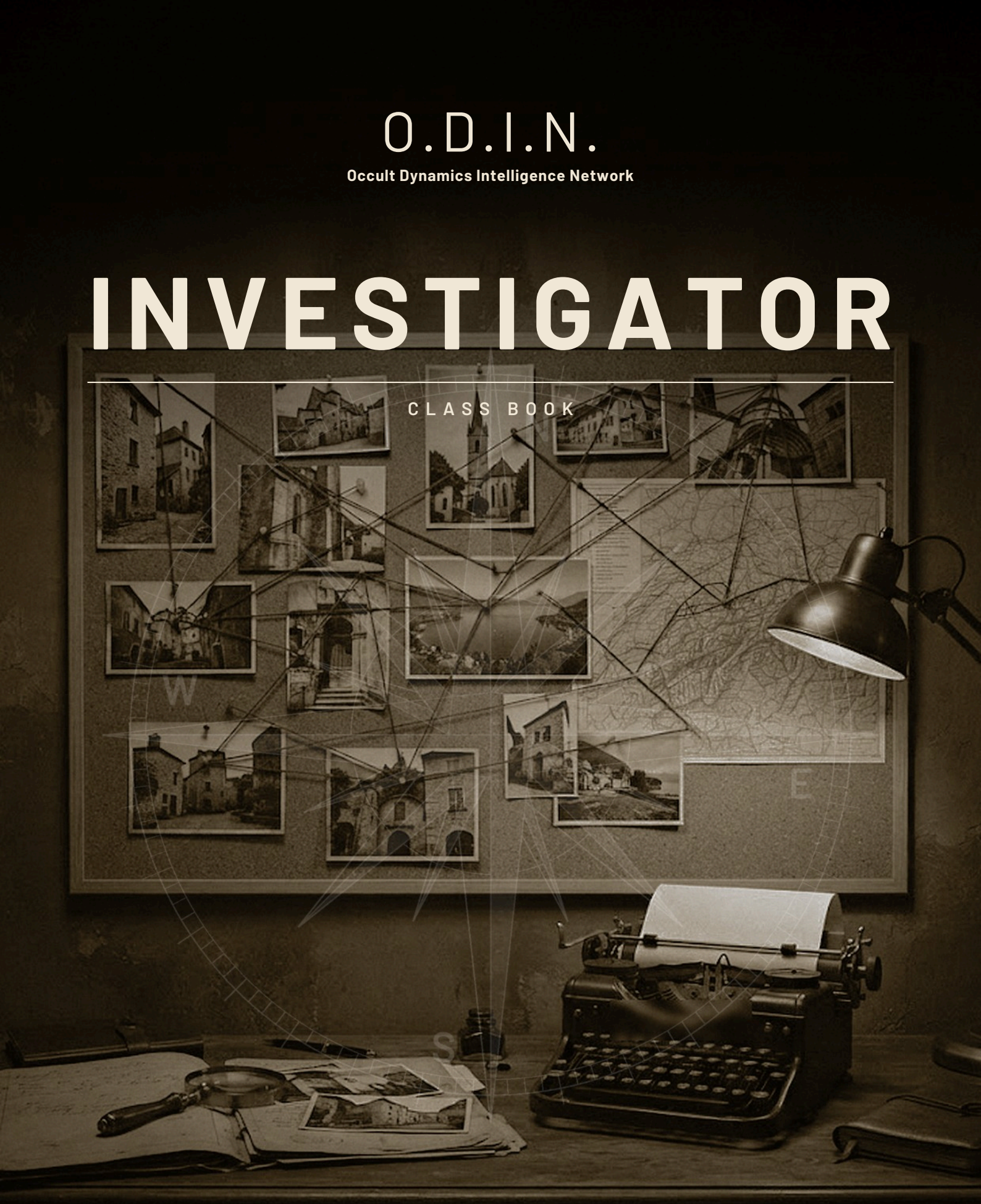
O.D.I.N.

Occult Dynamics Intelligence Network

INVESTIGATOR

CLASS BOOK



by David Ger

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PROLOGUE
THE CELLAR

Prologue: The Cellar

"Every case has a door you shouldn't open. You open it anyway. That's the job."
Kommissar Frank Möller, BKA, three days before his disappearance

The file had seven missing persons, and none of them matched the others. A pensioner from Kassel, a student from Göttingen, a bus driver, a midwife, two children from different families, a retired priest. Disappeared within fourteen months, within a radius of a hundred kilometres, without a farewell letter, without a quarrel, without a trace. The special commission had asked the BKA for support because they were at a loss. No pattern, the last report said. Lena Kowalski read the file for three weeks and found one.

She didn't find it in the statements, but in the calendars. She had asked the relatives for the appointment diaries, the mobile phones and the notes from the fridge and transferred every entry of the last two years into a table, because that was the work nobody else wanted to do. All seven had had a doctor's appointment in the months before their disappearance. Not for themselves. They had accompanied someone: a neighbour, a grandchild, a parishioner, a colleague who was no longer allowed to drive. Seven different patients, seven different occasions and always the same address. A practice in an old half-timbered house in Hann. Münden, which according to the Association of Statutory Health Insurance Physicians had been closed since 1994.

"Coincidence," said Frank Möller when she showed him the table. He was twenty years older than her, three times as sceptical and the best investigator she knew. "Small town. Everyone goes to every doctor there."

"To one that hasn't existed for thirty years?"

He looked at the table for a while. Then he took his jacket. "Drive there once," he said. "Then it's done."

The half-timbered house stood in an alley not far from the spot where the Werra and Fulda rivers meet. The windows were boarded up, the front door locked, and in the letterbox stuck the advertisement of a pizza delivery service that had not existed for years. But in the back yard a narrow staircase led down to the cellar, and at the foot of the stairs stood a door that had been freshly painted. Green. With a brass nameplate, polished bright: *Dr. med. H. Sander. Surgery by appointment*.

Frank knocked. Nobody answered. He pressed the handle, and the door opened.

Behind it lay a waiting room. Wooden chairs against the wall, a table with magazines, a coat rack with a single coat hanger, a calendar on the wall, open to March 1994. The magazines were from the same spring, and none of them was yellowed. Everything clean, everything tidy. And everything very quiet. Lena later remembered above all this silence. You could no longer hear the traffic outside, you could not hear the wind, you could not even hear your own breathing. It smelled of disinfectant and of something else that she could only place months later: of snow.

Behind the waiting room lay a second door with a pane of frosted glass. On it stood: *Treatment room. Please wait until you are called*.

"Wait here," said Frank.

"No," said Lena.

"Yes." He smiled, that tired smile he had for witnesses who didn't want to listen. "One of us has to stay outside. That's the rule. If I'm not back in ten minutes, you call."

He went in. The door closed behind him, softly, without anyone having touched it. Through the frosted glass Lena saw a shadow moving. Then two.

She waited ten minutes, as he had said. Then twenty, because she knew how much he hated being considered careless. Then she opened the door. Behind it lay an empty cellar room, damp, with bare brick walls, without furniture, without windows, without a second exit. On the floor lay Frank's service ID, opened, as if he had just shown it to someone.

And in the waiting room behind her, the calendar had turned the page. To the current month.

She called. The colleagues came, the forensics team came, the dog unit came. The dogs did not want to go down the stairs. They found nothing: no traces, no second exit, no Frank Möller. The practice in the cellar was, when the colleagues arrived, an empty storage room with a rusty door, and the brass nameplate lay bent in a puddle, as if it had lain there for years.

They didn't believe her. They believed that she had seen something, but not what. They transferred her to a department that compiled statistics. They sent her to a psychologist who told her that grief could take strange forms, and who advised her not to visit the cellar again. She visited it four more times. The door remained rusty.

Frank's daughter Nele called her in the second month. She wanted to know whether her father had said anything before he went in. Lena told her about the rule. Nele was silent for a long time and then said that was

typical of him: he had always wanted the others to stay outside. Lena hung up and only noticed afterwards that she was crying, for the first time since the cellar.

Six weeks later, a woman she had not let in was sitting in her living room. She was around sixty, wore a grey coat, and had made herself a tea in Lena's kitchen. On the table lay a grey file. On the cover was a number and beneath it a name: *Sander, H.*

"We've been looking for him since 1994," the woman said. "Before your colleague, seven people disappeared who had something to do with Sander, and probably more of whom we know nothing. You're the first to have seen his Door and still be here. Do you want to know what lies behind it?"

Lena Kowalski looked at the file. She thought of Frank's smile, of the rule, and of the twenty minutes she had waited. Then she said what everyone says who starts in this branch.

"Yes."

```
O.D.I.N. / INVESTIGATION BRANCH / GREY FILE
Case: SANDER, H. Opened 1994.
Threads: 7 missing persons (2024 to 2025). 1
missing person (MÖLLER, F., BKA).
Reassigned to: KOWALSKI, L. / Codename RAVEN
Note: The investigator has seen the Door and
has come back. So far the only one.
Status: open.
```

Chapter I.
THE TRACKERS EMERGE

File Zero

"I have searched for murderers for twenty years. In Solberg I saw a crime scene for the first time where the crime had not yet been committed."
Detective Inspector Viktor Hallström, 1947

The first file of the Investigation Branch is older than O.D.I.N. It was opened on 4 December 1938 by a Swedish detective inspector named **Viktor Hallström**, who had been sent from Stockholm to Lake Solberg. In a sanatorium for children with nervous disorders, nineteen adults had disappeared in a single night, doctors, orderlies and guards, and the thirty-one children who lived there had been sitting on the floor of the dining hall since morning, in a circle, singing. The district constable had called Stockholm because he did not know whether it was a crime. Hallström did not know either. He went anyway.

He arrived on the evening of 4 December. The children were still singing. He found the report of the village pharmacist, who had been sitting with them as the only guard since the morning of 3 December, even at night, twelve pages in a neat hand. Her name has not been recorded. He found the coats of the missing on their hooks and their cars in the yard. He found thirty-one chairs in the dining hall, standing in a circle, although no one remembered putting them that way, and the children were not sitting on them, but in front of them. He found circles drawn in pencil on the wall of the hall, under the wallpaper, which someone must have drawn decades earlier, when the house was still a manor house. And he found no explanation.

At noon on 5 December, the children stopped singing, all at once, in the middle of a note. On the night of 9 December, they were gone. The constable at the gate had seen nothing, and who took them is not in File Zero either.

Hallström's superiors closed the case after three months. Hallström did not. He took the file home, and for nine years he added to it: newspaper clippings, witness statements, letters from police officers in other countries who had experienced similar nights and found no one to listen to them. When in 1947 a letter with the abbreviation O.D.I.N. lay on his desk for the first time, Hallström was the only person in Europe who possessed a complete list of all unexplained events since 1938. He was offered a position. He brought the file with him.

In the Investigation Branch, it is still called **File Zero** today. It is the oldest file that was never closed.

The Registry

In 1948, Hallström founded the **Registry** in Stockholm, the forerunner of the Investigation Branch. Its task was simple and impossible: to collect every unexplained event in Europe that might have to do with rifts, crystals or psions, and to find patterns in them. Hallström worked with two secretaries, a translator and a wall full of maps, in three rooms above a tobacconist's shop, which were officially an insurance agency.

In those years, he invented the system that still applies to all of O.D.I.N. today: the **file colours**. A Grey File for a suspicion, a Red File for a confirmed threat, a Black File for what one does not speak about. The White File came later, and it has its own history. And he invented the rule that every Investigator still learns today: *Before a Red File is opened, there is almost always a Grey File. You just have to read it in time.*

The First Employees

Hallström did not only look for police officers. He looked for people who had got stuck at a point where others would have moved on. In 1949, he brought in a librarian from Uppsala who searched old manuscripts for circles for him, the first **Folio**. In 1950 came **Greta Sundqvist**, a mathematician who had decrypted radio messages during the war. In 1952, he asked **Dr. Karin Ek**, a young psychiatrist from Uppsala, to look at the reports of the children from Solberg. And in the winter of 1938, an old woman in a village by Lake Solberg had shown him how to scatter salt. He never employed her. He visited her every year until her death, and afterwards her family.

Today, the five subclasses of the Branch trace their origins to these people: the Antiquarians to Folio, the Cryptanalysts to Sundqvist, the Profilers to Ek, the Paranormal Detectives to Hallström himself and to the Salt Woman. The Journalists came later, in 1963, with a reporter who did not publish a story. Their chapters from Chapter VII onwards tell how that came about.

The Wall

Every Hold of O.D.I.N. has a Wall. It belongs to the Investigation Branch. On it hang maps, photos, newspaper clippings and notes, connected with red threads, and every Investigator in the Hold works on it. The Wall was Hallström's idea: he believed that patterns do not emerge in files, but in the space between them, when you hang them side by side and look at them long enough.

The walls of the Holds are the most secret places at O.D.I.N., more secret than the crystal archives. Whoever sees a wall sees what the Investigation Branch suspects. And some of what the Investigation Branch suspects should be known by no one else, not even the Council.

The Cases

The history of the Investigation Branch is a history of cases.

- **1953, Kiruna.** The Registry had opened a Grey File on the mine near Kiruna six months earlier, because of missing dogs in the area. Hallström read it and set it aside. In February, eleven soldiers and a Thaumaturge did not return from the tunnel. Since then, the Investigation Branch may send Grey Files directly to the Council, and since then there is the **White File**: Nothing strange is filed anymore without someone having read it.
- **1961, The Veil Protocol.** The Registry became the Investigation Branch. Hallström got a seat beside the Council, not in it. He is said to have said that he preferred it that way: That way he could observe it.
- **1971, The Cascade.** Investigators reconstructed the night in Wales minute by minute. The voices in the hall fell silent at 22:10. Their report also shows that Kantor wrote letters to an address in Sweden in the weeks before the Cascade. The recipient was never identified.
- **1977, Nordlicht.** The Investigation Branch opened a Black File. It is the only Black File that is not with the Council, but in the Registry in Stockholm, because Hallström wanted it that way. The clocks in the base had stopped at 22:10. Hallström was the first to put the two times side by side.
- **1989, Elster.** The Investigation Branch conducted the investigation of the betrayal. It found out how Elster got the list. It never found out who it went to. The final report ends with a sentence that the Council had blacked out.
- **2011, The Accumulation.** The Grey Files doubled in one year. Since then, the Investigation Branch works more than any other, and it finds patterns that it does not like.

From Hallström's Notebooks

"An investigator does not write down what they know. They write down what they do not yet understand."
Viktor Hallström, 1949

Hallström left behind 61 notebooks, black oilcloth, all identical, from 1938 to 1985. They lie in the Registry next to File Zero. Every new Investigator gets to read the following entries before they work at a wall for the first time.

```
5 DECEMBER 1938, SOLBERG
Thirty-one chairs in a circle. The pharmacist
swears she did not place them like that. The
children say someone called, and the chairs
were not for them. This afternoon they stopped
singing. No one is lying. That is the worst
thing about this case.
```

12 MARCH 1953, STOCKHOLM

Kiruna. Eleven soldiers, one Thaumaturge. The Grey File had been in my cabinet for six months. Missing dogs. I read it and set it aside. I will never again set a file aside without reading it a second time. From tomorrow, every strange thing gets a file. A white one.

20 OCTOBER 1971, STOCKHOLM

Kantor wrote letters to Sweden before the Cascade. To an address that does not exist, in the neighbourhood where I live. I walked past it today. The house stands. The number is missing.

16 FEBRUARY 1977, STOCKHOLM

Nordlicht. The clocks stand at ten past ten. In Wales it was also ten past ten. I read the report from Wales three times. I did not set it aside.

LAST ENTRY, 1985

I have searched outward all my life. The threads lead inward.

Hallström

Viktor Hallström led the Investigation Branch until 1979. He handed it over on a Monday morning, without ceremony, to a woman he had chosen himself as his successor, and went home to his own wall, which he had hung in the study of his flat, against every rule of the Branch. He died in 1985 in Stockholm, eighty-four years old, at his desk, on which File Zero lay. He was found with a red thread in his hand, which he apparently was about to hang on the wall. Where to, no one knows.

The Audit collected the wall from his flat that same morning, numbered thread by thread, and brought it to the Registry. Nothing was missing, says the protocol. The three Investigators who had seen the wall before say something different. The thread from his hand now lies in an envelope in File Zero, and next to it a note in his handwriting, two words:

Not outward.

The Investigators have argued for forty years about what he meant by it. Most believe he found a clue that did not come from the world, but from O.D.I.N. itself. Some believe he meant it as an order: What he found must not leave the Branch.

After Hallström

His successors called themselves, like him, **Registrar**, and they ran the branch as he had built it: with paper, patience, and a Wall. In the eighties, the first computers arrived in the Registry. The Cryptanalysts loved them, the Antiquarians distrusted them, and Hallström refused to touch one until the very end. After the betrayal of 1989, the Audit was tripled, and the branch gained enemies within its own house for the first time.

In 1994, a neighbour in Hann. Münden reported that the old country doctor from the half-timbered house had gone down into his cellar and not come back up. The police found an empty cellar. The Registry opened a Grey File because the doctor, Dr. H. Sander, had practised in the town since 1958 and did not appear in any register of residents before 1958. The file lay in the cabinet for thirty-one years. No one set it aside. There was simply nothing that could have been added.

The Accumulation

Since 2011, the files have been coming in faster than the Registry can read them, and they are not becoming fewer. White Files pile up in every Hold, and the cadets who are supposed to read them are younger than ever before. The Wall in Stockholm had to move to a larger room twice, and during the second move, an Investigator noticed that it looked different from before without a single new thread, as if the cards had rearranged themselves in transit.

The Investigation Branch is today larger, faster, and more tired than in Hallström's time. Its Investigators find more than they can examine. In the spring of 2025, a BKA detective inspector saw a green Door in a cellar in Hann. Münden. Since that day, the Sander file no longer lies in the cabinet.

CHRONICLE OF THE INVESTIGATION BRANCH, AGENT CLEARANCE

1938: Hallström in Solberg. File Zero.

1948: Founding of the Registry in Stockholm. The file colours.

1953: Kiruna. The White File. Grey Files have gone directly to the Council ever since.

1961: The Registry becomes the Investigation Branch.

1971: Reconstruction of the Cascade. Kantor's letters to Sweden.

1977: Nordlicht. The Black File in Stockholm.

1979: Hallström hands over the branch.

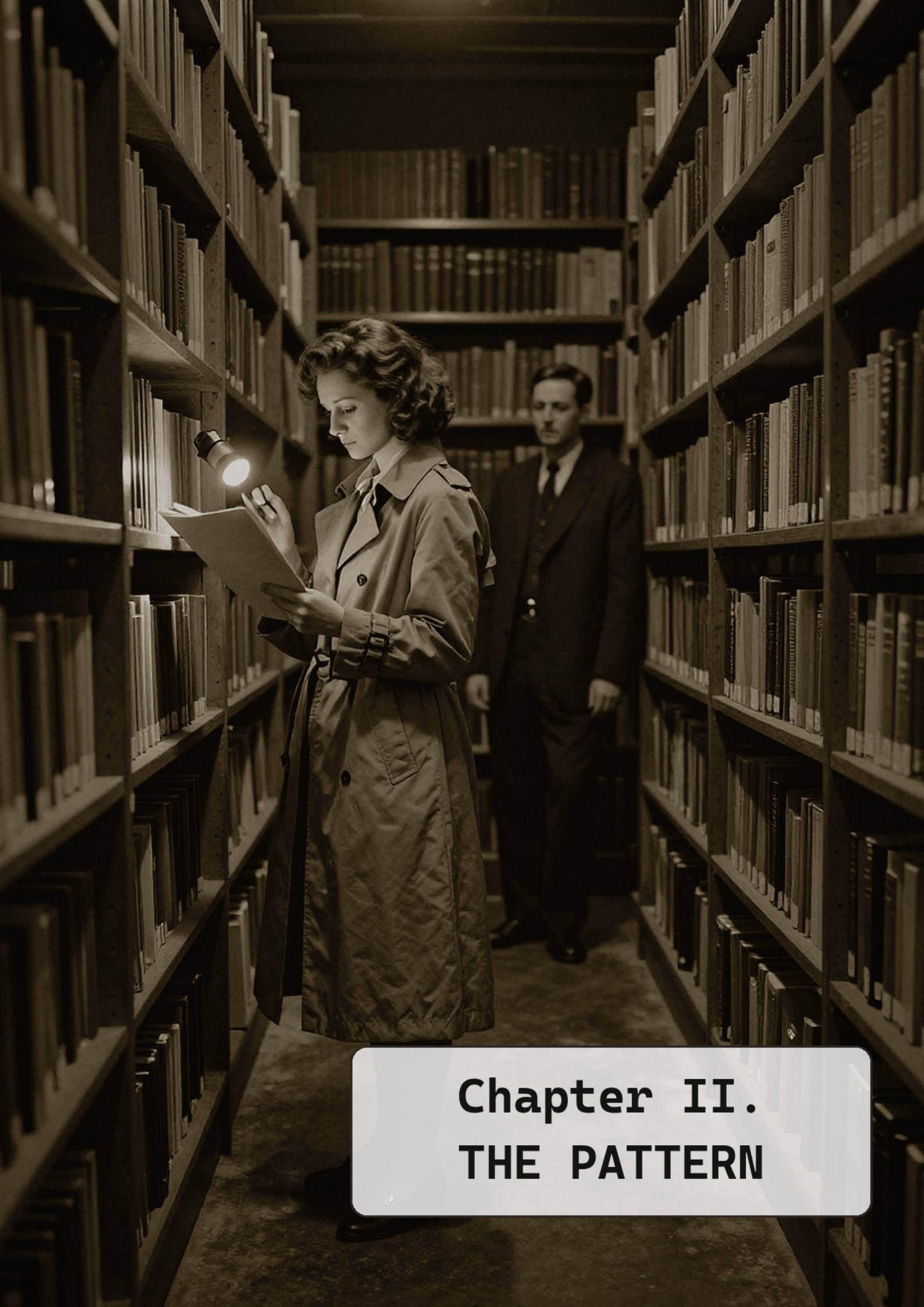
1985: Hallström's death. The last thread.

