O.D.I.N.

**Occult Dynamics Intelligence Network**

# QUICKSTART

O.D.I.N. IN ONE EVENING

by David Ger

# Contents


Before You Begin ..... 4

**Chapter I: The World ..... 3**

The Rifts ..... 4
What comes through the rifts ..... 5
Cells and Holds ..... 5
The Colours of the Files ..... 5
The Code ..... 5
What It Means to Be an Agent ..... 6

**Chapter II: The Rules ..... 7**

Tests ..... 8
Sequence of a Test ..... 8
Difficulties ..... 8
Bonus and Penalty Dice ..... 8
Untrained Tests ..... 9
Margin, Critical Success and Botch ..... 9
Opposed Tests ..... 9
Cooperation ..... 9
Extended Tests ..... 9
When to Roll ..... 9
Combat ..... 9
The Combat Round ..... 10
Movement and Actions ..... 10
Attack and Defence ..... 10
Damage ..... 10
Armour ..... 11
Weapon Properties ..... 11
Hit Points and Injuries ..... 11
Healing ..... 11
Strain and Horror ..... 11
Psi Powers and Magic ..... 12

**Chapter III: Four Agents ..... 14**

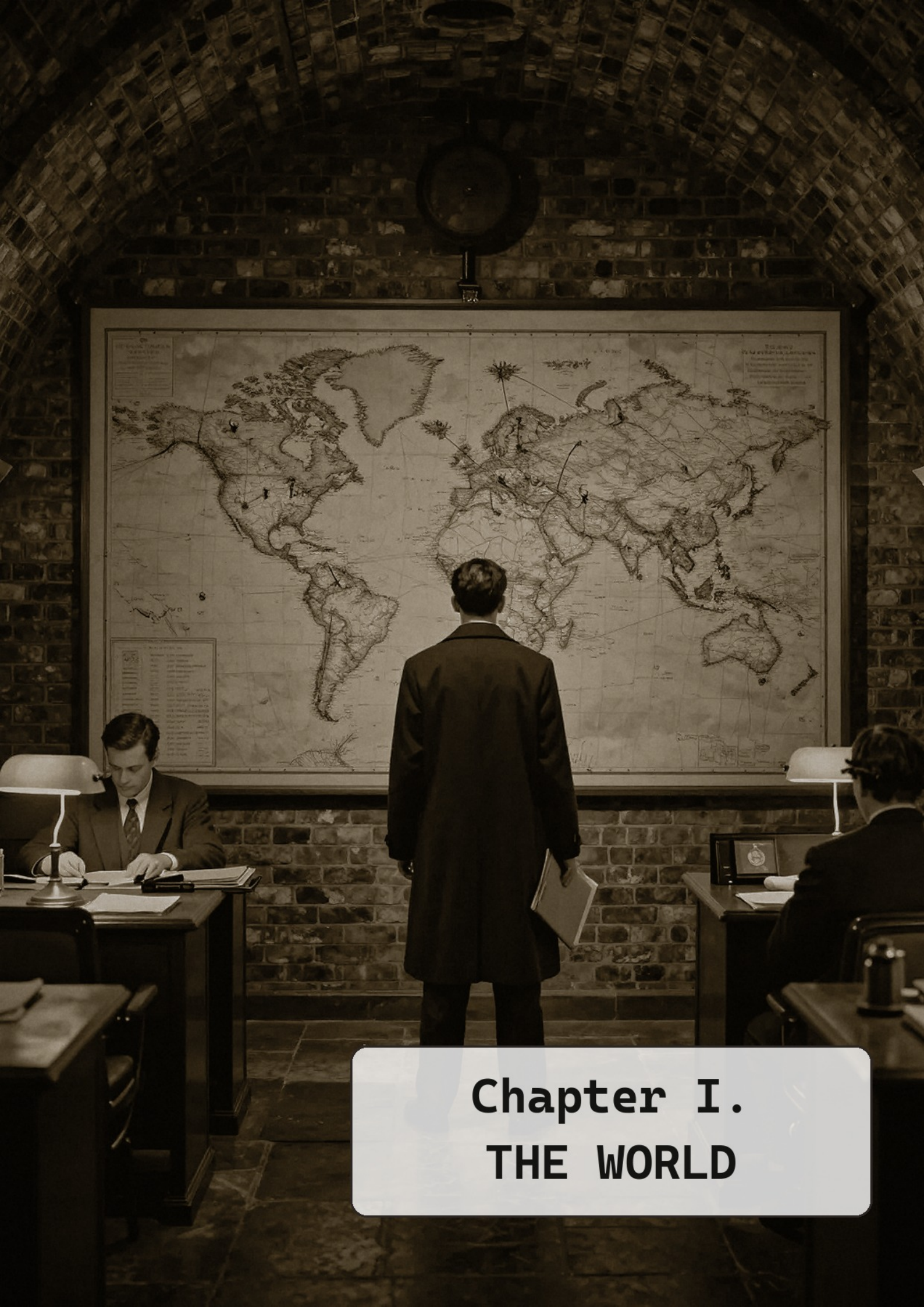
Raven, Investigator ..... 16
Brandt, Soldier ..... 19
Echo, Psion ..... 22
Folio, Thaumaturge ..... 25

**Chapter IV: The House by the Reservoir ..... 28**

What It's About ..... 29
What Really Happened ..... 29
Briefing ..... 29
The Nodes ..... 30
The Night ..... 31
The Solution ..... 31
Aftermath ..... 31

**Appendix: What Happens Next ..... 32**

Character Sheet and Handouts ..... 33
Character Sheet for Copying ..... 34



# Chapter I.
# THE WORLD

***"We close what stands open."***
*Handler, Hold-7*

# Before You Begin

O.D.I.N. is a pen-and-paper roleplaying game. You play agents of an organisation that has been closing the rifts for decades. Through these rifts something comes in. Something that does not belong here.

This booklet is the Quickstart. It contains the world on two pages. It contains the quick rules. It contains four ready-made agents. It contains a mission for one evening. You need nothing more to play O.D.I.N. for the first time.

At the table you need three to four players and a game master. Each person needs eight white and eight coloured six-sided dice. You need pens and paper. Plan about three to four hours. The mission is designed for one evening.

This is how you begin. The game master reads the mission beforehand. The players choose one of the four agents. Then you begin with Chapter I. It is best to explain the rules when they are needed. The mission guides you through the most important mechanics.

**ABBREVIATIONS AND SYMBOLS**

The nine attributes:

| | |
|---|---|
| **STR** Strength | **WIS** Wisdom |
| **DEX** Dexterity | **WIL** Willpower |
| **CON** Constitution | **CHA** Charisma |
| **INT** Intelligence | **MAN** Manipulation |
| | **COM** Composure |

Also **D6** six-sided die, **HP** hit points, **PSI** the Psion's PSI points and PSI power, **XP** experience points.

Skulls show the danger of an artefact, from one to five. One skull 💀💀💀💀💀 means: strange, but harmless, as long as you know the rules. The Game Master's Book explains the other levels in the chapter "Artefacts".

The complete Core Rulebook is available free of charge at odin-rpg.pages.dev.

# The World

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

Most people live in a world of simple answers. They look for patterns, for logic, for structure, and ignore what does not fit. But deep in the shadows of reality there are things that cannot be explained. Phenomena that defy every science. Technologies that do not seem to come from this earth. Beings that should only exist in myths.

And then there are those who look for answers.

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

No one knows exactly how long this organisation has existed. Officially it does not exist. No government agency admits its existence, no documents contain its name. Those who ask around in the dark channels of the intelligence services find at most rumours: a faction that operates where even the CIA, MI6 or the NSA no longer have any influence.

It has no official name either. The agents gave it the name O.D.I.N. one evening over too much beer, or so the canteens tell it. Before that, they simply called it the organisation without a name.

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

The truth? Even within O.D.I.N., no one knows the whole picture.

# The Rifts

A rift is a place where reality gives way. Some are tiny and close after seconds. Some remain open for years and change their surroundings: clocks show the wrong time, plants grow in wrong colours, people dream the

same dreams. Through large rifts come things that do not belong here. Through some rifts go people who never return.

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

The first documented rift bears the designation T-08 in the files: the event at Tunguska in 1908. Since 2011, the number of reported rifts has risen sharply. The Council internally classifies the situation as ongoing escalation.

## What comes through the rifts

Some beings appear only in the corner of the eye. O.D.I.N. classifies all of it by its origin, catalogues it and fights it. No one understands it.

Some objects are not from this time, others not from this world. Blades with runes that burn themselves into reality. Devices whose function no one understands, but which work anyway. Skulls with too many eye sockets. O.D.I.N. calls all of these artefacts and stores them in archives.

And then there are the crystals. Nexus crystals look like clear quartz, but always feel somewhat warmer than their surroundings. People with magical talent hear a whisper near them. Without these crystals there is no magic. With them, a single shard can turn a city district into a dimensionally distorted hellscape if it is activated incorrectly.

## Cells and Holds

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

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

O.D.I.N. maintains facilities worldwide. No base permanently houses more than twelve agents.

| Type | Description |
|---|---|
| Hold | Larger facility beneath a city: accommodation, armoury, laboratory, infirmary. Home to several cells. |
| Relay | Shelter for a few nights: a flat, a garage, a back room. Often equipped only with the essentials. |
| Archive | Secured storage for artefacts and crystals. Access only with clearance, leaving only after search. |
| Restricted zone | Places where reality is damaged. O.D.I.N. monitors them, but enters them only with a Black File. |

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

## The Colours of the Files

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

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

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

## The Code

We exist in the shadows to preserve the light. We act where others hesitate. Our mission is not glory, not power, but the survival of humanity, even if it will never learn what we protect it from. We are agents, scientists, warriors and researchers at once. The line between friend and foe is often invisible, and yet we must recognise it. When reality breaks, when the supernatural

displaces the natural, then we stand between order and chaos. We are O.D.I.N.

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

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

1. The truth is relative, our duty is not.

2. Humanity first, no matter the cost.

3. No glory, no names.

4. Reality is fragile, act with care.

5. Knowledge is a weapon, use it.

6. Trust no one blindly, not even yourself.

7. If you fall, fall so that it counts.

***"To stand in the shadows does not mean to act in the dark. It means to preserve the light, even when no one sees who protects it."***
*From the Archives of the O.D.I.N. Agents*

# What It Means to Be an Agent

One does not join O.D.I.N. One is found.

