometheus.



Chapter I.
THE CHOIR EMERGES

The Night of Solberg

"We did not create them. We merely collected them."
Dr. Ilse Marek, 1962

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CHRONICLE OF THE PSIONIC CORE, AGENT CLEARANCE
1938: The Night of Solberg.
1939: The Thirty-One in Scotland. Start of
training under Dr. Marek.
1949: The Cap.
1951: Gothenburg. Introduction of the
Observers.
1963: First Neuro-Helm.
1971: The Cascade. Rule of the Twelve.
1974: Kantor disappears. Founding of the Echo
Operatives.
1976: Carpathians. Seven Open Ones arrested.
1989: Betrayal by Elster. 23 psions exposed.
2011: Increase in manifestations.
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In the official chronicle of O.D.I.N., which every cadet must read, there is only a brief entry for the year 1938: Several states begin to register people with unusual mental abilities, and at least one programme ends in an incident in which an entire institute is abandoned in a single night. The file on this is redacted. In the Psionic Core, everyone knows the story behind that sentence. It is told to new psions on the first night after the Silence, when they sleep among people again for the first time.

The Solberg Institute lay by a lake in central Sweden, far enough from any town that no one asked questions. Officially, it was a sanatorium for children with nervous disorders. In fact, doctors from three countries examined 31 children and adolescents there, gathered from homes, clinics and families across half of Europe. What the children had in common was that they knew things they could not know.

The methods were those of the time: electric shocks, isolation, sleep deprivation, drugs. The results were meagre, the reports sober. Until the morning of 3 December 1938.

The milkman, who set down the cans at the gate that morning, wondered that no one opened. He walked around the building and looked through the window of the dining hall. The 31 children sat on the floor, in a circle, hands on their knees, singing. Of the 19 doctors, orderlies and guards there was no trace. Their coats hung on the hooks, their cars stood in the yard, in the kitchen the water for the morning coffee was still boiling.

The children remembered nothing. They only knew that they had woken in the night because "someone had called", and that they had sat down in the circle because it felt right. They sang for three days, with short breaks, and no one could dissuade them. Then they stopped, all at the same time, in the middle of a note.

The Thirty-One

Who took the children from Solberg is not recorded in any file. What is certain is that in January 1939 they reappeared in a manor house in Scotland, cared for by a young doctor who had been in Stockholm on the night of the incident and had survived as the only member of Solberg's staff: **Dr. Ilse Marek**.

Marek was the only one among the doctors who had never treated the children as test subjects. She understood that the children's abilities were neither a disease nor a weapon, but something third, for which there was no word yet. She taught them to endure the voices of the others instead of suppressing them. She invented the first exercises that are still used in every training today. And she was the first to write down what the children told her in the nights: that sometimes, when they used their powers, they were not alone.

Of the Thirty-One, 22 were still alive in 1960. Most had codenames, some had families, all wore the Cap. They were the first generation of the Psionic Core, and to this day psions call someone who has been in service for decades "one of Solberg". It is the highest praise the Choir knows.

"Ilse Marek is the mother of the Choir. That is not a title. It is a fact."
Psion, codename Anker

The Cap and the Observers

The Cap

In 1949, Dr. Marek, together with the Institute of the Science Branch, which supplied the metals, developed the first focus device, a tight leather hood with sewn-in plates of a metal that appears in the files only as "Alloy S". The psions called it **the Cap**. It dampened the voices from outside and focused their own power. For the first time, psions could walk down a busy street without collapsing after a few minutes.

The Cap had a disadvantage that no one spoke of at the time: it also protected the people in the vicinity from the psion. It was not only a tool. It was a leash.

Gothenburg

In the spring of 1951, one of the Thirty-One, codename **Lerche**, killed three people in a hotel in Gothenburg without touching them. The victims were employees of a foreign service who wanted to recruit him. Lerche had read their intentions, and he had decided that they must not get away.

He turned himself in the next morning. He did not understand what he had done wrong. He had known what they were planning, more precisely than any court could ever have known.

The High Council reacted quickly. From the summer of 1951, every Psion received an **Observer**: an officer without psionic talent who reported on him monthly, accompanied him on missions, and in case of doubt decided whether he could continue to serve. The Observer system remains in force to this day. Lerche spent the rest of his life in a Silence. He died in 1979. They say he sang every morning until the end.

The Cascade

In the sixties, the Psionic Core grew. New manifestations were found, training became more systematic, and the Neuro-Helm replaced the cap. Marek led the Core until 1970. Her successor, an ambitious Telepath with the codename **Kantor**, believed that Psions could achieve more together than alone. He wanted to find out how much more.

In October 1971, Kantor placed 40 Psions in a circle in a hall in Wales. Without helmets. The exercise, today called "Open Choir" and carried out with at most twelve participants, ran at the time with more than three times that number.

What exactly happened is recorded contradictorily in the files. Three Psions died of cerebral haemorrhages. Seven lost their abilities forever. Kantor himself lay in a coma for two weeks. When he woke up, he said only one sentence, and that sentence appears in every version of the protocol, even in the redacted ones:

"It heard us. And now it knows where we are."

Since the Cascade, the Rule of the Twelve applies: never more than twelve Psions with open walls in one place. Kantor was removed from his post and disappeared in 1974. Some say he died in a Silence. Some say he was the first of the **Open Ones**, those Psions who have laid down their helmets forever. In the same year, the Tactical Branch founded the **Echo-Operative**, a unit against rogue Psions. In 1976, they arrested seven Open Ones in a monastery in the Carpathians, including a fifteen-year-old. For the Choir, this remains an open wound to this day.

Betrayal and Increase

1989

Among the real names that an agent of the Operations Branch with the codename Elster sold in 1989 were also those of 23 Psions. Within a year, six of them died, four disappeared. The others were moved to new identities. Since then, a rule applies in the Psionic Core that is stricter than anywhere else at O.D.I.N.: a Psion does not know another Psion under their real name. Not even those from their own training.

Since 2011

With the increase in rifts, the Psionic Core also changed. The number of manifestations tripled within a few years. Those affected are getting younger, their powers stronger and more unusual. The Elementarist subclass barely existed before 2011. Today, every larger Hold trains them.

Training was shortened, the Silences were expanded, and the Observers were assigned more Psions than they can properly supervise. Many older Psions consider this a mistake. Some consider it intentional.

Today

The Choir is today larger, younger, and more restless than ever before. In every larger Hold there is a Silence,

a helmet workshop, and a healer who is there only for the Psions. The training cohorts are full, the Observers are overburdened, and in the quarters more rumours are told than before. Of the Thirty-One, officially none are still alive. Unofficially, nobody knows exactly.

Most Psions who work in cells today manifested after 2011. They know Solberg from stories, Kantor from rumours, and the betrayal from the rules he left behind. For them, the history of the Choir is something one is told on the first night after the Silence. For the older ones, it is not yet over.

O.D.I.N. / PSIONIC CORE / ANNUAL REPORT REGION HOLD-2 (EXCERPT)

Psions in active service: 46 (previous year 41).

New cadets: 14, of which 6 Elementarists.

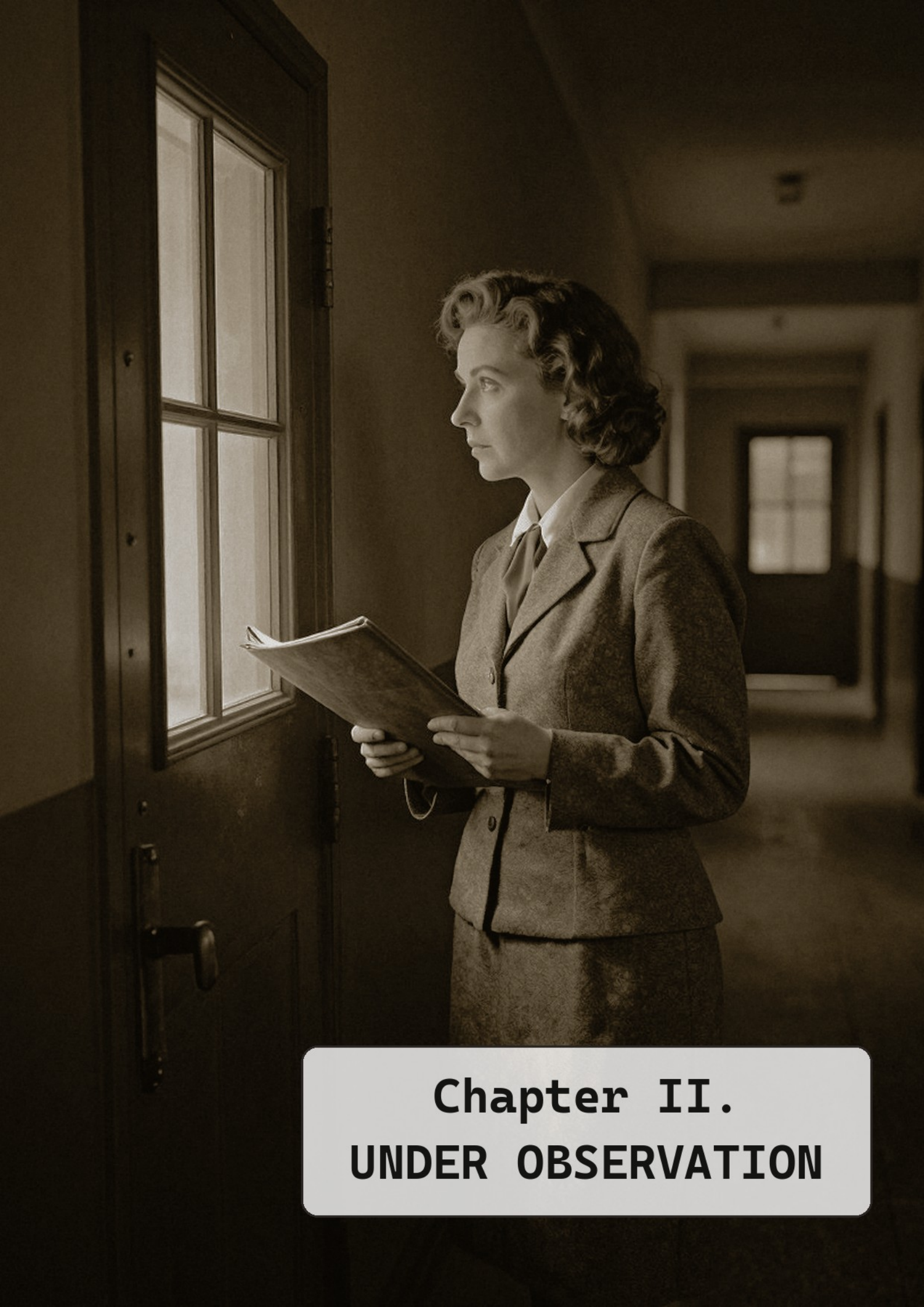
Completed training courses: 11.

Left: 3 (2 after trauma, 1 placed in a Silence).

Fallen: 1. Missing: 1 (case GA-2231).

Known contacts with the Open Ones: 4.

Note: need for Observers still not met.



Chapter II.
UNDER OBSERVATION

O.D.I.N. from the Choir's Perspective

"The other branches work for O.D.I.N. We belong to O.D.I.N. That is a difference."
Psion, codename Hebel

An Agent of the Operations Branch can resign, at least in theory. A Soldier can transfer to internal service, a Scientist to an institute. A Psion can do none of that. Their abilities do not disappear when they leave the service. And O.D.I.N. has not forgotten what happened in Gothenburg.

Therefore the relationship of the Psions to their organisation is more complicated than that of all other branches. Many Psions are grateful to O.D.I.N. The organisation found them when no one else understood what was wrong with them, and gave them a life in which they do not go mad. But the same Psions also know that this life has conditions. They wear a helmet because they must. They have an Observer, whether they want one or not. And they know that in every Hold there is a room where they can be accommodated at any time.

The Helmet

The Neuro-Helm is the symbol of the Psionic Core, for better or for worse. Chapter V tells its story and contains its rules. For the relationship with O.D.I.N., one thing matters above all: The helmet protects the Psion, and it reports them. Every power a Psion uses ends up as a reading in a recording, and every recording ends up with the Observer.

Psions know this. They still wear the helmet, and most wear it gladly. Perhaps that is the strangest thing about their relationship to the organisation.

The Observer

Every Psion has an Observer, and every Observer looks after several Psions. The Observer is not a Psion and is regularly examined to determine whether they have been influenced. They read the data from the helmet, hold conversations, write reports, and accompany the Psion on particularly delicate missions. They decide whether a Psion needs a Silence, and they can suspend a Psion from duty.

The relationship between Psion and Observer is as varied as the people who enter into it. Some Observers are wardens who see a danger in every headache of their Psion. Some become the closest confidants of their charges, a kind of older sibling who protects them from the organisation. Most are officials who have too many files on their desk.

In play, the Observer is a non-player character run by the game master, just like the handler. They can give assignments, ask questions, offer help, or apply pressure. A Psion who has their Observer on their side enjoys freedoms. One who has them against them gets into trouble.

The Silence

In every larger base there is at least one room whose walls and ceiling are lined with Alloy S. Officially these rooms are called shielded cells. In the Choir they are called **the Silence**.

The Silence is refuge and prison at the same time. New Psions spend their first days there because they find peace for the first time since their manifestation. Exhausted Psions retreat there to recover, and not a few do so voluntarily. And Psions who pose a danger are locked up there, sometimes for days, sometimes for years.

Whether a Silence is a reward or a punishment depends on who locks the door from the outside.

Prometheus

The First Advisor of the High Council, codename **Prometheus**, coordinates everything that has to do with magical and psionic threats. For the Psionic Core, they are the highest authority known by name. Every report from an Observer ends up with them or with someone who reports to them.

No one in the Choir has ever read Prometheus. That is remarkable, because there are Class IV Psions who can read a person through three floors of concrete. Either Prometheus wears a protection that no one knows about. Or they are never where one suspects them. Or, and this is the version told at night in the quarters: Prometheus has no thoughts that one could read.

The Unwritten Rules

In addition to O.D.I.N.'s regulations, the Choir has its own rules. They are written nowhere, but every Psion learns them in the first weeks, usually from older colleagues.

- **Do not read a colleague without reason.** Anyone who reads another agent without the mission requiring it is shunned by the Choir.

- **Never read another Psion without asking.** That is considered a transgression.
- **What you hear on a mission stays on the mission.** Except in the report, and even there only the bare minimum.
- **Tell your Observer the truth.** But not necessarily the whole truth.
- **If you hear the Thirteenth, speak to someone from Solberg.** With no one else.

Cadets usually do not understand the last rule. Most understand it eventually.

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RUMOURS FROM THE QUARTERS (D6)
1: The helmets do not only record. They also
transmit.
2: There are Class V psions who live in a
silence because they would not survive
outside.
3: There is a psion who can hear every child
in the world who carries the gift within them.
There is always only one. They call him the
Seeker.
4: Kantor still lives. He leads the Open Ones.
5: Alloy S comes from a rift.
6: Of the Thirty-One, one still lives. She is
over a hundred years old and sings every
morning.
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Living with the Gift

The Body

Psionics costs strength, and the body pays the price. Almost every psion knows nosebleeds after a long operation, migraine the morning after, and nights when they cannot fall asleep because the neighbours' thoughts seep through the wall. Many psions eat conspicuously large amounts, some nothing at all. The station doctors of the Holds have their own index cards for psions, and they are thicker than those of the others.

People

A telepath knows what their friends think about them. A precognitive sometimes knows how a relationship will end before it begins. A psychic healer feels the pain of their patients days later. Psions have a hard time with closeness, and many live alone. Those who manage to have a family rarely talk about it, and when they do, with great caution, because the betrayal of 1989 showed what happens when names become known.

Within the Choir it is different. Psions understand each other in a way no other human can. Friendships between psions often last a lifetime. Enmities too.

Rituals

Every psion has rituals with which they keep their wall stable. A particular melody they hum before putting on the helmet. An object they turn in their pocket. Numbers they count backwards. The instructors encourage this. Rituals provide stability, and stability is the most important thing a psion has.

Chapter III.
THE OTHER BRANCHES

The Choir and the Others

"They smile at us and think: Hopefully he isn't reading that. We read it anyway. We smile back."
Psion, codename Echo

No other branch is viewed as ambivalently by the others as the Psionic Core. Psions are valuable, and everyone knows that. But everyone also knows that a psion in the same room means that one's own thoughts are no longer entirely private. Most agents handle this professionally. Hardly anyone is unguarded.

The following sections describe how the other branches see the psions and how the Choir sees them. They are not rules, but suggestions for play at the table.

The Operations Branch: Agent

"A telepath in an interrogation is worth gold. A telepath in the canteen is an imposition."
Agent, codename Kuckuck

How agents see psions: as the best colleagues and the worst witnesses. Agents live on secrets, on cover identities and on what they conceal. A psion threatens all of that. At the same time, no agent knows a better tool for finding out whether an informant is lying.

How the Choir sees agents: as the most interesting minds at O.D.I.N. Someone who carries several identities at once thinks in layers. Telepaths tell each other that with a good spy, sometimes you can no longer tell which layer is the real one. And with some, none.

The Tactical Branch: Soldier

"If the telekinetic holds the door, I hold the corridor. I don't need to know more."
Soldier, codename Bastion

How soldiers see psions: as support, not as colleagues. Many soldiers are superstitious about anything they cannot shoot, and that includes psions. Those who have been on a mission with a good precognitive think differently. They know how many ambushes did not happen.

How the Choir sees soldiers: as the calmest minds. A soldier in combat thinks in clear, short sentences. Many psions find that relaxing. Psions like to stand behind a soldier on a mission. Not only because of the bullets.

The Echo-Operatives: After the Cascade, the Tactical Branch founded a unit against rogue psions in 1974. In 1976, the Echo-Operatives under mission leader Paul Mercier arrested seven Open Ones in the Carpathians, including a fifteen-year-old. No one in the Choir has forgotten that. Psions work with Echo-Operatives when necessary, and the older ones always know what the unit was founded for.

The Science Branch: Scientist

"I worked on the helmets for seventeen years. I still don't know how what they shield works."
Scientist, codename Planck

How scientists see psions: as a puzzle. The Science Branch builds the helmets, measures the powers and regularly examines the psions. Many scientists treat psions with great respect. Some treat them like test objects.

How the Choir sees scientists: with distrust. Solberg was a laboratory. Most psions have dozens of examinations behind them, and not all were pleasant. Individual scientists enjoy great trust in the Choir, especially biochemists and cyberneticists who keep psions alive on missions.

The Arcane Branch: Thaumaturge

"We need a crystal to change the world. They only need themselves. Think about what that means."
Thaumaturge Elara Voss

How the Collegium sees psions: as competition and as a danger. Thaumaturges have learned that every power has a price and that one must pay that price before using it. Psions often pay only afterwards. Many Thaumaturges consider that reckless. Some consider it dangerous.

How the Choir sees Thaumaturges: with a mixture of envy and unease. Thaumaturges can do many things that psions cannot, and they do not need an Observer. And when a Thaumaturge touches a crystal, psions nearby sometimes hear a whisper that is suspiciously similar to that of the Thirteenth.

The Investigation Branch: Investigator

"The telepath tells me that the witness is lying. That's nice. In court it's no use to me."
Investigator, codename Raven

How investigators see psions: as a shortcut that one does not quite trust. Investigators work with evidence, and a read thought is not evidence. The best investigation teams at O.D.I.N. use psions to get to the right trail faster, and investigators to substantiate it.

How the Choir sees investigators: as natural partners. Investigators and psions seek the same thing: what

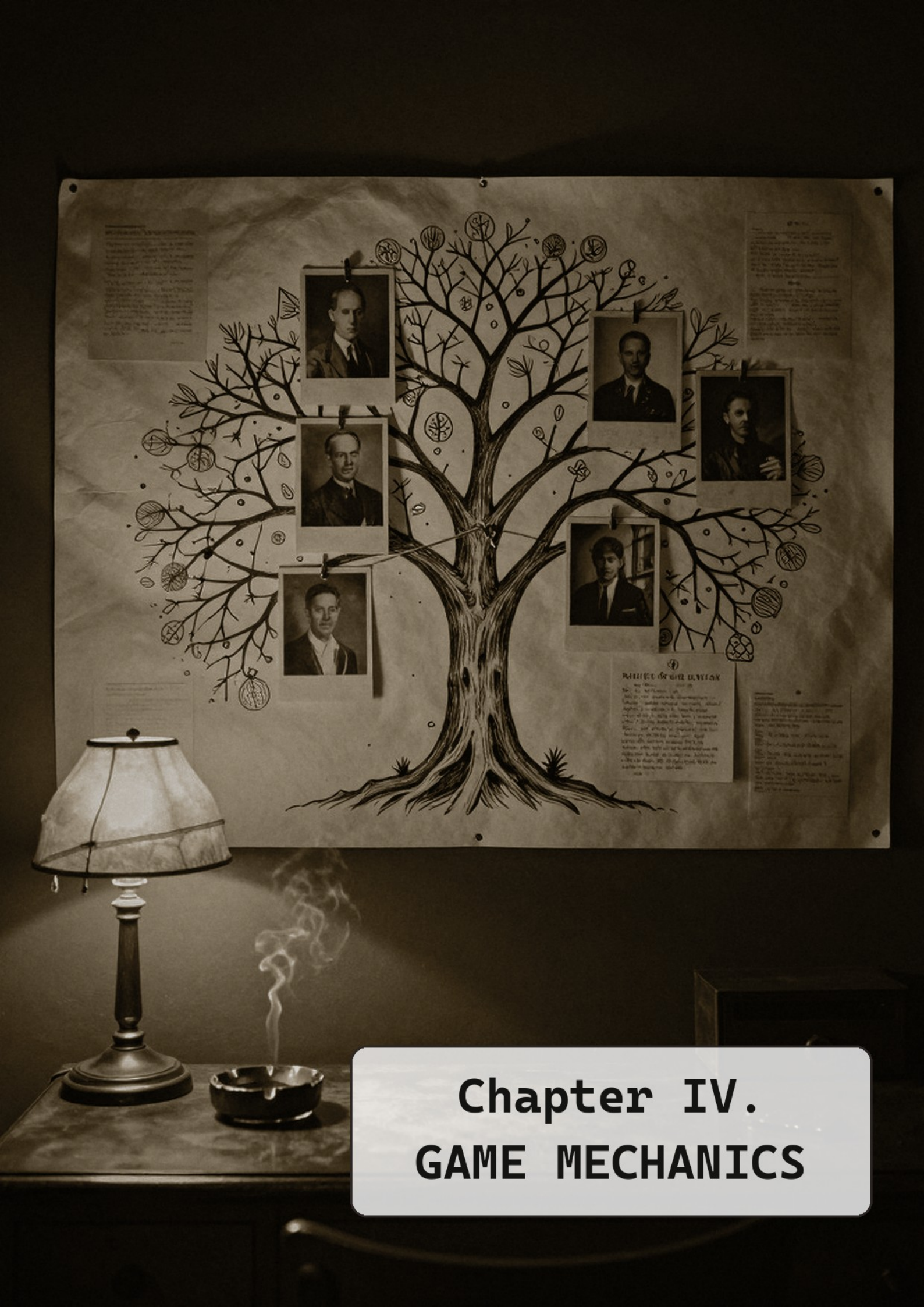
someone wants to hide. Profilers and telepaths often work so closely together that people in the Hold make jokes about them.

