O.D.I.N.

Occult Dynamics Intelligence Network

LONE OPERATIVE

ALONE IN THE FIELD

by David Ger

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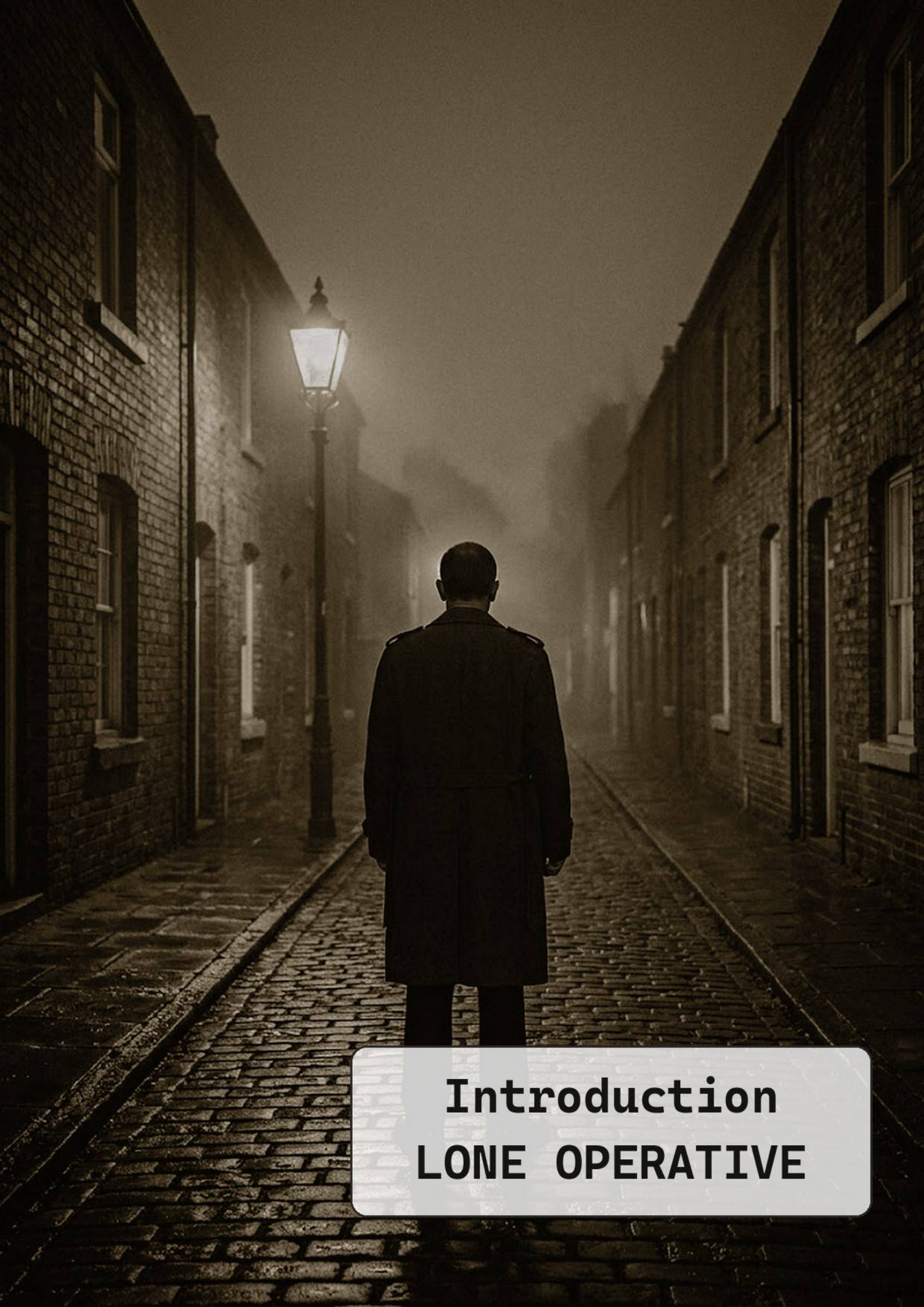


Introduction
LONE OPERATIVE

Alone in the Field

"They send us alone when two would stand out too much. Or when there's nobody left. They never tell us which."
Wiesel, Senior Agent, Operations Branch

A cell has three to six agents, and at the table sits a game master who knows what lies behind the door. This book is for the evenings when nobody is there. It contains rules that let a single player play O.D.I.N. without a game master: with one agent or with a small cell that they run alone.

The book invents no new test. It lets the world answer with the same dice the agents act with. Anyone who knows the Core Rulebook already knows almost everything they need to play.

The book is for everyone. It is aimed at players without a group, at players between two evenings with their cell, at game masters who want to run an agent themselves for once, and at anyone who wants to try out a new agent alone first. Nothing in this book requires knowledge from the Game Master's Book, and nothing gives it away. Whoever plays alone learns as much about O.D.I.N. as their agent learns.

What You Need

- **The Core Rulebook.** All values, tests, costs and procedures come from there. This book names the chapter whenever it takes up a rule.
- **Eight white and eight coloured dice**, as in the Core Rulebook. The coloured dice should be clearly distinguishable from the white ones.
- **A character sheet** with a finished agent. Any agent from the Core Rulebook is suitable, including one of the six ready-made agents from its appendix.
- **The log sheet** from the appendix of this book. It records what happens in a file: pressure, clues, people, open questions.
- **A notebook** and a pen. In it go the scenes, the names and the oracle's answers. An operation alone is half a report that the player writes while playing.

How This Book Works with the Core Rulebook

The Core Rulebook applies unchanged. Tests, combat, horror, strain, XP, ranks, downtime and equipment work alone just as they do in a cell.

Wherever the Core Rulebook says "the game master", one of three others takes on the task here:

- **The player** decides what they can honestly judge: which skill fits, how hard a test is, what horror level a sight calls for. They decide as a fair game master would decide, not as best suits their agent.
- **The oracle** answers what the agent cannot know: whether anyone is in the house, whether the door is locked, whether the witness saw something. Chapter I covers it.
- **A table** supplies what preparation would otherwise supply: people, clues, incidents, what the opponent does in combat, what the handler says on the phone.

Only a few things in this book are new: the oracle, the check at the start and end of each scene, pressure with its pressure track, clues and revelation, combat alone, the player's own handler, the small cell, the aftermath and, as an optional rule, the Second Wind. On top of that come tables. Everything else is in the Core Rulebook.

The player rolls the file itself with the random tables of the Core Rulebook, Chapter XI: assignment, location and operation codename at the start, opponent and twist only in the course of the operation (Chapter II). The book **Random Files** is not needed. Anyone who owns it keeps rolling there if they want more choice. This book names chapter and table at the appropriate points.

One Agent or a Small Cell

A player can also run two or three agents at once. Each agent acts under the normal rules, cooperation included. Oracle, pressure and handler apply to the whole cell. The details are in Chapter II.

To begin with, the book recommends a single agent. One agent plays faster, is easier to keep track of and tells the denser story. The small cell is something for later, once the procedures are second nature.

How to Roll: D6 and D66

The book uses only six-sided dice, like the Core Rulebook.

The **D6** is a single die. The player uses it to roll on short tables with six entries.

The **D66** is a roll with two dice, one coloured and one white. **The coloured die is the tens digit, the white die the units digit.** If the coloured die shows a 3 and the white a 5, the result is 35. This produces the numbers 11 to 66, 36 entries in all. The colours make the order

unambiguous. Anyone who has just made an oracle roll with three white and three coloured dice takes one coloured and one white die from it for a following D66 and rolls them again.

The book needs no other dice.

Why O.D.I.N. Sends an Agent Alone

A cell is the rule. Since the betrayal of 1989, O.D.I.N. has worked in cells, and no handler likes sending an agent out without the others. Still, it happens, more often than the service regulations say.

Sometimes the cell is stuck in another file, and this one cannot wait. Sometimes a file is so white that it does not justify a whole cell, until suddenly it does. Sometimes one stranger stands out in a village, and three strangers stand out even more. Sometimes a witness will only talk to one person, and sometimes the handler wants to see what an agent does when nobody is standing beside them. Chapter II has a table for this.