The organisation observes people who have come into contact with the supernatural and have not broken because of it. At some point someone knocks on the door, often at a moment when the old life is already in ruins anyway. The offer is simple: knowledge in exchange for freedom. Whoever refuses remembers nothing the next morning. At least, that is what the recruiters claim.

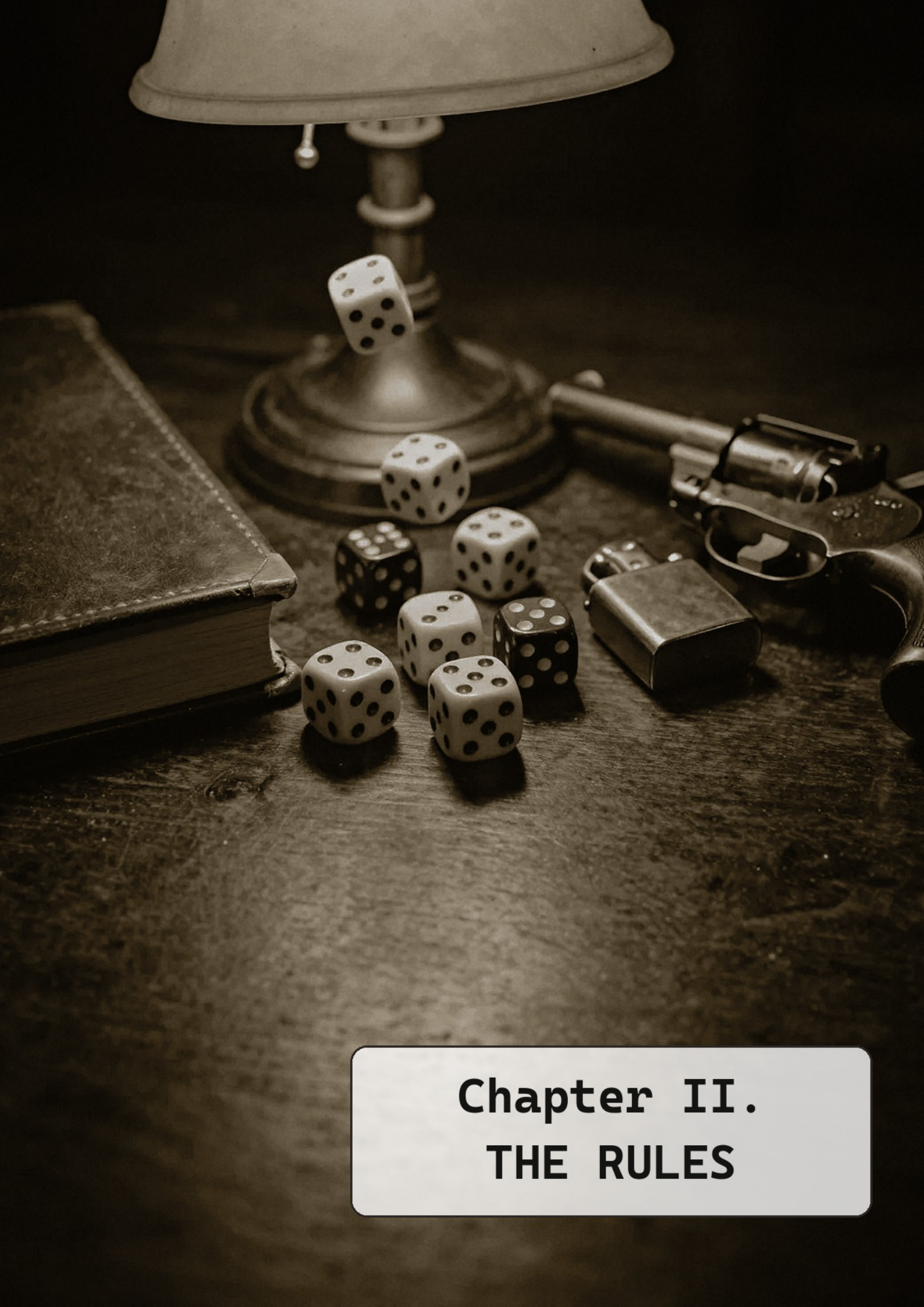
New members begin as cadets. Training lasts three months to two years depending on the branch and takes place in remote facilities. There cadets learn the basics: weapons handling, camouflage, first aid, handling crystals and psi phenomena, and above all what they should never touch. Since 2011, training has been shortened more and more often. Many cadets experience their first real mission before they have taken their exams.

Between missions, agents live in Holds or under a cover identity in a normal flat. They train, recover, write reports and wait for the next file. Many agents have families who believe they work for an insurance company, a shipping company or an authority with a boring name. Maintaining this lie is often harder than any mission.

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

```
EXCERPT FROM THE TRAINING MANUAL, PAGE 1
Rule 1: If you do not know what it is, do not
touch it.
Rule 2: If you know what it is, still do not
touch it.
Rule 3: If it has touched you, report to the
medical station immediately.
```

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



# Chapter II.
# THE RULES

# Tests

O.D.I.N. uses exclusively six-sided dice, short D6, in two colours. Each player needs about eight white and eight coloured dice. Which colour the coloured dice are does not matter, as long as they are clearly distinct from the white ones.

Each colour stands for a source of ability. White dice stand for the attribute. They represent innate talent: strength, reflexes, intellect or charisma. You roll as many white dice as the relevant attribute is high. A white die is a success on 5 or 6. Coloured dice stand for the skill. They represent learned and practised ability: firearms training, hacker knowledge, interrogation technique. You roll as many coloured dice as the relevant skill is high. A coloured die is a success on 4, 5 or 6.

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

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

# Sequence of a Test

1. The game master decides which attribute and which skill fit, and sets the difficulty, that is the number of successes needed.

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

3. You roll all dice at the same time.

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

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

# Difficulties

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

Impossible in O.D.I.N. does not mean ruled out, but: only attainable for masters, and even then only with luck. If something really does not work, there is no test.

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

# Bonus and Penalty Dice

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

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

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

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

# Untrained Tests

If a character does not have the appropriate skill, i.e. value 0, they roll only with their white attribute dice. Some skills cannot be attempted untrained at all, such as Cryptography, Cybernetics, Medicine for operations, and all psionic and magical skills. When in doubt, the game master decides.

# Margin, Critical Success and Botch

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

If you achieve 3 or more successes above the difficulty, the test is a critical success. In addition to the margin, something special happens: You find an additional clue, gain time or make a lasting impression on a witness. In combat, you choose an effect from the section "Critical Success in Combat".

A botch occurs when the test fails and more dice show a 1 than successes were rolled. All dice count, white and coloured. A botch is more than a failure: The weapon jams, the alarm goes off, the other person is offended, the crystal flickers menacingly. This rule grows with the size of the pool. An experienced agent rarely botches, because they almost always roll successes. An inexperienced character botches significantly more often on hard tasks.

# Opposed Tests

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

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

# Cooperation

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

# Extended Tests

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

# When to Roll

Dice are rolled only when a failure is interesting and has consequences. Whoever completes a simple task calmly and without time pressure succeeds automatically. The question is never: Can the agent do it? But: What happens if it goes wrong?

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

# Combat

Combat in O.D.I.N. is fast and dangerous. Two or three good hits are enough to take out an agent. Whoever is smart seeks cover, plans ahead, and fights only when necessary.

# The Combat Round

A combat is handled in rounds of about three seconds.

1. Initiative: Everyone acts in descending order of their initiative value (DEX plus bonuses). On a tie, whoever has the higher WIS acts first, then a dice roll decides. The order applies for the whole combat unless effects change it.

2. Acting: On their turn, a character has one move and one action.

3. End of round: Effects with a duration in rounds expire, the dying lose Hit Points.

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

# Movement and Actions

Move: Up to 10 metres. Whoever forgoes their action can sprint and move up to 20 metres.

Actions:

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

Free actions such as a short call, dropping something, or ducking into cover cost nothing, as long as you keep it to one or two per round.

# Attack and Defence

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

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

Defence is a difficulty, the number of successes required:

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

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

## Situational Modifiers to Defence

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

## Attacker Modifiers

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

# Damage

If an attack hits, the following applies:

Damage = weapon damage + margin − target's armour

The margin is the successes above the defence. If the result is zero or less, the attack bounces off without effect. Weapon damage is listed in the weapon tables (Core Rulebook, Chapter X). Unarmed combat has weapon damage 1.

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

### Critical Success in Combat

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

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

### Botch in Combat

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

## Armour

Armour reduces all damage suffered by its value. Armour is listed in the Core Rulebook, Chapter X. Heavy armour hinders, which means penalty dice on Stealth, Acrobatics and Dodge. Several suits of armour cannot be worn over one another, but bonuses from shields, spells and abilities add together.

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

## Weapon Properties

Weapons can have special properties, such as Automatic, Stun, Penetration, Fire, Area, Slow, Quiet, Precise, Fast, Spread, Concealed, Thrown. The exact rules are in the Core Rulebook, Chapter VI.

## Hit Points and Injuries

Hit Points = 6 + CON + Toughness.

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

## Healing

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

## Strain and Horror

### Strain Threshold and Strain

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

Strain arises from failed horror tests, overdrawing PSI points and Magic Energy, botches with psi powers and spells, certain powers, summonings and artefacts, as well as shocking events at the game master's discretion, such as the death of a member of the cell (1 to 3 points).

### Horror Tests

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

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

If the test succeeds, the character keeps their composure. If it fails, they suffer as much strain as successes were missing, minimum 1. On a botch they suffer 2 additional strain and lose their next action: they

freeze, scream or flee. The same horror requires only one test per mission.

### Trauma

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

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

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

### Reducing Strain

After each mission: test on COM + Stress Management against Easy (1). Each success removes 1 strain. Drive: once per mission, a character removes 1 strain if they make a difficult decision in line with their drive. Psychic stabilisation and clarity draughts help immediately. Holiday: one week of real time off removes all strain. O.D.I.N. rarely grants it.

## Psi Powers and Magic

### Psi Powers

**PSI power = WIL + WIS + INT.** PSI power is also the maximum number of **PSI points** a Psion has available. A Psion with WIL 4, WIS 4 and INT 5 has a PSI power of 13 and therefore 13 PSI points.