The Choir Among Themselves

There are also tensions within the Psionic Core. The five subclasses each have their own traditions, and not all like each other.

Subclass	Reputation in the Choir
Telepath	The Elders, the Thirty-One were almost all telepaths. They are considered arrogant.
Telekinetic	The Loud Ones. Telepaths often consider them crude.
Precognitive	The Lonely Ones. People seek their counsel, but rarely their company.
Psychic Healer	The Beloved. Everyone in the Choir owes something to one of them.
Elementarist	The New Ones. Hardly any manifested before 2011. The older ones do not trust them.

How each subclass sees the four others is described in more detail in its own chapter (Chapters VII to XI). The class books of the other branches tell the same relationships from their perspective. It is worth knowing both sides.



Chapter IV.
GAME MECHANICS

The Five Voices

"We are a choir. But none of us sings the same melody."
Instructor, Hold-2

This book builds on the Core Rulebook. The game values of the five subclasses are there, as are the rules for psi powers (Core Rulebook, Chapters IV and VIII). The first three chapters of this book have told where the Choir comes from and how it lives. From here on, it is about the rules. This chapter collects everything that applies to every psion: classification, creation, the class tree, the overload branch and new powers. Chapter V is devoted to the helmet, Chapter VI to the rest of the Choir's equipment.

After that, each subclass gets its own chapter: its gift, a story from the field, its origin in the Choir, its training and its ways of play, its price, its equipment, its view of the others, an example character and its branch in the class tree. In addition to their **primary gift**, the skill of their subclass, every psion has four **secondary gifts**: at most 2 own points at creation, at most 4 through experience.

Subclass	Focus	Chapter
Telepath	Reading thoughts, directing feelings	VII
Telekinetic	Moving things, intercepting attacks	VIII
Precognitive	Foresight and tactics	IX
Psychic Healer	Healing of body and soul	X
Elementarist	Fire, air and earth	XI

Classification

O.D.I.N. divides psions into five classes according to the strength of their gift. The classification is made after training and is reviewed every two years. It is in every file, and it determines which operations a psion may take on.

Class	Meaning
I	Weak gift, barely controllable. No operations.
II	Usable gift. Operations only when accompanied.
III	Stable gift. Full operational capability. The normal case.
IV	Strong gift. Operations with special permission.
V	Extraordinary gift. Directly subordinate to Prometheus.

Player characters usually begin as Class III. The classification is a description of the world, not a game value. It rises with rank, but not automatically: a veteran of Class III is more experienced, but not more powerful than a young psion of Class IV. What Class V means, hardly anyone knows. There are, as far as is known, fewer than a dozen.

Creating a Psion

"Nobody is born a psion. One becomes one, on a specific day, at a specific time. Each of us knows both."
Psion, codename Sibylle

Psions are created according to the rules in Chapter III of the Core Rulebook. The character generator at odin-rpg.pages.dev/generator/en/ is quicker. It guides you through creation question by question, knows all five subclasses of this book with their backgrounds, and produces the character sheet as a PDF at the end.

The Manifestation

Psionic abilities are latent, but they sleep. In most people who carry them, they never awaken. In a few, a trigger is enough: a shock, a loss, a touch with something that is not of this world. Most manifestations occur between the twelfth and twentieth year of life. Since 2011, they have been getting younger.

The manifestation is almost never pleasant. Telepaths suddenly hear everything at once. Telekinetics shatter glasses, window panes, sometimes bones. Precognitives see people die who have just had breakfast with them.

Many end up first in clinics, with the police or the youth welfare office, before O.D.I.N. finds them.

When you create a psion, think about how they experienced their manifestation. That is how it stands in their file, and that is how they remember it. You can also roll dice.

D6	Trigger of the Manifestation
1	**An accident.** Car accident, fall, drowning. The character was dead for a moment.
2	**A loss.** The death of a person who meant everything to them.
3	**Violence.** They were in danger and defended themselves with a power they did not understand.
4	**A crystal.** They touched a stone that someone had brought back from a journey.
5	**A rift.** They were nearby when reality opened.
6	**Nothing.** They woke up one morning and heard what their mother was thinking.

D6	Who found them first?
1	A doctor who asked unusually many questions
2	A policewoman who sent a report to an address that does not exist
3	Another psion who had heard them
4	A sect that considered them a prophet
5	A foreign service from which O.D.I.N. just managed to rescue them
6	Nobody. They hid it for years until they made a mistake

Rifts in Memory

Almost every psion has gaps in their childhood. The doctors of O.D.I.N. explain this with the shock of the manifestation, which jumbles the memory. Sometimes fragments still surface. Choose one or roll dice. What it means, the game master perhaps knows better than you.

D6	A fragment that does not fit
1	A melody you hum without knowing where you know it from
2	A small white room with a bed far too large
3	A scar behind the ear, for which there is an explanation that feels wrong
4	You sometimes dream in a language you never learned
5	A name you call out when you have a fever. No one knows it
6	The smell of ozone and wet stone makes you calm, not afraid

Why They Stay

Psions have less choice than other agents, but they have one. They can obey or fight, settle in or run away. The following archetypes describe how psions deal with their situation. They supplement the drives from the Core Rulebook and can replace them.

The Grateful One

He was at the end when O.D.I.N. found him. Clinic, medication, the voices. The organisation gave him his life back, and he knows it. He wears the helmet gladly and considers his observer a friend. The question for his play: What happens when he finds out that O.D.I.N. had been watching him before his admission?

The Guardian

He knows what he is, and he knows what he can cause. He chose O.D.I.N. because the world must be protected from people like him. Including from himself. He takes the rules more seriously than his observer. The question for his play: How far does he go when another psion crosses the line?

The Curious One

He wants to know what he is. Where the gift comes from, what the Thirteenth is, what happened in Solberg. O.D.I.N. is the only place with answers for him, and he is willing to break rules for that. The question for his play: What does he do when the answer does not please him?

The Hungry One

He likes his powers. He likes how it feels when an object follows his will or a foreign thought opens up. He is good

at his job, perhaps too good. His observer writes longer reports about him than about others. The question for his play: Where does talent end and addiction begin?

The Seeker

He is with O.D.I.N. because he wants to find someone. A person who has disappeared. A voice he heard on the night of his manifestation. The organisation is a tool for him. The question for his play: What remains when he has found what he is looking for?

The Fugitive

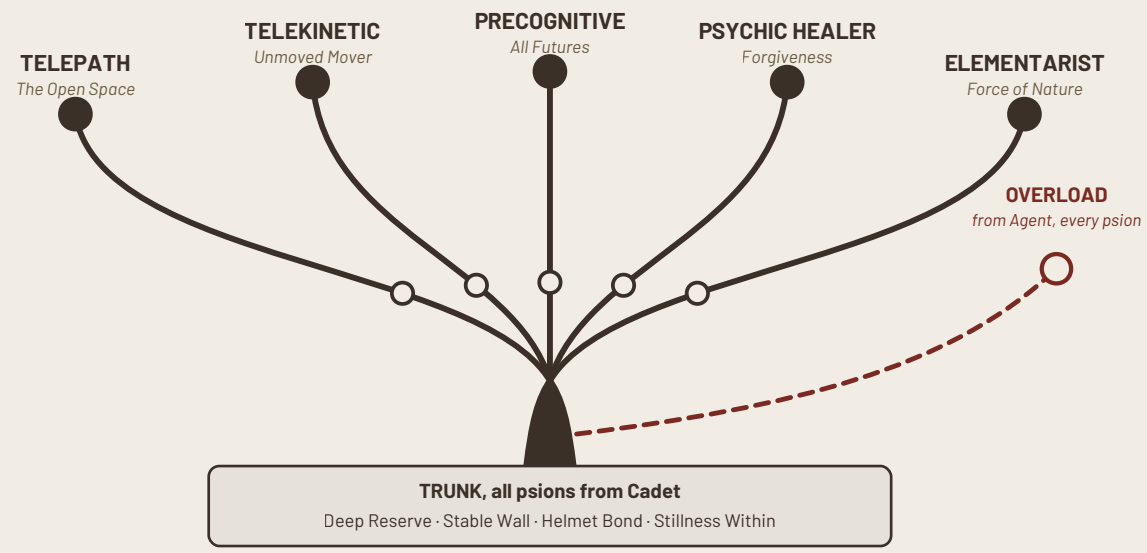
He is with O.D.I.N. because something worse awaits him outside: the service that once had him, the cult that worshipped him, the family that cast him out. O.D.I.N. is not good, but better. The question for his play: What happens when the past catches up with him?

```
RULE: ARCHETYPE AND DRIVE
A psion can use their archetype as a drive
instead of a drive from the Core Rulebook.
They reduce 1 strain once per mission as usual
when they make a difficult decision in
accordance with their archetype.
```

The Class Tree

"You do not grow upwards. You grow outwards, like a tree in the wind."
Instructor, Hold-2

The class tree shows how a psion becomes stronger with growing experience. It does not replace any rule from the Core Rulebook, but supplements it: In addition to attributes, skills and powers, psions can also invest their experience points in **nodes** of the tree.



Open circle: the subclass's cadet node. Filled circle: mastery (level V). In between, each branch splits into paths A and B.

Structure

- **The trunk** carries four nodes that are open to every psion, regardless of their subclass.
- **Each subclass has its own branch.** It begins with a node at the rank of Cadet and then splits into **two paths**, A and B. Each path has three nodes at the ranks of Agent, Senior Agent and Veteran. At the end, both paths meet in the **mastery** at the rank of Shadow Officer.
- **The overload branch** is open to every psion from the rank of Agent onwards. It is powerful and dangerous.

Rules for Nodes

Level	Rank	Cost
I	Cadet	4 XP
II	Agent	6 XP
III	Senior Agent	8 XP
IV	Veteran	10 XP
V	Shadow Officer	12 XP

- A node can only be purchased when the psion has reached the rank and owns the node below it in the same path.
- The mastery requires the Veteran node from **one** of the two paths.
- Both paths may be purchased. Most psions nevertheless concentrate on one.
- **Active nodes** use the attribute and the skill of the subclass and, unless otherwise stated, have the difficulty Doable (2). PSI costs are listed with the node. Overload, resistance and feedback apply as in the Core Rulebook.
- **Cross-connection:** A psion may additionally acquire nodes from the branch of **one** other subclass. Each of these nodes costs 2 XP more. They begin there with the Cadet node.

The Trunk

Node	Effect
Deep Reserve	+3 PSI points.
Stable Wall	+2 strain threshold.
Helmet bond	With your own, personally fitted helmet +1 die on all Psi tests. With a foreign helmet the bonus is lost.
Stillness Within	A short rest restores 50% instead of 25% of PSI points.

All trunk nodes cost 4 XP and are available from the rank of Cadet.

The Overload Branch

"There is a door in you that they don't show you. Eventually you find it anyway."
Unknown Open One

The instructors do not like to talk about the Overload Branch. It is not forbidden, but it is not taught. Psions find it themselves, usually in a moment when they need more than they have. It makes them stronger than they should be, and it makes them **audible**.

Level	Node	Effect
II	**Overpressure**	Once per scene, before a Psi test: The Psion suffers 1 strain and gains +2 dice.
III	**Without a Net**	Passive. Without a focus device, Psi tests are no longer more difficult.
IV	**Borderline**	Passive. When overdrawing, only every second missing PSI point costs 1 strain, rounded up.
V	**The Choir Answers**	Once per mission. A power automatically counts as a critical success, range and number of targets double. Afterwards 3 strain.

The nodes cost 6, 8, 10 and 12 XP and require the ranks Agent, Senior Agent, Veteran and Shadow Officer. Each node requires the previous one.

Resonance

Each node of the Overload Branch increases the Psion's **Resonance** by 1. Resonance is noted on the character sheet and never decreases.

Whenever the Psion uses a node of the Overload Branch (with Without a Net: uses a power without a focus device, with Borderline: overdraws PSI points) or botches a Psi test, the game master secretly rolls a D6. If the result is equal to or less than the Resonance, **something listens in**. What that means is up to the game master. The game master's book gives them suggestions.

New Powers

"The manual knows twenty powers. The Choir knows more. You just have to know who to ask."
Psion, codename Sibylle

The following powers supplement the lists from the Core Rulebook, chapter VIII. They are learned as there: at creation within the usual number, afterwards with experience points. Major powers are available from the rank of Senior Agent. Some powers are not taught in

training, but passed on in the Choir. The game master may require that a Psion first finds a teacher.

Minor Powers (1 PSI, Easy)

Reverberation (WIS + Concentration, touch, immediate). The Psion senses the strongest emotion that an object has experienced in the last 24 hours: fear on a door handle, anger on a weapon. *Margin 2:* a brief image of it.

Silent Hour (WIL + Concentration, self, one hour). The Psion closes their wall completely. They hear no foreign thoughts and are invisible to telepathic location, but also cannot use powers that touch other minds.

Small Choir (WIL + Telepathy, 5 m, immediate). The Psion recognises whether another Psion is nearby, and whether that one currently has their wall open.

Moderate Powers (3 PSI, Doable)

Call (WIL + Telepathy, 1 km, one round). The Psion sends a single thought to a person they know well, no matter where they are within range. *Margin 2:* The range increases tenfold.

Dust Devil (INT + Telekinesis, 10 m, 3 rounds). Dust, paper and rubble whirl around a point. Everything within a radius of 3 m is hard to see: attacks into or out of it −2 dice.

Double Vision (WIS + Precognition, self, one scene). The Psion sees the world two seconds earlier than everyone else. +1 defence and +1 initiative for the scene.

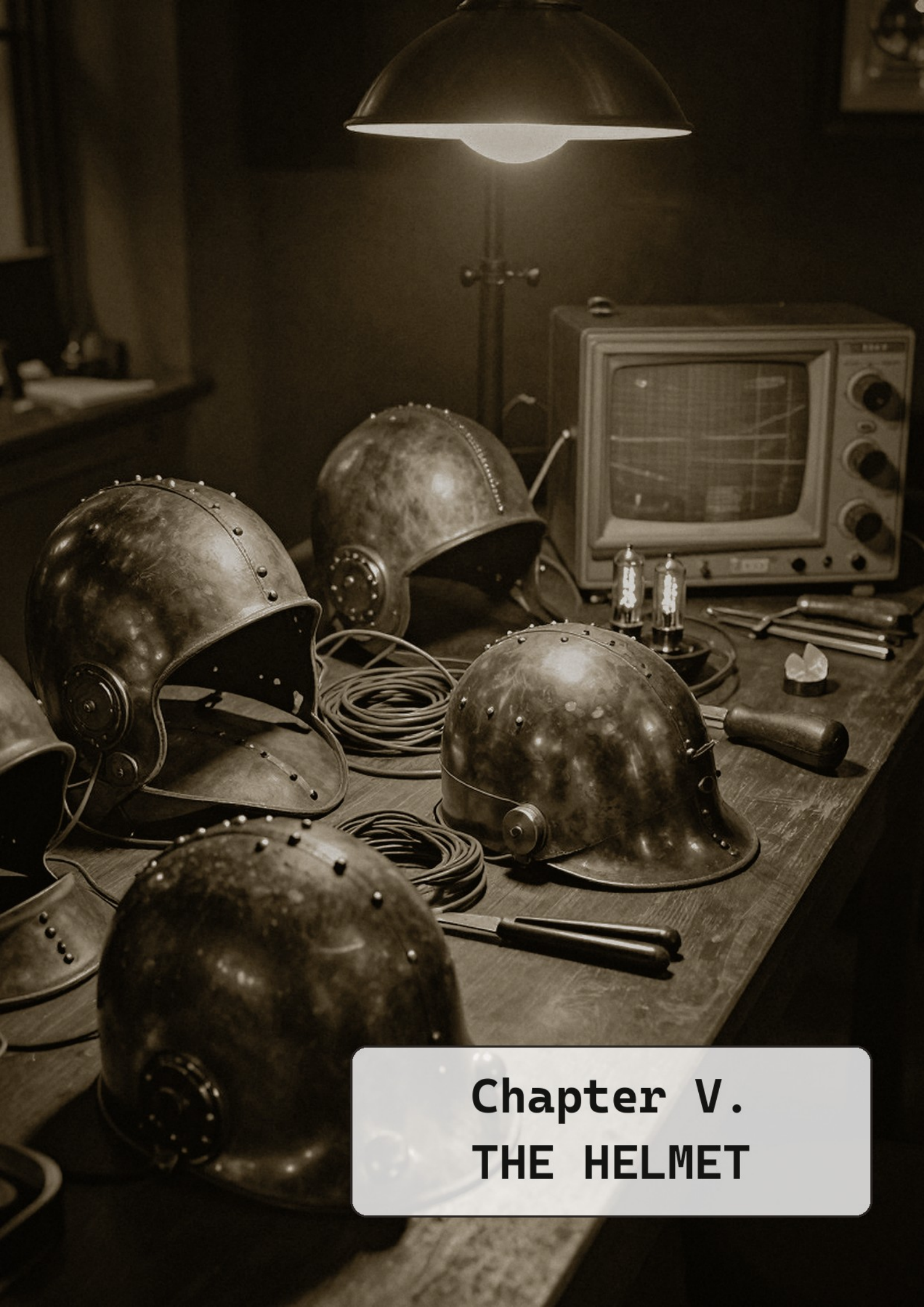
Nerve Calm (WIS + Psychic Healing, touch, immediate). An ally who has just botched a horror test or is frozen can immediately act again and reduce 1 strain.

Major Powers (6 PSI, Hard)

Thought Bridge (WIL + Telepathy, sight, one scene). The Psion connects two people so that each shares the other's senses. Useful for guiding an agent through a building, or for showing an opponent what their victim feels. Unwilling targets resist.

Standstill (INT + Telekinesis, 15 m, 2 rounds). Everything within a radius of 3 m stops in the air: bullets, splinters, falling people, raindrops. Attacks into the area do not reach their target.

Branching (WIS + Precognition, self, immediate). The Psion sees two possible outcomes of an action that the cell is about to perform. The game master describes both briefly. Afterwards 1 strain.



Chapter V.
THE HELMET

The Helmet

"On the first day you hate it. On the hundredth you need it. And at some point you no longer know where it ends and where you begin."
Helmet maker, Hold-2

No object belongs to the Choir as much as the Neuro-Helm. It is in every basic equipment, it appears in every observation report, and it is the first thing other agents think of when psions are mentioned. For the psions themselves, it is tool, shield, talisman and leash at the same time. Hardly anyone would go on a mission without it. Almost everyone has already thought about taking it off and not putting it back on.

This chapter tells where the helmet comes from and how it works. It contains the rules for helmets, the models that are in service today, and the modifications that psions make to them, permitted and otherwise. At the end are the customs that have formed in the Choir around the helmet, and the psions who have laid it aside.

From Leather to Steel

The Cap, 1949

The Thirty-One initially had nothing on their heads. They learned in Scotland to endure the voices of the others with exercises and rituals, and for a remote manor house that was enough. For a city it was not enough. When O.D.I.N. began sending psions on missions in the late forties, they collapsed in railway stations and department stores, often after only a few minutes.

The **Cap** was a stopgap. Dr. Marek and a small team from the Institute sewed fourteen small plates of Alloy S into a leather aviator's cap. The plates had to touch the skin, so the cap sat tight, and after a few hours it left a pattern of round impressions on the forehead. The psions called it **the Seal**. Whoever wore it belonged.

The Cap dampened, but it did not protect. Against a foreign psion it was of no help, and it recorded nothing. For the Observers, who existed from 1951, it was therefore a constant annoyance: they had to rely on what their psion told them.

The First Helmet, 1963

The **Neuro-Helm Mk. I** was a steel shell, lined inside with Alloy S and connected by a cable to a device the size of a briefcase. The device wrote with a needle on a paper strip when and how strongly its wearer used their powers. For the first time, an Observer could read up on what had happened. The psions called the strip the fever curve and the device the suitcase, and they hated both.

The Mk. I had an advantage that no one had planned. The closed shell not only focused one's own power, it also kept foreign ones away. For the first time, a psion of the Choir could face a hostile telepath without the latter looking into their head.

