# I DICE AND TESTS



## THE TEST

**White** dice = attribute, success on 5 or 6. **Coloured** dice = skill, success on 4, 5 or 6. The successes of both colours count together. Skill 0: only white dice.

| Difficulty | Successes |
|---|---|
| **Automatic** | no roll |
| **Easy** | 1 |
| **Doable** | 2 |
| **Hard** | 3 |
| **Very Hard** | 4 |
| **Impossible** | 5 |

One step easier or harder shifts the row. Never below Easy (1).

## RESULT

| Case | Meaning |
|---|---|
| **Margin** | Every success above the difficulty improves the result. In combat: additional damage. |
| **Critical success** | 3 or more margin. Additionally something special: clue, time, impression. |
| **Botch** | Test failed and more ones than successes, both colours count. |

## WHEN DO YOU ROLL?

Only when failure is interesting and has consequences. Anyone who completes a simple task calmly and without time pressure succeeds automatically. The question is never "Can the agent do it?", but "What happens if it goes wrong?". A failure does not stop the story, it redirects it.

## COMMON TESTS

**Notice:** WIS + Perception · **Detect lies:** WIS + Insight · **Crime scene, research:** INT + Investigation · **Interpret occult:** INT + Occultism · **Sneak:** DEX + Stealth · **Climb, throw:** STR + Athletics · **Bluff:** MAN + Deception · **Persuade:** CHA + Persuasion · **Poison, pain:** CON + Toughness

## BONUSES AND PENALTIES

**"+X" always means X dice**, automatic successes only where explicitly stated. Bonus dice are white, at most +3 from all sources. Penalty dice remove first white, then coloured dice.

**Zero dice or fewer:** a single white die, only a 6 counts, a 1 is a botch.

## OPPOSED TEST

Both roll, more successes wins, the difference is the margin. Tie: whoever defends the existing state wins.

## COOPERATION

Helpers roll beforehand against Easy (1). Each success +1 die for the main actor, at most +3. A helper's botch: −1 die.

## EXTENDED TEST

Collect total successes, usually 5 to 15. The game master sets the duration per roll. A botch resets to zero or has another consequence.

## HOW LIKELY IS A SUCCESS?

| Dice | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| **3 + 0 untrained** | 70 % | 26 % | 4 % | 0 % | 0 % |
| **4 + 0 untrained** | 80 % | 41 % | 11 % | 1 % | 0 % |
| **2 + 2** | 89 % | 56 % | 19 % | 3 % | 0 % |
| **3 + 2** | 93 % | 67 % | 31 % | 8 % | 1 % |
| **3 + 3 novice** | 96 % | 80 % | 49 % | 20 % | 5 % |
| **4 + 3** | 98 % | 85 % | 59 % | 30 % | 10 % |
| **4 + 4 professional** | 99 % | 91 % | 72 % | 44 % | 20 % |
| **5 + 5 veteran** | 100 % | 97 % | 86 % | 66 % | 41 % |
| **6 + 6 legend** | 100 % | 99 % | 94 % | 81 % | 61 % |

A fresh agent succeeds at "Doable" almost always and at "Hard" about every second time in their field.

## FILE COLOURS AND EXPENSES

| Colour | Mission | Expenses |
|---|---|---|
| **White** | Observation, half session | €500 |
| **Grey** | Investigation, 1 to 2 sessions | €2,000 |
| **Red** | Immediate intervention, time pressure, 1 session | €10,000 |
| **Black** | The Council has taken over, from 2 sessions | as needed |

## STRUCTURE OF A MISSION

1 Briefing · 2 Investigation · 3 Escalation · 4 Confrontation · 5 Aftermath

**Three-clue rule:** at least three clues for every conclusion. Nodes instead of chain, every class gets their moment.

## RIFT CYCLE

| Phase | What happens | Cell entry |
|---|---|---|
| **Transgression** | Someone calls, opens, digs, steals, researches | White File, still to be prevented |
| **Omen** | Omens accumulate | Grey File, investigation |
| **Manifestation** | People die, disappear, change | Red File, time pressure |
| **Banishment** | ended, banished, driven out, moved | Confrontation |
| **Rest** | The Veil is patched, something remains | Aftermath, seed of the next file |

## RULES OF THUMB FOR OPPONENTS

| Level | Attack | Def. | Arm. | HP | Damage |
|---|---|---|---|---|---|
| **Minion** | 2 + 2 | 1 | 0 to 1 | 4 to 6 | 2 to 3 |
| **Professional** | 3 + 3 | 2 | 2 | 8 to 10 | 3 to 4 |
| **Elite** | 4 + 4 | 3 | 3 | 12 to 14 | 4 |
| **Leader, creature** | 5 + 5 | 3 | 3 to 4 | 20 to 30 | 5 |

Squad of 3 minions: one roll with +2, HP added. Leaders, creatures: often 2 actions per round.