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

The PSI points are paid when the power is used, even if the test fails.

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

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

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

**Overexertion.** If a Psion no longer has enough PSI points, they can still use a power. Each missing point becomes **1 strain**.

**Botch.** On a botch, the Psion rolls on the “Feedback” table.

| D6 | Feedback |
|---|---|
| 1 to 2 | Mental blow: 2 strain |
| 3 to 4 | Nosebleed and cramps: 2 damage, armour does not count |
| 5 | Misdirection: the power hits another target chosen by the game master |
| 6 | Burned out: no Psi powers for one hour |

**Regeneration.** Short rest (10 minutes of rest): 25% of maximum PSI points, rounded up. Long rest (6 hours of sleep): all PSI points. Conditioning pills: once per mission, one pill immediately restores 3 PSI points.

## Thaumaturgy

**Magical capacity = CHA + WIS + INT.** The capacity is also the maximum **Magic Energy (ME)** a Thaumaturge can channel before their mind takes damage. No crystal, no magic: a Thaumaturge must carry and touch a crystal to cast spells.

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

The ME is paid when casting, even if the test fails.

**The test.** The test uses the attribute named in the spell and **Thaumaturgy**, unless otherwise stated. Damage spells work like weapons: they require an attack against the target's defence; the damage is base damage + margin − armour. Spells that strike the mind ignore armour.

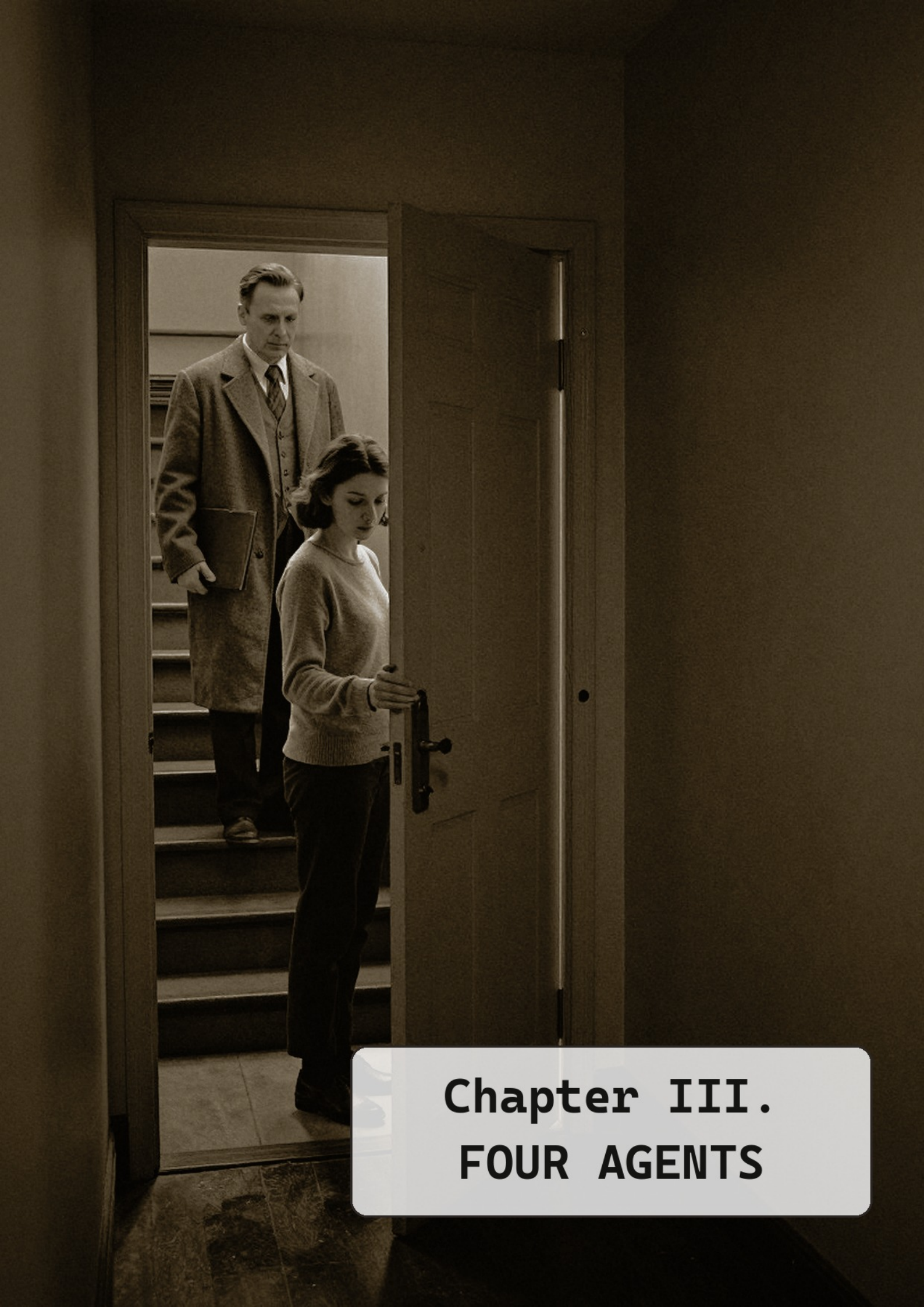
**Resistance.** If a spell affects the mind of an unwilling target, the target rolls WIL + Mental Resistance; against physical transformation, CON + Toughness. The spell only takes effect if the Thaumaturge meets the difficulty and has more successes than the target.

**Overexertion.** If the ME is not enough, the Thaumaturge can still cast. Each missing point becomes **1 strain**.

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

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

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



# Chapter III.
# FOUR AGENTS

# Four Agents

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

These four agents are ready to play. They cover investigation, combat, psi and magic and are enough for the mission in this booklet. The following pages hold the completed personnel file for each of them, three sheets just as the character generator prints them: attributes, skills and values, then the dice pools, abilities, weapons, equipment and background, finally the signature of the class and the class tree. Copy or print out each player's sheet, then everything needed is on the table.

**Raven** is the investigator of the cell. Lena Kowalski, 34, was a detective inspector with the BKA. A case led her into a basement from which her partner did not return. O.D.I.N. found her before the press did. She sees what others overlook and has mastered a Protective Ritual for the whole group.

**Brandt** stands at the front. Jonas Brandt, 36, was a combat engineer in the Bundeswehr. In the Karakoram, he was the only one of his unit to return, along with a radio that kept transmitting even though the battery was missing. He carries the heaviest armour and the heaviest weapon of the cell.

**Echo** hears what is not said. Jana Roth, 23, first heard her mother's thoughts at fourteen. At sixteen, O.D.I.N. took her out of a secure psychiatric clinic. She reads witnesses and suspects and warns the cell of what waits behind the next door.

**Folio** knows the script. Konstantin Hale, 58, was a librarian in Oxford and secretly collected manuscripts that no one could read. He could. When he touched the first crystal, he knew what he had been reading all those years. He protects the cell with magic and interprets what is written on the walls.

Anyone who wants to build their own agents will find the creation in nine steps in the Core Rulebook or in the generator at odin-rpg.pages.dev. An empty character sheet for copying is at the end of this booklet, and the empty personnel files of all six classes are available free on the same page.

**WHICH AGENT FOR WHOM**

Whoever likes asking, searching and putting two and two together takes Raven. Whoever wants to stand at the front takes Brandt. Whoever wants to read people and lead conversations takes Echo. Whoever likes old script and riddles takes Folio.

With three players, Folio stays in the Hold. The mission works without him, Raven then takes over the occult.

| Agent | Class and subclass | Role at the table | HP | Threshold |
|---|---|---|---|---|
| Raven | Investigator, Paranormal Detective | Read tracks and signs, Protective Ritual | 10 | 10 |
| Brandt | Soldier, Stormbreaker | Combat, cover, explosives | 12 | 11 |
| Echo | Psion, Telepath | Read minds, warn, persuade | 10 | 10 |
| Folio | Thaumaturge, Thaumaturgist | Spells, rituals, old scripts | 10 | 9 |

O.D.I.N. · THE INVESTIGATION BRANCH

# INVESTIGATOR

Paranormal Detective

Personnel file · Confidential



| CODENAME | NAME | AGE | ORIGIN |
|---|---|---|---|
| Raven | Lena Kowalski | 34 | |

| RANK | DRIVE | RECRUITMENT | HANDLER |
|---|---|---|---|
| Cadet | Revenge | | |

PHOTO

## ATTRIBUTES

dashed circle: maximum 6, only through experience

| Attribute | Value | Dice | Notes |
|---|---|---|---|
| Strength STR | 1 | ●○○○○ ◌ | Power |
| Dexterity DEX | 3 | ●●●○○ ◌ | Reaction, precision |
| Constitution CON | 2 | ●●○○○ ◌ | Stamina, Hit Points |
| Intelligence INT | 3 | ●●●○○ ◌ | Intellect, knowledge |
| Wisdom WIS | 5 | ●●● ▨ ▨ ◌ | Perception, intuition |
| Willpower WIL | 3 | ●● ▨ ○○ ◌ | inner strength, horror |
| Charisma CHA | 2 | ●●○○○ ◌ | Presence |
| Manipulation MAN | 2 | ●●○○○ ◌ | Deception, steering others |
| Composure COM | 3 | ●●●○○ ◌ | Calm under pressure |

## VALUES

| HIT POINTS | STRAIN THRESHOLD | INITIATIVE | DEFENCE | ARMOUR |
|---|---|---|---|---|
| 10 | 10 | 3 | 2 | 2 |
| 6 + CON + Toughness | 4 + WIL + COM | DEX | 1 + (DEX + Dodge) ÷ 4 | |

