O.D.I.N.

Occult Dynamics Intelligence Network

SHADOW OFFICERS

THE HIGH RANKS OF O.D.I.N.

by David Ger

Contents

Introduction **4**
Shadow Officers 5

Chapter I: The High Ranks **7**
The Rank Ladder 8
Senior Agent 8
Veteran 9
Shadow Officer 10
The Ranks in the Branches 11
Promotion as a Scene 12
When a Cell Grows Unevenly 13

Chapter II: Major Powers **15**
What a Major Power Is 16
The New Powers (6 PSI, Hard) 17
All Major Powers 18
Major Powers at the Table 19

Chapter III: School Spells **21**
What a School Guards 22
The Thaumaturgists 23
The Alchemists 23
The Illusionists 24
The Chronomancers 25
The Invokers 25
All Major and Grand Major Magica 26

Chapter IV: The Six Classes in the High Ranks **28**
The Classes in the High Ranks 29
The Agent 29
The Scientist 32
The Soldier 34
The Investigator 36
The Psion 39
The Thaumaturge 41

Chapter V: A Cell of Their Own **44**
What “A Cell of Their Own” Means 45
Recruiting 46
Training 47
Leading 48
Losing 51
The Cell Sheet 51

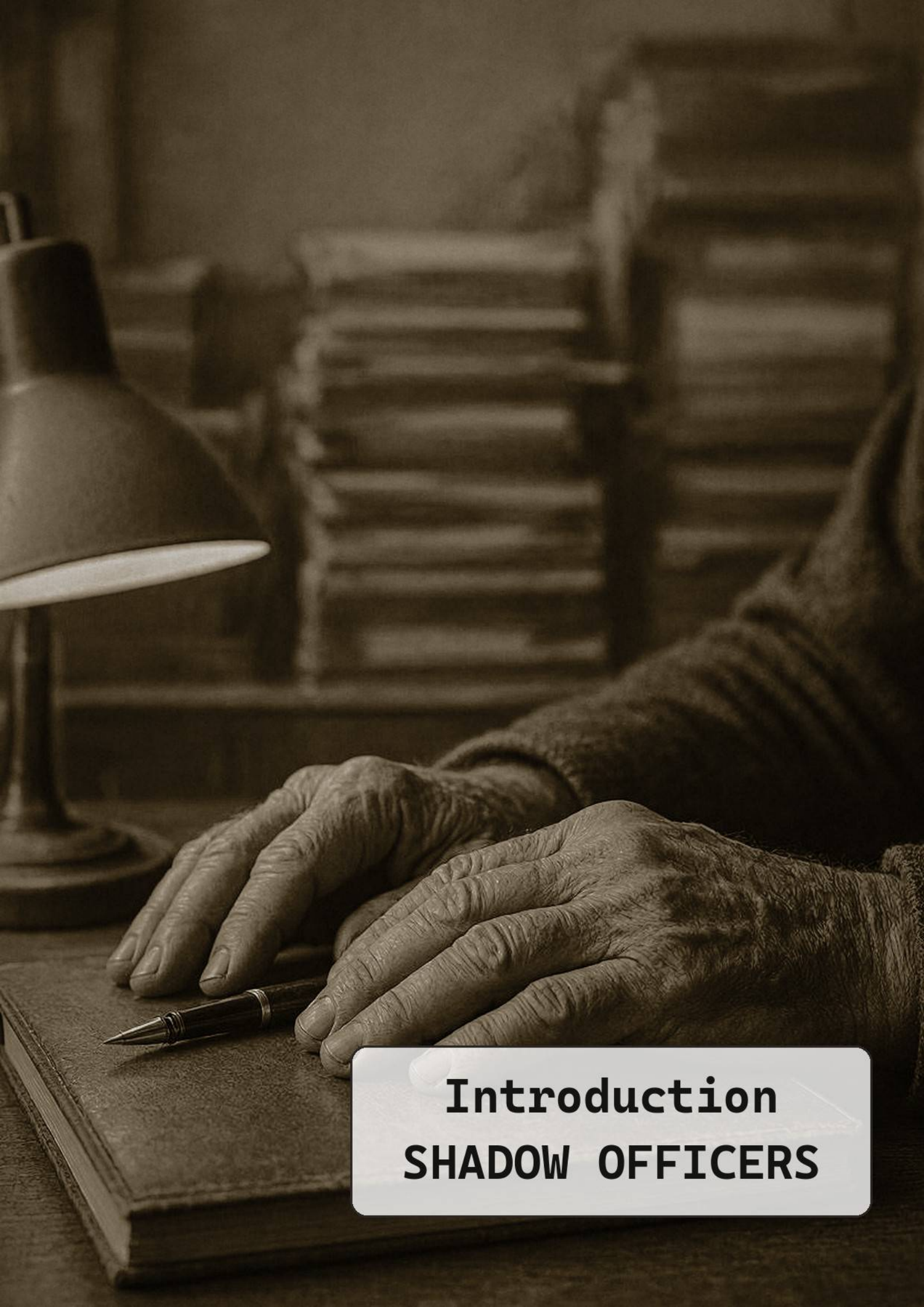
Chapter VI: Requisitioning Artefacts **53**
What an Artefact Is 54
The Procedure 54
The Branches 56
Before You Sign 57
In the Archive 57

Chapter VII: The Endgame **59**
Black Files 60
Insight into the Work of the Council 62

Retirement 63
Disappearance 64
Death 65
Legacy and Handover 66
In the End 68

Appendix: Older Agents, Sheet, Overview 69

Older Agents 70
The Cell Sheet 76
Overview 77



Introduction
SHADOW OFFICERS

Shadow Officers

"The first ten years, you learn how to survive. The next ten, for whom."
Wacholder, Shadow Officer, Investigation Branch

At some point a campaign has grown long. The agents have survived Red Files, and Grey ones that turned red. They know their Hold, their handler and the names of those who did not come back. The Core Rulebook lists the ranks that follow in three table rows: Senior Agent at 50 XP, Veteran at 100 XP, Shadow Officer at 175 XP. This book fills them in.

It takes agents from Senior Agent through Veteran to Shadow Officer. It gathers what the Core Rulebook, the Arsenal and the class books say about the high ranks, and adds what is missing there: new major powers and school spells, promotion as a scene, a Shadow Officer's own cell and the farewell to the service.

Who This Book Is For

This book is for everyone. Players read it to plan their agents over years: which power, which spell, which node, and what comes after the last rank. The game master reads it to shape promotions, protégés, a second generation at the table and the end of a character. Nothing in this book requires knowledge of the Game Master's Book, and nothing gives it away.

What It Assumes

The **Core Rulebook** is required. All values, costs and procedures in this book come from it or build on it: XP, ranks, pay, requisition, trust, downtime, artefacts. Where this book takes up a rule from the Core Rulebook, it names the chapter.

The **class books** are recommended. Levels IV and V of the class trees, the titles of the Collegium, the ranks of the Tactical Branch and the silver are found there. Chapter IV refers to them. Anyone without a class book can use all the other chapters without restriction.

How the Book Is Structured

- **Chapter I: The High Ranks.** Senior Agent, Veteran and Shadow Officer with clearances, pay, duties and forms of address, plus promotion as a scene, with tables for each rank.
- **Chapter II: Major Powers.** Eight new major powers for Psions, at least one for each subclass.
- **Chapter III: School Spells.** Ten new spells, one Major Magica and one Grand Major Magica for each school of the Collegium, and the rule by which they are learned.
- **Chapter IV: The Six Classes in the High Ranks.** How each class plays between 100 and 175 XP, its own promotion scene and, for each subclass, a path from Veteran to Shadow Officer.
- **Chapter V: A Cell of Their Own.** The Shadow Officer as handler, a Senior Agent's protégé and two generations of agents at the same table.
- **Chapter VI: Requisitioning Artefacts.** The procedure from the agents' point of view: archive, signature, danger, return and loss.
- **Chapter VII: The Endgame.** Black Files from the agents' point of view, insight into the work of the Council, retirement, disappearance and legacy.
- **Appendix.** Older agents as sample characters, the cell sheet for a cell of one's own and an overview of all new powers and spells.

What It Does Not Do

This book reveals no secrets from the Game Master's Book. It says that a Shadow Officer gains insight into the work of the Council, and when. What they see there is for the game master to decide. The same applies to everything older agents know and do not tell. This book describes how silence feels, not what lies behind it.

It adds no new nodes to the class trees. Levels IV and V are in the class books, and that is where they stay. The Soldier's tree ends at level III. The Soldier's compensation is the silver: as a Shadow Officer, the eighth piece.

It introduces no new core mechanics. The only new elements are the powers and spells of Chapters II and III, the "School Spells" rule and the procedures for promotion, a cell of one's own, leaving the service and legacy. Everything else applies as written in the Core Rulebook.

WHAT CHANGES AT 100 XP

The agent is a **Veteran**. They receive €8,000 pay per month and a €2,500 allowance per Red File.

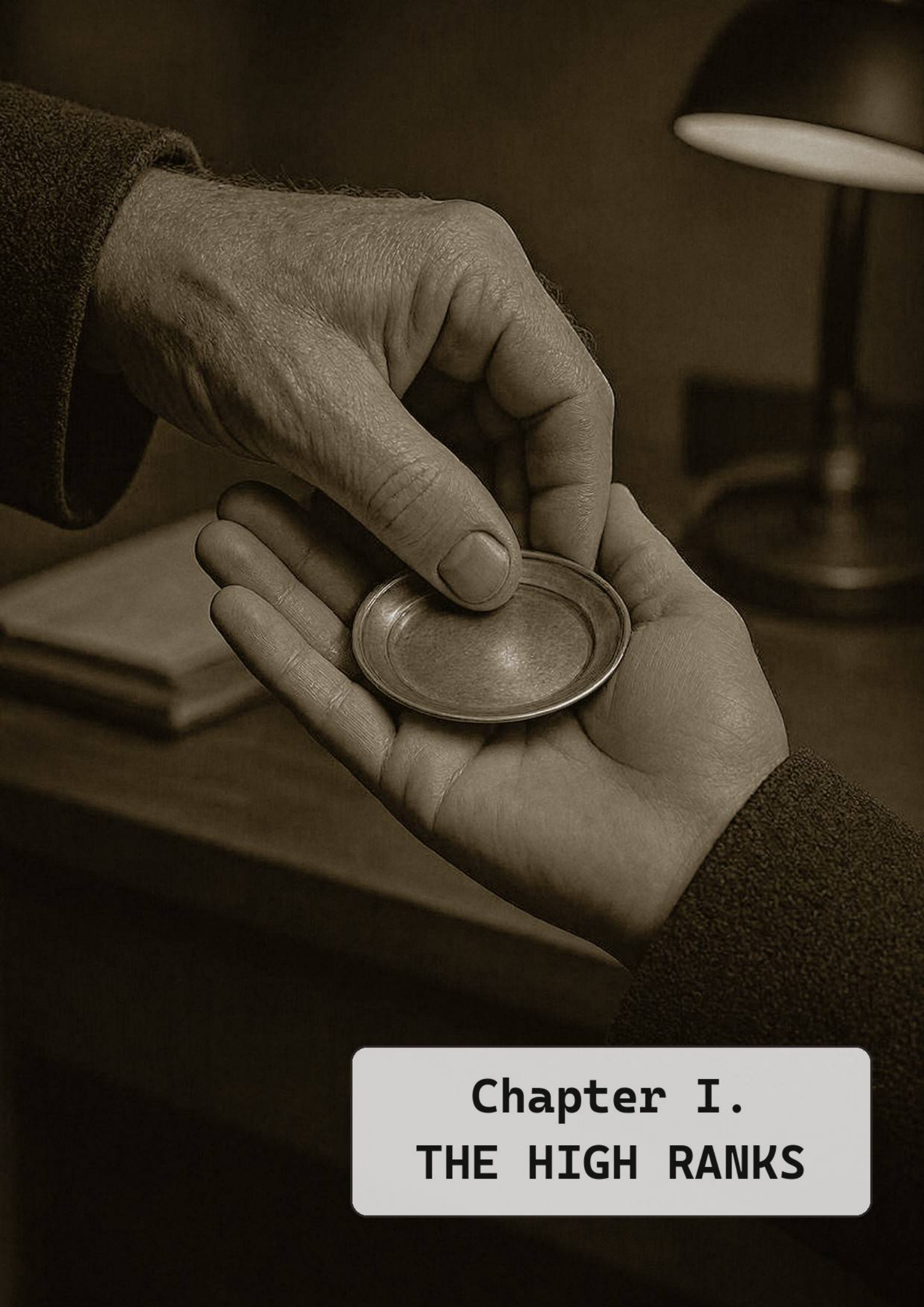
Thaumaturges learn **Grand Major Magica** (8 ME, Very Hard (4), 15 XP). For school spells they also need a teacher (Chapter III).

The agent may requisition **artefacts**, depending on danger (Chapter VI). Anyone carrying more artefacts than their WIL suffers 1 strain each scene.

Level IV of the class tree becomes available, 10 XP per node. The Soldier instead reaches level III, the last of their tree, and carries up to 7 pieces of silver.

In the Collegium they are called **Archivist**, in the Tactical Branch **non-commissioned officer**.

They can go into **retirement** in any downtime and remain available to the cell as a level 2 contact (Chapter VII).



Chapter I.
THE HIGH RANKS

The High Ranks

"You don't get promoted on the day it says so in your file. You get promoted on the day a Cadet asks what to do, and you have an answer."
Kranich, Shadow Officer, Tactical Branch

Above Agent there are three ranks. They bring more money, more access and more responsibility, and each of them changes how others in the Hold treat an agent. This chapter summarises what the Core Rulebook, the Arsenal and the class books say about the Senior Agent, the Veteran and the Shadow Officer. It describes what the rank means in everyday life, and it turns promotion into a scene.

It contains no new rules, only a procedure for promotion as a scene. All values, costs and clearances are as given in the Core Rulebook, Chapter III and Chapter X.

The Rank Ladder

Rank	XP	Clearances	Pay
Senior Agent	50	Major PSI powers, Major Magica, very rare equipment	€6,000 per month, allowance €1,500 per Red File
Veteran	100	Grand Major Magica, access to artefacts	€8,000 per month, allowance €2,500 per Red File
Shadow Officer	175	Insight into the work of the Council, a cell of their own	€12,000 per month, allowance €4,000 per Red File

All XP ever received counts, including XP already spent. An agent who has received 52 XP and spent 49 of it is a Senior Agent. Clearances accumulate: a Veteran has everything a Senior Agent has, and a Shadow Officer everything a Veteran has. The lower ranks, Cadet (0 XP) and Agent (20 XP), are in the Core Rulebook, Chapter III.

The Core Rulebook sets what the clearances cost. A major power costs 6 PSI, is Hard (3) and is learned for 10 XP. A Major Magica costs 5 ME, is Hard (3) and is learned for 10 XP. A Grand Major Magica costs 8 ME, is Very Hard (4) and is learned for 15 XP. The nodes of the class trees cost 8 XP at level III, 10 XP at level IV and 12 XP at level V, and each level only becomes available with the matching rank: III from Senior Agent, IV from Veteran, V from Shadow Officer. The Soldier's tree is built differently: it has only three levels, with level II from Senior Agent and level III from Veteran (Soldier class book, Chapter IV).

A typical Grey File brings 5 to 6 XP. Anyone who does the maths reaches Senior Agent after about nine missions, Veteran after about eighteen and Shadow Officer after around thirty. Only those who play for a long time and survive for a long time reach Shadow Officer. In the Tactical Branch they say you do not get promoted because you are good, but because you are still alive.

What Else Depends on Rank

It is not only powers and spells that follow rank. The **requisition** of service equipment also depends on it (Core Rulebook, Chapter X). Very rare equipment is available from Senior Agent, with justification and after a waiting time of three days. Unique items and artefacts are available from Veteran, depending on danger. The game master sets the waiting time for these. The table has no separate level for Shadow Officers. Trust raises a requisition by at most one rank level, and never as far as an artefact.

Pay rises with each rank, as does the allowance for each Red File. The Core Rulebook has no allowance for Black Files. For those there are expenses, as much as necessary, and every receipt ends up with the Audit. The downtime action "Work" brings in half a month's pay, and that grows too: €3,000 for a Senior Agent, €4,000 for a Veteran, €6,000 for a Shadow Officer.

Senior Agent

The Core Rulebook describes the Senior Agent thus: "Experienced, trustworthy, may instruct cadets." It is the first rank at which O.D.I.N. no longer asks only whether someone will survive, but whether others can be entrusted to them.

In Everyday Life

A Senior Agent is known in the Hold. The quartermaster knows their codename and their handwriting, the infirmary knows their scars. When a new cell moves in, they hear about it before the others, and they are often asked to show the newcomers around the corridors.

Cadets ask them for advice, in the corridor, in the canteen, before their first mission. The Senior Agent may instruct them, and from this rank on may name one of them as their **protégé**, no more than one at a time (Chapter V). The protégé is a non-player character with their own sheet who grows with their mentor.

In the briefing, the handler expects a Senior Agent to have read the file already and to ask the right questions.

When a new Cadet joins the cell, it is usually the Senior Agent who shows them the ropes.

In their own branch, the first doors above the cell open: the Investigators' Conference, applications to the Scientists' Research Directorate, the clear crystal for the Magisters of the Collegium (see "The Ranks in the Branches").

Clearances, Pay and Allowances

- **Major PSI powers and Major Magica**, 10 XP each. Chapters II and III add new ones.
- **Very rare equipment** to requisition, with justification, after three days.
- **Level III** of the class tree, 8 XP per node. A Soldier instead reaches level II of their tree, 6 XP per module.
- **Pay** €6,000 per month, allowance €1,500 per Red File.

Duties

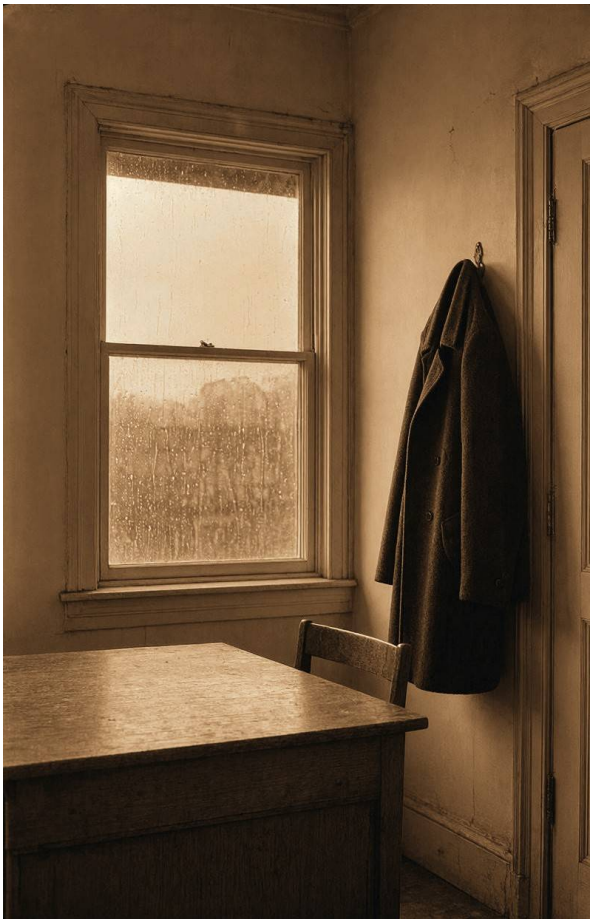
The Core Rulebook names only one authority: they may instruct Cadets. In practice this becomes a duty, and others are added to it. A Cadet who goes out with the Senior Agent's cell is the Senior Agent's Cadet, whether they have named them or not. Anyone who has a skill at 3 or higher is a teacher as the Core Rulebook defines it, and a Senior Agent is asked to teach more often than others. And their report is the one the handler reads first.

Forms of Address

Codenames remain. Nobody says "Senior Agent" on a mission, and hardly anyone says it in the Hold either. Cadets usually address them formally until the Senior Agent offers first-name terms. In the Collegium they are a **Magister** and are addressed formally by Adepts, whatever rank those Adepts hold in the cell. In the Tactical Branch they are called **Squad Leader**.

What More They Know

A little more of every file. The handler sometimes tells them what the handler is not yet telling the others, and expects them to keep it to themselves. They know more names in their branch and more rumours from more canteens, and they know which of them can be believed. About the Council they know no more than a Cadet. They know their Hold, and perhaps a second one.



Veteran

The Core Rulebook: "Has seen things they do not speak about. Access to artefacts." The rank has nothing to do with the Soldier's Nanotech Veteran subclass. A Nanotech Veteran can be a Cadet, and a Veteran can be of any class.

"A Veteran doesn't tell stories. They tell you where the Door was, and how long it took."
Findling, Veteran, Tactical Branch

In Everyday Life

Everyone in the Hold knows the Veteran, even those who have never been on a mission with them. The quartermaster, the Crystal Master and the Laboratory Director know what they last requisitioned and in what condition it came back. In the archive they are no longer a visitor but someone who signs. The rule stays the same as for everyone: access only with clearance, leaving only after a search.

Cadets come to them, and so do Senior Agents from other cells. They ask how to read a file that might turn black, and what to do with an artefact that behaves differently from its description. Many Veterans take on a

protégé. Some take on several over the years, one after another.

Before the briefing, the handler often speaks to a Veteran first, alone. Not to tell them more, but to hear what they think.

Clearances, Pay and Allowances

- **Grand Major Magica**, 15 XP. Chapter III adds school spells.
- **Artefacts**, depending on danger (Core Rulebook, Chapter X, and Chapter VI). One skull: Veteran. Two: with justification. Three: with authorisation from the branch. Four: only with a Black File. Five: never. Anyone carrying more artefacts than their WIL suffers 1 strain each scene.
- **Level IV** of the class tree, 10 XP per node. The Soldier instead reaches level III, the last of their tree, 8 XP per module. With the rank they receive a piece of silver and can now carry up to 7 pieces.
- **Pay** €8,000 per month, allowance €2,500 per Red File.
- **Retirement** is now possible in any downtime. The agent remains available to the cell as a level 2 contact (Chapter VII).

Duties

Whoever requisitions an artefact signs for it. They carry it, they pay its price when they use it, and they bring it back. An artefact that comes back late costs the cell trust. A lost artefact becomes a Black File.

The second duty is already in the description of the rank: do not talk. A Veteran has seen things that appear in no report, or in one that nobody is allowed to read any more. They carry those things with them. Chapter VII describes what that means for Black Files.

On top of that come tasks that nobody orders and everybody expects: being a teacher, assessing the Cadets of other cells, giving evidence to the Audit when it asks about an old mission.

Forms of Address

Codename, as always. In the Collegium they are an **Archivist**, in the Tactical Branch a **non-commissioned officer**. Anyone who comes from an army often keeps their old military rank as a form of address there. Among agents there is an unwritten rule: you do not ask a Veteran about their old missions. They talk when they want to.

What More They Know

More than they are allowed to say. They know archives from the inside, and the objects that lie in them. They know the names of agents who are no longer listed in any cell. They may have held a Black File in their hands and know how little was in it.

About the Council they know little more than others. What they have seen, they are mostly not allowed to tell. What they have not seen, they do not learn, even as a Veteran.

Shadow Officer

The Core Rulebook: “Leads their own cell and gains insight into the work of the Council.” And elsewhere: “Agents who reach the rank of Shadow Officer learn more. Exactly what, they remain silent about.”

In the Operations Branch they do not think it a coincidence that O.D.I.N.’s highest rank bears this name. There they say quietly that the Council is the Operations Branch that stayed in service too long (Agent class book, Chapter III).

In Everyday Life

A Shadow Officer knows more bases than an Agent, but not all of them. They know more handlers, and some of those handlers call them when they are at a loss.

They receive **a cell of their own**. At the table this means that their player can make them the handler of a new cell. The players then create fresh Cadets, and the old agent becomes a figure of the world, a voice on the phone and a name in the file. They can also stay in their old cell as its highest-ranking member until they take that step. Chapter V describes how this works.

They receive **insight into the work of the Council**, first with the promotion, then again after every Black File they were involved in. Chapter VII describes the form: an invitation, a place without a name, a conversation, a file, a silence. What they see there is for the game master to decide.

Their signature carries weight. Artefacts of the Choir are only issued to Veterans, and only with the signature of a Shadow Officer (Psion class book, Chapter VI). Anyone who holds the rank is asked for that signature, and must decide whether to give it.

In the briefing they sometimes sit on the other side of the table. If they lead a cell of their own, they are the

one who hands over the file and later reads what comes back.

Clearances, Pay and Allowances

- **Insight into the work of the Council** and **a cell of their own** (Chapters V and VII).
- **Level V** of the class tree, the mastery, 12 XP per node. The Soldier has no level V. With the rank they receive a piece of silver, may now carry 8 pieces and can thus reach the Full Harness (Soldier class book, Chapter V).
- For requisition, the same applies as for Veterans. Even for a Shadow Officer, artefacts with four skulls are only available with a Black File, and those with five never.
- **Pay** €12,000 per month, allowance €4,000 per Red File.
- **Retirement** as a level 3 contact (Chapter VII).

Duties

Leading, when they take over a cell. Whoever leads protects their cell or sacrifices it, and most fall somewhere in between. The Core Rulebook says this about every handler.

Signing. Whatever they sign off on, they answer for, even if someone else carries it.

Selecting. In the Operations Branch, Assassins are not recruited but selected by a Shadow Officer who has watched them for a long time (Agent class book, Chapter IX). Anyone who holds the rank therefore also watches.

Keeping silent. What a Shadow Officer learns through insight, they do not share with the cell unless the game master allows it. If they break the silence, the game master decides the consequences (Chapter VII).

Forms of Address

Codename, here too. In the Collegium they are a **Seal Keeper**, in the Tactical Branch an **Officer**. In the Hold a Shadow Officer wears no insignia. Cadets recognise them not by how they look, but by how the quartermaster talks to them. Anyone who addresses them by their rank in public does so once.

What More They Know, and What They Do Not

They know that the Council works, and in what form it lets a Shadow Officer take part. They know that there are files they will never read. They know more names, more places and more reasons, and most of the answers they receive are new questions.

They do not know everything. No rank opens up the whole organisation. Even a Shadow Officer knows the structure of O.D.I.N. only in fragments; it is just that their fragments are larger. What exactly they learn is not in this book.

The Ranks in the Branches

Within the branches the ranks of O.D.I.N. apply, but each branch has its own names and customs for them. Chapter IV covers each class in detail. Here are the essentials.

Rank	Collegium	Tactical Branch	Silver, maximum
Senior Agent	Magister	Squad Leader	5
Veteran	Archivist	Non-commissioned officer	7
Shadow Officer	Seal Keeper	Officer	8

Operations Branch. With each rank an agent may maintain more legends, and deeper ones (Agent class book, Chapter V). Even so, experienced agents rarely carry all the legends their rank allows. They know what each one costs.

Science Branch. A Scientist has two superiors: their handler and the Laboratory Director of their Hold. They receive the branch's very rare equipment from Senior Agent on, and only with the approval of the Research Directorate (Scientist class book, Chapter VI). With rank, the number of prototypes they may maintain grows, and so does their maturity (Scientist class book, Chapter V).

Psionic Core. The Choir has no titles. Very rare helmet models become available from Senior Agent (Psion class book, Chapter V). The Choir's highest praise is not a rank: anyone who has served for decades is called "one from Solberg" there. Some Shadow Officers never hear it; some Veterans do.

Arcane Branch. The titles of the Collegium are taken more seriously there than the ranks of O.D.I.N. (Thaumaturge class book, Chapter II). A Magister may requisition a clear crystal, and an Archivist approves resonance crystals for others (Thaumaturge class book, Chapter V). The Archivist also learns where the Black Library is. A Seal Keeper holds the highest title of the Collegium. The title does not, however, make them a confidant of the older Seal Keepers. What those Seal Keepers show them and what they keep from them is for the game master to decide.

Tactical Branch. Soldiers use military ranks among themselves (Soldier class book, Chapter II). With each rank a Soldier receives a piece of silver, and their rank determines how many pieces they may carry at most (Soldier class book, Chapter V). At roll call, the Squad Leader or the highest-ranking Soldier reads out the names.

Investigation Branch. From Senior Agent on, an Investigator may attend the Conference once per campaign year (Investigator class book, Chapter VI). The branch's artefacts are available from Veteran, and only with a signature in the Registry. With rank, the number of open cases they may carry grows, and so does the number of their threads (Investigator class book, Chapter V).

Promotion as a Scene

Under the rules, promotion happens by itself: the XP total reaches the threshold, and the rank rises. At the table it should be more than a new line on the sheet. A promotion is a scene, not administration.

A new rank brings what O.D.I.N. always brings at such moments: a ceremony, or pointedly none. A conversation with the handler. A token that suits the class, such as a piece of silver for the Soldier, a new legend for the Agent, a new circle in the Collegium. Access that was still barred yesterday. And sometimes a truth one would not have learned as a Cadet. Whether the scene contains such a truth, and which one, is for the game master to decide. This book names none.

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RULE: PROMOTION
An agent's rank rises as soon as the total of
all XP they have ever received reaches the
threshold of the next rank: 50 XP for Senior
Agent, 100 XP for Veteran, 175 XP for Shadow
Officer. Spent XP counts too.
The game master can have the promotion played
out as a scene in the next downtime. The scene
then does not count against the two downtime
actions.
New clearances apply from the next mission.
The pay and allowance of the new rank apply
from the next payment.
```

XP is still spent as the Core Rulebook provides: after the mission. So anything an agent may buy with their new rank, they may buy before the scene has been played. Like everything else, they can use it from the next mission on.

Playing the Scene

The scene is short. Five minutes is enough, ten is a lot. It takes place at the start of the session, together with the other downtime actions, before the briefing.

The player may say what they would like: who should be there, where it happens, whether the cell looks on. The game master chooses an occasion from the tables below or rolls a D6. Chapter IV offers a promotion scene of its own for each class. The two can be combined: the occasion from this chapter, the token from Chapter IV.

The other players may join in, as their agents or as figures in the Hold: the quartermaster, a Cadet, the archivist. A promotion is one of the few moments in which O.D.I.N. tells an agent that they did well. It may feel like that, even if it takes place in a basement corridor.

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FROM THE FILES
O.D.I.N. / HOLD-3 / PERSONNEL NOTE
Codename: KRANICH
Previous rank: Veteran. New rank: Shadow
Officer.
Basis: length of service and missions as per
file.
Handler's note: Did not ask what changes. I
told her anyway. She nodded and went to the
armoury to hand back her magazine.
Audit's note: none.
```

Senior Agent: How Promotion Comes

D6	Occasion
1	At the debriefing, the handler hands over a new service ID without a word. The cell only notices when the quartermaster asks one question fewer on the next visit.
2	A Cadet stands at the door and says they have been assigned. Nobody has announced the promotion yet. The Cadet heard about it in the canteen.
3	The instructor asks the agent to run an exercise for Cadets. Afterwards she tells them that this was the test, and that they passed because they called it off twice.
4	The Audit invites them to a conversation about the last mission. At the end, the auditor slides a form across the table: a new clearance, to be signed, in triplicate.

D6	Occasion
5	A call in the middle of the night, a voice that does not introduce itself: “Congratulations. From tomorrow you can sign for more.” The line goes dead.
6	After the mission the cell is sitting in a pub that has nothing to do with O.D.I.N. The handler turns up unannounced, pays for the round and puts an envelope on the table.