1989: Investigation Elster. The Audit is tripled.

1994: Grey File "Sander, H."

2011: The Accumulation. Grey Files double.

2025: Hann. Münden. The green Door.



Chapter II.
THE PATTERN

O.D.I.N. from the Perspective of the Investigators

"Every branch considers itself the backbone of O.D.I.N. The Council lets them believe it. It keeps them busy."
Unknown Shadow Officer, quoted on every wall

Investigators see O.D.I.N. differently from all other branches, because they are the only ones who see the whole. A Soldier knows their squad, an Agent their legend, a Scientist their laboratory. An Investigator knows the files, and the files lead through all branches, through all Holds, through all decades. Whoever reads long enough sees how the pieces fit together.

That makes Investigators valuable and feared. They find cults before they strike, collectors before they buy, rifts before they open. But they also find mistakes: in operations, in reports, in decisions of the Council. And they find gaps. Files that are missing. Entries that are redacted. Threads that lead inward instead of outward.

The File Colours

Hallström's system applies to all of O.D.I.N. to this day. Every operation begins with a file, and the colour of the file says how serious it is. The Core Rulebook describes the four colours from the perspective of a cell. For the Investigation Branch, it is more important who keeps a file, because whoever keeps it determines who may read it.

Colour	Meaning	Who keeps it
White	Observation. Something is strange, but not dangerous. Operations of this kind often serve training.	The Investigation Branch, read by Cadets
Grey	Investigation. The situation is unclear, there are clues, but no certainty. Most operations begin grey.	The Investigation Branch
Red	Immediate intervention. Human lives or the stability of reality are directly threatened.	The handler
Black	Officially non-existent. The Council has taken over the matter.	The Council, with one exception in Stockholm

Most White Files remain white. A calf with two heads, a radio that plays a children's song at night, a church tower clock that stops at the same time every evening. A Cadet reads them, checks them, and files them away, and in nine out of ten cases there is nothing behind it. The tenth is the reason why White Files exist.

How a File Changes Colour

A file becomes grey when an Investigator finds two clues that fit together and with nothing else. It becomes red when the handler decides that someone is in danger, and that usually happens on a night when the Investigator who made it grey cannot sleep. And it becomes black when the Council collects it. No one in the branch has ever seen how that happens. The file is in the cabinet in the evening and no longer there in the morning, and in the index there is a new number with an abbreviation.

Files can also go the opposite way. A Red File that is closed goes back to the Investigation Branch, which files it as grey, because almost every closed case leaves a question behind. Thus a night with deaths becomes a file that someone will read again in ten years.

The Audit

In the Investigation Branch there is a department that the other branches do not like to talk about: the **Audit**. It investigates O.D.I.N. itself. Failed operations, vanished crystals, agents who did not return. After 1989 it was tripled. It has reconstructed Elster's path, it has examined Asklepios, and every year it checks whether the transcripts of the Crystal Ledger in the Collegium match.

The Audit reports to the Council, and only to it. Some Investigators believe that is why it is never allowed to find everything. Others believe that it finds more than it reports. And some have noticed that files requested by the Audit sometimes come back thinner than when they went in.

The Registry Today

The Registry in Stockholm still exists. Today it is the central archive of the Investigation Branch, in an inconspicuous office building near the main station, with four basement floors full of files. File Zero lies in the lowest one, in a steel cabinet with two locks. The Registrar has one key. No one knows where the other is. Hallström never returned it.

Every Investigator visits the Registry at least once in their career to read File Zero. That is tradition. They may stay for an hour and take notes. Most leave the room in silence. Some come back years later to see if anything has changed. It has. File Zero is supplemented, by Investigators from all over Europe, every time someone finds a thread that leads to Solberg.

The Registrar

The Investigation Branch is still run from Stockholm, and whoever runs it bears Hallström's old title. The current **Registrar** has been in office for eleven years, in her early sixties, with a grey coat she does not take off even in the office. She is the only one in the branch who knows every Investigator by their real name, and the only one who has taken to making tea in other people's kitchens. She rarely recruits herself. When she does, it is because a case interests her, and the Investigators she has brought in are recognisable in the branch by the fact that people trust them a little more and watch them a little more closely.

The Unwritten Rules

- **One Stays Outside.** At every door when you don't know what's behind it. The Soldiers have had the rule of two squads since Nordlicht. Since Hann. Münden, its little sister also applies to Investigators who previously thought such a thing was only for Soldiers.
- **Write down the question before you look for the answer.** Otherwise you find the answer you want.
- **No thread without two ends.** A clue that leads to only one place is a coincidence. One that leads to two is a pattern.
- **The Wall stays in the Hold.** No photos, no copies, no sketches outside.
- **Read File Zero.** Once. And then read it again, ten years later.
- **If a thread leads inward, don't pull on it alone.**

```
RUMOURS OF THE WALL (D6)

1: Hallström gave the second key to the steel
cabinet of File Zero to someone. It was not an
Investigator.

2: The redacted last sentence in the report on
Elster is a name. It belongs to a member of
the Council.

3: In every Wall in every Hold there is a
thread that no one has hung up.

4: The Registry has a file on every agent at
O.D.I.N. Also on you. It is grey.

5: The circles on the map of the Lab Coats and
the circles on the Walls are the same. You
just have to lay them on top of each other.

6: Frank Möller, who disappeared in Hann.
Münden, wrote a postcard to his daughter two
months ago. It was dated 1994.
```

Living with the Pattern

Training

Investigators almost all come with professional experience: police officers, journalists, historians, psychologists, programmers, archivists. They bring the craft of investigation with them. What the branch teaches them is how to investigate when the perpetrator is not human, when the crime scene changes, and when the witnesses sing in their sleep.

Training lasts five months, half in Stockholm, half on real files. New Investigators start with White Files, a stack per week, and then read old Grey Files, reconstruct them, look for the mistakes that were made back then. The instructors say you learn nowhere as much as from a file that was read too late. The first one every recruit gets is the one about the vanished dogs of Kiruna.

Between Missions

Most Investigators spend their time at the Wall and in the files. They read newspapers from all over Europe, follow police reports, go through old cases. Many work on the side in their old profession, as a journalist,

lecturer, or bookseller, because that is a good cover and because it helps them not to lose contact with the world.

Codenames

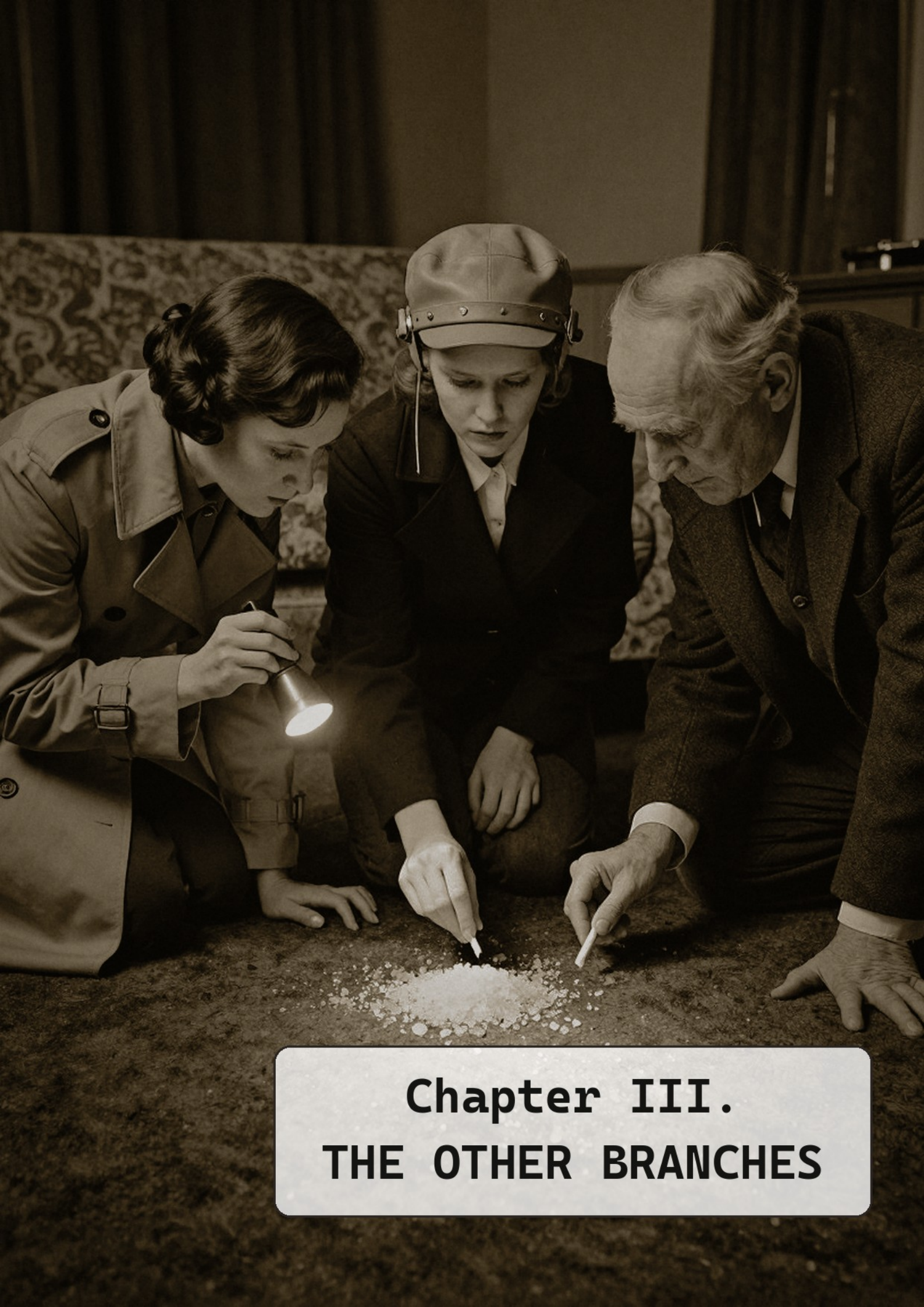
Investigators get their codename from the Registry, and the Registry almost always takes it from the first file a recruit has closed or opened: a word from a witness statement, an animal that was at the crime scene, an object that did not belong there. Whoever wants to understand their codename only has to read their first file again. Most never do. A single codename is inherited, and the Antiquarians watch over it: Folio.

The Wall at Home

The rule says that the Wall stays in the Hold. Most Investigators stick to it. But in many flats, behind a cupboard door, under a picture, or on the back of a shelf, there hangs a small Wall: three photos, two threads, one question. Hallström had one that filled an entire study. The Registry knows about it and says nothing as long as the Wall at home does not become larger than the one in the Hold. When it does, the Investigator gets a visit from a colleague who kindly asks how they sleep.

The Price

Investigators pay with their peace of mind. Whoever has learned to see patterns sees them everywhere: in the news, in conversations, in the arrangement of cups on a kitchen table. Some of them are real. Some are not. And at some point it becomes difficult to tell the difference. The Investigation Branch has a word for it that no one likes to hear: **Suspicion**. Chapter IV explains what it means in the game.



Chapter III.
THE OTHER BRANCHES

The Trackers and the Others

"We work with all branches. We have a file on every branch. The two are connected."
Investigator, codename Spiegelbild

The Investigation Branch is the only branch that works equally closely with all the others. No mission begins without a file, and almost every Grey File has been read by an Investigator first. The other branches know this and appreciate it. They also know that the Audit belongs to the Investigation Branch, and they appreciate that less.

The Operations Branch: Agent

"The agent lies to the witness to make him talk. I listen to what he says then. We make a good pair, as long as he doesn't lie to me too."
Investigator, codename Raven

How the Trackers see the Agents: with professional distrust. An agent can make a witness talk, but he can also make him say the wrong thing. You never know if he tells everything he has heard. Journalists among the Investigators know the methods of the agents well, some too well.

How the Shadows see the Trackers: as those one should not lie to. Investigators find patterns, and lies leave patterns. The best agents like to work with Investigators, the worst avoid them. Since the investigation into Elster, many agents do not trust the Audit at all.

The Tactical Branch: Soldier

"The soldier sees an opponent. I see a person who was a bus driver three days ago. We need both perspectives."
Investigator, codename Raven

How the Trackers see the Soldiers: as protection at crime scenes that are not yet empty. And as people who need to be stopped before they shoot a witness. Since Hann. Münden, everyone in the branch knows why one of them has to stay outside.

How the Hammer sees the Trackers: as those who say where to go. A soldier without an Investigator often storms the wrong cellar. Many soldiers admire the patience of the investigators, even if they themselves could never work that way.

The Science Branch: Scientist

"The scientist says the blood at the crime scene is three days old. I say the witness is lying. Together we know it wasn't murder, but something worse."
Investigator, codename Raven

How the Trackers see the Lab Coats: as the best partners at the crime scene. Forensics, laboratory analyses, traces that no human sees. Many Investigators have solved their best cases with a Lab Coat. And the Audit knows the branch better than any other: Asklepios has his own cabinet in Stockholm.

How the Lab Coats see the Trackers: as kindred spirits. Both branches search for truth, only with different tools. The Lab Coats deliver findings, the Trackers turn them into evidence. Astrobiologists and Paranormal Detectives often meet at the same places and sometimes at the same corpses.

The Psionic Core: Psion

"She reads his thoughts. I read his file. In the end we both know he is lying, but only I can prove it."
Profiler, codename Spiegelbild

How the Trackers see the Psions: as a shortcut one does not quite trust. Investigators work with evidence, and a read thought is not evidence. The best cells use Psions to get to the right lead faster, and Investigators to substantiate it. And more than one Investigator has tried to find out where the Psions actually come from. The files on that are thin. Suspiciously thin.

How the Choir sees the Trackers: as natural partners. Investigators and Psions search for 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. But Investigators ask questions that Psions cannot answer, about their childhood, their parents and the scar behind the ear, and some Psions therefore avoid them.

The Arcane Branch: Thaumaturge

"The Thaumaturge says the circle at the crime scene is an invocation. I say someone drew it with chalk and started on the left. Together we make progress."
Investigator, codename Raven

How the Trackers see the Collegium: as experts one needs at every occult crime scene and better leaves outside at every witness interview. And as the branch with the most secrets. The Audit checks the Crystal

Ledger every year, and every year there are entries that only carry an abbreviation under “location found”. The Audit writes it in their report. The report never comes back.

How the Collegium sees the Trackers: as natural allies. Both branches read signs that others overlook. Antiquarians enjoy a respect in the Collegium that is otherwise only due to Magisters. Some of them have seen the Black Library.

The Subclasses Among Themselves

Subclass	Reputation in the Branch
Profiler	The Soul Readers. People don’t like talking to them because they hear more than you say.
Journalist	The Outsiders. They know more people outside O.D.I.N. than inside.
Cryptanalyst	The Night Shift. They find in mountains of data what others cannot find in weeks.
Antiquarian	The Keepers. They read what was written a thousand years ago and know why it matters now.
Paranormal Detective	The Cellar Dwellers. They go where the other branches count their dead.

One Crime Scene, Three Perspectives

Raven, the Paranormal Detective, stood with Echo, the Telepath, and Folio, the Thaumaturgist, in a flat in Hamburg where a man had been missing for three days. The door was locked from the inside, the chain on, the windows closed.

“No break-in,” said Raven. “No signs of a struggle. The coffee in the machine is three days old. He made it and didn’t drink it.”

“Someone was here,” said Echo. “Not him. A thought that lingered. Like a smell.”

“What kind of thought?”

Echo closed her eyes. “Waiting. Just waiting. For a very long time.”

Folio knelt beside the sofa and ran his finger over the carpet. “There was a circle here,” he said. “Drawn with salt and then vacuumed away. You can still see the grains in the fibres.” He picked one up, put it on his tongue and grimaced. “Not table salt. Someone consecrated this who knew what they were doing. Or who learned it without understanding it.”

“To keep something out?”

“Or to keep something in.” Folio stood up, and his knees cracked. “A circle has two sides. People always forget that.”

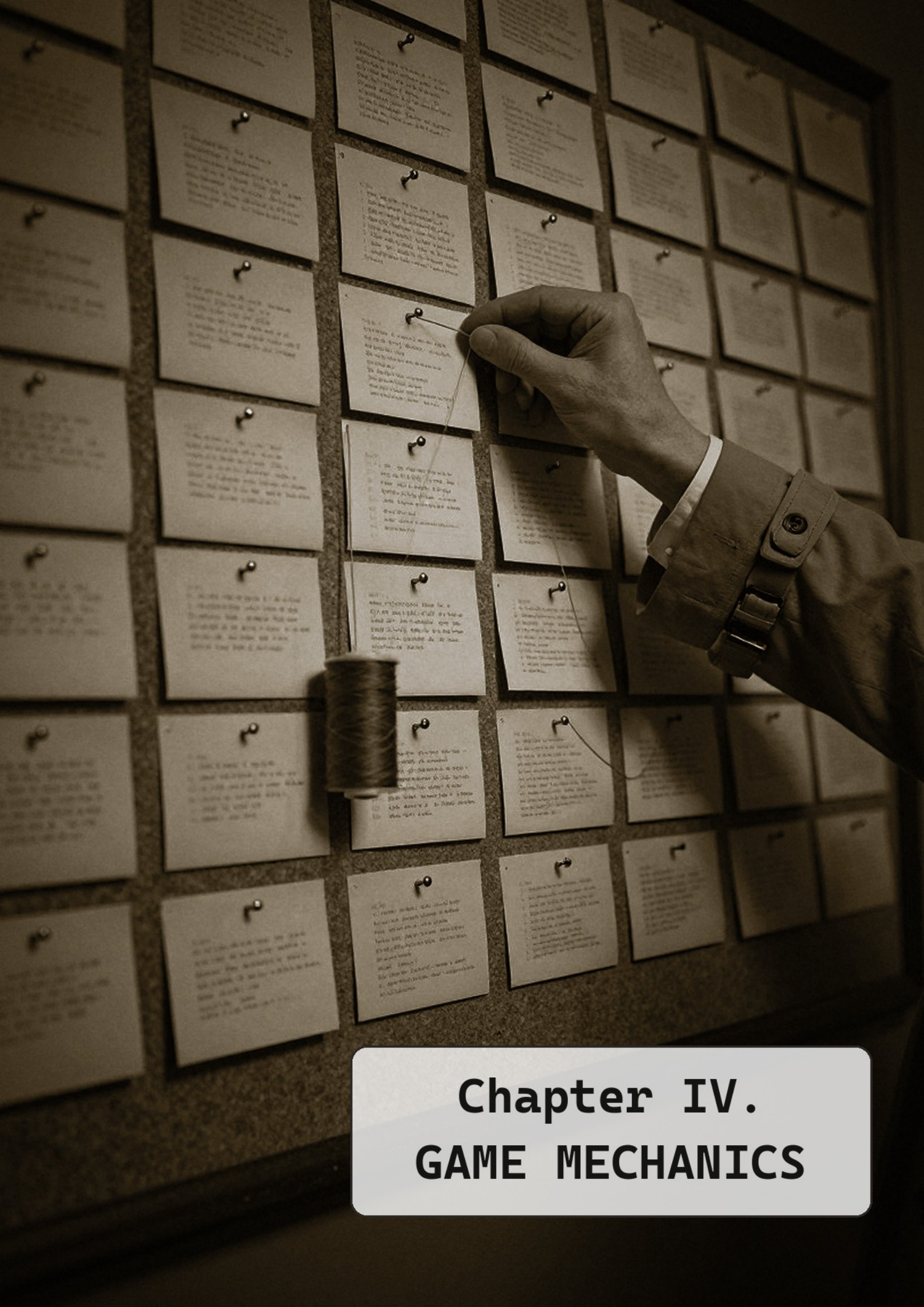
Raven nodded. She went into the kitchen, took the calendar off the wall and flipped back. On a Tuesday three weeks ago there was an appointment, in small handwriting, in ballpoint pen: *Frau Petersen, Dr. Sander. Accompany.*

She stood there for a very long time, and neither of the other two asked why. Then she took out her notebook and wrote down the address that was next to it. A new one. Not in Hann. Münden. In Hamburg-Altona.

“Who’s Frau Petersen?” asked Echo, who had seen what Raven was thinking and had not understood it.

“The neighbour from upstairs. Ninety years old. He took her to the doctor because she can no longer get down the stairs alone.” Raven closed the notebook. “She’s still there. He isn’t.”

“We need a Soldier,” she said after a while. “And this time I’m staying outside.”



Chapter IV.
GAME MECHANICS

The Five Glances

"Each of us sees the same room. Each of us sees something different in it. Together we see what happened."
Instructor, Registry Stockholm

This chapter summarises everything you need to create and develop an Investigator. Each of the five subclasses has its own chapter in this book with its history, its playstyles, an example character, and its pillar on the Wall.

Subclass	Focus	Bonuses
Profiler (VII)	People, lies, offender profiles	+2 WIS, +1 INT
Journalist (VIII)	Sources, access, public	+2 CHA, +1 INT
Cryptanalyst (IX)	Codes, data, patterns	+2 INT, +1 DEX
Antiquarian (X)	Artefacts, old writings, history	+2 INT, +1 WIS
Paranormal Detective (XI)	Crime scenes, ghosts, protection	+2 WIS, +1 WIL

Creating an Investigator

Investigators are created according to the rules in Chapter III of the Core Rulebook. Their core skills are Investigation, Perception, and Insight, each +1, and every Investigator begins with the branch's basic equipment: forensics kit, portable scanner, recording communication device, multi-tool, notebook, and torch with UV function. In addition, every Investigator begins with an **open case**, which Chapter V describes. Also think about which case brought you to O.D.I.N. 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.