Alone means: nobody to watch your back. Nobody to object when a plan is bad. Nobody to bandage the wounded. And at the end, a report that only one person writes and nobody can confirm. On the grapevine, agents who are often sent alone are called lone operatives. It is not praise, but it is not a reprimand either. It only means that they came back.

Structure of This Book

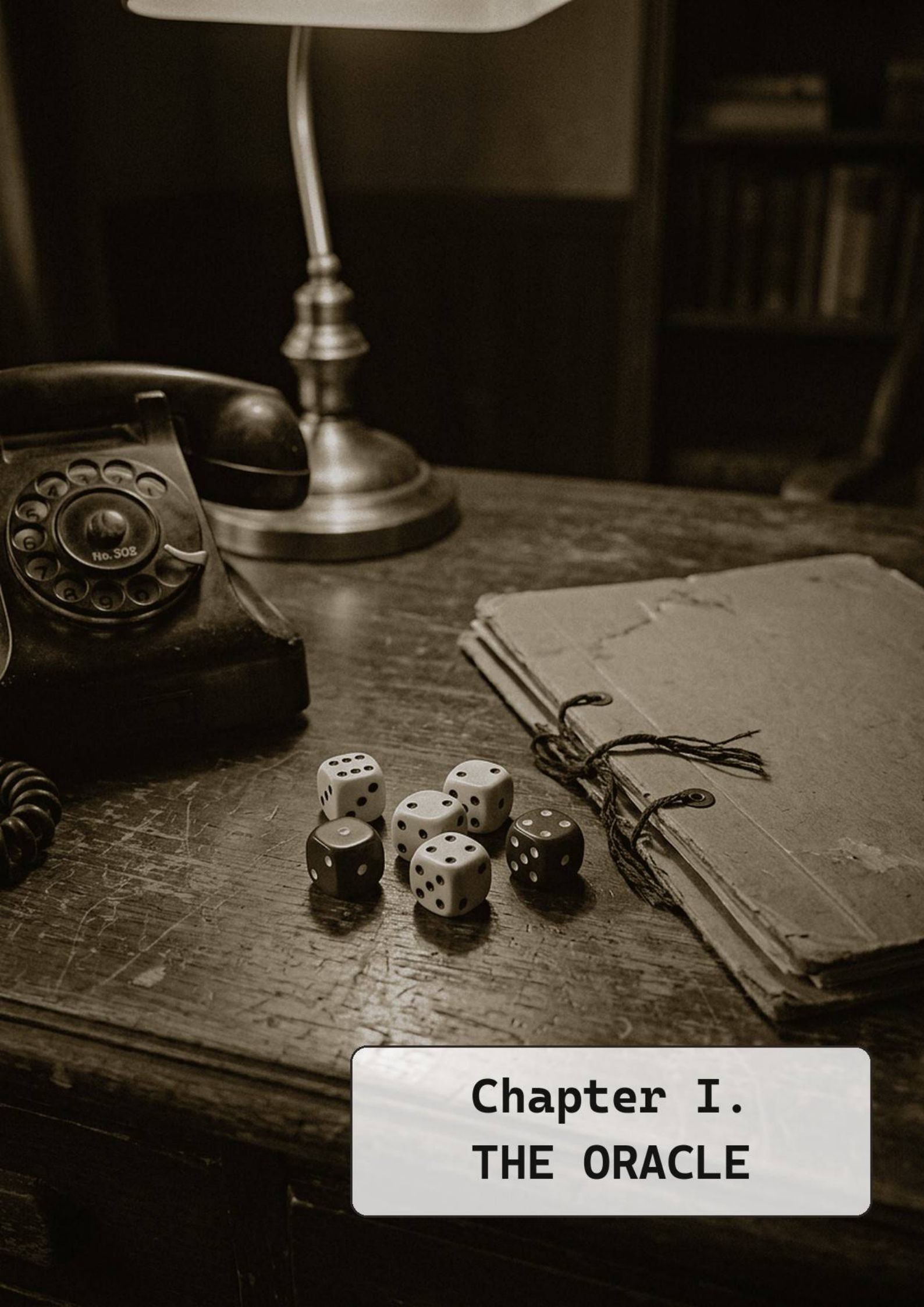
Chapter	Contents
I. The Oracle	Yes-no questions with the oracle roll, the four answers, the incident, good and bad questions
II. The File Alone	Rolling a file, setting and checking scenes, pressure and file colour, clues and revelation, the confrontation, the aftermath, the small cell, the Second Wind
III. People and Handler	Who someone is, what they want and how they stand towards the agent; the player's own handler and what they say on the phone
IV. Combat Alone	How many opponents an agent can handle alone, what the opponent does, down and alone
V. Between Files	Downtime without a game master, what happens during it, a campaign alone
VI. A Solo Operation: Operation Last Trail	A prepared operation, told step by step with Raven, then playable with your own agent
Appendix	All tables, the oracle card on one page, the log sheet and a quick reference

How to Start

1. Take an agent. Your own agent from the Core Rulebook or one of the six ready-made agents from its appendix. A Cadet is well suited to the first operation.

2. Read Chapter I. The oracle is the heart of this book. Once you have understood it, you can play alone. Everything else can be looked up during play.

3. Play Chapter VI. Operation Last Trail leads scene by scene through an operation and shows each rule where it is needed. Chapter VI says when the player looks things up in Chapters II and III. After that, the player rolls their first file of their own with Chapter II.



Chapter I.
THE ORACLE

The Oracle

"Whether I get through the door is up to me. What's waiting behind it isn't. You should never confuse the one with the other."
Klette, Agent, Investigation Branch

At the table, the game master says what lies behind the door, who is sitting in the pub and whether it is raining. Anyone who plays alone has nobody to say it. The oracle answers these questions.

The oracle is not a new test. It is a test that the world rolls. All the other chapters build on it.

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KEY POINT
The agent acts: test.
The world answers: oracle.
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Question and Oracle Roll

The player asks a question that can be answered with yes or no. Then they assess how likely a yes is. **The assessment is the difficulty.**

Then they make the **oracle roll: three white and three coloured dice.** Successes are counted as in any test. A white die is a success on a 5 or 6, a coloured die on a 4, 5 or 6. If the successes reach the difficulty, the answer is Yes.

The oracle roll always has exactly these six dice. It never receives bonus or penalty dice, whatever equipment, ability or situation is in play. It never uses one of the agent's skills, because it is not the agent who rolls, but the world. And it is never rerolled with the Second Wind (Chapter II). There is no margin and no critical success with the oracle. Whether an answer is more than a simple yes is shown by the three coloured dice alone.

The Assessment

The assessment follows what the agent knows and what is usual in the world, not what the player wishes for. A village inn is likely full on a Friday evening. An archive is likely locked at midnight. A witness who has lived in the place for 20 years has likely seen the inside of the old mill at some point.

Assessment	Difficulty	Yes, and	Yes	No	No, and worse
Almost certain	Easy (1)	13 %	84 %	1 %	3 %
Likely	Doable (2)	13 %	67 %	10 %	11 %
Even	Hard (3)	13 %	37 %	38 %	13 %
Unlikely	Very Hard (4)	9 %	11 %	67 %	13 %
Hardly conceivable	Impossible (5)	3 %	1 %	82 %	13 %

Almost certain means: it would be strange if not. **Likely** means: usually so. **Even** means: it could go either way, or the player really does not know. **Unlikely** means: it would be a stroke of luck or a bad sign. **Hardly conceivable** means: only if something is wrong with this place.

Anyone torn between two assessments takes the one closer to Even. Anyone with no idea at all takes Even. If the answer is clear anyway, no question is asked. The Core Rulebook only rolls when failure is interesting. The oracle only asks when both answers are.

The Four Answers

Yes

The successes reach the difficulty. It is as asked, no more and no less.