Veteran: How Promotion Comes

D6	Occasion
1	The archivist leads the agent down a corridor they have never seen, stops in front of an empty compartment and says: “This one didn’t come back. Remember how empty it looks.” Then she hands them the pen.
2	After the funeral of an old agent they barely knew, a stranger takes them aside. The dead agent put them forward for this rank years ago. He wanted to tell them himself.
3	The handler summons them for a walk. For an hour the handler talks about nothing. At the end the handler asks: “What is it you don’t talk about?” Whoever answers is promoted. So is whoever stays silent.
4	The branch holds the ceremony as it has done for decades: a roll call, a circle, a night in the workshop (Chapter IV). The cell may watch, but has no say.
5	The promotion reaches them in the infirmary, where they are still lying after the mission: a folder, a bunch of flowers without a card and a nurse who suddenly addresses them formally.
6	A Veteran from another cell asks them for help with a file. Only at the end of the conversation does it become clear that the other Veteran was not asking for help but testing them. They offer their congratulations and leave.

Shadow Officer: How Promotion Comes

D6	Occasion
1	The invitation to the first insight into the work of the Council (Chapter VII) is also the promotion. Nobody says the word. They understand it on the way back.
2	The handler hands them a folder: the files of Cadets who need a cell. On the top sheet is a photo they recognise.
3	The canteen knows before they do. When they come in, the room goes quieter, and an old Soldier stands up without saying why.
4	A car picks them up and drives through the city for an hour. The driver does not speak. On the back seat lie a key, a Hold number and a telephone number they are to learn by heart.
5	A Shadow Officer who is leaving the service invites them to dinner and at the end slides a notebook across the table. “From now on, people will call you. This tells you who lies.”
6	Nothing happens. No ceremony, no conversation. Only the pay changes, and after three weeks they notice that nobody sends their reports back with queries any more.

What Changes Afterwards

A promotion changes more than the sheet. After the scene the player rolls once on this table, or chooses. The result has no game values. It is a thread for the downtimes to come.

D6	What Changes Afterwards
1	Someone from training they used to talk to openly now talks to them more carefully. Or not at all.
2	The anchor notices: more money, less time, a second phone. The family asks whether there was a promotion at the insurance company.
3	A Cadet in the Hold asks them for advice, for the first time. It does not stay the first time.
4	The quartermaster no longer counts when they return things. Or now counts twice. The agent does not know which is worse.
5	A card with no sender, just their codename and a date. Someone who held the rank before them has heard about it.
6	The first night they sleep badly. Not from joy. From now on their name stands under things that others have to carry.

When a Cell Grows Unevenly

Not all agents in a cell rise at the same speed. An agent falls, and their successor starts as a Cadet. A player misses several evenings. One finds more threads than the others. After a few years a Veteran, two Senior Agents and a Cadet sit at the same table. That is not a mistake. It is O.D.I.N. as it is. The following advice introduces no new rules. It shows how the existing rules work together with uneven ranks.

The Chain of Command on a Mission

The Core Rulebook does not specify who is in command on a mission. Rank is an indication, not an order. The class books have other hierarchies. A Squad Leader may lead a squad even if they are not the highest-ranking

member of the cell. Most cells solve this pragmatically: when shooting starts, the Soldier is in command (Soldier class book, Chapter II). In the Collegium an Adept addresses a Magister formally, even if the Adept holds the higher rank.

For the players: it is best for the cell to settle before the mission who decides what. One sentence is often enough: outside, the Veteran decides; inside, the Investigator; and when shooting starts, the Soldier. Whoever holds the higher rank may propose this. They do not have to impose it.

For the game master: when it matters, the handler appoints a mission leader. That is often the highest-ranking agent, but not always. A handler who puts a Senior Agent above a Veteran has a reason, and the cell will want to know it.

Requisitioning with Uneven Ranks

Requisition depends on the **rank of the person requisitioning**. A Cadet gets common items, a Veteran gets artefacts. Trust belongs to the whole cell, but a requisition beyond rank always raises the rank of the one who requisitions, by at most one level, and never as far as an artefact. With one point of trust, a Cadet therefore reaches rare items, not very rare ones.

Whoever requisitions signs. Whoever signs is liable: for loss, for damage, for an artefact that comes back late. The Core Rulebook says who receives an artefact, not who holds it in their hand on a mission. Whoever uses it pays its price, whatever their class. If a Veteran passes it on to a Cadet, it is still the Veteran's signature, and at the return the archive asks the Veteran (Chapter VI).

Everyone Has Their Scene

A Cadet next to a Veteran can feel small. The game master can do something about that. A Cadet has a face nobody knows and no file anyone has read. They may make mistakes that nobody would forgive a Veteran. White Files often serve to train Cadets. Such a file, in which the Veteran only observes, makes for a good evening.

Conversely, a Veteran should not win every scene just because they have the better values. The high ranks bring responsibility. Good scenes for them are those in which they have to decide whom they protect, what they sign and what they keep quiet about.

If a Senior Agent or Veteran in the cell has a protégé, it makes sense for a new Cadet in the cell to become their protégé. If the mentor leaves the service, their player can take over the protégé (Chapters V and VII).

What One Knows and the Others Do Not

With rank grows what an agent has to keep silent about. A Veteran has seen things they do not talk about. A Shadow Officer keeps silent about what they learn through insight.

At the table this is a matter of trust among the players. The game master can tell a player something in private or pass it to them on a slip of paper. The other players may know that there is something. Their agents may ask, press, distrust. The player decides how their agent deals with it, and bears the consequences. Such secrets are no obstacle to play. They are one of the reasons for playing the high ranks.

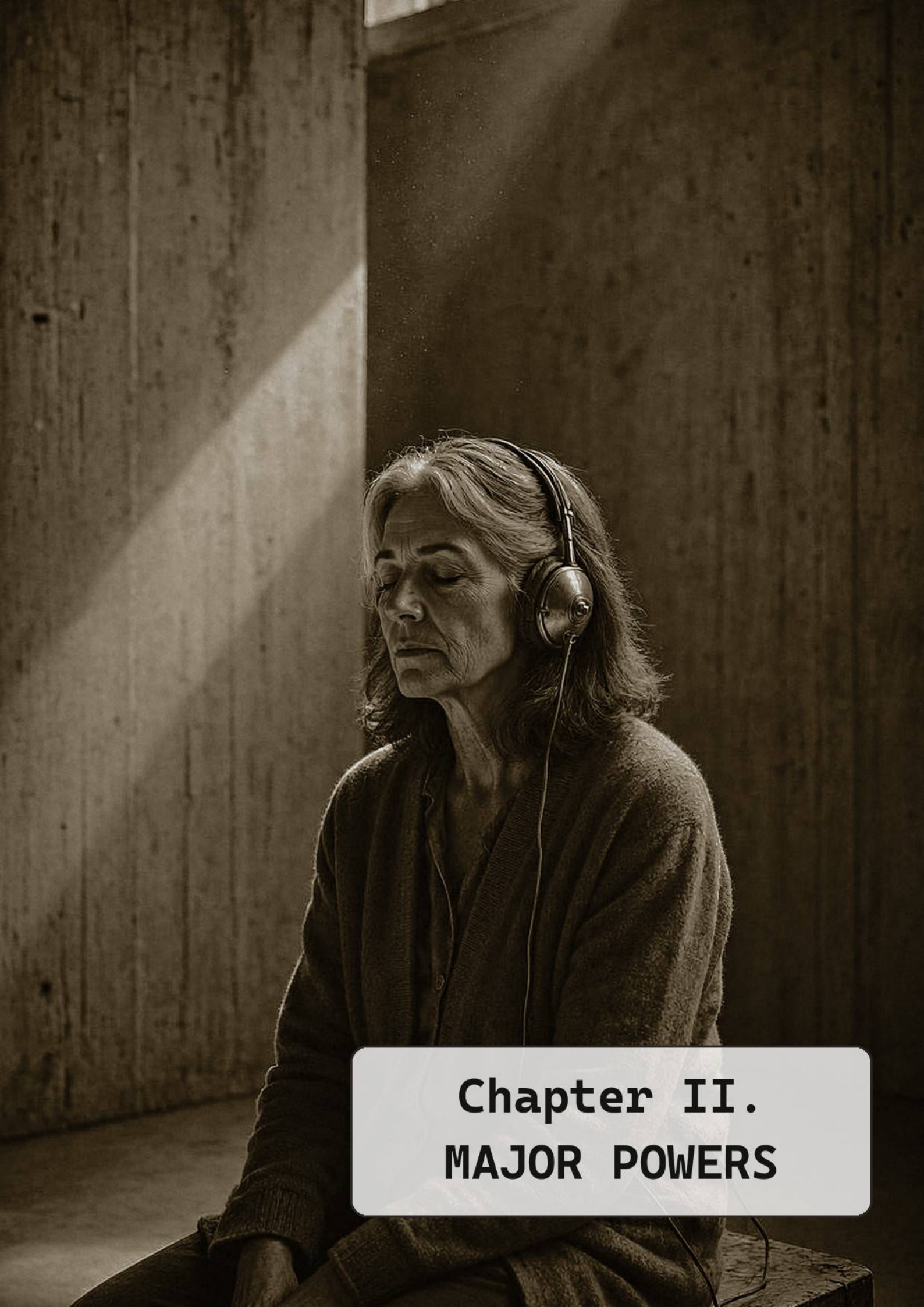
If an agent reaches the rank of Shadow Officer while the others are still Senior Agents or Veterans, the question of a cell of their own comes up sooner than the cell would like. They can stay, or they can go and lead a new one. Chapter V describes both paths.

EXAMPLE: ONE CELL, THREE RANKS

Findling (Soldier) is a Veteran, Schlehe (Investigator) is a Senior Agent. Espe joined the cell as a Cadet after the death of a member. The cell has trust 3.

For the next Grey File, Findling requisitions an artefact with one skull. He gets it because he is a Veteran, and he signs for it. Schlehe requisitions very rare equipment, with justification, and waits three days. Espe wants a device that is very rare. With one point of trust she would reach one level above her rank, that is, rare items, and no more. So Schlehe adds the device to her own requisition, with justification, and signs for it.

Before the mission the three of them agree: inside the building Schlehe is in charge; once shooting starts, Findling. Espe goes in first, because nobody knows her face.



Chapter II.
MAJOR POWERS

What a Major Power Is

"You learn the minor powers in training. You learn the big ones from someone who survived them."
Kamille, Veteran, Psionic Core

A major power is the greatest thing a Psion can do with a single test. It lifts a car, holds a wounded cell together or closes their own mind against everything waiting outside. It is expensive, it is hard, and it only becomes available once a Psion has served long enough to carry it.

This chapter summarises the rules for major powers, presents eight new ones and gives the game master advice for the table. The rules it builds on are found in the Core Rulebook (Chapters III and VIII) and the Psion class book (Chapter IV). None of them are changed here.

Cost and Clearance

The same applies to every major power, whichever book it comes from.

Feature	Rule	Source
Cost	6 PSI, even if the test fails	Core Rulebook, Chapter VIII
Difficulty	Hard (3)	Core Rulebook, Chapter VIII
Clearance	from the rank of Senior Agent (50 XP)	Core Rulebook, Chapter III
Learning	10 XP, immediately after the mission	Core Rulebook, Chapter III
At character creation	none	Core Rulebook, Chapter VIII

Everything else works as for any psi power. The test uses the attribute and skill given in brackets. Without a focus device it is one step harder, so a major power becomes Very Hard (4). If the power targets the mind of an unwilling target, the target resists with WIL + Mental Resistance. If PSI points are lacking, the Psion may overdraw, and each missing point becomes 1 strain. A botch leads to the "Feedback" table. All of this is found in the Core Rulebook, Chapter VIII.

Most Psions have between 11 and 16 PSI. Two major powers almost empty the pool. A third before the next rest costs strain, and a great deal of it. That is where the limit of these powers lies.

Passed on in the Choir

A Psion learns most minor and moderate powers in training, through exercises that have been written down since Dr. Marek's day. The major powers are not on any syllabus for Cadets. The Psion class book puts it briefly: some powers are not taught in training but passed on in the Choir, and the game master can require a Psion to find a teacher first.

In the Choir, that means someone shows you. A power cannot be explained like a lock or a rifle. The teacher opens their wall, uses the power, and the student feels what it is like. Then the student tries it themselves, usually several times, usually under supervision. They spend the XP as usual. Whether they need a teacher first, and who that can be, is decided by the game master. The search is often worth a scene.

D6	Who Shows the Power
1	The old instructor. He waited until the Psion asked of their own accord, and says he expected the question sooner.
2	A Veteran from another cell, known only by his code-name. They meet three times, each time in a different Hold.
3	A Psion who no longer uses the power himself. He shows it once and asks not to be asked why.
4	The Observer arranges the contact. He sits in on the lessons and takes notes.
5	A Healer who nursed the Psion after a gruelling mission. He thinks the Psion will need the power soon.
6	A colleague from their own cell. He has only been able to use the power himself for a short while and explains it badly, but honestly.

Primary Gift and Secondary Gift

Every Psion has a primary gift, the psionic skill of their subclass, and four secondary gifts. A secondary gift receives at most 2 points of its own at character creation and rises through experience to no more than 4 (Core Rulebook, Chapter V). The Core Rulebook says in Chapter VIII: powers that use a secondary gift are selectable, but succeed less often. That is intentional.

How much less often is shown by the probability table in the Core Rulebook, Chapter II. A Veteran with 5 + 5 dice achieves Hard (3) in 86 out of 100 cases. With 4 + 4 dice, the maximum for a secondary gift with an attribute of 4, it is 72. So more than one attempt in four fails, and the 6 PSI are gone regardless.

Two skills are not gifts. Psi Combat is open to all Psions (Core Rulebook, Chapter V). Concentration is a general skill that any agent can learn and that is one of the core skills for Psions. For powers based on these two skills there is no primary gift and no limit of 4. They succeed as well for a Telepath as for an Elementarist.

Powers Without an Owner

Major powers belong to no subclass. They are tied to the skill, not to the file. The powers in this chapter are therefore listed under their skills and not under the subclasses, even though every subclass regards at least one of them as its own. A Telekinetic with Psychic Healing 3 may learn Deep Healing. They simply roll fewer dice than a Healer. They suffer the strain listed with the power all the same.

The Choir views this with mixed feelings. Healers are reluctant to pass their powers on to Psions who do not know how heavy another person's pain weighs. Telepaths ask anyone who wants to learn Inner Interrogation why they need it, and listen closely to what they are thinking as they answer. The rules forbid none of this. The teachers still decide whom they teach, and the game master plays the teachers.

The New Powers (6 PSI, Hard)

The following eight powers supplement the lists in the Core Rulebook, Chapter VIII, and the Psion class book, Chapter IV. They are learned as described there. Psychic Healing and Elemental Control receive two each, because until now they had hardly any major powers. The other gifts receive one each, and Concentration also receives one.

Telepathy

Inner Interrogation (WIL + Telepathy, touch, one minute). The Psion asks up to three questions, and the target answers truthfully in thought, as far as they know the answer. Unwilling targets resist each question separately. The same target can be questioned this way at most once per day. Afterwards they remember a conversation, not the questions. The Psion suffers 1 strain.

Inner Interrogation comes from the interrogation cells of the Cold War, and only old Telepaths pass it on, usually only to Psions who have mastered "The Way Back" from their training. Whoever uses it hears the answers in the other person's voice and often retains the tone longer than the content.

Telekinesis

Heavy Grip (INT + Telekinesis, 20 m, as long as they concentrate, at most 3 rounds). The Psion lifts a load of up to one tonne: a car, a gate, a steel girder. They move it 5 m per round or throw it once: attack with the successes of the power test against defence, damage 5 + margin, Penetration 1. Each round after the first costs 1 strain.

In the Circus, Heavy Grip is only shown to Telekinetics who have put the Quarry behind them. It feels as if you were carrying the weight in your own spine, and afterwards come nosebleeds and a hunger that lasts two days. The Liège Rule applies to no power as strictly: a flying car is hard to explain.

Precognition

Lived Ahead (WIS + Precognition, self, until the end of the next round). The Psion has already seen the next minute once. Until the end of the next round, every member of the cell may reroll one failed test once and take the better result. Afterwards 2 strain.

The Lonely Ones rarely pass on Lived Ahead, usually to Precognitives who serve a cell as tacticians. The Psion lives through the minute twice. The version that did not happen stays with them, and in it someone is almost always hurt.

Psychic Healing

Life Bond (WIS + Psychic Healing, 10 m, one scene). The Psion binds themselves and up to three allies to one another. If one of them suffers damage, they may distribute it among the other bound characters as they choose, in whole points. Anyone who leaves the bond or is incapacitated drops out. Unwilling targets cannot be bound. Afterwards 1 strain.

The Beloved teach Life Bond in pairs, just as they practise "The Echo" in training. Those who are bound feel the others' wounds as a dull pressure in the same place. The Healer feels all of them, and after the scene carries something of each away with them.

Deep Healing (WIS + Psychic Healing, touch, immediate). Heals 5 + margin HP. A target can be healed this way at most once per day. The Healer suffers 1 strain. *Margin 2:* The target also reduces 1 strain.

A Healer usually learns Deep Healing in their own Hold, from the Healer who is there solely for the Choir. The power does not only close the wound. It follows the pain back to where it began and brings a piece of it back with it.

Elemental Control

Frost Grip (WIS + Elemental Control, 15 m, 2 rounds). Cold falls in a radius of 5 m. Anyone standing in it, allies

included, suffers 2 damage each round, moves only half as far and has −2 initiative. Water and wet ground freeze. Armour does not count against the cold.

Frost Grip comes from the Weather Watch in the north. The Elementarists who pass it on call it the reversal: the warmth does not go into the fire, it is drawn out of the space. Where it goes, nobody knows exactly. Afterwards the Elementarist is freezing, as if they had carried the cold themselves.

Rock Wall (WIS + Elemental Control, 20 m, one scene). A wall grows out of earth, stone or tarmac, up to 10 m long and 3 m high. It stops bullets and absorbs 15 damage before a breach opens. Anyone standing where it rises is pushed aside. Not on wooden floors or on upper storeys.

Rock Wall is passed on by the earth people among the Elementarists, quietly and with few words, usually where the Stone Circle of their training lies. Whoever calls it feels the weight of every stone, and for hours afterwards still hears the ground working beneath them.

Concentration

Silent Fortress (WIL + Concentration, self, one scene). The Psion shuts themselves in. Until the end of the scene they do not have to make horror tests, and no power and no spell can take over or read their mind. At the end of the scene everything catches up with them: they make all the missed horror tests in the same round.

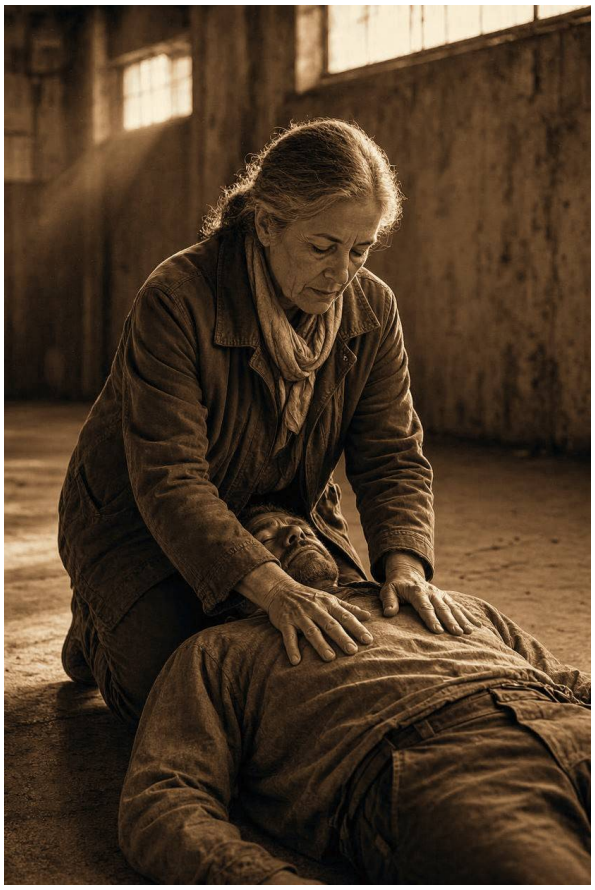
Silent Fortress is taught by the oldest Telepaths and by the Healers who keep watch in the Silences, and they teach it reluctantly. For one scene the Psion is untouchable. When the fortress falls, everything comes at once, and most of them sit on the floor for a while afterwards.

All Major Powers

The table lists all the major powers in the series, ordered by skill. The full wording is given in the source.

Name	Skill	Range	Effect in Brief	Source
Mass Manipulation	WIL + Telepathy	10 m	up to 3 targets obey a simple command; 2 strain	Core Rulebook
Thought Bridge	WIL + Telepathy	line of sight	2 people share their senses, one scene	Psion class book
Inner Interrogation	WIL + Telepathy	touch	3 questions, true answers in thought; 1 strain	this book
Telekinetic Storm	INT + Telekinesis	20 m	radius 5 m, damage 3 + margin, allies included	Core Rulebook
Standstill	INT + Telekinesis	15 m	radius 3 m, everything stays suspended in the air, 2 rounds	Psion class book
Heavy Grip	INT + Telekinesis	20 m	move or throw a load of up to 1 tonne, damage 5 + margin	this book
Chrono-Sight	WIS + Precognition	self	cell +1 initiative, self +2 dice on Tactics; blinded afterwards	Core Rulebook
Branching	WIS + Precognition	self	2 possible outcomes of an action; 1 strain	Psion class book
Lived Ahead	WIS + Precognition	self	cell rerolls failed tests until the end of the next round; 2 strain	this book
Retrieval Impulse	WIS + Psychic Healing	touch	brings back a dead person (at most 1 minute) with 1 HP, 3 strain for them, 2 for the Psion	Core Rulebook
Life Bond	WIS + Psychic Healing	10 m	Psion and up to 3 allies share out damage, one scene; 1 strain	this book
Deep Healing	WIS + Psychic Healing	touch	heals 5 + margin HP, once per day per target; 1 strain	this book
Frost Grip	WIS + Elemental Control	15 m	radius 5 m, 2 damage per round, half movement, −2 initiative	this book

Name	Skill	Range	Effect in Brief	Source
Rock Wall	WIS + Elemental Control	20 m	wall up to 10 m long, absorbs 15 damage, one scene	this book
Silent Fortress	WIL + Concentration	self	no horror tests, mind protected, one scene; all made up afterwards	this book
Soul Burn	WIL + Psi Combat	10 m	damage 4 + margin, armour does not count; resistance	Core Rulebook



EXAMPLE: THE BOND HOLDS

Kamille is a Psychic Healer and a Veteran. She has WIL 4, WIS 5, INT 3 and the trunk node Deep Reserve, so 15 PSI. She has Psychic Healing at 6, plus the helmet bond, which gives her 1 bonus die with her own helmet. She has 11 HP. With her in a warehouse are Riegel, a Soldier with 15 HP, and Distel, an Agent with 10 HP. Facing them are four armed opponents.

Round 1. Kamille uses Life Bond and binds herself, Riegel and Distel. The power costs 6 PSI, leaving 9. She rolls 6 white dice (WIS 5 and 1 bonus die) and 6 coloured dice. White: 2, 5, 3, 6, 1, 4 gives 2 successes. Coloured: 4, 2, 5, 1, 6, 3 gives 3 successes. 5 successes against Hard (3): the bond holds.

Round 2. A shotgun blast hits Distel. She suffers 8 damage. Distel's player distributes it: Distel keeps 2, Riegel takes 4, Kamille 2. Distel still has 8 HP, Riegel 11, Kamille 9.

Round 3. Kamille reaches Riegel and uses Deep Healing. Another 6 PSI, leaving 3. White: 5, 5, 2, 6, 3, 1 gives 3 successes. Coloured: 4, 1, 3, 5, 2, 2 gives 2 successes. 5 successes against Hard (3) are a margin of 2. Riegel heals up to 5 + 2 = 7 HP. He is only missing 4, so he is back at 15. Because of the margin of 2 he also reduces 1 strain. Kamille suffers 1 strain.

After the fight. The scene ends, the bond dissolves, and Kamille suffers another 1 strain. She has paid 12 PSI and 2 strain. Without the bond, Distel would already have been battered in the second round, with −1 die on all tests.

Major Powers at the Table

Major powers change the game more than any previous increase. A Senior Agent who can lift a tonne or bind a cell together solves problems that used to need a plan. The following advice helps the game master deal with this without diminishing the powers.

Powers and Nodes

The subclass masteries and the last node of the overload branch work once per mission, and most of them cost 3 strain afterwards. They are the great moments of a campaign. Major powers are something else: tools that a Psion can use as often as their PSI allows. Their limit is the cost, not the calendar.

The game master should not replace this limit with limits of their own. Where a power sets a limit itself, such as “at most once per day” for Inner Interrogation and Deep Healing, that limit applies. Otherwise the pool applies. As a rule of thumb, one major power per fight is normal for a Veteran. Two make for a big evening. A third means overdrawing, and the Psion pays for that with strain.

Some powers affect the whole cell. Lived Ahead is stronger in a cell of six agents than in one of three, and Life Bond is all the better the more HP the bound characters have. The strain afterwards ensures that nobody uses them in every fight.

Silent Fortress only postpones the horror. The game master notes every missed horror test with its level and has it made up at the end of the scene. That is often the moment when a Veteran fears their third trauma for the first time.

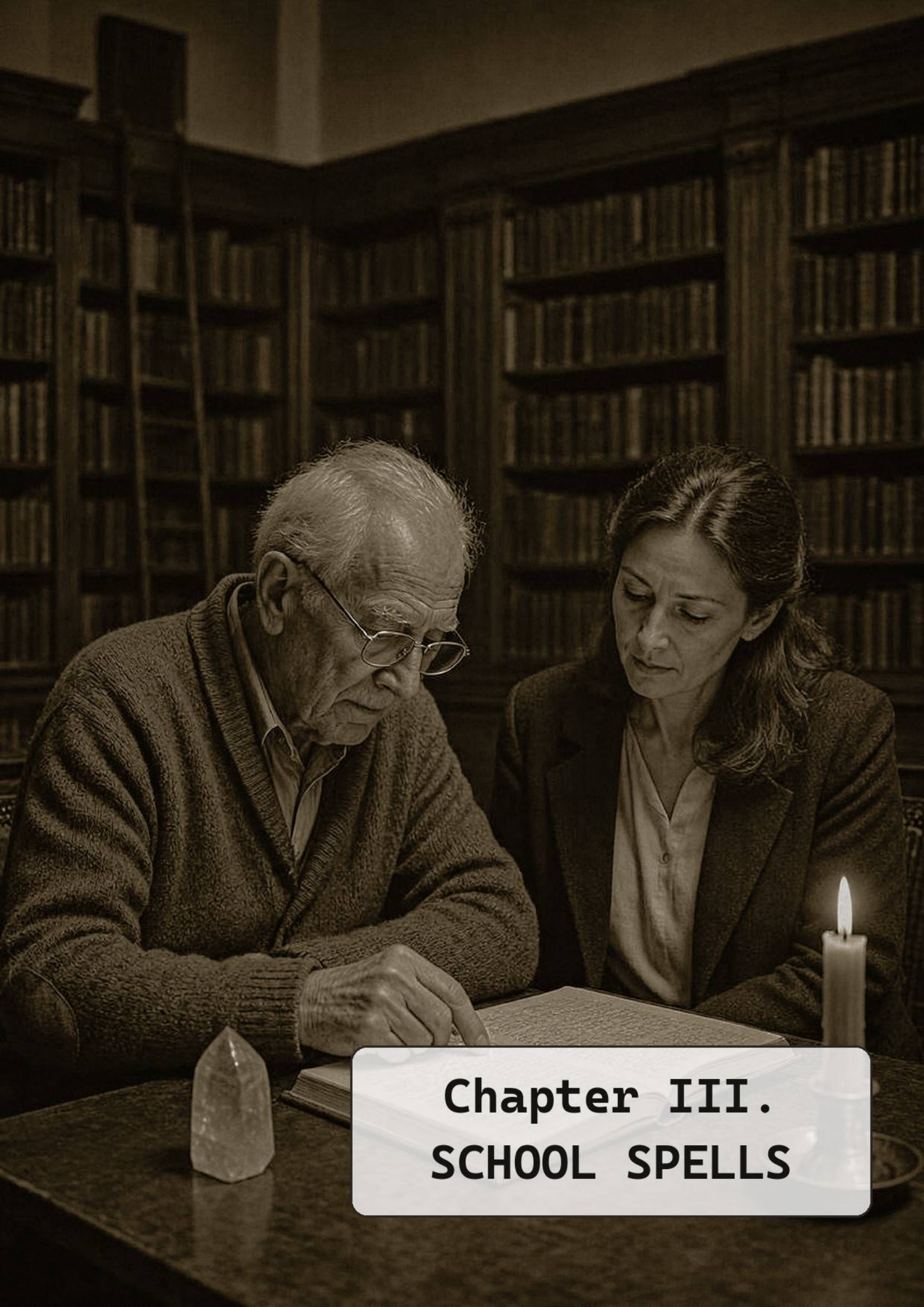
Strain as the Price

Four of the eight new powers cost the Psion strain every time they are used. Heavy Grip costs it if the Psion holds it for longer, Silent Fortress through the horror tests made up afterwards. In the high ranks, strain is the real currency. A Veteran has more PSI than a Cadet, but barely more strain threshold, and every major power that carries strain brings them closer to the next trauma (Core Rulebook, Chapter VII).

The sections “The Price” in the subclass chapters of the Psion class book (Chapters VII to XI) describe what the gift costs beyond that: Telepaths pay with closeness, Telekinetics with the body, Precognitives with the present, Healers with what they carry, Elementarists with warmth. Some of these come into play more often with the new powers, such as “Foreign Dreams”, because Deep Healing can also reduce strain.

Resonance and the Overload Branch

Nodes of the overload branch can be combined with major powers. “Overpressure” gives a test 2 bonus dice for 1 strain, and “The Choir Answers” turns a power into a critical success and doubles its range and number of targets. Every use of such a node triggers a roll against the Psion’s Resonance (Psion class book, Chapter IV). What listens in is up to the game master.



Chapter III.
SCHOOL SPELLS

What a School Guards

"A spell belongs to no one. But someone invented it, and their school wants to be asked."
Kreide, Veteran, Arcane Branch

Major Magica and Grand Major Magica are the great spells of the Art. With them a Thaumaturge sets a street ablaze, sends a being back to where it came from or opens a door in a wall. They are only available to the high ranks, and they cost more than anything an Apprentice knows.

Level	Cost	Difficulty	Clearance	XP
Major Magica	5 ME	Hard (3)	Senior Agent	10
Grand Major Magica	8 ME	Very Hard (4)	Veteran	15

That is how the Core Rulebook puts it (Chapters III and IX), and this chapter changes nothing about it. The test uses the attribute given with the spell and Thaumaturgy. The ME are paid when casting, even if the test fails. Overdrawing, botches and the "Crystal Rift" table apply as for any spell. Anyone using the optional rule on the exhaustion of crystals (Thaumaturge class book, Chapter V) should remember that every Grand Major Magica lowers the crystal's depth by 1.

Spells belong to no school. The Core Rulebook does not assign any spell to a subclass, and neither does the Thaumaturge class book: every Thaumaturge can learn every spell. An Illusionist may throw a Fireball, an Invoker may raise a Magical Barrier. The Collegium takes this calmly. Most of the spells in the Core Rulebook are so old that nobody remembers who invented them.

For some, it is known exactly. Each of the five schools has invented spells that it regards as its property. It passes them on, but it decides to whom. This chapter presents ten such **school spells**, one Major Magica and one Grand Major Magica for each school, and the rule by which they are learned.