A tip on attributes: clues, files, and codes run on Intelligence, people and crime scenes on Wisdom. Journalists live on Charisma. Do not forget Willpower, because Investigators face things one should not look at more often than others, and horror tests run on WIL. And think about your Hit Points: an Investigator with CON 2 and Toughness 2 can take two good hits, not three.

The First Case

D6	The case that brought you to O.D.I.N.
1	**Seven missing persons,** who had nothing in common except a doctor who does not exist.
2	**An article** you were never allowed to publish. Your editor-in-chief received a phone call.
3	**A code** in an old letter that turned out to be coordinates. At the location there was a hole in the ground.
4	**An offender** whose profile did not fit a human, and who was still a human.
5	**A manuscript** at an auction that no one wanted to bid on because it turned its pages at night.
6	**Your own name** in a file that was thirty years older than you.

What You Cannot Forget

D6	The detail from your first case that will not let you go
1	A calendar that turned its pages by itself.
2	A witness who hummed the same song as a child in another city.
3	A circle of salt, carefully vacuumed away.
4	A signature on a document, dated to a year in which the signatory was already dead.
5	An ID card lying on the floor of an empty room.
6	A sentence you accidentally heard in a corridor at O.D.I.N.

Why They Stay

Investigators stay at O.D.I.N. because they cannot stop. One case leads to the next, one answer to three questions. The following archetypes supplement the drives from the Core Rulebook.

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

The Hunter

They are looking for someone. An offender, a missing person, a truth. They are at O.D.I.N. because here they get the files they would otherwise never see. The

question for their play: What do they do when they find that person?

The Avenger

They have lost someone, at a crime scene no one could explain. They want to know why, and they want someone to pay for it. The question for their play: Is the truth enough for them, or do they need a culprit?

The Truth Seeker

They believe that the world has a right to truth, even if O.D.I.N. sees it differently. They collect, write down, preserve. The question for their play: When is the truth more dangerous than the lie?

The Archivist

They want to understand how everything is connected. Not one case, but all cases. They are the only one in the cell who has read File Zero twice. The question for their play: What if the pattern leads back to them?

The Guardian

They investigate so that others are safe. Every solved case is a prevented one. The question for their play: What do they do when the threat comes from O.D.I.N. itself?

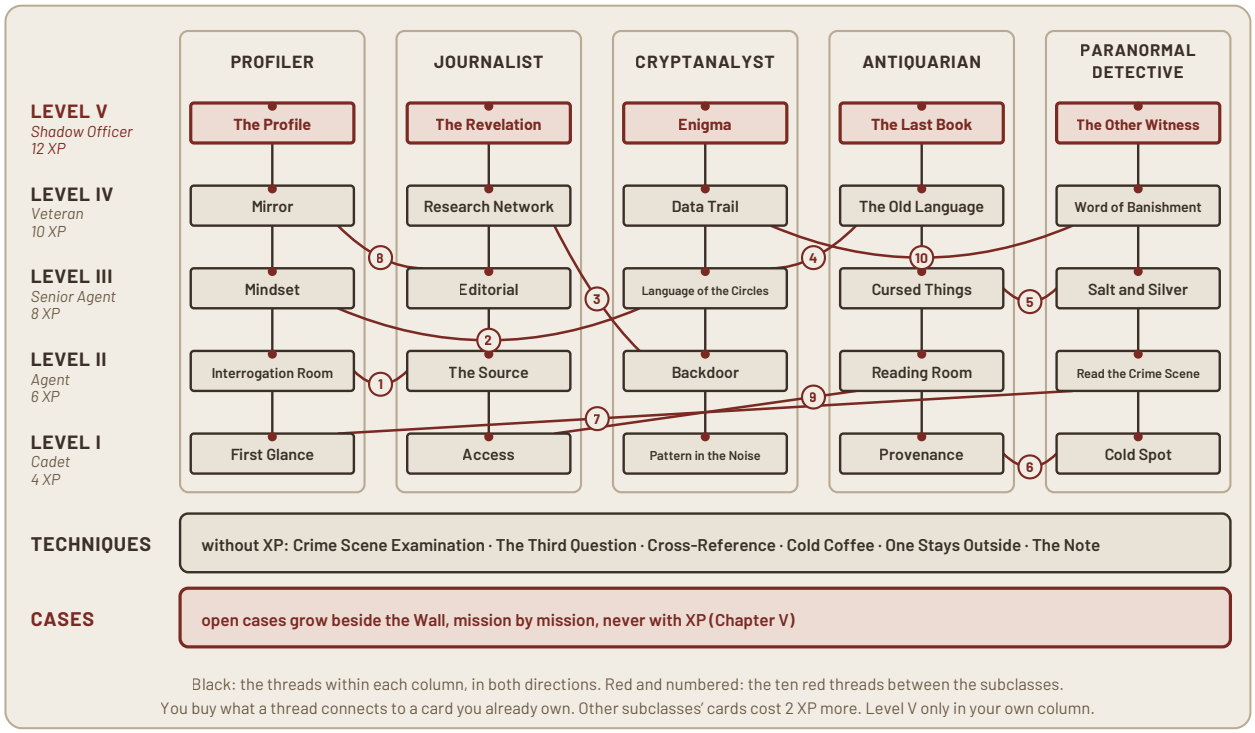
The Driven One

They cannot stop. They read files at night, they see patterns in newspapers, they no longer have a flat, only a wall. The question for their play: Who gets them out of there?

The Wall

"A case is not a tree. A case is a net. You enter it from anywhere, and if you're lucky, you get out again."
Viktor Hallström, 1952

Psions grow like a tree, Thaumaturges penetrate a Seal, Soldiers build an arsenal, Agents build a False Bottom, Scientists work in an Experimental Setup. Investigators hang their skills on the **Wall**: cards, connected by threads. Whoever holds a thread in their hand can follow it, even if it leads in a completely different direction. In the Registry, this wall really hangs, in the training room: index cards on pins, black yarn within a column, red yarn between the columns. Every recruit sticks their pin on the bottom card of their column on the first day.



Black: the threads within each column, in both directions. Red and numbered: the ten red threads between the subclasses.
You buy what a thread connects to a card you already own. Other subclasses' cards cost 2 XP more. Level V only in your own column.

Structure

- **Five columns.** Each subclass has five cards, one per level, connected with black threads. The Wall grows from bottom to top.
- **Red threads.** Ten red threads connect cards of different subclasses. They are the reason why the Wall is a net and not a tree. Each thread connects in both directions.
- **Buying.** A card may be bought when the Investigator has reached its rank and it is connected by a thread, black or red, to a card they already own. The level I card of their own column is always open.
- **Foreign cards** cost 2 XP more. Except for level V, there is no further limit: whoever follows a red thread can go further up and down along the black threads of the foreign column.
- **Masteries.** The level V cards are only open in your own column and only via the black thread from level IV. Whoever uses one takes 1 strain afterwards.

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

Active cards use the attribute and the skill that fit the action, and have the difficulty Doable (2), unless otherwise stated. The columns of the five subclasses are at the end of their chapters from Chapter VII onwards.

The Red Threads

Thread	connects
1	Interrogation Room (Profiler II) and The Source (Journalist II)
2	Mindset (Profiler III) and Language of the Circles (Cryptanalyst III)
3	Backdoor (Cryptanalyst II) and Research Network (Journalist IV)
4	Language of the Circles (Cryptanalyst III) and The Old Language (Antiquarian IV)
5	Cursed Things (Antiquarian III) and Salt and Silver (Paranormal Detective III)
6	Provenance (Antiquarian I) and Cold Spot (Paranormal Detective I)
7	Read the Crime Scene (Paranormal Detective II) and First Glance (Profiler I)
8	Editorial (Journalist III) and Mirror (Profiler IV)
9	Access (Journalist I) and Reading Room (Antiquarian II)
10	Word of Banishment (Paranormal Detective IV) and Data Trail (Cryptanalyst IV)

The Wall rewards cells with more than one Investigator, but it does not demand it. A Profiler who has learned Read the Crime Scene via the seventh thread is worth more at a crime scene than one who only reads faces. That is exactly what Hallström wanted: people who follow a thread, even if it leads them out of their field.

Suspicion

Whoever looks for patterns finds them, even where there are none. This is the counterpart to Resonance, Whisper, Echo, Fade and Contamination of the other classes.

> **RULE: SUSPICION**
>
> An Investigator's Suspicion is the number of their open cases with at least three threads, plus 1 if they possess the mastery of their column. Some rules increase it temporarily. That is then stated.
>
> Whenever the Investigator botches a test on Investigation or fails a horror test at a crime scene, the game master secretly rolls a D6. If the result is equal to or less than the Suspicion, they see a pattern. Whether it is real, they do not know. What that means is decided by the game master. The Game Master's Guide gives them suggestions.

The player knows their Suspicion, but not the roll. They only learn what their character sees, and that is the insidious part: the pattern feels exactly like any other. Investigators with high Suspicion tell of small things. One found the same word in three witness statements from three countries that none of the witnesses had used. One found the house number of her first crime scene in the timetable of her S-Bahn, every day at the same time. One hung a thread on his Wall that he did not remember the next morning.

Permanently, Suspicion can only be reduced in one way: with fewer threads. Whoever pulls a thread until a case falls below three threads, or whoever closes a case (Chapter V), reduces their Suspicion, because the case

no longer counts. That is why experienced Investigators rarely collect longer than they must. They know what every thread costs that they do not pull.

Techniques

All Investigators master the following techniques. They cost no XP and are available from the rank of Cadet, as a counterpart to the manoeuvres, tricks, and methods of the other classes.

Crime Scene Examination. Whoever examines a crime scene for at least ten minutes before touching anything gains +1 die on all investigation tests at that location.

The Third Question. Once per scene, the Investigator asks a witness the same question for the third time, phrased differently. If the witness is lying, they roll Deception with −1 die.

Cross-Reference. Once per mission, the Investigator connects two clues from different missions. The game master tells them whether there is a connection.

Cold Coffee. Once per mission, they retrieve an old, shelved file from the archive that fits the current case. The game master provides a clue from it.

One Stays Outside. If one member of the cell waits outside while the others enter an unknown location, the cell gains +1 die on all tests to flee or fetch help when leaving.

The Note. Once per mission, the Investigator may look up a sentence that another character said in this mission, verbatim, as if they had taken notes. They have taken notes.

```
RULE: LIMITS
Bonus dice from all sources, including
equipment and pieces of evidence, count
together as at most +3 dice on a single test,
as in the Core Rulebook.
Reductions from techniques, threads, and
pieces of evidence, that is, tests that become
one step easier because of them, count
separately, but together at most one step.
Automatic successes from drawn threads
(Chapter V) are not bonus dice. There is never
more than one automatic success on a test.
```

Example of Use: Techniques in the Block of Flats

Raven, now a Senior Agent, and Spiegelbild, the profiler, are working on a missing persons case in Hamburg. Three people have disappeared in one year, all from the same block of flats. Enigma is sitting in the car on the street.

One Stays Outside. Before they go in, Raven says it aloud so everyone hears. Enigma stays in the car. If the cell has to leave the building in a hurry, it has +1 die.

Crime Scene Examination. Raven examines the flat of the last missing person for ten minutes without touching anything. They find a circle in the fibres of the carpet under UV light and a calendar entry. +1 die on all further investigation tests in this flat.

The Third Question. Spiegelbild questions the caretaker. The third time, he no longer asks whether she noticed anything, but whether she had ever let a doctor into the building. She hesitates, and her Deception fails: The Third Question and Lie Detection cost her three dice. She admits to having let in a man with a doctor's bag, three times, each time a few weeks before someone disappeared.

Cross-Reference. Raven connects the calendar entry with the case from Hann. Münden. The game master confirms: There is a connection. Raven gets a new thread for their open case "Where is Frank Möller?".

Suspicion. Raven now has four threads in this case, more than their rank allows. They do not draw any of them, because they want to close the case, and for that they need the fifth thread. Because the case has at least three threads, their Suspicion is 1. When they botch an Investigation test during research in the Hold's archive that evening, the game master secretly rolls a 1. Raven sees a pattern: Their own name is in the address book of the last missing person. Whether that is real, they only find out later.

Investigating

No activity takes up more time in an Investigator's life than the search for clues. The following rules make it more than a single roll, without hiding the most important clue behind a die.

RULE: CLUES

Every crime scene, every archive, and every witness has a **core clue**: the one the cell needs to move forward. An Investigator who searches in the right place finds it without a roll.

Everything beyond that is a test: INT + Investigation for traces and documents, WIS + Perception for what does not belong there. The difficulty is Doable (2) for ordinary things, Hard (3) for supernatural things, and Very Hard (4) for places that someone has thoroughly cleaned.

Every margin is another clue: a time, a name, a direction. A critical success reveals something no one asked about. A botch makes the Investigator find a false trail that they believe is real.

RULE: RESEARCH

Research is a test on INT and the appropriate skill: Investigation for files and registers, History for old sources, Hacking for protected data. In the field, it takes one hour. In a Hold's archive, it takes half a day and gains +1 die; in the Registry, one day and +2 dice.

Big questions that go beyond a mission are an extended test (Core Rulebook, Chapter II). The game master sets the required successes, usually 8 to 15, and the Investigator rolls once between two missions. A botch resets the research to zero.

RULE: INTERROGATION

Anyone questioning a witness who is lying rolls WIS + Insight in an opposed test against MAN + Deception of the witness. If the Investigator wins, they recognise the lie, and each point of margin reveals what the witness is evading. On a tie, the lie is neither believed nor exposed.

Anyone who does not lie but remains silent is not seen through but persuaded (CHA + Persuasion) or put under pressure (COM + Intimidation).

The rule for the core clue is the most important in this chapter. An investigation never stalls on a failed roll: anyone who searches in the right place finds what brings the cell to the next location. The dice decide how much more they learn, how fast they are, and what it costs them. For players, that means: say exactly where you search. "I look at the underside of the drawer" brings more than "What do I find?".

Investigators in Combat

Investigators are solid in combat but not specialists, and the Core Rulebook says so clearly. Their strength lies before and after. Before, they know where the opponent is, what they want, and how to stop them, and they hold a thread that gives the cell the first round. After, they read the location and find out where it came from. In between, their place is where they can see: at the door, on the stairs, behind the Soldier.

Combat Example: The Laundry Room

Raven, Spiegelbild and Brandt descend into the laundry room of the tenement in Altona, from which a scratching comes. Enigma stays in the car. Behind the washing machines, a small rift has opened, and three Riftlings (Core Rulebook, Chapter XI) come through. They attack as a squad: one roll with 2 + 2 and +2 dice, damage 2, defence 2, 12 HP in total.

Before the combat. Raven hears the scratching on the stairs and takes the minute for her protective ritual: the whole cell receives +2 dice on horror tests for the scene. Then she scatters salt over the lowest step. Anything that comes out of the rift and wants to go up the stairs loses one action. Everyone then passes the horror test against Uncanny (1).

Round 1. The Riftlings (initiative 5) jump at Brandt, who stands at the bottom of the stairs. White: 5, 1, 6, 2, coloured: 4, 3, that is 3 successes against defence 2, so 1

margin: 2 + 1 - 3 (combat suit with helmet) = 0 damage. Brandt (4) fires with the assault rifle, DEX 4 and Firearms 4. White: 5, 6, 2, 3, coloured: 4, 5, 1, 2, that is 4 successes and 2 margin: 4 + 2 = 6 damage. One of the three crumbles to dust, a second limps. Raven (3) does not shoot. She searches with WIS 5, Occultism 5 and 2 white dice from Ghost Sighting for what the rift is attached to. The test would be Hard (3), thanks to Occult Recognition it is Doable (2), and Raven has 4 successes. Behind the second washing machine, a circle of chalk is drawn on the floor, and the rift hangs on it like a picture on a nail. Spiegelbild (2) hears it, runs ten metres and wipes the circle away with their sleeve.

Round 2. The rift is closed. The two remaining Riftlings crumble before they get another turn. It smells of ozone.

After the combat. Raven does her crime scene examination, ten minutes, without touching anything. Spiegelbild photographs the smeared circle. And Enigma reports over the radio: the washing machine behind which the circle lay was bought used a month ago, paid for with a card whose account no one has used since 1994.

What this shows. Spiegelbild did not fire a shot, and neither did Raven. But Brandt would have needed at least one more round to finish the squad, and without the circle the rift would have sent new ones.

Play Example: The Wall Grows

Spiegelbild, the Profiler, has just become an Agent and has 20 XP.

The options. He does not yet have First Glance (Profiler I), but the card of level I of his own column is always open. He can buy it for 4 XP. With that, Interrogation Room (Profiler II) would be open via the black thread, and via red thread 7 also Read the Crime Scene from the Paranormal Detective (level II, 6 plus 2 XP).

The decision. He buys First Glance (4) and Interrogation Room (6). With that, The Source from the Journalist is open via red thread 1 (level II, 8 XP). He buys it. 2 XP remain.

The consequences. Spiegelbild is now a Profiler with an informant. As a Senior Agent, he can go up via The Source along the black threads of the Journalists, up to Editorial, and as a Veteran from there via red thread 8 to Mirror in his own column. That is how the Wall grows: you follow the threads you hold in your hand.

Frequently Asked Questions

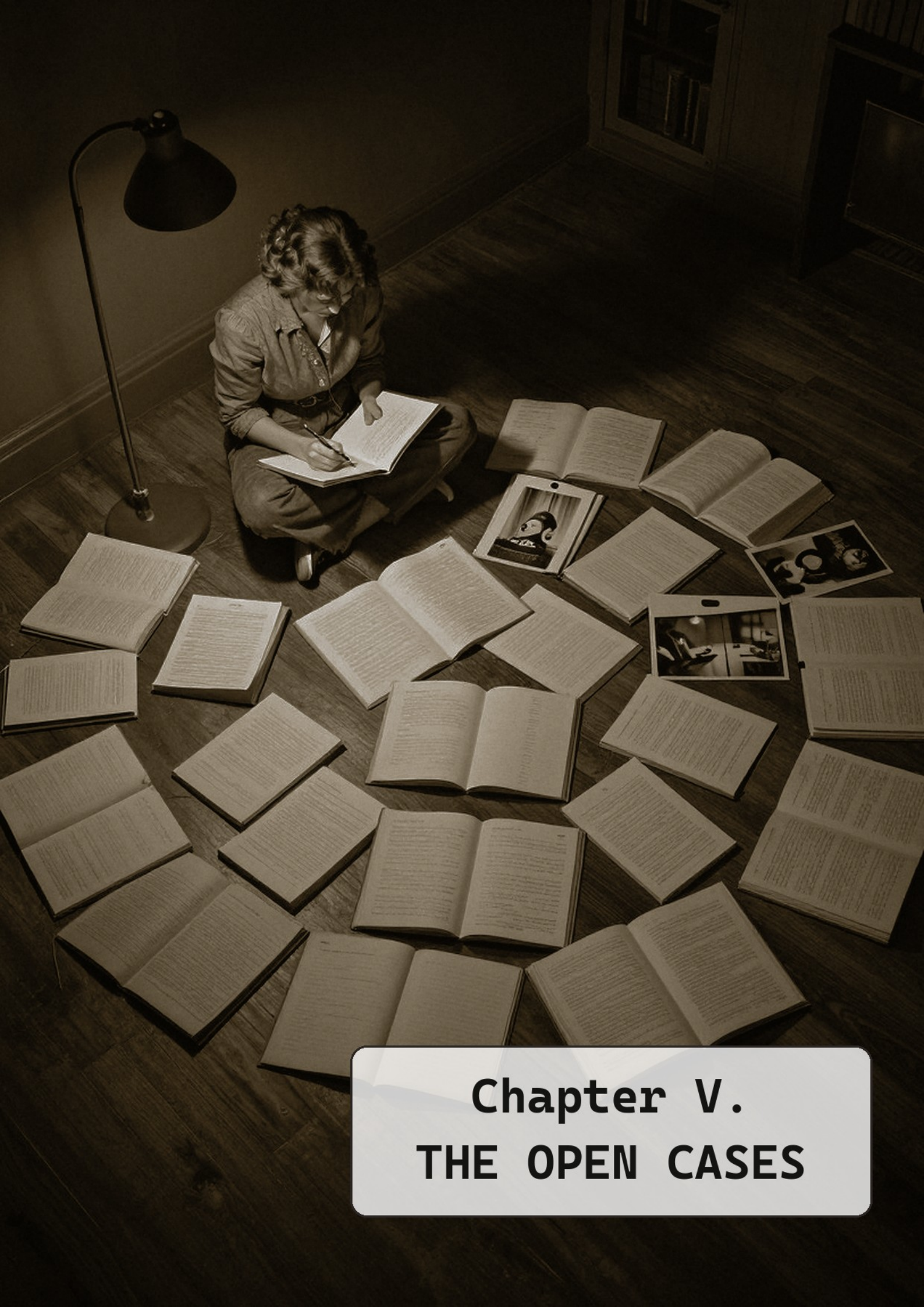
Can an Investigator buy a card that has no thread to their cards? No. The Wall rewards those who follow threads, not those who jump.

Do I have to buy my own column from bottom to top? No. A red thread can lead you into the middle of your own column, and the black threads connect in both directions. For level V, however, you need your own level IV card.

How far may I go into another column? Up to level IV, as far as your rank reaches. Each card there costs 2 XP more, and level V remains reserved for the subclass to which the column belongs.

Can other classes buy cards of the Wall? No. The Wall is the craft of the branch. But everyone in the cell can help an Investigator find a thread, and many threads are found by the others first.

What does my Investigator do when shots are fired? Take cover and look. Whoever cannot do anything better in a combat round may use their action to observe and afterwards receives +1 die on the first investigation test at this location.