After the Cascade

After the Cascade of 1971, the Council demanded helmets that could not be taken off without anyone noticing. The **Mk. II** got a chin strap with a seal, and magnetic tape replaced the paper strip. It weighed almost two kilos. Whoever took it off broke the seal, and every broken seal had to be explained in writing. Some veterans wear the Mk. II to this day, out of habit and because, as they say, it was the last helmet that could be repaired with a screwdriver.

Mk. III and Mk. IV

After the betrayal of 1989, the helmet was rebuilt from scratch. The **Mk. III** of 1990 records encrypted, knows no names, only numbers, and is so light that one can wear it all day. It is to this day the standard helmet of the Choir.

The **Mk. IV** of 2016 is the Science Branch's answer to the accumulation. It records every power to the second and sends the data to the Observer as soon as it finds a network. For that, it has a damper that intercepts feedback before it reaches the wearer. It is still rare and is issued mainly to psions whose missions the Council

wants to track closely. In the Choir it is called the informer.

How a Helmet Works

Alloy S

No one in the Choir knows what Alloy S is, and whoever knows does not say. It is dark grey, heavier than lead and always feels somewhat colder than the room in which it lies. In thin layers it dampens what a psion hears and focuses what they emit. In thick layers it swallows both. The walls of the Silent are made of such layers.

Alloy S is not for sale. Every gram belongs to O.D.I.N., is weighed, booked and reclaimed when a helmet is decommissioned. A rumour from the quarters says it comes from a rift. The Science Branch has never denied that.

The Four Tasks

A Neuro-Helm has four tasks. In the Choir, people like to talk about three of them.

- **Filter.** It dampens the thoughts and feelings of the surroundings into a quiet noise. Without it, hardly any Psion can stand being among many people for long.
- **Focus.** It focuses one's own power. Without a focus device, every Psi test is one step harder.
- **Shield.** It keeps foreign Psions away: +2 dice on resistance against psionic attacks.
- **Witness.** It records when, how long and how strongly its wearer uses their powers. The data belongs to the Observer.

How It Feels

The helmet presses. Almost every Psion has a red line on the forehead where the rim sits, and many have a bald spot above the ear where the padding rubs. The first weeks are the worst. After that, you only notice it when you take it off.

Because taking it off is the actual moment. Whoever removes the helmet hears the world coming back, first as noise, then as a babble of voices. In an empty room that is bearable, at a station it is not. Psions therefore take off their helmets in quiet places and take their time doing so, like a diver slowly surfacing.

Why Helmets Are Not Interchangeable

Each helmet is built for a single head. The helmet workshop takes measurements, casts an impression and tunes the alloy to the Psion's power. A foreign helmet works, but it sits crooked, more so in the mind than on the head. Psions describe the feeling as if wearing someone else's glasses.

Rules for Helmets

RULE: THE HELMET IN PLAY

A Neuro-Helm is a focus device. Without a focus device, every Psi test is one step harder.

Against psionic attacks, the wearer receives +2 dice on their resistance.

Putting the helmet on or taking it off costs an action.

A helmet is not armour. It stops a blow, not a bullet.

Your Own and a Foreign Helmet

With the trunk node **helmet bond** (Chapter IV), a Psion with their own helmet receives +1 die on all Psi tests.

A **foreign** or not yet adapted helmet is a focus device and protects normally, but its wearer rolls all Psi tests with −1 die until the helmet is adapted. Adaptation takes a week in a helmet workshop. In the field, an emergency adaptation succeeds with an hour of work and a test on INT + Engineering or Technology against Hard (3). It lasts until the end of the mission.

Damaged Helmets

The game master can decide that a helmet becomes damaged: if its wearer suffers 5 or more damage from a single hit, if they roll a 6 on the Feedback table after a

botch, or if the story demands it, for example after a fall, an explosion or a pistol whip to the head.

- **Damaged:** The helmet remains a focus device, but only protects with +1 die and no longer records reliably.
- **Destroyed:** The helmet is no longer a focus device and does not protect.
- **Repair:** A week in the helmet workshop. In the field, a damaged helmet can be patched with an hour of work and a test on INT + Engineering or Technology against Hard (3). It then protects again with +2 dice, but continues to record incompletely. A destroyed helmet can only be saved in the workshop, and often not even there.

A damaged helmet has a property that everyone in the Choir knows: what its wearer does, only they themselves know. The Observers know that too.

The Recording

Every helmet since the Mk. I records when its wearer uses a power, how long and how strongly. The Mk. IV additionally stores the direction. It does not record thoughts. At least that is what the manuals say.

After every mission, the Observer reads the data. A spike that does not appear in any report leads to questions. **In play**, the recording is a tool for the game master: An Observer who asks during the debriefing what happened at 23:14 can carry an entire scene.

Without a Helmet

Whoever uses a power without a helmet and without another focus device rolls against a difficulty one step higher and receives no protection against foreign Psions. That alone is already a reason not to take off the helmet. The following rule is a second.

```
OPTIONAL RULE: THE NOISE
Without a helmet or other protection made of
Alloy S, a Psion hears the people around them.
For every full hour among many people, for
example at a station, in a department store or
at a concert, they roll WIL + Concentration
against Easy (1), a Telepath against Doable
(2).
If the test fails, they suffer 1 strain.
```

The Models

All helmets are the property of O.D.I.N. and are requested through the Observer. As with all equipment from the Core Rulebook: rare models are available from the rank of Agent, very rare from the rank of Senior Agent. A psion usually owns exactly one helmet. A second one, such as a field helmet for a covert operation, is issued for a mission and returned afterwards.

Model	Since	Effect	Availability
Cap (replica)	1949	Focus device. No protection against psionic attacks, no recording. Fits under a hat.	Rare
Training helmet	1964	Focus device, +2 dice against psionic attacks. A lock prevents overexertion: if PSI points are lacking, the power fails.	Only in training
Neuro-Helm Mk. II	1972	Focus device, +2 dice against psionic attacks. Sealed closure: every removal must be explained. Field repairs are one step easier.	Old stock
Neuro-Helm Mk. III	1990	Focus device, +2 dice against psionic attacks. Encrypted recording. The helmet of basic equipment.	Basic equipment
Neuro-Helm Mk. IV	2016	Focus device, +2 dice against psionic attacks. Damper: once per mission, a botch on a psi test becomes an ordinary failure. Sends its recording as soon as it finds a network.	Very rare
Field helmet	2014	Focus device, +1 die against psionic attacks. Flat and light, does not stand out under a hood or cap.	Rare

Model	Since	Effect	Availability
Combat helmet	1998	Focus device, +2 dice against psionic attacks. Ballistic shell: the first hit in each combat deals 1 less damage. Conspicuous: −1 die on Deception when the psion wants to pass as a civilian.	Rare
Restraint helmet	1952	Not a focus device. A thick layer of alloy: the wearer cannot use powers and hears no foreign thoughts. Is ordered, not issued. Lerche was the first to wear one.	On order

The Fitting

"I don't build helmets. I build ears that can be held shut."

Scientist, codename Planck

A psion receives their own helmet at the end of their training. Before that, they wear a training helmet that has already fitted many heads and none properly.

The fitting takes a week and takes place in the helmet workshop of the Hold, which in the Choir is called only **the Forge**. On the first day, the helmet maker takes measurements: head circumference, skull shape, the position of the temples. She pours a plaster cast, which afterwards stands on a shelf in the Forge, among hundreds of others. On the second day, she listens. The cadet sits with an open shell on their head in a silence and uses their power, again and again, until the needles of the measuring instruments draw a pattern that belongs only to them. Afterwards, the alloy is cut, bent and fitted, plate by plate.

On the last day, the cadet puts on their helmet for the first time. The silence that then occurs, psions call **the first tone**, although it is exactly the opposite. Many remember this moment more precisely than their manifestation.

The helmet is handed over not by the helmet maker and not by the instructor, but by the Observer. It has been so since 1963, and every psion understands what it means. Many still celebrate the day of the handover every year like a birthday. It is called **Helmet Day**.

```
O.D.I.N. / HELMET WORKSHOP HOLD-7 /
MAINTENANCE LOG
Helmet: Mk. III, No. 3-0417. Wearer: HEBEL.
Findings: dent on the left temple, shell
intact, alloy complete (412 g).
Recording: complete except for 6 minutes on
14/03, cause blow (Marseille operation).
Lining renewed. In the lining a photo (child,
around 1990), not removed.
Note: wearer asks not to hammer out the dent.
Approved.
```

Modifications

No helmet remains as it comes from the Forge. Psions add padding, paint, glue photos into the lining. Some also have the technology changed, with or without permission.

- A helmet can take **at most two modifications**. The alloy cannot take more.
- **Approved modifications** are requested by the psion from their Observer. The Forge installs them in a week. Those who do not have the necessary rank do not get them.
- Those who **modify it themselves** need Alloy S, which is only available in a Hold, a day of work and a test on INT + Engineering against Hard (3). On a botch, the helmet is damaged.
- Whether a forbidden modification is noticed during the annual maintenance is decided by the game master. A helmet maker who likes their psion sometimes does not look so closely.

Modification	Effect	Status
Damping Ring	After a botch with a psi power, the psion rolls twice on the Feedback table and chooses one of the results.	Approved
Resonance Coil	+1 die on one psionic skill, which is determined when installed. Only one coil per helmet.	Approved, from Agent
Insulating Layer	An additional layer of alloy. Other psions find the wearer harder: Small Choir, Call and Aura Detection against them receive −2 dice. In return, they themselves roll on Thought Whisper, Aura Detection and Small Choir with −1 die.	Approved
Resonance Indicator	A band in the lining becomes warm when a psi power is used within 20 m.	Approved
Night-Vision Visor	Cancels penalties from darkness. Is flipped down when needed.	Approved
Mirror Layer	If a psionic attack fails against the psion's resistance, they sense the direction and approximate distance of the attacker.	Approved, from Senior Agent
Talisman in the Lining	A personal object, sewn in at the temple. Once per mission +2 dice on a horror test.	Tolerated
Blind Window	A hidden switch interrupts the recording for up to ten minutes a day. The gap is noticeable to anyone who reads the data closely.	Forbidden
Open Seam	A gap in the alloy. +1 die on all psi tests, but only +1 die against psionic attacks. As long as the psion wears the helmet, their Resonance counts as 1 higher, even if they do not possess a node of the overload branch.	Forbidden

Your Own Helmet

Most psions wear the same helmet for years, and it becomes a part of them. With the trunk node Helmet Bond, it also becomes a game advantage. But even without it, it is worth giving the helmet a story: a name, a decoration, a dent from the operation in Marseille.

D6	What makes your helmet special
1	It has a name that only you know
2	Inside there is a photo stuck that you have never shown anyone
3	A dent from an operation you do not talk about
4	Hand-painted patterns that you renew every year
5	It previously belonged to someone who did not come back
6	Sometimes it hums quietly when you take it off

D6	What your helmet is called
1	After an animal: crow, hedgehog, mole
2	After a person you miss. Hebel's helmet is called "Grandpa"
3	After a place where you were happy
4	After the song you hum when you put it on
5	Mockingly: crown, halo, cooking pot
6	It has no name, and that is its name

Customs

"You lay a helmet on its side. Never with the opening facing up. Don't ask why. Just do it."
Psion, codename Anker

Around the helmet, the Choir has developed more customs in seventy years than around anything else. Most are harmless. All are taken seriously.

- **The Greeting.** The imprints of the cap are gone, but the red line of the helmet rim on the forehead has remained. Among psions it is a greeting: you tap two fingers on the spot where the Seal sat.
- **Never with the opening facing up.** No psion puts their helmet down so that it faces open upwards. Otherwise it collects voices, they say. The helmet makers laugh about it and still lay their helmets on their side.

- **Dents stay.** A dent is not knocked out. It is a story, and whoever removes it takes the helmet's memory.
- **No one else's helmet.** You do not put on another person's helmet, not even for fun. Whoever asks for it and receives permission has been given a great proof of trust.
- **The Colour.** Almost all helmets are painted, stickered or engraved. There is only one rule: you never paint another person's sign while they are alive.
- **The Helmet Vigil.** When a psion dies, their helmet lies for one night on a table in the common room of the Hold, on its side, a candle beside it. Whoever knew the dead person places a hand on it. In the morning the forge collects the helmet, because the alloy belongs to O.D.I.N. and is reused. Sometimes a psion asks to be allowed to wear a dead person's helmet. Sometimes it is permitted.

Those Without Helmets

"You call it protection. I call it deafness. For twelve years I did not hear how the world sounds."
From the interrogation of an Open One, 2008

Since the seventies there have been psions who have taken off their helmets and not come back. In the Choir they are called **the Open Ones**. Nobody knows how many there are. They live outside O.D.I.N., alone or in small groups, and the organisation hunts them with the same thoroughness with which it secures artefacts.

The official reading is simple: Open Ones are renegades who use their powers without control and are a danger to every person near them. In every Hold there is a notice warning the psions that Open Ones abduct young gifted before O.D.I.N. finds them. Most psions believe that. Some have met an Open One and have become very quiet afterwards.

Open Ones fight without helmet and mostly without focus device. Whoever has met them reports that this does not hinder them. In the class tree this corresponds to the node **Without a Net** from the overload branch. Whether all Open Ones have gone this way or whether there is another, no one in the Choir knows for sure.

A player character who takes off their helmet does not thereby become an Open One. But their observer will report it, and the Choir will ask why.

WHAT IS TOLD ABOUT THE OPEN ONES (D6)

1: They hear without helmet more than we do with.

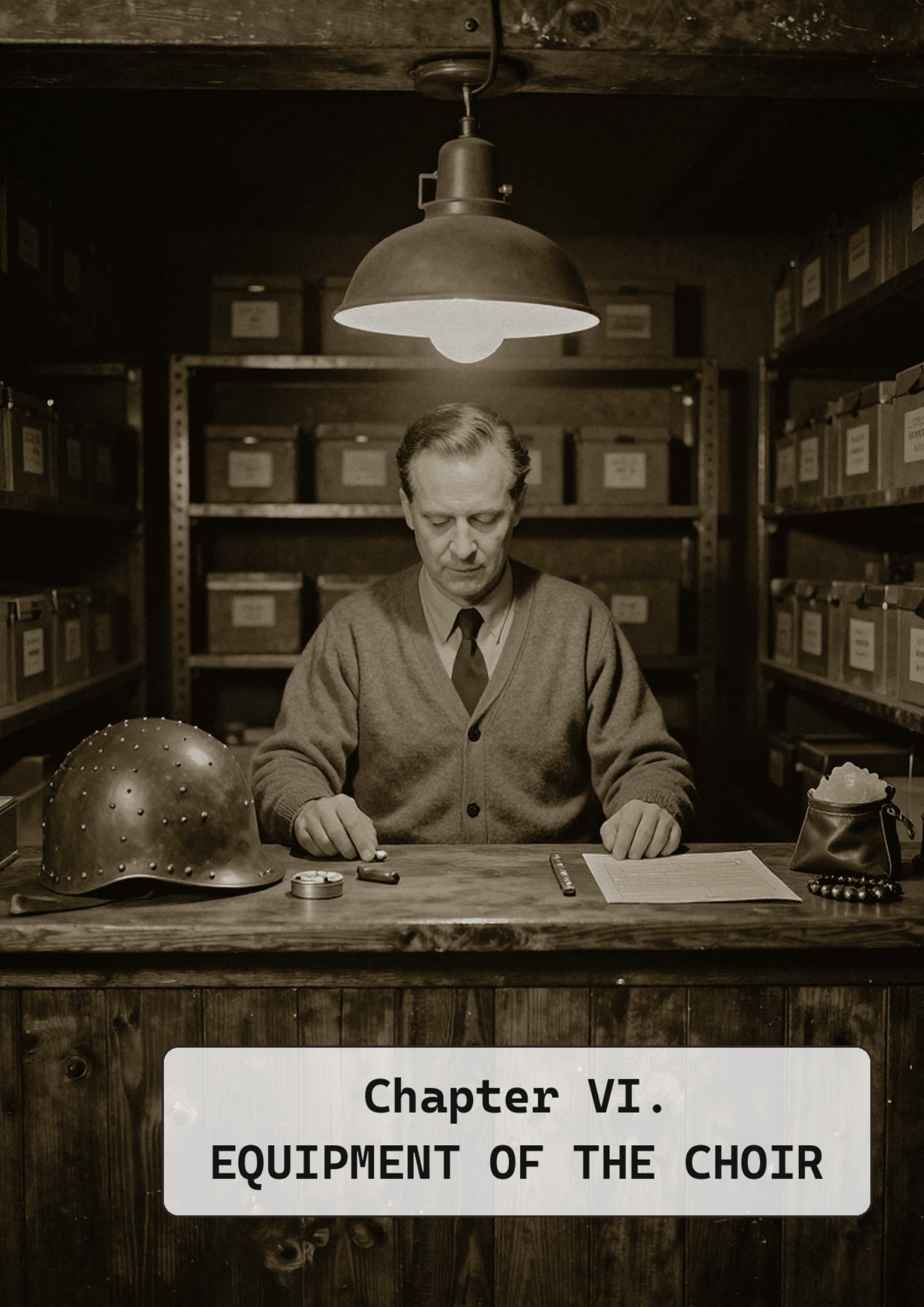
2: They do not grow old. None of them has reached fifty.

3: They take children with the gift before O.D.I.N. finds them.

4: One of them used to be your instructor.

5: They have their own silence, somewhere in the east, without alloy, only with song.

6: They do wear helmets after all. Just different ones.



Chapter VI.
EQUIPMENT OF THE CHOIR

Equipment of the Choir

"Everything you get here has a number. So do you."
quartermaster, Hold-7

The Science Branch has been building devices for psions for over seventy years. Some are descendants of the cap, some come from the pharmacy of the Holds, some from archives nobody likes to talk about. This chapter supplements the equipment from the Core Rulebook, Chapter X. Helmets are covered in Chapter V. What is useful only to a single subclass is covered in that subclass's chapter.

Basic Equipment

Every psion receives the same basic equipment after training. The Core Rulebook lists it; here is what lies behind it.

- **Neuro-Helm.** New psions receive a Mk. III, adjusted in the helmet workshop of their Hold (Chapter V).
- **Conditioning pills.** A flat tin with ten brown pills, bitter, with an aftertaste of iron. Once per mission, one pill restores 3 PSI points. A second pill in the same mission does nothing except cause headaches.
- **Reinforced communication device.** A radio whose signal also penetrates Alloy S. Ordinary radios fall silent near larger quantities of alloy, in a Silence just as in a safe full of helmets, and that has already cost lives in the field.
- **Light protective vest.** An ordinary vest, like those worn by the other branches, light enough to fit under a jacket. No psion relies solely on their powers when shots are fired.

Requesting Instead of Buying

Almost nothing on these pages can be bought. What is marked with **O.D.I.N.** is not available in any shop in the world. The psion requests it through their observer, and the observer decides whether to pass the request on.

```
RULE: REQUEST
Items marked O.D.I.N. cost no money. The psion
requests them from their observer before a
mission.
Common items are given to everyone. Rare ones
are available from the rank of Agent, very
rare ones from Senior Agent, unique ones from
Veteran.
The game master decides whether a request is
approved. A good relationship with the
observer helps, a bad one harms.
Consumed items are accounted for after the
mission. Anyone who consumes more than they
can explain will be asked questions.
```

Items with a price are freely available, usually through contacts that O.D.I.N. has cultivated for decades. They are paid for as in the Core Rulebook with starting funds or later with one's own money.

Not every request is simply signed off. When the observer hesitates, they usually want something in return.

D6	What the observer wants in return
1	A detailed report. A really detailed one
2	A conversation in the Silence, without a helmet
3	An additional examination at the infirmary
4	The name of a colleague who breaks the rules
5	Nothing, they say. You know they will remember it
6	That you do not take off the helmet for a week, not even to sleep

```
O.D.I.N. / PSIONIC CORE / REQUEST
Applicant: ECHO, No. 3-1182. Rank: Cadet.
Requested: 1 alloy capsule, 2 anchor drops.
Reason: Interrogation of a witness with
suspected shielding.
Decision: Capsule approved (beyond rank, with
one point of the cell's Trust). Anchor drops
denied (rank).
Note: Subject should learn to manage their
powers. M. F.
```

Protection and Focus

Item	Effect	Availability
Focus ring	A simple ring with a core of Alloy S. Counts as a focus device, but only for minor powers. Does not attract attention.	Rare, O.D.I.N.
Tuning fork	A tuning fork made of Alloy S. Striking it is a free action, and for the next power in the same round it counts as a focus device. The sound can be heard within 10 m.	Common, O.D.I.N.
Alloy capsule	A pocket-sized capsule with Alloy S. Pressed to the forehead, it acts like a Silence for one minute: no foreign thoughts, no own powers. Even a person without a gift cannot be read during this minute.	Rare, O.D.I.N.
Earplugs	Earplugs with a thread of Alloy S. +2 dice on tests against the noise. Whoever wears them also hears everything else worse: −1 die on perception when it comes to hearing.	Common, €60
Nightcap	A thin sleeping cap with woven-in alloy. Allows a long rest even in loud places, in hotels, barracks or night trains.	Common, €150
Shielding blanket	A heavy blanket with woven-in alloy. Whoever lies underneath hears no foreign thoughts and is invisible to telepathic location. Serves to transport psions who cannot or may not wear a helmet.	Rare, O.D.I.N.
Noise generator	A box the size of a portable radio. It generates psionic noise: All tests on telepathy within 10 m receive −2 dice, including one's own.	Rare, O.D.I.N.

Camouflage

A person with a metal helmet attracts attention, in the underground as in a hotel lobby. The Operations Branch has therefore taught the Choir a few tricks.