RULE: SCHOOL SPELLS

Each school guards one Major Magica and one Grand Major Magica that it invented and passes on. Any Thaumaturge can learn them at the usual cost and rank.

A school spell, however, requires a teacher from that school: the Thaumaturge spends a "Train" downtime action with that teacher before spending the XP (Core Rulebook, Chapter X).

In addition, they can only learn a Grand Major Magica in the archive and with authorisation, as the Thaumaturge class book states for reading formulae (Chapter VII): "Grand Major Magica only in the archive with authorisation."

A teacher from one's own school can be found in one's own house. Other schools must first be persuaded.

The road to a school spell therefore has three steps. The Thaumaturge finds a teacher from the school, usually a Magister or Archivist who casts the spell themselves. During downtime they spend one of their two actions on "Train" with this teacher. Then they spend the XP, 10 for a Major Magica, 15 for a Grand Major Magica. For a Grand Major Magica the archive is added: they learn it there and only with authorisation. Who grants it and how long it takes to come through is decided by the game master. Who otherwise counts as a teacher is covered in the Core Rulebook, Chapter III.

Adjacency in the Seal (Thaumaturge class book, Chapter IV) applies to nodes, not to spells. An Alchemist may learn the school spell of the Invokers, even though their sectors do not lie next to each other. They only have to persuade the Invokers.

How that happens is a story, not a test. A Thaumaturge's own school teaches its members as soon as their rank

and title allow. Another school wants something in return: a favour, a test of trust, sometimes only the certainty that the student will not use the spell against it. The “What the Teacher Demands” tables for each school offer suggestions. A favour the Thaumaturge takes on in the process is a favour in the sense of the Core Rulebook (Chapter X). Whether a school is willing at all is decided by the game master. Rivalries between the schools, old debts and the Thaumaturge’s reputation all play a part.

The Thaumaturgists

The Thaumaturgists are the oldest school, and they guard their spells the way they guard everything: in writing. Each of their school spells exists in a copy that is older than most of the crystals in the Crystal Ledger, and every teacher teaches from it, not from memory. Seal Script is part of every Magister’s craft. The Great Circle is taught only by Archivists, and the copy they teach from does not leave the archive.

The Thaumaturgists accept students from other schools more often than any other school does, and they make them feel it. Anyone who wants to learn from them must first read and copy, as if they were an Apprentice again. The Keepers demand that they understand what they speak before they speak it. The Readers demand less patience but more information: they want to know what the student has learned in their own school. Invokers have the easiest time. They know the Thaumaturgists from their own training.

The optional rule “The Half Sentences” (Thaumaturge class book, Chapter VII) comes into play after every mission in which a Thaumaturgist has cast a Grand Major Magica, and so also after The Great Circle. Older Thaumaturgists say you can recognise someone who draws it often by the pauses in their sentences.

Major Magica (5 ME, Hard)

Seal Script (INT, touch, until broken). The Thaumaturge seals a door, a chest or a book. Only they and up to three people they name at the time can open it. Anyone who breaks the seal by force or magic needs a test against Very Hard (4), by force on STR + Athletics, by magic on the spell’s attribute and Thaumaturgy, and the Thaumaturge feels the breach wherever they are.

Grand Major Magica (8 ME, Very Hard)

The Great Circle (WIS, radius 20 m, one hour). The Thaumaturge draws a warding circle around a building or a square. As long as it holds, no rift opens inside it, beings from rifts suffer 3 damage each round they are in the circle, and spells and powers directed into the circle from outside are one level harder. Afterwards 2 strain.

D6	What the Teacher Demands
1	A copy. The student copies out a chapter of the Handbook of Circles by hand, without errors, and then hands it in.
2	A night with chalk. The student draws circles on the library floor until the teacher, eyes closed, can no longer find a mistake.
3	A report on every circle the student sees or draws on the next mission, with a sketch and the time of day.
4	The name of the book from which the student learned their last spell, and the name of the person who showed it to them.
5	A favour for the Keepers or one for the Readers. The teacher does not say which side they belong to.
6	The student’s spellbook, for one night. The teacher reads it and says not a word about it in the morning.

The Alchemists

The Alchemists guard their spells in the workshop, not in the archive. A recipe, they say, is learned with the hands, and so they teach at the workbench, with dust under their fingernails and a window that can be opened.

Decomposition is old and widespread among them. It is regarded as the other side of Transmutation, just as two recipes stand on facing pages in Quispe's foundational work. Red Tincture, on the other hand, is taught only by those who have brewed it often themselves, and always in such a way that the student brews their first tincture under supervision.

Towards outsiders the Alchemists are the most generous school, and the one that keeps the most precise accounts. Alchemists take a sober view of O.D.I.N. as their biggest customer, and they share their knowledge willingly as long as it serves the work. But every workshop master notes down what they give. Whoever learns from them owes them something, and sooner or later an infirmary needs supplies or a workshop needs a second pair of hands.

Alchemists pay with their bodies (Thaumaturge class book, Chapter VIII). Red Tincture takes from whoever drinks it almost everything that weighs on them. From whoever brews it, it takes something: an hour at the workbench, 2 strain and a metallic taste that lingers for days.

Major Magica (5 ME, Hard)

Decomposition (INT, 10 m, instant). An object up to the size of a door crumbles to dust and rust, or a target's armour drops by 2 for the rest of the scene. Magical objects and artefacts are immune. The spell does not harm living beings.

Grand Major Magica (8 ME, Very Hard)

Red Tincture (INT, touch, once per mission). An hour's work produces an elixir that keeps for 24 hours. Whoever drinks it regains all their HP and reduces 3 strain. The Alchemist suffers 2 strain when brewing it.

D6	What the Teacher Demands
1	Ingredients. Crystal dust from the last mission, cleanly packed and properly recorded in the Crystal Ledger.
2	Twenty runs at the workbench, without a crystal, before the student may even attempt the spell.
3	A sip. The student drinks whatever the teacher puts in front of them and does not ask what it is.
4	A favour that the workshop master writes in their book. When they will call it in is not recorded.
5	A week of night work in the workshop while the Hold's infirmary waits for supplies.
6	A scar the student can show. The teacher wants to be sure they know how close together the two sides of a recipe lie.

The Illusionists

The Illusionists teach in two places, in the archive and on the stage, and their school spells are almost always learned on the stage. Doppelganger is practised in pairs, like so much in this school: one plays the original, the other the image, and by the end the audience no longer knows whom it is applauding. They rarely teach Blank Spot. It is the only one of their spells that changes not the image of the world but the memory of it, and the school knows how often the Operations Branch asks about it.

Anyone coming from outside must first show that they can deceive without deceiving themselves. The Illusionists think little of recommendations and titles. They prefer to test, and to do so where nobody expects it. A Magister of the Thaumaturgists who wants to learn from them may sit next to their teacher in a canteen for an hour without noticing. The Illusionists know the Operations Branch better than the Collegium does, and many demand a favour that is redeemed there, not in the archive.

Illusionists pay with their certainty. Anyone who often casts Doppelganger on themselves will at some point check which of the two is bleeding. The optional rule "Mistaken Identity" (Thaumaturge class book, Chapter IX) shows where that can lead.

Major Magica (5 ME, Hard)

Doppelganger (CHA, 10 m, one scene). Beside the Thaumaturge or an ally stands a second, perfect likeness. It speaks, walks and bleeds. Anyone attacking the original must first pass WIS + Perception against Hard (3), or they hit the image, which then vanishes.

Grand Major Magica (8 ME, Very Hard)

Blank Spot (CHA, radius 20 m, instant, once per mission). All people in the area forget the last ten minutes. Unwilling targets resist, and the Thaumaturge can exempt allies. Recordings, notes and traces remain. Afterwards 2 strain.

D6	What the Teacher Demands
1	An hour in the canteen of a Hold, as someone else, without being recognised.
2	A cover identity. The student hands it over to the teacher and never uses it again.
3	An evening on the stage of a variety theatre that works with O.D.I.N., in costume and in front of a real audience.

D6	What the Teacher Demands
4	A secret. A true one, and the teacher can tell if it is not.
5	A partner. The student brings someone to learn alongside them, or the teacher picks one out for them.
6	Nothing. Weeks later the student learns that during this time their teacher wore their face several times.

The Chronomancers

The Chronomancers are the smallest of the five schools, fewer than thirty at O.D.I.N., and they teach nothing unless a second Chronomancer is in the room. This rule dates from Penhallow's time and applies more strictly to their school spells than to anything else. They practise Lockstep to a beat, with metronome and clocks, until the student can take up the teacher's rhythm and pass it on. Only old Chronomancers teach The Lost Week, and they first ask every student how much of their own time they have left.

Outside students are rare among them. The Chronomancers distrust anyone who wants to learn their art without knowing its price, and they ask less for a favour than for patience. Whoever learns from them sits for many hours in workshops where the ticking is too loud, and answers questions whose meaning they only understand later. Whoever breaks off the lessons has a hard time the second time round.

Both school spells touch on the rules of the school in the Thaumaturge class book, Chapter X. Lockstep triggers the rule "Paradox" if it takes effect in a scene with Short Time Travel, Time Loop or Standstill (Chronomancer). After The Lost Week, the Thaumaturge rolls for "Unequal Ageing", even if they are not a Chronomancer themselves. They have given away a week, and somewhere it is now missing.

Major Magica (5 ME, Hard)

Lockstep (INT, 10 m, 3 rounds, once per combat). The Thaumaturge gives up to three allies their beat. The allies act before all opponents, regardless of initiative, and gain +1 defence. If Lockstep takes effect in a scene with Short Time Travel, Time Loop or Standstill (Chronomancer), the rule "Paradox" applies.

Grand Major Magica (8 ME, Very Hard)

The Lost Week (INT, touch, once per mission). A person lives through a week of recovery in one minute: they heal 5 + margin HP, and injuries that would otherwise take days have healed. Afterwards they are a week older and very hungry. The Thaumaturge rolls for "Unequal Ageing".

D6	What the Teacher Demands
1	A pocket watch, taken apart and put back together. Afterwards it must keep time to the second.
2	Time. For a week, the student sits in silence with the teacher for an hour every evening, in a room full of clocks.
3	The promise never to practise the spell without a second Chronomancer nearby.
4	A report on every scene of the next mission in which the student touched time, with the time of day to the minute.
5	The student's watch. They get it back when the teacher is satisfied. When that will be, the teacher does not say.
6	An answer to a question the teacher asked the student years ago. The student does not remember it.

The Invokers

The Invokers are small, feared and the only school that never teaches without a second school. Every apprentice has two teachers, an Invoker and a Thaumaturgist, and the same custom applies when the school passes its spells on to outsiders. Watch Pact is the first pact many Invokers make: small, nocturnal and with a being that only wants to keep watch. The Creditor is the opposite. It does not call just any being, but one to which the Thaumaturge already owes something, and that is why the Invokers only teach it once they have seen the student's debt book.

The Invokers are reluctant to take on outside students, and not out of arrogance. They know what a pact costs, and they have seen too often how someone misunderstood one. Whoever wants to learn from them must be able to negotiate. The Invokers rarely ask for money or services. They ask for promises, and they remember every one.

Both spells create a debt, and this debt follows the rule "Debts" in the Thaumaturge class book, Chapter XI: the game master notes it secretly, and whoever has more open debts than their Willpower rolls on Ritualism with −1 die. A Thaumaturge of another school who learns these spells keeps track of their debts in the same way. They are then no longer merely a student of the Invokers. They are a debtor, like them, and they suffer the 2 strain from The Creditor just the same. Whoever uses the optional rule "Due Date" from the same chapter also applies it to these debts.

Major Magica (5 ME, Hard)

Watch Pact (CHA, self, until morning). The Thaumaturge makes a pact with a being that guards a place until sunrise. It wakes them as soon as anyone enters the place, and fights if they demand it: attack 4 + 4, damage 4, defence 2, 12 HP. The pact creates a debt.

Grand Major Magica (8 ME, Very Hard)

The Creditor (CHA, 10 m, 3 rounds). The Thaumaturge calls a being to which they already owe something. If they have no open debt, no one answers, and the ME are spent. It fights for them for three rounds: attack 5 + 5, damage 5, defence 3, 20 HP. Then it leaves and takes something. The pact creates a debt, and the Invoker suffers 2 strain.

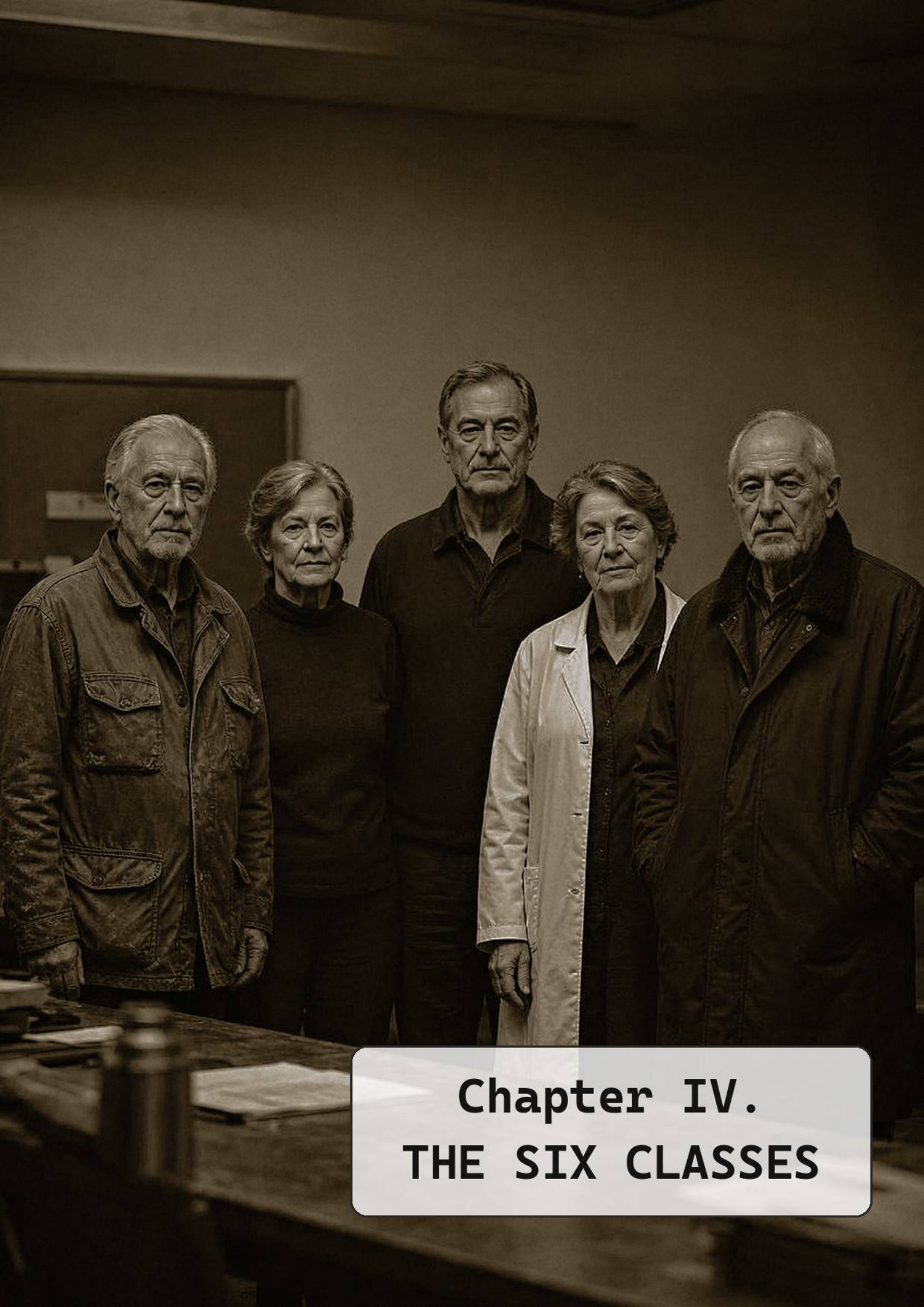
D6	What the Teacher Demands
1	A gesture. For a week, the student places a bowl of milk on a windowsill every evening and empties it in the morning without checking whether anyone has drunk from it.
2	A second teacher. The student finds a Thaumaturgist themselves, who sits in the room during the lessons and keeps watch.
3	Their full name, spoken aloud once, in a room without windows.
4	A small favour that the teacher owes a being. The student fulfils it in the teacher's place.
5	A night's watch at the teacher's bedside. Afterwards the student tells no one who else sat there.
6	A promise whose content the teacher only names when it falls due.

All Major and Grand Major Magica

The table lists all Major and Grand Major Magica of the series, alphabetically within each level. The source contains the full wording. School spells are marked with their school.

Name	Level	Attribute	Effect in Brief	Source
Lightning Strike	Major	WIS	30 m, damage 5 + margin, penetration 2	Core Rulebook
Doppelganger	Major	CHA	perfect likeness, attacker hits the image first	School spell, Illusionists
Darkness	Major	CHA	radius 15 m, −3 dice on sight, 3 rounds	Core Rulebook
Fissure	Major	WIS	radius 5 m, damage 3 + margin, fall, terrain impassable	Core Rulebook
Fireball	Major	CHA	radius 5 m, damage 4 + margin, fire, allies too	Core Rulebook
Lockstep	Major	INT	up to 3 allies act first, +1 defence, 3 rounds	School spell, Chronomancers
Body Transmutation	Major	INT	stone skin, gills or claws, one scene	Core Rulebook
Crystal Breaker	Major	WIS	a crystal shatters; whoever is using it suffers 2 strain	Thaumaturge class book
Magical Barrier	Major	INT	dome, absorbs 15 damage	Core Rulebook
Soul Cut	Major	WIS	damage 4 + margin, armour does not count; resisted	Core Rulebook
Seal Script	Major	INT	seal on a door, chest or book; breaking it against Very Hard (4)	School spell, Thaumaturgists
Storm Call	Major	CHA	a lightning bolt each round, damage 3 + margin, outdoors only	Core Rulebook
Vortex	Major	INT	whirlwind, radius 3 m, 2 damage per round, holds in place	Core Rulebook
Watch Pact	Major	CHA	being guards a place until sunrise; debt	School spell, Invokers
Wandering Circle	Major	INT	beings from rifts stay 2 m away, one scene	Thaumaturge class book

Name	Level	Attribute	Effect in Brief	Source
Counterspell	Major	WIS	ends a spell or power, once per combat	Core Rulebook
Decomposition	Major	INT	object disintegrates or armour −2	School spell, Alchemists
Second Sight	Major	WIS	sees rifts, crystals, illusions, one scene	Thaumaturge class book
Apocalypse	Grand Major	CHA	radius 10 m, damage 5 + margin, fire; 2 strain	Core Rulebook
Banishment	Grand Major	WIS	sends a being back, once per mission	Thaumaturge class book
The Creditor	Grand Major	CHA	being fights for 3 rounds and takes something; debt, 2 strain	School spell, Invokers
The Great Circle	Grand Major	WIS	warding circle 20 m, no rift, one hour; 2 strain	School spell, Thaumaturgists
The Lost Week	Grand Major	INT	heals 5 + margin HP and lingering injuries	School spell, Chronomancers
Dimension Tunnel	Grand Major	INT	portal up to 100 km, 5 people, once per day	Core Rulebook
Hellfire	Grand Major	CHA	damage 6 + margin, armour does not count, burns	Core Rulebook
Holloway's Door	Grand Major	INT	door to a door touched before, 3 rounds; 2 strain	Thaumaturge class book
Red Tincture	Grand Major	INT	elixir: all HP, removes 3 strain, once per mission, 2 strain for the Alchemist	School spell, Alchemists
Soul Theft	Grand Major	WIS	damage 4 + margin, the Thaumaturge heals the same amount	Core Rulebook
Blank Spot	Grand Major	CHA	radius 20 m, 10 minutes forgotten; 2 strain	School spell, Illusionists
Time Reversal	Grand Major	INT	last round undone, once per day; 2 strain	Core Rulebook



Chapter IV.
THE SIX CLASSES

The Classes in the High Ranks

"With a hundred XP you can do everything that's in your handbook. With a hundred and seventy-five you know which parts of it you never want to need again."

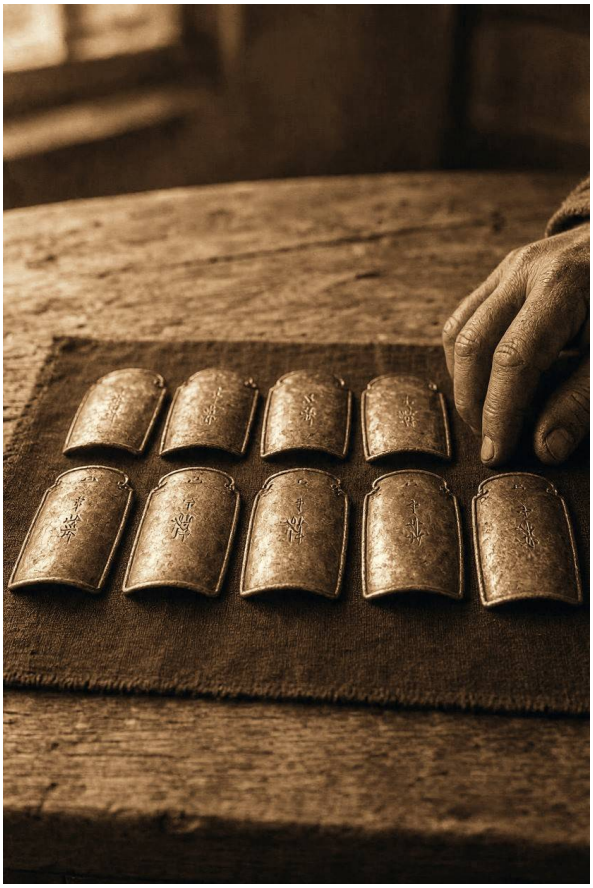
Veteran, Operations Branch

The class trees reach further than most campaigns go. Agent, Scientist, Investigator, Psion and Thaumaturge already have Level IV nodes in their class books, open for 10 XP from the rank of Veteran, and Level V nodes for 12 XP from the rank of Shadow Officer. For most classes, Level V is called Mastery. This chapter therefore brings no new nodes. For each class it shows three things.

- **In the High Ranks.** How the class plays between 100 and 175 XP: what its own mechanics mean now, which limits it reaches and where it becomes expensive. The values are in the class books. What follows from them is here.
- **The Promotion.** Six scenes that suit the class, to roll or to choose, without game values. They supplement the tables from Chapter I and serve for the promotion to Veteran just as well as for the promotion to Shadow Officer.
- **The Road to Shadow Officer.** Almost all the sample characters of the class books end at Veteran at the latest. Here each of them goes from their last stage in the class book to Shadow Officer.

All the roads are calculated with the costs from the Core Rulebook, Chapter III: a skill costs the new value times 2. A new skill at 1 costs 3 XP and one "Train" action with a teacher. An attribute costs the new value times 5 and both actions of a downtime, at most one attribute per downtime. No value rises above 6. Nodes cost what the class book says. For Agent, Scientist, Soldier and Investigator, each row only counts the 75 XP between the two ranks. For Psion and Thaumaturge, unspent XP from the class book are carried over. The roads are examples. Whoever buys differently is not buying wrongly.

One class breaks the pattern. The Soldier's arsenal ends at Level III, and it stays that way. What takes the place of Levels IV and V is set out in the Soldier's section.



The Agent

"A Cadet asks how many legends they're allowed. A Shadow Officer asks how many more they can take."

Instructor, Operations Branch

In the High Ranks

Between 100 and 175 XP, an agent who carries legends becomes one who manages them. Their pillar in the False Bottom is almost complete, their legends are as deep as legends can get, and the Fade reaches values at which the secret die can hardly miss any more.

The Fourth and the Fifth Legend. As a Veteran, the Agent may carry four legends, as a Shadow Officer five (Agent class book, Chapter V). A Spy with the node Second Face may have one more, but no more than five. No agent carries more than five legends at the same time.

Depth 5. From Veteran onwards, a legend may reach depth 5, "A Life": friends, colleagues, perhaps a love, and once per mission a favour from this life. Missions that the agent has spent in a legend beyond the limit of their rank are not lost. The legend catches up on the depth as soon as the rank allows it. Whoever, as a Senior Agent,

has spent a further mission in a legend of depth 4 carries it at depth 5 on the day of their promotion. Depth can never be bought with XP, and the Limit of Deception still applies: depth, Second Nature and Double Identity together give at most +3 dice.

Fade. Fade is the number of legends beyond the first, plus 1 for the fourth node in the False Bottom and plus 1 for the mastery (Agent class book, Chapter IV). Both nodes only exist in the high ranks. A Veteran with four legends and the fourth node has Fade 4. A Shadow Officer with five legends and the mastery has Fade 6, and at Fade 6 they lose the thread on every botch on Deception or Disguise and every time they suffer strain in a legend. Fade can only be lowered with fewer legends. Whoever buries one lowers it by 1.

From this follows the real art of the high ranks. An experienced agent does not requisition every legend they are entitled to. They bury the ones they no longer need before those legends shed them. Several artefacts of the branch also demand Fade as a price (Agent class book, Chapter VI). Whoever requisitions them does the maths first.

The Nodes. Level IV costs 10 XP, the mastery 12 XP. The mastery requires the fourth node in the False Bottom. All five masteries take effect once per mission, accomplish a core task of the subclass completely and cost 1 strain afterwards. A Shadow Officer of the Operations Branch is thus the person who does the impossible once per mission, and does it in such a way that by the next morning nobody knows it happened. Whatever XP they collect beyond that goes into breadth: the Craft, foreign surfaces for 2 XP more and skills at 6.

EXAMPLE: KUCKUCK'S FIFTH KEY

Kuckuck has just become a Shadow Officer and has bought Nobody. He carries four legends and has Deep Legend (the fourth node of his False Bottom) and the mastery: Fade 3 + 1 + 1 = 5.

For the next assignment, the cell needs someone who has worked for years at a shipping company in Rotterdam. The Legend Office can build him a fifth legend in three weeks, at depth 1. Once per campaign, Deep Legend raises it to depth 5 immediately. In return, his Fade rises to 6, and on every botch on Deception he loses the thread.

His player takes it anyway, for exactly this assignment, and plans to have it buried in the backyard of the Print Shop afterwards. That would lower his Fade to 5 again and cost all of the depth. After the mission, Kuckuck sits in a pub by the harbour with the loading foreman, the contact from depth 3, and the man talks about his daughter. Kuckuck keeps the legend. He can still bury it later.

The Promotion

The Operations Branch promotes quietly. Nobody lines up, nobody applauds. Usually the agent finds out in a way that is meant to show them that they have been watched.

D6	Promotion in the Operations Branch
1	**The File.** The handler summons them to Zurich, to a room without windows. On the table lies their file, complete for the first time. They may not open it. They sit beside it for an hour while an archivist reads it, page by page, and at the end changes one line on the cover sheet.
2	**The Drop.** In the dead drop there is no instruction, only a key to a locker. Inside is an envelope in the handler's handwriting, with the new rank and one sentence beneath it: "You can afford one more legend now. Think about whether you want one."
3	**The Cake.** In the flat of their oldest legend, a cake stands on the kitchen table. The door was locked, the lock is undamaged, the neighbour has seen no one. The card beside it bears no name, only the new rank. The cake is real.
4	**The Conversation.** They receive an invitation to a conversation. Like every agent, they do not know whether it is a punishment or a test. A man in a grey coat asks three questions about their cell and one about them. The agent answers the last one with a lie. The man nods as if he had expected exactly that.

D6	Promotion in the Operations Branch
5	**The Backyard.** The archivist of the Print Shop asks them to a funeral that is not theirs: the last legends of an agent who is retiring and did not want to come herself. They are to say the names aloud, each one once. Afterwards the archivist shakes their hand and addresses them by the new rank.
6	**Geneva.** They receive an invitation to Madame Okonjo's dinner in Geneva, which representatives of all branches attend every year. Nobody at the table mentions the promotion. But by the end of the evening they know four people from other branches who will no longer ask who they are the next time they call.

The Road to Shadow Officer

All five sample characters of the class book bought the fourth node of their False Bottom as Veterans and can take the mastery immediately. After that, breadth is what remains for them: the Craft nodes they do not have yet, surfaces of foreign subclasses for 2 XP more and only on top of the next lower node of the same pillar, skills up to 6 and now and then an attribute. Not everyone takes the fifth legend.

Infiltrator: Moth

Moth, the Infiltrator from Chapter VII of the class book, is a Veteran with Change of Guard, No Trace, four legends and Fade 4.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Ghost 12, Security Systems to 6 for 12, MAN to 4 for 20 (an entire downtime), Dead Drop 4, Deception to 4 for 8, Disguise to 3 for 6, Hacking to 3 for 6, Mental Resistance to 2 for 4, Sleight of Hand new at 1 for 3. She could requisition a fifth legend, but she lets it be. Her Fade stands at 5 even so. These days she reads up on what becomes of the things she retrieves.

Negotiator: Aria

Aria, the Negotiator from Chapter VIII of the class book, is a Veteran with Command Tone, Veil Work, four legends and Fade 4.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Protocol 12, Persuasion to 6 for 12, Negotiation to 6 for 12, Leadership to 4 for 8 and to 5 for 10, Memory from the Spies 6, Second Nature 4, Contacts new at 1 for 3, Etiquette to 4 for 8. Fifth legend. Her Fade stands at 6. She still carries the note from Naples with her. She never showed it to a Shadow Officer, and now she is one herself.

Assassin: Nadel

Nadel, the Assassin from Chapter IX of the class book, is a Veteran with Last Breath, Silver Stab, four legends and Fade 4.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Needle 12, Stealth to 6 for 12, CON to 3 for 15 (an entire downtime), Facade Climber from the Infiltrators 8, Dodge to 5 for 10, Toughness to 3 for 6, Medicine to 4 for 8, Dead Drop 4. She has buried her fourth legend and does not requisition a fifth. With three legends her Fade stands at 4. For a year she has been watching a young agent from her old cell, and she has not yet told him why.

Spy: Kuckuck

Kuckuck, the Spy from Chapter X of the class book, is a Veteran with Network, Deep Legend, four legends and Fade 4. With Second Face he could already have carried five as a Veteran.

Rank	New nodes and increases
Shadow Officer (175 XP)	Nobody 12, Deception to 6 for 12, Disguise to 5 for 10, Insight to 5 for 10, Contacts to 4 for 8, Voice of Reason from the Negotiators 8, Dead Drop 4, Escape Route 4, Mental Resistance to 2 for 4, Navigation new at 1 for 3. Fifth legend; even Second Face allows no more. His Fade stands at 6. In the mornings he counts the keys on his ring, five, and sometimes he counts six.

Saboteur: Rost

Rost, the Saboteur from Chapter XI of the class book, is a Veteran with Precision Cut, Crystal Detonator, four legends and Fade 4.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Big Bang 12, Engineering to 5 for 10, Technology to 5 for 10, Security Systems to 5 for 10, Facade Climber from the Infiltrators 8, Perception to 4 for 8, Craft to 3 for 6, Tactics to 3 for 6, Cold Stare 4. He saves the last XP. Fifth legend, Fade 6. He no longer wonders where O.D.I.N. would break. He is now one of those who make sure that it does not happen.

The Scientist

"As a Cadet I asked what I was allowed to measure. Today they ask me what shouldn't be measured. I don't always answer."
Veteran, Science Branch

In the High Ranks

Between 100 and 175 XP, a Scientist who builds prototypes becomes one whose prototypes others carry. Their pillar is filled up to Level IV, their best devices become masterpieces, and each of those is full of samples.