Chapter V.
THE OPEN CASES

The Open Cases

"A Psion has their helmet, a Thaumaturge their stone, a Soldier their silver, an Agent their legends, a Scientist their prototypes. We have questions that no one wants to answer. We carry them with us until someone does."
Investigator, codename Raven

Every Investigator has cases they cannot let go. A missing person report that was never solved. A name in a file that does not belong there. A detail at a crime scene that matches no other detail. In the Investigation Branch, these cases are called **open cases**, and every Investigator keeps their own, alongside the White, Grey and Red Files that their handler gives them.

Open cases are the signature of the Investigation Branch. They grow with the character, mission by mission, thread by thread. Each thread is a lever that the Investigator can use at the right moment. And whoever holds enough threads in their hand can close the case, face to face with whatever is behind it.

Opening a Case

An open case begins with a **question**. The player formulates it, the game master agrees. Good questions are concrete and lead somewhere:

- "Where is Frank Möller?"
- "Who sent Kuckuck the instruction in someone else's handwriting?"
- "Why is the Collegium's Crystal Ledger never complete?"
- "What happened on the night of Nordlicht at 22:10?"
- "Where do Psions come from?"

The game master may reject a question if it leads nowhere in the campaign. They may accept a question whose answer they do not yet know themselves.

Threads

Every open case has 0 to 5 **threads**: clues that lead to the answer. A thread is something the Investigator found on a mission and that fits their question. An address, a name, a calendar entry, a sentence from a witness. Threads bring no bonus on their own. Their value lies in the fact that they can be pulled.

How Cases Grow

RULE: FINDING THREADS

An open case gains a thread when the Investigator finds a clue on a mission that fits the question. The game master decides whether it fits. At most one thread per case and mission.

A case can never have more threads than the Investigator's rank allows: Cadet 2, Agent 3, Senior Agent 4, from Veteran 5. Threads beyond that are not lost. They are noted and count as soon as the rank is sufficient.

Threads can never be bought with XP.

The number of open cases an Investigator may keep at the same time also depends on their rank. Anyone who wants to open another must first close or hand over one.

Rank	Maximum number of open cases
Cadet	1
Agent	2
Senior Agent	3
Veteran	4
Shadow Officer	5

Pulling a Thread

An Investigator can **pull** a thread from a case, once per scene. The thread is then spent. The effect applies only to things related to the case's question.

Pulling a Thread	Effect
Trail	A test gains +1 automatic success.
Pressure	A witness or opponent must answer a question truthfully. They then know where the Investigator got their knowledge.
Head Start	In an encounter with someone from the case, the cell acts first in the first round.
Cross-Connection	The thread moves to another open case because it turns out that both cases are connected. In this way too, a case gains at most one thread per mission.

Thus every case has a built-in decision: collect or pull. Whoever pulls now has an advantage in the moment and starts again lower down with the case. Whoever collects gets closer to the conclusion, but their Suspicion rises, and the longer they wait, the more likely a thread snaps.

Closing the Case

Whoever has five threads in a case can close the case. This does not happen at a desk, but in a confrontation: with the perpetrator, at the crime scene, in front of the door behind which the answer lies. The Investigator pulls all five threads at once.

RULE: CLOSING THE CASE

In a scene in which the cell faces what the case is about, the Investigator pulls all five threads.

For this scene, the entire cell gains +2 dice on all tests against everything related to the case, and every deception by the opponent is automatically seen through.

The game master reveals a **certainty**: the one fact needed to win this confrontation. A weakness, a name, a way out. Not the whole secret, only the key for this moment.

Afterwards, the case is closed. It no longer counts towards Suspicion.

What lies behind the case, the cell learns in the confrontation itself, through what it sees, hears and does. The great answers of the campaign emerge in play, and the game master determines how much of it becomes visible. Often a closed case raises a new question. Many Investigators write it on the inside of a new file that same evening. Thus, over almost ninety years, File Zero has become a shelf.

OPTIONAL RULE: SHORT CAMPAIGNS

Whoever plays a campaign with few missions can decide that a case may be closed as soon as the file has as many threads as the rank allows. The cell then receives only +1 die instead of +2, and the certainty is smaller: a clue to the key, not the key itself.

Pieces of Evidence

From every closed case, the Investigator keeps a **piece of evidence**: an object, a name, an experience that makes them permanently stronger. The player chooses one from the following list and determines with the game master what it is in play.

Piece of Evidence	Effect
Experience	+1 die on all tests against the type of opponent or phenomenon the case was about.
Access	A place, an archive or an organisation from the case remains permanently open to the cell.
Ally	A person from the case helps once per campaign without asking questions.

Piece of Evidence	Effect
Exhibit	An object from the case with a minor effect determined by the game master.
Name	The Investigator knows a name that opens or closes a door for them once per campaign.

Pieces of evidence count like other bonuses towards the limit of +3 dice.

Lost Threads

Threads can break. A witness dies, a document burns, a place changes. And sometimes a file disappears, just like that, from a locked cabinet.

RULE: BROKEN THREADS

The game master may let a thread break when something happens in the story that destroys a clue. They tell the Investigator immediately.

In every mission in which an Investigator carries a file with at least four threads without pulling any of them, the game master may roll a D6 once. On a 1, a thread breaks.

Requests

Some questions cannot be answered in the field, only in the files of others: in a report from the Audit, in a Black File, in a register kept by the Council. Investigators can request them there. They do so rarely, and never lightly.

RULE: REQUEST

Once per mission, an Investigator can request a file from the Audit or the Council that fits one of their open cases. The game master provides a clue from it. If it fits the question, it is the thread of this mission.

A requested file is known afterwards. At the beginning of the next mission, the game master secretly rolls a D6. On a 1 or 2, the Investigator's open case has disappeared. They keep a single thread. They remember it. They do not know why.

The Handover

If an Investigator dies, their open cases are not lost. The Registry passes them on to someone else, usually someone from their cell or their subclass, sometimes someone the deceased named themselves.

RULE: THE HANDOVER

Whoever inherits an open case keeps half of its threads, rounded up. They may not change the question. The case counts towards their maximum number of open cases, and it is subject to their rank: threads over the limit are noted and count later. If they inherit more cases than their rank allows, the rest remain in the Registry until they may carry them.

Antiquarians inherit better (Chapter X).

Customs

"One never puts the open case in the cabinet. One carries it. Whoever puts it in the cabinet has stopped."

Investigator, codename Folio-7

- **The Question on the Inside.** Every open case has the question on the inside of the cover, handwritten, with a date. Whoever changes the question must add the new date. Many files have three or four dates.
- **The Red Thread.** On every wall hangs a red thread for each open case of an Investigator, with their codename. When the case is closed, they take the thread down and put it in the file.
- **Not Outside.** No open case leaves the branch. That is Hallström's last rule, and everyone follows it. Almost everyone.

- **The Handover.** Whoever inherits a file writes only the date and their codename under the question. They may not change the question. They may only continue.
- **File Zero.** Whoever closes a case that has to do with Solberg travels to Stockholm and places a copy in File Zero. That is the only journey the branch pays for without asking.

Your First Open Case

D6	The question you brought with you
1	Where is the person who vanished before your eyes?
2	Who stopped the story you wanted to publish?
3	What does the code mean that you could not crack?
4	Who is the perpetrator whose profile was not human?
5	Whose was the book that turned its pages at night?
6	Why is your name in a file that is older than you?

Uggla's Folder

The flat in Gothenburg smelled of pipe tobacco and paper. Folio-7 stood in the hallway between two shelves that reached to the ceiling, waiting for the widow to come back with the cardboard box from the study.

The cardboard box was heavier than it looked. Three ring binders, grey cardboard, worn corners. On each cover a codename that was no longer issued: *Uggla*.

"He said you'd come," said the widow. "A year ago already. He said if something happened to him, the next one with the name would come and fetch the three. Only the three. The Registry will fetch the rest anyway."

Folio-7 nodded. He had never met Uggla. He only knew that he had been in the branch for over fifty years, an Antiquarian like himself, the sixth Folio since 1996, even though everyone had called him by his old codename until the end. And that three weeks ago he had been found in an archive in Uppsala between two shelves, sitting, with a book on his lap. Heart failure, the report said.

He sat down at the kitchen table, on which there was still half a cup of coffee, and opened the first binder. On the inside of the cover there was a question, with four dates after it:

Who drew the circles under the wallpaper in Solberg?
1974. 1981. 1996. 2019.

Four threads. The notes were careful, in a small, even handwriting. A manor house on Lake Solberg, sold to a family from Uppsala in 1870. A young curate who was a tutor there and preached about circles in the village church. A church register in Uppsala in which a page was missing. And a last entry, three weeks old: *The page is not missing. It is in another book. The book is not in Uppsala. It is in*

The sentence broke off.

Folio-7 read it three times. Then he closed the file and looked out of the kitchen window, at a back yard with a birch tree whose leaves were turning yellow. He thought of the rule. He was not allowed to change the question. He was only allowed to continue.

The widow brought him a cup of coffee without asking. "He often sat here at night," she said. "With this binder. He said he was very close."

"He was," said Folio-7.

He wrote on the inside of the cover, under the four dates, a fifth. Then his codename. Then he put the three binders into his bag and drove back to Stockholm, to the Registry, and hung a new red thread on the wall, right next to the old one, on which Uggla's name still stood.

Chapter VI.
THE TOOL

The Tool of the Trackers

"An Investigator needs a notebook, a pen, and a reason to open the door. Everything else is luxury."
Viktor Hallström, 1950

The following equipment supplements Chapter X of the Core Rulebook. Investigators receive it through the Registry or the office of their Hold. Most of it is inconspicuous and fits in a coat pocket, because an Investigator rarely knows where an operation ends, and often stands in places where a suitcase would stand out. The equipment of the individual subclasses is in their chapters.

```
RULE: REQUEST
An Investigator can request equipment from
this chapter from the Registry instead of
buying it. They receive common items
immediately. Rare items they receive from rank
Agent for a mission, if they state the
question for which they need it, and the game
master agrees. Very rare items only from rank
Senior Agent and only with the signature of
the Registrar.
Whoever loses requested equipment writes a
report. The Registry reads every report twice.
```

At the Crime Scene

Item	Effect
Salt chalk	Chalk with consecrated salt from the workshop of the Collegium. Where something supernatural was, the line turns grey. +1 die to determine whether something was at a place and how long ago it was. *Rare.*
Impression kit	Plaster, foil, silicone. Secures footprints, tool marks, and bite marks, including those that belong to no animal. *Common.*
Thermal imaging camera	As in the Core Rulebook. Also shows cold spots in the room and thus the traces of beings that take heat instead of giving it off. *Rare.*
Dictation device with noise filter	Records conversations and filters out interference. Sometimes voices remain that no one has spoken. *Rare.*

In the Archive

Item	Effect
Registry ID	Access to all White and Grey Files of the Registry, including archived ones. *Common for Investigators.*
Microfiche reader	Reads old newspaper archives, church registers, and official records on microfilm. +1 die on research before 1990. *Rare.*
Handheld scanner with text recognition	Reads files faster than a human. A field research takes half an hour instead of one. *Common.*
The red roll	A roll of red thread. No game value. Every Investigator has one.

On the Move

Item	Effect
Branch press pass	Looks real, registered with real newspapers. +1 die to gain access to crime scenes and witnesses. *Rare.*
Badge	A real badge from a real authority, procured by the Legend Office. +1 die on Persuasion and Intimidation against witnesses who believe the police. Whoever is caught with it needs a legend. *Rare.*
Weatherproof notebook	Survives rain, blood, and fire. No Investigator goes without. *Common.*
Second phone	An old mobile phone without camera and without internet, with a single number in it. Whoever calls the Registry from outside uses it. *Common.*

Surveillance

Item	Effect
Directional microphone	Hears conversations at 50 m. +1 die on Perception when eavesdropping. *Rare.*
Bugs	Five pieces as in the Core Rulebook, one week battery life. To place them unnoticed, a test on DEX + Stealth is needed. *Rare.*
GPS transmitter	Magnetic, barely larger than a coin. Shows a car for a week. *Common.*
Camera trap	Motion sensor, night vision, 72 hours. Sometimes records something that has not moved. *Common.*

Protection

Investigators are not Soldiers, and the Registry does not equip them as such. Whoever wants a weapon gets the pistol and the protective vest from the Core Rulebook

and an appointment at the shooting range. What the Registry itself issues is older.

Item	Effect
Salt sachet	Linen sachet with consecrated salt from the Collegium, enough for one threshold. Anyone can use it to sprinkle a circle that holds beings from rifts for one round. A Paranormal Detective additionally secures a threshold with it (Chapter XI). *Common.*
Silver coin on a cord	+1 die on a horror test per mission. No one knows whether it is due to the silver or the belief in it. *Common.*
UV handheld spotlight	Brighter than the torch of the basic equipment. Beings that are harmed by bright light suffer the damage in the light cone that the Core Rulebook specifies for them. The battery lasts ten minutes. *Rare.*

THE COAT POCKET, REGISTRY LEAFLET

Notebook. Two pens, because one always fails.

Torch with UV. Spare battery.

Gloves, two pairs. Sample bags, six pieces.

Chalk. Salt sachet. The red roll.

Small change for telephones that no longer exist.

The number of the Registry. In the head, not on paper.

What Does Not Belong in the Coat Pocket

The Registry has a second list, and every recruit learns it by heart. No original of a file, only copies. No photo of the Wall, not even one's own. No names of witnesses on paper, only abbreviations that one can resolve oneself. No piece of evidence without an entry in the register. And nothing that the local police could not explain if they searched an Investigator after an accident. Whoever carries a weapon also carries the firearms licence that the Legend Office issued for it.

The Registry

The Registry in Stockholm is more than an archive. It is the place where Investigators from all over Europe compare their files, compare their walls and exchange their threads. It has a reading room with twelve tables, a canteen where there is only coffee and cinnamon buns, and a wall in the second basement that is larger than any other at O.D.I.N.

Once a year, in December, the most senior Investigators meet there for three days, lay their open cases on a long table and look for threads that lead to each other. They call it **the Conference**. The Conference begins on 2 December, the evening before the morning of Solberg, and nobody in the branch considers that a coincidence.

What is discussed at the Conference stays in the Registry. But after each Conference, some open cases are merged and some questions are rephrased. And sometimes a file turns black.

RULE: THE CONFERENCE

An Investigator of rank Senior Agent or higher can take part in the conference once per campaign year. They may compare one of their open cases with that of another Investigator. If both cases have threads that match each other, both receive a thread. It counts as a thread of the next mission.

The game master may secretly roll a D6 at each conference. On a 1, one of the cases on the table is missing on the last day. If it is that of an Investigator, it is considered missing as after a request (Chapter V).

The Analysis

"What is in the picture was there."
Note on the door of the darkroom, Registry Stockholm

Not everything can be read at the crime scene. What Investigators bring with them goes to **Analysis** in the second basement of the Registry: a darkroom, a sound studio from the sixties, a room with microscopes and a room full of cabinets with comparison samples,

handwriting and voices. Every Hold can send things there. The answer comes by post, in a grey envelope, and it is almost always shorter than the question.

Analysis	Result	Duration
Handwriting	Comparison with all handwriting in the Registry since 1948. Result: a file in which the same hand has written before.	3 days
Paper and Ink	Age and origin of a document, accurate to ten years. Sometimes the paper is younger than the ink.	2 days
Voice	Comparison with the sound archive, over sixty thousand voices since 1961. Result: the recording on which it has been heard before.	1 week
Film and Storage	Develops film, reads damaged memory cards and hard drives. What is visible in a picture, although nobody saw it when taking the photograph, gets its own file.	1 day
Salt and Dust	Goes on to the Institute of the Lab Coats. Result: whether something supernatural was at a place and how long ago it was.	1 week
File Comparison	Searches for a name, a place or a date in all White and Grey Files. Returns all hits, including those one did not want.	1 day

RULE: ANALYSIS

An Investigator can send one find, one recording or one sample for analysis once per mission. The result arrives after the stated duration. The game master rolls secretly for the analysis, with 4 + 4 dice, against Doable (2) for ordinary and Hard (3) for supernatural traces.

If the roll succeeds, the Investigator receives a clue. If the find belongs to an open case and the clue is new, the case receives a thread, which counts as a thread of this mission (Chapter V). If the roll fails, the envelope comes back with the note: No findings.

The Analysis has existed since 1956. For this, Hallström brought in a police photographer from Gothenburg, **Birgit Wallin**, who had photographed crime scenes for twenty years and had found things on three of her negatives that had not been in the room when taking the photograph. She ran the darkroom for thirty-one years. The note on the door comes from her, and from her comes the rule that two prints are made of every negative: one for the file and one in case the file disappears.

The Evidence Room

Every Hold has, next to its Wall, a small windowless room that belongs to the Investigation Branch: the **evidence room**. There, in labelled boxes, lie the things that Investigators have brought from their crime scenes. A child's shoe. An alarm clock that runs backwards. A glass of salt that no longer wants to become white. A cassette from an answering machine on which every evening there is a new message from the same woman, although she has been dead for years.

Most exhibits are harmless. Some are not. The Registry keeps a register in which every piece is listed, with the case it comes from and with the signature of the Investigator who brought it. Whoever takes an exhibit signs it out. Whoever does not return it is asked why.

RULE: EXHIBITS

An Investigator can borrow an exhibit for a mission. As long as they carry it with them, they receive +1 die on all tests connected to the case it comes from, and the game master tells them when the exhibit encounters a place, a person, or a being from that case.

Exhibits from supernatural cases increase Suspicion by 1 as long as they are carried. This also applies to an exhibit that an Investigator has kept as a piece of evidence (Chapter V).

Artefacts of the Branch

The Investigation Branch owns only a few artefacts, and they are all pieces of evidence from cases that were never fully closed. Like all artefacts at O.D.I.N., they are only issued from the rank of Veteran onwards, only for one mission, and only with a signature in the Registry.

The skulls indicate the **danger** of an artefact, from one to five (Core Rulebook, Chapter X). Whoever uses an artefact pays its **price**, regardless of which class they belong to.

Artefact	Effect
Hallström's Magnifying Glass ☠☠☠☠☠	The magnifying glass with which Hallström found the pencil circles under the wallpaper in 1938. Whoever looks through it sees traces older than a hundred years as if they were fresh: +2 dice on Investigation at old traces. **Price:** Suspicion +1 as long as they carry it.
The Calendar from Hann. Münden ☠☠☠☠☠	A 1994 wall calendar from Sander's consulting room on the ground floor, secured after his disappearance, open to March. It turns its pages by itself and shows the month in which Sander's Door next opens. In the Registry it has moved only once: in February 2025, once all the way around, until it stood on March again. **Price:** Whoever hangs it up gets an appointment. The game master notes the month, and the character suffers 1 strain in every mission until then.
The 1971 Tapes ☠☠☠☠☠	Recordings from the hall in Wales, on the evening before the Cascade. Whoever plays them hears forty voices. And sometimes a forty-first. Once per campaign, their evaluation gives a thread for a file connected to the Cascade. Only issued with the permission of the Psionic Core. **Price:** Whoever hears the forty-first voice makes a horror test against Disturbing (2).
The Red Thread ☠☠☠☠☠	Hallström's last thread, in an envelope in File Zero. Not issued. It is said that whoever hangs it on a wall sees where it leads. **Price:** Whoever has seen it never forgets it: Suspicion +2, forever.

Chapter VII. PROFILER

Profiler

"Everyone leaves a pattern. Even those who believe they have none."
Profiler, codename Spiegelbild

The Nature of the Subclass

Profilers read people. They see what someone is thinking from the way they sit, the way they are silent, the question they do not ask. They recognise lies before they are spoken, and from three clues they build a picture of a perpetrator no one has yet seen. At O.D.I.N. they are the interrogation specialists, the psychologists, the judges of character in every cell.

And at O.D.I.N. they learn something no police academy teaches: that some perpetrators are not human and that some people do what they do because something else acts through them. A profiler who cannot cope with that soon quits. One who can cope with it becomes indispensable.

PROFILER AT A GLANCE

Bonuses: +2 WIS, +1 INT. **Skills:** +2 Insight, +1 Persuasion, +1 Investigation. **Equipment:** analysis tablet, mini dictaphone, weatherproof notepad.

Psychological Analysis (passive): +2 dice on Insight.

Lie Detection (passive): Anyone who lies to the profiler rolls Deception with −2 dice.

Offender Profiling (active, 1× per mission): After evaluating at least three clues, they create a profile of an opponent. For the rest of the mission, the cell receives +1 die on all tests to track down, question, or anticipate this target.

Full rules: Core Rulebook, Chapter IV.

The Third Conversation

The man on the other side of the table was called Wilhelm Brandes, he was sixty-two years old, a retired teacher from Wels, and for three hours he had said nothing that was not true. Spiegelbild knew that. He had checked every answer, measured every pause, noted every movement of the hands. Brandes was not lying.

And yet on the evening of 3 March he had stood in front of the house in which a family had disappeared. A surveillance camera showed him, for twenty-three minutes, motionless, his face turned towards the window on the second floor.

"Tell me again about that evening," said Spiegelbild.

"I have told you twice." Brandes did not sound annoyed. Just tired. "I was at home. I read. I went to bed at ten."

"You were not at home. The camera shows you in front of the house on Lindenstraße."

"I know that now. You showed me the video." Brandes raised his hands, a helpless gesture. "But I do not remember. I was at home."

Spiegelbild leaned back. That was the moment when most investigators increased the pressure. He did the opposite. He looked at Brandes for a long time and thought not about what he said, but about what he did not say.

In three hours, Brandes had not once asked what had happened to the family. Not once. Innocent people ask. Guilty people avoid the question because they know the answer. Brandes did not avoid it. He simply did not ask it. As if for him there was no family, no crime, no disappearance. As if he had been thinking of something entirely different.

"Mr Brandes," said Spiegelbild, and for the third time asked a question, differently than before. "What did you hear that evening?"

Brandes looked at him. For the first time that day, something changed in his face. Not fear. Recognition.

"A song," he said slowly. "I was lying in bed and heard a song. Children were singing. I thought I was dreaming." He frowned. "I got up. I wanted to know where it came from."