Example: "Is there a light on in the vicarage?" Likely (2), the roll gives 2 successes. Yes. A lamp is burning in the study, the curtains are drawn.

Yes, and

The answer is Yes, and **all three coloured dice show a success.** It is so, and it is better, more or clearer than asked. The player decides what the "and" consists of. It should be something that changes the scene, not just a detail at the edge.

Example: "Has the night watchman fallen asleep?" Even (3), the roll gives 3 successes, all three coloured dice show 4 or more. Yes, and: he is snoring, and his bunch of keys lies next to the thermos flask on the table.

No

The successes are not enough. It is not so. A No is not a dead end. The player considers what is the case instead, and that is often just as fruitful as a Yes.

Example: “Is the landlord alone in the taproom?” Likely (2), the roll gives 1 success. No. Two men in work jackets sit at the corner table and stop talking when the door opens.

No, and Worse

The roll is a **botch**: it fails, and more dice show a 1 than successes were rolled. As in the Core Rulebook, all six dice count, white and coloured. It is not so, and the situation gets worse. The player immediately rolls on the “Incident” table at the end of this chapter.

Example: “Is the site hut unlocked?” Likely (2), the roll shows 1 success and two 1s. No, and worse. The site hut is locked, and on top of that comes the incident: inside the hut a telephone rings, and somewhere on the site a light comes on.

When the Unlikely Happens

Anyone who reads the table closely notices something striking. At Very Hard (4), almost every second Yes is a “Yes, and”; at Impossible (5), it is two out of three. Anyone who scores four or five successes with six dice has often hit with all three coloured dice. This gives a rule for storytelling:

“When the unlikely happens, it happens properly.”

If the player asks whether the missing witness is sitting, of all places, in the vet’s waiting room, and the oracle says Yes at Unlikely, then he is not just sitting there. Then he has been waiting for the agent, or he has a bag with him that is not his. A rare Yes is an event. The player treats it as one.

The Incident

An incident is something nobody saw coming: a witness who disappears, a patrol, a phone call, a noise in the cellar. It happens in two ways:

- **No, and worse:** Every botch on the oracle roll brings an incident.
- **Two or three white sixes:** If two or three of the white dice show a 6, an incident occurs, **whatever the answer.** This happens on about one oracle roll in fourteen (7.4 %). The answer still stands. A Yes with two white sixes remains a Yes. Something happens in addition.

In very rare cases both come together. Then two incidents occur, one after the other.

For the incident, the player rolls a D66 on the “Incident” table. For this they take one coloured and one white die from the oracle roll and roll them again. The coloured die is the tens digit, the white the units digit. The incident happens now, in this scene or immediately afterwards. The player interprets it so that it fits the file: the patrol becomes the village constable, the phenomenon becomes whatever is driving this file. If an entry does not fit at all, they take the next entry below it that does.

Incidents make the story. Many open questions at the end of a file begin with an incident that was never fully explained (Chapter II).

RULE: THE ORACLE

Question: a question with yes or no, about the world, now.

Assessment: Almost certain, Easy (1). Likely, Doable (2). Even, Hard (3). Unlikely, Very Hard (4). Hardly conceivable, Impossible (5).

Oracle roll: three white and three coloured dice. White on 5 or more, coloured on 4 or more. Never bonus or penalty dice, never skills, never Second Wind.

Yes: The successes reach the difficulty.

Yes, and: Yes, and all three coloured dice show a success. It is so, and better, more or clearer.

No: The successes are not enough.

No, and worse: Botch, that is, failed and more 1s than successes, all six dice count. It is not so, and the situation gets worse: incident.

Incident: If two or three white dice show a 6, an incident occurs, whatever the answer. D66, coloured is the tens digit.

The same question is not asked twice in the same scene. If an answer does not fit, it is reinterpreted, not rerolled.

Good and Bad Questions

The oracle is only as good as the questions put to it. A good question is **concrete**, it concerns **now** and it asks **about the world**, not about the agent.

- "Is the back door open?"
- "Is anyone in the house?"
- "Has the landlady seen the missing woman in the last few days?"
- "Is there snow on the pass?"
- "Is the van still in the yard?"

Each of these questions leads on, whatever the answer. If the back door is open, the agent goes in. If it is locked, they look for another way, or they force it open, and that is a test.

Bad questions come in four kinds.

Questions about the agent's success. "Do I make it over the fence?" is not a question for the oracle. Whether the agent manages something is decided by their values: STR + Athletics against the difficulty the player sets. The oracle may answer whether the fence is high or whether there is barbed wire on top. The agent has to do the climbing themselves.

Questions that reach too far. "Is the mayor the culprit?" sounds like a yes-no question, but it is the question of the whole file. It is not asked before the revelation. Who is behind it is decided by the revelation after the third clue (Chapter II). Until then, the oracle may say whether the mayor is at home this evening, whether he gives an alibi or whether his car is parked at the edge of the woods. What that means is for the player to interpret, and the clues show whether they were right.

Questions without yes or no. "Who was here?" cannot be answered with Yes. The player splits it into questions that can be ("Was it someone from the village?"), or rolls on a table. For people there is the "Who Is It" table in Chapter III.

Double questions. "Is the door open, and is nobody inside?" is two questions. The oracle answers one after the other.

Reinterpret, Don't Reroll

The same question is not asked twice in the same scene. Anyone who dislikes an answer does not roll again, not even in other words. Only once the situation has changed, in a later scene, on the next day, after an incident, may the player ask the same question again.

Sometimes an answer does not fit what has already been established. Then the player reinterprets it instead of rolling again. They ask themselves what would have to be true for both to hold. Usually this produces something better than the answer they expected.

Example: The agent has heard from the housekeeper that the vicar is in town until Sunday. Later they ask: "Is anyone in the vicarage?" Probably not, so Unlikely, Very Hard (4). The oracle says Yes. The player does not reroll, but interprets: either the vicar came back early and nobody is supposed to know, or the housekeeper lied. Or someone else is in the house. All three interpretations are better than a second roll.

An answer that leads the agent into a dead end is also reinterpreted. A No to "Is the archive open?" does not mean the file is over. It means the agent comes back tomorrow morning, finds another way or asks themselves why an archive is closed on a Tuesday afternoon.

Test or Oracle

The line is simple and is in the key point. If the agent does something and the result depends on their ability, it is a **test**. If it is about how the world is, what others do or what they know, it is a question for the **oracle**.

- "Is the door locked?" Oracle. "Can I get it open?" Test, DEX + Security Systems or STR + Athletics.
- "Does the landlord know anything about the missing woman?" Oracle. "Will he tell me?" Test, Persuasion or Intimidation, and the landlord's attitude shifts the difficulty (Chapter III).
- "Is he telling the truth?" An opposed test: the agent's WIS + Insight against the landlord's MAN + Deception, as in the Core Rulebook, Chapter II.
- "Is there a guard at the gate?" Oracle. "Does the guard notice me?" Opposed test, DEX + Stealth against WIS + Perception. A guard is usually a henchman and rolls 2 + 2 (Chapter IV).
- "Is there something in the workshop that doesn't belong there?" Not a question for the oracle. The agent finds a clue with a test (Chapter II).

Often one follows the other. First the player asks what is there. Then the agent rolls for what they make of it.

The oracle never replaces a test that the Core Rulebook requires. Horror tests, attacks, dodging, reducing strain: the agent rolls all of these with their own values. The player sets the difficulty, as honestly as a game master who likes their agents but does not spare them.

EXAMPLE: KLETTE AT THE TOWN HALL

Klette is an Investigator, Journalist, with the rank of Agent. For this example, what counts is MAN 4, Deception 2 and her forged press credentials (+1 die on Deception to gain access). She is alone in Kirchwahlde, a village on the Weser, and wants to see the building file for the old watermill. It is Friday, twenty to six.

"Is the town hall still open at this hour?" Offices close early on Fridays, but in a village you never know. Even, Hard (3). White: 2, 5, 3, one success. Coloured: 4, 1, 6, two successes. 3 successes in total, so **Yes**. Not all the coloured dice hit, so it stays a simple Yes. The door is open, and in the corridor a caretaker is mopping the floor.