The Fourth and the Fifth Prototype. As a Veteran, the Scientist may work on four prototypes at the same time, as a Shadow Officer on five (Scientist class book, Chapter V). Maturity can never be bought with XP. It grows by 1 when the prototype has been used successfully in a mission, at most once per mission.

Maturity 5. From Veteran onwards, a prototype may reach maturity 5, the masterpiece: like maturity 4, plus a special property. The options are: it works against beings that ordinary means do not sense. It also works in a rift. Once per mission it turns a botch into a simple failure. It has a second, different function of maturity 3. Or the Institute builds copies for the cell. Copies have maturity 3 and only the basic effect, each member of the cell carries at most one, and it counts towards their limit of +3 dice. The limits remain: prototypes together give at most +3 dice on a test and at most +1 armour.

Contamination. For maturity 4 and for maturity 5, a prototype needs one sample each. A masterpiece therefore contains two, and each of them counts. Contamination is the number of samples in the prototypes, plus 1 for each Level V node (Scientist class book, Chapter IV). Three masterpieces contain six samples, and at Contamination 6 every secret D6 hits: on every botch in an analysis of supernatural material and on every malfunction of a prototype with a sample. The mastery comes on top of that, and whoever uses The Other Side of the Astrobiologists carries 1 more Contamination until the end of the mission. Contamination can only be lowered with fewer samples. Whoever hands one in at the cold store lowers it by 1, and the prototype loses the maturity it gained through that sample.

An experienced Scientist therefore does not turn every prototype into a masterpiece. They have one or two that keep the cell alive, and alongside them field prototypes of maturity 3 that contain no sample.

The Nodes. Level IV costs 10 XP, the mastery 12 XP. The mastery requires the Scientist's own Level IV node and a Level III node from a neighbouring discipline. Whoever has none as a Veteran must buy one first, for 8 XP. With the mastery, foreign pillars open up to Level IV, for 10 XP from neighbours, otherwise for 12. Four masteries take effect once per mission, The Machine of the Engineers once per campaign, and all of them cost 1 strain after use.

Two Superiors. A Scientist in a cell has a handler who wants results and a Laboratory Director who wants data. A Shadow Officer with a cell of their own (Chapter V) is themselves the one who wants results. They keep the Laboratory Director. From Veteran onwards, they may apply for the artefacts of the branch (Scientist class book, Chapter VI, and Chapter VI of this book). Whoever does so first writes a protocol on how they intend to bring the piece back.

EXAMPLE: VIOLA'S COLD STORE DAY

Viola is a Shadow Officer and works on five prototypes. No. 2291, the serum, is a masterpiece with two tissue samples. A detector stands at maturity 4, with one sample of rift air. The other three are field prototypes of maturity 3 without a sample. With Last Transfusion, that gives Contamination 3 + 1 = 4.

In the last mission the detector worked well, and Viola secured a second sample of rift air. With it, the detector could reach maturity 5 and become a masterpiece that also works in a rift. Her Contamination would rise to 5.

Instead, Viola travels to Bern and hands in the first sample of rift air at the cold store. The detector falls back to maturity 3, and her Contamination drops to 3. In her second book she writes down why. Since then the second sample has been sitting in her laboratory, labelled, in the fridge. She has not handed it in yet.

The Promotion

The Science Branch promotes the way it does everything: with an entry. Who reads the entry and what they make of it is the real scene.

D6	Promotion in the Science Branch
1	**The Board.** On the board in the canteen there is a line about them, in someone else's handwriting: place, date and, where it would otherwise say what they brought back, the new rank. For a moment they take it for the other kind of line, the kind someone writes for a Lab Coat who does not come back.
2	**The Bulletin.** The Bulletin prints an article under their codename, compiled from their laboratory books, without asking them. A footnote on the last page gives the new rank. The copy is numbered, and they must return it after reading.
3	**The Display Case.** The Research Director leads them into the Entrance Hall, in front of the large display case, and asks which of their prototypes should stand there one day. She does not mention the smaller display case next to it. She only glances over at it once.
4	**Wendland's Office.** They may sit alone in Wendland's office for an hour. The clock on the wall shows ten past ten. They touch nothing. In the canteen people say that this is the real test, but nobody can say who marks it.
5	**The Laboratory Director.** For the first time, their Laboratory Director asks them for advice instead of data. It concerns a sample that the Laboratory Director does not want to open himself. Only on his way out does he mention that the new rank has been in the file since the morning.
6	**The Letter.** They are asked to read the letter from the Entrance Hall aloud to the Lab Coats who have just arrived. They know it by heart. Still, they falter at the last sentence, and afterwards one of the newcomers asks them how they are.

The Road to Shadow Officer

None of the five sample characters of the class book has a Level III node from a neighbouring discipline as a Veteran. Each of them therefore buys one first, for 8 XP, because the mastery requires it. As in its own pillar, the foreign node needs the Level II node below it and a Level I node from a neighbouring discipline of its pillar. All five already have both. After that, each of them takes the mastery, the fifth prototype and as much skill as the XP allow.

Biochemist: Viola

Viola, the Biochemist from Chapter VII of the class book, is a Veteran with Serum, plus Sample Collector and Alien Life from the Astrobiologist, and four prototypes.

Rank	New nodes and increases
Shadow Officer (175 XP)	Habitat from the Astrobiologist 8, Last Transfusion 12, Medicine to 6 for 12, Biology to 6 for 12, Stress Management to 5 for 10, Academic Knowledge to 4 for 8, Investigation to 3 for 6, Field Surgeon from the Cyberneticist 4, Xenobiology new at 1 for 3. Fifth prototype. Her second book is now in its fourth volume, and she knows whom she will leave it to.

Astrobiologist: Kepler

Kepler, the Astrobiologist from Chapter VIII of the class book, is a Veteran with Bait, plus Measurement Series and Field Disruption from the Physicist, and four prototypes.

Rank	New nodes and increases
Shadow Officer (175 XP)	Rift Measurement from the Physicist 8, The Other Side 12, Xenobiology to 5 for 10 and to 6 for 12, Perception to 6 for 12, Stress Management to 4 for 8, Toughness to 3 for 6, Mental Resistance to 2 for 4, Physics new at 1 for 3. Fifth prototype. She no longer asks herself whether she should have brought the drill core back. Now she asks it of the young Lab Coats who go too close to a rift for her liking.

Physicist: Planck

Planck, the Physicist from Chapter IX of the class book, is a Veteran with Shielding, plus Workbench and Conversion from the Engineer, and four prototypes.

Rank	New nodes and increases
Shadow Officer (175 XP)	Drone from the Engineer 8, Resonance Catastrophe 12, Cryptography to 5 for 10 and to 6 for 12, Energy Manipulation to 5 for 10, Perception to 5 for 10, Stress Management to 4 for 8. She saves 5 XP. Fifth prototype. She has not yet decoded the pulses. She is sure that she will one day, and no longer sure whether she should.

Engineer: Schraube

Schraube, the Engineer from Chapter X of the class book, is a Veteran with Emergency Construction, plus Field Surgeon and Interface from the Cyberneticist, and four prototypes.

Rank	New nodes and increases
Shadow Officer (175 XP)	Reflex Coupling from the Cyberneticist 8, The Machine 12, INT to 5 for 25 (an entire downtime), Technology to 6 for 12, Stress Management to 3 for 6, Security Systems to 3 for 6, Toughness to 3 for 6. Fifth prototype. She has not built The Machine yet. She knows exactly what she would build, and she is waiting for a campaign that is worth it.

Cyberneticist: Relais

Relais, the Cyberneticist from Chapter XI of the class book, is a Veteran with Ghost Hand, plus Field Pharmacy and Antidote from the Biochemist, and four prototypes.

Rank	New nodes and increases
Shadow Officer (175 XP)	Read Metabolism from the Biochemist 8, Total Integration 12, Hacking to 6 for 12, Robotics to 5 for 10, Medicine to 5 for 10, Perception to 4 for 8, Stress Management to 4 for 8, Cryptography to 2 for 4, Biology new at 1 for 3. Fifth prototype. He still only builds what can be taken out again. He has copied the list of the twenty-eight onto the first page of every new laboratory book.

The Soldier

"You don't become an officer because you carry the most silver. You carry the most silver because you're still here."
Quartermaster, Hold-3

In the High Ranks

The arsenal has three levels. Level III is open from the rank of Veteran, and after that there is nothing more: no Level IV, no mastery. That is intentional. The Soldier is the only class whose class tree ends at Veteran, and the only one that wears something in return that cannot be bought.

Breadth. A character who becomes a Veteran usually has the four modules of their unit complete, along with most of their basic training. From now on they buy in breadth (Soldier class book, Chapter IV):

- Modules of other units at Levels I to III, each 2 XP more expensive: 6, 8 and 10 XP. Apart from the rank there is no prerequisite and no limit on how many other units they learn. All four other units in full cost 120 XP together.
- Whatever is still missing from basic training, at the normal price of 4, 6 and 8 XP.
- Skills and attributes at the costs given in the Core Rulebook, Chapter III.

Nanotech Veteran modules give other Soldiers no Integration, but they do give a weak nanite treatment and one appointment per month with Dr. Albrecht.

The Silver. The compensation is the harness of ashsilver (Soldier class book, Chapter V). With each rank the Soldier receives a piece. For a special deed the game master can award another after a mission, at most one per mission and per cell. Pieces are never bought with XP. The rank limits how many they wear:

Rank	Maximum pieces	Echo at full count
Cadet	2	none
Agent	3	none
Senior Agent	5	1
Veteran	7	3
Shadow Officer	8	4

With the fifth piece the Soldier is **unyielding**: immune to horror up to the level Disturbing (2). And they begin to hear the silver. From then on they have **Echo**, equal to the number of their pieces minus 4. If they fail a horror test, or drop to 0 HP in combat against beings from rifts, the game master secretly rolls a D6. If the result is equal to or lower than the Echo, the silver answers. What that means is up to the game master. A Veteran with 7 pieces hears it on a 1 to 3, so on every second roll; a Shadow Officer in full harness hears it on a 1 to 4.

The Eighth Piece. Only a Shadow Officer wears eight pieces. The rank brings five, the Knife included. The other three they must have earned beforehand through deeds. A character who has them receives the eighth piece with the promotion, all eight slots are filled, and the harness is a **Full Harness**. The Soldier chooses one of the three old honours and holds it permanently:

- **The Last Man:** Once per campaign they survive a situation that would have killed them. They stay on their feet with 1 HP, and the game master narrates how.
- **Command of Ares:** Once per mission the whole cell receives an extra round before the first combat round, in which only the cell acts.
- **Kiruna Clasp:** Once per mission they are immune to all horror for one scene.

Ranks. In the branch the Veteran is called a **non-commissioned officer**, the Shadow Officer an **officer**

(Soldier class book, Chapter II). Those who come from an army often keep their old rank as a form of address. The branch issues artefacts to non-commissioned officers and above, always for a single mission only (Soldier class book, Chapter VI). At roll call the squad leader or the highest-ranking Soldier reads the names. In the high ranks, that is more and more often the Soldier themselves.

Do not confuse them: the **Nanotech Veteran** is named after their unit, not their rank. A Nanotech Veteran with the rank of Agent is a soldier, one with the rank of Veteran is a non-commissioned officer, and one with the rank of Shadow Officer is an officer.

The Promotion

A Soldier's promotion is a roll call. The quartermaster brings the piece for the new rank, the squad leader or the highest-ranking Soldier reads the names on the inside, all of them, including those marked with a cross, and that same evening the new name is engraved. The table gives this roll call a colour of its own. The game master rolls or chooses. The general tables for each rank are in Chapter I.

D6	Promotion in the Tactical Branch
1	**The Shelf.** The quartermaster brings two pieces. The second has been lying on the shelf for months, awarded for a deed for which the rank had no slot yet. Today it has one.
2	**The Line.** The last name on the new piece has a line through it. The previous owner is alive, and stands at the back against the wall during the roll call. They say nothing. Afterwards they wait in the yard with two mugs of coffee.
3	**One's Own Voice.** From today the promoted Soldier is the highest-ranking Soldier in the Hold. At the next roll call, a recruit's, they read the names themselves. The evening before, they practise it alone in the armoury.
4	**Post from the Old Hands.** Stormbreakers receive the card from Colonel Vos with its single sentence. Echo-Operatives write to Dr. Mercier and receive a handwritten reply. Shadow Paratroopers travel to Lagos to see Ruth Adeyemi. Techno-Stormtroopers visit Petra Hofmann in Stuttgart. Nanotech Veterans receive an additional appointment with Dr. Albrecht.
5	**In the Field.** The news comes over the radio, in the middle of the mission. The piece waits in the armoury. The roll call only takes place once everyone is back.
6	**The Eighth Piece.** Only on promotion to Shadow Officer, when the new piece is the eighth: see the box below. A Soldier who does not receive the eighth piece rolls again.

THE EIGHTH PIECE

The roll call took place in the evening, in the armoury of Hold-3, because it was raining outside. Eleven Soldiers were there, more than usual. The quartermaster had set out a chair. Nobody sat down.

Brandt stood at the front. He wore seven pieces. The slot at the legs had been empty since he was a recruit.

The names were read by an officer from another Hold, a woman Brandt knew only from the radio. She took the Greaves out of the cloth and read, slowly and clearly. Four names, three crosses. Then she did not put the cloth aside. She worked her way along Brandt and read the names on the seven other pieces, one after another, from the Knife to the Visor. It took twenty minutes. Nobody looked at the clock.

"Awarded to the officer with the codename Brandt," she said. "Full Harness."

Brandt named the honour he had chosen. Command of Ares. The quartermaster nodded, as if he had known, and set the graver to the metal.

That night the harness hung complete on the hook beside the bed. Brandt lay awake for a long time and listened.

Rules: Soldier class book, Chapter V (Earning the Silver, When the Harness Grows, The Three Honours, Echo).

The Road to Shadow Officer

The tables "The Path Through the Arsenal" in Chapters VII to XI of the class book end at Veteran. This is where they continue: 75 XP between 100 and 175 XP, spent on breadth. Many missions lie between the two ranks. The examples assume that during this time the game master has awarded enough pieces for deeds that the promotion brings the eighth. That is not a given. The pieces are awarded, not bought, and cost no XP.

Stormbreaker: Brandt

As a non-commissioned officer, Brandt leads a squad and wears five pieces.

Rank	New modules and increases
Shadow Officer (175 XP)	Fortress from the Techno-Stormtroopers 10, Bone Armour from the Nanotech Veterans 6, CON to 4 for 20, Tactics to 5 for 10, Explosives to 5 for 10, Leadership new at 1 for 3 and on to 3 for 10, Stress Management to 3 for 6. Silver: for two deeds, Visor (Clear Sight) and Gauntlet (Grip of the Last); with the promotion, the eighth piece, Greaves (Standing Greaves). Full Harness with Command of Ares, Echo 4.

Echo-Operative: Resonanz

As a non-commissioned officer, Resonanz has learned the whole unit and wears four pieces.

Rank	New modules and increases
Shadow Officer (175 XP)	Fire Discipline 4, Pain Resistance 4, Bone Armour from the Nanotech Veterans 6, WIS to 5 for 25, Perception to 6 for 12, Tactics to 4 for 8, Mental Resistance from 1 to 3 for 10, Toughness to 3 for 6. Silver: for three deeds, Barrel Jacket (Silver Sight), Pauldrons (Vigil Piece) and Gauntlet (Grip of the Last). With the fifth piece she is unyielding. With the promotion, the eighth piece, Vambrace (Defence Vambrace). Full Harness with the Kiruna Clasp, Echo 4.

Shadow Paratrooper: Nachtfalke

As a non-commissioned officer, Nachtfalke is still the one who goes ahead, and wears four pieces.

Rank	New modules and increases
Shadow Officer (175 XP)	Command Voice 8, Pain Resistance 4, Frequency Finder from the Echo-Operatives 6, WIS to 4 for 20, Perception from 3 to 5 for 18, Firearms to 6 for 12, Mental Resistance to 2 for 4, Tracking new at 1 for 3. Silver: for three deeds, Barrel Jacket (Silver Sight), Breastplate (Silent Plate) and Greaves (Standing Greaves). With the fifth piece he is unyielding. With the promotion, the eighth piece, Pauldrons (Vigil Piece). Full Harness with The Last Man, Echo 4.

Nanotech Veteran: Stahl

As a non-commissioned officer, Stahl has Integration 5 and wears four pieces. His Integration no longer rises, because none of the new modules comes from his unit.

Rank	New modules and increases
Shadow Officer (175 XP)	Fire Discipline 4, Fortress from the Techno-Stormtroopers 10, Insight from 1 to 3 for 10, CON to 6 for 30, Toughness to 5 for 10, Mental Resistance to 2 for 4, Endurance to 2 for 4, Leadership new at 1 for 3. The −2 dice on Insight from Integration 5 remain. He practises anyway. Silver: for three deeds, Breastplate (Heart Plate), Vambrace (Defence Vambrace) and Visor (Death Sight). With the fifth piece he is unyielding. With the promotion, the eighth piece, Barrel Jacket (Voice Barrel). Full Harness with the Kiruna Clasp, Echo 4.

Techno-Stormtrooper: Bastion

As a non-commissioned officer, Bastion stands in front of the cell, as always, and wears four pieces.

Rank	New modules and increases
Shadow Officer (175 XP)	Fire Discipline 4, Wall Breaker from the Stormbreakers 10, Frequency Finder from the Echo-Operatives 6, INT to 4 for 20, Energy Weapons to 6 for 12, Mental Resistance from 1 to 3 for 10, Leadership new at 1 for 3 and on to 3 for 10. Silver: for three deeds, Gauntlet (Grip of the Last), Greaves (Standing Greaves) and Visor (Clear Sight). With the fifth piece he is unyielding. With the promotion, the eighth piece, Barrel Jacket (Silver Sight). Full Harness with Command of Ares, Echo 4.

The Investigator

"A Veteran closes files. A Shadow Officer decides which ones to leave open."
Instructor, Stockholm Registry

In the High Ranks

An Investigator grows through their open cases and through the Wall (Investigator class book, Chapters IV and V). In the high ranks, both open up one last time.

Five Threads. From the rank of Veteran, each open case may have 5 threads. Only then does an Investigator close a case properly: in a scene in which the cell confronts whatever the file is about, they pull all five threads. For that scene the whole cell gains +2 dice on all tests against everything connected with the file, every deception by the opponent is automatically seen through, and the game master reveals a **certainty**. For a Veteran, a closed case is no longer a rare event but work.

Pieces of Evidence. From every closed case they keep one piece of evidence: experience, access, ally, exhibit or name. Pieces of evidence count towards the limit of +3 dice. A Shadow Officer usually has several. They are

what the Investigator really holds in their hands after years.

The Fifth Open Case. A Veteran keeps at most 4 open cases, a Shadow Officer 5. There is no more than that. Anyone who wants to open another must first close one or hand one over.

The Wall. Level IV is open from Veteran (10 XP), level V from Shadow Officer (12 XP). The level V cards are masteries. They are only open in the character's own pillar, and only via the black thread from their own level IV card. Anyone who uses one then suffers 1 strain. Cards from other pillars cost 2 XP more and can be reached up to level IV, via any thread, black or red, attached to a card the Investigator already owns. Four of the ten red threads lead directly to level IV cards: thread 3 to Research Network, thread 4 to The Old Language, thread 8 to Mirror, thread 10 to Word of Banishment and Data Trail. A level IV card from another pillar costs 12 XP.

Suspicion. The price grows too. Suspicion is the number of open cases with at least three threads, plus 1 for the mastery of the character's own pillar. A Shadow Officer with five full files and a mastery has Suspicion 6: every roll by the game master hits. If they botch an Investigation test or fail a horror test at a crime scene, they see a pattern. Whether it is real, they do not know. Suspicion can only be lowered by having fewer threads, through pulling or closing. And anyone who keeps a file with at least four threads without pulling one risks a broken thread on every mission. Experienced Investigators therefore rarely collect for longer than they have to.

> **EXAMPLE: RAVEN'S SUSPICION**
>
> Raven is a Shadow Officer and keeps five open cases. Three of them have at least three threads, one of them all five. She also owns The Other Witness, the mastery of her pillar. Her Suspicion is 3 + 1 = 4. If she botches an Investigation test or fails a horror test at a crime scene, she sees a pattern on a 1 to 4 on the game master's D6.
>
> On the next mission the cell confronts whatever the full file is about. Raven pulls all five threads and closes the case. In that scene the cell rolls with +2 dice against everything connected with the file, Raven keeps a piece of evidence, and the file no longer counts. Her Suspicion drops to 3. The fifth place on her Wall is free again.

The Conference. From Senior Agent, an Investigator may attend the conference in Stockholm once per campaign year and compare one file with someone else's (Investigator class book, Chapter VI). In the high ranks they sit there among the longest-serving, and the younger ones compare their files with theirs. Branch artefacts are available from Veteran, for one mission and only with a signature at the Registry.

The Promotion

In the Investigation Branch there is no roll call. The promotion is recorded in a file, and the way it reaches the Investigator says a great deal about the branch. The game master rolls or chooses. The general tables for each rank are in Chapter I.

D6	Promotion in the Investigation Branch
1	**The Card from Stockholm.** The Registrar writes by hand. The card bears the new rank and the Investigator's real name, nothing else. She is the only one in the branch who knows it.
2	**At the Long Table.** The promotion is announced in December at the conference, between two files, without a break. Afterwards someone moves their chair closer to the middle of the table.
3	**The Conversation.** Beforehand, the Investigator talks for an hour with a profiler from the Audit, like everyone who moves into a sensitive position. At the end the profiler asks a question about one of their open cases. They cannot answer it.
4	**The Inheritance.** The new rank makes room for one more file, and the Registry has one: that of an Investigator who is not coming back. The promoted Investigator keeps half of its threads, rounded up, and may not change the question (Investigator class book, Chapter V).
5	**The Wall in the Training Room.** The Registry asks the Investigator to explain the Wall to a new intake. A recruit asks what keeps them awake at night. They answer with the question on the inside of their oldest file.
6	**The Fifth File.** Only on promotion to Shadow Officer: see the box below. Otherwise roll again.

THE FIFTH FILE

The card from Stockholm came on a Tuesday. Raven read it in the stairwell, twice, and put it in her inside pocket, next to Frank's service ID.

In the evening she stood in front of her Wall in the Hold. Four red threads hung there with her codename, one for each file she carried. Next to them was space. She had kept it free for years, without admitting it to herself.

She took a new folder and wrote a question and the date on the inside of the cover. She had carried the question with her since the laundry cellar in Altona: Who paid for the washing machine from an account that nobody has used since 1994?

Then she cut the fifth red thread, wrote her codename on the label and pushed in the pin. No more fits on one wall, say the old hands in the branch. Raven counted the threads in the other files and worked out how many she would have to pull before she saw patterns that did not exist.

She pulled none. Not yet.

Rules: Investigator class book, Chapter V (Opening a Case, Finding Threads, Maximum Number of Open Cases) and Chapter IV (Suspicion).

The Road to Shadow Officer

The tables "The Path Along the Wall" in Chapters VII to XI of the class book end at Veteran. Here another 75 XP are added. Each path takes the mastery of the character's own column for 12 XP and then follows the threads the character already holds in their hand. The fifth open case comes with the rank. With the mastery, each character's Suspicion rises by 1.

Profiler: Spiegelbild

As a Veteran, Spiegelbild has their own column up to Mirror and, via The Source, two Journalist cards.

Rank	New cards and increases
Shadow Officer (175 XP)	The Profile 12, Research Network from the Journalist 12, Read the Crime Scene from the Paranormal Detective 8, Perception to 5 for 10, Persuasion to 5 for 10, Mental Resistance to 4 for 8, Deception to 4 for 8, Occultism new at 1 for 3 and on to 2 for 4. Fifth open case.

Journalist: Feder

As a Veteran, Feder has their own column up to Research Network and has reached the Cryptanalysts via red thread 3.

Rank	New cards and increases
Shadow Officer (175 XP)	The Revelation 12, Mirror from the Profiler 12, Contacts to 6 for 12, Perception to 4 for 8, WIL to 3 for 15, Mental Resistance from 1 to 3 for 10, Toughness to 3 for 6. Fifth open case.

Cryptanalyst: Enigma

As a Veteran, Enigma owns two level IV cards from other columns and now buys the card that bears her codename.

Rank	New cards and increases
Shadow Officer (175 XP)	The mastery Enigma 12, Salt and Silver from the Paranormal Detective 10, Investigation from 3 to 5 for 18, Perception to 5 for 10, Mental Resistance from 1 to 3 for 10, Toughness to 3 for 6, Concentration to 3 for 6, Occultism new at 1 for 3. Fifth open case.

Antiquarian: Folio-7

As a Veteran, Folio-7 keeps four open cases, including Uggla's Folder, and already owns Cold Spot and Salt and Silver from the Paranormal Detectives via red threads 6 and 5.

Rank	New cards and increases
Shadow Officer (175 XP)	The Last Book 12, Word of Banishment from the Paranormal Detective 12, Read the Crime Scene from the Paranormal Detective 8, Occultism to 6 for 12, Mental Resistance from 1 to 3 for 10, Stress Management from 2 to 4 for 14, Contacts to 2 for 4, Cryptography new at 1 for 3. Fifth open case.

Paranormal Detective: Raven

As a Veteran, Raven has Word of Banishment and, via Cursed Things, a foot in the Antiquarians' column.

Rank	New cards and increases
Shadow Officer (175 XP)	The Other Witness 12, The Old Language from the Antiquarian 12, Occultism to 6 for 12, WIL to 4 for 20, Mental Resistance to 4 for 8, Insight to 4 for 8, History new at 1 for 3. Fifth open case.

The Psion

"Over the years the wall doesn't get any thicker. You just know better where the door is."
Sibylle, Veteran, Psionic Core

In the High Ranks

Between 100 and 175 XP, a Psion grows less in breadth than in depth. The class tree has two levels at the top: IV from the rank of Veteran for 10 XP, and V from the rank of Shadow Officer for 12 XP (Psion class book, Chapter IV).

Masteries. Level V in each branch is the mastery: The Open Space, Unmoved Mover, All Futures, Forgiveness, Force of Nature. It requires the Veteran node from one of the two paths. Each works once per mission, and almost every one costs 3 strain afterwards. Forgiveness is the exception: the Healer bears half of the strain they take from the others, rounded down (Psion class book, Chapters VII to XI).

The Overload Branch ends with two nodes that only Veterans and Shadow Officers can reach. **Borderline** (IV, 10 XP) is passive: when overdrawing, only every second missing PSI point costs 1 strain, rounded up. **The Choir Answers** (V, 12 XP) works once per mission: a power automatically counts as a critical success, and its range and number of targets are doubled. Afterwards, 3 strain. Each node requires the one before it.

Resonance. Each node of the overload branch increases Resonance by 1, and it never falls. A character who goes to the end of the branch has Resonance 4. If they use one of these nodes or botch a psi test, the game master secretly rolls a D6. If the result is equal to or lower than the Resonance, something listens in. What that means is up to the game master.

Classification. It is reviewed every two years and rises with rank, but not automatically. It is a description of the world, not a game value. A Class III Veteran is more experienced, not more powerful, than a young Class IV Psion. Class IV means operations with special authorisation. Class V remains a matter for the game master.

One of Solberg. No rank confers this name. The Choir gives it to Psions who have been in service for decades, and it is the highest praise the Choir knows. With it comes a duty that is written down nowhere: one of the unwritten rules sends young Psions, with whatever they talk about with no one else, to one of Solberg (Psion class book, Chapter II). What is said there stays there.

The Veterans' Helmets. Older Psions often wear the same helmet for years, with every dent, because dents stay. Some still wear the Mk. II, because it was the last helmet that could be repaired with a screwdriver. The archive issues the Choir's inherited items to Veterans, only for specific missions and with the signature of a Shadow Officer (Psion class book, Chapter VI; the procedure is described in Chapter VI of this book).

New Major Powers. Chapter II brings eight: Inner Interrogation (Telepath), Heavy Grip (Telekinetic), Lived Ahead (Precognitive), Life Bond and Deep Healing (Healer), Frost Grip and Rock Wall (Elementarist), Silent Fortress (all Psions). Each costs 6 PSI, Hard (3), and 10 XP. As with any power passed on within the Choir, the game master may require the Psion to find a teacher first.

In Play. A Psion in these ranks is no longer just the tool of their cell. Younger Psions come to them with questions, their Observer writes longer reports about them, and their mastery is meant for the worst night of a mission. The game master may know that they have it, and may build that night.

The Promotion

The promotion itself is covered in Chapter I. In the Choir it is followed by a second scene, usually without an Observer and almost always without a speech. Choose or roll. Scene 5 suits both ranks, scene 4 is better suited to the Shadow Officer.

D6	Promotion in the Choir
1	**The Forge.** The helmet maker takes down from the shelf the plaster cast that has stood there since training, and holds it next to the Psion's head. "Still fits." Then she writes the new rank on the cast in chalk.
2	**The Salute.** In the common room one of the older Psions, known to the Psion only by sight, stands up and taps two fingers to their forehead. The Cadets at the next table see it. From that day on, they salute first.
3	**The Review.** The Observer lays the result of the classification on the table. The class is the same as two years ago. The Observer asks whether that is disappointing. The answer is in the Observer's report the next morning.
4	**The Helmet Vigil.** On the night after the promotion a helmet lies on the table in the common room, on its side, with a candle next to it. The Psion is asked to stay until morning. Normally only the eldest do that.

D6	Promotion in the Choir
5	**The Signature.** An item from the Choir's archive is waiting for a signature. As a Veteran, the Psion receives it in person for the first time. As a Shadow Officer, they put their own name beneath it for the first time. They read the form twice.
6	**The Knock.** Late in the evening a young Psion knocks, helmet under their arm. They want to talk about something they do not want to tell their Observer. They ask whether they may come in.

The Road to Shadow Officer

The Psion class book has no "The Path Through …" tables. Its example characters stand at different ranks, from Cadet to Veteran. The following tables continue each of them from their last state there. Unspent XP are carried over into the next row. Anyone who replays the path spreads the purchases over many missions.

Telepath: Echo

In the class book, Echo is an Agent with 20 XP, 1 of them unspent. She stays on path B, the way of the Bridge and the Wall, and takes powers that connect her cell.

Rank	New nodes and increases
Veteran (100 XP)	Collective Barrier 8, Mirror 10, Deep Reserve 4, Helmet Bond 4, major power Thought Bridge 10, Telepathy to 6 for 12, Concentration to 4 for 8, Insight to 5 for 10, Mental Resistance to 5 for 10. Total 76 of 81 (80 new, 1 unspent), 5 remain unspent. PSI 16. She now holds a whole cell together in silence, and anyone who attacks her strikes themselves. Wendt has not replied yet.
Shadow Officer (175 XP)	The Open Space 12, Deep Drilling 6, Stable Wall 4, major power Inner Interrogation 10, major power Silent Fortress 10, WIL to 5 for 25, Perception to 5 for 10. Total 77 of 80 (75 new, 5 unspent), 3 remain unspent. PSI 17. Once per mission she hears all thoughts within 50 m. Afterwards she closes the wall until nothing gets through. Her own cell knows one rule more than others: the handler reads no one without asking.

Telekinetic: Hebel

In the class book, Hebel is a Senior Agent with 50 XP, all of them spent. He remains the Rescuer on path B and finally learns what nobody ever taught him: to lead others.