"And then?"

"Then I was back in bed." Brandes shook his head. "I swear to you, I was back in bed."

Spiegelbild believed him. That was the most disturbing thing about the whole case. For twenty years he had assessed murderers, kidnappers, and liars. He recognised a lie before it was spoken. And this man was not lying. For twenty-three minutes he had been in a place where he was not, and had heard a song that no one else had heard.

Except the children of the family that had disappeared. The neighbours said they had been singing in their sleep for weeks.

That evening, Spiegelbild wrote a sentence in his profile that he had never written in a profile before: *The witness is not a perpetrator. The witness is a listener.*

The Assessors

Legend: The Psychiatrist of Uppsala

Dr. Karin Ek was a young assistant doctor at the psychiatric university clinic in Uppsala when Hallström asked her in 1952 to read the records of the children of Solberg. She read them for a year and then wrote a six-page assessment that to this day is the basis of every interview with psions. Her central sentence: *These children do not lie. They report a memory that is not their own*. Ek worked for the Investigation Branch until 1980 and trained the first profilers. She never interviewed a psion who did not tell the truth. She said that was the most difficult thing about them.

The History of the Subclass

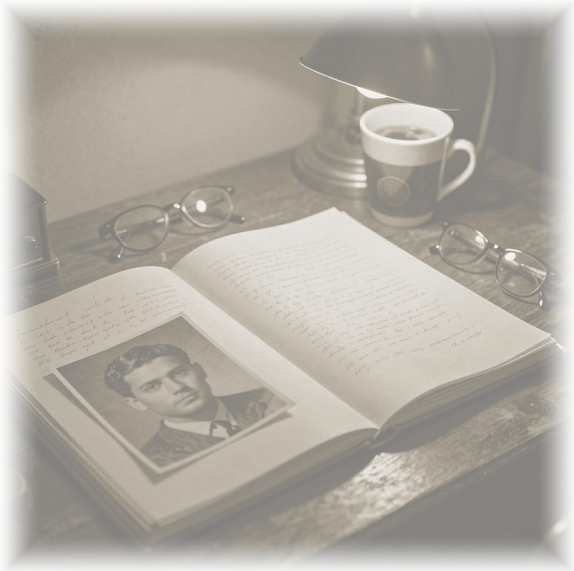
Profilers have existed in the Investigation Branch since Karin Ek, but for a long time they were only called assessors. They were called when a witness gave strange testimony, a perpetrator acted inexplicably, a psion reported something nobody wanted to believe. Only in the eighties, when profiling became fashionable in the police, did the branch adopt the name, and the old assessors never used it.

After Elster, the profilers received a new task that they do not like to talk about: some of them have worked for the Audit since then. Every agent, every handler who moves into a sensitive position speaks with a profiler beforehand. The profilers say they are looking for traitors. The agents say they are looking for weaknesses. Both are true.

Since 2011, profilers have been called mainly to cases in which people do things they do not remember. They have found a word for this that appears in no textbook: **Listener**. Every profiler who uses it believes they invented it themselves. That is the strangest thing about the word.

The First Case

D6	The person you first interrogated at O.D.I.N.
1	A witness who did not lie and yet was in a place where they were not.
2	A cult member who remembered every detail, except their own face.
3	An agent who, after four years of legend, no longer knew which name was theirs.
4	A psion who told of a childhood that did not match their file.
5	A child who answered all questions before you asked them.
6	Your own handler, in a conversation that officially never took place.



A Day in the Life

Profilers spend their days in conversations. Witnesses, suspects, Agents, Psions. They listen for hours, and they take notes, not on what is said, but on how. Pauses,

glances, hands. Between conversations they read files to know what to ask in the next conversation.

In the field, they are the ones who talk when someone is arrested or found. They are not the fastest and not the strongest, but they are the first to notice when something is wrong with a statement. And many cells have learned to listen for their sentence: “He’s not telling everything.”

In the evenings they write profiles. And some profilers, without wanting to, also write one about their own cell. They show it to no one.

Training

Profilers come from psychology, psychiatry, the criminal police, sometimes from pastoral care. The training begins in Stockholm with Karin Ek’s assessment, six pages that every recruit must copy by hand. Afterwards, the recruits question people O.D.I.N. knows: former cult members, witnesses of old cases, volunteer agents. They learn when someone lies, when they are mistaken, and when something else speaks through them.

The examination is a conversation with a Psion who volunteers. The recruit must write a profile at the end. The Psion reads it and says whether it is correct. Most profiles are correct. The best ones make the Psion sad.

Play Styles

The following play styles are suggestions, not requirements. The cards mentioned are at the end of the chapter, the techniques in Chapter IV.

Play Style	Description
The Interrogator	They get everyone to talk, patiently, kindly, mercilessly. Cards: Interrogation Room, Mirror, plus the third question.
The Hunter	They create profiles and predict where the perpetrator will strike next. Cards: Mindset, The Profile.
The Auditor	They examine their own people and find what they are hiding. Cards: First Glance, Interrogation Room, plus Cross-Reference and an open case about O.D.I.N. itself.

RULE: THE LISTENER

If a profiler questions a person who has acted under supernatural influence, they recognise this with a test of WIS + Insight against Doable (2). They do not learn who or what influenced the person, but that it happened and when.

RULE: WRITING THE PROFILE

Offender profiling from the Core Rulebook requires three clues. A profiler who maintains an open case with at least three threads to the same perpetrator may count the threads as clues without pulling them.

EXAMPLE: SPIEGELBILD AND THE CARETAKER

Spiegelbild, now an Agent, questions the caretaker of the apartment building in Hamburg. A first glance tells him in the first minute that she is ashamed of something. After ten minutes in the interrogation room, every test to get something out of her is one step easier.

She lies about the doctor. She rolls MAN 2 and Deception 2, with −2 dice from Lie Detection and −1 from the third question: 1 die. Spiegelbild rolls WIS 5 and Insight 5 with +2 from Psychological Analysis. He wins with 5 successes against 0.

Then the rule for listeners, Doable (2), thanks to the interrogation room only Easy (1). He succeeds. The caretaker let the man with the doctor’s bag in because on those evenings she heard a song and got up to unlock the front door. She does not know why.

The Price

Profilers pay with their trust. Anyone who recognises lies every day eventually stops believing people. Many profilers have no close friends because they read along in every conversation what the other person is not saying. And those who work with listeners pay even more: they know that people can do things they know nothing about. Including themselves.

OPTIONAL RULE: BEING A LISTENER YOURSELF

A profiler who has questioned at least three listeners in a mission makes a horror test against Uncanny (1) at the end of the mission. If it fails, they hear the song the next night, and the game master may have them say one sentence in the next mission that they do not remember.

D6	What listening has cost you
1	You hear who is lying at the checkout when you shop. You shop at night.
2	Your sister no longer tells you anything. She says you would notice anyway what she is concealing.
3	You have written your own profile, one page. You did not finish reading it.
4	You sometimes hum a melody you have never learned. A Psion has spoken to you about it.
5	You believe witnesses only the third time. With friends too.
6	You once interrogated a listener who knew your name. You did not ask them where from.

In Play

- **You read people.** Witnesses, suspects, allies. You notice when someone is concealing something.
- **Ask about what is not said.** The missing question often reveals more than any answer.
- **The question for your character:** What profile would you write about yourself?

Playing with Other Classes

The profiler is the natural partner of the **Telepath**: one reads thoughts, the other behaviour, and together there is no lie they cannot find. With a **Negotiator** among the Agents, they form an interrogation team that hardly anyone survives. A **Biochemist** can tell them whether a witness was under the influence of drugs. And an **Invoker** can explain to them what has spoken through a listener.

From the Files

PROFILE, EXCERPT

Case GA-2317, Lindenstraße, Wels. Disappearance of a family with two children.

Interviewee: BRANDES, W., witness.

Assessment: The witness is not a perpetrator. The witness is a listener.

Note from the Audit: Do not use the term “listener” until it is clarified where it comes from.

EXPERT OPINION EK, 1953, ADDENDUM FROM 1980

In 1953 I did not write that three of the children told me they had been called once before. Before Solberg. I considered it fantasy. I consider it important today.

Questions for Your Profiler

D6	What your character does not yet know
1	Who or what called Brandes to Lindenstraße
2	What Karin Ek did not write in her expert opinion
3	Who called the children before Solberg
4	Which handler Olsen classified as a risk
5	Where the word listener comes from, which they believe they invented
6	What profile their cell would write about them

Equipment of the Subclass

Item	Effect
Ek's Expert Opinion	A transcript of the six pages, with marginal notes by the first profilers. +1 die on Insight with Psions and listeners. *Rare.*
Concealed Dictation Device	Records conversations unnoticed for twelve hours. *Common.*
Interrogation Kit	Two folding chairs, a folding table, a lamp. Any room becomes an interrogation room. No game value. Profilers swear by it.
Photo Folder	A hundred portraits of strangers, sorted by facial expression. Whoever shows them to a witness learns which face they avoid. +1 die on Insight with witnesses who are supposed to describe a face. *Common.*

The Others and Us

About the Journalists: "They get people talking. We hear what they are not saying."

About the Cryptanalysts: "They read data, we read faces. Sometimes the data lie less."

About the Antiquarians: "Their witnesses have been dead for a thousand years. They never lie. We envy them sometimes."

About the Paranormal Detectives: "They interrogate the dead. We interrogate those who believe they are still alive."

Characters of the Subclass

Dr. Karin Ek. The psychiatrist from Uppsala, one hundred and one years old, lives in a nursing home and receives profilers who visit her. She remembers every child from Solberg she has spoken to. She says she did not write something in her report back then, and she says it to everyone as if it were the first time.

Henrik Olsen. Head of the profilers in the Audit, a quiet man with a hearing aid that he only switches on when he does not want to hear something. After Elster, he questioned every handler in the Operations Branch. He classified one as a risk. The handler is still on duty.

Wilhelm Brandes. The retired teacher who heard a song. He still lives in Wels. Spiegelbild visits him once a month. Brandes still sometimes hears the song, and he has started to write down the notes.

```
AUDIT, CLASSIFICATION, EXCERPT
Interviewee: handler [REDACTED], Operations Branch.
Assessment OLSEN: Risk. Reason: He asks none of the questions he should ask. He already knows the answers.
Note from the Council: Classification noted. No action.
```

Example Character: Spiegelbild

Profiler, Cadet. Dr. Tomas Adler, 47, was a forensic psychiatrist in Vienna for twenty years and has assessed more murderers than anyone else in Austria. His last case was a man who was supposed to have killed his family and remembered nothing. Adler found out that he had verifiably been in hospital at the time of the crime, and wrote it in his report. Two weeks later, a man stood in his practice who had no appointment and gave no name.

Spiegelbild	Profiler, Cadet
Attributes	STR 1, DEX 2, CON 2, INT 4, WIS 5, WIL 3, CHA 3, MAN 2, COM 2
Skills	Insight 5, Investigation 4, Perception 4, Persuasion 3, Academic Knowledge 3, Stress Management 3, Mental Resistance 3, Dodge 3, Deception 2, Firearms 2, Toughness 2, Medicine 1
Values	HP 10, Strain Threshold 9, Initiative 2, Defence 2
Abilities	Psychological Analysis, Lie Detection, Offender Profiling
Open Case	"Who is the man who was in two places at the same time?" (0 threads)
Drive	Knowledge Seeker. As archetype: The Hunter

Equipment: Basic Investigator equipment, analysis tablet, mini dictaphone, weatherproof notepad, interrogation kit, photo folder. Starting funds €9,000.

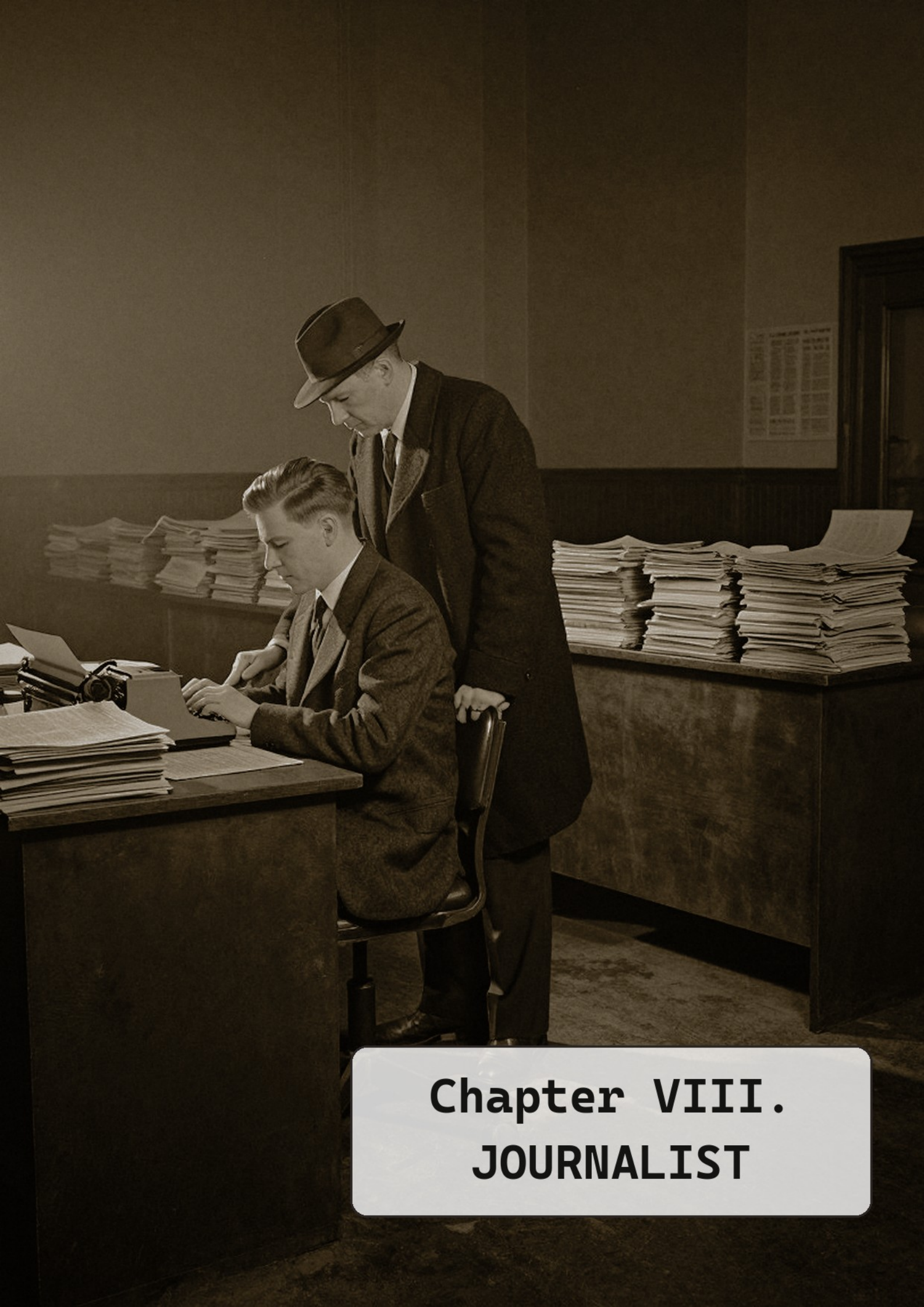
How to play Spiegelbild: You are calm, friendly, and listen more than you talk. You recognise lies immediately. What unsettles you are the people who do not lie and yet do not tell the truth.

The Path Along the Wall

Rank	New cards and advancements
Agent (20 XP)	First Glance 4, Interrogation Room 6, The Journalist's Source 8. He saves 2 XP. Second open case.
Senior Agent (50 XP)	Mindset 8, The Cryptanalyst's Language of the Circles 10, Insight to 6 for 12. He saves 2 XP. Third open case.
Veteran (100 XP)	Mirror 10, The Journalist's Editorial 10, Investigation to 5 for 10, Persuasion to 4 for 8, Stress Management to 4 for 8, Deception to 3 for 6. Fourth open case.

The Pillar on the Wall

Level	Card	Effect
I	**First Glance**	Passive. In the first minute of a conversation, the profiler learns a character trait of their counterpart that the latter wants to hide.
II	**Interrogation Room**	Passive. After ten minutes of conversation, all tests to get information out of this person are one step easier.
III	**Mindset**	Once per mission, the game master tells them what an opponent they have profiled will do next.
IV	**Mirror**	Passive. Against a profiled opponent, they receive +2 dice on Deception and Persuasion. They know what the opponent wants to hear.
V	**The Profile**	Once per mission, after offender profiling: The cell acts first in the first round of an encounter with the target, and the target rolls the entire scene with −2 dice on Deception. Afterwards 1 strain.



Chapter VIII. JOURNALIST

Journalist

"The truth is not in the newspaper. It is in what the newspaper was not allowed to print."
Journalist, codename Feder

The Nature of the Subclass

Journalists find stories. They have sources in newsrooms, authorities, pubs and hospitals, and they know how to make people tell what they did not want to tell anyone. At O.D.I.N. they are the ones who turn Grey Files from newspaper reports and Red Files from rumours.

Journalists are the Investigators with the most connections outside O.D.I.N. That makes them valuable because they hear things that no one else hears, and dangerous because they know things that no one else knows. Most continue to write, under false names, for real newspapers, about real topics. And never about the most important ones.

JOURNALIST AT A GLANCE

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

Information Gathering (passive): +2 dice on Investigation and Persuasion when they gather information.

Revelation Sense (passive): Tests to uncover inconsistencies and hidden connections are one step easier.

Network Contacts (active, 1× per mission): A contact provides a useful piece of information, access or a favour. The test on CHA + Contacts receives +2 dice.

Full rules: Core Rulebook, Chapter IV.

The Story That Never Appeared

The story was finished. Fourteen thousand characters, three sources, twelve photos, a document from a ministry that should never have been copied. Marta Zielińska had worked on it for eight months, and on Tuesday morning it was supposed to be on the front page.

It was about a children's home in eastern Poland that had been closed in 2014. Officially because of structural defects. In truth, as her sources had said, because within two years seven children had disappeared, all at night, all without traces, all with an entry in the home file that read: *Placed in foster care.* Marta had searched for the foster families. They did not exist. There were addresses, names, even telephone numbers, and behind all of them stood no one.

A source, a former carer, had told her something that did not make it into the story because it was too strange: In the weeks before a child disappeared, it had sung in its sleep. Always the same melody. The carer had recorded it on her mobile phone, and Marta had heard the recording. There were no words. Only a song that she could not get out of her head.

On Monday evening at nine, her editor-in-chief called.

"We are not running it," he said.

"Why?"

He was silent. Then he said: "I received a call. I cannot tell you from whom. But if we run the story, children will die. That is what she said. Not the seven. Others."

"That is a threat."

"No," said the editor-in-chief. "It did not sound like that. It sounded like a request. Like an old woman asking for something."

Marta hung up. She sat in her flat in Warsaw, in front of the laptop with fourteen thousand characters that no one would ever read, and thought for two hours about whether she should offer the story elsewhere. Then the doorbell rang.

Outside stood a man in a grey coat. He showed no identification. He said: "You are right about the home. And you are wrong about what is behind it. Do you want to know how it really is?"

"Will I be allowed to write it?"

"No," said the man. "Never. But you will know it. And you will find the next story before someone else finds it."

Marta looked past him into the dark hallway. Then she asked what she had learned to ask first in fifteen years as a journalist.

"Who made the call to my boss?"

The man looked at her for a long time. "That," he said, "is not my area of expertise."

She never published the story. She still has the recording of the song. And the question is written on the inside of her first open case, since the day she became Feder.

The Early Warners

Legend: The Man Who Wrote Nothing

The most famous journalist in the Investigation Branch is a man whose articles never appeared. **Anders Berglund** was a reporter for a Stockholm daily newspaper in the sixties and came across the story of Solberg in 1963, twenty-five years after the night. He found three of the thirty-one children, by then adults and under other names, and they told him everything they remembered. Hallström himself visited him in the editorial office on the evening before the story was to appear, when no one else was there. No one knows what the two discussed. Berglund withdrew the story and worked for the Investigation Branch for the next thirty years. His notes on the three children are in File Zero. He never showed them to anyone who did not ask.

The History of the Subclass

Journalists only joined the Investigation Branch in 1963, but Hallström had long known that newspapers are the best early warning systems. A report about missing dogs in Kiruna, an article about a strange fire, a series of letters to the editor about lights over a lake. In the fifties, the Registry subscribed to every newspaper in Europe it could get, and someone had to read them. After Berglund, Journalists read them.

Because of the Veil Protocol, Journalists had a second task from the start: they ensure that stories that must not appear do not appear. Not through threats, but through persuasion, through better stories, through tips to editors-in-chief. Agents do the same, but differently. Journalists say they do not suppress the truth, but postpone it. Until later.

Since 2011, this work has become harder. Social media, mobile phone videos, blogs. Every night, hundreds of stories appear about things that cannot be. Most are false. Journalists must find the few that are true before someone else does, and they must ensure that they disappear among the false ones. By now, they are better at the second than the first.

The First Case

D6	The story that brought you to O.D.I.N.
1	A children's home that placed children with foster families that did not exist.
2	A company account to which money from eleven countries has been transferred since 1961.
3	A village where all clocks stopped at the same time.
4	A politician who disappeared for two hours before a vote and remembered nothing.
5	A fire in a laboratory where the fire brigade was asked not to go inside.
6	Your own obituary, in a newspaper from tomorrow.

A Day in the Life

Journalists start the day with newspapers, news sites, police reports and the telephone. They call sources, drink coffee with informants, go to press conferences where nothing is said. Many actually work as journalists, under false names, for newspapers, magazines or portals, and write about politics, business or culture.

In the field, they are the ones who provide access. A press card opens more doors than a lockpick, and a journalist knows who to talk to and how. They are often the first at the scene, because they knew something was happening before the police did.