Klette shows a press card and claims she is writing about old mills on the Weser. Here she is acting, so it is a **test**: MAN + Deception, 4 + 2, plus 1 bonus die for the press card. She rolls 5 white and 2 coloured dice. The player sets the difficulty: Doable (2), since the caretaker really wants to knock off for the day. White: 1, 3, 5, 2, 6, two successes. Coloured: 4, 2, one success. 3 successes in total, a success with a margin of 1. The caretaker unlocks the archive, gives her the key and carries on mopping.

"Is the mill's building file in the archive?" The archive is tidy. Likely, Doable (2). White: 6, 6, 2, two successes. Coloured: 5, 3, 4, two successes. 4 successes in total, **Yes**. But two white dice show a 6: an **incident**. Her player takes one coloured and one white die and rolls the D66. Coloured 4, white 2, so 42: someone is watching the agent. When she steps to the window with the file, she sees a dark estate car across the street with its engine running. The windows are fogged up.

"Does the caretaker know the car?" In a village everyone knows everyone, but an estate car is an estate car. Even, Hard (3). White: 4, 2, 5, one success. Coloured: 3, 1, 4, one success. 2 successes in total, too few. Only one 1, so no botch, just a simple **No**. The caretaker shrugs: "Not from round here."

"Does the town hall have a back exit?" Old town halls have a courtyard. Likely, Doable (2). White: 2, 4, 1, no success. Coloured: 4, 6, 5, three successes. 3 successes in total, and all three coloured dice hit: **Yes, and**. There is an exit across the courtyard, and the courtyard gate leads into the alley behind the estate car. Klette can see the car from behind without being seen herself.

The player does not ask the oracle what is in the building file. Klette looks for a clue in it with a test (Chapter II). Who is sitting in the estate car is a good question for the next scene.

Incident

The table applies to every file. The player reads the entry, interprets it for the place, the people and the phenomenon of this file, and lets it happen at once. Entries that have already come up are ticked off. If one comes up again, the player reinterprets it: the same car, a different driver.

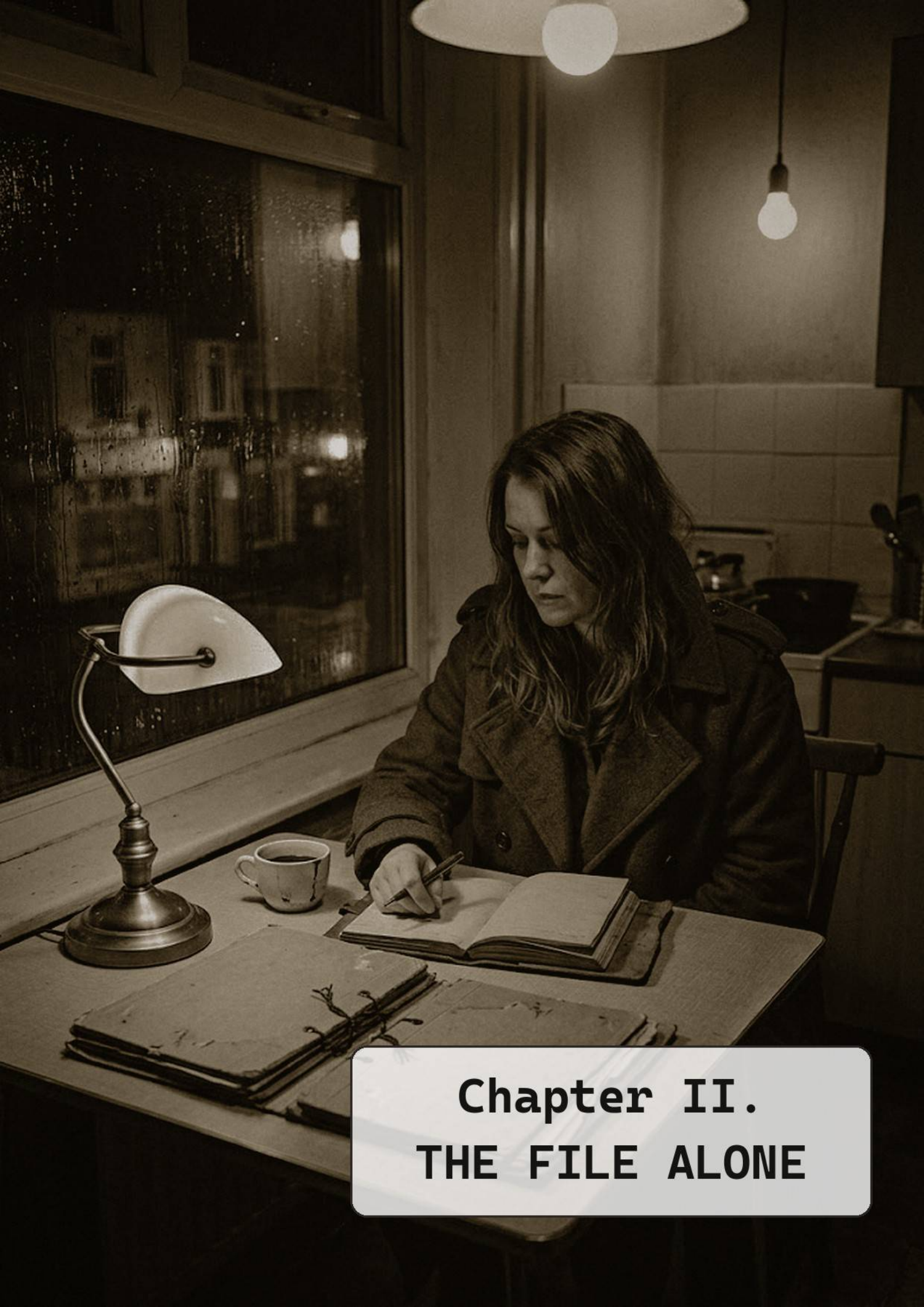
"Horror test by origin" means: the player chooses the level of the horror test (Core Rulebook, Chapter VII)

according to what shows itself and according to the origin, as far as they already know it. Before the revelation, this is usually Uncanny (1) or Disturbing (2).

“Pressure +1” appears only with “The opponent advances” (Chapter II).

D66	Incident
11	The opponent advances: Pressure +1. Somewhere, part of what the agent is meant to prevent takes place.
12	A witness disappears or dies. Whoever last spoke to them is being sought, perhaps the agent.
13	The situation tips: the player immediately rolls on “Alteration” (Chapter II) and applies the result to the current scene.
14	The opponent sends someone: a Henchman or a squad that follows the agent and strikes as soon as nobody is watching (Chapter IV).
15	The opponent advances, and there is an omen: a rented van, a freshly dug hole, dead fish in the pond. Not a clue, a warning. Pressure +1.
16	Someone in town asks after the agent, using the name the agent introduced themselves by.
21	The police or an authority take notice: a patrol stops the agent. CHA + Persuasion or MAN + Deception against Doable (2), otherwise the agent spends the next scene at the station.
22	An authority cordons something off: the public order office, the forestry office or building control seals a place the agent still needs.
23	The criminal police are investigating the same case. A detective inspector wants to know who the agent is and who sent them.
24	A journalist asks questions. She has a photo of the agent, blurred but recognisable.
25	The local paper runs the story, wrong and loud. From tomorrow, onlookers stand at every location.
26	A resident films the agent on their phone. By evening, the video is online.
31	A witness changes their statement. Now they say exactly what the agent wanted to hear.
32	Someone wants to talk, but only here and only now: table “Who Is It” (Chapter III). If the agent declines, they never see this person again.
33	A child follows the agent and wants to know what they are looking for. The child knows more than it says, and it passes everything on.
34	Someone asks for help with something else entirely: an accident by the roadside, a runaway dog, a man who can no longer find his way home.
35	Something lies in the way that does not belong here: tables “Keywords: Action” and “Keywords: Thing” (Chapter II). Not a clue, not yet. Often the open question at the end of the file.
36	Someone offers money for the agent to leave. Politely, in cash, in an envelope with no sender.
41	No reception until the end of the scene. No call to the handler, no message, no signal.
42	Someone is watching the agent: a car with its engine running, a face behind the curtain, a man who waits too long for the bus.
43	A device fails: camera, scanner, lamp or detector. Tests that need it receive −2 dice for a missing tool (Core Rulebook, Chapter II) until the agent has a replacement.
44	The car does not start, or it has a flat tyre. The next location can be reached on foot, but not quickly.
45	The power fails, in the house or in the whole town. Darkness: −1 die on tests that require sight, −2 without any light at all (Core Rulebook, Chapter II).
46	Someone has been in the agent’s room. The bag stands differently, the notebook lies open. As far as the agent can see, nothing is missing.
51	The weather turns: rain, storm or fog. Until the end of the scene, −1 die on outdoor tests that require sight or hearing (Core Rulebook, Chapter II).
52	The road is closed: flooding, snow, a fallen tree. Anyone who wants to get through anyway needs a test, DEX + Driving or STR + Athletics against Hard (3).