Rank	New nodes and increases
Veteran (100 XP)	Levitate 10, Stable Wall 4, Helmet Bond 4, major power Standstill 10, Telekinesis to 6 for 12, Toughness to 4 for 8. Total 48 of 50, 2 remain unspent. HP 13. The dent in "Grandpa" stays, and the helmet fits better than ever. When a ceiling falls, it now stays in the air.
Shadow Officer (175 XP)	Unmoved Mover 12, Stillness Within 4, major power Heavy Grip 10, WIL to 4 for 20, Concentration to 5 for 10, Insight to 3 for 6, Leadership new at 1 for 3, to 2 for 4, to 3 for 6. Total 75 of 77 (75 new, 2 unspent), 2 remain unspent. PSI 15. For three rounds he holds back what cannot be held back, and then lifts a car off an injured person. He shows the younger ones first how to set something down.

Precognitive: Sibylle

In the class book, Sibylle is a Veteran with 100 XP, 2 of them unspent. Her 100 XP are listed there individually. As a Shadow Officer she makes up path B, which she began with Combat Foresight and then left aside.

Rank	New nodes and increases
Shadow Officer (175 XP)	All Futures 12, Evasion Pattern 8, Second Measure 10, Stillness Within 4, major power Lived Ahead 10, Leadership to 5 for 10, Concentration to 4 for 8, Insight to 4 for 8, Toughness to 2 for 4. Total 74 of 77 (75 new, 2 unspent), 3 remain unspent. HP 10. She has already seen the next minute, and her cell gets a second chance. In the Choir she is now called one of Solberg. The card with the funeral still lies at the back of the card index.

Psychic Healer: Anker

In the class book, Anker is a Cadet with no XP spent. She first follows path B of the Warden and, as a Shadow Officer, makes up path A of the Field Medic.

Rank	New nodes and increases
Veteran (100 XP)	Steady Hands 4, Share Burden 6, Trauma Work 8, Soul Anchor 10, Deep Reserve 4, major power Deep Healing 10, Psychic Healing to 6 for 12, WIS to 6 for 30, Medicine to 5 for 10. Total 94 of 100, 6 remain unspent. PSI 16. She follows the way of the Warden: whoever stands beside her endures more.
Shadow Officer (175 XP)	Forgiveness 12, Staunching 6, Regeneration 8, Stable Wall 4, Stillness Within 4, major power Life Bond 10, major power Retrieval Impulse 10, Stress Management to 4 for 8, Insight to 5 for 10, Concentration to 4 for 8. Total 80 of 81 (75 new, 6 unspent), 1 remains unspent. Once per mission she takes the burden from the whole cell and bears half of it herself. On operations she still says little.

Elementarist: Funke

In the class book, Funke is a Cadet with no XP spent. His path shows what the overload branch costs.

Rank	New nodes and increases
Veteran (100 XP)	Elemental Sense 4, Ember 6, Lightning Strike 8, Firestorm 10, Deep Reserve 4, Stable Wall 4, Overpressure 6, Without a Net 8, major power Frost Grip 10, Elemental Control to 6 for 12, WIL to 4 for 20. Total 92 of 100, 8 remain unspent. PSI 15, Resonance 2. He has become the Arsonist everyone warned him about, and has learned to make cold as well.
Shadow Officer (175 XP)	Force of Nature 12, Wall of Fog 6, Earth Grip 8, Borderline 10, The Choir Answers 12, major power Rock Wall 10, Concentration to 4 for 8, Energy Manipulation to 3 for 6, Mental Resistance to 5 for 10. Total 82 of 83 (75 new, 8 unspent), 1 remains unspent. Resonance 4: if he uses an overload node, the game master rolls, and on a 1 to 4 something listens in. He never met Zunder. By now he understands why the older ones warned him back then.

EXAMPLE: FUNKE OVERDRAWS

After a long fight Funke has 2 PSI left when the beings from the rift surround the cell. He uses Firestorm, 6 PSI against Hard (3). Beforehand he uses Overpressure: 1 strain, in exchange for +2 dice.

He is 4 PSI short. Without Borderline that would be 4 strain. With Borderline only every second missing point costs 1 strain, so 2. Together with Overpressure, Funke suffers 3 strain.

Because he used a node of the overload branch with Overpressure, the game master secretly rolls a D6 against his Resonance of 4. The result is a 3: something listens in. The game master makes a note and says nothing. All Funke notices is that his helmet hums quietly for a moment.

The Thaumaturge

"The title opens doors for you. Which of them you use isn't written in any handbook."
Archivist, Arcane Branch

In the High Ranks

Circles and Titles. At the rank of Veteran, a Thaumaturge stands in the fourth circle and holds the title of **Archivist**. As a Shadow Officer, they are a **Seal Keeper**. In the Collegium, titles count for more than the ranks of O.D.I.N.: an Adept addresses a Magister formally, regardless of who holds the higher rank in the cell, and an Archivist all the more so (Thaumaturge class book, Chapter II). The nodes cost 10 XP in Circle IV and 12 XP in Circle V. Circle V is the end of the road in every sector: Unbroken, Seal Keeper, Great Work, The Great Lie, Standstill (Chronomancer), The Messenger. The Thaumaturgist's Seal Keeper node and the title of Seal Keeper are two different things. Every Thaumaturge in the fifth circle holds the title; only those who buy it hold the node.

Title and Knowledge. The title opens doors, not secrets. What an Archivist or Seal Keeper learns in the Collegium is for the game master to decide. This book does not say.

The Black Library. Only Archivists and Seal Keepers know where it is. Magisters may requisition individual texts, with a justification and under supervision. An Archivist knows where the lift goes. Whether they read there, and what, is a question for the game master and for them.

The Center and the Whisper. A warning, not a recommendation. From Veteran onwards, with Circle IV

in their own sector, Foreign Tongue and Ear of the Stone are open to them (10 XP each), and from Shadow Officer, Seal Breach (12 XP). Each of these nodes raises the Whisper by 1, and it never falls. The rules are in the Thaumaturge class book, Chapter IV. The Collegium does not teach the Center, and it knows of everyone who reaches it. Mostly. None of the paths below leads there.

Crystals. Younger Thaumaturges need an Archivist's authorisation for a resonance crystal (Thaumaturge class book, Chapter V). Now those requests come to them. Anyone playing with the optional rule Exhaustion should bear in mind that every Grand Major Magica and every overdraw lowers the depth of their own crystal by 1. The Collegium issues artefacts from Archivist upwards, only for one mission and only with an entry in the Crystal Ledger (Thaumaturge class book, Chapter VI; procedure in Chapter VI of this book).

School Spells. Chapter III provides one Major Magica and one Grand Major Magica per school: Seal Script and The Great Circle (Thaumaturgist), Decomposition and Red Tincture (Alchemist), Doppelganger and Blank Spot (Illusionist), Lockstep and The Lost Week (Chronomancer), Watch Pact and The Creditor (Invoker). Like any other, the Major Magica cost 5 ME, Hard (3), and 10 XP; the Grand Major Magica cost 8 ME, Very Hard (4), and 15 XP. Before buying one, the Thaumaturge needs one "Train" action with a teacher of that school. In addition, they can learn a Grand Major Magica only in the archive and with authorisation. They find a teacher of their own school in their own house; other schools must first be persuaded.

In Play. Within the Collegium, an Archivist is an authority, even if they do not feel like one. Adepts come with their spellbooks, Crystal Masters with forms, Apprentices with voices that keep them awake at night. The nodes in Circle V work once per mission and are meant for the moment when nothing else helps any more. Only Unbroken always works, because it is passive.

The Promotion

Here too, Chapter I governs the promotion itself. In the Collegium, a second scene follows it, usually quiet and almost always in writing. Choose or roll. Scene 2 suits the Archivist; scenes 5 and 6 are better suited to the Seal Keeper.

D6	Promotion in the Collegium
1	**The Formal Address.** The morning after, the Magister who trained them as an Apprentice addresses them formally. He does so without hesitation and without a smile.
2	**The Lift.** An Archivist collects them and takes them down, a long way down, to a door without a sign. There the Archivist turns back. "Now you know where." They may go in another time.
3	**The Crystal Ledger.** The Crystal Master enters the new title next to the number of their stone, in ink, not in pencil. Then he asks them to read the "Voice" column and to sign that it is still accurate.
4	**The First Pupil.** An Adept of their own school stands at the door with his spellbook. He wants to learn a school spell and needs a teacher. He was sent without anyone asking first.
5	**The Book.** A Seal Keeper whose name they do not know asks for their spellbook for one night. In the morning it lies outside their door, wrapped in linen, with a bookmark at a page they had thought unimportant.
6	**The Seal.** An envelope with no sender, closed with grey wax and the seal of the Collegium. Inside, a place and a time, no name. What happens there is for the game master to decide.

The Road to Shadow Officer

The tables continue the class book's "The Path Through the Seal" routes. The unspent XP have been recalculated from the rows of the class book and are carried over. Every school spell requires the "Train" action with a teacher; every Grand Major Magica among them also requires the archive and authorisation.

Thaumaturgist: Folio

Folio appears in the class book as a Veteran. He has 16 XP unspent: Agent 20 of 20, Senior Agent 28 of 30, Veteran 36 of 52. He sticks to ritual and banishment and takes both school spells of his house.

Rank	New nodes and increases
Shadow Officer (175 XP)	Seal Keeper 12, Double Casting 10, Major Magica Seal Script 10, Grand Major Magica The Great Circle 15, Grand Major Magica Banishment 15, Thaumaturgy to 6 for 12, Ritualism to 6 for 12. Total 86 of 91 (75 new, 16 unspent), 5 remain unspent. He is now a Seal Keeper twice over, by title and in the Seal. He closes rifts instead of guarding them. Whether he has read in the Black Library appears in none of his notes.

Alchemist: Retorte

Retorte appears in the class book as a Veteran. She has 7 XP unspent: Agent 20 of 20, Senior Agent 29 of 30, Veteran 44 of 51. As the class book says, she has been saving for the Great Work.

Rank	New nodes and increases
Shadow Officer (175 XP)	Great Work 12, Deep Source 8, Major Magica Decomposition 10, Grand Major Magica Red Tincture 15, Thaumaturgy to 4 for 8 and to 5 for 10, Chemistry to 5 for 10. Total 73 of 82 (75 new, 7 unspent), 9 remain unspent. She brews the Red Tincture once per mission and pays for it with 2 strain every time. No Seal Keeper was ever an Alchemist. Now an Alchemist holds the title, and some in the Collegium begin addressing her formally a day too late.

Illusionist: Spiegel

Spiegel appears in the class book as a Veteran. He has 4 XP unspent: Agent 18 of 20, Senior Agent 32 of 32, Veteran 46 of 50. He stays with the neighbouring sector Chronomancer and takes a school spell from there as well.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Great Lie 12, Deep Source 8, Accelerate from the neighbouring sector Chronomancer for 10, Major Magica Doppelganger 10, Grand Major Magica Blank Spot 15, Major Magica Lockstep 10, Thaumaturgy to 6 for 12. Total 77 of 79 (75 new, 4 unspent), 2 remain unspent. Lockstep is a school spell of the Chronomancers, and he had to spend two years persuading the teacher from the other house. He likes best to place his Doppelganger beside the partner he has finally found.

EXAMPLE: A SPELL FROM ANOTHER HOUSE

Spiegel wants to learn Lockstep, a Major Magica of the Chronomancers. For that he needs a teacher of that school. The Archivist he asks first demands a favour: he is to spend a week putting her Echo recordings in order. How long the persuading takes is for the game master to decide.

In the next downtime, Spiegel uses a “Train” action with her, and, as her school requires, a second Chronomancer sits in the room (Chapter III). Afterwards he spends 10 XP and knows the spell.

Blank Spot is a school spell of his own house. He finds a teacher easily. Because it is a Grand Major Magica, however, he can learn it only in the archive and with authorisation. He submits the application and waits. After that, the spell costs 15 XP.

Chronomancer: Pendel

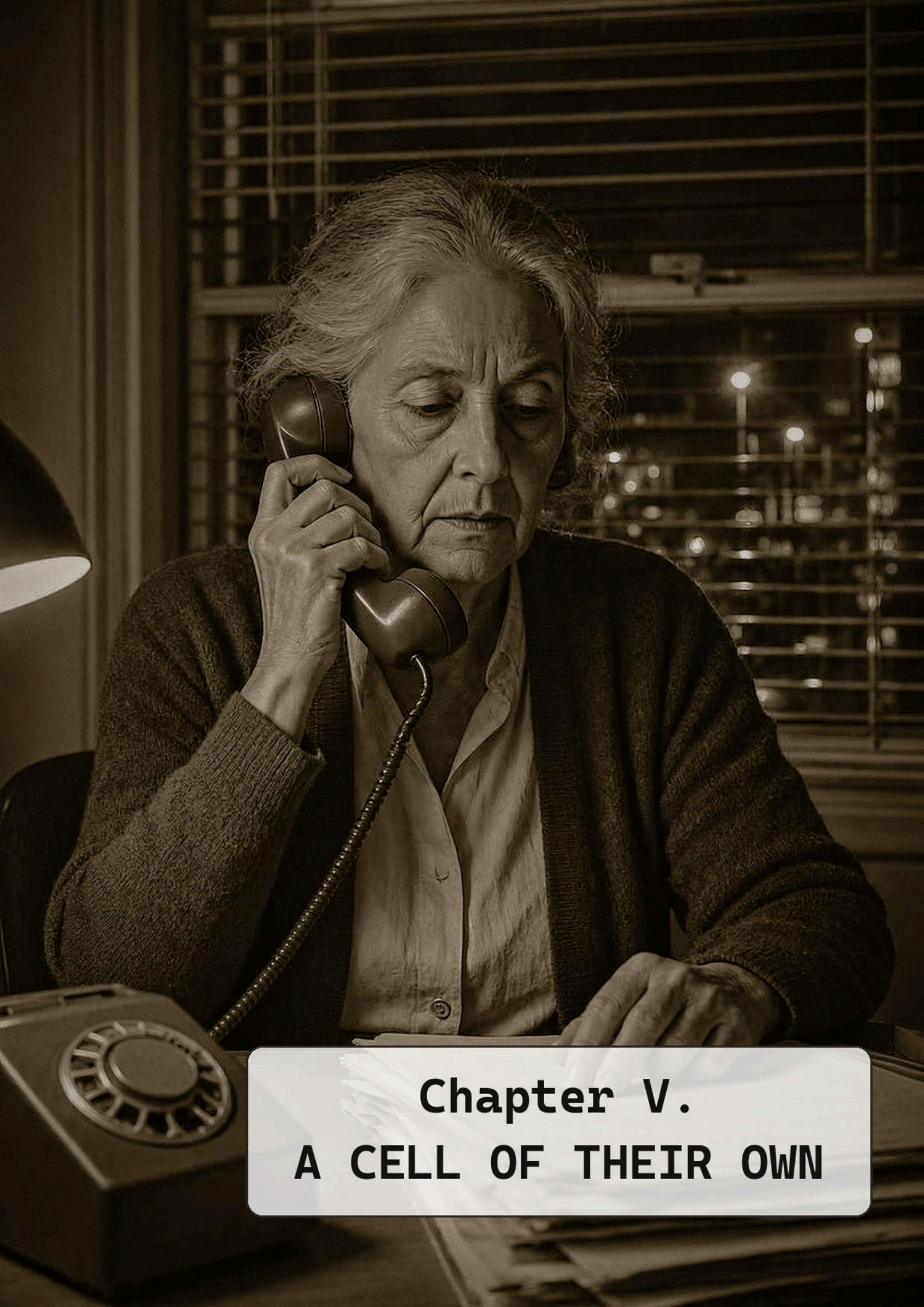
In the class book, Pendel’s path already reaches Shadow Officer, with Standstill (Chronomancer) and Time Reversal (Thaumaturge class book, Chapter X). After that, 31 XP are unspent: 13 after the Veteran row, 75 new, 57 spent in the Shadow Officer row. She stays in her house and catches up on its school spells.

Rank	New nodes and increases
Shadow Officer (175 XP)	Major Magica Lockstep 10, Grand Major Magica The Lost Week 15. Total 25 of 31, 6 remain unspent. She learns Lockstep from a teacher of her house, The Lost Week in the archive and with authorisation. Since then she has rolled on “Unequal Ageing” more often than she would like.

Invoker: Bote

Bote appears in the class book as a Veteran. He has 1 XP unspent: Agent 20 of 20, Senior Agent 30 of 30, Veteran 49 of 50. He remains a negotiator, and his debts grow with him.

Rank	New nodes and increases
Shadow Officer (175 XP)	The Messenger 12, Deep Source 8, Major Magica Watch Pact 10, Grand Major Magica The Creditor 15, Thaumaturgy to 4 for 8 and to 5 for 10, Ritualism to 6 for 12. Total 75 of 76 (75 new, 1 unspent), 1 remains unspent. The Creditor summons only a being to which he already owes something. He has no shortage of those. With WIL 5 he carries five open debts before his Ritualism suffers, and he counts them again every evening.



Chapter V.
A CELL OF THEIR OWN

A Cell of Their Own

"You don't get a cell. You get a list of names. At some point you cross out the first one, and only then is it yours."
Unknown Shadow Officer

The Core Rulebook says only one sentence about the highest rank: the Shadow Officer "leads their own cell and gains insight into the work of the Council". Chapter VII covers the insight. This chapter covers the cell.

It describes what "a cell of their own" means at the table, how new Cadets come to O.D.I.N., how an experienced agent trains them, how they lead them and how they lose them. At the end comes the cell sheet, on which a group records what their cell is and what it has cost them.

Some of the rules here already apply earlier. Any agent from the rank of Senior Agent onwards may name a protégé. A cell of their own, however, begins at 175 XP.

What "A Cell of Their Own" Means

The Handler Stays with the Game Master

In the Core Rulebook (Chapter I), the handler is the link between cell and organisation. They issue assignments, provide equipment, read reports and decide what is passed upwards. And: "In your game, the game master takes on this role."

This book changes nothing about that. The briefing, the file, trust, the clearance of a requisition, the question of what the Council learns: all of this stays with the game master, even when a Shadow Officer sits at the table. A player cannot know the mission and play it at the same time.

The Shadow Officer therefore does not get to run the game; they get responsibility. Their cell is the group of people they answer for. What this looks like at the table depends on which of the two paths is chosen.

Two Paths

Path	What happens	Suits
The Cell Stays	The Shadow Officer keeps playing in their cell. They lead it on missions, propose new members and answer for them. A handler still stands above them.	Groups who want to keep their characters and continue their story.
Two Generations	The Shadow Officer becomes the handler of a new cell. The players create fresh Cadets. The old agents become characters of the world.	Groups after a long campaign who want to start afresh without throwing away what came before.

The second path is chosen by the Shadow Officer's player, ideally together with the group and in the aftermath in which the first agent reaches 175 XP. Neither path is the right one. A group can also take one first and the other later.

Path 1: The Cell Stays

The Shadow Officer stays where they are. Something in the service changes all the same. The cell now runs under their responsibility. If something goes wrong, the handler asks them first. If a place becomes free, they propose who gets it. If a Cadet joins, they train them or make sure that someone does.

In rules terms, little changes. The Shadow Officer is a player character like any other. They roll dice, they suffer strain, they can die. The cell keeps its trust, and the handler stays with the game master.

What changes is the weight. If a member dies, the Shadow Officer sent them on that mission, or failed to prevent it. That is the heart of this path: the Shadow Officer no longer plays only for themselves, but for the others. The game master should give them decisions in which exactly that matters. Who goes through the door first? Who stays with the car? Who gets the last magazine?

New players who join such a cell create Cadets. They come into the cell through the handler, and the Shadow Officer proposed them or at least saw them. The sections "Recruiting" and "Training" apply to them.

Path 2: Two Generations

The Shadow Officer leaves the cell by moving up. They become the handler of a new cell, and the players play its Cadets. The old agents, the Shadow Officer included,

are from then on characters of the world: names in the file, voices on the phone, people the new Cadets meet in the Hold.

This path has its own rules. They are found under "Leading".

Recruiting

"You don't join O.D.I.N. You are found."
Instructor, Hold-3

How People Come to O.D.I.N.

The Core Rulebook (Chapter I) puts it briefly: nobody applies. The organisation observes people who have come into contact with the supernatural and have not been broken by it. At some point, someone knocks on the door. The offer: knowledge in exchange for freedom. Those who refuse remember nothing the next morning. At least, that is what the recruiters claim.

The six paths to O.D.I.N. are in Chapter III of the Core Rulebook: the Survivor, the Specialist, the Defector, the Fallen, the Legacy, the Marked. They describe where a Cadet comes from. This chapter asks how they caught the Shadow Officer's eye.

Training is the branch's task, not the Shadow Officer's. Each branch trains in its own way, and the class books describe where and how: the Soldiers at Camp Ashgrove, the Shadows in a foreign city under a first legend, the Trackers in Stockholm and on old files. After training, or since 2011 often in the middle of it, the Cadet joins a cell.

No Shadow Officer recruits Psions. They come to O.D.I.N. through the Psionic Core, after their manifestation, as described in the Psion class book. If a Shadow Officer sees someone manifesting during a mission, they pass the name on. What happens next is for the Core to decide. A cell is assigned a Psion. It does not choose one.

Who Proposes

A Cadet comes into a cell through the handler. But someone else may have proposed them.

- **The handler.** They must fill a place and choose from what the branch offers them. This is the most common route, and the one in which the cell has the least say.
- **The branch.** It has trained someone who suits a particular cell, or who suits no other.
- **The Shadow Officer.** They have seen someone, on a mission, in a file, at the edge of a crime scene. They write down a name and pass it on. Whether the branch takes the person is for the branch to decide.
- **A member of the cell.** Agents and Senior Agents see people too. They give the name to the Shadow Officer, who decides whether to pass it on.

In play, this means: when a new player joins or a character is replaced, the Shadow Officer may say that they proposed the newcomer. The new player decides whether their character knows about it.

How the Cadet Stood Out

The following table supplements the paths to O.D.I.N. It links a new Cadet to the agent who proposed them. The Cadet's player rolls or chooses, and the Shadow Officer's player tells in two sentences what they saw back then.

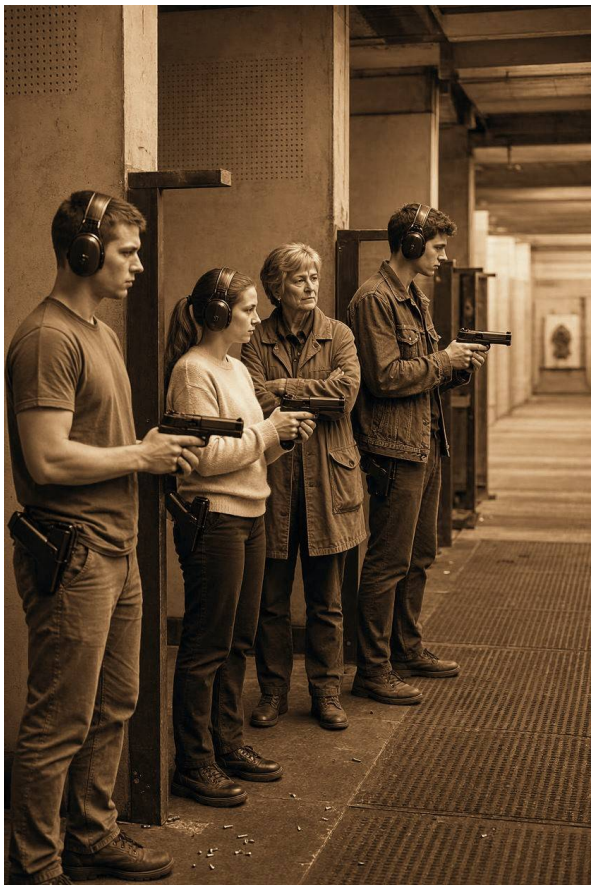
D6	How the Cadet Stood Out
1	**They stayed put.** They were a witness during one of the cell's missions. Everyone else ran. They stayed where they were and looked closely, and afterwards they could describe what they had seen without exaggerating.
2	**They got in the way.** A police officer, a journalist, an assessor who came too close to one of the cell's files. They were a nuisance, and thorough. Back then the Shadow Officer said: "I want that one on our side."
3	**They were already there.** They were a contact of a cell member and knew more than they should. At some point there were only two options left, and O.D.I.N. chose the kinder one.
4	**Their name was already in a file.** A parent, an uncle, a grandmother served O.D.I.N., perhaps in the same cell. The Shadow Officer knew that person.
5	**They survived alone.** In a White or Grey File, the cell found them as the only one still alive. They had saved themselves, with whatever they had. That is rare, and it gets noticed.
6	**They found the cell.** Not the other way round. They followed it, asked questions, discovered a dead drop. The Shadow Officer was impressed and uneasy at the same time.

The Knock

Recruitment can be a short scene of its own, before the Cadet's first mission. The game master sets the frame: a hospital corridor, a kitchen at three in the morning, a car park outside a police headquarters. The Shadow Officer's player plays the recruiter, and the Cadet's player plays the Cadet. The scene lasts until the offer has been made: knowledge in exchange for freedom.

The scene has no test. The Cadet says yes in the end; otherwise they would not exist. But how they say yes

tells a great deal about them, and the Shadow Officer learns whom they have brought into the house.



Training

"I don't teach her anything she wouldn't learn at the camp as well. I just teach it to her in a way that she won't forget it when I'm no longer around."
Kranich, Shadow Officer, Tactical Branch

The Protégé

The Core Rulebook allows Senior Agents to guide Cadets. This book turns that into a rule. The protégé learns from their mentor, grows with them, and is the first thing the mentor can lose.

RULE: PROTÉGÉ

From the rank of Senior Agent onwards, an agent may name a protégé. They have at most one protégé at a time.

The protégé is a non-player character with their own sheet. They are created as a Cadet, following the rules in Chapter III of the Core Rulebook.

The protégé receives half the XP (rounded down) that their mentor gains from the naming onwards.

Once per downtime, the mentor can spend one "Train" action as a teacher. The protégé then gains +1 in one skill that the mentor has at 4 or higher, to a maximum of 3.

The protégé is the character's future and their vulnerability.

Creating. The mentor's player creates the protégé together with the game master, ideally in the downtime in which they name them. They choose class, subclass and path to O.D.I.N., and roll or choose on the table "How the Cadet Stood Out". The game master may express wishes: they will later need the protégé as a character in their stories.

Keeping and Playing. The mentor's player keeps the sheet. They spend the protégé's XP and record what the mentor teaches them. The protégé is played by the game master, like any non-player character. Whether they go along on a mission is decided by the game master as handler. Usually they are in training, in another cell or in the Hold, and they turn up when no one expects them.

XP. After every mission, in the aftermath, the protégé receives half of their mentor's XP, rounded down. If the mentor receives 6 XP, the protégé receives 3. If the mentor receives 5 XP, the protégé receives 2. XP the mentor received before the naming do not count. The protégé's rank depends on their own accumulated XP, as with any agent.

Train. The "Train" action costs the mentor one of their two actions in downtime. It costs no XP. The protégé gains +1 in one skill that the mentor has at 4 or higher, but never beyond 3. Anything above 3 the protégé must earn themselves.

Vulnerability. A protégé is someone the mentor loves, and everyone knows it. The game master may use this: an opponent finds out who the protégé is. The Audit asks about them. They make a mistake the mentor has to answer for. The game master should not use it

cheaply. A protégé who is kidnapped every other mission is no longer a person, but a lever.

Future. If the mentor leaves the service, their player can take over the protégé, with the protégé's XP. Chapter VII covers this under "Legacy and Handover". When a protégé stops being one is decided by player and game master together. Usually it happens when they become a Senior Agent themselves and no longer need anyone to answer their questions. After that, the mentor may name a new one.

> **EXAMPLE: KRANICH AND NESSEL**
>
> Kranich is a Senior Agent of the Tactical Branch, years before she becomes a Shadow Officer. After a Red File in a goods yard, she names Nessel as her protégé, a young police officer who was the only one not to run away that night.
>
> Kranich's player creates Nessel as a Soldier Cadet, path to O.D.I.N. "The Survivor".
>
> After the next mission, Kranich receives 5 XP. Nessel receives 2.
>
> In downtime, Kranich spends one action drilling Nessel on the shooting range. Kranich has Firearms 5. Nessel rises from Firearms 2 to 3. Kranich cannot take her any further this way.
>
> Kranich spends her second action on her private life. She has neglected it twice in a row. One more lapse, and she would have lost her anchor.

Teacher and Mentor

The "Protégé" rule does not replace the teacher rule of the Core Rulebook (Chapter III). The two stand side by side.

Under the Core Rulebook, a **teacher** is anyone who has mastered a skill at 3 or higher: a member of the cell, a contact of level 2 or higher, or the staff of a Hold. With a teacher, an agent learns a new skill at 1 in the "Train" action, or the next increase of an existing skill costs 1 XP less. The student pays with their own XP.

A **mentor** does both more and less. They need the skill at 4, not at 3. They give the protégé the point without any XP changing hands. But they can do so only once per downtime, only for their one protégé and only up to 3.

A Shadow Officer is a teacher in the sense of the Core Rulebook for every Cadet in their cell, provided they have the skill at 3 or higher. They are a mentor to only one.

Training Scenes

A "Train" action does not have to be simply ticked off. Anyone who wants to can play it as a short scene, a minute at the table before the briefing begins. The table provides an occasion.

D6	Training Scene
1	**The Shooting Range, at Night.** Just the two of them, the light above the lanes, the smell of oil. The mentor says little. They correct an elbow, a breath, a glance.
2	**A White File.** The mentor takes the protégé along on a harmless surveillance job and lets them lead. The mentor only steps in when it is almost too late.
3	**The Report.** The protégé has written their first report. The mentor strikes out half of it and explains why. It is not about style. It is about what gets passed upwards.
4	**A Place.** The mentor drives the protégé to a place where the mentor once lost someone. They do not say what happened. They only show where they stood.
5	**A Contact.** The mentor introduces the protégé to one of their contacts, in a pub, an office, a mortuary. "Don't ask questions. Listen. And remember what he doesn't say."
6	**The Question.** The protégé asks about the Council. The mentor does not answer. The protégé remembers how long the silence lasted.

Leading

"I used to hate the orders I got. Now I write them. I still hate them."
Handler, Hold-7

On the first path, the Shadow Officer leads their cell on missions and needs no rule of their own for that. They have their stats, their experience and the trust the cell has earned. This section is therefore mainly about the second path.

Two Generations

> **RULE: TWO GENERATIONS**
>
> If an agent reaches the rank of Shadow Officer, their player can make them the handler of a new cell.
>
> The players then create fresh Cadets; the old agents become characters of the world.

The new cell is an ordinary cell as described in the Core Rulebook. Its members start as Cadets, each with two level 1 contacts from their old life, and its trust stands at 2. Nothing from the old cell carries over as a value, with

two exceptions. If an old agent leaves the service in the process, retirement, handover and legacy from Chapter VII apply. And the cell can call its old agents, under the rule “The Voice on the Phone”.

The old agents do not disappear. They continue to serve, in other cells, in an archive, at a desk. One of them is the handler of the new cell. Others are retired, missing or dead. What has become of each one is decided by their player together with the game master, before the first session of the new cell begins. What retirement and disappearance mean is set out in Chapter VII.

The Voice on the Phone

RULE: THE VOICE ON THE PHONE

Once per mission, the cell may call one of its former agents. The player to whom that agent belonged plays the conversation.

The call provides exactly one form of help: an answer to a question from the agent’s field of expertise (as true as they know it), or +2 dice on a test with a skill they have at 4 or higher, or a requisition beyond the rank of the one requesting (like a point of trust).

The role of the handler in play stays with the game master (Core Rulebook, Chapter I). The old agent is a voice on the phone and a name in the file. They do not take over as game master.