In the evening, they write. Two versions: the one that may appear, and the one that goes into the file.

Training

Journalists bring their craft with them. The training in Stockholm teaches them what they must not write and why. They learn the limits of the Veil, working with agents and dealing with sources who have seen things they do not understand. And they get to know the Registry's press room, where every report that has not appeared has been kept since 1950.

The exam is a story. The recruit receives a Grey File and one week. They must find out what happened and write two texts: one for the file, complete and true, and one for a newspaper that explains everything without revealing anything. The second version is harder.

Play Styles

The following play styles are suggestions, not requirements. The cards mentioned are at the end of the chapter, the techniques in Chapter IV.

Play Style	Description
The Researcher	She finds information, quickly and everywhere. Cards: Access, Research Network.
The Source Keeper	He has people who trust him, and he protects them. Cards: The Source, plus Contacts at high value.
The Exposer	She can use a story against an opponent. Cards: Editorial, The Revelation.

RULE: THE TWO VERSIONS

A journalist who writes both versions after a mission, one for the file and one for the public, reduces the risk that the incident becomes known. If it matters whether something gets into the newspaper, the game master rolls for the press with −2 dice.

RULE: PROTECTING SOURCES

Every source a journalist uses is a person with a life. If a source is burned because the journalist revealed them, they lose all bonuses to Contacts in that environment until the end of the campaign. The source does not forget.

EXAMPLE: FEDER IN THE CHILDREN'S CLINIC

Feder, now an Agent, wants to go to the children's ward of a clinic in Posen, where a boy lies who sings in his sleep. She shows the branch's press pass and talks about a report on nursing staff. With access, the test is Doable (2) instead of Hard (3), and she rolls CHA 5 and Persuasion 5 with +2 from Information Gathering. The ward manager shows her around personally.

The source, a night nurse, answers her a single question. Feder asks who visited the boy apart from the parents. A doctor, says the nurse, once, late in the evening, and he did not sign any list.

After the mission, Feder writes two versions. In one, there is a doctor without a name. In the other, there is nothing about a boy.

The Price

Journalists pay with their stories. They know more than any reporter in the world, and they are not allowed to write any of it. Many have drawers full of texts that will never be published. Some read them at night. And all live with the knowledge that they conceal truths for which they would once have risked their careers.

OPTIONAL RULE: THE DRAWER

Once per campaign, a journalist may let a story from their drawer be published, under a false name, in a real newspaper. The cell receives an advantage for the next mission, determined by the game master: witnesses come forward, an opponent loses protection, an authority opens its files.

The Audit reads along. In the mission after that, the game master rolls a D6 for each open case of the journalist. On a 1, it has disappeared, as after a request (Chapter V).

D6	What silence has cost you
1	Your old editorial office no longer invites you. People there believe you betrayed the profession.
2	You have a drawer full of texts. You read them at night when you cannot sleep.
3	A source died because you kept silent. You know it. No one else.
4	You write under three names for three newspapers. None of them is yours.
5	You won a prize for a story that was not true. You accepted it.
6	Your mother asks every week why no one reads anything by you anymore.

In Play

- **You find information where others see none.** Newspapers, sources, rumours. You give the cell access to people and places.
- **Cultivate your sources.** They are people, and they will become important.
- **The question for your character:** What story would you write if the Veil falls?

Your Sources

At the start, write three sources on your character sheet: a name, a place, and what the source wants from you. The game master may have them appear in missions, and when you use Network Contacts, the phone usually rings at one of them.

D6	A source you bring with you
1	A night nurse in a children's clinic who can no longer sleep since they heard the melody.
2	A police spokesperson who knows more than they are allowed to say, and resents you for it.
3	The archivist of a local newspaper who has every report since 1970 in their head.
4	A taxi driver who drives people at night to addresses that do not exist.
5	An old news editor who remembers reports that were never printed.
6	A child who writes you letters. You never gave them your address.

Playing with Other Classes

The journalist is the natural partner of the **Agent**: both work with people, both lie when necessary, and both know how to make a story disappear. With a **Negotiator**, they share the art of interrogation. A **Cyberneticist** among the Scientists finds in data what a journalist only suspects. And a **Soldier** is glad when the journalist knows beforehand which cellar is the right one.

From the Files

PRESS MONITORING, EXCERPT

Story "The Vanished Home", Warsaw, withheld.

Caller to the editor-in-chief: not identified. The call came from a number that belongs to O.D.I.N.

Note from the Audit: The number is not assigned to any branch.

BERGLUND ARCHIVE, NOTE FROM 1963

Three of the children, now adults, independently say the same thing: On the night of Solberg, someone was missing from the circle. They were thirty-two, not thirty-one.

Note Hallström: Do not publish. Do not forget.

Questions for Your Journalist

D6	What your character does not yet know
1	Who made the call to the editor-in-chief
2	Where the seven children from the home were taken
3	What Hallström and Berglund discussed in 1963
4	Who the thirty-second person in the circle was
5	Which branch the number belongs to, the one that belongs to none
6	Whether they will ever write the story after all

Equipment of the Subclass

Item	Effect
Press card of a real newspaper	Deposited with the editorial office. +2 dice on access to press conferences, authorities and crime scenes. *Rare.*
Source book	An encrypted address book. Once per mission +1 die on Contacts. *Common.*
Newspaper archive access	A password for the digital archives of major European newspapers. Research in old reports gains +1 die. *Common.*
Berglund's notebook (transcript)	+1 die on interviews with people who experienced something supernatural as children. *Very rare.*

The Others and Us

About the Profilers: "They hear what is not said. We get people to say anything at all."

About the Cryptanalysts: "They find the data. We find the people behind the data."

About the Antiquarians: "Their sources are a thousand years old. Ours have telephone numbers. Both are useful."

About the Paranormal Detectives: "They go into the basement. We know beforehand which basement."

Characters of the Subclass

Anders Berglund. The man who wrote nothing. He is still alive, ninety-three years old, in a flat in Stockholm full of newspapers, which he stacks by date and not by topic. He receives journalists from the branch and tells them about 1963. He never speaks about the conversation with Hallström.

The editor. The editor-in-chief of a major European newspaper, who has been holding back stories for O.D.I.N. for twenty years. She does not know exactly for whom. She once started to investigate, and then stopped.

The educator from eastern Poland. Feder's source. She made the recording of the song. She calls Feder once a year, on the anniversary of the last disappearance, and asks if there is any news.

```
PRESS ROOM OF THE REGISTRY, WITHHELD REPORTS
1952: "Dogs in Kiruna missing for weeks".
Local paper, not published.
1971: "Singing children in the basement of an
embassy". Viennese weekly newspaper, not
published.
1977: "Weather station in northern Norway not
responding". News agency, not published.
2025: "The vanished home". Warsaw, not
published.
```

Example Character: Feder

Journalist, Cadet. Marta Zielińska, 39, was an investigative journalist in Warsaw for fifteen years, until a story about a closed children's home was not allowed to appear. Her story is told at the beginning of this chapter.

Feder	Journalist, Cadet
Attributes	STR 1, DEX 3, CON 2, INT 4, WIS 3, WIL 2, CHA 5, MAN 2, COM 2
Skills	Persuasion 5, Investigation 4, Contacts 3, Insight 3, Deception 3, Perception 3, Dodge 3, Etiquette 2, Driving 2, Stealth 2, Technology 2, Toughness 2, Mental Resistance 1
Values	HP 10, strain threshold 8, initiative 3, defence 2
Abilities	Information gathering, revelation sense, network contacts
Open case	"Who made the call to the editor-in-chief?" (0 threads)
Drive	Knowledge Seeker. As archetype: the truth seeker

Equipment: Investigator basic equipment, mini camera, dictaphone, forged press cards, source book, a mobile phone with a recording that she does not delete. Starting funds €7,000.

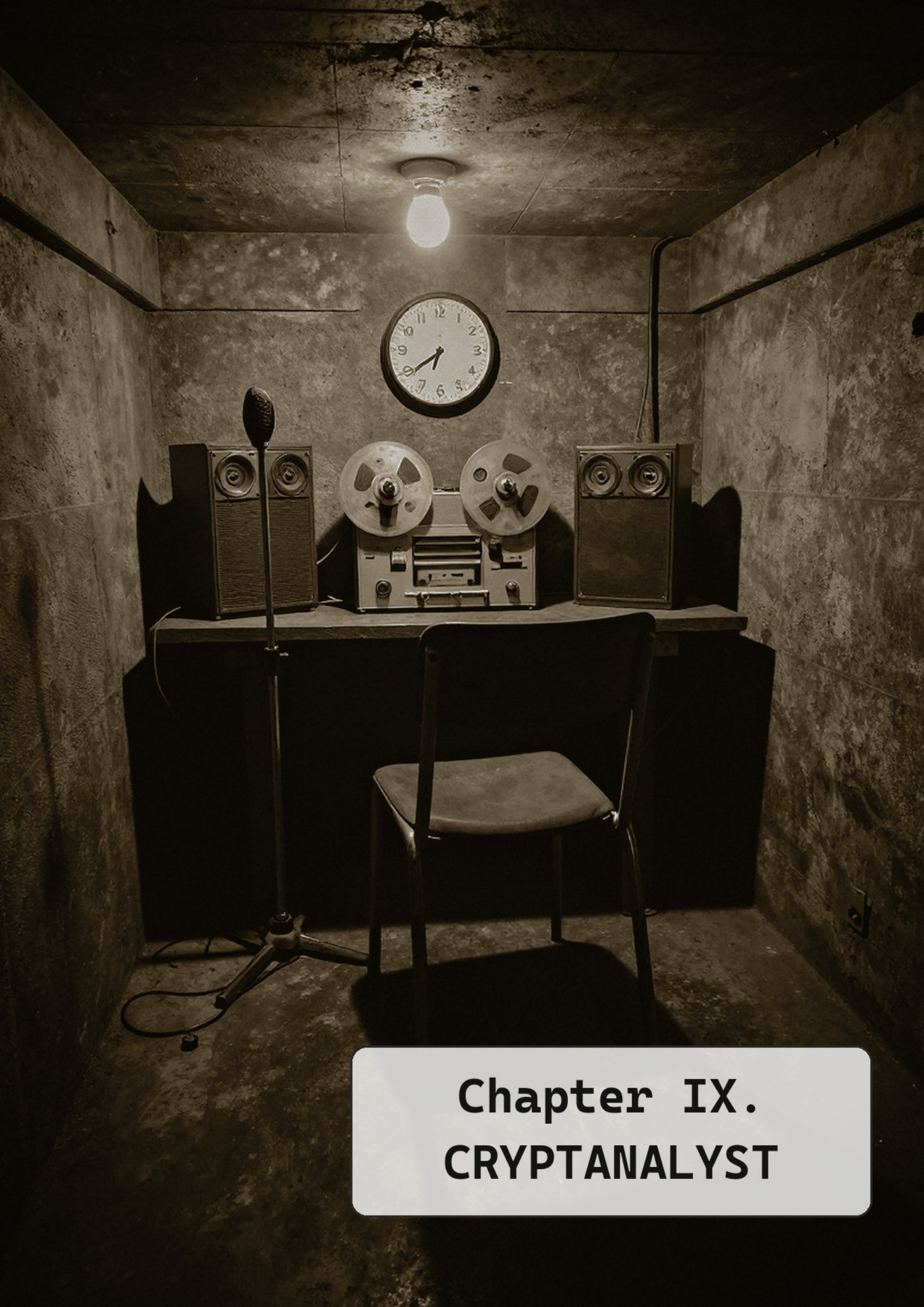
How to play Feder: You are curious, persistent and charming. You talk to everyone, and everyone talks to you. You have a story that you are not allowed to write, and a question that will not let you go.

The Path Along the Wall

Rank	New cards and improvements
Agent (20 XP)	Access 4, The Source 6, Reading room from the Antiquarian 8. She saves 2 XP. Second open case.
Senior Agent (50 XP)	Editorial 8, Interrogation room from the Profiler 8, Contacts to 4 for 8, Insight to 4 for 8. Third open case.
Veteran (100 XP)	Research Network 10, Backdoor from the Cryptanalyst 8, Investigation to 5 for 10, Persuasion to 6 for 12, Contacts to 5 for 10. Fourth open case.

The Pillar on the Wall

Level	Card	Effect
I	**Access**	Passive. Tests to gain access to crime scenes, authorities and witnesses with a press card or pretext are one level easier. They always know the name of the person who could let them in.
II	**The Source**	The journalist has a regular informant. Once per mission, they answer a question from their environment: police, authority, church, hospital.
III	**Editorial**	Once per mission, they steer what the public believes about an incident. A rumour spreads, or one falls silent.
IV	**Research Network**	Once per mission, they learn in one hour everything public about a person, a company or a place, including what is only in old newspapers.
V	**The Revelation**	Once per mission, they make an opponent publicly impossible. The opponent loses allies, money or protection. The game master rolls whether the Veil takes damage in the process. Afterwards 1 strain.



Chapter IX. CRYPTANALYST

Cryptanalyst

"Every code is a conversation. You just have to find out who is talking to whom."
Cryptanalyst, codename Enigma

The Nature of the Subclass

Cryptanalysts crack codes. Encrypted messages, databases, secret accounts, old ciphers, and at O.D.I.N. also signs that no human has written. They find patterns in mountains of data that no one else could search, and they read what others consider noise.

They are the Investigators who are least seen at crime scenes and know the most. A Cryptanalyst often sits hundreds of kilometres away from the cell in front of a screen and finds out who owns the house the others are just entering, who paid for it and why.

CRYPTANALYST AT A GLANCE

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

Code Breaking (passive): Tests on Cryptography are one step easier.

Digital Infiltration (passive): +2 dice on Hacking and Technology in digital systems.

Pattern Recognition (passive): +2 dice on Investigation when they evaluate data, recordings or documents.

Full rules: Core Rulebook, Chapter IV.

The Numbers Station

The frequency had been silent since 1971. Sanne de Vries knew this because she had found the recordings in the archive of the Dutch intelligence service: a shortwave station somewhere in Northern Europe that had broadcast numbers every night at three o'clock in the Sixties, five-digit groups, spoken by a woman's voice in English. No one had ever cracked the code. In October 1971 the station had stopped.

And on the night of 12 February it broadcast again.

Sanne heard it by chance. She had a receiver in her flat in The Hague, an old hobby she had never quite given up at the service. At three o'clock at night, when she couldn't sleep, she turned through the frequencies and got stuck on a voice. A woman, English, five-digit groups. The same voice as on the tapes from 1971. She could have sworn it.

She recorded. Forty minutes of numbers. Then silence.

In the following three weeks she tried everything she had learned in seven years at the service. Frequency analysis, one-time pad patterns, key search, comparison with known Cold War codes. Nothing fit. The numbers were not random, she saw that, but they followed no logic she knew.

In the fourth week she laid the numbers from 1971 and the new ones side by side. And saw it. The new numbers were not new. They were the same groups as in the last night of 1971, only backwards. As if someone had rewound a message.

She turned them around and read them in the correct order. Then she took a sheet of paper and drew what the numbers described when read as coordinates, two groups each for latitude and longitude. There were thirteen points. Twelve of them lay in a circle. The thirteenth lay in the centre.

The centre lay in Wales.

She reported it to no one. Not to her service, which considered her a troublemaker anyway, not to the police. She put the coordinates in an envelope and placed it in her safe deposit box. Two days later a man

sat at her table in her regular café and asked if she was interested in numbers stations.

“Who is broadcasting that?” asked Sanne.

“We don’t know that,” said the man. “But we know that you are the first to have read it. Since 1971.”

The Computers

Legend: The Computer

The first Cryptanalyst of the Investigation Branch was **Greta Sundqvist**, a mathematician who had decrypted German radio messages for the Swedish intelligence service during the war. Hallström brought her in 1950 to examine the circles under the wallpaper of Solberg. She worked on it for twelve years and in the end wrote a report that she herself considered a failure: the circles were not a code, but a language, and she only understood the grammar. Her report now lies in the Black Library of the Collegium. The Thaumaturges borrowed it in 1965 and never returned it.

The History of the Subclass

In the first decades, Cryptanalysts in the Investigation Branch were primarily codebreakers. They read radio messages from cults, letters from collectors, diaries in secret writing. The Cold War provided much work and many capable people who had no client after its end.

With the Nineties came the databases, and the Cryptanalysts became data analysts. They searched account movements, telephone connections, travel data. Since 2011 they work closely with Project Map of the Lab Coats and deliver data that no one else there could obtain: police reports, emergency calls, power outages, everything a city records when something happens in a basement.

And for some years the subclass has had a task that connects to Greta Sundqvist: they investigate the signs of the cults, the circles at crime scenes, the patterns in samples. Many Cryptanalysts believe that these signs have a common source. And that one can read them if one lays enough of them side by side.

The First Case

D6	The first code you read for O.D.I.N.
1	A numbers station that had been silent since 1971 and began transmitting again in reverse.
2	A diary in a secret code invented by a child who did not exist.
3	The account movements of a collector that showed a pattern when plotted on a map.
4	A computer virus that only deleted files containing circles.
5	The circles at a crime scene that could be read as numbers.
6	A message to you, in your own cipher, which you never gave to anyone.

A Day in the Life

Cryptanalysts live in front of screens and in the night. They read data, write programs, compare patterns. Most work from a Hold, some from home, some directly in the Registry in Stockholm, where the old files lie that no one has ever digitised.

In the field they are often not on site, but on the radio. They tell the cell which door responds to which code, who is reported in the house, who telephoned an hour ago. When they are on site, it is with a laptop and a gaze that searches for cameras and cables.

In the evenings, when no one wants anything more from them, many work on their own code. On the circles. On the numbers. On what Greta Sundqvist could not read.

Training

Cryptanalysts come from mathematics, computer science, the intelligence services, sometimes from the hacker scene. The training in Stockholm does not teach them how to crack codes. They already know that. It teaches them how to read signs that follow no code: circles, patterns, repetitions in samples and witness statements.

The examination is Greta Sundqvist’s last task. The recruit receives a copy of the circles under the wallpaper of Solberg and one week. No one expects them to read it. They are expected to be able to say at the end why they cannot. Only once, in 1987, did a recruit translate a line on the sixth day. She told no one and did not come to the examination on the seventh day. Her notes lie in the Registry. The line is missing from them.

Play Styles

The following play styles are suggestions, not requirements. The cards mentioned are at the end of the chapter, the techniques in Chapter IV.

Play Style	Description
The Hacker	She gets into any system that has a cable. Cards: Backdoor, Data Trail.
The Codebreaker	He reads what others have encrypted. Cards: Pattern in the Noise, Enigma.
The Sign Reader	She works on the circles and patterns of the supernatural. Cards: Language of the Circles, via the fourth red thread The Old Language of the Antiquarians.

RULE: THE DISTANT HAND

A Cryptanalyst can accompany a mission remotely by radio and computer. They can roll one test on Hacking, Cryptography or Investigation for the cell in each scene, as if they were on site. In return, they are not in danger themselves, but cannot make tests at the crime scene.

RULE: COLLECTING SIGNS

Every supernatural sign that a Cryptanalyst documents in a mission, they note down. If they have collected ten different ones, they receive +1 die on all tests to interpret new signs. At twenty, +2. The game master may show them something in the process that they did not want to see.

Codes at the Game Table

Most codes are not a puzzle for the players, but a test on INT + Cryptography, which cannot be attempted untrained (Core Rulebook, Chapter II). The only question is how hard it is and how long it takes.

Code	Difficulty	Duration
Secret code of a diary	Easy (1)	one hour
Book code, if you have the book	Doable (2)	one evening
Radio cipher from the Cold War	Hard (3)	one day
Modern encryption without the key	Very Hard (4), Hacking instead of Cryptography	one week
One-time pad without the pad	no test	never
Supernatural signs and circles	Hard (3) to Impossible (5)	as long as they want

Code Breaking makes each of these tests on Cryptography one level easier, but never easier than Easy (1). For modern encryption, Digital Infiltration helps instead. Even a Cryptanalyst cannot crack a one-time pad without the Enigma card. They search for the pad.

The Price

Cryptanalysts pay with their gaze. Anyone who searches for patterns for years sees them everywhere: in number plates, till receipts, the tiles in the bathroom. Many Cryptanalysts count compulsively. Some can no longer sleep without setting the radio quietly to a frequency on which nothing is transmitted. Just to be sure.

OPTIONAL RULE: THE FREQUENCY

A Cryptanalyst who listens to the numbers station's frequency every night at three o'clock for a week gains a thread for an open case connected to the station and takes 1 strain because they no longer sleep properly. The thread counts as a thread for the next mission. This can be done once between two missions.

D6	What counting has cost you
1	You count stairs. If one is missing, you go back.
2	You can no longer look at a clock without checking whether it shows ten past ten.
3	You have found a circle in the numbers of your tax return. You did not submit the return.
4	Your radio runs on an empty frequency every night. Once it was not empty.
5	You have converted your own name into numbers. It yielded a coordinate.
6	Friends no longer send you messages because you read each one twice.

EXAMPLE: ENIGMA IN THE CAR

Enigma sits in the car in front of the apartment building in Altona while Raven, Mirror Image and Brandt go down into the cellar. With the distant hand she may roll a test for the cell in the scene. She chooses Hacking to access the building management's payment data: INT 5 and Hacking 4, +2 from Digital Infiltration and +1 from the laptop, against Hard (3). She has 5 successes.

In the next scene she goes through the previous year's invoices with Pattern Recognition and Pattern in the Noise. A washing machine for the cellar, bought second-hand, paid for with a card whose account nobody has used since 1994. The account belongs to a practice in Hann. Münden.

In Play

- **You read what others consider noise.** Data, codes, circles. You find out who talks to whom.
- **You don't have to be on site.** Your hand reaches far.
- **The question for your character:** What would you do if you could read the circles?