HIT POINTS ☐☐☐☐☐☐☐☐☐☐

STRAIN ☐☐☐☐☐☐☐☐☐☐

## SKILLS

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

### PHYSICAL

| Skill | Attribute | Dice | Result |
|---|---|---|---|
| Athletics | STR | ○○○○○ ◌ | 1+0 |
| Brawling | STR | ○○○○○ ◌ | 1+0 |
| Melee | STR | ○○○○○ ◌ | 1+0 |
| Heavy Weapons | STR | ○○○○○ ◌ | 1+0 |
| Acrobatics | DEX | ○○○○○ ◌ | 3+0 |
| Dodge B | DEX | ●●●○○ ◌ | 3+3 |
| Energy Weapons | DEX | ○○○○○ ◌ | 3+0 |
| Driving | DEX | ●●○○○ ◌ | 3+2 |
| Sleight of Hand | DEX | ○○○○○ ◌ | 3+0 |
| Stealth | DEX | ●●○○○ ◌ | 3+2 |
| Piloting | DEX | ○○○○○ ◌ | 3+0 |
| Firearms | DEX | ●●●○○ ◌ | 3+3 |
| Security Systems | DEX | ○○○○○ ◌ | 3+0 |
| Endurance | CON | ○○○○○ ◌ | 2+0 |
| Toughness | CON | ●●○○○ ◌ | 2+2 |

### MENTAL

| Skill | Attribute | Dice | Result |
|---|---|---|---|
| Academic Knowledge | INT | ○○○○○ ◌ | 3+0 |
| Biology | INT | ○○○○○ ◌ | 3+0 |
| Chemistry | INT | ○○○○○ ◌ | 3+0 |
| Energy Manipulation | INT | ○○○○○ ◌ | 3+0 |
| **Investigation ◆** | INT | ●●●●○ ◌ | 3+4 |
| History | INT | ○○○○○ ◌ | 3+0 |
| Hacking | INT | ○○○○○ ◌ | 3+0 |
| Craft | INT | ○○○○○ ◌ | 3+0 |
| Engineering | INT | ○○○○○ ◌ | 3+0 |
| Cryptography | INT | ○○○○○ ◌ | 3+0 |
| Cybernetics | INT | ○○○○○ ◌ | 3+0 |
| Medicine | INT | ●●○○○ ◌ | 3+2 |
| Nanotechnology | INT | ○○○○○ ◌ | 3+0 |
| Navigation | INT | ○○○○○ ◌ | 3+0 |
| Occultism | INT | ●●●●○ ◌ | 3+4 |
| Physics | INT | ○○○○○ ◌ | 3+0 |
| Robotics | INT | ○○○○○ ◌ | 3+0 |
| Explosives | INT | ○○○○○ ◌ | 3+0 |
| Technology | INT | ○○○○○ ◌ | 3+0 |
| Xenobiology | INT | ○○○○○ ◌ | 3+0 |
| **Insight ◆** | WIS | ●●●○○ ◌ | 5+3 |
| Tracking | WIS | ○○○○○ ◌ | 5+0 |
| Tactics | WIS | ○○○○○ ◌ | 5+0 |
| Animal Handling | WIS | ○○○○○ ◌ | 5+0 |
| Survival | WIS | ○○○○○ ◌ | 5+0 |
| **Perception ◆ B** | WIS | ●●●●● ◌ | 5+5 |
| Mental Resistance B | WIL | ●●●○○ ◌ | 3+3 |
| Concentration | WIL | ○○○○○ ◌ | 3+0 |

### SOCIAL

| Skill | Attribute | Dice | Result |
|---|---|---|---|
| Performance | CHA | ○○○○○ ◌ | 2+0 |
| Leadership | CHA | ○○○○○ ◌ | 2+0 |
| Contacts | CHA | ○○○○○ ◌ | 2+0 |
| Persuasion | CHA | ●●○○○ ◌ | 2+2 |
| Negotiation | CHA | ○○○○○ ◌ | 2+0 |
| Deception | MAN | ○○○○○ ◌ | 2+0 |
| Seduction | MAN | ○○○○○ ◌ | 2+0 |
| Disguise | MAN | ○○○○○ ◌ | 2+0 |
| Intimidation | COM | ○○○○○ ◌ | 3+0 |
| Etiquette | COM | ○○○○○ ◌ | 3+0 |
| Stress Management | COM | ○○○○○ ◌ | 3+0 |

# INVESTIGATOR

Paranormal Detective

Personnel file · Confidential



## YOUR DICE

| | | | |
|---|---|---|---|
| Ranged combat | DEX + Firearms | ☐☐☐■■■ | 3+3 |
| Melee | STR + Melee | ☐ | 1+0 |
| Brawling | STR + Brawling | ☐ | 1+0 |
| Perception | WIS + Perception | ☐☐☐☐☐■■■■■ | 5+5 |
| Investigation | INT + Investigation | ☐☐☐■■■■ | 3+4 |
| Insight | WIS + Insight | ☐☐☐☐☐■■■ | 5+3 |
| Stealth | DEX + Stealth | ☐☐☐■■ | 3+2 |
| Deception | MAN + Deception | ☐☐ | 2+0 |
| Persuasion | CHA + Persuasion | ☐☐■■ | 2+2 |
| Horror test | WIL + Mental Resistance | ☐☐☐■■■ | 3+3 |
| Reduce strain | COM + Stress Management | ☐☐☐ | 3+0 |

## SUBCLASS ABILITIES

**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 team receives +2 dice on horror tests and on tests against supernatural influence for the scene.

## THE OPEN CASES

Price: Suspicion

OPEN CASE 1

What was in the basement my partner never came back from?

THREADS

☐☐☐☐☐

OPEN CASE 2

EVIDENCE

SUSPICION

☐☐☐☐☐☐☐

## WEAPONS

| WEAPON | DAMAGE | RANGE | PROPERTIES |
|---|---|---|---|
| Pistol 9 mm | 3 | 30 m | 15 rounds, Quiet with suppressor |

## EQUIPMENT

Forensic kit, portable scanner, communication device with recording, multi-tool, notebook, torch with UV function; EMF detector, notebook with old rituals, UV lamp; 9 mm pistol; armour: protective vest 2. Starting funds €8,000

## CONTACTS

## TRAUMAS

## ANCHORS

## XP

TOTAL

UNSPENT

## BACKGROUND

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

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

# INVESTIGATOR

Signature and class tree

Personnel file · Confidential



## THE OPEN CASES

| QUESTION | OPENED | THREADS | STATUS |
|---|---|---|---|
| What was in the basement my partner never came back from? | | ☐☐☐☐☐ | ☐ open ☐ closed |
| | | ☐☐☐☐☐ | ☐ open ☐ closed |
| | | ☐☐☐☐☐ | ☐ open ☐ closed |
| | | ☐☐☐☐☐ | ☐ open ☐ closed |
| | | ☐☐☐☐☐ | ☐ open ☐ closed |

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

## SUSPICION

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

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ | ○ | ○ |

## PIECES OF EVIDENCE

| PIECE OF EVIDENCE | FROM THE CASE | EFFECT |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## THE WALL

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

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

## THE FIRST CASE

## WHAT I CANNOT FORGET

## CAREER

missions, experience, promotion

| DATE | FILE OR MISSION | XP | SPENT ON | RANK |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

O.D.I.N. · THE TACTICAL BRANCH

# SOLDIER

Stormbreaker

Personnel file · Confidential



| CODENAME | NAME | AGE | ORIGIN |
|---|---|---|---|
| Brandt | Jonas Brandt | 36 | |

| RANK | DRIVE | RECRUITMENT | HANDLER |
|---|---|---|---|
| Cadet | Prisoner | | |

PHOTO

## ATTRIBUTES

dashed circle: maximum 6, only through experience

**Strength** STR — 4
Power

**Dexterity** DEX — 4
Reaction, precision

**Constitution** CON — 3
Stamina, Hit Points

**Intelligence** INT — 2
Intellect, knowledge

**Wisdom** WIS — 2
Perception, intuition

**Willpower** WIL — 3
inner strength, horror

**Charisma** CHA — 1
Presence

**Manipulation** MAN — 1
Deception, steering others

**Composure** COM — 4
Calm under pressure

## VALUES

| HIT POINTS | STRAIN THRESHOLD | INITIATIVE | DEFENCE | ARMOUR |
|---|---|---|---|---|
| 12 | 11 | 4 | 2 | 4 |
| 6 + CON + Toughness | 4 + WIL + COM | DEX | 1 + (DEX + Dodge) ÷ 4 | |

HIT POINTS
STRAIN

## SKILLS

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

### PHYSICAL

| Skill | Attribute | Dice |
|---|---|---|
| **Athletics ◆** | STR | 4+3 |
| Brawling | STR | 4+0 |
| Melee | STR | 4+3 |
| Heavy Weapons | STR | 4+4 |
| Acrobatics | DEX | 4+0 |
| Dodge B | DEX | 4+3 |
| Energy Weapons | DEX | 4+0 |
| Driving | DEX | 4+0 |
| Sleight of Hand | DEX | 4+0 |
| Stealth | DEX | 4+0 |
| Piloting | DEX | 4+0 |
| **Firearms ◆** | DEX | 4+4 |
| Security Systems | DEX | 4+0 |
| Endurance | CON | 3+3 |
| Toughness | CON | 3+3 |

### MENTAL

| Skill | Attribute | Dice |
|---|---|---|
| Academic Knowledge | INT | 2+0 |
| Biology | INT | 2+0 |
| Chemistry | INT | 2+0 |
| Energy Manipulation | INT | 2+0 |
| Investigation | INT | 2+0 |
| History | INT | 2+0 |
| Hacking | INT | 2+0 |
| Craft | INT | 2+0 |
| Engineering | INT | 2+0 |
| Cryptography | INT | 2+0 |
| Cybernetics | INT | 2+0 |
| Medicine | INT | 2+0 |
| Nanotechnology | INT | 2+0 |
| Navigation | INT | 2+0 |
| Occultism | INT | 2+0 |
| Physics | INT | 2+0 |
| Robotics | INT | 2+0 |
| Explosives | INT | 2+3 |
| Technology | INT | 2+0 |
| Xenobiology | INT | 2+0 |
| Insight | WIS | 2+0 |
| Tracking | WIS | 2+0 |
| **Tactics ◆** | WIS | 2+3 |
| Animal Handling | WIS | 2+0 |
| Survival | WIS | 2+0 |
| Perception B | WIS | 2+3 |
| Mental Resistance B | WIL | 3+1 |
| Concentration | WIL | 3+0 |

### SOCIAL

| Skill | Attribute | Dice |
|---|---|---|
| Performance | CHA | 1+0 |
| Leadership | CHA | 1+0 |
| Contacts | CHA | 1+0 |
| Persuasion | CHA | 1+0 |
| Negotiation | CHA | 1+0 |
| Deception | MAN | 1+0 |
| Seduction | MAN | 1+0 |
| Disguise | MAN | 1+0 |
| Intimidation | COM | 4+0 |
| Etiquette | COM | 4+0 |
| Stress Management | COM | 4+2 |

# SOLDIER

Stormbreaker

Personnel file · Confidential



## YOUR DICE

| | | | |
|---|---|---|---|
| Ranged combat | DEX + Firearms | ☐☐☐☐■■■■ | 4+4 |
| Melee | STR + Melee | ☐☐☐☐■■■ | 4+3 |
| Brawling | STR + Brawling | ☐☐☐☐ | 4+0 |
| Perception | WIS + Perception | ☐☐■■■ | 2+3 |
| Investigation | INT + Investigation | ☐☐ | 2+0 |
| Insight | WIS + Insight | ☐☐ | 2+0 |
| Stealth | DEX + Stealth | ☐☐☐☐ | 4+0 |
| Deception | MAN + Deception | ☐ | 1+0 |
| Persuasion | CHA + Persuasion | ☐ | 1+0 |
| Horror test | WIL + Mental Resistance | ☐☐☐■ | 3+1 |
| Reduce strain | COM + Stress Management | ☐☐☐☐■■ | 4+2 |

## SUBCLASS ABILITIES

**Armour Break** passive

Their attacks ignore 2 points of armour.