Item	Effect	Availability
Helmet cover	A cover that makes a Neuro-Helm look like a motorcycle, bicycle or construction helmet. +2 dice to pass the helmet off as harmless.	Common, O.D.I.N.
Medical certificate	A medical certificate that identifies the helmet as a protective helmet for epileptics, with the stamp of a real clinic. +1 die on Deception during checks when it concerns the helmet.	Common, O.D.I.N.
Headscarf	A silk scarf with an alloy thread woven in. Not a focus device, but +1 die against the noise, and nobody asks.	Common, €90
Hat box	A lined hat box with a false bottom in which a helmet can travel inconspicuously. +2 dice to hide it during a luggage check.	Common, €200

Pharmacy of the Choir

The conditioning pills from the Core Rulebook are only the best-known remedy from the pharmacies of the Holds. The station doctors have something in the cupboard for almost every ailment of a psion. Not all of it is healthy.

Item	Effect	Availability
Conditioning pills, strong	Once per mission 6 PSI points instead of 3. Afterwards 1 strain and the next day −1 die on all tests. Not combinable with ordinary pills in the same mission.	Very rare, O.D.I.N.
Anchor drops	Once per mission, taken before a PSI test: There is no botch on this test. Afterwards for one hour −1 die on Concentration.	Rare, O.D.I.N.
Wake-up call	An injection against burnout. After the feedback Burned Out, the psion can use powers again after 10 minutes instead of after an hour. For the rest of the day −1 die on all tests with WIS.	Rare, O.D.I.N.

Item	Effect	Availability
Haemostatic	A nasal spray. After the feedback Nosebleeds and Cramps, the psion suffers only 1 damage instead of 2.	Common, O.D.I.N.
Grey	A sleeping aid for dreamless sleep. After a night with Grey, the trauma Nightmares does not take effect the next day. Whoever takes it more than twice per week rolls Perception with −1 die until they have abstained for a week.	Common, O.D.I.N.
Sedative injector	One action, touch. The target rolls CON + Toughness against Hard (3). If the test fails, they are unconscious for one hour; if it succeeds, they cannot use powers for one hour. Standard equipment of every Observer.	Not for psions

Reconnaissance and Measurement

Item	Effect	Availability
Resonance band	A metal band around the wrist. It becomes warm when a psionic power is used within 20 m.	Rare, O.D.I.N.
Psychograph	A measuring device in a leather case. Shows whether a psionic power was used in a room in the last 24 hours and how strong. +1 die on Investigation for psionic traces.	Rare, O.D.I.N.
Direction finder	A directional receiver with a fold-out antenna. If a psionic power is used within 1 km, it shows roughly the direction. The Observers use it to find psions who do not want to be found.	Very rare, O.D.I.N.
Helmet reader	A device with which the recording of a helmet can be read out in the field. Actually only for Observers. A psion who owns one had better not explain where from.	Very rare, O.D.I.N.

What Else Is in the Bag

Besides their helmet and their pills, psions usually carry a few things that are not on any equipment list. Everyone in the Choir recognises a colleague by their bag.

D6	What You Always Have with You
1	A cloth handkerchief. For the nosebleeds
2	A bar of chocolate. Powers make you hungry
3	An old cassette with a song that calms you
4	A talisman from the time before your manifestation
5	A pair of earplugs too many, for someone who will need them
6	A note with a telephone number you never call

Artefacts of the Choir

"The archive gives nothing away. It lends. And it wants everything back, even what one did not take with them."

Archivist, Hold-2

Some objects the Choir did not build, but inherited. They lie in the archive and are issued only for certain missions, to veterans and with the signature of a Shadow Officer. Each is unique. Each has a price that is not paid in euros.

The skulls indicate the **danger** of an artefact, from one to five (Core Rulebook, Chapter X). Whoever uses an

artefact pays its **price**, no matter which class they belong to.

Artefact	Effect
A Cap of the Thirty-One 💀💀💀💀💀	One of the original caps from 1949. It is a focus device and gives +1 die on the psionic skill of its first wearer, usually Telepathy. **Price:** Whoever wears it for longer than an hour hums a melody they do not know. After every botch, the game master rolls Resonance as if the wearer had Resonance 2.
Marek's Tuning Fork 💀💀💀💀💀	With this tuning fork Dr. Ilse Marek began the first exercises in 1939. Once per mission, when struck, it ends any ongoing feedback for all psions within earshot, and each of them regains 1 PSI point. **Price:** The sound can also be heard on the other side. Whoever strikes it immediately rolls Resonance.
Lerche's Watch 💀💀💀💀💀	The pocket watch Lerche carried in Gothenburg. It has been stopped since spring 1951. Only when someone within 10 m is planning a murder does it tick backwards. **Price:** Whoever wears it suffers 1 strain at that moment, for they hear for one breath what Lerche heard back then.
The Shard from Wales 💀💀💀💀💀	A fist-sized piece of the floor of the hall where the cascade happened in 1971. It is always warm. Whoever holds it in their hand gains +2 dice on a PSI test. **Price:** Afterwards the game master rolls Resonance as if the wearer had Resonance 3.

Chapter VII. TELEPATH

Telepath

"Most people think in pictures, not words. The first thing you learn is translating."
Psion, codename Echo

Telepaths are the oldest voice of the Choir. Almost all thirty-one of Solberg were telepaths, and to this day they provide most of the instructors, most of the legends, and most of the files that no one may read. The Observers write more reports about no other subclass. There are reasons for that.

```
TELEPATH AT A GLANCE
Focus: reading thoughts, directing emotions,
protecting your own mind.
Bonuses: +2 INT, +1 WIL. Skills: +2 Telepathy
(primary gift), +1 Insight, +1 Persuasion.
Equipment: mental scanner, psionic
communication module, light protective vest.
Thought Reading (INT + Telepathy, 10 m): The
target defends with 2 fewer dice. Reads
current thoughts, with 2 margin a specific
memory.
Emotional Manipulation (WIL + Telepathy, 10 m,
2 rounds): fear, anger, trust, or despondency.
Mental Barrier (WIL + Telepathy, self, 5
rounds): +2 dice against mental influences and
on horror tests.
Each ability costs 2 PSI, Doable (2). Full
rules: Core Rulebook, Chapter IV.
```

The Nature of the Gift

Telepaths hear thoughts, but not the way one imagines. What they receive is rarely a clean sentence. It is a jumble of images, feelings, fragments of memory, and half words that feels different depending on the person. Angry people think loudly, fearful ones quickly, liars in two tracks at once. An experienced telepath reads not the content, but the form.

Thoughts become quieter with distance, like voices in a stairwell. At ten metres a telepath clearly hears what a person thinks, at thirty only how they feel. Walls muffle, Alloy S swallows everything. Sleepers think in dreams, drunkards in circles, the dying in images from their childhood. Animals think too, but differently: dogs in smells, birds in directions.

The greatest limit is language. Every telepath understands images and feelings, words only in the languages they speak themselves. A telepath who does not speak Polish knows that the man in front of her is afraid and is thinking of a child. She does not know what the child is called.

And thoughts are not the truth. A telepath reads what a person believes, not what has happened. Whoever is convinced of their own lie thinks it like the truth.

The hardest thing is not the hearing, but the stopping. Most telepaths wear their helmet even in their free time.

```
RULE: LANGUAGE AND WALLS
If the telepath does not understand the
language of their target, Thought Reading
delivers only images and feelings, no names,
numbers, or sentences. They then see a memory
like a film without sound.
Through an ordinary wall, every telepathic
power receives −1 die. Through Alloy S, none
works.
```

The First Voice

The gift of a telepath rarely breaks out with a bang. Usually it begins quietly: the feeling of knowing what someone is about to say, a sentence one hears although no one has moved their mouth. Then it becomes louder, within days or weeks, until the young telepath can no longer distinguish which voices in their head belong to them. Many end up in a psychiatric clinic before O.D.I.N. finds them, with a diagnosis that is almost right. Echo spent the last months before her recruitment there.

D6	The first voice you heard
1	Your mother. She thought something about you that you have never forgotten
2	A teacher who smiled in front of the class and thought of something completely different
3	A stranger on the bus who was afraid of dying
4	Your best friend. After that, he no longer was
5	A doctor who examined you and thought: Another one
6	A voice that belonged to no one in the room

The Man Who Thought in Polish

The room in the basement of the police headquarters smelled of linoleum and cold smoke. Raven sat at the table, opposite the man, a thin file in front of him. Echo

sat in the corner on a chair that no one noticed, the mental scanner on her lap like a book she was reading.

The man was called Piotr Nowak and had been driving lorries between Gdańsk and Hamburg for eleven years. Three weeks ago he had brought a crate to Hamburg that was not on any waybill. Something had come out of the crate. Nowak did not know what. At least, that is what he said.

“I just drive,” he said for the fourth time. “I load up, I drive, I unload.”

Echo opened her wall a crack, the way one opens a door behind which one suspects a dog.

Nowak thought in Polish. She didn’t understand a word of it, and that was almost a relief. The words passed her by like a radio in the neighbouring flat. What remained were the images: a wet harbour at dawn. A red door with a brass letterbox. A fridge with a child’s drawing on it, a house with four windows and a sun with a face.

And beneath it, like a second tone beneath the first, a fear that had nothing to do with this room. Nowak was not afraid of Raven. He was not even afraid of prison.

Echo placed two fingers on the edge of her helmet and sent Raven a single thought. *He is lying. But not for himself. Ask about the child.*

Raven gave nothing away. She turned a page, read something that was not there, and asked casually: “How old is your daughter, Mr Nowak?”

The images in Nowak’s head shattered like a pane of glass into which someone had thrown a stone. The red door. A man in a coat in front of it, smiling. A hand on the head of a little girl. And then, for the first time, a word that Echo understood, because it sounds the same in every language: a name.

“Seven,” said Nowak. His voice broke on the number.

It took another hour, but after that Raven had an address, a name, and a reason to give the cell no sleep that night. Nowak wept at the end. Echo had known he would weep, half an hour before.

In the corridor, Raven put on her coat and said: “Good work.” And thought, loud and clear, because Echo’s wall still stood open a crack after such an interrogation: *Hopefully she didn’t hear what I thought about her earlier.*

Echo smiled, said nothing, and tightened the chin strap of her helmet. Do not read a colleague without reason. It is the first rule of the Choir and the hardest, because you never fully have it under control.

The Oldest Voice

Of the thirty-one whom Dr Ilse Marek brought from Solberg to Scotland, twenty-six were Telepaths. The first exercises of the Choir were invented for them, the first rules written for them, and the first catastrophes were their responsibility. Lerche, who killed three people in Gothenburg in 1951, was a Telepath. Kantor, who triggered the Cascade in 1971, too.

In the 1950s and 1960s, Telepaths were the most valuable tools O.D.I.N. possessed during the Cold War. They sat in on negotiations in Geneva, at receptions in Vienna, and in interrogation cells whose addresses remain secret to this day. The legend of Nachtigall dates from this time. Many others were never written down.

After the betrayal of 1989, a commission of three Telepaths read every person who had had access to the sold real names. They found nothing. Or they were not allowed to say what they found. In the Choir, there is still no agreement on this to this day.

Today, about every third Psion is a Telepath. The Elementarists are catching up, but the instructors, the legends, and the memory of the Choir still belong to the Telepaths. The other subclasses therefore consider them arrogant. The Telepaths consider that a misunderstanding. Mostly.

Legend: Nachtigall

Sophie Arndt, codename **Nachtigall**, was one of the thirty-one from Solberg. In 1962, disguised as a pianist, she attended a reception at an embassy in Vienna. In two hours, between Chopin and Schubert, she read 140 guests. The next morning, a list with eleven names lay on the Council’s table: a spy ring that had been smuggling artefacts from European museums for six years. Nachtigall never played the piano in public again. She

said she could no longer hear the music, only what the listeners thought while hearing it.

Training

The training of a Telepath is among the longest of all subclasses, usually fourteen to eighteen months. To this day, it follows the stages that Dr Marek developed in Scotland.

- **The Silence.** The Cadet spends the first days in silence. For most, it is the first rest since their manifestation.
- **The Wall.** The Cadet learns to build a wall in their head, stone by stone, and never to close it completely. Anyone who does not master the wall does not advance.
- **The Radio.** In a room sit twelve volunteers without the gift, and each thinks of a number. The Cadet must find a particular voice and name its number. Later the same at a railway station, without a helmet, for ten minutes.
- **The Layers.** Agents of the Operations Branch who have learned to think in cover thoughts sit opposite the Cadet. They must find out what lies beneath the top layer without them noticing.
- **The Way Back.** The most dangerous exercise. The Cadet reads a person deeply, one memory after another, and must then find their way back without taking anything with them. Anyone who fails keeps foreign memories, sometimes forever.
- **The Open Choir.** At the end, the Cadets of a year sit in a circle without helmets, at most twelve, and open their walls for one minute. Echo told about it in the prologue.

In addition to the exercises, every telepath learns three questions to ask themselves before reading a person: Does the operation need it? Would I tell my Observer? Would I want it done to me? The instructors say that anyone who can answer all three with yes may read. The telepaths say that anyone who does so honestly never reads.

Play Styles

No telepath is like another. The following play styles show what cells most often need their telepaths for. The powers and nodes mentioned are recommendations, not requirements. New powers are in Chapter IV, all others in the Core Rulebook, Chapter VIII.

Play Style	Description
The Interrogator	Works closely with Investigators, reads witnesses and suspects and finds the sentence that is wrong. *Powers:* Deep Probe, Thought Whisper. *Nodes:* Surface Noise, Deep Drilling.
The Listener	Hears guards through walls, counts opponents before the door opens, and warns of ambushes. *Powers:* Thought Whisper, Small Choir, Heightened Senses.
The Voice	Negotiates, calms, threatens. Works with feelings instead of words, often at the side of a negotiator. *Powers:* Thought Projection. *Nodes:* False Memory.
The Bridge	Keeps the cell together silently during operations, across floors and streets. *Powers:* Mental Whisper, Call. *Nodes:* Mind Network, Collective Barrier.
The Wall	Protects the cell from foreign psions and from horror. *Powers:* Psychic Barrier. *Nodes:* Collective Barrier, Mirror.
The Hunter	Tracks down renegades and the Open Ones. A task that O.D.I.N. likes to assign and that no one in the Choir likes to take on. *Powers:* Small Choir, Call, Psionic Shock.

The Price

Telepaths pay with closeness. Whoever knows what the people around them are thinking loses the ability to be deceived by them, and with it a piece of what makes friendship possible. Many telepaths live alone. The others usually have a partner who wants to hide nothing from them, or one who is very good at it.

The second danger is assimilation. Whoever reads a person deeply takes something with them: a taste, a fear, a memory that feels like their own. Most of these foreign bodies fade after a few days. Some remain. There are telepaths who after twenty years of service no longer know exactly which childhood is their own.

OPTIONAL RULE: FOREIGN MEMORIES

If a telepath botches a mind reading or deep probe, the player may accept a foreign memory instead of rolling on the Feedback table.

The game master describes it in one sentence: a place, a face, a feeling. The telepath remembers it as if it were their own.

Once per mission, the game master may bring the memory into play: as a clue, as a temptation, or as a nightmare.

D6	What the gift has taken from you
1	Crowds. Department stores, railway stations and concerts are work for you.
2	Patience. You sometimes answer questions that no one has asked yet.
3	The gaze. When people speak, you look not at their mouth but at their forehead.
4	Certainty. One of your memories may belong to someone else.
5	Trust. Anyone who smiles at you wants something.
6	Calm. Complete silence makes you nervous; you sleep with the radio on.

In Play

- **You are the truth in the room.** In interrogation, in negotiations and in the search for traitors, no one is more valuable. Don't play it like a lie detector, but like someone who knows too much.
- **Ask the game master about the form, not just the content.** "How does he think?" is often more interesting than "What does he think?".
- **Thoughts are not evidence.** What you read is what your target believes. Whether it is true is another question, and it counts in no court. Search with the cell for what can be proven.
- **Read rarely and precisely.** Mind reading is expensive if you use it constantly. The best telepaths ask the right question beforehand.
- **The question for your character:** How much do you actually want to know about your colleagues?

For the game master: A telepath can shorten an investigation, but they don't have to end it. Thoughts are incomplete, distorted and often in a foreign language. Whoever doesn't think about something doesn't reveal it, and trained opponents deliberately think about something else. A telepath finds the right question faster. The cell usually still has to find the answer itself.

EXAMPLE: ECHO READS A WITNESS

Echo wants to know where Piotr Nowak took the crate. Mind reading costs 2 PSI and requires Doable (2).

Echo has INT 5 and Telepathy 5, her Mental-Scanner gives +1 die: 6 white and 5 coloured dice. White: 6, 5, 3, 2, 1, 1 are 2 successes. Coloured: 6, 4, 4, 2, 1 are 3 successes. Total 5.

Nowak resists with WIL 2 and Mental Resistance 1, with 2 fewer dice because of mind reading. Penalty dice are removed from white first: he rolls only one coloured die, a 5, so 1 success.

Echo has more successes than Nowak and reaches the difficulty. The margin counts against the higher value, here difficulty 2: so 3 margin. She reads his thoughts and, thanks to 2 margin, a targeted memory. With 3 margin it is a critical success, the game master gives her an additional image she did not ask for.

Because Echo doesn't speak Polish, she sees the memory like a film without sound.

Telepath Equipment

The equipment from the Core Rulebook, described in more detail:

- **Mental-Scanner.** A flat device made of Bakelite and brass, barely larger than a book, with a dial whose needle trembles when a person nearby feels strongly. It is a focus device and gives +1 die on Telepathy.
- **Psionic Communication Module.** A clip behind the ear with a thread of Alloy S. With it, Mental Whisper reaches 300 m instead of 30 m, and the message can only be intercepted by a telepath with a module on the same frequency.

Item	Effect
Interrogation Chair	A heavy chair with alloy wire in the backrest, firmly mounted in an interrogation room. It dampens all thoughts in the room except those of the person sitting on it: +2 dice on mind reading and deep probe against them. Whoever sits on it feels naked. *Only in the Hold*.
Choir Relay	A receiver in an inconspicuous suitcase. Mental Whisper and Call reach as far as the relay and work from there as if the telepath stood next to the suitcase. *Rare, O.D.I.N.*
Visor	Tinted glasses. Whoever wears them can stare at people without them noticing: +1 die on Insight in conversation. In the Choir, a recognition sign of the telepaths. *Common, €120.*

The Others and Us

How Telepaths Hear the Others

Subclass	How they sound in a telepath's head
Telekinetic	Loud, in the head as in the room. Telekinetics think in weights and directions, and everything at once. You learn to like them, as long as you are not sitting in the same car with them.
Precognitive	Uncanny. Precognitives think sentences that no one has said yet, and answers to questions that no one has asked yet.
Psychic Healer	Quiet and warm. The only ones you hear without a guilty conscience. You still don't read them. You only lean on them sometimes.
Elementarist	Like a radio with poor reception: static, crackling, suddenly fire. Young, loud and hard to read, and that bothers telepaths more than they admit.

The other subclasses consider telepaths arrogant, and that is not entirely wrong. Whoever knows what others think easily loses patience with what they say.

"A telepath never apologises for having read you. He apologises for having told you."
Psion, codename Hebel

O.D.I.N. from the Telepaths' Point of View

Telepaths know more about O.D.I.N. than any other subclass and may say less about it. They sit in interrogations, meetings, and canteens. They hear what handlers think about their cells and what observers write about their psions, before they write it. Most therefore have a sober picture of the organisation: it is neither good nor evil, but full of people who are tired, afraid, and trying their best.

Some have once heard something that does not fit this picture. A thought in the head of a station doctor. A word that a shadow officer thought too loudly. They do not talk about it, not even among themselves. And everyone knows that there are people at O.D.I.N. who cannot be read. Prometheus is only the best known.

For O.D.I.N., telepaths are the most valuable and the most dangerous tool of the Choir. Lerche was a telepath, Kantor too. Every observer knows these two names, and every telepath knows that their observer knows them.

Example Character: Echo, Five Missions Later

Telepath, Agent. You know Echo from the prologue and from the Core Rulebook, where she appears in Appendix B as a cadet. Five missions later she is an agent. She holds her cell together silently, and she has started looking for someone: for Wendt, the boy with the gap in his teeth, who heard the thirteenth voice with her. Since the night on the Brocken, he is considered missing, not dead.

She shows how a cadet develops with their first 20 experience points.

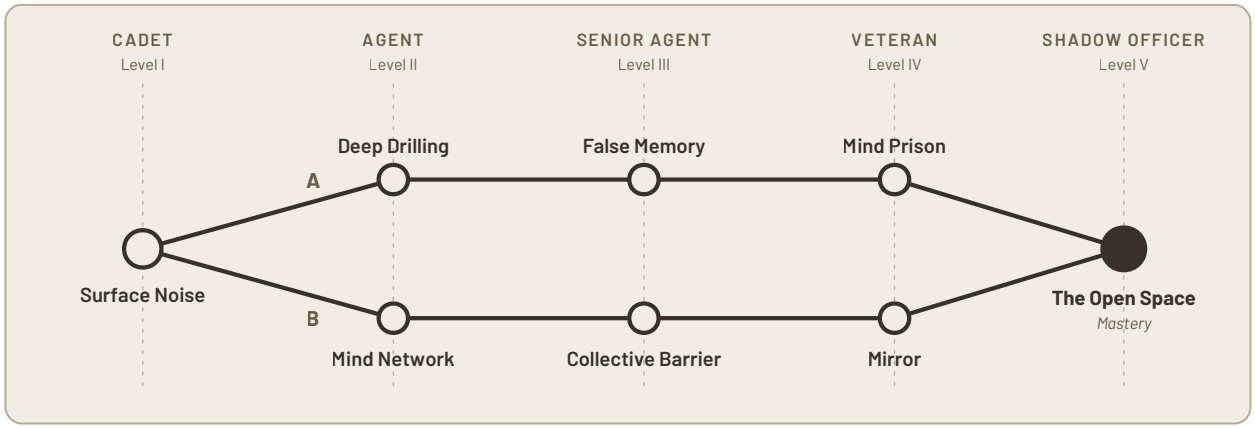
Echo	Telepath, Agent (20 XP)
Attributes	STR 1, DEX 2, CON 2, INT 5, WIS 4, WIL 4, CHA 2, MAN 2, COM 2
Skills	Telepathy 5, Insight 4, Mental Resistance 4, Perception 4, Concentration 3, Persuasion 3, Dodge 3, Psi Combat 2, Stealth 2, Deception 2, Toughness 2, Firearms 1
Values	HP 10, Strain Threshold 10, Initiative 2, Defence 2, PSI Points 13
Abilities	Thought Reading, Emotional Manipulation, Mental Barrier
Powers	Minor: Thought Whisper, Heightened Senses, Aura Detection, Mental Whisper, Small Choir. Moderate: Deep Probe, Psychic Barrier, Call
Class Tree	Surface Noise, Mind Network
Drive	Seeker

Equipment: Neuro-Helm Mk. III with a painted bird and the name "Spatz", Mental Scanner, psionic communication module, earplugs, blindfold.