Playing from a Distance

A Cryptanalyst sitting in the car while the others go into the cellar should not be bored, and neither should you. Three things help. Describe your screens like a room: cameras are your windows, databases your cupboards. Speak over the radio and not across the table, and only say what the others can hear. And in every mission find a question of your own that only you can answer while the cell is on the move. The clue about the washing machine in Altona was found by Enigma, not by the cell in the cellar.

Playing with Other Classes

The Cryptanalyst is the natural partner of the **Infiltrator** and the **Saboteur** among the Agents: the Cryptanalyst opens digital doors, they open the real ones. With a **Cyberneticist** among the Scientists they share a love of systems. A **Thaumaturgist** from the Collegium is the only one with whom they can talk about the circles without seeming mad. And a **Physicist** provides them with measurement data that they can evaluate.

From the Files

RADIO SURVEILLANCE, EXCERPT

Numbers station, call sign unknown. Broadcasts 1961 to 10/1971, every night at 03:00.

Last broadcast: 14/10/1971, 03:00.

Note: Date corresponds to the night before the Cascade.

ENIGMA EVALUATION, EXCERPT

The numbers of the new broadcasts yield 13 coordinates. 12 in a circle with a radius of 340 km. Centre: Wales.

Note from the Audit: Comparison with Project Map requested. Response from the Institute: Correspondence with the finds up to 1977. No correspondence for the finds since 2019. Further information refused.

Questions for Your Cryptanalyst

D6	What your character doesn't know yet
1	Who sends the numbers
2	Why the station fell silent after the Cascade and now broadcasts backwards
3	What lies at the thirteenth point in Wales
4	Who removed the eleven files from the Registry
5	Whose voice is on the recording from 1937
6	What the circles say when one can read them

Equipment of the Subclass

Item	Effect
Branch laptop	+1 die on Hacking and cryptography. Encrypted, with self-destruct. *Common for Cryptanalysts.*
Frequency recorder	Records a frequency band for 24 hours and marks every repetition. *Common.*
Shortwave receiver	Receives numbers stations and radio. Sometimes also frequencies that nobody uses. *Rare.*
Sundqvist's tables	Transcripts of her work on the circles. +1 die on cryptography for supernatural signs. *Very rare.*

The Others and Us

About the Profilers: "They read faces. Faces lie. Data lies less."

About the Journalists: "They find the people. We find what the people have deleted."

About the Antiquarians: "They read languages that are dead. We read one that is only just emerging. Or perhaps the same one."

About the Paranormal Detectives: "They go where we only have data. We tell them where to go."

Characters of the Subclass

Greta Sundqvist. The Calculator, died 1998. Her flat in Gothenburg stands empty, the branch pays the rent. On the wall hangs a board with chalk marks that no one has wiped off since 1998 because no one knows whether it was finished.

The Night Worker. A cryptanalyst in the Registry who has been digitising the old files every night since 2014. He found eleven files that are not in any index. He reported it. The files had disappeared the next morning. He has been digitising faster ever since.

The Voice. The speaker of the numbers station. Enigma compared her voice with sound recordings from all over Europe. Once there was a match: a recording from a sanatorium at Lake Solberg, from 1937.

```
REGISTRY, NIGHT SHIFT REPORT, 2014
While digitising the third basement floor,
eleven files without index numbers were found.
Grey covers, no codenames, date 14.02.1977.
Note the next morning: files not locatable.
Report filed.
```

Example Character: Enigma

Cryptanalyst, Cadet. Sanne de Vries, 29, came to the Dutch intelligence service after studying mathematics, was considered brilliant and difficult there for seven years, and one night heard a numbers station that had been silent since 1971. Her story is told at the beginning of this chapter.

Enigma	Cryptanalyst, Cadet
Attributes	STR 1, DEX 4, CON 2, INT 5, WIS 3, WIL 3, CHA 1, MAN 3, COM 2
Skills	Cryptography 5, Hacking 4, Academic Knowledge 4, Perception 4, Investigation 3, Technology 3, Dodge 3, Toughness 2, Stress Management 2, Concentration 2, Insight 1, Firearms 1, Mental Resistance 1
Values	HP 10, strain threshold 9, initiative 4, defence 2
Abilities	Code Breaking, Digital Infiltration, Pattern Recognition
Open case	"Who is sending the numbers?" (0 threads)
Drive	Knowledge seeker. As archetype: The Driven.

Equipment: Investigator basic equipment, high-performance laptop, algorithm module, document scanner, a key to a safe deposit box. Starting funds €8,000.

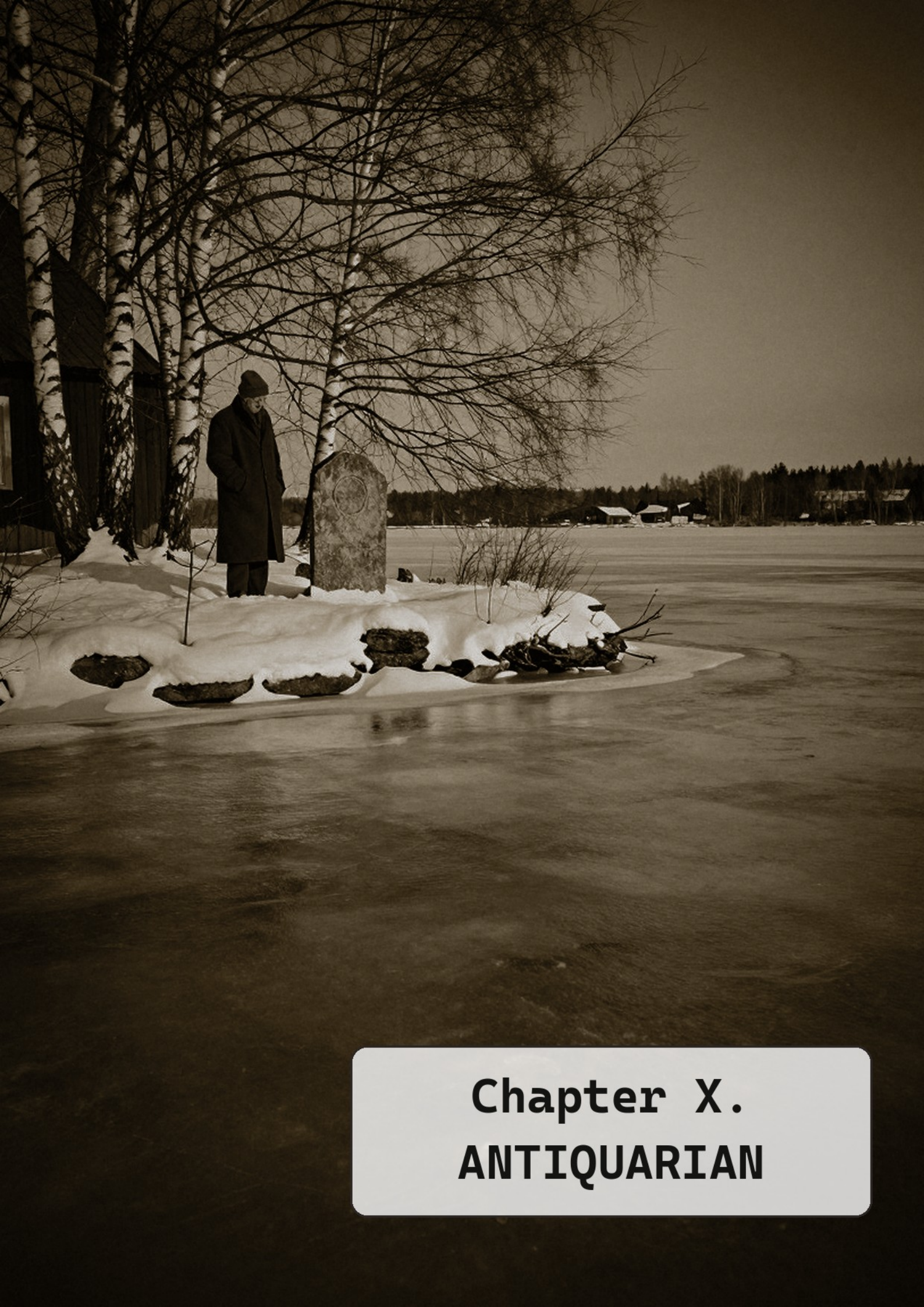
How to play Enigma: You are brilliant, impatient and clearest at night. You see patterns before others see data. You listen to the frequency every night at three o'clock. Most of the time it is silent.

The Path Along the Wall

Rank	New cards and advancements
Agent (20 XP)	Pattern in the Noise 4, Backdoor 6, Insight to 2 for 4. She saves 6 XP. Second open case.
Senior Agent (50 XP)	Language of the Circles 8, Profiler's Mindset 10, Cryptography to 6 for 12, Toughness to 3 for 6. Third open case.
Veteran (100 XP)	Data Trail 10, The Old Language from Antiquarian 12, Word of Banishment from Paranormal Detective 12, Hacking to 5 for 10, Stress Management to 3 for 6. Fourth open case.

The Pillar on the Wall

Level	Card	Effect
I	**Pattern in the Noise**	Passive. +1 die on Investigation when evaluating data, recordings and lists. They find a repetition that others overlook.
II	**Backdoor**	Once per scene they get into a digital system without a test that they have previously examined for at least an hour.
III	**Language of the Circles**	Passive. +2 dice to interpret supernatural signs, circles and patterns as code.
IV	**Data Trail**	Once per mission they trace a person's digital trail back one year: accounts, travel, calls, cameras.
V	**Enigma**	Once per mission they decipher any code, cipher or unknown script, even a supernatural one. Afterwards 1 strain.



Chapter X.
ANTIQUARIAN

Antiquarian

"Everything that happens today has already been written down. You only need to find the right book."
Antiquarian, codename Folio-7

The Nature of the Subclass

Antiquarians read the past. Old manuscripts, church registers, artefacts, inscriptions, maps. They determine the origin, age and value of everything older than a human lifetime, and they recognise cursed objects before anyone touches them. At O.D.I.N. they are the keepers of memory: they know that almost everything that happens today has already happened, and they find out when.

Antiquarians are the Investigators closest to the Collegium. Many work regularly with Thaumaturges, some have entered the Black Library. And they are the only ones in the branch who can handle the old languages in which some cults write their rituals.

ANTIQUARIAN AT A GLANCE

Bonuses: +2 INT, +1 WIS. **Skills:** +2 History, +1 Investigation, +1 Occultism. **Equipment:** Portable microscope, archive gloves, translation compendium (+1 die on old languages).

Artefact Analysis (passive): +2 dice on History and Investigation when examining artefacts.

Language Deciphering (passive): +2 dice on translating and interpreting old scripts.

Value Assessment (passive): Tests to determine the origin, age and value of a relic are one step easier. They recognise cursed objects before they touch them.

Full rules: Core Rulebook, Chapter IV.

The Church Register

The church register of the parish of Solberg lay in the Uppsala Regional Archive, in a basement room with air conditioning, and Folio-7 had needed three weeks to get permission to see it. He wore white cotton gloves. He had restored manuscripts for forty years before he came to O.D.I.N. He knew how to touch a book that does not want to be touched.

The book covered 1841 to 1893. Baptisms, weddings, funerals, in the even handwriting of four successive pastors. Folio-7 was looking for a page that Uggla, his predecessor, had mentioned in his last note before he died between two shelves: a page from the winter of 1871.

The page was missing. Uggla had known that. But in his last note he had written that it was not missing, that it was in another book.

Folio-7 took a magnifying glass and examined the fold. The page had not been torn out. It had been cut out, cleanly, with a knife, and the cut was old. Older than the archive. And on the edge of the facing page, where the missing page would have lain when the book was closed, there was an imprint. Ink that had transferred to the neighbouring leaf a century and a half ago, faint, mirror-reversed.

He needed a mirror. He needed four hours. In the end he had reconstructed a single entry, in the handwriting of the third pastor:

On 21 December 1871. Tonight the children of the estate sat in a circle and sang. The tutor says it is an old song. I have written it down so that God may hear it. I fear someone else heard it first.

Below it, even fainter, a row of signs that were not letters. Circles. Folio-7 knew them. He had seen them in File Zero, under the wallpaper of Solberg, traced in 1938 by Hallström.

He sat for a long time in the basement room, the magnifying glass in his gloved hand. Then he wrote a new thread in Uggla's file. The question was who had drawn the circles under the wallpaper. The answer was: someone who had already done it in 1871. Sixty-seven years before Solberg.

That was not an answer. That was a new question.

When he left the archive, it was dark. On the way to the station he heard a child singing from an open window. He did not stop. In forty years he had learned that some things you do not read twice.

The Keepers

Legend: The Folio Series

In the Investigation Branch there is a codename that is inherited: **Folio**. The first Folio was a librarian from Uppsala who in 1949 searched old manuscripts for circles for Hallström. When he died in 1962, his assistant took over the work and the name: Folio-2. Since then there has always been an Antiquarian with this name, and they inherit the open cases of their predecessor. The sixth was called Uggla for over fifty years, and everyone continued to call him that, even after he had inherited the name. Today there is Folio-7. In the Collegium there is a Thaumaturgist who is also called Folio, a coincidence, say both branches. The Antiquarians are not so sure about that.

The History of the Subclass

Antiquarians were among Hallström's first collaborators. He believed that Solberg was not the first event, only the first that someone had taken seriously, and that the answers lay in archives. The first Antiquarians searched church registers, court records and monastery chronicles throughout Scandinavia in the fifties for reports of singing children, circles and people who vanished overnight. They found more than Hallström had expected.

Since then the subclass has grown. Antiquarians work with auction houses, museums and collectors, because many artefacts that O.D.I.N. seeks eventually land on an auction table. They assess crystals for the Collegium, determine the origin of samples for the Lab Coats, read the writings of cults for the cells.

And they keep, more than any other subclass, the long files: questions that are passed down over decades, from one Antiquarian to the next. The oldest open case in the branch after File Zero is a Folio file from 1949. The first Folio rewrote its question four times. Since 1962 it has been inherited, and no one may change it any more. It has never had more than three threads.

The First Case

D6	The first object that brought you to O.D.I.N.
1	A church register from which a page had been cut out in such a way that it was still there.
2	A manuscript that turned its pages at night.
3	A ring from a grave that was warmer than the hand that held it.
4	A map from 1650 on which a lake was marked that has only existed since 1938.
5	A letter written in a handwriting that you recognised as your own.
6	A stone in an auction that nobody wanted to buy, because it hummed louder each time it was called.

A Day in the Life

Antiquarians spend their days in archives, libraries and auction houses. They read, compare, restore. They talk to dealers, collectors, curators. Many actually run an antiquarian bookshop or work in a museum, because that is the best cover and because they love it.

In the field they are the ones who interpret a symbol on the wall, read a book on the altar of a cult site and recognise the object in a display case that one had better not touch. They rarely go first, but when the cell stands before a door with an inscription, everyone looks at them.

In the evening they keep reading, usually until after midnight.

Training

Antiquarians come from history, archival science, restoration, the art trade, sometimes from the clergy. Training in Stockholm consists mainly of reading: File Zero, the reports of the first Folios, the assessment by Karin Ek and the transcripts of Sundqvist's tables. In addition they learn what they never learned in their studies: which objects one does not touch, which books one does not read aloud and why.

The examination is an object from the evidence room of the Registry that the recruit must determine: age, origin, history, danger. The instructors choose objects that are harmless. Mostly.

Play Styles

The following play styles are suggestions, not requirements. The cards mentioned are at the end of the chapter, the techniques in Chapter IV.

Play Style	Description
The Collector	He knows artefacts, assesses them, recognises forgeries and dangers. Cards: Provenance, Cursed Things.
The Scholar	She reads what no one else can read. Cards: Reading Room, The Old Language, The Last Book.
The Heir	He carries on the long files that were handed over to him. Cards: Provenance, Reading Room, plus Cold Coffee.

RULE: DO NOT READ ALOUD

If an Antiquarian reads a supernatural script aloud instead of only translating it, the game master rolls a D6. On a 1 or 2 something happens: a rift flickers, a crystal awakens, a cult listens in. An Antiquarian who only reads the script quietly or writes it down is safe.

RULE: THE INHERITANCE

If an Antiquarian takes over the open case of a deceased colleague, the file keeps all threads except one, but at least as many as in an ordinary handover (Chapter V). They may not change the question. In return, once per mission they may pull a thread of this file without it being used up. For the rule Torn Threads, this pull does not count as pulling.

Old Scripts at the Game Table

Which skill a script requires depends on who wrote it, and one often only knows that afterwards.

Script	Test
Latin, Greek, old administrative and church languages	INT + History
Runes, dead alphabets, cuneiform	INT + History, one step harder
Circles, seals and writings of the cults	INT + Occultism
Signs that repeat like a code	INT + Cryptography
A script that changes as you read it	INT + Occultism, then a horror test against Uncanny (1)

Language deciphering helps with all five, the translation compendium from the Core Rulebook only with the first two. Whoever does not know which way is the right one asks a Cryptanalyst and a Thaumaturge. Both consider their own to be the right one.

The Price

Antiquarians pay with their present. Whoever reads in the past long enough sees an old one in every new event. Many Antiquarians have the feeling that everything repeats itself and that they simply cannot prevent it. And some read things they cannot forget, in books they should never have opened.

OPTIONAL RULE: REPETITION

Once per mission, an Antiquarian may ask the game master at a place where something supernatural has happened: “When has this happened here before?” The game master answers honestly, with a year and a sentence. Afterwards, the Antiquarian takes 1 strain because they now know it.

D6	What reading has cost you
1	You read today’s newspaper and know in which century it was printed before.
2	You wear gloves, even when you shake someone’s hand.
3	You have not finished a book. You know how it ends.
4	You recognise your own handwriting in a letter from 1802. You did not write it.
5	In your flat there are more books than furniture, and one of them does not belong to you.
6	While reading, you hum a melody that a church register taught you.

EXAMPLE: FOLIO-7 AND THE MUSIC BOX

Folio-7, now an Agent, stands in the warehouse of an auction house in London before a music box that is to be auctioned tomorrow. Value Assessment tells him, before he touches it, that something is wrong with it. He rolls INT 5 and History 5 with +2 from Artefact Analysis. The test would be Hard (3), with Value Assessment it is Doable (2). He has 6 successes.

The music box is one hundred and thirty years old and plays a melody that appears in no music catalogue. Provenance reveals to him who last owned it: a children's home in eastern Poland that was closed in 2014. Folio-7 calls Feder. The melody is the same as on her recording.

In Play

- **You read what was written before you.** Artefacts, old writings, church registers. You find out when something has already happened.
- **Ask about history.** Every place has one, and often it explains what happens there today.
- **The question for your character:** Which book would you never open?

Playing with Other Classes

The Antiquarian is the natural partner of every **Thaumaturge**: Both read old signs, and the boundary between translation and magic is thinner than either admits. With an **Astrobiologist** among the Scientists, they determine what a sample has to do with an old tradition. A **Spy** among the Agents helps them get access to collectors. And an **Invoker** can tell them whether the name in an old book belongs to a being.

From the Files

UPPSALA REGIONAL ARCHIVE, VISITORS' BOOK, EXCERPT

Church register Solberg, 1841 to 1893. Access:

1938, V. Hallström. 1974, Uggla. 2019, Uggla. 2026, Folio-7.

1957, a name overwritten in ink.

RECONSTRUCTION FOLIO-7

Church register Solberg, missing page, 21.12.1871. The children of the estate sing in a circle. Beneath it, signs identical to the circles under the wallpaper from 1938.

Note from the Registry: Copy to File Zero. Copy to the Collegium refused.

Questions for Your Antiquarian

D6	What your character does not yet know
1	Who drew the circles in 1871
2	In which book the missing page lies
3	Whose name was overwritten in the visitors' book in 1957
4	What Uggla really died of
5	What the tutor meant by "an old song"
6	Why there is also a Folio in the Collegium

Equipment of the Subclass

Item	Effect
Silk archive gloves	Protect against curses that trigger on touch. Once per mission. *Rare.*
Branch translation compendium	+1 die on ancient languages and on circles, seals and writings of the cults. Replaces the compendium from the Core Rulebook. The branch edition contains marginal notes from six Folios. *Rare.*

Item	Effect
Lead box	For small objects you do not want to carry in your pocket. What lies inside does not whisper and does not grow warm. *Common.*
Uggla's magnifying glass	The magnifying glass of the sixth Folio. +1 die on Investigation on paper, parchment and ink. Shows impressions, erasures and overwritten passages. *Very rare.*

The Others and Us

About the Profilers: "They read the living. We read the dead. The dead are more patient."

About the Journalists: "They write tomorrow's history. We read yesterday's. Usually it is the same."

About the Cryptanalysts: "They call it code. We call it language. Greta Sundqvist proved us both right."

About the Paranormal Detectives: "They ask what is in the cellar. We know who was buried there three hundred years ago."

Characters of the Subclass

Uggla. Folio-6, over fifty years in the branch, died in an archive in Uppsala. The report does not say which book he had on his lap. Folio-7 continues his files.

The Auctioneer. An auctioneer in London who has reported suspicious objects to the Investigation Branch for thirty years before they are auctioned. She has a sense for things that hum. She says she hears nothing. She feels it in her teeth.

The Pastor of 1871. The third pastor of Solberg, whose entry in the church register is missing. He died in spring 1872. His grave lies by Solberg Lake, and the stone bears no name, only a circle.