**High-Explosive Charge** active, 2× per mission

They place a charge (one action), which they later detonate. Damage 5 in a 5 m radius, cover does not protect.

**Tactical Retreat** passive

After an attack with a heavy weapon, they have +1 defence until their next action.

## THE SILVER

Price: Echo

KNIFE
No. 117

PREVIOUS OWNER
Ole Dubois

WHAT IS KNOWN
Gave the knife back voluntarily, so as not to have to hear the names on it any more.

FURTHER PIECES

ECHO
☐☐☐☐☐☐☐

## WEAPONS

| WEAPON | DAMAGE | RANGE | PROPERTIES |
|---|---|---|---|
| Assault rifle | 4 | 100 m | 30 rounds, Automatic |
| Panzerfaust | 6 | 100 m | 1 round, Penetration 3, Area 2, Slow |
| Shock grenade ×3 | 3 | 20 m | Area 5, Stun |
| HE grenade ×2 | 5 | 20 m | Area 5 |

## EQUIPMENT

Assault rifle, combat suit with helmet, two high-explosive grenades, first aid kit; Thermal anti-tank launcher, shock grenade belt (three shock grenades), heavy combat suit; armour: heavy combat suit 4 (−1 die on DEX tests), for covert work the combat suit with helmet 3. Starting funds €4,000

## CONTACTS

## TRAUMAS

## ANCHORS

## XP

TOTAL

UNSPENT

## BACKGROUND

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

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

# SOLDIER

Signature and class tree

Personnel file · Confidential



## THE SILVER

| | SLOT | VARIANT | NO. | PREVIOUS OWNER | AWARDED FOR |
|---|---|---|---|---|---|
| ☐ | Knife | | 117 | Ole Dubois | |
| ☐ | Vambrace | | | | |
| ☐ | Breastplate | | | | |
| ☐ | Pauldrons | | | | |
| ☐ | Gauntlet | | | | |
| ☐ | Barrel jacket | | | | |
| ☐ | Greaves | | | | |
| ☐ | Visor | | | | |

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

**ECHO** Pieces minus 4, from 5 pieces. D6: equal or lower, and the silver answers.

| 0 | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ |

## THE FALLEN I KNEW

## THE ARSENAL

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

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

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

Level III modules cost 1 strain afterwards, where stated.

## UNIT, SQUAD, ROLL CALL

## CAREER

missions, experience, promotion

| DATE | FILE OR MISSION | XP | SPENT ON | RANK |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

O.D.I.N. · THE PSIONIC CORE

# PSION

Telepath

Personnel file · Confidential



| CODENAME | NAME | AGE | ORIGIN |
|---|---|---|---|
| Echo | Jana Roth | 23 | |

| RANK | DRIVE | RECRUITMENT | HANDLER |
|---|---|---|---|
| Cadet | Seeker | | |

PHOTO

## ATTRIBUTES

dashed circle: maximum 6, only through experience

| Attribute | Value | Notes |
|---|---|---|
| Strength STR | 1 | Power |
| Dexterity DEX | 2 | Reaction, precision |
| Constitution CON | 2 | Stamina, Hit Points |
| Intelligence INT | 5 | Intellect, knowledge |
| Wisdom WIS | 4 | Perception, intuition |
| Willpower WIL | 4 | inner strength, horror |
| Charisma CHA | 2 | Presence |
| Manipulation MAN | 2 | Deception, steering others |
| Composure COM | 2 | Calm under pressure |

## VALUES

| HIT POINTS | STRAIN THRESHOLD | INITIATIVE | DEFENCE | PSI POINTS |
|---|---|---|---|---|
| 10 | 10 | 2 | 2 | 13 |
| 6 + CON + Toughness | 4 + WIL + COM | DEX | 1 + (DEX + Dodge) ÷ 4 | WIL + WIS + INT |

HIT POINTS

STRAIN

## SKILLS

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

### PHYSICAL

| | | |
|---|---|---|
| Athletics | STR | 1+0 |
| Brawling | STR | 1+0 |
| Melee | STR | 1+0 |
| Heavy Weapons | STR | 1+0 |
| Acrobatics | DEX | 2+0 |
| Dodge B | DEX | 2+3 |
| Energy Weapons | DEX | 2+0 |
| Driving | DEX | 2+0 |
| Sleight of Hand | DEX | 2+0 |
| Stealth | DEX | 2+2 |
| Piloting | DEX | 2+0 |
| Firearms | DEX | 2+1 |
| Security Systems | DEX | 2+0 |
| Endurance | CON | 2+0 |
| Toughness | CON | 2+2 |

### MENTAL

| | | |
|---|---|---|
| Academic Knowledge | INT | 5+0 |
| Biology | INT | 5+0 |
| Chemistry | INT | 5+0 |
| Energy Manipulation | INT | 5+0 |
| Investigation | INT | 5+0 |
| History | INT | 5+0 |
| Hacking | INT | 5+0 |
| Craft | INT | 5+0 |
| Engineering | INT | 5+0 |
| Cryptography | INT | 5+0 |
| Cybernetics | INT | 5+0 |
| Medicine | INT | 5+0 |
| Nanotechnology | INT | 5+0 |
| Navigation | INT | 5+0 |
| Occultism | INT | 5+0 |
| Physics | INT | 5+0 |
| Robotics | INT | 5+0 |
| Explosives | INT | 5+0 |
| Technology | INT | 5+0 |
| Xenobiology | INT | 5+0 |
| **Insight ◆** | WIS | 4+4 |
| Tracking | WIS | 4+0 |
| Tactics | WIS | 4+0 |
| Animal Handling | WIS | 4+0 |
| Survival | WIS | 4+0 |
| Perception B | WIS | 4+4 |
| **Mental Resistance ◆ B** | WIL | 4+4 |
| **Concentration ◆** | WIL | 4+3 |

### SOCIAL

| | | |
|---|---|---|
| Performance | CHA | 2+0 |
| Leadership | CHA | 2+0 |
| Contacts | CHA | 2+0 |
| Persuasion | CHA | 2+3 |
| Negotiation | CHA | 2+0 |
| Deception | MAN | 2+2 |
| Seduction | MAN | 2+0 |
| Disguise | MAN | 2+0 |
| Intimidation | COM | 2+0 |
| Etiquette | COM | 2+0 |
| Stress Management | COM | 2+0 |

### PSIONIC

| | | |
|---|---|---|
| Telepathy | INT | 5+5 |
| Telekinesis | INT | 5+0 |
| Precognition | WIS | 4+0 |
| Psychic Healing | WIS | 4+0 |
| Elemental Control | WIS | 4+0 |
| Psi Combat | WIL | 4+2 |

# PSION

Telepath

Personnel file · Confidential



## YOUR DICE

| | | | |
|---|---|---|---|
| Ranged combat | DEX + Firearms | ☐☐■ | 2+1 |
| Melee | STR + Melee | ☐ | 1+0 |
| Brawling | STR + Brawling | ☐ | 1+0 |
| Perception | WIS + Perception | ☐☐☐☐■■■■ | 4+4 |
| Investigation | INT + Investigation | ☐☐☐☐☐ | 5+0 |
| Insight | WIS + Insight | ☐☐☐☐■■■■ | 4+4 |
| Stealth | DEX + Stealth | ☐☐■■ | 2+2 |
| Deception | MAN + Deception | ☐☐■■ | 2+2 |
| Persuasion | CHA + Persuasion | ☐☐■■■ | 2+3 |
| Horror test | WIL + Mental Resistance | ☐☐☐☐■■■■ | 4+4 |
| Reduce strain | COM + Stress Management | ☐☐ | 2+0 |
| Thought Reading (subclass) | INT + Telepathy | ☐☐☐☐☐■■■■■ | 5+5 |
| Emotional Manipulation (subclass) | WIL + Telepathy | ☐☐☐☐■■■■■ | 4+5 |
| Mental Barrier (subclass) | WIL + Telepathy | ☐☐☐☐■■■■■ | 4+5 |
| Thought Whisper | WIL + Telepathy | ☐☐☐☐■■■■■ | 4+5 |
| Heightened Senses | WIS + Concentration | ☐☐☐☐■■■ | 4+3 |
| Aura Detection | WIS + Precognition | ☐☐☐☐ | 4+0 |
| Mental Whisper | WIL + Telepathy | ☐☐☐☐■■■■■ | 4+5 |
| Deep Probe | WIL + Telepathy | ☐☐☐☐■■■■■ | 4+5 |
| Psychic Barrier | WIL + Psi Combat | ☐☐☐☐■■ | 4+2 |

## SUBCLASS ABILITIES

**Thought Reading** INT + Telepathy, 10 m, 1 round

Opposed test against WIL + Mental Resistance of the target, the target rolls with −2 dice. On a success, the Telepath reads the target's current thoughts; with a margin of 2, also a specific memory.

**Emotional Manipulation** WIL + Telepathy, 10 m, 2 rounds

Opposed test as above. On a success, the target experiences an emotion of your choice (fear, anger, trust, despair). A frightened target flees or freezes, an angry target attacks the nearest opponent, a trusting target voluntarily gives information.