D66	Incident
53	The anchor gets in touch: a call, a message, a question that will not wait. Whoever does not answer has something to explain later. If the agent no longer has an anchor, the person who once was one gets in touch.
54	Someone from the old life recognises the agent and calls out their real name loudly.
55	The Hold gets in touch about another matter: the Audit is missing a receipt and wants to speak to the agent today. This costs an hour, but not a call to the handler.
56	The agent has gone too long without sleep. Until they sleep through a night, −1 die on all tests, as with stress (Core Rulebook, Chapter II).
61	The phenomenon shows itself, briefly and clearly: horror test by origin.
62	Something inexplicable at the edge: a sound with no source, a smell, a shadow with no owner. Horror test Uncanny (1).
63	Animals know first: dogs bark, birds fall silent, the cattle crowd into a corner. Something lies in that direction.
64	The time is wrong. The agent's watch is an hour slow, or it is darker than it should be. Nobody else notices.
65	Message from the handler: table "What the Handler Says" (Chapter III). The handler calls, so the call itself costs no pressure.
66	The opponent advances, and the agent sees it: a light where there should be none, a scream from a house, a car driving off too fast. Pressure +1.



Chapter II.
THE FILE ALONE

The File Alone

"You're not slower on your own. You're just the only one who notices how late it already is."
Wegwarte, Veteran, Investigation Branch

The oracle answers individual questions. This chapter turns them into a mission.

The framework is the mission arc from the Core Rulebook (Chapter XI). It has five parts, and in solo play each part takes over a piece of the work that the game master otherwise does.

- **The File.** The player rolls the briefing and sets four locations. Who is behind it, they do not yet know.
- **The Investigation.** Scene by scene, the agent searches for clues. Every scene begins with an expectation and an oracle roll.
- **The Escalation.** The pressure rises until something goes wrong. It comes in every file, at the latest after the second clue.
- **The Confrontation.** After the third clue, it is clear who is behind it, what they want and where to find them. That is where the file is decided.
- **The Aftermath.** XP, strain, Trust, downtime, all as in the Core Rulebook. And a question that remains open.

Rolling the File

The Briefing

In solo play, the player rolls the file themselves before the agent opens it. For this, they need the random tables of the Core Rulebook (Chapter XI) and the log sheet from the appendix.

1. The Assignment. One D6 on the table "The Assignment". It says what the agent is to achieve. That is the mission objective.

2. The Location. One D6 on the table "The Location". The player turns it into a real place: a town, a village, a region. Invented villages are often better than real cities.

3. The Colour. The player chooses it. A White or Grey File to start with, a Red one for experienced agents. Nobody chooses a Black File.

4. The Codename. Two D6 on the table "Operation codename", one for each half.

5. Why Alone. One D6 on the table below.

Anyone who owns Random Files rolls "The File in Ten Rolls" (Random Files, Chapter I) instead of steps 2 and 3, but without roll 7 on "The Truth Behind Appearances", because the truth only comes with the revelation. Assignment and codename are still rolled with steps 1 and 4, because the ten rolls give no mission goal and no codename. Roll 10, the twist, is dropped as well: it comes through the escalation. Roll 6 only says how something first shows itself. Which origin is really behind it is likewise decided by the revelation. Instead of the nodes, the player sets four locations.

From the rolls, the player puts the briefing into three or four sentences, the way the handler would say it on the phone: what has happened, what O.D.I.N. knows, what the agent is to do. At least one gap belongs in it, as in the Core Rulebook.

Before the first file, the player creates their handler (Chapter III). Anyone playing a campaign asks the oracle after the briefing whether the file is connected to an open question (Chapter V).

Why Alone

O.D.I.N. sends cells, not lone operatives. When an agent goes alone, there is a reason, and the reason colours the file. The player rolls once and writes the result in one sentence on the log sheet. In a small cell, the table asks why only these two or three are going.

D6	Why Alone
1	**The cell is tied up.** The others are stuck in another file, a quarantine or questioning by the Audit. The matter here cannot wait.
2	**The agent is already there.** They are in the area on private business: a holiday, a family visit, their old profession. The handler calls because the agent happens to be closest.
3	**A cell would stand out.** Four strangers in a village are a message. A single person with a good reason is not.
4	**One is enough, says the file.** Someone in the Hold has decided that the matter is harmless. The agent is to drive there, take a look and report.
5	**There is no one else.** The cell is weakened: injured, on leave, one of them is gone. The handler sends whoever is available.
6	**No second signature.** The handler wants a report with only one name under it. They do not say why. That is a good open question for later.

Four Locations

Before the first scene begins, the player sets four locations that fit the place. These are the spots where the agent can start searching. Anyone who owns Random Files rolls them on the "Location" tables

(Random Files, Chapter II). Otherwise, the place from the Core Rulebook and a little thought are enough.

The Core Rulebook's three-clue rule helps with the selection: a crime scene, a witness, a document. A good selection of four locations usually includes:

- **the site of the case,** where it happened or was last seen;
- **a place with people,** a pub, a corridor, a hostel, where someone talks;
- **a place with paper,** an archive, an office, a newsroom, where something is written down;
- **a place where no one should be,** a cellar, a patch of woodland, a disused hall.

The four locations are not a plan. The agent does not have to visit all of them, and a clue may point to a fifth that nobody knew about. Where the confrontation takes place is only decided by the revelation. Sometimes it is the location the agent skipped.

Don't Roll the Opponent in Advance

The table "The Opponent" stays untouched during the briefing. Anyone who already knows that a cult is behind it interprets every clue towards the cult and merely re-enacts the investigation. The player learns it the way their agent does: late and in fragments. The opponent emerges from the clues, not the other way round. How that works is described under "The Revelation".

The Scene

The Expectation

A scene is a coherent section of play, as in the Core Rulebook: a visit, an interrogation, a night in a cellar. Not every drive and not every phone call is a scene. A scene begins when the agent arrives at a place where something can happen.

Every scene begins with an **expectation.** The player decides where the agent goes and what they expect there, in one sentence: "The pub is full, and the landlord is sitting at the bar." Then they ask the oracle: **"Is it as I expect?"** Usually that is Likely (2). If the expectation is bold, the player honestly assesses it lower.

- **Yes:** The scene begins as expected.
- **Yes, and:** The scene begins as expected, and something plays into the agent's hands: an open door, a talkative witness, an unsupervised moment.
- **No:** It is different. The player rolls on the "Alteration" table.
- **No, and worse:** It is different, and the situation gets worse. Instead of the alteration, the player rolls on the "Incident" table (Chapter I).

If two or three white dice show a 6, an incident also occurs, as with every oracle roll.

Alteration

The alteration says in which direction the expectation tips. The player interprets it from the expectation and in a way that fits the file: whoever expected the landlord at the bar finds, with "Someone is already there", the landlord talking to a stranger.