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AUCTIONEER'S CATALOGUE, WITHDRAWN LOTS
Lot 114: music box, walnut, c. 1890.
Withdrawn, reported.
Lot 212: glass snow globe, does not play.
Withdrawn, reported.
Lot 341: visor, metal, inscription illegible.
Withdrawn. Buyer offered ten times the amount
in advance. Reported.
```

Example Character: Folio-7

Antiquarian, *Cadet*. Erik Lindgren, 61, was a manuscript restorer at the Royal Library in Stockholm for forty years. He came late to O.D.I.N., after he found a letter in a librarian's estate that Hallström had written in 1949, with circles in the margin that he knew from a church register. He became Folio-7 when Uggla died, and inherited his files. His story is told by the handover in Chapter V and the beginning of this chapter.

Folio-7	Antiquarian, Cadet
Attributes	STR 1, DEX 2, CON 2, INT 5, WIS 4, WIL 3, CHA 2, MAN 2, COM 3
Skills	History 5, Academic Knowledge 4, Occultism 4, Perception 4, Investigation 3, Dodge 3, Craft 2, Insight 2, Etiquette 2, Toughness 2, Stress Management 2, Contacts 1, Mental Resistance 1
Values	HP 10, Strain Threshold 10, Initiative 2, Defence 2
Abilities	Artefact Analysis, Language Deciphering, Value Assessment
Open Case	"Who drew the circles under the wallpaper in Solberg?" (inherited from Uggla, after the handover 3 threads, of which 2 count as Cadet)
Drive	Knowledge Seeker. As archetype: The Archivist

Equipment: Investigator basic equipment, portable microscope, archive gloves, translation compendium, lead box, three grey file folders. Two of them lie in the Registry until his rank allows them. Starting funds €9,000.

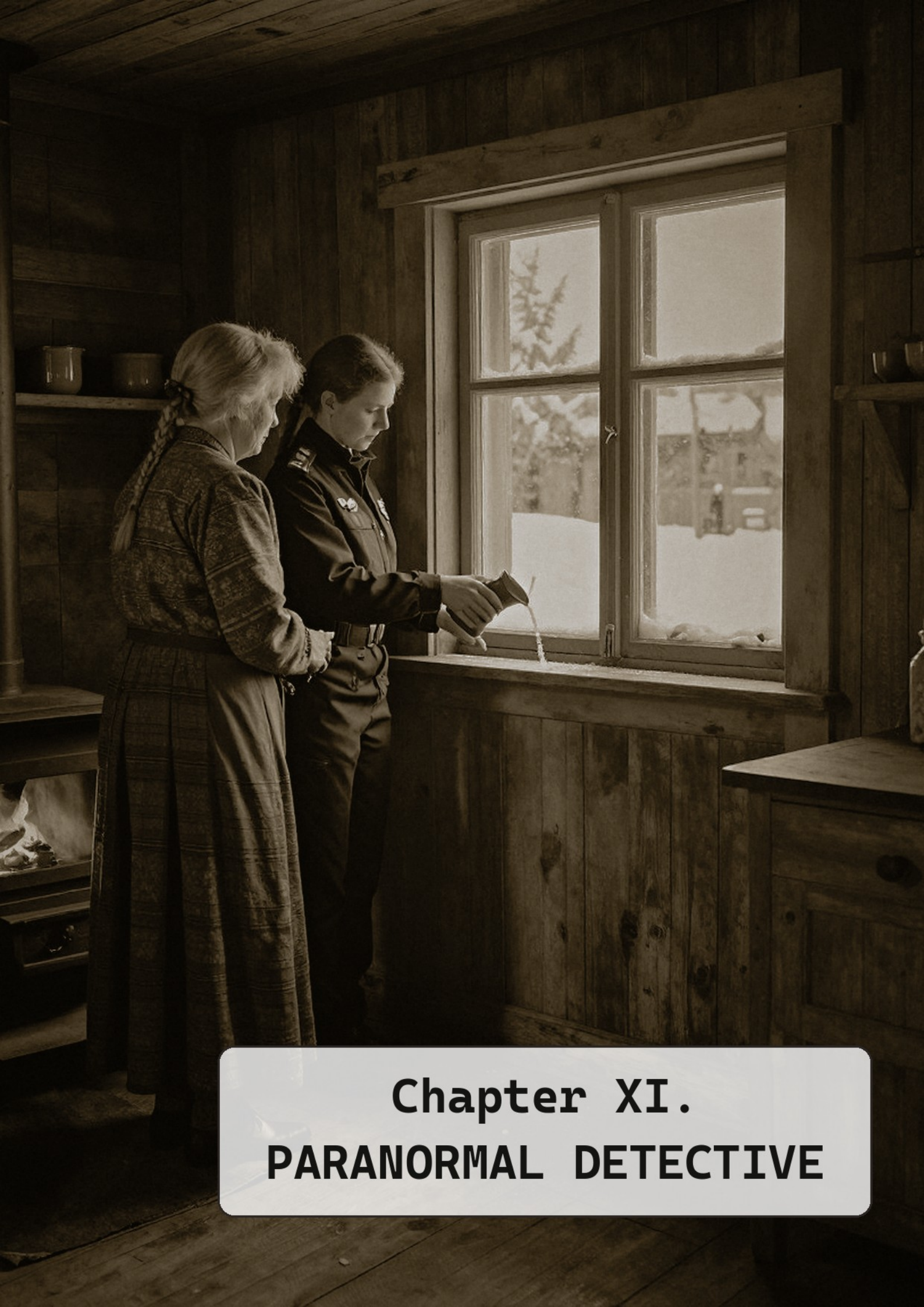
How to play Folio-7: You are calm, polite, and thorough. You have time, and you take it. You have inherited files whose questions you may not change, and you are closer to an answer than you wish.

The Path Along the Wall

Rank	New Cards and Improvements
Agent (20 XP)	Provenance 4, Reading Room 6, Cold Spot from Paranormal Detective 6. He saves 4 XP. Second open case: the second folder from Uggla.
Senior Agent (50 XP)	Cursed Things 8, Access from Journalist 6, Salt and Silver from Paranormal Detective 10, Occultism to 5 for 10. Third open case.
Veteran (100 XP)	The Old Language 10, Language of the Circles from Cryptanalyst 10, History to 6 for 12, Academic Knowledge to 5 for 10, Investigation to 4 for 8. Fourth open case.

The Pillar on the Wall

Level	Card	Effect
I	**Provenance**	Passive. If they determine the origin and age of an object, they additionally learn who last possessed it and where it last was.
II	**Reading Room**	Passive. Research in archives and libraries takes only half the time. They gain access to collections that remain closed to others.
III	**Cursed Things**	Passive. They can examine and transport cursed or supernatural objects safely if they have recognised them beforehand.
IV	**The Old Language**	Passive. They read supernatural writings used by cults and Thaumaturges. Tests for this are one level easier, and the rule Do not read aloud never applies to them.
V	**The Last Book**	Once per campaign, they find the book that answers one of the campaign's great questions, or at least half of it. Afterwards 1 strain.



Chapter XI.
PARANORMAL DETECTIVE

Paranormal Detective

"The dead talk. You just have to know how to listen."
Paranormal Detective, codename Raven

The Nature of the Subclass

Paranormal Detectives investigate where the supernatural leaves traces. They examine crime scenes where something has happened that cannot have happened, and they find the signs that others overlook: the cold spot in the room, the salt in the carpet, the calendar that has turned its own page. They are the Investigators who are most often on site, and the ones who risk the most.

They are also the only ones in the Investigation Branch who master protective rituals. Not like Thaumaturges, with crystals and circles, but with what people have done for centuries: salt, silver, words, light. It does not always work. But often enough.

PARANORMAL DETECTIVE AT A GLANCE

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

Ghost Sight (passive): +2 dice on Perception and Occultism when investigating paranormal phenomena.

Occult Recognition (passive): Tests to recognise occult signs, signatures and connections are one step easier.

Protective Ritual (active, 1× per scene, 1 minute): The entire cell receives +2 dice on horror tests and on tests against supernatural influence for the scene.

Full rules: Core Rulebook, Chapter IV.

Altona

The address in Hamburg-Altona was a rear building, three storeys, brick, with a courtyard where bicycles stood and a chestnut tree grew. In the basement there was a door that was painted green, with a brass nameplate.

Raven stood on the top step of the basement stairs and did not go down.

Beside her stood Brandt, the rifle under his coat, looking at the door. Behind them in the courtyard stood Echo with her helmet, looking at nothing, or at something only she saw. Folio, the Thaumaturge, sat in the car on the street, with the radio and a set of chalk.

"Is that it?" asked Brandt.

"That's it." Raven spoke quietly. "Same colour. Same sign. Dr. med. H. Sander. Consultation by appointment."

"And behind it?"

"A waiting room. A calendar. A second door." She had dreamed it a hundred times in the last months. "And behind the second door is nothing. Or everything."

Echo came over to them. She was pale. "There's no one down there," she said. "No thoughts. But it's not empty. It's as if someone were waiting and not thinking while doing so."

"Waiting for what?"

"For an appointment."

Raven took out her notebook and opened the page with the list. Seven missing persons from the area around Hann. Münden, three from Hamburg. Frank Möller. All except Frank had accompanied someone, to an appointment, with a doctor who did not exist.

"One stays outside," she said. "That's the rule."

"I'll go," said Brandt.

"No." Raven closed the notebook. "Nobody goes. Not today." She picked up the radio. "Folio, I need the circle. Around the whole staircase. And then we need someone

from the Collegium, someone who knows what to do with a door that opens by itself."

"You don't want to open it?" asked Brandt.

Raven looked at the green door. She had waited sixteen months to find it again. She had thought she would go in as soon as she saw it. She had thought Frank would be waiting behind it.

"I want to close it," she said. "For good. And for that I need to know who built it."

Folio drew the circle around the basement stairs, carefully, from the shoulder, not from the hand. When he closed it, something rustled behind the green door, softly, like a calendar page being turned.

Raven stood watch all night. In the morning the door was still there. The nameplate too. But someone had written an appointment underneath it, in a fine, old-fashioned handwriting, in pencil.

It was for her.

The Cellar Walkers

Legend: Hallström Himself

The first Paranormal Detective was Viktor Hallström, even though the word did not exist back then. It was he who peeled off the wallpaper in Solberg in 1938 because the wall seemed too smooth to him. It was he who scattered a circle of salt around the dining hall before he left, because an old woman in the village had told him it would help. And it was he who left in his notes the sentence that still stands above the entrance to the training of Paranormal Detectives today: *If the crime scene looks at you, do not look away. Write down what it sees.*

The History of the Subclass

Paranormal Detectives were long the smallest subclass in the Investigation Branch. Hallström sought police officers who had seen things at crime scenes that they were not allowed to talk about, and he found few who were willing to keep looking. In the first decades there were never more than a dozen.

Since 2011, that has changed. The increase brought more crime scenes, more missing persons, more cellars that someone had to look into. The subclass is now the fastest-growing in the branch and the one with the most losses. Many Paranormal Detectives come from the police, some from pastoral care, some from families where salt on the windowsill was never superstition.

They have a rule that goes back to the Soldiers' rule of two squads and that they take more seriously than everyone else in the branch: one stays outside. Since Hann. Münden, it applies to everyone, even the most experienced.

The First Case

D6	The first crime scene that looked at you
1	A cellar behind a green door from which your partner did not return.
2	A flat in which all mirrors were turned to the wall, from the inside.
3	A child's room in which the dust on the floor formed a circle.
4	A car wreck without a driver, with the engine running, three days after the accident.
5	A church in which all the candles went out at the same time when you entered.
6	Your own childhood home. You only recognised it the second time.

A Day in the Life

Paranormal Detectives spend their days in places where others do not want to be. Abandoned houses, cellars, cemeteries, flats of missing persons. They walk through every room slowly, with an EMF detector, a UV lamp and a small bag of salt. They note everything: temperature, smells, sounds, the direction in which a dog will not go.

Between operations, they read old cases and talk to witnesses whom nobody takes seriously: children, old people, people in clinics. They have learned that these witnesses have often seen more than those who are believed.

In the evenings, they wash for a long time. Many have a ritual before they go to sleep: salt on the windowsill, the light in the hallway on, the door open a crack. They say it is superstition. They still do not skip it.

Training

Paranormal Detectives usually come with police experience. Training begins in Stockholm and ends in a kitchen in Norrland, with an old woman whose grandmother showed Hallström in 1938 how to scatter salt. In between, recruits learn everything the police do not teach: protective rituals, the signs of supernatural presence, working with Psions and Thaumaturges at crime scenes, and above all, when not to enter a room.

The examination is a crime scene, real, old, solved. The recruit may examine it for as long as they want. At the end, they must say what happened there. And they must say whether they would have entered the room. Anyone who says yes, although the correct answer was no, does not pass.

On the last evening in the kitchen in Norrland, the old woman places a glass of water and a bowl of salt in front of each recruit. She says nothing. Most scatter salt into the water because they suspect a test. Some drink the water. One in ten asks what the salt is for, and only those who ask receive a small bag from her kitchen in the morning.

Play Styles

The following play styles are suggestions, not requirements. The cards mentioned are at the end of the chapter, the techniques in Chapter IV.

Play style	Description
The Crime Scene Reader	She finds traces at every location that others overlook. Cards: Cold Spot, Read the Crime Scene.
The Protector	Protective rituals, salt, silver, banishing words. He keeps the cell safe until help arrives. Cards: Salt and Silver, Word of Banishment.
The Witness of the Dead	She talks to what remains at a location. Cards: Read the Crime Scene, The Other Witness, plus Occultism at a high value.

RULE: THE CRIME SCENE LOOKS BACK

A Paranormal Detective who examines a supernatural crime scene learns on 3 or more successes on Perception or Occultism what happened there, and whether something is still there. The game master tells them honestly. Whether they then leave is their decision.

RULE: SALT AND LIGHT

A Paranormal Detective with salt, silver or a UV lamp can secure a threshold once per scene: a door, a window, a staircase. Beings from rifts, the dead and the old who want to cross it roll with −1 die or lose an action. The effect is weaker than a warding circle, but it does not need a crystal.

Signs at the Crime Scene

The last part of the training, in the kitchen in Norrland, begins with a list that is older than O.D.I.N. The Salt Woman dictated it to Hallström in 1938. He added only one line, the last.

Sign	What it usually means
Cold spot	Something took warmth instead of giving it. The colder, the more recent it is.
Grey salt	Something supernatural was here, from a rift or something old. Grey like ash: hours ago. Grey like dust: years ago.
Clocks, calendars	Something played with time. A calendar that turns its pages almost always points to an appointment.
Animals	Dogs won't go in. Cats will. Nobody knows why.
Circles in the dust	Someone moved in a circle for a very long time. Or something.
Mirror turned to the wall	Someone didn't want to be seen. Or didn't want to see.
Nothing	A crime scene where everything is right. Go back.

The Price

Paranormal Detectives pay with the places they have seen. They carry them with them: the cold spot, the calendar, the green door. Many no longer sleep with the door closed. And almost all have a case that haunts them, a person they did not bring back, a door they did not close.

OPTIONAL RULE: PLACES YOU TAKE WITH YOU

A Paranormal Detective who entered a place during a mission where something still was makes a test on COM + Stress Management against Doable (2) at the end of the mission. If it fails, they take the place with them: In the next mission, they roll at places similar to it with −1 die on horror tests, but with +1 die on Perception.

D6	What the places have cost you
1	You don't go into any cellar without a torch, not even your own.
2	You sprinkle salt on the windowsill every evening. Once there was an imprint in it in the morning.
3	You recognise cold spots in cafés, cinemas and churches. You never sit there.
4	You have a key to a house that no longer exists. You carry it anyway.
5	Dogs no longer like you. Cats follow you.
6	You sometimes hear a calendar page being turned behind a closed door.

In Play

- **You investigate where the supernatural leaves traces.** Crime scenes, cellars, abandoned houses. You find what others overlook.
- **You protect the cell with simple means.** Salt, silver, light, words.
- **The question for your character:** Which door would you open again if you knew who was behind it?

Playing with Other Classes

The Paranormal Detective is the natural partner of every **Soldier** who stays outside, and every **Thaumaturgist** who can draw a proper circle where their salt is not enough. With a **Telepath** they find out whether a room is empty. A **Chronomancer** from the Collegium can show them what happened at a crime scene, and they can tell the Chronomancer why.

From the Files

GREY FILE, EXCERPT

Case: SANDER, H. New site: Hamburg-Altona, rear building, cellar.

Door secured by a warding circle. Collegium requested.

Addendum: In the morning, a pencil entry under the nameplate. Name of the investigator. Date: in three weeks.

PRIVATE NOTE, HALLSTRÖM, 1938

The old woman says you don't sprinkle salt to keep something out. You sprinkle it so you notice if something has come in. This morning there was a footprint in the salt. Barefoot. A child.

EXAMPLE: RAVEN IN THE NURSERY

Raven stands in the doorway of an abandoned nursery. The dust on the floor forms a circle around the bed. She rolls WIS 5 and Perception 5 with +2 from Ghost Sight against Hard (3) and has 5 successes. The game master gives her two additional clues: The circle is not drawn, it was created because someone moved in a circle for a very long time. And it is fresh.

Because she has 3 or more successes, the crime scene looks back. Raven asks if there is still something here. The game master says: Yes. Under the bed.

Raven does not enter the room. She sprinkles salt over the threshold, tells Brandt, and writes in her notebook what the crime scene saw.

Questions for Your Paranormal Detective

D6	What your character does not yet know
1	Who Dr. Sander is, or what
2	Where Frank Möller went and why he writes 1994
3	Who entered the appointment for her
4	Whose footprint lay in the salt in 1938
5	What happens if she keeps the appointment
6	What happens if she does not

Equipment of the Subclass

Item	Effect
EMF detector with recording	As in the Core Rulebook, but records. The recordings sometimes show spikes that no one saw. *Rare.*
Silver cross without faith	A plain silver cross. It works not because of faith, but because of the silver. In close combat damage 1, and beings from rifts feel it, even when they do not feel ordinary weapons. *Rare.*

Item	Effect
Collegium chalk set	Consecrated chalk in six strengths. A circle drawn with it by a Paranormal Detective is not a warding circle, but a threshold that cannot be overlooked. *Rare.*
Hallström's Salt Tin	An old tin with salt from Solberg. A circle drawn with it acts as a warding circle, without crystal, once per mission. *Very rare.*

The Others and Us

About the Profilers: "They read the perpetrator. We read the crime scene. Sometimes the crime scene is the perpetrator."

About the Journalists: "They know beforehand which cellar. We then go in. Or not."

About the Cryptanalysts: "They read the circles as numbers. We see what the circles do to a room."

About the Antiquarians: "They know who lies buried there. We know whether he is still there."

Characters of the Subclass

Frank Möller. Raven's partner at the BKA, disappeared in Hann. Münden. Officially dead. His daughter Nele received a postcard from him two months ago, postmarked in Hann. Münden, dated 1994.

Dr. med. H. Sander. A country doctor who practised in Hann. Münden from 1958 to 1994, appears in no register of residents before 1958, and whose surgery has appeared since his disappearance in places where he never was. No one has seen him since. The appointments in his calendar are entered in pencil, in a fine, old-fashioned handwriting.

The Salt Woman. An old woman from the village on Solberg Lake, whose family has known for generations how to scatter salt. Hallström asked her for advice in 1938 and visited her every year until her death. Her granddaughter lives in Norrland today and trains Paranormal Detectives there, in her kitchen, with a small bag of salt and a windowsill.

> **POSTCARD, RECEIVED BY N. MÖLLER, EXCERPT**
>
> Dear Nele, I am well. It is quiet here, and it is always March. I have a job you would like: I accompany people. Tell Lena not to look for me. She should look for the others. Papa.
>
> Date: 14 March 1994. Postmark: Hann. Münden, current year.

Example Character: Raven

Paranormal Detective, Cadet. Lena Kowalski, 34, was a detective chief inspector at the BKA. A case led her into a cellar from which her partner did not return. O.D.I.N. found her before the press did. Her story is told in the prologue. Where it leads sixteen months later is shown at the beginning of this chapter.

Raven	Paranormal Detective, Cadet
Attributes	STR 1, DEX 3, CON 2, INT 3, WIS 5, WIL 3, CHA 2, MAN 2, COM 3
Skills	Investigation 4, Perception 5, Occultism 4, Insight 3, Firearms 3, Dodge 3, Mental Resistance 3, Stealth 2, Medicine 2, Driving 2, Toughness 2, Persuasion 2
Values	HP 10, Strain Threshold 10, Initiative 3, Defence 2
Abilities	Ghost Sight, Occult Recognition, Protective Ritual
Open Case	"Where is Frank Möller?" (2 threads)
Drive	Revenge. As archetype: The Avenger

Equipment: Investigator basic equipment, EMF detector, notebook with old rituals, UV lamp, pistol, protective vest, a small bag of salt, Frank's service ID. Starting funds €8,000.

How to Play Raven: You are controlled, thorough and never give up. You have learned to stay outside, and it is the hardest thing you have ever learned. Somewhere a green door is waiting, and you do not know whether you will go in.

The Path Along the Wall

Rank	New Cards and Improvements
Agent (20 XP)	Cold Spot 4, Read the Crime Scene 6, First Glance from the Profiler 6. She saves 4 XP. Second open case.
Senior Agent (50 XP)	Salt and Silver 8, Cursed Things from the Antiquarian 10, Occultism to 5 for 10, Toughness to 3 for 6. Third open case.
Veteran (100 XP)	Word of Banishment 10, Data Trail from the Cryptanalyst 12, Insight to 4 for 8, Investigation to 5 for 10, Firearms to 4 for 8. She saves 2 XP. Fourth open case.

The Pillar on the Wall

Level	Card	Effect
I	**Cold Spot**	Passive. They sense whether something supernatural is or was in a room as soon as they enter it.
II	**Read the Crime Scene**	Passive. At places where something supernatural has happened, they learn one more detail than their successes yield on every successful test of Investigation or Perception: a time, a direction, a smell.
III	**Salt and Silver**	Passive. After an encounter with a being, they know one of its weaknesses.
IV	**Word of Banishment**	Once per scene, they look at a being from a rift and speak to it. It hesitates for one round and does not act.
V	**The Other Witness**	Once per mission, they question what remains at a crime scene: a dead person, an echo, an impression. They receive three answers. Afterwards 1 strain.

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