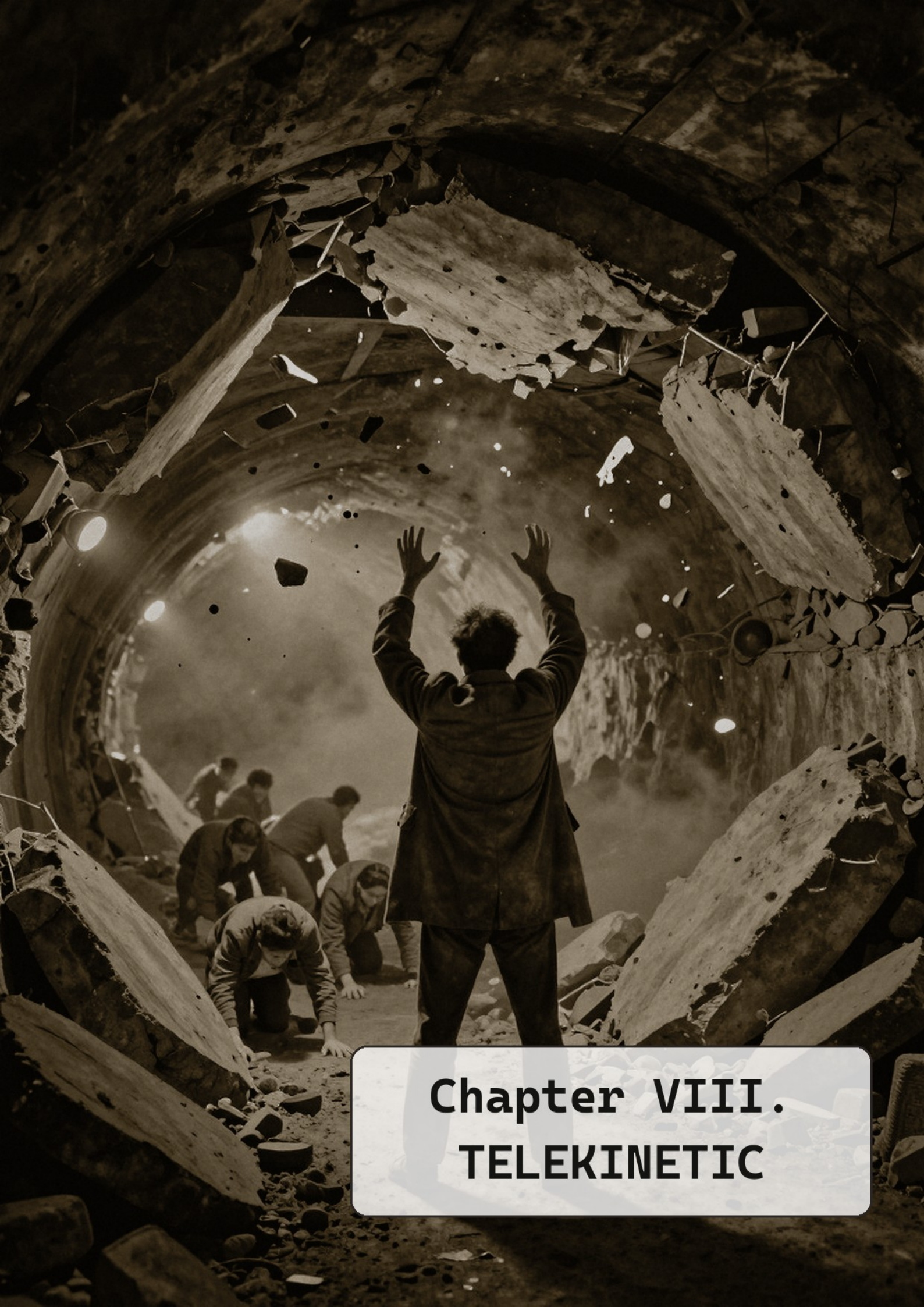
Her 20 XP: Surface Noise 4, Mind Network 6, Call 6, Small Choir 3. One point is still free.

How to play Echo: You are the quietest person in the room and the one who knows the most. With the Mind Network you hold the cell together on missions, and you only read when you have to. Since Wendt disappeared, you call his name every night, as far as the power reaches. You do not know what you fear more: that he does not answer, or that he does.

The Telepath Branch



Level	Node	Effect
I	**Surface Noise**	Passive. +2 dice on Insight against people within 10 m. Costs no PSI points.
II A	**Deep Drilling**	Passive. Thought Reading with 2 margin reaches any memory of the last twelve months. The target notices nothing, except on a botch.
III A	**False Memory**	3 PSI, opposed test. The telepath implants a short, false memory in the target, such as of a conversation or an encounter. It lasts until the next sleep, with 2 margin permanently.
IV A	**Mind Prison**	6 PSI, Hard (3), opposed test. The target is trapped in its own mind for margin + 1 rounds and is incapacitated. The telepath suffers 1 strain.
II B	**Mind Network**	2 PSI. Up to five allies within 100 m can speak silently with each other for a scene.
III B	**Collective Barrier**	Passive. Mental Barrier affects all members of the Mind Network.
IV B	**Mirror**	Reaction, 3 PSI. If the telepath resists a psionic or magical attack on their mind, the attacker suffers its effect themselves.
V	**The Open Space**	Once per mission, 6 PSI. The telepath hears all thoughts within 50 m simultaneously: intentions, positions, fears. The cell can ask them questions for one round. Afterwards 3 strain.



Chapter VIII. TELEKINETIC

Telekinetic

"Everyone wants to know how heavy the heaviest thing I ever lifted was. No one asks how heavy it was to put it down again."
Psion, codename Hebel

Telekinetics are the psions people see. Their power moves things, breaks down doors and catches bullets, and anyone present knows afterwards that they have seen something impossible. In the field they are the tool for everything that is in the way. In the files they are what most often has to be covered up.

TELEKINETIC AT A GLANCE

Focus: moving things, pushing opponents back, intercepting attacks.

Bonuses: +2 INT, +1 WIL. Skills: +2 Telekinesis (primary gift), +1 Psi Combat, +1 Engineering.

Equipment: mental focus device, energy gloves, light protective vest.

Object Manipulation (INT + Telekinesis, 10 m, 2 rounds): moves up to 10 kg, plus 10 kg per margin. As a thrown object, damage 2.

Force Push (INT + Telekinesis, 5 m): attack against defence, damage 2 + margin, the target is thrown back 2 m.

Floating Defence (INT + Telekinesis, self, 2 rounds): +1 defence, until three attacks have been intercepted.

Each ability costs 2 PSI. Force Push is against defence, the others against Doable (2). Full rules: Core Rulebook, Chapter IV.

The Nature of the Gift

Telekinetics sense the world as a web of weight and resistance. Every object in the room pulls slightly at them, heavy ones more, light ones less. When they use their power, they reach for this pull and change it. It feels like muscle work, only without muscles. After a long operation, many telekinetics have sore muscles in places where people have no muscles.

A telekinetic must sense what they move. What they see, they can grasp. What they do not see, only if they know exactly where it is and how it is built: they open a lock behind a door only if they know the mechanism. That is why many telekinetics are gifted mechanics. They know how things interlock because they feel it.

Living things are heavier than dead things. You can push a person, but hardly hold them, because they resist, and their will pulls at them like a second weight. Telekinetics say a chair with a person on it is heavier than two chairs.

Telekinesis is the most visible of all gifts. That makes telekinetics feared in combat and a risk in covert operations.

RULE: SIGHT, WEIGHT AND RESISTANCE

A telekinetic moves only what they see or whose position and structure they know exactly.

If someone holds on to what the telekinetic wants to move, such as a weapon, both roll opposed: INT + Telekinesis against STR + Athletics. On a tie, the object stays where it is.

Object Manipulation does not lift a person who resists. The telekinetic can still push them, with Force Push.

The First Break

Telekinetic manifestations are loud. Glasses shatter, lamps burst, doors slam shut, on a night when no one is in the house. In the past, people fetched a priest. Today, people call the police, an electrician or a television programme about haunted houses, and eventually someone dials a number that ends up at O.D.I.N. Many young telekinetics believe for years that they are cursed.

D6	What broke during your manifestation
1	Every window in the house, in the same second
2	Your brother's arm. He forgave you, you didn't forgive yourself.
3	A mirror in which you suddenly no longer recognised yourself.
4	The light bulbs of an entire street.
5	Nothing. Everything in the room floated, one whole night, completely still.
6	A car that was heading straight for you.

Bullet Catch

The hall at the port of Marseille had once been a cold store. Now it smelled of salt and of what the men kept in the crates, and for three minutes there had been shooting inside.

Kiesel crouched behind a forklift and counted her heartbeat. She was twenty and had been in service for a year, but so far she had only heard bullets on the shooting range. Here they sounded different. They sounded as if they meant it.

“Kiesel.” Hebel lay two metres away from her on the concrete, on his stomach, as if he were lying on the beach. “Breathe.”

“I’m breathing.”

“You’re holding your breath. That’s not the same.”

Behind the crates at the other end of the hall were four men with rifles. At the door, Brandt was waiting. He had to cross twenty metres of open ground, and Kiesel was supposed to run beside him and intercept whatever came at him. In the briefing that had sounded simple. On the shooting range it had worked, two times out of three attempts.

“I can’t catch bullets,” she said. “That’s a myth. No one has ever been able to do that.”

“True.” Hebel smiled. “No one catches bullets. Bullets are fast and stupid. You don’t catch them. You’re just the place where they get tired.”

He raised his hand, and Kiesel felt the air in front of the forklift grow denser. Heavier. One bullet struck the metal, a second hung in the air a hand’s breadth from the windscreen, turned slowly like a leaf in a stream and fell clattering to the ground.

“Don’t press,” said Hebel. “Feel where the air wants to give way. And then don’t give way. Go.”

Brandt ran, and Kiesel ran beside him, three steps offset, her hand outstretched as if she wanted to hold a child by the arm. The room was a web of weights: the crates, heavy and sluggish, the steel framework under the ceiling, Brandt beside her like a running wardrobe. And between them, fast and light and bright as sparks, the bullets.

She built no wall. She was the wall.

A volley hit Brandt in the chest and arrived there like pebbles someone had thrown from their hand. Brandt didn’t even stumble. Then he was at the crates, and the shooting stopped.

Behind them, Hebel sat up and felt his helmet. A single bullet had hit him on the left temple, one no one had paid attention to because everyone was looking at Brandt. “Well,” he said, “at least it was mine.”

Kiesel was sick behind the crates. Hebel handed her a handkerchief and a pill from his own tin. He said nothing. Only in the car, on the way back, he said: “The first time it didn’t work for me. The first time I spent a week in hospital.”

He was lying. Kiesel knew it, even without being a telepath. But she was grateful to him.

The Loud Ones

Among the Thirty-One there were only three telekinetics, and at first Dr. Marek did not know what to do with them. Their exercises were made for telepaths. The three boys who lifted doors off their hinges in the manor house when they dreamed badly needed something else. Marek brought in a watchmaker from Edinburgh, and he taught them what telekinetics still learn first to this day: that strength is nothing and feeling is everything.

In the 1950s, the Tactical Branch discovered the telekinetics for itself. They opened doors that were meant to stay locked, held up ceilings that wanted to collapse, and brought vehicles to a stop. The Soldiers called them door openers, and some still do today.

In 1968, a telekinetic in Liège stopped a derailing tram in the middle of the day, in front of two hundred witnesses and a camera from Belgian television. O.D.I.N. needed

three weeks, a fire in the broadcaster's archive and an invented gas explosion to make the matter go away. Since then, the **Liège Rule** applies: a telekinetic uses their power in public only if what happened can be explained afterwards, or if people would otherwise die. The second part of the rule is still disputed in the Choir to this day.

Today, telekinetics mostly work in cells with Soldiers, and of all psions they feel most like part of the Tactical Branch. In the Choir they are called the Loud Ones. They themselves say: the Honest Ones.

Legend: Atlas

Codename **Atlas** held a collapsing underground tunnel open for eleven minutes in Budapest in February 1993, while 63 people crawled through beneath it. The tunnel had not collapsed because of an accident, but because of a rift that had opened in the tunnel. When the last person was out, Atlas let go. He himself did not get out again. He was found two days later, uninjured, in a bubble of air under a hundred tonnes of concrete. He has never used a power since and now lives as a gardener in a Hold in Austria.

Training

Telekinetics train in a hall that in the Choir is simply called **the Circus**. Its walls are full of dents, and next to each dent a name is written in chalk. Every cadet leaves one there at some point. Training lasts about a year and is more physical than that of any other subclass.

- **The Glass.** A full glass of water on a table. The cadet lifts it without spilling a drop and holds it for an hour. Then another hour while the instructor shouts at them. Then they pour.
- **The Watchmaker.** The cadet takes apart an old pocket watch without touching it and puts it back together. The exercise goes back to the watchmaker from Edinburgh.
- **The Chain.** A heavy steel ball swings on a chain towards the cadet. They must stop it before it reaches them. At first, everyone wears padding.
- **The Quarry.** A weekend in a disused quarry, stacking blocks until nothing works any more. Afterwards, every cadet knows their limit.
- **The Workshop.** A few weeks with the Engineers of the Science Branch. Whoever knows how a machine is built can also operate it from outside.

Above the entrance to every Circus the same sentence is written, renewed in chalk every year. It comes from the watchmaker from Edinburgh: **Everyone has strength. We teach you not to use it.**

Play Styles

Telekinetics are needed for very different tasks, from quietly opening doors to collapsing a hall. The powers and nodes mentioned are recommendations. New powers are in Chapter IV, all others in the Core Rulebook, Chapter VIII.

Playstyle	Description
The Door Opener	Opens locks, switches off cameras and flips switches without entering the room. Works well with infiltrators. *Powers:* Light Telekinesis. *Nodes:* Fine Hand.
The Wall	Stands between the cell and whatever comes at it. *Powers:* Telekinetic Shield. *Nodes:* Bullet Catch, Wall of Air.
The Ram	Knocks opponents over, hurls debris and ends fights quickly. *Powers:* Power Boost, Telekinetic Storm. *Nodes:* Force, Crush.
The Mechanic	Repairs what is broken and operates what they cannot reach. The cell needs them when the radio is silent. *Powers:* Light Telekinesis. *Nodes:* Fine Hand.
The Rescuer	Holds what falls: ceilings, people, vehicles. The Atlas of the cell. *Powers:* Standstill. *Nodes:* Levitate, Unmoved Mover.
The Storm	Turns a room into chaos of dust, paper and splinters. *Powers:* Dust Devil, Telekinetic Storm. *Nodes:* Gravity Break.

The Price

Telekinesis takes a toll on the body. Nosebleeds, cramps and a hunger that no meal fully satisfies are part of everyday life for every telekinetic. Many go grey early,

some have back pain like furniture movers without ever having carried anything.

The greater danger is anger. Telekinesis follows the will, and an angry will is strong and poorly aimed. Every telekinetic has experienced a glass shattering or a door slamming in an argument without wanting it. The instructors call that an aftershock. The Observers call it an incident and write it down.

And telekinetics are visible. Every use of their power can be filmed, photographed or passed on. No psion has to cover up what they have done as often, and none experiences so often that someone else gets the credit for it: a firefighter, a lucky coincidence, a miracle.

OPTIONAL RULE: AFTERSHOCK

Once per session, the game master may trigger an aftershock when the telekinetic is angry, frightened or humiliated: something within 10 m breaks, falls over or flies through the room.

That can be embarrassing, dangerous or revealing. In return, the telekinetic gains +1 die on their next PSI test in this scene.

D6	What the gift does to you
1	Glasses near you have cracks
2	You eat for two and still stay thin
3	You dislike touching things with your hands
4	When you dream, the blanket moves
5	Your hands tremble, except when you work
6	You hear metal crack before it breaks

In Play

- **You are the tool for everything in the way.** Doors, debris, opponents. Think spatially: what can I move that changes the situation?
- **Describe the power physically.** Telekinesis is exertion. Show what it costs.
- **Think of the witnesses.** The Liège Rule applies to you too. Before you stop a lorry, ask yourself who is watching and how the cell will explain it afterwards.
- **Protect instead of just striking.** Force Push is tempting, but Floating Defence and Bullet Catch keep the cell alive.
- **The question for your character:** What do you do with the anger when no one is watching?

EXAMPLE: LEVER STRIKES

A mercenary (defence 2, armour 2, 9 HP) charges at the cell. Lever uses Force Push: 2 PSI, an attack against the defence.

Lever has INT 5 and Telekinesis 5. White: 6, 5, 5, 2, 1 are 3 successes. Coloured: 5, 4, 3, 2, 1 are 2 successes. Together 5 successes, against defence 2 thus 3 margin and a critical success.

Lever chooses as effect: the target's armour does not count. Damage: 2 + 3 = 5. The mercenary flies 2 m back against the crates and has 4 HP left. Thus they are battered and now roll with −1 die.

The Telekinetic's Equipment

The equipment from the Core Rulebook, described in more detail:

- **Mental Focus Device.** A narrow steel headband with a core of Alloy S. It is a focus device for Telekinesis and PSI combat, but not a filter and not a shield. Telekinetics wear it when a helmet would be too conspicuous, and almost all have it as a spare in their pocket.
- **Energy Gloves.** Thin leather gloves with sewn-in copper threads. +1 die on Telekinesis for precise work: locks, switches, mechanics, anything that requires feel.

Item	Effect
Steel Balls	A bag of twelve steel balls, each the size of a walnut. Hurled with object manipulation, they deal damage 3 instead of 2. *Common, €30.*
Dust Bag	A bag of fine rock dust. With it, Dust Devil also works in clean rooms, and the dust lasts one round longer. *Common, €10.*
Load Straps	Two tension straps with Alloy S eyelets. Anything lashed with them counts as half as heavy for object manipulation. Not for living things. *Rare, O.D.I.N.*

The Others and Us

How Telekinetics See the Others

Subclass	How Telekinetics see them
Telepath	They pretend not to listen. Telekinetics still talk loudly near them, on principle. In the field, Telepaths are the eyes behind the door that a Telekinetic is about to open.
Precognitive	The best partners in a fight. When a Precognitive says the ceiling is about to fall, the Telekinetic is already standing under it. Just don't drink with them. They know how the evening ends.
Psychic Healer	The only ones who understand that telekinesis hurts. Telekinetics bring them cake after every mission.
Elementarist	Rivals. Both break things, but Telekinetics think Elementarists are messy, and Elementarists think Telekinetics are furniture movers.

"A Telepath asks what you are thinking. A Telekinetic asks where you want to go. I know who I'd rather go into a mission with."
Soldier, codename Bastion

O.D.I.N. from the Telekinetics' Point of View

Telekinetics see O.D.I.N. from the practical side. They are needed, and they know it. Of all Psions, they have the most to do with the other branches, especially Soldiers, and many feel more at home in the Tactical Branch than in the Choir. They trust the organisation because it gives them work that makes sense: doors, rubble, people who need to be rescued.

What bothers them is the cover-up. A Telekinetic who stopped a bus in front of a running camera reads in the newspaper the next day about a miracle, a gas explosion, or a heroic bus driver. That is part of the job. But after twenty years, many wonder what else is covered up in the newspapers.

For O.D.I.N., Telekinetics are the most reliable Psions. And the ones whose anger the Observers write about most.

Example Character: Hebel

Telekinetic, Senior Agent. Pavel Hlavaty, 38, has fourteen years of service behind him and a reputation as the man you call when something holds that should hold. He is proof that Telekinetics do not have to be rough: he has hands like a watchmaker and a patience that makes even Observers nervous.

He is immediately playable and shows how a Psion grows with the class tree.