**Mental Barrier** WIL + Telepathy, self, 5 rounds

+2 dice on all tests against psionic and mental influences, as well as on horror tests.

## PSI POWERS

Thought Whisper · Heightened Senses · Aura Detection · Mental Whisper · Deep Probe · Psychic Barrier

## THE HELMET

Price: Resonance

HELMET
Mk. III, No. 3-0823 · ☐ Helmet Bond

MODIFICATIONS

FRAGMENTS
A name you call out in your dreams. It belongs to no one you know.

RESONANCE
☐☐☐☐☐☐☐

## WEAPONS

| WEAPON | DAMAGE | RANGE | PROPERTIES |
|---|---|---|---|
| Unarmed | 1 | Close | Brawling instead of Melee |

## EQUIPMENT

Neuro-Helm Mk. III helmet (focus device), conditioning pills, reinforced communication device, light protective vest; Mental scanner (+1 die on Telepathy), psionic communication module; armour: light protective vest 1. Starting funds €9,000

## CONTACTS

## TRAUMAS

## ANCHORS

## XP

TOTAL

UNSPENT

## BACKGROUND

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

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

# PSION

Signature and class tree

Personnel file · Confidential



## THE HELMET

| MODEL | SERIAL NUMBER | HELMET BOND | RECORDING |
|---|---|---|---|
| Mk. III | 3-0823 | ☐ | encrypted |

## MODIFICATIONS

## PSI POINTS

WIL + WIS + INT · cost 1 / 2 / 3 / 6

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

## RESONANCE

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

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ | ○ | ○ |

## FRAGMENTS

memories that do not fit your own life

A name you call out in your dreams. It belongs to no one you know.

## THE TREE: TRUNK

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

## OWN BRANCH

Telepath

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

## OVERLOAD BRANCH

from the rank of Agent

| | LEVEL | NODE | EFFECT |
|---|---|---|---|
| ☐ | | | |
| ☐ | | | |
| ☐ | | | |

## FOREIGN NODES

| | LEVEL | NODE | EFFECT |
|---|---|---|---|
| ☐ | | | |
| ☐ | | | |

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

## CAREER

missions, experience, promotion

| DATE | FILE OR MISSION | XP | SPENT ON | RANK |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

O.D.I.N. · THE COLLEGIUM

# THAUMATURGE

Thaumaturgist

Personnel file · Confidential



| CODENAME | NAME | AGE | ORIGIN |
|---|---|---|---|
| Folio | Konstantin Hale | 58 | |

| RANK | DRIVE | RECRUITMENT | HANDLER |
|---|---|---|---|
| Cadet | Knowledge Seeker | | |

PHOTO

## ATTRIBUTES

dashed circle: maximum 6, only through experience

| | | |
|---|---|---|
| **Strength** STR ●○○○○ ◌ — Power | 1 | |
| **Dexterity** DEX ●●○○○ ◌ — Reaction, precision | 2 | |
| **Constitution** CON ●●○○○ ◌ — Stamina, Hit Points | 2 | |
| **Intelligence** INT ●●●▨▨ ◌ — Intellect, knowledge | 5 | |
| **Wisdom** WIS ●●●▨○ ◌ — Perception, intuition | 4 | |
| **Willpower** WIL ●●●○○ ◌ — inner strength, horror | 3 | |
| **Charisma** CHA ●●●●○ ◌ — Presence | 4 | |
| **Manipulation** MAN ●○○○○ ◌ — Deception, steering others | 1 | |
| **Composure** COM ●●○○○ ◌ — Calm under pressure | 2 | |

## VALUES

| HIT POINTS | STRAIN THRESHOLD | INITIATIVE | DEFENCE | MAGIC ENERGY |
|---|---|---|---|---|
| 10 | 9 | 2 | 2 | 13 |
| 6 + CON + Toughness | 4 + WIL + COM | DEX | 1 + (DEX + Dodge) ÷ 4 | CHA + WIS + INT |

**HIT POINTS** ☐☐☐☐☐☐☐☐☐☐

**STRAIN** ☐☐☐☐☐☐☐☐☐

## SKILLS

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

### PHYSICAL

| | | | |
|---|---|---|---|
| Athletics | STR | ○○○○○ ◌ | 1+0 |
| Brawling | STR | ○○○○○ ◌ | 1+0 |
| Melee | STR | ○○○○○ ◌ | 1+0 |
| Heavy Weapons | STR | ○○○○○ ◌ | 1+0 |
| Acrobatics | DEX | ○○○○○ ◌ | 2+0 |
| Dodge B | DEX | ●●●○○ ◌ | 2+3 |
| Energy Weapons | DEX | ○○○○○ ◌ | 2+0 |
| Driving | DEX | ○○○○○ ◌ | 2+0 |
| Sleight of Hand | DEX | ○○○○○ ◌ | 2+0 |
| Stealth | DEX | ○○○○○ ◌ | 2+0 |
| Piloting | DEX | ○○○○○ ◌ | 2+0 |
| Firearms | DEX | ○○○○○ ◌ | 2+0 |
| Security Systems | DEX | ○○○○○ ◌ | 2+0 |
| Endurance | CON | ○○○○○ ◌ | 2+0 |
| Toughness | CON | ●●○○○ ◌ | 2+2 |

### MENTAL

| | | | |
|---|---|---|---|
| **Academic Knowledge ◆** | INT | ●●●○○ ◌ | 5+3 |
| Biology | INT | ○○○○○ ◌ | 5+0 |
| Chemistry | INT | ○○○○○ ◌ | 5+0 |
| Energy Manipulation | INT | ○○○○○ ◌ | 5+0 |
| Investigation | INT | ○○○○○ ◌ | 5+0 |
| History | INT | ●●○○○ ◌ | 5+2 |
| Hacking | INT | ○○○○○ ◌ | 5+0 |
| Craft | INT | ○○○○○ ◌ | 5+0 |
| Engineering | INT | ○○○○○ ◌ | 5+0 |
| Cryptography | INT | ○○○○○ ◌ | 5+0 |
| Cybernetics | INT | ○○○○○ ◌ | 5+0 |
| Medicine | INT | ○○○○○ ◌ | 5+0 |
| Nanotechnology | INT | ○○○○○ ◌ | 5+0 |
| Navigation | INT | ○○○○○ ◌ | 5+0 |
| **Occultism ◆** | INT | ●●●●○ ◌ | 5+4 |
| Physics | INT | ○○○○○ ◌ | 5+0 |
| Robotics | INT | ○○○○○ ◌ | 5+0 |
| Explosives | INT | ○○○○○ ◌ | 5+0 |
| Technology | INT | ○○○○○ ◌ | 5+0 |
| Xenobiology | INT | ○○○○○ ◌ | 5+0 |
| Insight | WIS | ○○○○○ ◌ | 4+0 |
| Tracking | WIS | ○○○○○ ◌ | 4+0 |
| Tactics | WIS | ○○○○○ ◌ | 4+0 |
| Animal Handling | WIS | ○○○○○ ◌ | 4+0 |
| Survival | WIS | ○○○○○ ◌ | 4+0 |
| Perception B | WIS | ●●●○○ ◌ | 4+3 |
| Mental Resistance B | WIL | ●●●●○ ◌ | 3+4 |
| **Concentration ◆** | WIL | ●●●○○ ◌ | 3+3 |

### SOCIAL

| | | | |
|---|---|---|---|
| Performance | CHA | ○○○○○ ◌ | 4+0 |
| Leadership | CHA | ○○○○○ ◌ | 4+0 |
| Contacts | CHA | ○○○○○ ◌ | 4+0 |
| Persuasion | CHA | ○○○○○ ◌ | 4+0 |
| Negotiation | CHA | ○○○○○ ◌ | 4+0 |
| Deception | MAN | ○○○○○ ◌ | 1+0 |
| Seduction | MAN | ○○○○○ ◌ | 1+0 |
| Disguise | MAN | ○○○○○ ◌ | 1+0 |
| Intimidation | COM | ○○○○○ ◌ | 2+0 |
| Etiquette | COM | ○○○○○ ◌ | 2+0 |
| Stress Management | COM | ○○○○○ ◌ | 2+0 |

### MAGICAL

| | | | |
|---|---|---|---|
| Thaumaturgy | INT | ●●●●● ◌ | 5+5 |
| Ritualism | INT | ●●●●○ ◌ | 5+4 |
| Alchemy | INT | ●●○○○ ◌ | 5+2 |

# THAUMATURGE

Thaumaturgist

Personnel file · Confidential



## YOUR DICE

| | | | |
|---|---|---|---|
| Ranged combat | DEX + Firearms | ☐☐ | 2+0 |
| Melee | STR + Melee | ☐ | 1+0 |
| Brawling | STR + Brawling | ☐ | 1+0 |
| Perception | WIS + Perception | ☐☐☐☐■■■ | 4+3 |
| Investigation | INT + Investigation | ☐☐☐☐☐ | 5+0 |
| Insight | WIS + Insight | ☐☐☐☐ | 4+0 |
| Stealth | DEX + Stealth | ☐☐ | 2+0 |
| Deception | MAN + Deception | ☐ | 1+0 |
| Persuasion | CHA + Persuasion | ☐☐☐☐ | 4+0 |
| Horror test | WIL + Mental Resistance | ☐☐☐■■■■ | 3+4 |
| Reduce strain | COM + Stress Management | ☐☐ | 2+0 |
| Spell Amplification (subclass) | INT + Thaumaturgy | ☐☐☐☐☐■■■■■ | 5+5 |
| Magical Barrier (subclass) | WIS + Thaumaturgy | ☐☐☐☐■■■■■ | 4+5 |

## SUBCLASS ABILITIES

**Ritual Master** passive, costs no ME

Rituals are one step easier for them and take only half as long.

**Spell Amplification** INT + Thaumaturgy, self

The next spell in this scene deals +1 damage or lasts twice as long.

**Magical Barrier** WIS + Thaumaturgy, 10 m, 3 rounds

One target gains +2 armour against physical damage.

## SPELLS

Light Flash · Magical Flame · Invisible Hand · Trembling Hand · Magical Armour · Flame Jet

## THE CRYSTAL

Price: Whisper

CRYSTAL
K-4412 · Ink shard

PROVENANCE
Found in an inkwell from an archive in Uppsala

DESCRIPTION
Deep blue, almost black. It does not stain your fingers, although you expect it to. It whispers in handwriting, say those who have carried it.