Who Can Be Called. Former agents are the characters of the old generation, as long as they are alive and reachable. A retired agent is reachable. A missing agent is not, unless the game master decides otherwise. A dead agent never is.

Who Speaks. For the duration of the conversation, the player to whom the old agent belonged sets their Cadet aside and speaks as the person they used to be. The game master says where the old agent is at that moment and how good the line is. Nothing more. The player knows no more about the mission than their fellow players, and may say nothing their old agent cannot know. If the player no longer plays in the group, the game master speaks for the old agent.

The Answer. The field of expertise follows from the old agent’s class, subclass and skills. A Paranormal Detective knows something about hauntings, an Alchemist about tinctures, a Soldier about positions and ammunition. The answer is as true as they know it: beforehand, the game master quietly tells the player what their old agent might know about the question, and the player puts it into words. If the old agent is wrong, they are honestly wrong.

The Dice. The +2 dice apply to a single test by one member of the cell. The game master may require the test to be made in the same scene, while the phone is still warm. The skill must be one that the old agent has at 4 or higher. The upper limit of +3 bonus dice per test (Core Rulebook, Chapter II) still applies.

The Requisition. A call to an old agent can open a door that would otherwise remain closed to the cell. It works like a point of trust, with the same limits: at most one rank level beyond the rank of the one requesting, and never an artefact (Core Rulebook, Chapter X).

The Silence. If the old agent had insight into the work of the Council, the same applies on the phone as everywhere else: what they learned there, they do not share, unless the game master permits it (Chapter VII). This applies to the player just as much as to their character. Some of the best calls consist of one question and a long pause.

EXAMPLE: A CALL IN THE NIGHT

The new cell is standing in a cellar passage in Leipzig. On the wall at the end of the passage something is growing that looks like mould and breathes.

Dohle, a Scientist Cadet, calls Pegel. Pegel was a Biochemist in the old cell, is now a retired Veteran and has Academic Knowledge 5.

Pegel’s player sets his own Cadet aside. The game master whispers to him that Pegel once saw something like this in a cellar in Brno.

Pegel, half asleep: “Don’t touch it. No water, no light. And look for the spot where it started, not where it stops.”

The cell chooses the answer as its help. The +2 dice on Academic Knowledge, which Dohle could put to good use afterwards, are no longer available in this mission.

Who Speaks for the Shadow Officer

On the second path, the old Shadow Officer is the handler of the new cell. The game master plays the handler. Both are true at once, and there is no contradiction.

On duty, the game master speaks for them: in the briefing, when clearing a requisition, on matters of trust, in the aftermath. The game master plays the role of the handler, as the Core Rulebook requires, and gives it the face of the old Shadow Officer. The game master knows

the old Shadow Officer. So does the whole group. Everyone knows how they take their coffee and which word they never use.

On the phone, once per mission, their player speaks. Then they are not the handler but the person they used to be. If the cell calls them this way, it is not an official call but a call to someone who might know. In this conversation the player may give no orders and grant no clearances, because that is the handler's job, and the game master plays the handler.

Before the first session, the game master should ask the player what their Shadow Officer is like as a handler. What they would never say to their Cadets. What they always tell them before they head out. How they react when someone disobeys an order. The answers are guidance for the game master, not rules. The decisions are the game master's.

The First Session with Fresh Cadets

The first session of the new generation is a transition. The players know the world, but not their characters. The following order has proven itself.

- **The End of the Old Cell.** A short scene with the old agents, played out or narrated. The Shadow Officer's promotion, a last evening in the canteen, a grave. Each player says one sentence about what becomes of their old agent.
- **Creation.** The players create Cadets following Chapter III of the Core Rulebook. Each rolls or chooses on the table "How the Cadet Stood Out" and names the old agent who spotted the Cadet. This may be someone other than their own.
- **The Knock.** Anyone who wishes can play out the recruitment. It is often at its best when one player recruits another player's Cadet, in the voice of their old agent.
- **The Question to the Left.** The Core Rulebook asks: "What connects you to the agent on your left?" With fresh Cadets, the answer is often: nothing, until today.
- **The First Briefing.** The handler, played by the game master, hands over the first file. The Core Rulebook says that White Files often serve to train Cadets. A White File is a good start. A Grey File that feels like a White one is a better one.

The whole session should be light. The players know what is coming, and their characters do not. This gap is the appeal of the second generation.

The Old Agents in the File

The old Shadow Officer is not the only character of the first generation whom the cell encounters. The others turn up where O.D.I.N. keeps people: in the files.

- **As a Signature.** Beneath an old report stands a codename the players know. The Cadets do not.
- **As a Note.** A new file contains the sentence "Cf. case from 2019, cell then under Kranich", and the page it refers to is redacted.
- **As an Open Case.** The old cell left something unfinished. Now it lies on the new cell's table.
- **As a Contact.** If an old agent goes into retirement at the change of generations, they become a contact of the new cell (Chapter VII). They answer questions and open doors, following the rules for contacts, and they ask how the handler is doing.
- **As a Codename.** A Cadet carries a codename in succession, Salz-2 after Salz, as a legacy (Chapter VII). Others in the Hold recognise the name before they recognise the Cadet.
- **As a Name on a List.** Under "Losses" on the old cell's cell sheet. The new Cadets will never see this list. The players wrote it.

Advice for the Game Master

The players know more than their characters. That has always been so, but now the gap is wider. A player whose old agent was a Shadow Officer may have seen what insight into the work of the Council reveals. The game master should not fear this but use it. A player who knows more than their Cadet plays that Cadet differently. Often better.

The world has moved on. Time passes between the old cell and the new one, weeks or years. The game master may take whatever they need: a new Hold, a new quartermaster, a canteen where people talk about the old cell, and get it wrong.

The old agents are no rescue. The voice on the phone helps once per mission, with exactly one thing. It does not pull anyone out of a burning house. The new cell must make its own mistakes, and the handler must watch.

The handler is a person. The old Shadow Officer has their own worries, their own superiors and their own interest in their cell surviving. They know the world into which they send their Cadets. The game master may

show what it costs them, without giving away what they know.

No going back. The temptation to play the old agents just once more is great. One evening, one file, one last mission. That is allowed, as an exception. If it becomes the rule, the second path was the wrong one, and the group should return to the first.

Losing

"The list never gets shorter. You only learn to keep it with a steady hand."
Kranich, Shadow Officer, Tactical Branch

When a Cadet Dies

In the Core Rulebook (Chapter VII), the death of a member of the cell is a harrowing event. The game master decides how much strain it costs: 1 to 3 points, depending on how close the dead character was to the survivor, how they died and whether the survivor could have prevented it.

For the Shadow Officer on the first path, this rule applies as it does to everyone in the cell. The game master should not soften it because the Shadow Officer is experienced. They chose the Cadets, trained them and sent them into the field. A value of 3 is more the rule than the exception for them.

If a protégé dies, it hits their mentor just as hard, even if the protégé was not in the cell. The game master can treat it like the death of a member of the cell.

On the second path, the old Shadow Officer is a non-player character. They suffer no strain under the rules. But the game master should show that they feel it: a phone call that lasts longer than necessary, a briefing they begin with one sentence too many.

When a Cadet Leaves the Service

Not every loss is a death. The Core Rulebook provides for withdrawal from active service after the third trauma. The character becomes a non-player character. Chapter VII of this book adds retirement and disappearance.

A Cadet who has left the service is not gone. They live on, somewhere, with what they have seen. The Shadow Officer can visit them or leave them in peace. Either is a story.

Farewell Scenes

A farewell should get a scene, not an entry. The branches have their own customs, and the class books describe them. Chapter VII brings them together ("Farewells of the Branches").

On top of that comes what the cell itself does. Some cells clear out the locker together. Some go to the pub the dead agent always wanted to go to. Some say nothing and drive to the next file the following morning. The Shadow Officer decides what their cell does, or decides that everyone decides for themselves. That, too, is leadership.

A farewell scene needs no test. But it is a good opportunity for the drive: anyone who makes a difficult decision in keeping with their drive reduces their strain by 1, once per mission (Core Rulebook, Chapter VII).

What the Shadow Officer Keeps

Service equipment, crystals, helmets, silver and artefacts go back. Anyone who keeps any of them is considered a renegade (Core Rulebook, Chapter X). What a Shadow Officer keeps of a dead Cadet is therefore small, private and of no value to O.D.I.N. The table has no game values.

D6	What the Shadow Officer Keeps
1	**A Voice Message.** On their private phone, twelve seconds long, about nothing important. They have never deleted it. They do not listen to it. They only know that it is there.
2	**A Slip of Paper.** A shopping list, a sketch, a telephone number in the dead agent's handwriting. It sits in their wallet behind their service ID.
3	**A Debt.** The dead agent promised someone something and never got round to it. The Shadow Officer keeps the promise without saying why.
4	**A Person.** The dead agent's anchor, who believes the dead agent worked for an insurance company. Once a year the Shadow Officer sends a card, under a name that is not their own.
5	**A Habit.** The dead agent checked their weapon twice, or knocked on every door before opening it. Since their death, the Shadow Officer does it too.
6	**Nothing.** There was nothing that could have been kept. The locker was empty, the legends are buried. They keep the codename and sometimes say it when nobody is listening.

The Cell Sheet

The cell sheet records what a cell is: who belongs to it, whom it trusts, what it has open and whom it has lost. It belongs to the whole group. The game master keeps track of trust on it openly, as the Core Rulebook

requires. The players keep the rest, usually the one whose character leads the cell.

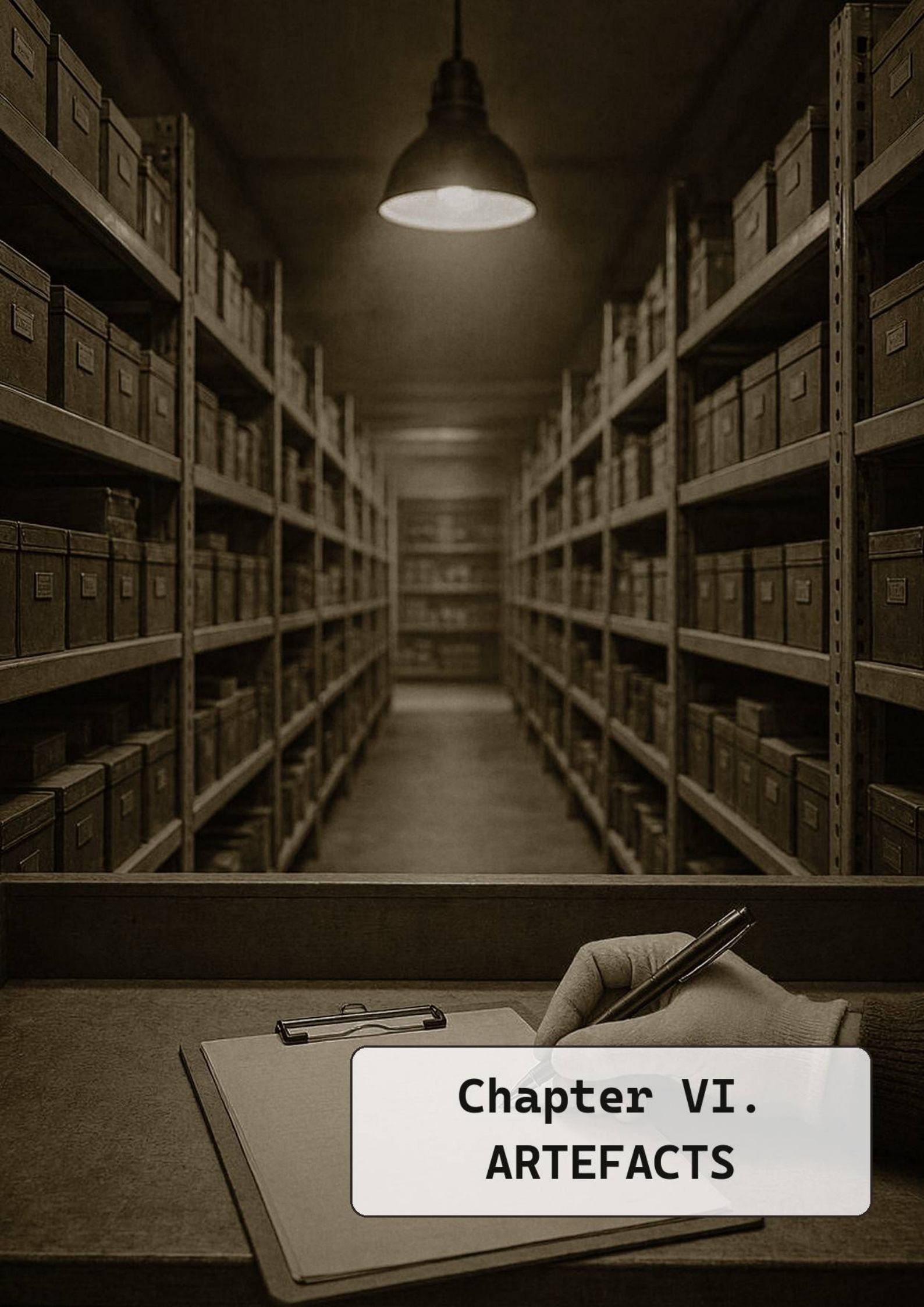
The printable sheet is in the appendix. Its fields are listed here.

Field	What Goes In
Cell name	A number, a word from the first file or the codename of the one who leads it. The players choose. Cells that last longer often get a second name in the Hold, one they did not choose themselves.
Hold	The cell's base, with its number, such as Hold-3. The number is no secret. The location does not appear on the sheet.
Handler	Their codename and one sentence about them. On the second path, this is the old Shadow Officer. The game master plays the role.
Members	For each member, codename, class and subclass, rank and accumulated XP. XP determines rank, which is why it is recorded here and not only on the character sheet.
Protégés	The protégé's codename, the codename of their mentor, class, rank and XP. At most one protégé per mentor.
Trust	A value from 0 to 5; new cells start at 2. Next to it, space for the reasons it last rose or fell.
Open cases	What the cell has not closed: cases, questions, names. An Investigator's open cases are on their own sheet and appear here only with their question.
The cell's contacts	Contacts that belong to the whole cell, with name, field and level. These include agents who have left the service and gone into retirement (Chapter VII). Contacts of individual characters go on those characters' sheets.
Losses	Codename, class, rank, date and one word: fallen, left the service, missing. As with the Hammer's silver, the fallen get a cross and those who left the service a stroke.
Chronicle	Each mission in one line: case, file colour, date, one sentence. When the cell changes generation, the chronicle does not start afresh. It gets a line drawn across the page, and it continues below.

A cell sheet kept for long enough tells a story that none of those involved knows in full. The chronicle says what happened. The losses say what it cost. Trust says what the handler thinks of it. And the open cases say that it is not over.

"I have three cell sheets in my cupboard. Two of them I started myself. One, someone else finished for me."

Wacholder, Shadow Officer, Investigation Branch



Chapter VI.
ARTEFACTS

Requisitioning Artefacts

"The archive lends nothing. It entrusts you with something, and it remembers to whom."
Senkblei, Veteran, Investigation Branch

With the rank of Veteran, a door opens that was locked until then: access to artefacts. The Core Rulebook says: "Veterans are allowed to carry some of them on missions. Most do so only when they have no choice."

This chapter describes how an agent obtains an artefact, what they sign for it and what happens if it does not come back. It summarises what is set out in the Core Rulebook (Chapter X), in the class books and in the procedural rules of the Game Master's Book. It introduces no new rules.

Which artefacts exist is set out in the class books and in the Game Master's Book. This chapter names none. What lies in the archive, an agent learns when the game master shows them, and usually only when they need it.

What an Artefact Is

Artefacts are objects with supernatural effects: things from rifts, alien technology, relics from legends, hauntings in metal and glass. O.D.I.N. collects them and stores them in archives. Artefacts are always service equipment. They are not bought but requisitioned, and after the mission they go back.

Two things distinguish an artefact from any other object: the price and the danger.

The Price

Almost every artefact has a **price**, which falls due with every use, immediately. This may be strain, damage or one of the values from the class books: a Psion's Resonance, a Thaumaturge's Whisper, a Soldier's Echo, an Agent's Fade, a Scientist's Contamination, an Investigator's Suspicion.

Whoever uses the artefact pays, regardless of their class. If the user lacks the value, they suffer 1 strain instead. Increased values last until the end of the mission, unless the artefact states otherwise.

No artefact is an ordinary object with a bonus. Anyone who requisitions one also requisitions its price.

The Danger

Every artefact has a **danger** of one to five skulls. It indicates how strictly the artefact is kept and who receives it. The danger of a piece is stated on the form before the agent signs.

Using

The rule "Using Artefacts" is found in the Core Rulebook, Chapter X. In brief:

- An artefact works as described for it. Unless stated otherwise, using it costs one action, and the effect lasts for one scene.
- If an artefact has a danger of three or more skulls, the game master rolls a D6 after it is used. If the result is equal to or lower than the danger minus 2, the artefact does something that is not in its description.
- A character can carry at most as many artefacts at the same time as their WIL. Anyone who carries more suffers 1 strain every scene.

The third rule is the one that comes up most often in the archive. A Veteran with WIL 3 carries three pieces. The fourth costs them 1 strain in every scene, and nobody at the issue desk will stop them from trying anyway. They will only be asked whether they are sure.

The Procedure

"Signing is easy. Bringing it back is the real test."
Issue desk, Archive-2

Who Grants Clearance

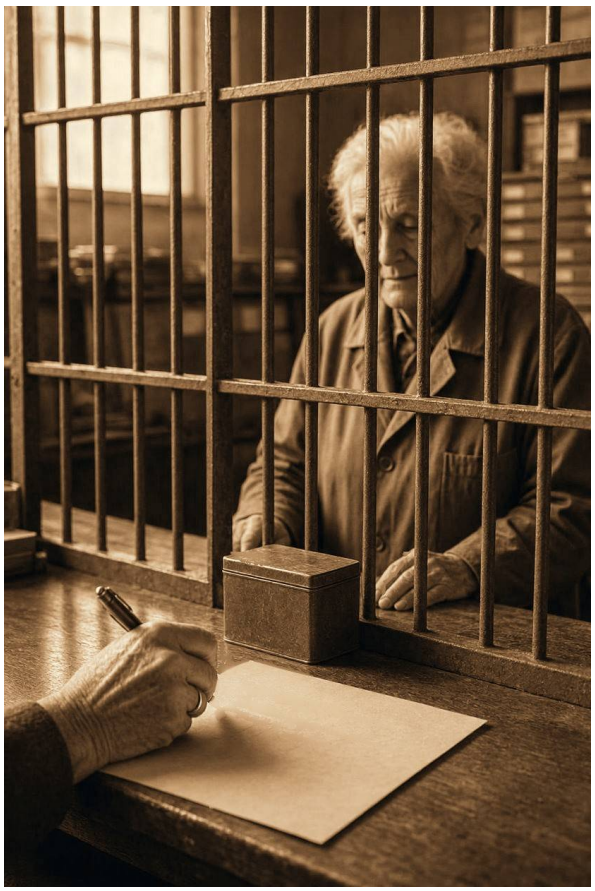
Artefacts belong to the availability "Unique, artefacts" and are open from the rank of Veteran, depending on their danger (Core Rulebook, Chapter X). The danger determines what the Veteran needs for them.

The rank of the signatory counts. An artefact is issued to the person who signs. They must be at least a Veteran. A Cadet, an Agent or a Senior Agent in the same cell receives none, even if the Veteran is standing right beside them.

The Shadow Officer has no level of their own. They requisition artefacts like a Veteran, by the same skulls. Their rank opens other doors, not those of the archive.

Danger	What It Means	Who Gets It	What That Means in the Procedure
💀	Strange, but harmless, as long as you know the rules.	Veteran	Form and signature.
💀💀	Useful and temperamental. The price is noticeable.	Veteran, with justification	Form, signature and a written justification of why the mission needs the piece.
💀💀💀	Powerful. The price is high, and it falls due.	Veteran, with branch authorisation	The request goes to the branch. Who grants authorisation there is for the branch itself to settle.
💀💀💀💀	Dangerous to everyone nearby.	Only with a Black File	No request from the cell gets it out. The cell must be holding a Black File, and it is not the cell that decides when a file turns black.
💀💀💀💀💀	Is not issued.	Nobody	There is no form.

The waiting time is at the game master's discretion. Where O.D.I.N. has little presence, every requisition takes a day longer. In some regions, there is only what the cell has brought with it. An artefact held in a distant archive does not arrive overnight.



The Issue Desk

Artefacts are requisitioned from an archive, for one mission, with a signature. The Core Rulebook (Chapter I) describes archives as secured stores for artefacts and crystals: access only with clearance, leaving only after a search.

The piece the agent is carrying on leaving is recorded on their form. They may not have anything else on them.

From the moment of signing, the piece is their piece. They carry it, they pay the price when they use it, and they bring it back. If they hand it to another member of the cell in the field, it remains their signature. Whoever uses it pays the price. Whoever signed bears the responsibility.

Trust Does Not Raise Anything to an Artefact

The handler's trust allows the cell one requisition per mission per point beyond the rank of the one requesting. The Core Rulebook states explicitly: at most one rank level, and never an artefact.

Anyone who is not a Veteran therefore gets no artefact, not even with trust 5. The same applies to any rule that works like a point of trust, such as the voice on the phone from Chapter V. The way into the archive leads only through rank.

EXAMPLE: TWO REQUESTS

Senkblei's cell has trust 3 and a Grey File in a cellar labyrinth. Otter, an Agent, wants an artefact that lets him see in the dark. The cell offers a point of trust.

The game master refuses, as the handler and without dice: trust does not raise a requisition to an artefact. Instead, Otter receives a night vision attachment for his telescopic sight (Arsenal, Chapter XI). It is very rare and thus one rank level above what an Agent is entitled to. For this the cell uses one of its three points of trust for this mission. Its trust stays at 3.

Senkblei is a Veteran. She requests a piece with two skulls and writes the justification herself, one sentence long. The game master approves. The piece is held in an archive two days away. The cell waits.

Return

After the mission, artefacts go back, and the archive checks whether they are still the same. The check is thorough. It sometimes takes longer than the mission.

Punctuality counts. An artefact that comes back late lowers the cell's trust by 1 (Core Rulebook, Chapter X). Conversely, trust rises by 1 if the cell has returned all service equipment and handed in all samples.

Loss

Service equipment gets lost; that is normal. Artefacts are the exception. A lost artefact becomes a Black File (Core Rulebook, Chapter X).

That does not mean the cell receives this file. A Black File means that the Council has taken over the case, and whoever holds a Black File usually does not learn why. The cell that lost the piece may never learn what became of it. Or it learns in a way it would not have chosen. The game master decides.

Everything should still go into the report: where, when, under what circumstances. A report that spares the handler trouble with the Council is the only thing the cell can still do at that moment.

Keeping

"Anyone who keeps service equipment, a crystal or an artefact is considered a renegade." So says the Core Rulebook. How quickly O.D.I.N. notices is for the game master to decide, and the Game Master's Book gives them a procedure for it.

If O.D.I.N. finds nothing, the agent has something no one knows they have. What comes of it, the game master narrates.

The suspension hits the agent. The loss of trust hits the whole cell. Anyone who keeps an artefact is therefore not deciding only for themselves.

The Branches

The rules of the Core Rulebook apply to everyone. For the pieces from their own holdings, the branches add their own conditions. The class books name them.

The Choir. The artefacts of the Psionic Core are held in the archive and are issued only for specific missions, to Veterans and with the signature of a Shadow Officer (Psion class book, Chapter VI). For a Psion, a Shadow Officer in the cell is therefore more than a superior: they are the second signature. Helmets are not artefacts. The Choir issues them according to its own rules.

The Collegium. The Thaumaturge requisitions the Collegium's artefacts from the workshop master. They are issued only from the title of Archivist upwards, the title of the fourth circle, which corresponds to the rank of Veteran. They go out only for one mission and only with an entry in the Crystal Ledger, even if they contain no crystal (Thaumaturge class book, Chapter VI). The title of Archivist is a title of the Collegium, not a post in an archive. Crystals are not artefacts. The Collegium issues them according to its own rules.

The Hammer. The Tactical Branch owns few artefacts and is reluctant to lend them. It issues them from the rank of Veteran, which within the branch means to non-commissioned officers and above, and always for one mission only (Soldier class book, Chapter VI). **Silver is not an artefact.** It is awarded at roll call, never requisitioned and never bought with XP, and no Soldier carries more pieces than their rank allows, at most 8 as a Shadow Officer (Soldier class book, Chapter V). Silver therefore does not count against the number of artefacts a Soldier may carry. A lost piece costs 2 trust (Core Rulebook, Chapter X) and is never replaced.

The other branches. The Shadows issue their artefacts only to Veterans and above, and only for one mission (Agent class book, Chapter VI). With the Lab Coats, anyone requesting an artefact first writes a protocol stating how they intend to bring it back (Scientist class book, Chapter VI). Prototypes are not artefacts. With the Trackers, every issue requires a signature in the Registry (Investigator class book, Chapter VI).

Before You Sign

The rules say who gets an artefact. They do not say whether you should have one. Older agents usually give Veterans going to the archive for the first time the same advice.

- **Read the price first.** The effect is what you want. The price is what you get. Anyone who cannot pay the price should not need the effect.
- **Mind your WIL.** Every piece above your own WIL costs strain in every scene. Three good pieces are better than four, one of which slowly eats you up.
- **Do not carry it alone.** Anyone carrying an artefact should tell the cell what it costs. If someone else has to use it in the field, they pay the price, and they should know which one.
- **Plan the return.** A mission rarely ends where it began. Anyone who takes a piece from a distant archive must also bring it back there, on time.
- **From three skulls, expect surprises.** A piece's description is what it usually does. Not what it always does.
- **Not out of curiosity.** An artefact is a last resort. Why is not written on any form.

In the Archive

"They don't ask what you plan to do with it. They ask when you last slept. That's worse."
Unknown Shadow Officer

An issue does not have to be ticked off. Anyone who wishes can play it out as a short scene before the mission. The two tables provide a person and a question for it. Neither has game values.

D6	Who Staffs the Issue Desk in the Archive
1	**An old man with reading glasses.** He has been in the archive longer than any piece he issues, or so he claims. He talks to the boxes before he opens them. He talks less to the agents.
2	**A young woman with a clipboard.** She is new, she is thorough, and she reads every justification twice. She asks if a word is missing. She will not stay new for long.
3	**A former Soldier.** He has only one hand left and does not need a second. He recognises every Veteran by their gait and tells them so, too.
4	**Two who never speak at the same time.** One reads aloud, one takes notes. They have a rule that neither of them touches a piece alone, and they keep to it, even when nobody is watching.
5	**Someone from the branch.** For this issue, a representative has travelled in from the branch that owns the piece. They say nothing. They watch the signing and then nod.
6	**Nobody.** A hatch in the wall, a bell, a form that already bears the agent's name. The piece comes through the hatch. The signature goes back.

D6	What the Form Asks
1	**The purpose in one sentence.** Not two. The issue desk strikes out the second.
2	**Whom to notify.** And beneath it, in small print: "In case the piece comes back without the recipient."
3	**When you last slept.** Hours, not nights. Whoever lies, lies in writing.
4	**How you intend to bring it back.** Route, container, time of day. Anyone who writes "as issued" gets the form back.
5	**Whether you have carried it before.** And if so: what you dreamt the night after.
6	**Nothing.** The last line has no question, only space. Most leave it blank. The issue desk says the older Veterans write something in it.

FROM THE FILES

O.D.I.N. / ARCHIVE-2 / ISSUE LOG

Case: GA-4471. Status: Reclassified from GREY to RED.

Piece: A2-0913. Danger: 💀💀💀💀💀. Storage: lead box, compartment 14.

Recipient: SENKBLEI, rank Veteran, Investigation Branch. WIL 4. Already issued: 1 piece (A2-0288).

Recipient's justification: "Without the piece, the cellar stays shut. Maybe with it too, but then I'll know."

Countersigned: handler, Hold-3.

Issued: 14 March, 06:10. Search on leaving: nothing found.

Return due: 17 March, 18:00. Returned: 17 March, 23:40.

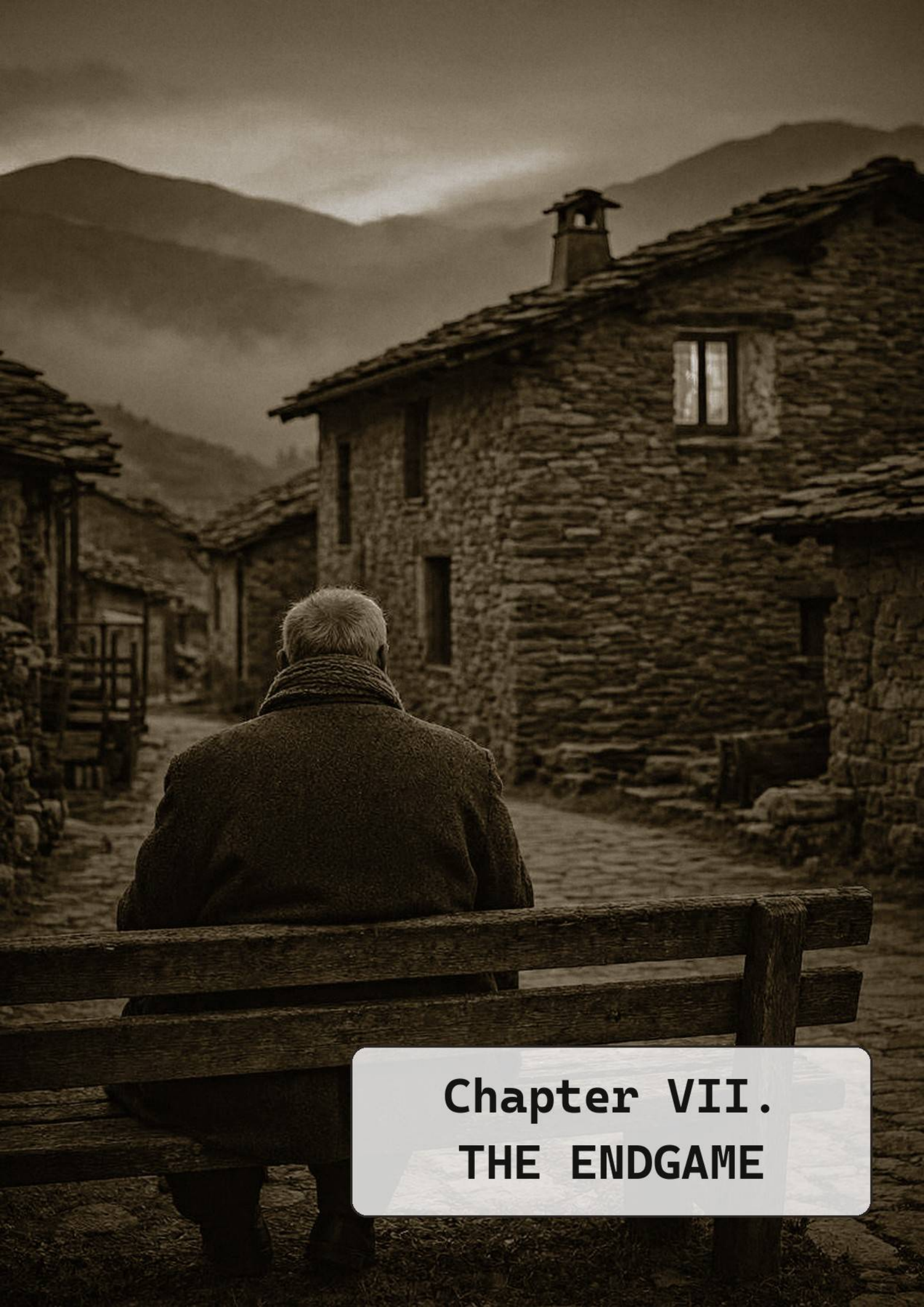
Inspection on return: piece unchanged. Weight, temperature and smell as at issue.