D6	Alteration
1	**Someone is already there.** Police, a stranger, a witness who should not be here, perhaps someone who works for the opponent. They have seen the agent, or they are about to.
2	**Later than expected.** It is dark, the office has closed, the witness has left. What the agent wanted here can now only be done another way.
3	**The place is different.** Rebuilt, cordoned off, guarded. A construction fence, a new lock, a security guard with a dog.
4	**A trace is missing.** Someone has cleaned up. An empty filing cabinet, a freshly mopped floor, a wall with pale rectangles where pictures hung.
5	**A danger lies in wait.** A rotten jetty, a vicious dog, a live wire. The agent must take a test, usually Doable (2), before the scene continues. If it fails, it costs something, such as 1 damage, a soaked device or unwanted attention.
6	**Something inexplicable.** A shadow with no owner, a noise behind the wall, a clock running backwards. Horror test Uncanny (1).

After that, the scene runs like any other: whom the agent meets is covered by Chapter III, a fight by Chapter IV, the search for clues by the section "Clues" below.

The End of the Scene

A scene ends when the agent leaves the location, when time passes or when there is nothing more to do here. Then the player asks one last question, this time of themselves: **Did the agent find a clue or achieve a partial objective in this scene?**

A partial objective is anything that brings the agent closer to the assignment and that they did not have before the scene: a way in, an ally, requisitioned

equipment, a witness brought to safety. If neither a clue nor a partial objective came out of it, the pressure rises by 1. When in doubt: if the player hesitates, there was none.

EXAMPLE: KLETTE IN THE CLINIC

Klette is an Investigator, Journalist, with the rank of Agent. For this example, what counts is WIS 3, Insight 2 and her ability Revelation Sense (tests to uncover inconsistencies are one step easier).

The file: Assignment 2, find a missing person. Location 4, a clinic. The player chooses Grey. Codename 1 and 2: Operation Silence Watch. Why Alone 3: a cell would stand out. At the rehabilitation clinic in Uhlenstedt, a village in the Sauerland, the night nurse Ilka Sommer has disappeared after her shift. Klette's handler Pirol, a Veteran in the Tactical Branch, reads this out to her on the phone, in four sentences, and tacks on a story from a field hospital that does not belong. The locations: Ward 3, the nurses' residence, the archive in the cellar, the pump room in the spa gardens.

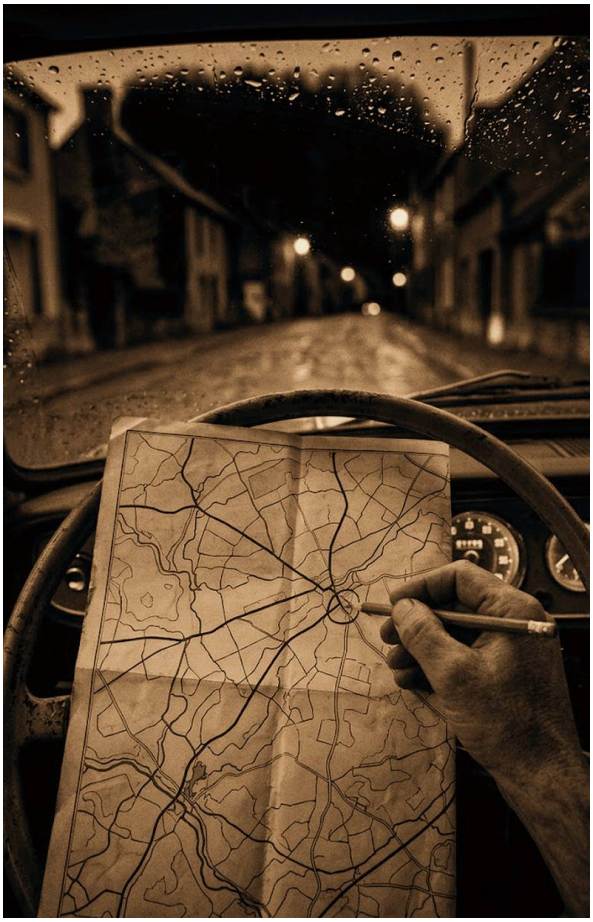
Scene 1, Ward 3. The expectation: Klette arrives in the morning as a reporter for a local paper, and the ward manager receives her. Likely (2). The oracle roll shows white 2, 6, 3 and coloured 3, 1, 2. Only the white 6 is a success: **No.** A single 1 is not more than one success, so no botch. A single white 6 does not trigger an incident.

Alteration: 1, someone is already there. In the ward manager's office sits a man in a grey coat who has passed himself off as an employee of the public health office. Klette waits in the corridor. "Did he notice me?" Even (3). White 5, 4, 1, coloured 6, 4, 2: three successes, **Yes.** The coloured 2 prevents a "Yes, and". On his way out, he nods to her as if he knew her.

Afterwards, the ward manager is willing to talk, but flustered. Klette pays attention to what she leaves out: WIS + Insight, 3 + 2, against Doable (2), with Revelation Sense Easy (1). White 5, 2, 4, coloured 4, 6: three successes, passed. Clue Type 2, a witness. Keywords 23 and 53: black out, ticket.

Clue 1: The man took a ticket from Ilka's locker, one way, departing at 3.40 a.m. on the night she disappeared. And he instructed the ward manager to black out Ilka's name in the handover book. She did.

The scene ends with a clue. The pressure stays at 0.



Pressure and File Colour

"The clock keeps running even when you're not looking. Especially then."
Handler, Hold-7

The Pressure Track

With a cell at the table, the game master makes sure that the opponent does not wait. In solo play, the **pressure track** takes over. It shows how far along the opponent is while the agent searches. The agent does not know this number. They only notice that the witnesses get more nervous and the nights shorter.

RULE: PRESSURE AND FILE COLOUR

Every file has a pressure track with six boxes. It starts at 0.

Pressure +1: at the end of every scene without a clue and without a partial objective; with the incident "The opponent advances"; when the agent forces a clue because the search failed; for every call to the handler after the first in a mission.

Pressure +2: when the forced search was a botch.

Escalation: If the pressure reaches 3, the player rolls on the "Escalation" table. After the second clue at the latest, the escalation comes anyway. It comes once per file.

Reclassification: If the pressure reaches 6, the file is reclassified. White becomes Grey, Grey becomes Red. The pressure drops to 0.

Red and Full: If a Red File reaches 6, the opponent has achieved their goal. The confrontation begins immediately, wherever the opponent is.

A file never turns black through pressure, only through a twist.

All triggers share the same core: the agent loses time, or they draw attention. The incident "The opponent advances" is in Chapter I, the handler in Chapter III, the forced clue below under "Clues". If a table explicitly says "Pressure +1", that applies as well. Otherwise, the pressure never rises.

The Escalation

The third part of the mission arc is the escalation: something goes wrong. In solo play, it comes at pressure 3 or, if the pressure stays low, directly after the second clue at the latest. Whichever happens first triggers it. After that, no second escalation comes in this file.

D6	Escalation
1	**A witness dies.** One the agent has spoken to, or one they still meant to see. It looks like an accident. It looks too much like an accident.
2	**The opponent notices.** They now know that someone is watching them and have something guarded: a location, a person, an object.
3	**A second case.** It happens again, worse than the first time. More victims, more witnesses, less time.
4	**The press is here.** An outside broadcast van in front of the town hall, a reporter asking the same questions as the agent. What the agent does now may be in the paper tomorrow.
5	**A bystander gets drawn in.** A child, a neighbour, the landlord, someone who wanted to help. They are now in danger, and the agent knows it.
6	**Twist.** One D6 on the Core Rulebook's "The Twist" table (Chapter XI). Anyone who owns Random Files rolls a D12 on "Twist" there (Chapter I). "A member of the cell" is, in solo play, the agent themselves; "two crystals" means: two of whatever the file is about.

Reclassification

If the pressure reaches 6, the situation has changed. The player crosses out the old colour on the log sheet, enters the new one and sets the pressure track to 0.

At the end, the XP of the new colour count (Core Rulebook, Chapter III). A reclassified file is more dangerous, but also worth more.