# O.D.I.N.
# AFTERMATH

## THE ROUND

About three seconds. **Initiative** = DEX plus bonuses, descending. Tie: higher WIS, then die roll. Each has a move (10 m) and an action, sprint 20 m instead of action. Surprised: no action in round 1.

**Actions:** Attack · Aim (ranged only) · Full defence (no attack) · Power or spell · Reload, item, first aid, break down door. One to two free actions.

## ATTACK

Melee STR + Melee, ranged DEX + Firearms (or Energy Weapons, Heavy Weapons), thrown DEX + Athletics, against the target's defence.

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

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

## COMMON WEAPONS

| Weapon | Damage | Range | Properties |
|---|---|---|---|
| **Unarmed** | 1 | Melee | Brawling |
| **Dagger** | 2 | Melee | Fast, Concealed |
| **Katana** | 3 | Melee | Precise |
| **Taser pistol** | 2 | 10 m | Stun |
| **9 mm pistol** | 3 | 30 m | Quiet with suppressor |
| **Shotgun** | 4 | 20 m | Spread |
| **Assault rifle** | 4 | 100 m | Automatic |
| **Sniper rifle** | 5 | 300 m | Precise, Penetration 1, Slow |

**Armour:** light 1 · protective vest 2 · combat suit with helmet 3 · heavy combat suit 4.

## GRENADES AND EXPLOSIVES

**Throwing:** DEX + Athletics, 20 m. **High explosive** 5, area 5 · **Shock** 3, area 5, stunning · **EMP** area 5, electronics down for 2 rounds, drones and robots take 4 damage · **Smoke** area 5, 3 rounds of concealment, +2 Def. against ranged attacks · **Explosive charge** 6, area 5, double against structures, place with INT + Explosives.

## DEFENCE

| Situation | Def. |
|---|---|
| **Partial cover** | +1 |
| **Good cover** | +2 |
| **Target sprints** | +1 |
| **Prone, against ranged attacks** | +1 |
| **Prone, against melee attacks** | −1 |
| **Full defence** | +2 |
| **Surprised, bound, unconscious** | 1 |

## ATTACKER

| Situation | Dice |
|---|---|
| **Aiming, 1 or 2 actions** | +1 or +2 |
| **Melee, each additional attacker** | +1 (max. +2) |
| **Beyond range, up to double** | −2 |
| **Darkness, smoke** | −1 to −3 |
| **Battered** | −1 |
| **Off-hand** | −2 |

## DAMAGE

Weapon damage + margin − armour. Zero or less: bounces off. Unarmed (STR + Brawling): damage 1. Psychic damage ignores armour.

## CRITICAL SUCCESS IN COMBAT

From 3 margin, one effect of your choice: armour does not count · disarmed, knocked down or pushed back 2 m · target loses next action · second target adjacent suffers weapon damage without margin.

## BOTCH IN COMBAT

GM chooses: jam (1 action) · blade stuck · stumbles (Def. 1 until next action) · hits an ally in melee.

## WEAPON PROPERTIES

| Property | Short |
|---|---|
| **Automatic** | 2 targets up to 5 m apart, each −1, triple ammunition |
| **Stun** | instead of damage: CON + Toughness against weapon damage, on failure 1 round incapacitated, botch unconscious |
| **Penetration X** | armour counts X less |
| **Fire** | 1 damage per round until extinguished (1 action) |
| **Area X** | all within radius X m |
| **Slow** | −1 initiative while wielded |
| **Quiet** | barely audible beyond 10 m |
| **Precise** | +1 die |
| **Fast** | +1 initiative while wielded |
| **Spread** | up to half range +1 damage, beyond that −1 |
| **Concealed** | +2 dice to hide it on your body |
| **Thrown** | can be thrown (DEX + Athletics) |

## INJURY

**HP = 6 + CON + Toughness.** Half HP: −1 die. **0 HP:** dying, −1 HP per round, death at −CON. **INT + Medicine:** Stabilise against Doable (2), without Medicine only with a first aid kit against Hard (3). First aid with a first aid kit against Easy (1): successes heal, max. 3, once per injured person per combat. **Fall:** 1 damage per 2 m, armour does not count, DEX + Acrobatics: each success −1. **Explosion:** halved with DEX + Dodge against Doable (2).

## HEALING

**Natural:** with rest 1 HP per day, under medical care 2 HP. **Supernatural:** psi, spells, elixirs and nanites as described, can be combined with first aid.

## OTHER SITUATIONS

**Fire, poison, acid, suffocation:** 1 to 3 damage per round, depending on intensity. CON + Toughness can reduce poison and smoke. **Non-lethal:** Anyone fighting with fists, blunt weapons or stunning and declaring it only knocks the target unconscious at 0 HP.