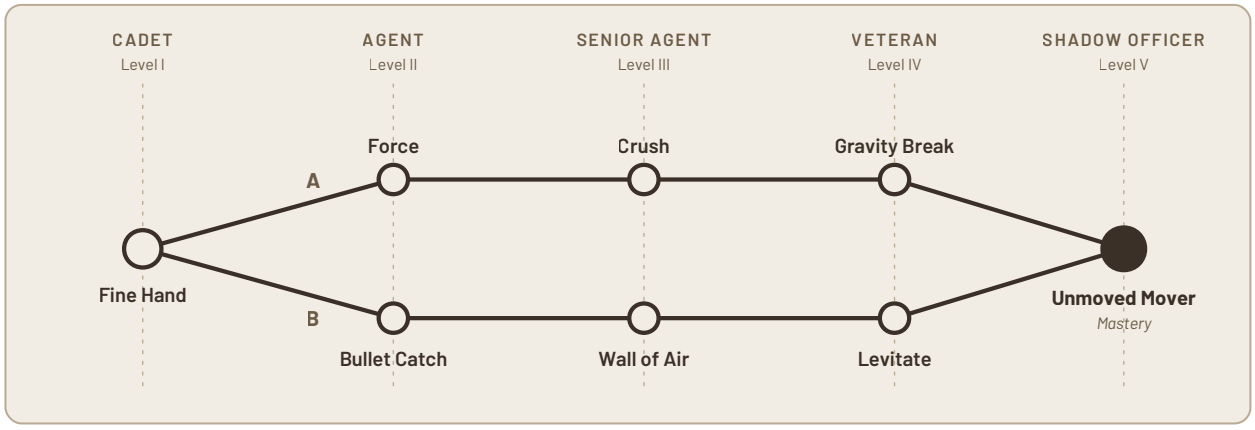
Hebel	Telekinetic, Senior Agent (50 XP)
Attributes	STR 2, DEX 3, CON 3, INT 5, WIS 3, WIL 3, CHA 2, MAN 1, COM 2
Skills	Telekinesis 5, Concentration 4, Firearms 4, Mental Resistance 4, Dodge 4, Perception 4, Psi Combat 3, Athletics 3, Toughness 3, Insight 2, Engineering 2
Values	HP 12, Strain Threshold 9, Initiative 3, Defence 2, PSI Points 14
Abilities	Object Manipulation, Force Push, Floating Defence
Powers	Minor: Light Telekinesis, Energy Pulse, Stabilised Breath. Moderate: Power Boost, Telekinetic Shield
Class Tree	Deep Reserve, Fine Hand, Bullet Catch, Wall of Air
Archetype	The Grateful One

Equipment: Neuro-Helm Mk. III with a dent at the temple and the name "Opa", mental focus device, energy gloves, steel balls, pistol, protective vest.

His 50 XP: Deep Reserve 4, Fine Hand 4, Bullet Catch 6, Wall of Air 8, Telekinetic Shield 6, Firearms to 4 for 8, Toughness to 3 for 6, Concentration to 4 for 8.

How to play Hebel: You are the calm professional who shows the younger ones how to survive. You trust O.D.I.N. because O.D.I.N. took you out of a home in Brno. The question that will catch up with you eventually: Why do you remember the home only from stories?

The Telekinetic's Branch



Level	Node	Effect
I	**Fine Hand**	Passive. Light telekinesis costs no PSI points. The telekinetic can use it to operate locks, switches and mechanisms within 10 m as if they had them in their hand.
II A	**Force**	Passive. Force Push deals +1 damage and pushes the target back 4 m instead of 2 m.
III A	**Crush**	3 PSI, attack against defence, 10 m. Damage 3 + margin, penetration 2.
IV A	**Gravity Break**	6 PSI, Hard (3), radius 5 m. Everyone in the area falls, loose objects fly around. Attack against each target, damage 2 + margin.
II B	**Bullet Catch**	Reaction, 2 PSI. The damage of a ranged hit against the telekinetic or an ally within 5 m is reduced by the successes of a test.
III B	**Wall of Air**	3 PSI. An invisible wall up to 5 m wide blocks the way for margin + 2 rounds. It stops people and projectiles, but not light or sound.
IV B	**Levitate**	4 PSI. The telekinetic and one ally levitate for a scene, 10 m per round.
V	**Unmoved Mover**	Once per mission, 6 PSI. The telekinetic holds back something that cannot be stopped for three rounds: a vehicle, a collapsing ceiling, a tidal wave. Afterwards 3 strain.

Chapter IX. PRECOGNITIVE

Precognitive

"I don't see the future. I see futures. Most of them are worse than the one that comes."
Psion, codename Sibylle

Precognitives are the rarest in the Choir and the loneliest. They see what could come, seconds, hours, sometimes years in advance, and they carry this knowledge around with them like a stone in their pocket. People seek their advice. People seek their company less often.

Precognitive at a Glance

Focus: foresee dangers, lead the cell, divert the inevitable.

Bonuses: +2 WIS, +1 WIL. Skills: +2 Precognition (primary gift), +1 Tactics, +1 Leadership.

Equipment: prediction device, data crystal, protective goggles against vision glare.

Vision of the Future (WIS + Precognition, self, 1× per combat): before initiative, +2 initiative and +1 die on the first action.

Forewarning (WIS + Precognition, 10 m, 1× per combat, reaction): +1 defence for an ally against an attack, or a surprise attack against the cell is cancelled.

Focused Future Forecast (WIS + Precognition, 10 m, 1× per scene, reaction): A test just rolled is repeated, the second result applies. Afterwards blinded for one round (−2 dice).

Each ability costs 2 PSI, Doable (2). Full rules: Core Rulebook, Chapter IV.

The Nature of the Gift

Precognitives do not see what will happen, but what could happen. The gift comes in flashes: an image, a sound, a feeling of danger, seconds before it is there. Stronger precognitives see further ahead, but the further ahead, the more possibilities overlap, until the image becomes noise. The hardest thing is deciding which vision to believe.

Precognitives distinguish four distances, and each feels different.

- **Seconds.** In combat, a precognitive sees where the next shot will go before the finger curls. This sight is clear and reliable. O.D.I.N. trains precognitives for this.
- **Hours.** A hunch, an unease, an image that cannot be shaken off: Do not take the stairs. This is reliable only for the practised.
- **Days.** Dreams. They come in images and signs, and almost always one understands them only afterwards.
- **Years.** The long sight is rare and dangerous. Those who have it do not speak of it. Uhrwerk had it.

Almost all precognitives report the same thing: In their visions, they themselves never appear. The world is there, the light, the others. They themselves are missing. The instructors explain this by saying that no one can see themselves from outside. The precognitives explain it differently at night.

And every vision changes as soon as someone acts on it. Therefore precognitives are reluctant to tell what they have seen. The oldest rule of the subclass is: Never say what you have seen. Say what you would do.

Many precognitives live with a constant quiet fear. They have too often seen people die who are standing right in front of them and laughing.

The First Vision

Precognitive manifestations often begin harmlessly: déjà-vus that are too precise, a telephone one reaches for before it rings. Then comes the day when a child sees an accident before it happens, and no one believes them. Many precognitives were as children the bearers of bad news for their school, their village, their family. Some were revered. Most were shunned.

D6	Your First Vision
1	An accident you could not prevent
2	An accident you prevented. No one ever believed you that it would otherwise have happened
3	The death of your grandmother, three days beforehand, down to the colour of her nightdress
4	An exam question, word for word
5	The face of your Observer, years before you met them
6	A circle of people singing. To this day you do not know when that will be

The Card Index

Sibylle always spent the night before an operation at the kitchen table.

For a week she had been assigned to a young cell from Hold-7, as a mentor, for three missions. Tomorrow was the first. She had a box of index cards, white, lined, the cheap ones from the stationery shop on the corner, and a pencil that she never sharpened because then it wrote too quickly. On each card she wrote a future. Not the one that would come. One that could come.

East stairwell. Brandt first. Second floor, the door sticks. Shot from above.

East stairwell. Moth first. The door does not stick. No one there. We are too late.

Lift. Power cut between the third and fourth floors. Smoke.

There were forty-one cards that night. She laid them in rows, like a game of patience, and shifted them back and forth until the rows made sense. Seventeen cards ended with a dead person. On eleven of them it was Brandt. That did not surprise her. Brandt always went first through every door.

On no card was it herself. She did not appear in her visions, not in a single one, and that was the strangest thing about the gift and the thing she spoke to no one about.

At four in the morning she took a card from the third row and set it aside. *West stairwell. I go first. After the first landing, left.*

In the evening, in the west stairwell, she stopped after the first landing and said: “Left.” The cell went left without asking, because that was what Sibylle had taught her on the first day. Three seconds later, what had been waiting for them behind the right-hand door for a week exploded.

No one was hurt. Brandt patted her on the shoulder in the car. She smiled and said nothing.

At home she burned the cards in the sink, one after another, as she always did. She kept only one. She had written it three years ago, on another night, before another operation, and since then it had lain at the very back of the box. A funeral in the rain, black umbrellas, her observer with his hat in his hand. And three faces she had not known then. Since this week she knew them: Brandt, Moth, Viola.

Who lay in the coffin was not on the card. She had not seen it.

She never saw herself.

The Lonely Ones

Among the Thirty-One there was only a single precognitive, a quiet boy from Tromsø with the codename **Kompass**, who closed the shutters the night before every storm. He died in 1944 in an air raid on London, where he had been sent during the war for a first attempt. As it later turned out, he had written down the attack three days beforehand. He had shown the note to no one.

In the fifties the Council tried to use precognitives as oracles. They were asked questions about the Cold War, about elections and coups d’état, and received answers that fit everything and nothing. Some predictions came true because people acted on them. Others because they did not. After six years the programme was discontinued. In the Choir they have said ever since that the future answers no questions, only glances.

Then came the Cascade. Uhrwerk had predicted it, and no one had listened. Since 1972 every precognitive of the Choir has a right that no other subclass has.

> **RULE: THE SEALED ENVELOPE**
>
> Once a year a precognitive may send a warning in a sealed envelope directly to the Council, bypassing observer, handler and every other office.
>
> The game master decides what the Council does with it. Most of the time the precognitive never finds out. Sometimes something changes anyway.

Today barely one in twenty psions is a precognitive. They often work as tacticians in cells with Soldiers and sometimes as advisers to Shadow Officers. In the Choir they are called the Lonely Ones, and that is not meant as mockery.

Legend: Uhrwerk

Ottilie Brandauer, codename **Uhrwerk**, warned in writing in September 1971 against carrying out the exercise in Wales that went down in the history of the Choir as the Cascade. She described three dead, seven burned out and a sentence that someone would say after waking. Her warning was filed away because Kantor thought it was jealousy. After the Cascade, Uhrwerk became the first precognitive allowed to report directly to the Council. She has never again submitted a prognosis in writing since then. She has never sent her own envelope.

Training

The training of a precognitive takes about a year, and it is less about seeing than about enduring.

- **The Dice Wall.** The cadet predicts rolls, thousands, until they no longer guess but know. Then the instructor rolls behind a curtain, and the cadet learns that they know that too.
- **The Corridor.** A long corridor with flaps in the walls. Tennis balls fly out of them, then wooden balls, then rubber bullets. The cadet walks through without being hit, or they go again.
- **The Card Game.** Poker with the instructors, every night, for a month. The cadet learns that knowledge is not the same as winning, because their opponents know that they know.
- **The Night of a Hundred Mornings.** The cadet writes down a hundred possible courses of the next day. In the evening they compare. Not one ever matches completely. That is the purpose of the exercise.
- **The Blinding.** The cadet learns to act blind after a severe vision: secure weapon, seek cover, recite the names of colleagues. They only get the protective goggles afterwards.

Play Styles

How a precognitive uses their gift depends on how far they see and how much of it they can bear. The powers and nodes mentioned are recommendations. New powers are in Chapter IV, all others in the Core Rulebook, Chapter VIII.

Playstyle	Description
The Tactician	Plans, leads, and positions the cell so that the ambush comes to nothing. *Powers:* Double Vision. *Nodes:* Combat Foresight, Evasion Pattern.
The Guardian	Stands next to the one who is most endangered and sees the bullet coming. *Powers:* Instinctive Premonition, Time Dilation. *Nodes:* Gut Feeling, Premonition of Death.
The Gambler	Lives by the second chance and lets rolls be repeated: those that went badly for the cell, and those that went too well for the opponent. *Nodes:* Second Measure.
The Dreamer	Investigates in sleep. Their dreams are clues, and the cell learns to read them. *Nodes:* Dream Interpretation, Thread of Fate.
The Pathfinder	Finds the safe way through a building, a forest, a city. *Powers:* Instinctive Premonition, Aura Detection, Heightened Senses.
The Harbinger	Sees catastrophes before they happen and must decide whom to tell about them. The hardest playstyle. *Powers:* Branching, Chrono-Sight.

The Price

Precognitives pay with the present. Those who constantly see what could come never fully live in what is. Many seem distracted and absent. They answer questions before they are asked, and forget that no one has asked yet.

What they have seen weighs heavier. Every Precognitive carries images with them that never became reality: the dead who still live, catastrophes that did not occur. They do not know whether they prevented them or whether they would never have come. Some endure this for decades. Others lose themselves in the possibilities and stop distinguishing between what is and what could be. They are called the Lost. Most live in a silence.

OPTIONAL RULE: WHAT DID NOT HAPPEN

After every mission in which the Precognitive prevented a death, the game master describes to them in one sentence how it would otherwise have ended. The character remembers it as something that really happened.

Once per mission they may reduce 1 strain if they tell an ally about it.

D6	What the Gift Does to You
1	You finish other people's sentences, and usually correctly
2	You turn around before someone calls your name
3	You no longer buy lottery tickets. You did it once, and it was worse than losing
4	Intersections make you nervous. Too many directions
5	You write the date and time on every note
6	At weddings you cry, and no one knows why

In Play

- **You are the early warning system.** Use your abilities before something happens, not after. Tell the cell what you fear.
- **Ask the game master for images, not facts.** The most beautiful visions are the ones you misunderstand.
- **Say what you would do.** The cell does not need prophecies, but decisions. Instead of "I see a dead person in the stairwell" say "We take the fire escape".
- **Save the forecast.** Focused Future Forecast is available only once per scene. Save it for the roll on which everything depends, and remember the blinding afterwards.
- **The question for your character:** What have you seen that you have told no one?

For the game master: Visions are a tool, not an obligation. Describe two or three fragments: a sound, a colour, a sentence. Let one of them be false, or true and misleading. If the Precognitive acts on a vision, the future may change. That is not cheating, that is the gift.

EXAMPLE: SIBYLLE CHANGES A ROLL

A cult leader casts a flame jet at Brandt and rolls 3 successes against Brandt's defence 2. Before damage is calculated, Sibylle uses Focused Future Forecast: 2 PSI, Doable (2), as a reaction.

Sibylle has WIS 5 and Precognition 6, her forecasting device gives +1 die: 6 white and 6 coloured dice. She achieves 5 successes, more than enough.

The cult leader must reroll. This time they have only 1 success, too few against defence 2: the flame jet misses Brandt. The second result counts, even if it would have been worse.

Afterwards Sibylle is blinded for one round. Thanks to her protective goggles she rolls with only −1 die instead of −2.

Equipment of the Precognitive

The equipment from the Core Rulebook, described in more detail:

- **Forecasting Device.** A box of brass and glass the size of a cigar box. A pointer deflects shortly before a vision comes. +1 die on Precognition.
- **Data Crystal.** A storage crystal from the Science Branch. The Precognitive speaks their visions into it, and the crystal preserves them with date and time. Once per mission they may retrieve a stored vision again: the game master repeats a detail that was overlooked, and the Precognitive gains +1 die on the next test in which this detail helps them.
- **Protective Goggles against Vision Blinding.** Glasses with dark lenses and side shields. After Focused Future Forecast and Chrono-Sight, the Precognitive is blinded with only −1 die instead of −2.

Item	Effect
Card Index	A box of index cards and a blunt pencil. Whoever writes down possible courses of action the night before a mission receives +2 dice once on a Tactics test the next day. *Common, €5.*
Lucida	A lucid dreaming agent from the Choir's pharmacy. After a night with Lucida, the Precognitive may ask the game master a question about the future of the mission as with the Dream Interpretation node. They suffer 1 strain for this. *Very rare, O.D.I.N.*
Metronome	A brass metronome. While it ticks, waiting is easier: a short rest with the metronome restores 1 additional PSI point. It can be heard from 10 m away. *Common, €80.*

The Others and Us

How Precognitives See the Others

Subclass	How Precognitives see them
Telepath	They hear what is. We see what comes. Together we are almost unbearable. Telepaths are the only ones to whom one can show a vision without speaking it aloud.
Telekinetic	Honest. A Telekinetic does what they intend. You see it coming, and it comes.
Psychic Healer	We see who will die. They try to prevent it. Sometimes they do not forgive us for knowing beforehand.
Elementarist	Fire has too many futures. Whoever stands next to an Elementarist sees a hundred possibilities and none of them clearly.

"Sibylle once told me not to drive on a particular Tuesday. I drove. Nothing happened. Since then I wonder what else she saw."
Psion, codename Hebel

O.D.I.N. from the Precognitives' Perspective

Precognitives are the only ones in the Choir to whom the Council has granted a direct line, and the only ones who know how rarely it uses it. Most have a calm, almost fatalistic relationship with the organisation. They see where decisions lead, and they see that no one asks them beforehand. Many have stopped resenting it.

Some have seen images in their dreams that they tell no one: holds standing empty, helmets in a pile, a staircase leading deeper than a mountain can be. They do not know whether they are futures or fears. They do not write them down.

For O.D.I.N., Precognitives are valuable advisers and uncomfortable admonishers. Since Uhrwerk, everyone on the Council knows what it costs not to listen to them. It still happens again and again.

Example Character: Sibylle

"I've seen how this ends. That's why we're doing it differently now."
Psion, codename Sibylle

Precognitive, Veteran. Ruth Ahlgren, 49, foresaw a bus accident at fourteen, three days in advance, down to the colour of the driver's jacket. No one believed her. She has been in service for over thirty years, and for some years she has accompanied young cells as a mentor. She is known for never saying what she has seen, and almost always being right.

Sibylle shows what a Psion looks like after many years in service. She is suitable for experienced groups, as a mentor to a young cell, or as a non-player character.

Sibylle	Precognitive, Veteran (100 XP)
Attributes	STR 1, DEX 3, CON 2, INT 3, WIS 5, WIL 4, CHA 2, MAN 1, COM 3
Skills	Precognition 6, Tactics 5, Leadership 4, Mental Resistance 4, Perception 4, Dodge 4, Concentration 3, Insight 3, Stress Management 3, Firearms 2, Toughness 1
Values	HP 9, strain threshold 13, initiative 3, defence 2 (3 in combat), PSI points 15
Abilities	Vision of the Future, Forewarning, Focused Future Forecast
Powers	Minor: Instinctive Premonition, Aura Detection, Heightened Senses, Silent Hour. Moderate: Time Dilation, Double Vision. Major: Chrono-Sight, Branching
Class tree	Deep Reserve, Stable Wall, Gut Feeling, Dream Interpretation, Thread of Fate, Premonition of Death, Combat Foresight
Archetype	The Guardian

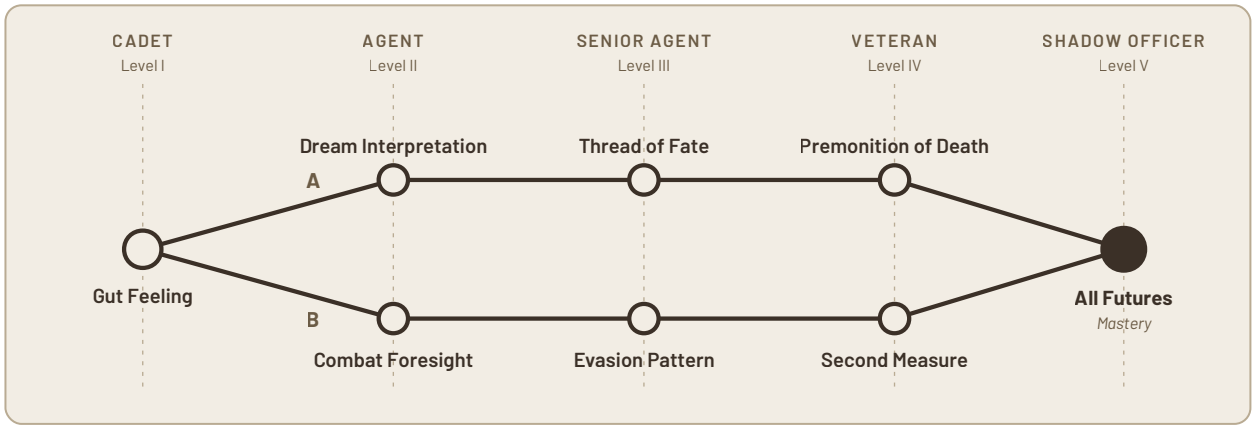
Equipment: Neuro-Helm Mk. II without name, prediction device, data crystal, protective goggles against vision glare, card index, metronome.