Red and Full

A Red File has no next colour. If its pressure reaches 6, whether it began as Red or was reclassified, the opponent has achieved their goal. The confrontation begins immediately, wherever the opponent is, even if the agent does not yet have three clues. If the revelation is still missing, the player catches up on it now, with the clues they have. If the agent does not stop the opponent in this confrontation, the mission objective is missed.

Black

Only a twist turns a file black, such as "The file turns black in the middle of the operation". The agent usually does not learn why. The pressure track keeps running as with a Red File, and at the end the XP of a Black File count.

Clues

"A clue isn't an answer. It's the next address."
Instructor, Investigation Branch

Finding a Clue

The Core Rulebook's three-clue rule also applies in solo play, only from the other side: **After three clues, the agent knows what is going on.**

The agent finds a clue with a test. The skill depends on what they are doing: Investigation at the crime scene and in the archive, Perception when observing, Insight in conversation, Occultism in front of a sign on the wall.

The test is usually Doable (2). Abilities, equipment and circumstances work as in the Core Rulebook.

As in the Core Rulebook, a critical success yields an additional clue. The player then rolls twice on the tables below. If a table yields a clue, such as the handler (Chapter III), it counts like any other.

Not every test in a scene is a search for clues. The player says beforehand that the agent is now searching. One search per scene is usually enough. Anyone who searches the same room a second time first asks the oracle whether there is anything left to find here, usually Even (3).

What the Clue Is

If the test succeeds, the player rolls one D6 on "Clue Type" and one D66 each on "Keywords: Action" and "Keywords: Thing". The clue type says in what form the clue turns up. The keywords say what it is about.

D6	Clue Type
1	**Document.** A file, a letter, a ledger, a form with a stamp that is not right.
2	**Witness.** Someone saw, heard or did something and says so, whether they want to or not.
3	**Trace at the scene.** Footprints, scorch marks, a freshly bricked-up passage, scratches on the inside of a door.
4	**Object.** Something that can be taken along: a ring, a tool, a cartridge case, a scrap of cloth.
5	**Recording.** A photo, a tape, a radio message, a surveillance camera, a message on the answering machine.
6	**Sign.** Occult or technical: a symbol, a pattern, a reading that should not exist.

D66	Keywords: Action
11	hide
12	call
13	swap
14	open
15	guard
16	forget
21	eavesdrop
22	forge
23	black out
24	shadow
25	seal
26	radio
31	count
32	bury
33	translate
34	threaten
35	burn
36	wait
41	copy
42	confess
43	vanish
44	whisper
45	heal
46	measure
51	draw
52	sell
53	steal
54	summon
55	lie
56	inherit
61	pay
62	dream
63	collect
64	erase
65	pray
66	return

D66	Keywords: Thing
11	key
12	letter
13	child
14	water
15	photo
16	name
21	index card
22	tape
23	uniform
24	grave
25	stamp

D66	Keywords: Thing
26	border
31	salt
32	clock
33	blood
34	mirror
35	candle
36	window
41	dog
42	microfilm
43	medication
44	map
45	number
46	bone
51	telephone
52	money
53	ticket
54	staircase
55	passport
56	fire
61	cable
62	hair
63	painting
64	floppy disk
65	ash
66	shadow

Anyone who owns Random Files can also roll in its Chapter V instead of on the keywords, for example on "Piece of evidence" or "Document". The clue type stays the same.

Interpreting

Clue type and keywords are raw material. From them, the player builds a sentence that fits the file. Three rules of thumb help:

- **Someone did the action; the thing is what it was about.** "Burn" and "letter" almost always means: someone burned a letter, and a remnant is left.
- **A clue points somewhere.** To a location, a person, a time. Afterwards, the player knows where the agent goes next.
- **A clue says what happened, not who did it.** It may arouse suspicion. The revelation says who it was.

If a keyword does not fit at all, the player reinterprets it instead of rerolling. "Child" can be a child's room, a child's drawing or the word "child" in a file that nobody has opened since 1961. The player writes every clue on the log sheet in one sentence, with a number.

A Clue Is Never Lost

RULE: A CLUE IS NEVER LOST

If the test during a search for clues fails, the agent finds the clue anyway. But they find it too late, drawing attention or with consequences. That is a **forced clue.**

The pressure rises by 1. If the test was a botch, it rises by 2.

The player rolls clue type and keywords as usual and narrates what the clue cost.

In this way, the three-clue rule holds in solo play too: a mission never hinges on a single failed test. Failure costs time, not the trail. Whoever fails at the questioning only gets the answer once the witness has already made a phone call.

EXAMPLE: A CLUE WITH CONSEQUENCES

Klette's file stands at pressure 0 and one clue. For this example, what counts is INT 3 and Investigation 3. Her ability Information Gathering gives +2 dice on Investigation when she collects information. Revelation Sense does not help when searching shelves.

Scene 2, the archive in the cellar. The expectation: at two in the morning, the cellar is empty. Likely (2). White 4, 5, 2, coloured 5, 1, 4: three successes, **Yes.** The coloured 1 prevents a "Yes, and".

Klette searches the shelves for Ilka's name. INT + Investigation with +2 dice, so 5 white and 3 coloured dice against Doable (2). White 1, 4, 2, 3, 6, coloured 1, 3, 1. Only the white 6 is a success, plus three 1s: a **botch.** The clue is not lost, but the pressure rises by 2 to **2.**

Clue Type 5, a recording. Keywords 16 and 22: forget, tape.

Clue 2: Behind the patient files from the seventies stands a box of tapes, labelled "Ward 3, sleep therapy". On the borrowing list next to it is Ilka's name, eleven days ago. As

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she pulls the box out, Klette knocks over half
the shelf. The night porter comes with his
torch. She escapes through the laundry with
one tape, but he has seen her face.