Issue desk note: The recipient asked for the date twice on return.

Remark: Delay reported to the handler.

The delay costs Senkblei's cell 1 trust. The piece is unchanged. Whether the recipient is too, the archive

does not check. That is what the psychologist in the Hold is for, and the psychologist records everything.



Chapter VII.
THE ENDGAME

"An agent's file is read in full three times: when they are promoted, when they disappear and when they die. You hope it stays at the first."
Ginster, Shadow Officer, Operations Branch

Sooner or later, every career ends. At O.D.I.N., it rarely ends with a celebration. An agent falls in a cellar, breaks under what they have seen, goes into retirement or is simply no longer there one morning. The Core Rulebook knows two of these paths: death, and withdrawal after the third trauma. This chapter adds the other two and governs what remains when someone leaves.

First, though, it covers two things that await at the end of a long career: Black Files and insight into the work of the Council. Every agent knows both from the grapevine. They only understand either when it concerns them personally, and sometimes not even then.

This chapter is written for players. It describes what an agent experiences, not what lies behind it. What a Black File contains and what a Shadow Officer sees at the Council is up to the game master and the Game Master's Book. This book does not reveal it, not even between the lines.

Way Out of the Service	From Rank	What Becomes of the Character	Rule
Death	any	They are dead. The cell bears the loss.	Core Rulebook, Chapters VI and VII
Withdrawal	any	After the third trauma, a non-player character.	Core Rulebook, Chapter VII
Retirement	Veteran	A contact of the cell, level 2 or 3.	this chapter
Disappearance	any	A Black File. The game master decides everything else.	this chapter

Each of these paths is followed by a handover with a legacy. The last section of the chapter governs it.

Black Files

"With a Red File, you know what you're dying for. With a Black one, you only know that someone knows."
Holunder, Veteran, Investigation Branch

Every Cadet learns the four colours at their first briefing. Every cell soon knows White, Grey and Red from its own experience. Most know Black only from hearsay, until the first time. Anyone who stays in the service long enough is almost certain to experience that first time. Many Veterans have more Black Files behind them than they are allowed to admit.

What a Black File Is

The Core Rulebook says: "Officially non-existent. The Council itself has taken over the matter. Whoever holds a Black File in their hand usually does not learn why." No regulation an agent is permitted to read says more.

A Black File is neither a reward nor a punishment. It is not a rank and does not require one. Cadets end up in one just as Veterans do, usually because they were in the right place at the wrong time. A file can begin black, or it turns black in the middle of a mission. Files are reclassified more often than agents would like, and at the top the ladder ends at Black.

What changes for the cell is scattered across the existing rules. The following table summarises it. It adds nothing.

What	With a Black File	Where It Is Found
XP	Base value 7, plus the usual bonuses for the objective achieved, the personal bonus and each thread found.	Core Rulebook, Chapter III
Allowance	None. The pay table only has an allowance for Red Files.	Core Rulebook, Chapter X
Expenses	As much as necessary. Every receipt ends up with the Audit.	Core Rulebook, Chapter X
Restricted zones	Only entered with a Black File.	Core Rulebook, Chapter I
Artefacts	The archive issues pieces with 💀💀💀💀💀 only for a Black File.	Core Rulebook, Chapter X; Chapter VI of this book
Losses	A lost artefact becomes a Black File. So does a missing agent.	Core Rulebook, Chapter X; this chapter
Insight	A Shadow Officer who was involved then gains insight into the work of the Council.	this chapter

In the Hold, they say the missing allowance is the most honest thing in the whole pay table. O.D.I.N. pays for a Red File. A Black one it simply takes.

What You Learn Beforehand

The briefing for a Black File is short. The cover is black, the folder thin. It states what the cell is to do, where and by when. What is missing is the why.

- **What the cell learns:** the assignment, the location, a time frame and a limit, that is, what it may not touch, may not open or may not take with it. Sometimes a name that explains nothing.
- **What it does not learn:** who opened the file, what happened before, whether other cells are working on the same case and what happens to whatever it finds.
- **What it may ask:** anything. Answers are rare. A handler who says "I don't know" is usually not lying.

If a running file is reclassified, the cell often learns of it only from a phone call, a sentence over the radio or a new cover on the same folder. Sometimes all that remains is a note like the one in the after-action review of Walpurgis (Core Rulebook, Prologue): "The cell is to cease further investigations." Whether the cell complies is its own business. What it costs, the game master decides.

At the table, the game master does not have to explain anything. The players may speculate, argue and be wrong. The mistrust belongs to the file as much as the black cover does.

D6	How a Black File Begins
1	A Grey File turns black in the middle of a mission. A phone call, three sentences, then the same work under a different cover.
2	At the briefing, a sealed folder lies on the table. The handler breaks the seal in front of the cell and reads it for the first time themselves.
3	The assignment leads into a restricted zone. Anyone who has to go in there needs Black, so it is Black.
4	An artefact has not returned to the archive. The cell is to find it and ask no questions about what it does.
5	Another cell stops responding, or someone from the cell's own ranks does. The file bears a codename and nothing else.
6	The cell found something on an ordinary file. The next morning, its own file is black, and the assignment reads: carry on.

What Happens Afterwards

A Black File does not end with the mission. It ends with a silence, and that lasts longer than any mission.

- **The debriefing.** It takes place as after every mission, but not always in the cell's own Hold and not always with the handler alone. Sometimes someone sits in who does not introduce themselves and writes nothing down. The cell writes its report as usual. What becomes of the report, it never learns. At the end, everyone signs a secrecy undertaking.
- **The silence.** A Black File is not discussed with anyone who was not there: not in the canteen, not with partners, not with other cells. Therapy with the Hold's psychologist remains permitted (Core Rulebook, Chapter X). The psychologist records everything, and that is why they ask what the agent feels, not what the agent saw.
- **The casualty list.** Anyone who falls on a Black File appears on no list that another cell ever gets to see. In the Hold it is called an "operational accident", in the branch "remained in service". Anyone who asks where gets no answer. The rituals of the branches take place all the same. The silver gets its cross, the helmet its vigil, even if no one can say what for.
- **The cover story.** The family is given a death that fits their life: a car accident, a plane crash, heart failure in a hotel. The Legend Office of the Operations Branch writes the death certificate, the police report and letters of condolence from colleagues who never existed. Sometimes the coffin is heavy, because something has to be inside it.
- **The experience.** In the aftermath, the game master awards XP as after every mission. Strain is reduced as the Core Rulebook provides. For the player, the XP are the only part of a Black File they receive in writing.

FROM THE FILES

O.D.I.N. / SECRECY UNDERTAKING ON CONCLUSION OF A CASE

Colour: Black. File reference: none.

The undersigned confirms that they will not speak about the case with anyone who is not among those involved. A list of those involved will not be issued to them.

The undersigned further confirms that they possess no records of the case. Records they later find in their possession do not belong to them.

Losses: recorded separately.

Signature: codename, date. No copy remains with the undersigned.

"You don't talk about it. You don't drink about it either. Sometimes you just sit in the canteen a bit longer, the two of you, and nobody says why."
Eibe, Senior Agent, Tactical Branch

Insight into the Work of the Council

"They ask me what I saw. I say: a table, a chair and a file. That's the truth. It's just not all of it."
Mistel, Shadow Officer, Arcane Branch

The Core Rulebook promises the Shadow Officer two things: a cell of their own and insight into the work of the Council. Chapter V covers the cell of their own. About the insight, the Core Rulebook says only: "Agents who reach the rank of Shadow Officer learn more. Exactly what, they remain silent about."

This book does the same. It rules that the insight happens, when it happens and what form it takes. **The game master decides the content**, with the Game Master's Book, for their campaign and for this one agent.

RULE: INSIGHT AND SILENCE

On promotion to Shadow Officer, the agent receives insight into the work of the Council once. After that, they receive it again after every Black File in which they took part.

The insight always takes the same form: an invitation, a place without a name, a conversation, a file, a silence.

What the Shadow Officer sees is decided by the game master with the Game Master's Book.

Silence: What a Shadow Officer learns during the insight, they do not share with the cell unless the game master allows it.

If they break the silence, the game master decides the consequences, for example to trust or through loss of access.

The Form

Every insight has the same five parts. They are the only thing Shadow Officers talk about among themselves, and even that only reluctantly. The following description is the outside. It is the same for all campaigns.

The invitation. It comes without warning, rarely through official channels and never with a reason. It names a time, sometimes a meeting point, never a destination. Whoever accepts it tells no one. Whether it can be declined, as far as anyone knows, no one has yet tried.

The place without a name. The way there is arranged so that the agent could not find it again. A car, a journey whose length they estimate and later can no longer place, a door. Behind it, a room with no sign and no windows. It is not their Hold, and even in their memory the place gets no name. Whether it is the same room next time, they cannot be sure.

The conversation. Someone is waiting in the room, or only a telephone on the table. The conversation is polite and short. Questions are asked, and some are answered. Who speaks with the Shadow Officer, whether it is the same person next time and how much they are allowed to say is decided by the game master.

The file. At the end, a file lies on the table. One file, not the archive. The agent reads it there, in the time they are given. They do not take it with them and copy nothing down. Which file it is, the game master decides.

The silence. The way back is like the way there, only quieter. The next morning, the agent is back with their cell. The cell notices that they were gone. Perhaps it also

notices that they know something. The silence begins here, and it does not end.

D6	How the Invitation Arrives
1	In the agent's pigeonhole at the Hold lies an envelope with no sender. Inside, a date, a time and the name of a railway station.
2	The handler hands over a train ticket and says they do not know where it leads. They do not ask, either.
3	A call over a codename channel. Someone says the agent's codename and a time, and hangs up.
4	After the mission, a car that does not belong to the cell is waiting outside the relay. The driver gets out and holds the rear door open.
5	The report on the last file comes back. One sentence in it is underlined in pencil, and below it is a date.
6	In the canteen, someone from another branch whom the agent knows only by sight sits down next to them. When they get up, a napkin with a time on it is left behind.

At the Table

- **The content stays with the game master.** They decide it before the scene and note it down, so that the next insight follows on from it.
- **The scene belongs to the player alone.** The game master can play the insight with the Shadow Officer's player in private: during a break, before or after the session, in another room. The other players know that the scene is taking place. That is part of it.
- **Little can be enough.** An insight does not have to be a great revelation. Sometimes it is a single detail that only makes sense months later. How much an insight shows is decided by the game master for their campaign.
- **The player plays the silence.** They may evade, wave the question off, lie. If they want to reveal something, they ask the game master first. If the game master allows it, it is not a breach.
- **A breach has consequences.** Which ones, the game master decides. The handler's trust can drop (Core Rulebook, Chapter X), and the next insight may not come. Both happen quietly.
- **A title is not an insight.** A Shadow Officer bears the title that belongs to this rank in their branch, such as Seal Keeper in the Collegium or Officer in the Hammer. That does not mean they know what other holders of the same title know. What those holders show them is decided by the game master.

"The first time, I wanted to know where I was. The second time, I wanted to know why I was allowed back. The third time, I stopped asking."
Unknown Shadow Officer

Retirement

"The hardest thing about retirement is the phone. It doesn't ring. And then it rings."
Pegel, retired Veteran, Science Branch

The Core Rulebook says: "Officially, any member can leave O.D.I.N. In fact, hardly any agent knows someone who has done so." The class books nevertheless tell of those who have left: of an instructor who lives in a house on the dyke and advises the branch by telephone, of an infiltrator in a care home who passes on tricks that are in no book, of an old saboteur who still repairs clocks at over ninety. So they do exist. One just has to live long enough to become one of them.

```
RULE: RETIREMENT
From the rank of Veteran, an agent can retire
during any downtime. The player decides this.
The agent leaves the cell as a player
character and becomes a contact of the cell:
at level 2 as a Veteran, at level 3 as a
Shadow Officer.
Anyone who asks them for help rolls CHA +
Contacts as with any contact (Core Rulebook,
Chapter X).
The player takes over the agent's protégé or
creates a new character (see "Legacy and
Handover").
```

Before the rank of Veteran, the "Retirement" rule does not apply. Officially, any member can leave O.D.I.N. (Core Rulebook, Chapter I), but a player character who wants to stop earlier has only the other ways out, and none of them is easy. A Veteran, on the other hand, has seen enough to be allowed to go, and learned enough to still be useful afterwards.

The Last Day

A retirement is a farewell like any other and deserves a scene. What the agent hands back is governed by the existing rules:

- **Service equipment** goes back as after every mission. Anyone who keeps something counts as a renegade, even in retirement (Core Rulebook, Chapter X).

- **Legends** are buried or, with the Legend Office's consent, handed over to another agent (Agent class book, Chapters IV and V).
- **Prototypes** go back to the Institute. They are not dismantled; the branch's custom forbids it (Scientist class book, Chapter V).
- **Silver** goes to the armoury. The quartermaster puts a line next to the name, not a cross (Soldier class book, Chapter V).
- **The crystal** goes back to the Crystal Master, and the return is recorded in the Crystal Ledger (Thaumaturge class book, Chapters II and V).
- **Open cases** are put down by the Investigator. The game master can pass them to another Investigator under the rule "The Handover", as on the death of an Investigator (Investigator class book, Chapter V). In the branch they say: whoever puts a file in the cabinet has stopped.
- **The gift** of a Psion does not retire. A Psion can resign from the service, but not from their abilities (Psion class book, Chapter II). What that means for their helmet and their observation, the game master decides.

The Old Agent as a Contact

A retired agent is a contact like any other, except that they know how O.D.I.N. works. A level 2 contact obtains something that is not entirely legal, or opens a door. A level 3 contact risks something for the cell, hides it, lies for it. Favours apply as in the Core Rulebook, in both directions.

In addition there is a rule that is already in the Core Rulebook (Chapter III): a contact of level 2 or higher is a **teacher** for every skill they have at 3 or higher. An old agent is therefore often the best instructor a cell can get. They are just not always willing to be one.

The game master plays them the way they play any contact. Their former player may tell the game master how the old agent sounds, what they drink and what they do not talk about. How old agents carry on as the voice on the phone when a Shadow Officer leads a cell of their own is covered in Chapter V.

D6	What a Retired Agent Does	Why the Cell Calls Them
1	They train others. Twice a month they stand in a training hall they never wanted to enter again.	They know every Cadet of the latest intake and every mistake those Cadets will make.
2	They advise by telephone on difficult missions, smoking as they do. They never ask how it turned out.	They have been in every situation before, and they say honestly when they have not.
3	They repair things: clocks, boats, locks. Now and then someone from the Hold brings them something that did not come from a shop.	They open what is locked and close what wants to stay open.
4	They write a book under a name that is not a name. It is used in training, and no one knows who wrote it.	They have written down everything they know. Almost everything.
5	They live in the house of their best legend, in its town, under its name. The neighbours notice no difference.	They know everyone there, and everyone knows the person they pretend to be.
6	They do nothing. Every morning they sit on the same bench and watch people. Sometimes they get up and follow one of them for a while.	They see who moves around their town and who does not belong there.

What People Say

Where agents go when they go is told differently in every Hold. The Core Rulebook knows two rumours: a village in the Alps where former agents lead a quiet life, and clinics where they no longer lead anything at all. Both are believed in equal measure. Among Thaumaturges there is a third: a house in the Pyrenees where former Thaumaturges keep silent together (Thaumaturge class book, Chapter V).

This book neither confirms nor refutes any of these rumours. Whether there is anything to any of them, the game master decides. They are not needed for an agent's retirement. The agent can live wherever they like. They just know that someone knows where.

Disappearance

"Whoever disappears gets a death. Everyone."
Saying in the Operations Branch

Some agents do not die and do not retire. One day they are simply no longer there. The flat is tidy, or the light is

still on. The legend has missed an appointment. The phone rings into nothing. The Core Rulebook has known these cases since its first page: “Status: missing, not dead.”

```
RULE: DISAPPEARANCE
An agent of any rank can disappear. The player
decides this, or it arises in play when an
agent does not return from a mission and no
one knows whether they are dead.
With the disappearance, a Black File is
opened.
Whether and how the agent returns is decided
by the game master. Until then, they are a
game master character.
The player takes over the agent’s protégé or
creates a new character (see “Legacy and
Handover”).
```

Disappearance is the most unsettled way out of the service. For the player, it is an offer to the game master, not a claim to a return. Whoever lets their agent disappear lets go of them. Perhaps the agent turns up again in a later file. Perhaps never.

For the cell, the disappearance is a gap. The Black File it creates belongs to the Council. Whether the cell ever gets its hands on it is decided by the game master. If the cell gets the file and a Shadow Officer is involved in it, the rule “Insight and Silence” applies to them.

In the world, the same happens as with every disappearance:

- **The family** is given a death. The Legend Office writes it, as convincingly as any other. If the agent comes back, they are dead to their family. That, too, is a story.
- **The silver** of a missing Soldier goes back to the armoury if it is found. Next to their name there is then neither a cross nor a line. The quartermaster says the wearer “did not come back”. They say nothing more.
- **The rituals** of the branches wait. A Helmet Vigil is held for the dead, not for the missing. When a missing person becomes a dead one, no one decides out loud.

Disappearance is not defection. A disappeared agent is missing. Anyone who takes service equipment, a crystal or an artefact with them, on the other hand, counts as a renegade, and O.D.I.N. hunts renegades with a persistence that unsettles even seasoned agents (Core Rulebook, Chapters I and X). Whether someone who has disappeared is the one or the other, the cell often does not know for a long time.

Death

“If you fall, make it count.”
The Seven Commandments, seventh commandment

Characters die at O.D.I.N. The rules for this are in the Core Rulebook, and this book changes nothing about them.

Dying

At 0 HP, an agent is incapacitated and dying. At the end of each round, they lose a further HP. If they reach a negative value equal to their CON, they die. An INT + Medicine test against Doable (2) stabilises them (Core Rulebook, Chapter VI).

Few powers and nodes bring back the dead, and only if it happens quickly, for example the Retrieval Impulse within one minute (Core Rulebook, Chapter VIII) or the Last Transfusion within the same scene (Scientist class book, Chapter VII). After that, dead is dead.

The death of a member of the cell costs the others 1 to 3 strain at the game master’s discretion (Core Rulebook, Chapter VII). Anyone who serves long enough has paid this price more than once. Veterans say it does not get easier. You just know sooner when it is coming.

Withdrawal After the Third Trauma

Anyone who suffers a third simultaneous trauma withdraws from active service. The character becomes a non-player character (Core Rulebook, Chapter VII). A withdrawal is not a retirement. The “Retirement” rule does not apply to it, not even for a Veteran. What becomes of the agent is decided by the game master.

A withdrawal deserves the same care as a death. The agent lives, but no longer comes to the briefing. The cell visits them, or it does not, and either says something about the cell.

Farewells of the Branches

The Game Master’s Book advises giving every farewell a scene. The branches have their own customs for this. Each custom is described in a class book and applies where it comes from.

Class	What Happens When Someone Goes	Where It Is Found
Agent	Their legends are buried in the Legend Office, all on the same evening. Those who knew them say the legends' names aloud once.	Agent class book, Chapters IV and V
Scientist	Their prototypes are given a place in one of the two display cases in the entrance hall of the Institute, no one dismantles them, and their samples go to the cold store.	Scientist class book, Chapters IV and V
Soldier	Their silver goes to the armoury. The quartermaster puts a cross next to their name, and when the piece is awarded again, their name is read out with the others at roll call.	Soldier class book, Chapter V
Psion	Their helmet lies on the table in the common room for one night during the Helmet Vigil, on its side, a candle beside it, until the Forge collects it in the morning.	Psion class book, Chapter V
Thaumaturge	Their spellbook goes to the Collegium according to the statutes, and their stone goes back to the Crystal Master, who records the return in the Crystal Ledger.	Thaumaturge class book, Chapters II and V
Investigator	Their open cases are taken over by another Investigator under the rule "The Handover", with half of the threads, rounded up.	Investigator class book, Chapter V

The customs do not exclude one another. A dead Psion from a mixed cell gets their Helmet Vigil, and the Soldier of the same cell may stand beside it, hand on the helmet, because they would do it no differently at roll call.

D6	What Remains of Them in the Hold
1	A mug in the canteen that no one drinks from any more. It is washed and put back on the shelf, in the same spot.
2	A locker with their codename that no one clears out. The key hangs on the board, and everyone knows whose it is.
3	A margin note in a training manual, in their handwriting. Cadets copy it without knowing who wrote it.
4	A rule of the cell: never through the same door twice, never with your back to the window. No one remembers who started it.
5	A bullet hole in the wall of the firing range that is never plastered over. Newcomers ask about it. Those who have been there longer tell the story.
6	A trick that bears their codename. The Cadets use the name like a verb, and at some point no one remembers that it was a person.

Legacy and Handover

"He left me a notebook. Half the pages are blank. I think that was deliberate."
Wermut, Agent, Psionic Core

When an agent goes, their player stays at the table. The player needs a new character, and the world needs a reason why this particular character is joining the cell now. The handover connects the two. It applies to each of the four ways out of the service.

RULE: HANDOVER AND LEGACY

If an agent leaves the service, through death, through withdrawal after the third trauma, through retirement or through disappearance, their player chooses one option:

- They take over the agent's protégé as their new player character, with the protégé's XP.
- They create a new character.

In addition, the old agent leaves a legacy to the new character, one of the following:

- **Skill:** +1 to a skill the old agent had at 4 or higher.
- **Item:** a notebook, a helmet or a cap, a tool. A crystal only with the consent of the Collegium. A piece of ashsilver only for a Soldier as successor and with the consent of the quartermaster.
- **Contact:** a contact of the old agent, one level lower, at least level 1.
- **Codename:** the codename as a series, for example Salz-2.

The handover is a scene. It is played, not ticked off.

What the Rule Means in Detail

- **The protégé** is the non-player character that an agent may name from the rank of Senior Agent onwards (Chapter V). The protégé has their own sheet and their own XP. If the player takes them over, the player plays them with exactly those XP and the rank they result in. The protégé was the old agent's future. Now they are the present.

- **A new character** is created according to the Core Rulebook, Chapter III, at the rank of Cadet. They join the cell through the handler, like every new agent. The legacy is then often the first thread between them and the cell: a notebook that someone presses into their hand, a contact who says who sent them.
- **The limits** from the Core Rulebook still apply. No value rises above 6, and at creation no value is above 5.
- **A helmet** remains service equipment. Sometimes a Psion asks to be allowed to wear a dead person's helmet, and sometimes it is permitted (Psion class book, Chapter V).
- **A crystal** changes bearer only with the consent of the Collegium, and the handover is recorded in the Crystal Ledger (Thaumaturge class book, Chapters II and V).
- **A piece of ashsilver** is not handed over but awarded, at roll call. The maximum number of pieces by rank still applies, and each slot can be filled only once (Soldier class book, Chapter V).
- **A contact** now belongs to the new character. The contact knows who the character comes from. Whether the contact likes that is played by the game master.
- **A codename as a series** is the only way to pass on a name while the old bearer may still be alive. No codename is given out twice while its bearer lives (Core Rulebook, Chapter III). With the number it is a new name, and yet the same one. Some branches have had such series for decades.

The Handover as a Scene

A handover rarely lasts longer than five minutes. Even so, it should never be left out. It answers what a table cannot: why the successor receives this inheritance and what they do with it.

- **Where.** A place that belongs to the old agent: the armoury, the back yard of the Legend Office, the sickbed, the bench outside the Hold, the telephone in a phone box. The smaller the place, the better.
- **Who.** The old agent and the successor, and whoever else wants to be there. Often the cell is present. Sometimes it is better if it waits outside.
- **Who plays.** If the old agent is alive, their player plays them one last time. If they are dead or missing, they speak through something they left behind: a letter, a note in their will, a message in a dead drop, a recording on a tape. Their player writes or speaks it. The game master decides how it reaches the successor.
- **What.** The legacy changes hands, visibly. An item is handed over, a contact gets a call, a name is spoken, a skill is shown one last time, a movement, a grip, a sentence to go with it.
- **One sentence.** The old agent says one sentence that the successor keeps. It does not have to be a clever sentence. It just has to be theirs.
- **Afterwards.** The scene ends when the old agent leaves. Where they go is their business. The successor stays, and the game goes on.

EXAMPLE: REIHER GOES, ZEISIG STAYS

Reiher is a Veteran and Stormbreaker, eleven years in the service, Heavy Weapons 5. Eight missions ago he named Zeisig as his protégé, a Soldier fresh out of basic training at the time. Since then Reiher has received 44 XP, Zeisig half that, 22. Zeisig is now an Agent.

After a Black File that no one talks about, Reiher's player announces during downtime: Reiher is retiring. He becomes a contact of the cell, level 2, because he is a Veteran. His player takes over Zeisig with Zeisig's 22 XP.

As the legacy, the player chooses a piece of ashsilver: Reiher's Pauldrons. Zeisig is a Soldier and, as an Agent, carries two pieces; three are allowed, and the slot is free. The quartermaster agrees.

The scene is set in the armoury of Hold-7. The quartermaster brings the Pauldrons. Reiher is the highest-ranking Soldier in the room and reads out the names on the inside, all of them, including those with a cross, and his own last. The quartermaster puts a line next to it and engraves Zeisig's real name beneath, that same evening.

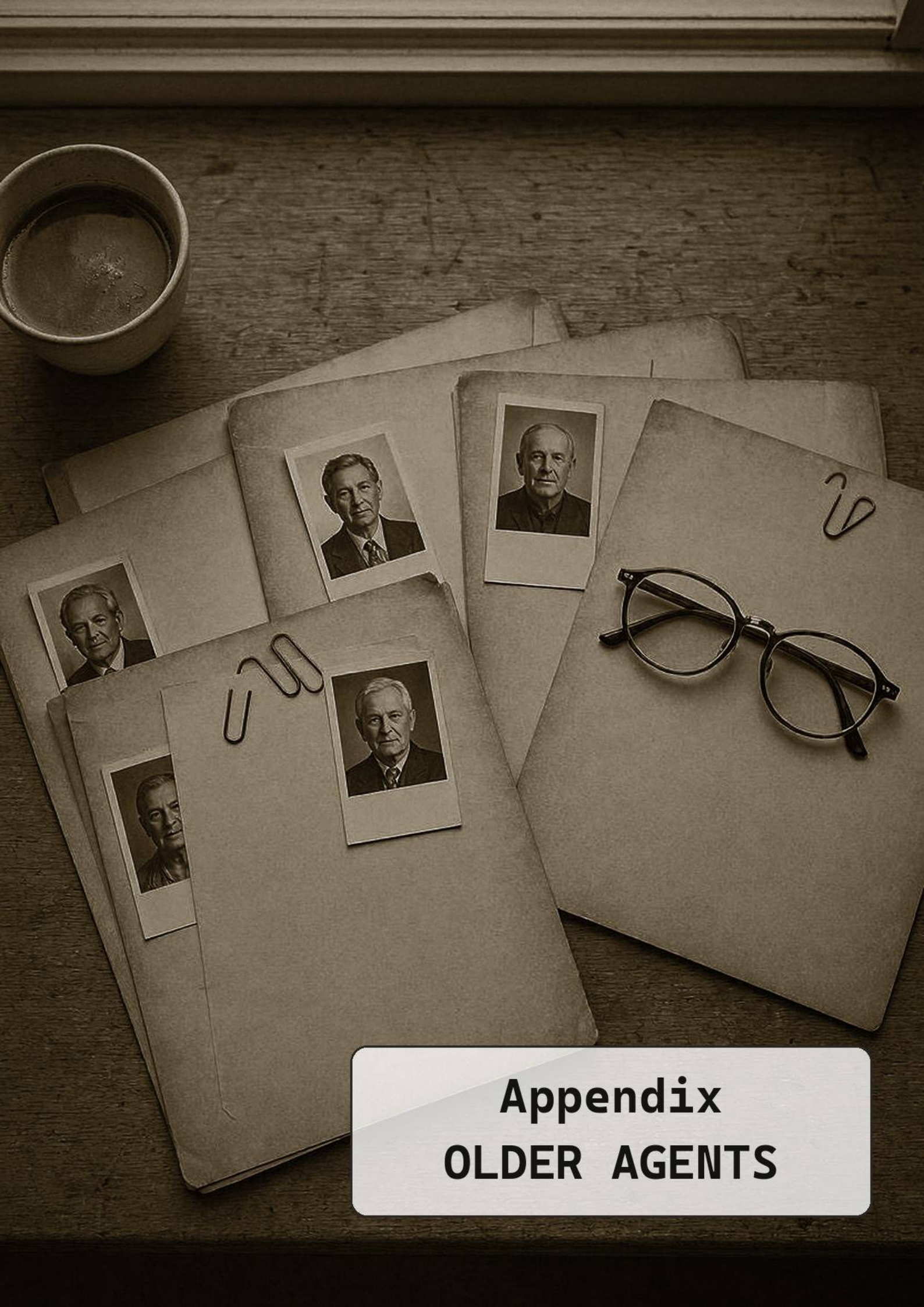
Reiher says only one sentence: "Don't wear them for me. Wear them for whoever comes after you." Then he leaves.

The game master rolls on "What a Retired Agent Does" and gets a 2: Reiher advises by telephone, smoking as he does. Three missions later, Zeisig calls him from an underground car park where something is crawling up the walls. Under the Core Rulebook, Reiher is a teacher for Heavy Weapons. In the next downtime, Zeisig trains with him.

In the End

Most careers at O.D.I.N. do not end in retirement. They end in a cellar, in a sickbed, in a Black File whose cover no one opens again. That is no reason not to play them to the end. An agent who goes leaves behind a gap, a name and sometimes a successor who still says their sentence years later without noticing. The Endgame is not the end of the campaign. It is the moment in which a character becomes part of the cell's history.

"Sooner or later, every one of us is a name on the inside of something. The only question is who reads it out."
Reiher, retired Veteran, Tactical Branch



Appendix
OLDER AGENTS

Older Agents

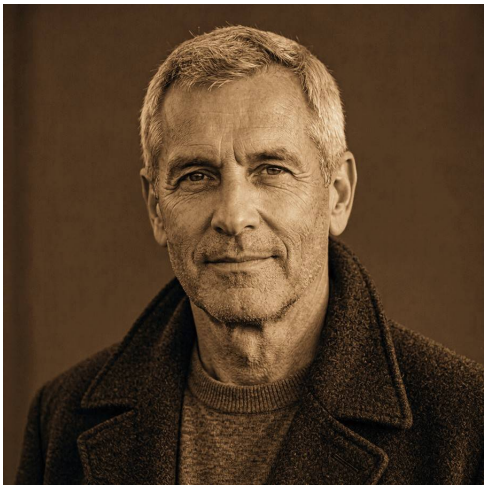
"The young ones ask how you get this old. You stop being the first one through the door. That's all."
Pauke, Veteran, Tactical Branch

The six agents in this appendix have been in the service a long time. They have outlived cells, buried legends and carried silver that others carried before them. Each represents one class and one of the two high ranks: three Veterans, three Shadow Officers. None of them is under 50, and none is as fast as at 30. In exchange, they know when there is no need to run.