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

WHISPER
☐☐☐☐☐☐☐

## WEAPONS

| WEAPON | DAMAGE | RANGE | PROPERTIES |
|---|---|---|---|
| Ritual knife | 1 | Close | Concealed |
| Flame Jet (spell) | 3 | 15 m | CHA + Thaumaturgy, 3 ME |

## EQUIPMENT

Crystal shard (catalyst), spellbook, Amulet of Concentration, magical robe, alchemist's kit; ritual knife, wand (+1 die on Thaumaturgy); armour: magical robe 1, +1 against spells and psi damage. Starting funds €9,000

## CONTACTS

## TRAUMAS

## ANCHORS

## XP

TOTAL

UNSPENT

## BACKGROUND

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

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

# THAUMATURGE

Signature and class tree

Personnel file · Confidential



## THE CRYSTAL

| NUMBER IN THE CRYSTAL LEDGER | CRYSTAL MASTER |
|---|---|
| K-4412 | |

**Ink shard** · Found in an inkwell from an archive in Uppsala Deep blue, almost black. It does not stain your fingers, although you expect it to. It whispers in handwriting, say those who have carried it.

☐ Crystal shard ☐ Clear crystal ☐ Resonance crystal ☐ Anatolian shard
☐ Andes crystal ☐ Monastery stone ☐ Nordlicht stone ☐ Rift find

Condition: ☐ clear ☐ cloudy ☐ depleted Rifts ☐☐☐

## MAGIC ENERGY

CHA + WIS + INT · cost 1 / 2 / 3 / 5 / 8

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

**WHISPER** +1 per node of the Center, +1 per Nexus crystal or Nordlicht stone kept overnight. D6 on a Center node, overcasting or a botch: equal or lower, and the stone answers.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ | ○ | ○ |

## SPELLBOOK

| SPELL | LEVEL | ME | EFFECT |
|---|---|---|---|
| Light Flash | Cantrip | 1 | |
| Magical Flame | Cantrip | 1 | |
| Invisible Hand | Cantrip | 1 | |
| Trembling Hand | Cantrip | 1 | |
| Magical Armour | Minor | 3 | |
| Flame Jet | Minor | 3 | |
| | | | |

## THE SEAL

six sectors, five circles, from the outside in

| SECTOR | CIRCLE 1 | CIRCLE 2 | CIRCLE 3 | CIRCLE 4 | CIRCLE 5 |
|---|---|---|---|---|---|
| | ☐ | ☐ | ☐ | ☐ | ☐ |
| | ☐ | ☐ | ☐ | ☐ | ☐ |
| | ☐ | ☐ | ☐ | ☐ | ☐ |
| | ☐ | ☐ | ☐ | ☐ | ☐ |
| | ☐ | ☐ | ☐ | ☐ | ☐ |
| | ☐ | ☐ | ☐ | ☐ | ☐ |

## THE CENTER

| | LEVEL | NODE | EFFECT |
|---|---|---|---|
| ☐ | | Foreign Tongue | |
| ☐ | | Ear of the Stone | |
| ☐ | | Seal Breach | |

## NEIGHBOURING SECTOR

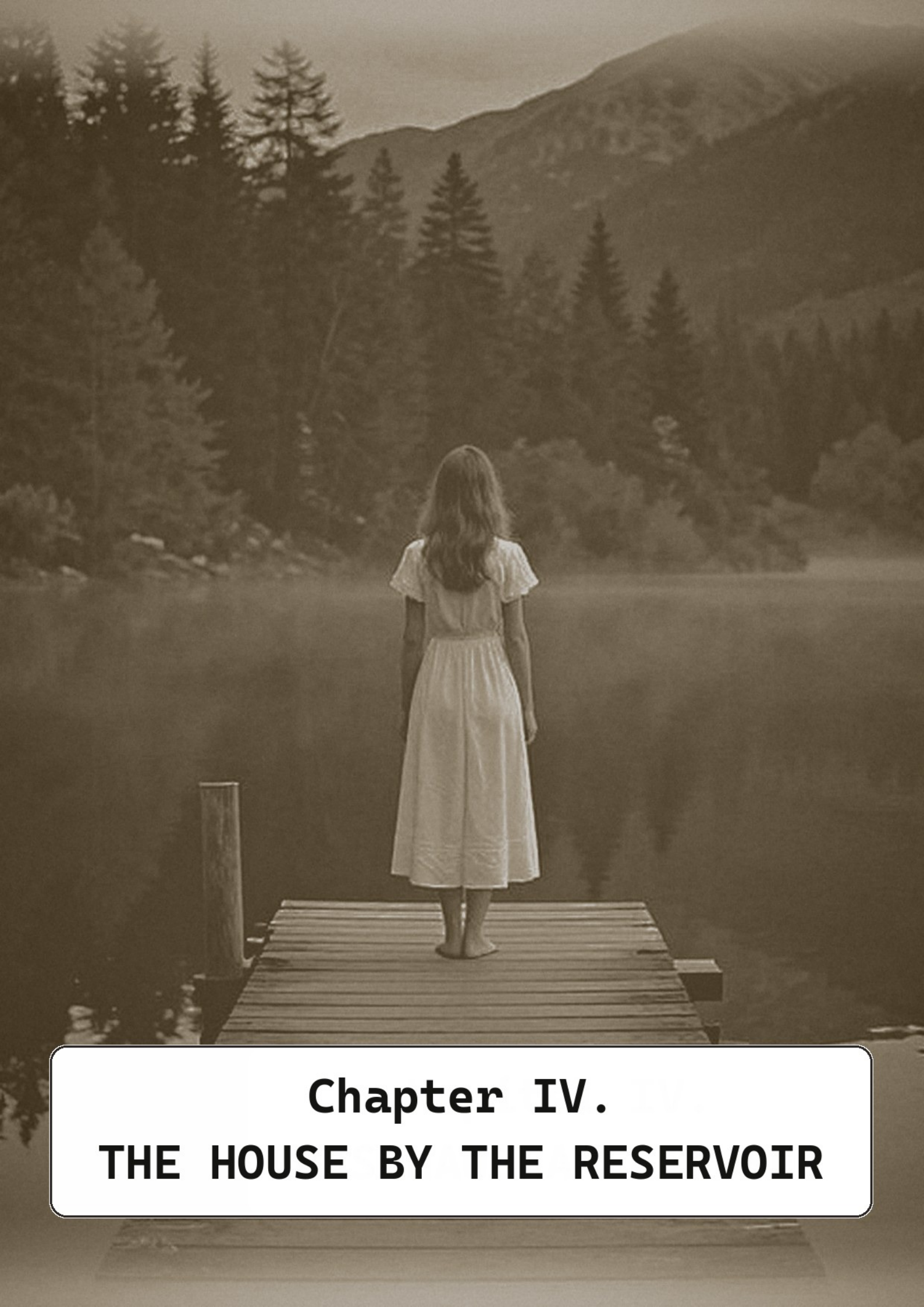
| | LEVEL | NODE | EFFECT |
|---|---|---|---|
| ☐ | | | |
| ☐ | | | |

The Center is powerful and costly: every node of the Center raises the Whisper by 1.

## CAREER

missions, experience, promotion

| DATE | FILE OR MISSION | XP | SPENT ON | RANK |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |



# Chapter IV.
# THE HOUSE BY THE RESERVOIR

```
FOR THE GAME MASTER ONLY
From here on, what really happened is written.
Anyone playing an agent turns to the appendix.
```

# The House by the Reservoir

A Grey File for beginners. For three to four cadets, one long session. Origin: the dead, with a red herring among the humans and a trail to the Voice. The scenario shows the basics of the game: briefing, investigation with nodes and three clues per conclusion, a night in the house, a confrontation that rewards knowledge, and an aftermath with an open thread.

# What It's About

On the shore of a reservoir in the Harz mountains stands an old villa called "Seehaus". In 1959 the valley was flooded, and the village beneath it disappeared under the water. The villa lay on the edge and remained standing. For three weeks it has belonged to an estate agent from Hanover, who rents it out as a holiday home. The first guests left after one night, the second after two. The third, a family with two children, did not leave. For four days no one has seen them, the car is parked outside the door, and the estate agent has not called the police because he does not want trouble.

# What Really Happened

Until 1959 the teacher of the flooded village, Martha Kellner, lived in the villa. She refused to leave her house because she was waiting for her son, who had not come home from the war in 1945. She died in the winter after the flooding at the window, looking out at the water under which her village lay. She is a Waiting One (Threat Atlas). As long as no one lived in the house, she slept. The family woke her: the family's son is called Paul, like her son, and he is twelve, the same age as her son was when she last saw him.

The family is alive. Martha keeps them in the house, which for them is now the year 1959: set tables, a stove that burns, a clock that is right. The parents are confused and weak, the children play. Martha does not want to let Paul go, and she holds the others so that he stays.

The red herring: The estate agent bought the villa cheaply from a community of heirs and concealed what is in the land register: that since 1960 no one has lived there for longer than a week. He is a fraud, but not a murderer.

The trail to the Voice: In the lake bed, under the flooded village, lies a crystal that has made the Waiting One stronger than a dead person usually is. The cell can find it, but does not have to.

# Briefing

The handler hands over a thin file in a grey envelope.

***"An estate agent from Hanover called an insurance company and asked whether his policy also pays if guests disappear in a holiday home. The insurer belongs to a foundation that belongs to us. Four people, including two children, not seen for four days. The car is outside the door. The police know nothing. Find out what is going on before they find out."***
*handler*

What the file contains: Address of the villa, name of the estate agent (Jens Harder), names of the family (Andreas and Mirja Wolter, children Paul, 12, and Ella, 8), a photo of the house from an online listing. Expenses: €2,000. Requisition: Common items without waiting time. An EMF detector and salt are useful, the handler does not say that.

# The Nodes

The investigation has five nodes. The cell can visit them in any order. From each, clues lead to others, and at least three to the house.

## Node 1: The Estate Agent

Jens Harder, mid-forties, expensive watch, office in Hanover. He is nervous and above all wants nothing to get into the newspaper.

He admits that the first two guests left early. Both complained about cold and about the fact that "someone was standing at the window". He bought the house from a community of heirs, whom he describes as "glad to be rid of it".