# O.D.I.N. CONFRONTATION

# III HORROR, STRAIN AND PRICES



## HORROR TEST

WIL + Mental Resistance. Failed: missing successes as strain, at least 1. Botch: 2 additional strain and next action lost. The same horror once per mission.

| Level | Successes |
|---|---|
| **Uncanny** | 1 |
| **Disturbing** | 2 |
| **Horrifying** | 3 |
| **Maddening** | 4 |
| **Cosmic** | 5 |

## STRAIN

**Strain threshold = 4 + WIL + COM.** Sources: failed horror, overexertion, botches with psi and spells, some powers, summonings, artefacts, disturbing events such as death in the cell (1 to 3).

**Decompressing:** after the mission COM + Stress Management against Easy (1), per success 1 · drive 1 per mission · holiday one week: all · downtime "Recover": 2.

## TRAUMA (D6)

Strain reaches strain threshold: choose or D6.

| D6 | Trauma | Effect |
|---|---|---|
| **1** | Nightmares | −1 on the day after a sleepless night |
| **2** | Phobia | −2 near the trigger |
| **3** | Paranoia | −2 Persuasion, Leadership |
| **4** | Compulsion | Ritual, otherwise −1 |
| **5** | Numbness | −1 social tests |
| **6** | Flashbacks | under stress horror Easy (1), otherwise 1 round incapacitated |

Afterwards strain to half the strain threshold (rounded down). Removing: sessions with the psychologist, then COM + Stress Management against Hard (3). Three traumas at the same time: withdrawal from active duty.

## POWERS AND SPELLS

**PSI power** = WIL + WIS + INT. **Magical capacity** = CHA + WIS + INT. It is paid even if the test fails. **Overexertion:** each missing point 1 strain.

| Category | PSI | ME | Difficulty |
|---|---|---|---|
| **Minor power, cantrip** | 1 | 1 | Easy (1) |
| **Subclass ability** | 2 | 2 | Doable (2) |
| **Moderate power, Minor Magica** | 3 | 3 | Doable (2) |
| **Major power, Major Magica** | 6 | 5 | Hard (3) |
| **Grand Major Magica** | | 8 | Very Hard (4) |

**Psi:** without a focus device one step harder, psionic protection gives the target +2 dice. **Magic:** without a crystal no magic, clear crystal +1 die, resonance crystal +2 (each 1 on it costs 1 strain). **Resistance:** WIL + Mental Resistance, against transformation CON + Toughness; works only with more successes than the target. **Ritual:** 10 minutes per ME, Ritualism instead of Thaumaturgy, one step easier. **Rest:** 10 minutes 25%, 6 hours sleep all.

## BOTCHES WITH POWERS (D6)

| D6 | Psi: Feedback | Magic: Crystal Rift |
|---|---|---|
| **1 to 2** | Mental Blow: 2 strain | Echo from the crystal: 2 strain |
| **3** | Nosebleed and cramps: 2 damage, armour does not count | Backlash: 2 damage, armour does not count |
| **4** | as 3 | Misfire: different target chosen by the game master |
| **5** | Misdirection: different target chosen by the game master | Rift in the crystal: −1 die on all spells until the crystal is replaced or healed in a ritual |
| **6** | Burned out: no psi powers for one hour | Reality flicker: Something notices the Thaumaturge, later a supernatural complication follows |

## THE SIX PRICES

| Class | Signature | Price | Value | Roll when | Consequence |
|---|---|---|---|---|---|
| **Psion** | Helmet | Resonance | Overload node | Overload node, psi botch | something listens in |
| **Thaumaturge** | Crystal | Whisper | Center, Nexus and Nordlicht stones | Center, overexertion, spell botch | the stone answers |
| **Soldier** | Silver | Echo | Pieces minus 4, from 5 | Horror failed, 0 HP against beings from rifts | the silver answers |
| **Agent** | Legends | Fade | Legends beyond the first, +1 Ground IV, +1 Mastery | Botch Deception or Disguise, strain in legend | the name answers |
| **Scientist** | Prototypes | Contamination | Tests in prototypes, +1 per V-node | Botch when analysing supernatural material, malfunction with test | the test answers |
| **Investigator** | Open cases | Suspicion | Cases with 3+ threads, +1 Mastery | Botch Investigation, horror at the crime scene failed | the pattern looks back |

The GM rolls a hidden D6, result equal to or less than the value: the consequence occurs, as described in the class module.