The game master can use them in four ways:

- **As a mentor.** Each character is a teacher in the sense of the Core Rulebook (Chapter III) for every skill they have at 3 or higher. A young cell can learn from them what no one teaches in the Hold. All six may name a protégé (Chapter V). The protégé is not in the stat block. The game master creates them when needed.
- **As the voice on the phone.** A group playing with two generations (Chapter V) can take over these characters as its old generation. Each player runs one of them until the changeover and then plays them on the phone. Each character's entry states which skills are at 4 or higher.
- **As a non-player character.** As a contact, as the handler of another cell, as the person who reads out the names at roll call. If one of them retires, they become a level 2 or 3 contact (Chapter VII).
- **As a player character.** For experienced groups who want to start straight away in the high ranks, or for a player filling a gap in an older cell.

How the stats came about. Each character was created as a Cadet according to the Core Rulebook, Chapter III: all attributes at 1 plus 12 points, 25 skill points, the bonuses from main class and subclass, and basic training. After that, they spent exactly 100 or 175 XP, at the costs of the Core Rulebook and the class books. The line "His XP" or "Her XP" lists every expenditure. It adds up exactly. Legends, prototypes, open cases, threads and silver cost no XP. They have grown, at most as far as the rank allows. No value is above 6, no secondary gift above 4.



Lotse

Agent, Negotiator, Shadow Officer.

Aurel Weißkirchen, 64, spent six years as a hostage negotiator for the Vienna police. In the winter of 1993, he spent a whole night talking through the door of a church in Ottakring with a man who was holding two hostages. Towards morning the hostages came out, unharmed. The man was found in the sacristy, dead for three days. Weißkirchen had reached an agreement all the same, and the man had kept to it. Two weeks later, someone in a grey coat rang his doorbell.

He has been in the Operations Branch for thirty-three years. He has worn eleven legends and buried nine of them. Today he wears two, although his rank allows five. He says no more lives fit into a man of his age. As a Shadow Officer, he leads a cell of his own that he never accompanies on missions. More than once he has had insight into the work of the Council. He does not talk about it, not even about whether it surprised him.

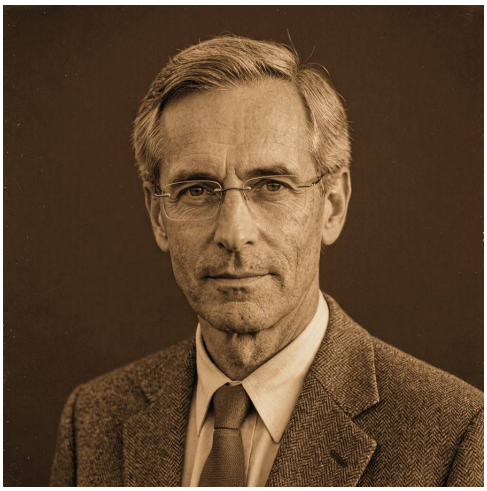
In Play: Lotse speaks quietly and never first. He asks what the other party wants and waits until they come to it themselves. Command Tone turns his Teamwork into help for the whole cell. He rarely uses The Protocol. A conflict that ends without a fight leaves an account open, and he knows who pays it. In a firefight he is useless, and he says so before anyone else does.

At the Table: As the voice on the phone, he has Negotiation 6, Persuasion 6, Insight 5 and Leadership 4, and he knows how the authorities tick in half of Europe. As a mentor, he suits anyone who has to talk where others would shoot. As a non-player character, he is the Shadow Officer who once recruited the players' cell and has been watching it from a distance ever since. As a player character, he suits a group that wants to start with a cell of its own.

Lotse	Negotiator, Shadow Officer (175 XP)
Attributes	STR 1, DEX 2, CON 2, INT 3, WIS 4, WIL 3, CHA 5, MAN 3, COM 2
Skills	Negotiation 6, Persuasion 6, Insight 5, Leadership 4, Deception 3, Etiquette 3, Perception 3, Mental Resistance 3, Contacts 3, Stress Management 3, Dodge 2, Firearms 2, Stealth 1, Performance 1, Toughness 1
Stats	HP 9, Strain Threshold 9, Initiative 2, Defence 2, Fade 3
Abilities	Psychological Intimidation, Conflict Resolution, Teamwork
Class Tree	First Impression, Open Account, Voice of Reason, The Offer, Table of Enemies, Guilt and Atonement, Command Tone, Veil Work, The Protocol. Craft: Cold Stare, Second Nature, Escape Route
Legends	Dr. Felix Harrer, mediator in inheritance disputes in Linz, depth 5. Anton Wiesinger, retired wine merchant in Krems, depth 3, with one contact: his neighbour, who keeps his post for him
Drive	Archetype: The Tired One

Equipment: Agent basic equipment, encrypted communication device, holo-transponder, a notebook in shorthand with the names of all the legends he has buried.

His 175 XP: First Impression 4, Open Account 4, Voice of Reason 6, The Offer 6, Table of Enemies 8, Guilt and Atonement 8, Command Tone 10, Veil Work 10, The Protocol 12, Cold Stare 4, Second Nature 4, Escape Route 4, Negotiation to 5 and 6 for 22, Persuasion to 6 for 12, Insight to 5 for 10, Leadership to 4 for 8, Stress Management to 2 and 3 for 10, Mental Resistance to 3 for 6, Contacts to 3 for 6, Toughness new at 1 for 3, Performance new at 1 for 3, WIL to 3 for 15. Total 175.



Nonius

Scientist, Physicist, Veteran.

Dr. Friedemann Kloss, 58, was a metrologist at a calibration institute in northern Germany. He compared weights whose deviation is measured in millionths of a gram. A platinum reference weight became twelve micrograms lighter every night of the full moon and weighed correctly again in the morning. He wrote a report about it, then a second. The third did not reach his superior. It reached a woman who asked him whether he had ever measured anything that looked back.

That was 2003. Since then he has served in three cells and outlived two of them. At the Institute he is known as the man who checks every number twice and every claim three times. His colleagues call him fussy. His cells call him the reason they are still alive. He has four prototypes and trusts none of them entirely.

In Play: Nonius measures before he believes. He puts Theoretical Analysis to the game master as a precise question, never a vague one. Rift Measurement warns him one round before a rift opens within 100 m. In a fight against Psions and Thaumaturges, Shielding makes him the place to stand. Through Conversion he can use System Adaptation once per scene, although he is not an Engineer. He likes to say: “We don’t know that.” He means it as an assignment.

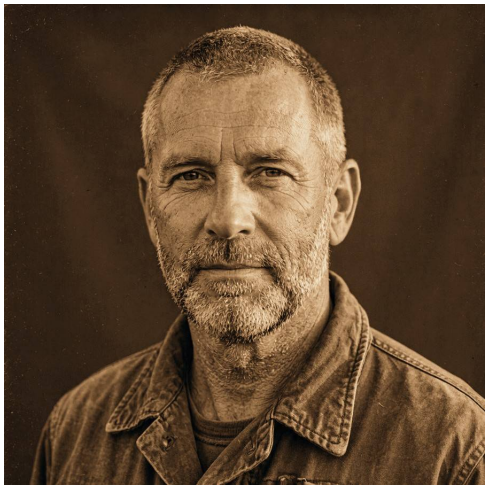
At the Table: On the phone, he has Physics 6, Energy Manipulation 5, Perception 5, and Technology, Academic Knowledge and Engineering at 4. He answers a question from his own field so precisely that it hurts. As a mentor, he suits any Scientist who builds faster than they think. The Institute builds copies of his masterpiece for the cell. As a non-player character, he is the laboratory director who reads requests for prototypes and writes “why?” in the margin. As a player character, he suits a cell whose members have reached the rank of Veteran.

Nonius	Physicist, Veteran (100 XP)
Attributes	STR 1, DEX 3, CON 2, INT 5, WIS 3, WIL 3, CHA 2, MAN 1, COM 4
Skills	Physics 6, Energy Manipulation 5, Perception 5, Technology 4, Academic Knowledge 4, Engineering 4, Dodge 3, Mental Resistance 3, Stress Management 3, Occultism 3, Toughness 2, Firearms 1
Stats	HP 10, Strain Threshold 11, Initiative 3, Defence 2, Armour 1 (No. 1846), Contamination 2

Nonius	Physicist, Veteran (100 XP)
Abilities	Energy Control, Field Calibration, Theoretical Analysis
Class Tree	Measurement Series, Field Disruption, Rift Measurement, Shielding. From the Engineer: Workbench, Conversion
Prototypes	No. 1712, Detector, Maturity 5: a measurement case that indicates psionic and magical activity within 30 m, +2 dice on Perception for it; Masterpiece: the Institute builds copies for the cell (samples: rift air, crystal dust). No. 1846, Protection, Maturity 3: a vest with copper mesh, +1 armour. No. 2140, Tool, Maturity 2: a plumb line that hangs askew near a rift. No. 2279, Tool, Maturity 1: a spirit level of quartz glass, still without a name
Drive	Knowledge Seeker. As archetype: The Sceptic

Equipment: Scientist basic equipment, measuring instruments, portable magnetic field generator, energy crystal, a slide rule he uses when he does not trust the analysis tablet.

His 100 XP: Measurement Series 4, Field Disruption 6, Workbench from the Engineer 4, Rift Measurement 8, Conversion from the Engineer 6, Shielding 10, Physics to 6 for 12, Energy Manipulation to 5 for 10, Perception to 5 for 10, Engineering to 4 for 8, Stress Management to 3 for 6, Mental Resistance to 3 for 6, Occultism to 3 for 6, Toughness to 2 for 4. Total 100.



Pauke

Soldier, Echo-Operative, Veteran.

Jorit Oltmanns, 57, comes from East Frisia and spent ten years as a timpanist in a Bundeswehr military band. At a rehearsal in a garrison church in 1997, the church answered his drum roll, half a beat late, from the ground beneath the altar. Nobody else heard it. That night he went back with a torch and a crowbar. Beneath the flagstones lay a cavity, and in the cavity something was breathing. The cell that arrived towards morning found him sitting in front of it, mallets in hand, keeping time. He had spent three hours playing it to sleep.

After the Silent House he served in five cells. He is a non-commissioned officer and carries seven pieces of silver, three of them for deeds. Only the Barrel Jacket is missing. The eighth slot, he says, he will get as an officer or not at all, and either is fine by him. Two months a year he helps out with training at the Silent House. There he teaches recruits to find a single heartbeat in a room full of noise.

In Play: Pauke is no longer the first at the door. He stands further back and listens. Echo Location and Frequency Finder tell him where something is breathing and where someone is casting. Once per mission, Dead Silence strips everyone within 10 m of psi and magic for three rounds, his own people included, and he announces it beforehand. With seven pieces he is unyielding, and with Echo 3 the silver often answers. He does not talk about it. He only taps two fingers on his breastplate now and then, when it is quiet.

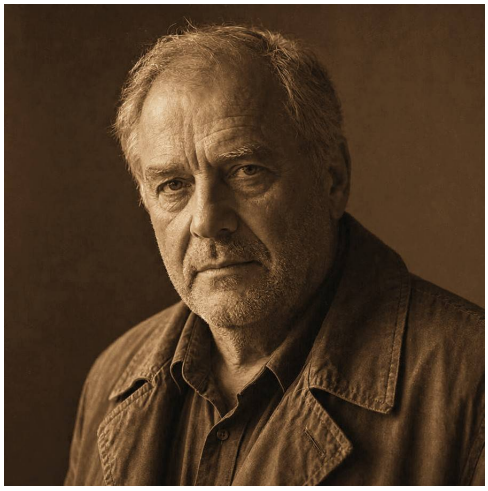
At the Table: On the phone, he has Firearms 6, Perception 5, and Dodge, Tactics and Toughness at 4. Anyone who describes a sound to him gets an answer. As a mentor, he suits any Soldier and anyone who has to learn to wait. As a non-player character, he is the non-commissioned officer who reads out the names at roll call, all of them, including those marked with a cross. As a player character, he suits a cell that needs a Veteran who no longer has to prove he is one.

Pauke	Echo-Operative, Veteran (100 XP)
Attributes	STR 3, DEX 5, CON 3, INT 2, WIS 3, WIL 3, CHA 1, MAN 1, COM 3
Skills	Firearms 6, Perception 5, Dodge 4, Tactics 4, Toughness 4, Acrobatics 3, Athletics 3, Stealth 3, Mental Resistance 3, Stress Management 3, Technology 2, Melee 1
Stats	HP 13, Strain Threshold 10, Initiative 5, Defence 3, Armour 3 (combat suit), Echo 3
Abilities	Deconstructive Bass, Frequency Overlay, Echo Location
Arsenal	Silent Steps, Frequency Finder, Resonance Shot, Dead Silence. Basic training: Fire Discipline, Position Change, Field Medic, Iron Nerves, Command Voice

Pauke	Echo-Operative, Veteran (100 XP)
Silver	Knife No. 61 (Escort Blade), Visor No. 298 (Clear Sight), Pauldrons No. 144 (Vigil Piece), Greaves No. 175 (Standing Greaves), plus for deeds: Breastplate No. 187 (Silent Plate, "Did not shoot"), Vambrace No. 212 (Catch Vambrace, "Held the corridor"), Gauntlet No. 239 (Grip of the Last, "Carried the last one"). Recognisable, unyielding
Drive	Archetype: The Protector

Equipment: Soldier basic equipment, resonance pistol, infrasound generator, sound-absorbing boots, salt sachets, a pair of felt timpani mallets in his leg holster, where others carry a second knife.

His 100 XP: Silent Steps 4, Frequency Finder 4, Resonance Shot 6, Dead Silence 8, Fire Discipline 4, Position Change 4, Field Medic 6, Iron Nerves 6, Command Voice 8, Firearms to 6 for 12, Perception to 5 for 10, Tactics to 4 for 8, Toughness to 4 for 8, Mental Resistance to 3 for 6, Stress Management to 3 for 6. Total 100.



Mesner

Investigator, Paranormal Detective, Shadow Officer.

Ansgar Rehbein, 66, was a Detective Chief Inspector with the Cologne murder squad. In 1995 he stood in a cellar in Mülheim over a dead man, and the dead man told him where the knife was. Rehbein found it there. In his report he wrote that he had had a hunch. On the next case he asked again, and again he got an answer. The third time, an Investigator was waiting for him beside the hearse.

He has been with the Investigation Branch for thirty-one years. He has closed more files than he cares to count and carries four open cases. Since his promotion he has led a cell of his own, yet he still goes out, less often than before and never without salt in his coat pocket. More than once he has had insight into the work of the Council. What he saw is in none of his files.

In Play: Mesner enters a room and stops. Cold Spot tells him whether something was here. Read the Crime Scene gives him times and smells that nobody else notices. Once per mission, he uses The Other Witness to question whatever has stayed behind at a crime scene, and he works out the three questions beforehand, on paper. Word of Banishment holds a creature from a rift at bay for one round, with a look and a sentence. With Suspicion 3 he sees patterns, and every time he adds that he does not know whether they are real.

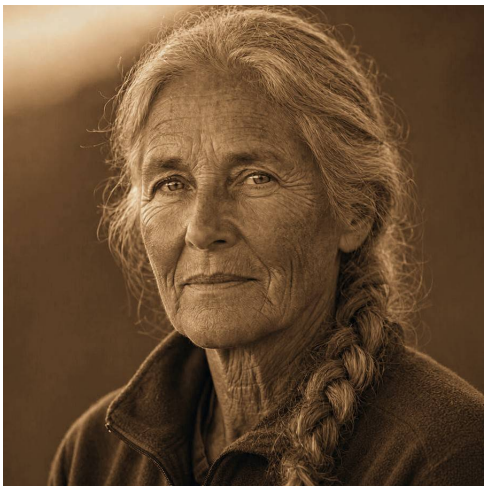
At the Table: On the phone, he has Investigation 6, Perception 6, Occultism 6, Insight 5, Mental Resistance 5 and Stress Management 4. He is the voice that asks whether anyone has looked in the cellar yet. As a mentor, he suits any Investigator who believes they see too much. As a non-player character, he is a handler who asks the players the same thing after every mission: "What didn't you write down?" As a player character, he suits a group that builds its campaign around old, unsolved cases.

Mesner	Paranormal Detective, Shadow Officer (175 XP)
Attributes	STR 1, DEX 2, CON 2, INT 4, WIS 5, WIL 4, CHA 2, MAN 1, COM 3
Skills	Investigation 6, Perception 6, Occultism 6, Insight 5, Mental Resistance 5, Stress Management 4, Dodge 3, Firearms 3, Medicine 3, History 3, Toughness 3, Persuasion 2, Leadership 2
Stats	HP 11, Strain Threshold 11, Initiative 2, Defence 2, Armour 2 (protective vest), Suspicion 3
Abilities	Ghost Sight, Occult Recognition, Protective Ritual
Class Tree	Cold Spot, Read the Crime Scene, Salt and Silver, Word of Banishment, The Other Witness. From the Profiler: First Glance. From the Antiquarian: Cursed Things
Open Cases	"Who has been ringing the bell in Monschau since the tower has stood empty?" (4 threads). "What did the man who got up in a Duisburg mortuary in 1998 take with him?" (3 threads). "Why do some of the dead not answer?" (2 threads). "Who calls my sister at night?" (1 thread)

Mesner	Paranormal Detective, Shadow Officer (175 XP)
Pieces of Evidence	Experience (revenants). Ally (an undertaker in Aachen who never asks why a coffin is lighter than expected)
Drive	Archetype: The Guardian

Equipment: Investigator basic equipment, EMF detector, notebook with old rituals, UV lamp, pistol, protective vest, a small bag of salt, a stack of index cards with questions for the dead, most of which he has never asked.

His 175 XP: Cold Spot 4, Read the Crime Scene 6, Salt and Silver 8, Word of Banishment 10, The Other Witness 12, First Glance from the Profiler 6, Cursed Things from the Antiquarian 10, Occultism to 6 for 12, Investigation to 6 for 12, Perception to 6 for 12, Mental Resistance to 4 and 5 for 18, Stress Management to 3 and 4 for 14, Insight to 5 for 10, Toughness to 2 and 3 for 10, History to 3 for 6, Leadership new at 1 for 3 and to 2 for 4, Dodge to 3 for 6, Firearms to 3 for 6, Medicine to 3 for 6. Total 175.



Arnika

Psion, Psychic Healer, Veteran.

Theresa Riedl, 53, was with the mountain rescue in Hallein at nineteen. During an avalanche call-out in the Tennengebirge, she held the hand of a man who had lain under the snow for three hours. His heart started beating again before the emergency doctor arrived. Hers stopped for eleven seconds. A week later a woman from the Choir sat in her mother's kitchen and drank tea until Theresa came home.

She has been with the Choir for thirty-four years. She has worked in infirmaries, in cells, in Silences and at bedsides where nobody else wanted to sit. Today she accompanies young cells, usually those whose Healer has just been put out of action. Her helmet is called "Hütte", after the mountain hut where she spent the night after the rescue. She has never gone into the overload branch. She says she has heard enough.

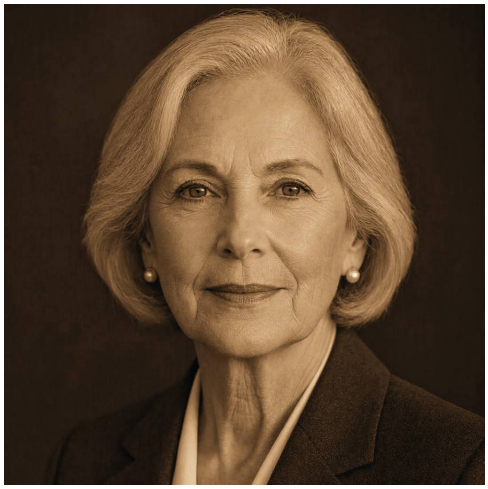
In Play: Arnika heals first and asks later. Deep Healing pulls an ally out of the worst of it with a single touch, each ally at most once per day. Life Bond binds her and up to three others together for one scene, and whoever is hit may spread the damage among the others. Soul Anchor gives everyone within 10 m +2 dice on horror tests. With Share Burden she takes strain from others and carries it herself. She can carry a lot. It shows on her all the same.

At the Table: On the phone, she has Psychic Healing 6, Medicine 5, and Insight, Mental Resistance and Stress Management at 4. She can talk a Cadet through emergency care, step by step, without her voice shaking. As a mentor, she suits any Healer and anyone who carries a trauma around with them. As a non-player character, she is the woman in the infirmary who remembers who comes in and how often. As a player character, she suits a cell that knows it has to spare its Healer.

Arnika	Psychic Healer, Veteran (100 XP)
Attributes	STR 1, DEX 2, CON 2, INT 3, WIS 5, WIL 4, CHA 3, MAN 1, COM 3
Skills	Psychic Healing 6, Medicine 5, Insight 4, Mental Resistance 4, Stress Management 4, Concentration 3, Dodge 3, Perception 3, Toughness 2, Persuasion 2, Psi Combat 1, Telepathy 1
Stats	HP 10, Strain Threshold 13, Initiative 2, Defence 2, PSI points 15
Abilities	Rapid Recovery, Psychic Stabilisation, Healing Aura
Powers	Minor: Pain Suppression, Stabilised Breath, Reverberation, Silent Hour. Moderate: Healing Impulse, Nerve Calm. Major: Life Bond, Deep Healing
Class Tree	Deep Reserve, Stable Wall, Steady Hands, Staunching, Regeneration, Share Burden, Trauma Work, Soul Anchor
Drive	Protector. As archetype: The Guardian

Equipment: Neuro-Helm Mk. III named "Hütte", conditioning pills, reinforced communication device, light protective vest, Healing Crystals, medical diagnostic device, meditation mat, a packet of candles from Prague.

Her 100 XP: Steady Hands 4, Staunching 6, Regeneration 8, Share Burden 6, Trauma Work 8, Soul Anchor 10, Deep Reserve 4, Stable Wall 4, Life Bond 10, Deep Healing 10, Psychic Healing to 6 for 12, Medicine to 5 for 10, Stress Management to 4 for 8. Total 100.



Bürge

Thaumaturge, Invoker, Shadow Officer.

Irmgard Kappeler, 61, was an executor of wills in Lucerne. In 1999, in the estate of a watchmaker, she found a contract in a script nobody could read. She read it anyway, aloud, in the dead man's empty office, because she took it for Romansh. That evening someone was sitting in her meeting room, wanting to collect the deceased's debt. She negotiated for three hours. In the end she stood surety herself. The Crystal Master who came a week later asked, first of all, what for.

She has belonged to the Collegium for twenty-seven years. She is a Seal Keeper and bears the title the way she once held powers of attorney: correctly and without fuss. What the title means beyond the name is for the game master to decide. Once she had insight into the work of the Council. Her Debt Book says nothing about it. Three debts are outstanding. One of them is as old as her codename.

In Play: Bürge rarely summons, and when she does, she has read the contract. What she calls with Divine Summoning fights with the stats of the Great Servant. Watch Pact and The Creditor keep their own stats. Once per mission she calls the Messenger. It costs her 3 strain and a favour that the game master calls in later. With Watch Pact she has a place guarded until morning. The Creditor is her last resort: a being she owes something, which fights for her for three rounds and takes something with it afterwards. Every time, she says beforehand what she is prepared to lose. The cell usually does not listen.

At the Table: On the phone, she has Thaumaturgy 6, Ritualism 6, Occultism 5, and Negotiation, Mental Resistance and Concentration at 4. She reads contracts with things that are not human, and she reads them over the phone as well. As a mentor, she is a teacher of her school: anyone who wants to learn Watch Pact or The Creditor can spend the "Train" action with her (Chapter III). As a non-player character, she is the Seal Keeper whose advice a player Invoker seeks when a debt gets beyond them. As a player character, she suits a group that takes pacts seriously.

Bürge	Invoker, Shadow Officer (175 XP)
Attributes	STR 1, DEX 2, CON 2, INT 4, WIS 5, WIL 4, CHA 4, MAN 1, COM 2
Skills	Thaumaturgy 6, Ritualism 6, Occultism 5, Negotiation 4, Mental Resistance 4, Concentration 4, Academic Knowledge 3, Dodge 2, Perception 2, Etiquette 2, History 2, Toughness 2
Stats	HP 10, Strain Threshold 10, Initiative 2, Defence 2, ME 15
Abilities	Divine Summoning, Protective Prayer, Holy Aura
Spells	Cantrips: Light Flash, Magical Flame, Candle Call, Ink Shadow. Minor Magica: Holy Breath, Circle of Silence. Major Magica: Counterspell, Watch Pact. Grand Major Magica: The Creditor
Seal	Long Invocation, True Name, Pact, Great Servant, The Messenger. Arcana: Crystal Bond, Frugal Hand, Deep Source
Debts	3 outstanding
Drive	Prisoner. As archetype: The Scholar

Equipment: Thaumaturge basic equipment, Clear crystal (registered to her in the Crystal Ledger), summoning book, summoner's relic (a brass pounce pot that belonged to her first teacher), priest's robe, Debt Book, two seal candles.

Her 175 XP: Long Invocation 4, True Name 6, Pact 8, Great Servant 10, The Messenger 12, Crystal Bond 4, Frugal Hand 6, Deep Source 8, Major Magica Counterspell 10, Major Magica Watch Pact 10, Grand Major Magica The Creditor 15, Thaumaturgy to 5 and 6 for 22, Ritualism to 6 for 12, Negotiation to 4 for 8, Mental Resistance to 4 for 8, Concentration to 4 for 8, Toughness to 2 for 4, WIL to 4 for 20. Total 175.

Adjusting Characters

Anyone who needs a character one rank lower strikes items from their XP line until it adds up to 100 or 50 XP. The first things to go are everything the lower rank does not allow: for a Veteran, masteries and level V nodes; for a Senior Agent, also level IV nodes, level III modules for the Soldier, and Grand Major Magica. Legends, prototypes, open cases and silver drop to the maximum of the new rank, as do depth, maturity and threads. Anyone who wants to make one of the three Veterans a Shadow Officer spends 75 more XP. Suggestions for this can be found in Chapter IV under "The Road to Shadow Officer".

The real names are a suggestion. Anyone who takes over a character as a player character may give them a name of their own. The character keeps the codename as long as nobody else in the campaign bears it.

EXAMPLE: PAUKE ON THE PHONE

The new cell is standing in a stairwell in Wilhelmshaven. Behind one of the six flat doors something has been knocking, steadily, for an hour. Nobody knows behind which one.

The cell's Soldier, a Cadet, calls Pauke. Pauke was one player's character at the table before the cell changed generations. That player puts their own Cadet aside and speaks as Pauke.

"Hold the phone to the wall. Not there. Lower down, against the skirting board. And now keep quiet."

The cell chooses the help: +2 dice on the next Perception test, a skill Pauke has at 5. The Soldier rolls and finds the door. It is the only one behind which nothing is knocking.

The Cell Sheet

The sheet belongs to the whole cell. What goes in its fields is set out in Chapter V. The game master keeps track of trust openly, as the Core Rulebook requires. The players keep track of the rest, usually the one whose character leads the cell.

The sheet may be copied for use at one's own table. When a page is full, a second one is added. The first one stays. When the cell changes generations, no new sheet is started: the chronicle gets a line drawn across the page, and it continues below.

The Cell

Field	Entry
Cell name	
Hold	
Handler	
Trust (0 to 5)	
Last rose or fell because	

Members

Codename	Class and subclass	Rank	XP	Protégé

Protégés

Codename	Mentor	Class	Rank	XP

Open Cases

File name	Colour	Status

Cell Contacts

Name	Field	Level	Who knows them

Losses

Codename	Class	Rank	Date	How

Chronicle

Date	Case	Colour	Event

Overview

New Powers and Spells

The eight major powers are available from the rank of Senior Agent, as are the five Major Magica; the five Grand Major Magica are available from the rank of Veteran. The costs are those of the Core Rulebook. For the ten school spells, the "School Spells" rule from Chapter III also applies: first one "Train" action with a teacher of the school, then the XP, and for a Grand Major Magica, additionally only in the archive and with authorisation.

Name	Type	Cost	Subclass or school	Chapter
Inner Interrogation	Major power	6 PSI, Hard (3), 10 XP	Telepath	II
Heavy Grip	Major power	6 PSI, Hard (3), 10 XP	Telekinetic	II
Lived Ahead	Major power	6 PSI, Hard (3), 10 XP	Precognitive	II
Life Bond	Major power	6 PSI, Hard (3), 10 XP	Psychic Healer	II
Deep Healing	Major power	6 PSI, Hard (3), 10 XP	Psychic Healer	II
Frost Grip	Major power	6 PSI, Hard (3), 10 XP	Elementarist	II

Name	Type	Cost	Subclass or school	Chapter
Rock Wall	Major power	6 PSI, Hard (3), 10 XP	Elementarist	II
Silent Fortress	Major power	6 PSI, Hard (3), 10 XP	all Psions	II
Seal Script	Major Magica	5 ME, Hard (3), 10 XP	Thaumaturgist	III
Decomposition	Major Magica	5 ME, Hard (3), 10 XP	Alchemist	III
Doppelganger	Major Magica	5 ME, Hard (3), 10 XP	Illusionist	III
Lockstep	Major Magica	5 ME, Hard (3), 10 XP	Chronomancer	III
Watch Pact	Major Magica	5 ME, Hard (3), 10 XP	Invoker	III
The Great Circle	Grand Major Magica	8 ME, Very Hard (4), 15 XP	Thaumaturgist	III
Red Tincture	Grand Major Magica	8 ME, Very Hard (4), 15 XP	Alchemist	III
Blank Spot	Grand Major Magica	8 ME, Very Hard (4), 15 XP	Illusionist	III
The Lost Week	Grand Major Magica	8 ME, Very Hard (4), 15 XP	Chronomancer	III
The Creditor	Grand Major Magica	8 ME, Very Hard (4), 15 XP	Invoker	III

Major powers do not belong to any subclass; they are tied to their skill (Chapter II). The column names the subclass whose primary gift the power uses. Silent Fortress uses Concentration and works equally well for every Psion. If a power uses a secondary gift, the Psion may learn it; it simply succeeds less often (Core Rulebook, Chapter VIII).

The Ranks

The figures come from the Core Rulebook, Chapter III and Chapter X. All XP ever received are counted, including those already spent.

Rank	XP	Clearance	Pay per month	Allowance per Red File
Cadet	0	Basic equipment, minor and moderate powers, cantrips, Minor Magica	€3,000	€500
Agent	20	Rare equipment	€4,500	€1,000
Senior Agent	50	Major psi powers, Major Magica, very rare equipment	€6,000	€1,500
Veteran	100	Grand Major Magica, access to artefacts	€8,000	€2,500
Shadow Officer	175	Insight into the Work of the Council, a cell of their own	€12,000	€4,000

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

The following table shows what the class books and this book additionally tie to rank. The costs of the class tree nodes are given in brackets. The Soldier has only three levels: I from Cadet (4 XP), II from Senior Agent (6 XP), III from Veteran (8 XP).

Rank	Class tree	Legends, prototypes, open cases	Silver, maximum	Collegium and Tactical Branch	In this book
Cadet	Level I (4 XP)	1, depth, maturity and threads up to 2	2	Apprentice, Recruit	
Agent	Level II (6 XP)	2, up to 3	3	Adept, Soldier	
Senior Agent	Level III (8 XP)	3, up to 4	5	Magister, Squad Leader	Protégé (Chapter V)
Veteran	Level IV (10 XP)	4, up to 5	7	Archivist, Non-commissioned officer	Requisitioning Artefacts (Chapter VI), retirement as a level 2 contact (Chapter VII)
Shadow Officer	Level V, mastery (12 XP)	5, up to 5	8	Seal Keeper, Officer	A cell of their own (Chapter V), Insight into the Work of the Council, retirement as a level 3 contact (Chapter VII)

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