Her 100 XP: Precognition to 6 for 12, Tactics to 5 for 10, Leadership to 4 for 8, Stress Management to 3 for 6, Gut Feeling 4, Dream Interpretation 6, Thread of Fate 8, Premonition of Death 10, Combat Foresight 6, Deep

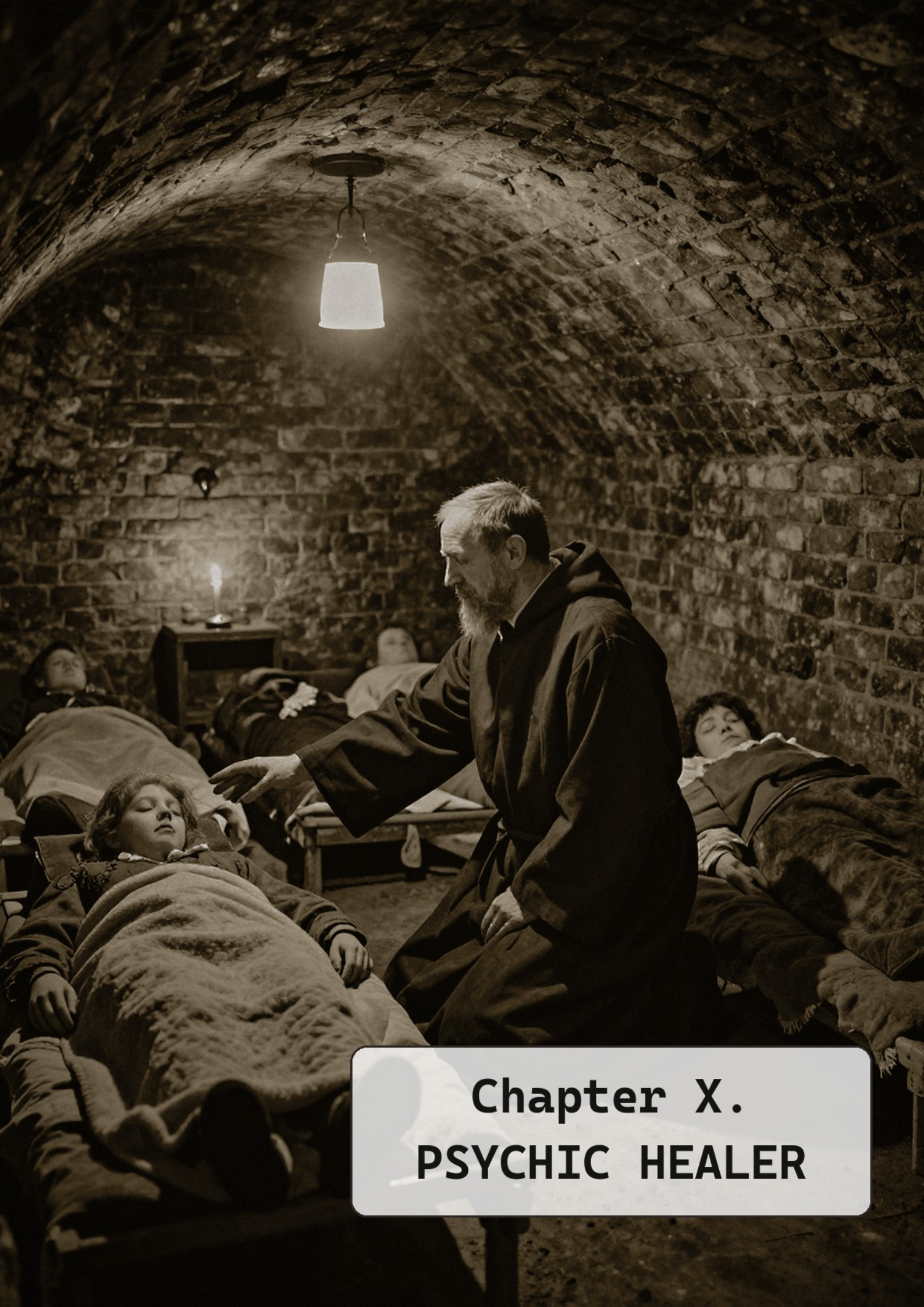
Reserve 4, Stable Wall 4, Chrono-Sight 10, Branching 10. Two points are free.

How to play Sibylle: You are the calm before the storm. You do not say what you have seen, but what the cell should do, and you endure it when they do not. You are good at keeping others alive, and bad at living yourself. At the very back of your card index lies a card with a funeral. You do not know whose.

The Precognitive's Branch



Level	Node	Effect
I	**Gut Feeling**	Passive. The Precognitive cannot be surprised.
II A	**Dream Interpretation**	Once per mission, after a night's sleep. The game master answers one question about the future of the mission truthfully, but in images.
III A	**Thread of Fate**	3 PSI, touch. The Precognitive sees what a person will do in the next scene. They gain +2 dice on all tests against them for that scene.
IV A	**Premonition of Death**	Once per mission, 6 PSI, reaction. If an ally drops to 0 HP, the Precognitive saw it coming: the ally remains at 1 HP instead. The Precognitive suffers 1 strain.
II B	**Combat Foresight**	Passive. +1 defence in combat.
III B	**Evasion Pattern**	3 PSI. All allies within 10 m gain +1 defence for three rounds.
IV B	**Second Measure**	Once per combat, 4 PSI. The Precognitive gains an additional action this round.
V	**All Futures**	Once per mission. The Precognitive declares that the cell has prepared for a specific event. The game master allows a retroactive preparation: an item, an arrangement, a position. Afterwards 3 strain.



Chapter X.
PSYCHIC HEALER

Psychic Healer

"You don't take the pain away. You just carry it for a while, so the other person can walk again."
Psion, codename Anker

Psychic healers are the psions you call when everything has gone wrong. They patch up bodies in combat and souls afterwards, and almost everyone in the Choir owes something to one of them. In return, they carry more foreign pain than any other subclass, and hardly anyone asks where they take it.

PSYCHIC HEALER AT A GLANCE

Focus: heal wounds, stabilise souls, hold the cell together.

Bonuses: +2 WIS, +1 WIL. Skills: +2 Psychic Healing (primary gift), +1 Medicine, +1 Insight.

Equipment: healing crystals, medical diagnostic device, meditation mat.

Rapid Recovery (WIS + Psychic Healing, touch): heals 2 HP, +1 HP per margin. Each patient at most once per scene.

Psychic Stabilisation (WIL + Psychic Healing, touch): reduces strain by as many successes as were rolled, up to 3, or grants +2 dice on the next horror test.

Healing Aura (WIS + Psychic Healing, 10 m, 3 rounds, 1× per scene): allies in range heal 1 HP per round. The healer does not move and does nothing else.

Each ability costs 2 PSI, Doable (2). Full rules: Core Rulebook, Chapter IV.

The Nature of the Gift

Psychic healers sense the bodies and souls of other people as if they were their own. A wound feels to them like a wrong note, a trauma like a knot. When they heal, they tune the note, untie the knot. Something always flows back to them in the process: an echo of the pain, a piece of the fear. Most healers sleep very long after a mission and dream the dreams of their patients.

Healers accelerate what the body would do anyway. They close wounds, stop bleeding, and make bones knit together, in minutes instead of weeks. What the body could not heal itself, they do not heal either: a lost finger does not grow back, a bullet must still come out, and poison remains poison until a doctor or a chemist does something about it. That is why all healers also learn Medicine, and the best were good doctors before they became healers.

It is similar with the soul. A healer can ease fear, take the edge off memories, and bring back a person who has frozen in horror. He cannot make anyone forget. What has happened remains happened. He only makes it bearable.

Healers sense pain in their vicinity, whether they want to or not. A hospital is to them what a railway station is to a telepath. They are the most popular Psions at O.D.I.N., and the most exhausted.

RULE: WHAT HEALING CAN DO

Psionic healing closes wounds and restores HP. It does not replace surgery: in the case of severe injuries, such as a bullet in the abdomen, the game master may require someone to intervene with Medicine first.

It does not heal poisons and diseases, but it alleviates their effects: anyone who has been treated psionically rolls their next test against a poison with +1 die.

Lost limbs do not grow back, and the dead remain dead, with a single exception: the retrieval impulse from the Core Rulebook.

The First Healing

Healers almost always manifest at a sickbed. A child sits with their dying grandmother and feels the pain flow out of her and into their own hands. A girl lays her hand on a friend's broken leg, and the next morning it is healed. Many healers are first discovered by the church, by places of pilgrimage, faith healers, and televangelists, and some file at O.D.I.N. begins with a miracle that was never officially recognised.

D6	Who you first healed
1	Your little brother, after a fall from a tree. He does not remember
2	A dog that lay in the street. It followed you for years afterwards
3	A stranger after an accident. You never learned her name
4	Your grandmother. She died anyway, but without pain
5	Yourself. No one knows what happened then, least of all you
6	No one. You only felt someone die, and since then you feel everyone

Three Rounds

The factory hall had stood empty for twenty years, and for a quarter of an hour Brandt had lain on its floor.

Anker knelt beside him, both hands flat on his chest, eyes closed. Through the protective vest she felt what the bullets had done: two wrong notes, one deep and dull beneath the ribs, one bright and sharp at the shoulder. And beneath them, quieter, a third she did not know. Brandt was afraid. Not of dying. Of something else.

Around her lay the aura, a warm circle of ten metres, in which the cell's wounds slowly closed, one breath after another. Moth behind the rubble pile, Raven at the pillar, Brandt beneath her hands. As long as Anker held still, the circle held.

"Anker." Raven's voice, clipped. "One's coming from the left. I can't get there."

Anker did not open her eyes. She heard the footsteps, fast and irregular: a cultist, young, with a blade he could not hold. She could have stood up. Then the circle would have broken, and Brandt would have had to keep bleeding alone, and Moth too, and in three seconds a lot can happen.

She remained kneeling.

The footsteps came closer. Then a shot, dry, from above, from the gallery, which Moth had climbed two minutes earlier without anyone noticing. The footsteps stopped.

"Thank you," said Anker.

"Don't stop," said Moth from above.

She did not stop. Third round. As the aura faded, Anker put all her strength into one last touch, and the dull sound beneath Brandt's ribs fell silent. He opened his eyes and looked at her, and she saw that he knew what she had heard.

In the evening she sat with him for an hour in the Hold's canteen, after everyone else had gone. They talked about nothing. About football, about the food, about his brother in Rostock. At some point she laid her hand on his forearm, just for a moment, and took something from him that he had been carrying with him since the Karakoram. Not everything. Enough that he could sleep that night.

She herself slept badly. She dreamed of snow and of a radio that kept transmitting even though the battery was missing.

The Beloved

Among the Thirty-One there was a single Healer, a girl from Łódź, whom the others called **Kerze**, because at night she went from bed to bed with a candle. When one of the children started up from a nightmare, she sat down beside them and laid her hand on their forehead until they slept again. Dr. Marek later wrote that without Kerze none of the children would have survived the first years in Scotland.

That is why Healers were initially not intended for operations, but for the Choir itself. They kept watch in the Silences, they accompanied psions after difficult nights, and after the Cascade they held the hands of the burned-out. Only after the betrayal of 1989, with the cells, did O.D.I.N. send the first Healers into the field, as medics whom no one was supposed to recognise as psions.

Since Hospiz kept nine psions alive in a cellar in Prague in 1989, every Hold has a Healer who is there only for the Choir, and every cell that is allowed to choose wants its own. There are not enough. The Healers who exist work more than all other psions and talk less about it.

In the Choir they are called the Beloved. Everyone owes one of them something, and everyone knows it.

Legend: Hospiz

Brother Tomas Kral, a former monk, codename **Hospiz**, kept nine psions alive in the winter of 1989, who had been wounded in the attacks after the betrayal. He worked eleven days and nights in a cellar in Prague, without supplies, without a doctor, without sleep. All nine survived. Hospiz died three months later of cardiac arrest, 41 years old, with the heart of a ninety-year-old.

The nine he saved still meet every year on the same day in a cellar.

Training

A Healer's training takes the longest, almost two years, because half of it is medicine.

- **The Craft.** Anatomy, first aid, emergency medicine, learned as at a nursing school, with examinations and night duties. No Healer may psionically close a wound that they could not also stitch.
- **The Listening.** The cadet learns to hear a body. They lay their hand on a healthy person and describe what they feel, then on a sick one, then on one who claims to be healthy.
- **The Echo.** Two cadets practise on each other. One takes a pain from the other, a headache or a sprained ankle, and then gives it back. Whoever cannot give it back learns how heavy another's pain weighs.
- **The Night Duty.** Three months in an ordinary hospital, disguised as a care worker. The cadet is not allowed to heal anyone. They are to learn that they cannot save everyone, and that they can endure it. Many Healers say that was the hardest part of the training.
- **The Silence Watch.** To conclude, the cadet keeps watch for a week with a psion who lives in a Silence. What they learn there, they usually tell no one.

Play Styles

Some Healers work under fire, others at the kitchen table after the mission. The powers and nodes mentioned are recommendations. New powers are in Chapter IV, all others in the Core Rulebook, Chapter VIII.

Play Style	Description
The Field Medic	Keeps the cell alive in combat, under fire and in the dirt. *Powers:* Healing Impulse, Pain Suppression. *Nodes:* Steady Hands, Staunching, Regeneration.
The Chaplain	Looks after what no one sees after the mission. The person everyone comes to. *Powers:* Nerve Calm. *Nodes:* Share Burden, Trauma Work.
The Warden	Works with other Psions and protects them from themselves and from the horror. *Powers:* Nerve Calm, Psychic Barrier. *Nodes:* Soul Anchor.
The Monk	Calm, patient, meditative. Prefers to heal slowly and thoroughly rather than quickly. *Powers:* Stabilised Breath, Silent Hour. *Nodes:* Share Burden.
The Boundary Walker	Brings back those who have already gone, and knows what it costs. *Powers:* Retrieval Impulse. *Nodes:* Staunching, Retrieval.
The Diagnostician	Examines corpses, poisons and injuries and works closely with Scientists. *Skills:* Medicine, Biology. *Powers:* Reverberation.

The Price

Healers pay with what they carry. Every healing leaves something behind: a piece of pain, a shred of fear, sometimes an entire dream. Most of these remnants disappear after a night's sleep. But Healers sleep a lot, and they dream other people's dreams.

The greater danger is that they cannot stop. A Healer who feels pain wants to ease it, always, even when they themselves are at the end. Healers overextend their powers more often than any other subclass, not out of ambition but out of compassion. Their Observers write less about danger than about exhaustion. Hospiz died with the heart of a ninety-year-old.

And Healers see more than others. They know the scars of their colleagues, the old and the new, the ones people talk about, and the others. Many Healers have noticed that strikingly many Psions carry the same small scar behind the ear. The station doctors say it comes from a routine examination. Most Healers believe that.

OPTIONAL RULE: FOREIGN DREAMS

If a Healer has removed a total of at least 3 strain from others during a mission, they dream the dream of one of their patients the following night.

The game master describes it in a few sentences. It can contain a clue, a secret of the patient, or something that neither of them should understand.

D6	What the Gift Does to You
1	You feel other people's pain in your own body, in the same place
2	Hospitals make you sick
3	You constantly touch people without noticing
4	You have three cats. Animals suffer more quietly
5	You no longer go to funerals
6	You never say "It will be all right." You know it too well

In Play

- **You hold the cell together.** Physically during the operation and emotionally afterwards. Play out the conversations after the mission just as much as the healing in combat.
- **Show the price.** Every healing may leave a small echo behind, a description, a gesture.
- **Find your place.** Healing Aura binds you to one spot for three rounds. Stand where the cell can protect you, and tell them beforehand that you will not dodge.
- **Think about the time afterwards.** Psychic stabilisation and a conversation in the canteen are often more valuable than any healing in combat. If a Psychic Healer helps with the treatment of a trauma, the test according to the Core Rulebook is one step easier.
- **The question for your character:** Who heals you?

EXAMPLE: ANKER KEEPS BRANDT ALIVE

Brandt has fallen to 3 HP. Anker touches him and uses Rapid Recovery: 2 PSI, Doable (2).

Anker has WIS 5 and Psychic Healing 5, her Healing Crystals give +1 die: 6 white and 5 coloured dice. White: 6, 4, 3, 3, 2, 1 is 1 success. Coloured: 6, 5, 4, 1, 1 are 3 successes. Together 4, so 2 margin: Brandt heals 2 + 2 = 4 HP and is back to 7.

In the next round, Brandt is hit again. Rapid Recovery cannot help him again in this scene. Anker therefore resorts to Healing Impulse, a moderate power for 3 PSI, which helps each target once per hour.

Equipment of the Psychic Healer

The equipment from the Core Rulebook, described in more detail:

- **Healing Crystals.** Three milky crystals in a leather pouch that the Healer places on the wound. +1 die on Psychic Healing. Thaumaturges claim they are inferior shards. The Healers do not care.
- **Medical Diagnostic Device.** A flat case with a stethoscope, sensors and a small screen. +1 die on Medicine for diagnoses: poisons, internal injuries, diseases.
- **Meditation Mat.** A thin felt mat with a woven alloy thread. A short rest on the mat restores 1 additional PSI point. An ally who meditates on it with the Healer reduces 1 strain once per mission.

Item	Effect
Singing Bowl	A bowl made of Alloy S that resonates for a long time when struck. While it rings, Healing Aura reaches 20 m instead of 10 m. *Rare, O.D.I.N.*
Dead-nettle	A pain patch from the Choir's pharmacy. An injured person ignores the penalty for being battered for one scene. Afterwards −1 die on all tests until they have slept. *Common, O.D.I.N.*
Candles from Prague	A packet of white candles, like the ones Hospice used. If a Healer lights one of them, a Psion who spends a long rest in its light reduces 1 strain. Once per mission. No one can explain why it works. *Common, €20.*

The Others and Us

How Healers See the Others

Subclass	How Healers See Them
Telepath	They carry more than they admit. Every Telepath has voices in their head that are not their own. Healers help them turn them down, and never let themselves be read in the process.
Telekinetic	Their bodies are construction sites: muscles, tendons, nosebleeds. They only come when it is too late, and thank you with cake.
Precognitive	The most difficult patients. A pain that has not yet happened cannot be healed.
Elementarist	Burns, always burns. And behind them children who received too much power too early.

"I have seen Anker patch up a Soldier who was twice her weight. Afterwards she sat down against the wall and cried for an hour. He never asked her about it. Neither did I."
Psion, codename Funke

O.D.I.N. from the Healers' Perspective

Healers see what O.D.I.N. does to people. They patch up the bodies that come back from missions, and the souls that do not quite come back. They know how many agents suffer a trauma each year, how many leave active duty, and how many Psions live in the Silences. No other subclass has such a clear view of the price the organisation pays.

That is why Healers are the most loyal Psions and at the same time the ones who say what they think most loudly. They believe in the work because they know the people who do it. And they do not believe everything the organisation says, because they have seen the files in the infirmary.

For O.D.I.N., Healers are irreplaceable. No Observer likes to write a bad report about a Healer. Most write about exhaustion.

Example Character: Anker

"Each of us has a file they are never allowed to read. That connects us."
Psion, codename Anker

Psychic Healer, Cadet. Lisa Morgenstern, 26, was a nursing student in Freiburg when a patient in intensive care died and she heard his last thought. Since then she heals people she is not allowed to touch, and hears things she does not want to hear.

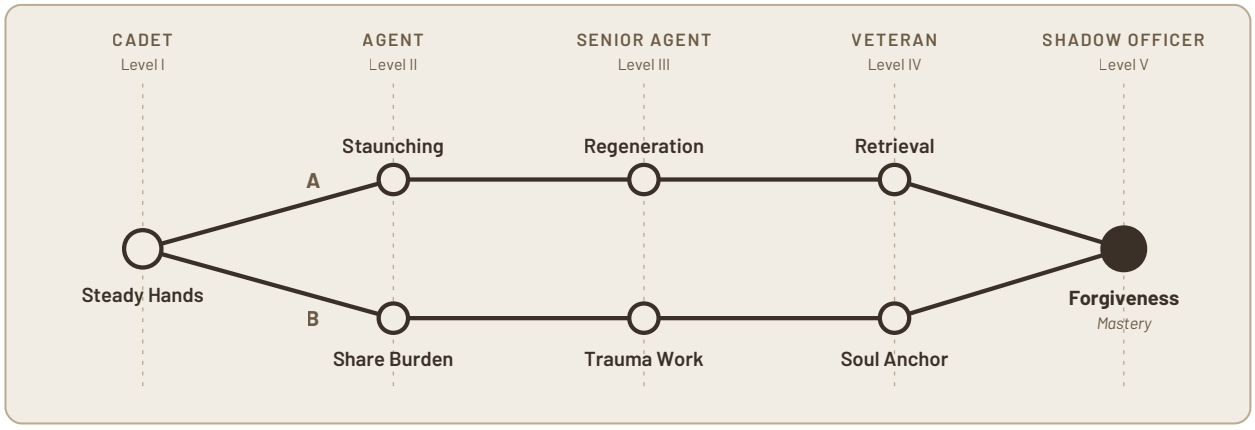
She is immediately playable.