## HORROR: EXAMPLES

| Uncanny (1) | Disturbing (2) | Horrifying (3) | Maddening (4) | Cosmic (5) |
|---|---|---|---|---|
| Unexplained noises, a shadow without an owner | A ritually mutilated corpse, a ghost | A person becomes a monster before everyone's eyes | A demon, a dimensional distortion | A glimpse of what waits behind the Veil |

Use horror sparingly: one horror test per scene is enough. Prepared, the terror works more strongly.

# O.D.I.N. INVESTIGATION

# IV ORIGINS, WORLD AND CELL



## THE EIGHT ORIGINS

| Origin | Telepath hears | Instruments | What works |
|---|---|---|---|
| **Voice** | Humming, 13th voice | Crystal detector, ozone | Fire, silver, warding circle; salt holds it back |
| **Strangers** | not readable | Spectrometer, no crystal | Heat or cold, lead completely |
| **Transformed** | distorted, pain | Nanite scanner, blood | Fire, energy weapons stop regeneration, EMP against nanites |
| **Old Ones** | images, very old | Salt discolours, animals | Salt, iron, silver, word, name |
| **Dead** | echo without presence | EMF, cold spot | Salt, light, silver, an end |
| **Machine** | nothing | Data, frequencies, heat | EMP, hacking, sabotage, plug |
| **Humans** | clear | nothing | everything, and words |
| **Shifted** | too early or too late | Clocks deviate | Find and fix the error: anchor, date, Door |

Supernatural: everything except humans and machine. Beings from rifts: only the Voice.

## OMENS (D12)

| D12 | Omen |
|---|---|
| 1 | Missing persons without traces |
| 2 | Humming that only some hear |
| 3 | Cold spots |
| 4 | Power cuts |
| 5 | Animals flee |
| 6 | Time gaps, wrong clocks |
| 7 | Circles |
| 8 | Ozone smell |
| 9 | Unknown symptoms |
| 10 | Same dreams |
| 11 | Mutilated animals or corpses |
| 12 | Someone knows what they cannot know |

## SIGNATURES BY RANK

| Rank | Legends, Prototypes, Files | Depth, Maturity, Threads | Silver |
|---|---|---|---|
| **Cadet** | 1 | 2 | 2 |
| **Agent** | 2 | 3 | 3 |
| **Senior Agent** | 3 | 4 | 5 |
| **Veteran** | 4 | 5 | 7 |
| **Shadow Officer** | 5 | 5 | 8 |

## THREAT OF THE ORGANISATIONS

| Skulls | Status |
|---|---|
| ☠ ☠ ☠ ☠ ☠ | started, no one suspects anything |
| ☠ ☠ ☠ ☠ ☠ | traces visible: Grey File |
| ☠ ☠ ☠ ☠ ☠ | in full swing |
| ☠ ☠ ☠ ☠ ☠ | close to it: Red File |
| ☠ ☠ ☠ ☠ ☠ | succeeded: Black File, then a new plan |

After each mission 2 or 3 organisations: D6, on a 5 or 6 a skull. Worked against them: −1 (major success −2). Helped unintentionally: +1.

## ARTEFACTS: DANGER

| Danger | Who may carry it |
|---|---|
| ☠ ☠ ☠ ☠ ☠ | Veteran |
| ☠ ☠ ☠ ☠ ☠ | Veteran with justification |
| ☠ ☠ ☠ ☠ ☠ | Veteran with branch approval |
| ☠ ☠ ☠ ☠ ☠ | only with a Black File |
| ☠ ☠ ☠ ☠ ☠ | no one |

From three skulls onwards, after each use D6: equal to or less than danger − 2, then it does something undescribed. Carry at most WIL artefacts, otherwise 1 strain per scene.

## TRUST OF THE HANDLER

| Value | Effect |
|---|---|
| 0 | Observer present, only common items, everything checked |
| 1 | gives what they must |
| 2 | Start: normal |
| 3 | clues outside the file |
| 4 | warns of interest from above |
| 5 | would lie; once per campaign refuse an order without consequences |

Each point: per mission one request beyond rank (at most one rank level, never an artefact) or without waiting time.

## PAY

€3,000 (Cadet) to €12,000 (Shadow Officer) per month, allowance per Red File €500 to €4,000.

## DOWNTIME: TWO ACTIONS

Rest · Therapy · Train · Maintain signature · Maintain contacts · Research · Work · Private life. **Anchor** maintained: +1 die on the next horror test. Three times in a row no private life: anchor lost.

## PRESENCE

| Level | Meaning |
|---|---|
| 5 | Heartland |
| 4 | strong |
| 3 | present, request +1 day |
| 2 | tolerated, only what is brought along |
| 1 | covert, no requisitions, Contacts two steps harder |
| 0 | forbidden, only with a Black File, Contacts two steps harder |

# O.D.I.N.

**Occult Dynamics Intelligence Network**

GAME MASTER'S SCREEN

## O.D.I.N. BRIEFING

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