- **Clue:** In his documents is the complaint of the second guests: "The children talked at night with someone who was not there." (leads to the house)
- **Clue:** The purchase offer names the previous owner: "Kellner heirs' community". (leads to the archive)

Whoever reads him with a test on Insight against Doable (2), Echo or Raven for instance, notices that he is concealing something: that there is a note in the land register. He is the red herring. Whoever takes him for the perpetrator loses time.

## Node 2: The First Guests

A couple from Brunswick, reachable by phone. They do not want to talk about it, but do so if one is friendly.

The woman saw an old woman at the living room window at night, looking out at the water. When she turned on the light, no one was there.

- **Clue:** The man says that in the morning the table in the living room had been set, for three, with old dishes that they had never taken out of the cupboard. (leads to the house, Origin: the dead)
- **Clue:** They have a mobile phone photo of the window. Whoever studies the photo closely, Perception against Doable (2), spots in the glass a reflection that is not a piece of furniture. Raven's Ghost Sight gives 2 bonus dice here. (Origin: the dead)

## Node 3: The Village by the Lake

A small place above the reservoir, an inn, a church, old people.

The landlady knows that the lake house used to belong to the teacher. "Old Kellner. She sat at the window until the very end. She waited for her boy."

- **Clue:** The old sexton shows a memorial plaque for the fallen of the war. On it is written "Paul Kellner, missing 1945, 12 years". (connects with the son of the Wolter family)
- **Clue:** At low water one hears a church bell from the lake. A Thaumaturge on the shore hears a faint whisper from the water, as near any Nexus crystal. (a lead to the voice, optional)

## Node 4: The Archive

The district archive or the church register of the flooded parish. Whoever brings History or Academic Knowledge, like Folio, quickly finds what they are looking for.

- **Clue:** A newspaper article from 1960: "Teacher found dead in the lake house. She sat at the window." The article gives the date of death: 21 December 1959.
- **Clue:** A letter from Martha Kellner to the Red Cross, 1958, asking them to search for her son. The reply came in 1961, after her death: Paul Kellner had survived the war and had grown up in an orphanage in Thuringia. He died in 1990. He never knew that his mother was looking for him. (the key to the solution)
- **Clue:** The land register notes that since 1960 no resident stayed in the house for longer than a week. (confirms the origin, exonerates the estate agent)

## Node 5: The House

The villa itself. Outside it is March, inside it smells of stove smoke and baked apples. The family's car stands in front of the door, with frost on the windscreen although it is not freezing.

The door is open. In the hallway stands a calendar from December 1959.

The family is there. The parents sit in the living room, pale and slow, and say they have only just arrived. Ella plays with an old doll. Paul sits at the window, next to an empty chair, and says the woman is nice, she tells him about the village under the water.

- **Clue:** Cold Spot, an EMF detector or a Telepath confirms: there is something here, and it is a dead person, not a being from a rift.

## The Night

Anyone who stays in the house until evening experiences the Waiting One. The doors close, the windows show only water, and at the window sits an old woman in a cardigan, waiting. She is friendly to Paul and icy to everyone else. Anyone who sees her for the first time makes a horror test against Horrifying (3).

```
MARTHA KELLNER, THE WAITING ONE
Stats as "The Waiting One" in the Threat
Atlas, with these changes:
She keeps only four haunts around her: former
guests who never left the house again,
confused and harmless as long as no one tries
to take Paul away.
Her attack only affects adults. She protects
children.
Anyone who tries to take Paul out of the house
experiences the place as an opponent. Anyone
who talks to her is listened to.
A crystal in the lakebed makes her stronger.
If it is found and wrapped in beryllium, all
her attacks roll with −2 dice.
```

## The Solution

The Waiting One ends when she gets what she is waiting for. There are several ways:

- **The Truth.** The cell brings her the letter from the Red Cross and tells her that her son lived, that he had a life, and that he died in 1990. A test of Persuasion or Insight against Doable (2), easier if the cell reads the letter aloud. Martha weeps, looks at the water one last time, and is gone. The clock stops, the stove goes out, the family awakens.
- **Paul Speaks.** A character can convince Paul to tell Martha that he is not her son, but that he will not forget her. That moves her and weakens her. After that, salt and light help.
- **Violence.** Salt, light and a Paranormal Detective can push her back round after round until the family is out. Martha comes back the next night, and the house remains a trap. The file is considered closed, but not solved.
- **The Crystal.** Whoever finds and raises the crystal in the lake weakens her. Whoever destroys it turns her back into a weak haunt. But the crystal is a trail to the Voice, and the Collegium will want to know how it got there.

## Aftermath

- **The family** remembers a short holiday with bad weather. An Agent can reinforce that. Paul remembers the woman at the window. He will not forget it.
- **The estate agent** can be reported, blackmailed or left alone. He will sell the house; who he sells it to is up to the game master.
- **The Veil:** No press, no police if the cell was quick. Trust +1.
- **XP:** Grey File, base value 4 XP. Plus 1 XP if the family leaves the house alive, at most 1 XP personal bonus, for example for the solution with the truth, and 1 XP if the cell finds the crystal in the lake bed (a thread).
- **What remains:** Martha Kellner's cardigan, which stays in the Hold and is warm when you put it on (an artefact with the danger of a skull, at the game master's discretion). And if the cell has found the crystal: the Collegium enters it into the Crystal Ledger. Under "Place of discovery" there is an abbreviation.

**The open thread:** In the lake bed, next to the crystal, lies the bell of the sunken church. A diver from the Hold, who retrieves the crystal, reports that someone must have rung the bell recently. The mud around the clapper has been washed away. The church bell, which can be heard at low water, rings every night at 22:10.

# APPENDIX
# WHAT HAPPENS NEXT

## What Happens Next

The mission is over. The file can be closed. What becomes of this evening is up to the group. The material for it is available.

The Core Rulebook is free. It contains the complete dice system, character creation in nine steps, six classes with thirty subclasses, 63 skills, psi powers, spells, equipment and the rules for advancement. Anyone who wants to use the system fully will find everything necessary there. The file is available at odin-rpg.pages.dev.

For creating further characters there is a generator online. It guides you question by question through the nine steps and outputs a finished character sheet in the design of the personnel file at the end. The result can be saved or printed. The generator is suitable for new players and for the quick preparation of replacement characters.

Those who want to go deeper will find six class books, the equipment book Arsenal, a game master book and the campaign “The Door”. Its first mission is exactly this one, with an addition in the aftermath. Groups that have played the Quickstart start with Mission 2. What the cell did with Martha Kellner and the crystal then counts for the campaign, and the Hold’s diver sends the brass capsule from the bell a week later.

For the game master there is a short way to turn this evening into their own Grey File. The occasion is fixed: the mission the group played. The place is the villa by the reservoir. The origin is what the group found there. From this arise three clues per node. Each clue leads to a new place, a new person or a new event. The nodes connect into a network. The file grows with each mission. What began as a Quickstart becomes an ongoing campaign. The rules for this are in the game master book. The rest is play.

## Character Sheet and Handouts

Behind this section lies a blank character sheet for copying, behind it two handouts for printing: the newspaper article from 1960 and the letter from the Red Cross from 1961. The game master hands them out when the cell searches for them in the archive, not before. Printed on sturdier paper they work best. The complete collection of all handouts of the campaign is available as a separate booklet.

# Appendix C: Character Sheet

Permission granted to copy for personal use.

| Name | Codename | Class | Subclass | Rank |
|---|---|---|---|---|
| | | | | |

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

| Hit Points | Strain Threshold | Strain | Initiative | Defence | Armour | PSI / ME |
|---|---|---|---|---|---|---|
| | | | | | | |

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

| Weapon | Damage | Range | Magazine | Properties |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

| Subclass Special Abilities |
|---|
| |
| |
| |
| |

| Psi Powers or Spells | Cost | Test |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| Equipment |
|---|
| |
| |
| |
| |
| |
| |

| Background and Drive |
|---|
| |
| |
| |
| |
| |

| Traumas | Experience Points (total / unspent) |
|---|---|
| | |
| | |

HARZER KREISBOTE THURSDAY, 7 JANUARY 1960 · PAGE 3

# Teacher Found Dead in Lake House

*Miss Kellner waited for her son to the very end*

*The Lake House on the new reservoir. Photo: Kreisbote*

Altenau. Miss Martha Kellner, formerly the schoolteacher of the parish of Unterau, was found dead by a postman on Monday in her house on the shore of the new reservoir. According to the doctor, she had already died around the 21st of December. She was sitting in an armchair at the living-room window, looking out over the water.

Miss Kellner, 58, was the only resident who refused last year to leave her house before the valley was flooded. As the so-called Lake House stood above the future waterline, she was allowed to stay. Neighbours from the new village report that in recent months she hardly left the house and was “waiting for someone”.

After the war Miss Kellner searched for years for her son Paul, who has been missing since the spring of 1945. He was twelve years old at the time. The funeral will take place on Saturday at the new cemetery. The vicar asks Miss Kellner’s former pupils to attend in large numbers.

According to the postman, the table in the house was laid for two, and a fire was still burning in the stove.

**GERMAN RED CROSS**
TRACING SERVICE · HAMBURG

Hamburg, 14 March 1961

Miss
Martha Kellner
Seehaus
Unterau near Altenau (Harz)

Re: Your tracing request of 2 September 1958,
Kellner, Paul, born 1933

Dear Miss Kellner,

We are pleased to inform you that our enquiries have been successful. Your son Paul Kellner is alive. In April 1945 he was taken into a children's home near Gera (Thuringia), and today he works as a fitter in Jena. He is married.

Owing to the situation in the Soviet occupation zone, we were regrettably unable to notify you earlier. Mr Kellner has not yet been told of your search. Please let us know whether we should put you in touch.

Yours sincerely

pp.

FOR THE PARISH ESTATE FILES
POST OFFICE ALTENAU (HARZ)
20 MAR 1961

Brinkmann

Hertha Brinkmann

Addressee deceased. P.

# Imprint

**O.D.I.N. Occult Dynamics Intelligence Network**
Quickstart (English edition)

Author and publisher: David Ger
Feedback and contact: david.ger.bs@gmail.com
All books and the character generator: odin-rpg.pages.dev/en/

The illustrations are AI-generated; editing and the first translation of this English edition were done with AI assistance.

© 2026 David Ger