Anker	Psychic Healer, Cadet
Attributes	STR 1, DEX 2, CON 3, INT 3, WIS 5, WIL 4, CHA 3, MAN 1, COM 2
Skills	Psychic Healing 5, Medicine 4, Insight 4, Mental Resistance 4, Concentration 3, Stress Management 3, Dodge 3, Perception 3, Persuasion 2, Toughness 2, Academic Knowledge 2
Values	HP 11, strain threshold 10, initiative 2, defence 2, PSI points 12
Abilities	Rapid Recovery, Psychic Stabilisation, Healing Aura
Powers	Minor: Pain Suppression, Stabilised Breath, Heightened Senses, Reverberation. Moderate: Healing Impulse, Nerve Calm
Archetype	The Guardian

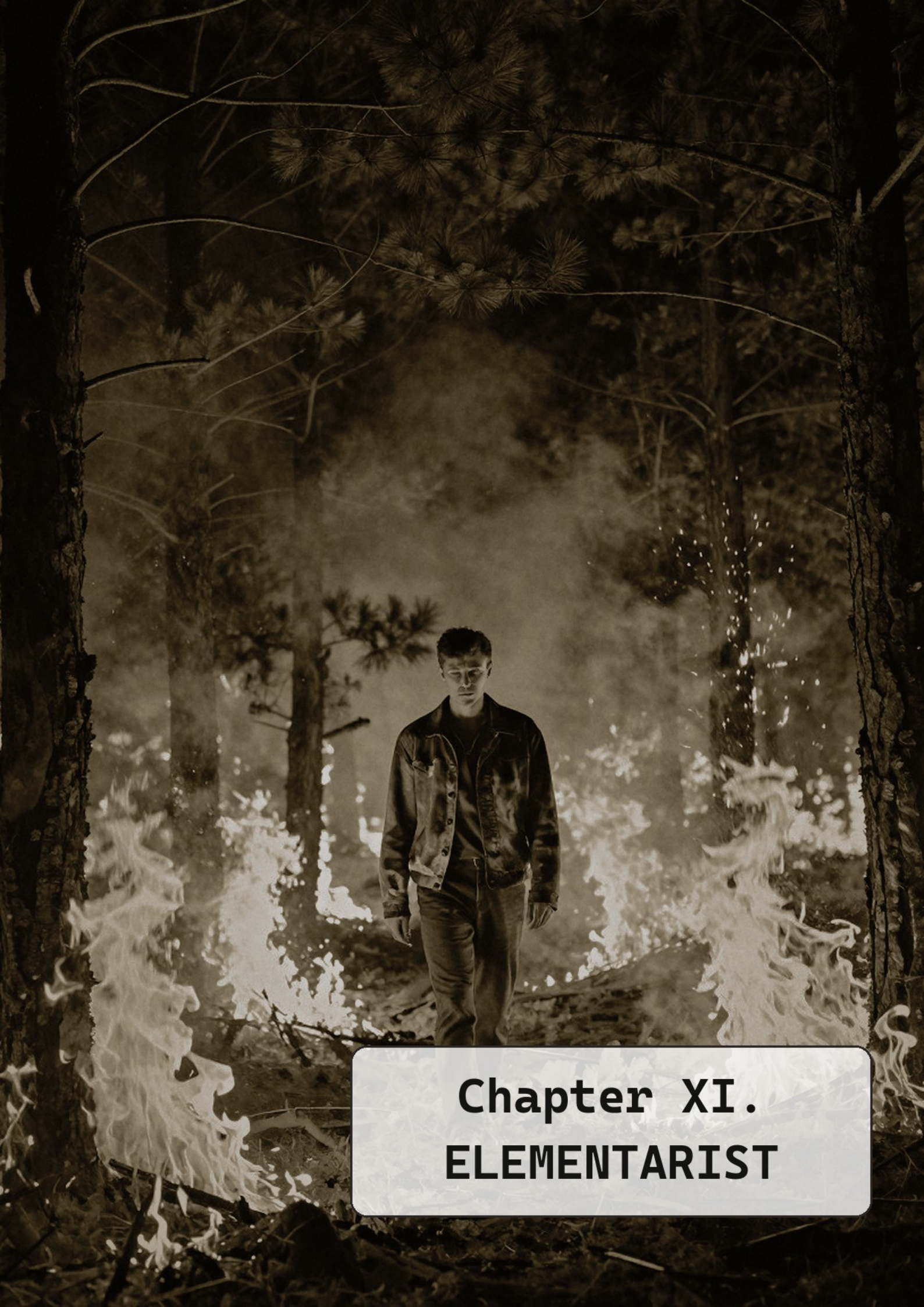
Equipment: Neuro-Helm, Healing Crystals, medical diagnostic device, meditation mat, conditioning pills.

How to play Anker: You are the calm of the cell. You talk little during the mission and a lot afterwards. You know what keeps everyone in the cell awake at night, and you tell no one. Fragment: When you have a fever, you call out a name that no one knows.

The Psychic Healer Branch



Level	Node	Effect
I	**Steady Hands**	Passive. First aid by the Healer heals 1 HP more and also succeeds without a first aid kit.
II A	**Staunching**	2 PSI, 15 m, without touch. A dying ally is stabilised.
III A	**Regeneration**	3 PSI, touch. Heals 3 + margin HP. Each person once per day.
IV A	**Retrieval**	Passive. Retrieval Impulse costs 3 PSI less, and the Healer suffers no strain from it.
II B	**Share Burden**	1 PSI, touch. The Healer takes up to 3 strain from an ally onto themselves.
III B	**Trauma Work**	Passive. The Healer can treat a trauma in a single session instead of several. The test is one further step easier, so together with the help according to the Core Rulebook it is Easy (1).
IV B	**Soul Anchor**	Passive. All allies within 10 m receive +2 dice on horror tests. The first strain per scene that one of them would suffer is negated.
V	**Forgiveness**	Once per mission, 6 PSI, one minute. All allies in sight lose all their strain. The Healer suffers half of it themselves, rounded down, up to a maximum of their strain threshold minus 1.



Chapter XI. ELEMENTARIST

Elementarist

"Fire is honest. It wants only one thing, and it tells you that immediately."
Psion, codename Zunder

Elementarists are the youngest in the Choir, in every respect. They have only existed in greater numbers since 2011, most are under thirty, and their power is the wildest a Psion can have: fire, wind and earth that obey a will as long as it concentrates. The older ones in the Choir watch them with suspicion. The Elementarists answer with pride and defiance, and sometimes with fire.

ELEMENTARIST AT A GLANCE

Focus: directing fire, wind and earth, changing the battlefield.

Bonuses: +2 WIS, +1 WIL. Skills: +2 Elemental Control (primary gift), +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): fire attack against defence, damage 3 + margin. Flammable things ignite.

Windstorm (WIS + Elemental Control, 10 m radius, 1 round): opponents in the area −2 initiative in the next round and −1 die on ranged combat. Disperses smoke and gas.

Earth Tremor (WIS + Elemental Control, 5 m radius): everyone in the area, including allies, suffers 2 damage and falls if they fail a DEX + Acrobatics test against Doable (2).

Each ability costs 2 PSI. Fire Control goes against defence, the others against Doable (2). Full rules: Core Rulebook, Chapter IV.

The Nature of the Gift

Elementarists feel the energy in fire, air and earth as part of their own body. A campfire feels like a hand you can reach out, a thunderstorm like a stranger's heartbeat. Unlike Telekinetics, they do not move things. They amplify what is already there and direct it.

What is not there, they take for themselves. Fire Control needs no open flame: the Elementarist draws the heat from the air, from the metal of a weapon, if necessary from their own body. That is why Elementarists freeze after a battle, and that is why most always have a lighter in their pocket. With a source, everything is easier.

Most Elementarists have an element that is closer to them than the others. Fire people are quick and impatient, wind people restless, earth people quiet and hard to persuade. This is not a rule, but every instructor has observed it.

And almost all of them sense the weather. A thunderstorm announces itself to them hours in advance, as pressure behind the eyes. Some say they sense rifts in the same way, shortly before they open. The Science Branch has been investigating this for years.

RULE: SOURCES AND RADIUS

Fire Control needs no source. Elemental Focus needs one: existing fire or water within range.

Windstorm and Earth Tremor take effect in a radius around the Elementarist, who is not affected themselves. Windstorm only hits opponents, Earth Tremor everyone in the area.

What once burns continues to burn according to the rules for fire from the Core Rulebook until someone extinguishes it.

The First Spark

The manifestation of an Elementarist is almost always an event that the local newspaper reports on. A child's room burns out, and the child inside remains unharmed. Lightning strikes the same house three times. An earth tremor shakes a village where there has never been an earthquake. Many young Elementarists are first found by the police as arsonists and spend weeks in custody before an officer with unusual questions appears.

D6	What happened when it began
1	Your room burned out. You did not
2	A thunderstorm stood over your village for three days and only moved away when you had fallen asleep crying
3	The schoolyard got a crack, right under your feet
4	You survived a lightning strike. Since then you hear the electricity in the walls
5	A forest fire bent around you like water around a stone
6	The police thought you were an arsonist. You spent three months in custody

No Fire

"No fire," Brandt had said in the car, three times, and the third time he had looked at Funke as he said it.

The chemical plant on the outskirts of Duisburg had been evacuated for six hours. Officially because of a leak in a chlorine tank, and the leak was real. What the fire brigade did not know: in the middle of the filling hall a rift had stood open since the morning, no larger than a door, and from it came something that moved along the pipes like a shadow that had lost its light.

Funke stood at the edge of the hall and felt everything at once. The gas, heavy and sluggish, pushing across the floor. The heat in the pumps. The electricity in the cables, a humming like wasps. And the warmth in his own hands, just waiting for him to let it go. A single spark, and the hall would be a fireball. The thing from the rift too. And the cell with him.

He knew the images of Zunder so well that he could have listed them in his sleep. Zunder in the burning forest, the fire behind him like a cloak. That was what Funke wanted. To be like that once.

“Funke,” Brandt said over the radio. “What are you doing?”

“I’m thinking.”

“Think faster.”

Funke took his hands out of his pockets. Not the fire. The air. He drew it together, everything that was in the hall, one deep, long breath, and then he pushed it out, through the open gates into the night. The windstorm tore the gas along with it like a sheet from a line. The cell coughed, their eyes watered, but everyone could breathe.

The thing at the rift turned to face him. It had no face, but it looked at him.

Beneath the filling plant lay an old concrete slab, and beneath the concrete slab was earth. Funke knelt down and placed both hands flat on the ground. The tremor ran through the hall like a wave through a sheet. The walkways above the rift buckled and crashed down onto the shadow, two tonnes of steel, and Moth, who had been standing too close, fell with them, two metres deep, and cursed in three languages.

Then Raven did what Investigators do on such nights, with salt, chalk and a book older than the Choir, and the rift closed.

In the Observer’s report the next day there was a single sentence about Funke: *Subject showed control*. Nobody had filmed it. Nobody would ever know. Funke was in a bad mood all day.

In the evening, an old Telepath sat down with him in the canteen, one of those who hardly spoke to Elementarists. He said nothing. He put a beer in front of him and tapped two fingers to his forehead, where the helmet rim sat.

It took Funke a while to understand that it was a greeting.

The New Ones

Before 2011, the Choir barely knew any Elementarists. The files contain a handful of cases: a Sami boy from Kiruna who could call snowstorms in the fifties and disappeared into the ice at nineteen, a woman from Naples who attracted lightning in the seventies, a few arsonists who were not arsonists. Nobody knew how to train them, and most of these early Elementarists did not live long.

With the increase, that changed. In 2012, Hold-2 had for the first time a whole year group of Elementarists, twelve cadets between fourteen and nineteen, and no one to train them. The Choir asked the Collegium for help. Two Thaumaturges who mastered fire magic and an old meteorologist from the Science Branch developed in a single winter the exercises by which Elementarists still learn today. The older Psions have never quite forgiven this. In the Choir, people still say that the Elementarists learned from the crystal people.

In 2017, Zunder extinguished the fire in Portugal. Since then, Elementarists are no longer just the new ones, but the new ones with a legend, and that has changed a lot. Today, about one in five Psions is an Elementarist, and almost all are younger than thirty. They have their own humour, their own music and their own way of painting helmets, mostly with flames, which the older ones find silly.

Legend: Zunder

The legend of the Elementarists is still alive. Codename **Zunder** extinguished a forest fire in Portugal in the summer of 2017 that spread against every wind because a rift stood open at its centre. Zunder went in alone, three kilometres through burning forest, and pulled the fire behind him like a cloak until it collapsed in on itself. He came back with burned hands and without hair. He was 19 years old. Since then, the older ones in the Choir no longer say quite so loudly that Elementarists can only destroy.

Training

Elementarists first learn extinguishing and then igniting. That is how the two Thaumaturges established it in 2012, and since then no one has dared to change the order.

- **The Candle.** A candle flame in a room with open windows. The cadet holds it steady for an hour while the instructors slam doors and switch on fans. Then they extinguish it without blowing.
- **The Boiler.** A concrete bunker with drains in the floor and extinguishing nozzles in the ceiling. Here the cadet may ignite for the first time, under supervision and in fireproof clothing.
- **The Weather Watch.** Two months at a remote weather station in the north, alone with an instructor. The cadet learns to read the weather before they change it.
- **The Stone Circle.** The cadet sits on the ground and senses what lies beneath: pipes, cavities, water, rock. Anyone who uses earth tremor without knowing what is beneath them will one day bring a house down.
- **The Extinguishing Exercise.** At the end, the cadet extinguishes a fire that another Elementarist has set, without water and without help. Whoever manages it gets their own helmet.

Play Styles

Every Elementarist has an element that lies closer to them, and a way of handling it. The powers and nodes mentioned are recommendations. New powers are in Chapter IV, all others in the Core Rulebook, Chapter VIII.

Play style	Description
The Arsonist	Deals more damage than any other Psion and must learn when to hold back. *Powers:* Elemental Focus, Energy Pulse. *Nodes:* Ember, Lightning Strike, Firestorm.
The Weather Woman	Changes the battlefield with wind, fog and rain and makes the cell invisible. *Nodes:* Wall of Fog, Weather Heart.
The Earth Caller	Holds opponents fast, makes floors tremble and walls collapse. *Nodes:* Elemental Sense, Earth Grip.
The Lightning Rod	Diverts current, disables electronics and likes working with saboteurs and hackers. *Skills:* Energy Manipulation, Technology. *Nodes:* Lightning Strike.
The Firefighter	Extinguishes, redirects and rescues. The Elementarist the other Psions most like to have along. *Powers:* Elemental Focus, Stabilised Breath. *Nodes:* Elemental Sense, Wall of Fog.
The Blacksmith	Heats metal, welds doors shut and burns open locks. Works closely with Engineers. *Skills:* Energy Manipulation, Engineering. *Powers:* Elemental Focus.

The Price

Elementarists pay with warmth. Every power that finds no source takes what it needs, and after a long engagement many Elementarists have blue lips and hands that do not stop trembling. Burns are part of the job. Hardly anyone still has both eyebrows.

The greater danger is the hunger. Fire wants to burn, and an Elementarist feels this wanting as if it were their own. Most learn to control it. Some do not. There are Elementarists who set fire to empty lots at night just to have the feeling, and there are Observers who mark every fire in the vicinity of their Hold on a map.

And Elementarists carry the mistrust of the Choir. They are young, they are many, and nobody knows why they suddenly exist. Every Elementarist has heard an older

Psion say they are a whim of nature. Most have learned to laugh about it.

OPTIONAL RULE: COLD HANDS

If an Elementarist uses fire powers three times or more in a scene without an open fire burning within 10 m, they freeze afterwards. Until they have warmed up for a quarter of an hour, they roll all DEX tests with −1 die.

A storm lighter in hand counts as fire.

D6	What the gift does to you
1	Your hands are always cold
2	You play with lighters when you think
3	You cannot sleep during thunderstorms
4	You smell rain a day in advance
5	When you are angry, your hair stands on end
6	Light bulbs break near you

In Play

- **You change the battlefield.** Think of terrain, weather, smoke and cover, not just damage.
- **The environment is your resource.** Ask the game master what is nearby: a gas line, a well, a pile of sand.
- **Watch out for your people.** Earth Tremor also hits allies, and fire does not ask whom it belongs to. Tell the cell before you start.
- **Fire is loud.** A blaze is harder to cover up than anything else a Psion causes. Consider who will call the fire brigade and what they will find.
- **The question for your character:** How does it feel to be the newcomer in a Choir that is older than your parents?

EXAMPLE: FUNKE MAKES THE GROUND TREMBLE

Two cultists (defence 1, armour 0, 5 HP) stand 4 m in front of Funke, Moth stands 3 m beside him. Funke uses Earth Tremor: 2 PSI, Doable (2), 5 m radius around him.

Funke has WIS 5 and Elemental Control 5, his Elemental Focuser gives +1 die: 6 white and 5 coloured dice. He scores 3 successes, the test succeeds.

Everyone in the area suffers damage 2, armour counts: the cultists each lose 2 HP, Moth with her light armour 1 HP. Then everyone rolls DEX + Acrobatics against Doable (2). Both cultists fail and fall prone. Moth scores 3 successes and remains standing. She says something unfriendly anyway.

Elementarist Equipment

The equipment from the Core Rulebook, described in more detail:

- **Elemental Focuser.** A bracer of blackened copper with a core of Alloy S. It is a focus device for elemental powers and gives +1 die on Elemental Control. It becomes warm when a fire burns nearby.
- **Protective Amulet.** The Elementarist's amulet gives +1 armour against fire, cold and electricity. It is not the same as the protective amulet from the Core Rulebook, Chapter X, which protects against influence. In the Choir it is therefore simply called the Fire Amulet.
- **Light Robe.** A wide coat of fireproof fabric. It does not count as armour, but whoever wears it does not catch fire.

Item	Effect
Storm Lighter	A brass lighter that burns even in a storm. A source of Elemental Focus that fits in any pocket, and the best medicine for cold hands. *Common, €40.*
Incendiary Capsules	Six glass capsules with a liquid that ignites immediately on contact with air. Thrown (DEX + Athletics, 10 m), they create a fire where there is none. *Rare, O.D.I.N.*
Earthing Band	A band of braided copper around the ankle. Damage from electricity is reduced by 1, and the wearer can work with Energy Manipulation on exposed wiring without endangering themselves. *Rare, O.D.I.N.*

The Others and Us

How Elementarists See the Others

Subclass	How Elementarists See Them
Telepath	The old ones. They act as if they invented the Choir. They did, after all. You still only talk to them when you have to.
Telekinetic	Colleagues. Same work, only colder. Telekinetics are the only ones who understand that sometimes you just have to break something.
Precognitive	They look at us as if they know how we end. Perhaps they do.
Psychic Healer	Without them we would have no hands left. Elementarists are the only psions who give their healers flowers.

"The old ones say we learned from the crystal people. True. And the crystal people say we taught them nothing. Not true."
Psion, codename Föhn

O.D.I.N. from the Elementarists' Perspective

For many Elementarists, O.D.I.N. is the only home they know. They were almost still children when the organisation found them, in remand, in care homes, in burned-down family houses, and they had hardly any life outside. They see O.D.I.N. like a strict family: you argue, you slam doors, and you stay.

This makes them loyal and rebellious at the same time. Elementarists complain louder than any other subclass about regulations, observers and helmets, and they still go on every mission they are called to.

What unsettles them is the question no one answers: Why do they exist? Why only since 2011, why so many, why so young? The instructors say no one knows. Some Elementarists have begun to search for themselves. Their observers write it down.

For O.D.I.N., Elementarists are the Choir's most powerful weapons and its greatest unknown. They are trained, deployed, and observed more closely than anyone else.

Example Character: Funke

Elementarist, *Cadet*. Tiago Ferreira, 22, grew up in Porto and, at thirteen, saw on television the images of the forest fire that Zunder extinguished. Two years later his room burned. He has a tendency to stupid bets, a fondness for lighters and a hero he has never met.

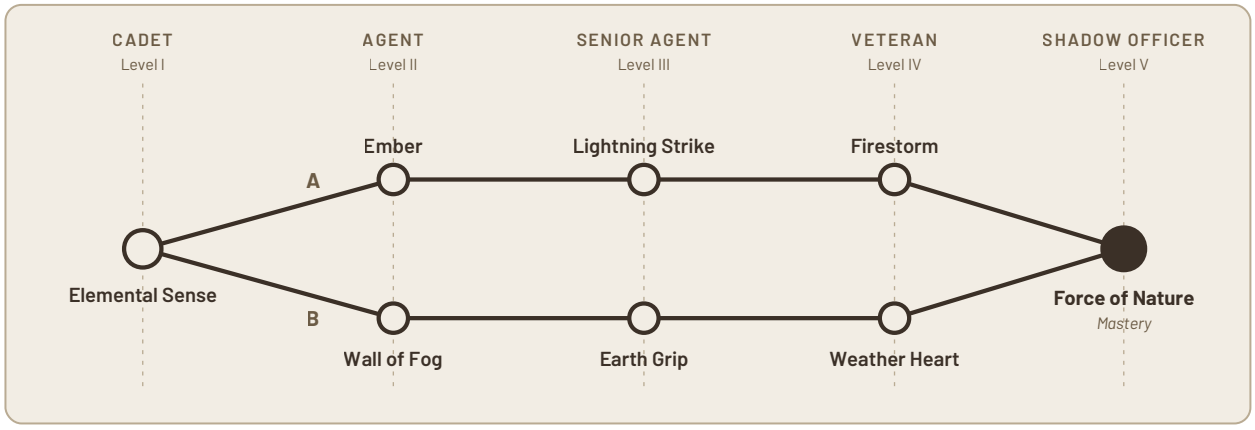
He is ready to play immediately.

Funke	Elementarist, Cadet
Attributes	STR 2, DEX 3, CON 3, INT 3, WIS 5, WIL 3, CHA 2, MAN 1, COM 2
Skills	Elemental Control 5, Mental Resistance 4, Dodge 4, Concentration 3, Psi Combat 3, Athletics 3, Toughness 3, Perception 3, Energy Manipulation 2, Survival 2, Firearms 2, Insight 1
Values	HP 12, Strain Threshold 9, Initiative 3, Defence 2, PSI Points 11
Abilities	Fire Control, Windstorm, Earth Tremor
Powers	Minor: Energy Pulse, Heightened Senses, Psychic Jolt. Moderate: Elemental Focus
Archetype	The Hungry

Equipment: Neuro-Helm, Elemental Focuser, protective amulet, light robe, Storm Lighter.

How to play Funke: You are loud, fast and always a little too close to the fire. You want to prove to the elders in the Choir that Elementarists can do more than burn. Fragment: The smell of ozone calms you.

The Elementarist's Branch



Level	Node	Effect
I	**Elemental Sense**	Passive. The Elementarist senses fire, power lines, water and cavities within 30 m. Elemental Focus costs 1 PSI less.
II A	**Ember**	Passive. Fire Control deals +1 damage. The target burns (weapon property Fire).
III A	**Lightning Strike**	3 PSI, 20 m, attack against defence. Damage 4 + margin, penetration 1. Electronics on the target fail for one round.
IV A	**Firestorm**	6 PSI, Hard (3), 20 m range, radius 10 m. Attack against every target in the area, including allies. Damage 3 + margin, Fire.
II B	**Wall of Fog**	2 PSI. Fog in a 10 m radius for one scene. Everyone in the fog gains +1 defence, ranged attacks into the fog take −2 dice.
III B	**Earth Grip**	3 PSI, radius 5 m. The ground holds all opponents fast. Each rolls STR + Athletics against the Elementarist's successes, otherwise they cannot move for two rounds.
IV B	**Weather Heart**	6 PSI, 10 minutes concentration. The Elementarist changes the weather within a one-kilometre radius for one hour: rain, wind, fog, thunderstorm.
V	**Force of Nature**	Once per mission. For three rounds, all subclass abilities cost no PSI points and gain +2 dice. Afterwards, 3 strain.

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