The scene ends with a clue, so the pressure
does not rise further at the end. But it is
the second clue, so the escalation comes now.
The D6 shows 2: the opponent notices. In the
morning, a security guard stands at the cellar
entrance, and at reception Klette's business
card from the local paper lies on the counter,
on top.
```

The Revelation

With the third clue, the agent knows what is going on. Until then, the player never asks the oracle who is behind it (Chapter I). Now they decide it in a fixed sequence.

1. Side by side. The player reads the three clues one after the other, as they stand on the log sheet. What do they have in common? Which place, which person, which time comes up twice?

2. Who is behind it. One D6 on the table "The Opponent" in the Core Rulebook (Chapter XI). Anyone who owns Random Files rolls a D66 on "The Truth Behind Appearances" (Random Files, Chapter I). If the result does not fit the clues, the player takes the next entry below that does. After the last entry, it continues at the top.

3. The origin. The player chooses one of the eight origins from the Core Rulebook (Chapter XI) that fits the opponent and the clues. A cult, a collector or a foreign service belongs to the Humans, but a cult can serve something else. Something from a rift always belongs to the Voice. If two origins fit equally well, a D6 decides: 1 to 3 the first, 4 to 6 the second.

4. Where. The player determines where the confrontation takes place. Usually it is one of the four locations, often the one that two clues point to. It may also be a new place if the clues lead there.

5. What and by when. The player determines what the opponent intends and by when: by daybreak, by the church service on Sunday, before the van leaves. If the pressure track of a Red File fills up, the time has come. If the deadline passes before the agent is there, the same applies as with "Red and Full": the opponent has achieved their goal, and the confrontation begins at once, wherever they are.

6. Write it down. One sentence on the log sheet: who wants what, where and by when. Add the origin.

The revelation is not a test. The agent understands because they have three clues. How, the player narrates: a night spent over the notes, a name that turns up three times.

If no entry fits well, the player takes the one that gets in the way least. Whatever does not add up remains as an open question, often the beginning of the next file.

The Confrontation

After the revelation, the agent knows where they have to go. In between, they may prepare: requisition equipment (Core Rulebook, Chapter X), call their handler (Chapter III), win over an ally, make a plan. Such scenes follow the normal rules, including for pressure. One preparation scene is usually enough, two are a lot.

The confrontation is the climax of the file: a fight, a ritual, a negotiation, a rescue. Like every scene, it begins with an expectation and an oracle roll. When it begins, the player closes the pressure track. From here on, what the agent does is what counts. If an incident or a table brings pressure from now on, the player reinterprets it: the opponent advances within this scene.

- **Opponents.** Stats can be found with the example opponents of the Core Rulebook or are created using the rules of thumb for your own opponents (Chapter XI). How many an agent can handle alone, what they do each round and what plan the agent needs against Leaders and creatures is covered in Chapter IV.
- **The objective.** The confrontation is won when the mission objective is achieved. That is not always victory over the opponent. Whoever gets the missing woman out alive has fulfilled the assignment, even if the opponent escapes.
- **The retreat.** An agent may break off. Then the mission objective is missed, but they live. An agent who is down and alone follows the rules in Chapter IV.

The Aftermath

The aftermath runs as in the Core Rulebook. Where the game master decides there, the player alone decides, and honestly.

- **XP** according to the table in the Core Rulebook (Chapter III): the base value of the colour the file has at the end, +1 for the achieved mission objective, +1 for the personal bonus, +1 for each thread found (Chapter V).

- **Reduce strain** with COM + Stress Management against Easy (1), 1 point per success, as in the Core Rulebook (Chapter VII).
- **Trust** is tracked by the player according to the table in the Core Rulebook (Chapter X). Whatever costs Trust according to that table also costs it when nobody is watching (Chapter III).
- **Downtime** with two actions is covered in Chapter V.

The Personal Bonus

The Core Rulebook grants +1 XP for a particularly good idea or scene, a drive played convincingly or a trauma survived. Alone, the player awards this bonus to themselves, so a strict standard applies: **only for a scene they would tell a friend about.** Not the scene that went well, but the one they are still thinking about the next day. A trauma suffered and survived always counts.

The Open Question

The Core Rulebook requires a question that remains open for every mission. The same applies alone. Often it comes from an incident that was never explained, or a clue that did not add up. If neither exists, the player rolls once each on “Keywords: Action” and “Keywords: Thing” and turns the result into a question: “Who erased the floppy disk?” “Why is the dog still waiting?”

The open question goes on the log sheet. Chapter V shows how a campaign grows out of such questions.

The Log Sheet

The log sheet in the appendix records what a file played alone needs: briefing, colour, locations, pressure track, clues, revelation, people, calls to the handler, XP and the open question. After a few files, the folder of sheets is a personnel file.

A Small Cell

A player who runs two or three agents plays each of them by the normal rules, including cooperation (Core Rulebook, Chapter II). Everything this chapter covers applies to the whole cell: one pressure track, one expectation per scene, one count of clues, one free call to the handler. If the cell splits up, the player plays the scenes one after the other, and each counts as a separate scene for pressure.

A small cell finds clues more easily and survives a fight more easily, but the player has to keep more in their head. For getting started, this book recommends a single agent (Introduction).

OPTIONAL RULE: SECOND WIND

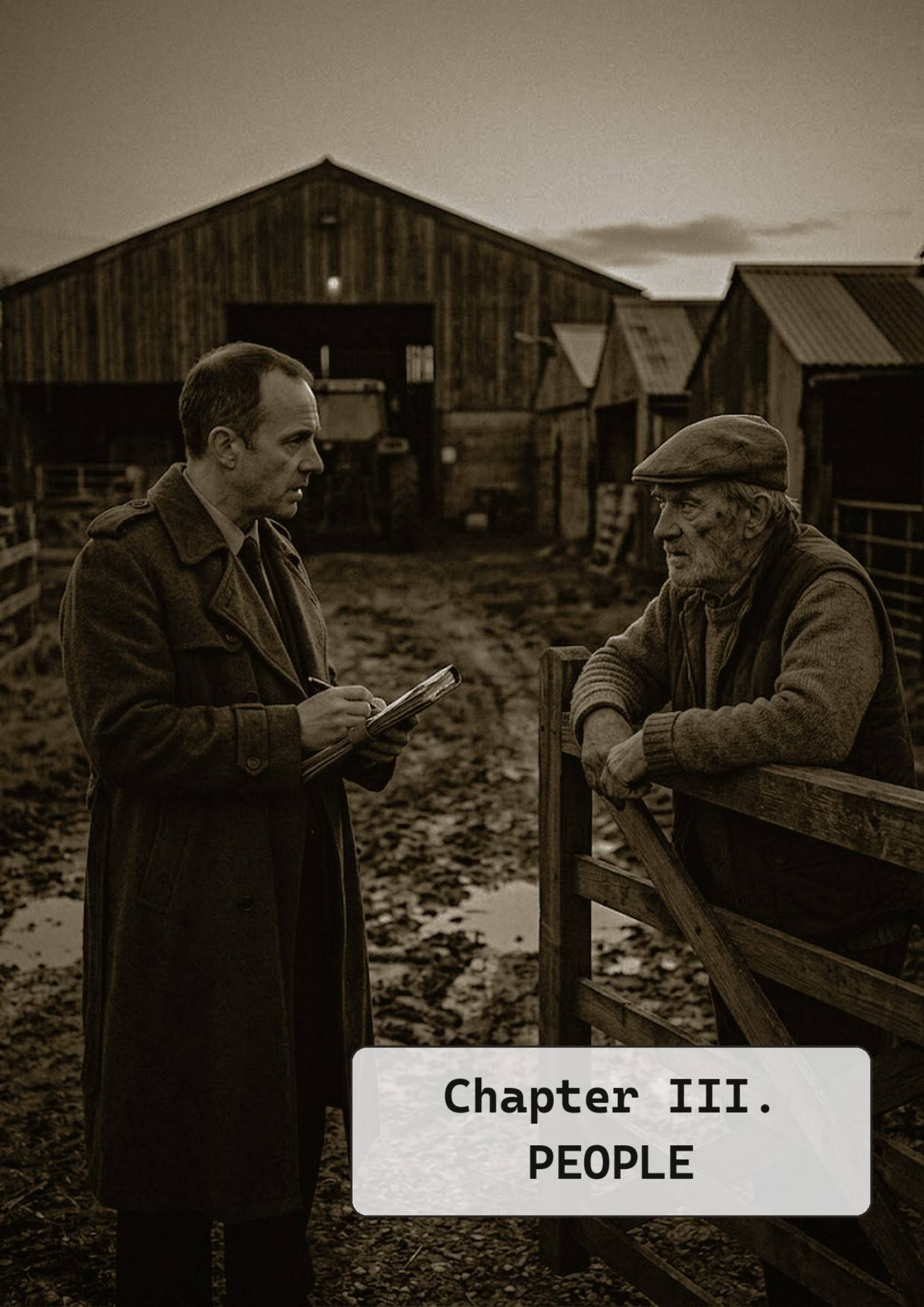
Alone, there is no cooperation, and no one catches a botch at the wrong moment.

Once per mission, the player may reroll a failed test of their agent. This costs 1 strain.

The second result stands, even if it is worse.

Second Wind applies only to the agent’s tests, never to the oracle.

In a small cell, it applies once per mission for the whole cell, not per agent.



Chapter III. PEOPLE

People and Handler

"I tell you what I know. I don't tell you everything I know. Learn to hear the difference."
Pirol, Veteran, Tactical Branch

At the table, the game master plays all the people the cell meets. Alone, the player takes over this work, with three tables and the oracle. What a person gives away is decided by the agent with their tests.

The second half of the chapter belongs to the person the agent sees least often and hears most often: their handler. The Core Rulebook places this role in the hands of the game master. Alone, the player creates the handler once, and what they say on the phone is determined by a table.

Meeting Someone

Not every person in a scene needs tables. If the agent wants to talk to someone, an incident sends someone (Chapter I) or someone is standing in the dark, the player follows this sequence.

1. Who Is It. One D66 on the table "Who Is It". If the scene already determines it, the player chooses.

2. Attitude. One D6 on the table "Attitude". It shifts the difficulty of social tests.

3. What Do They Want. One D6 on the table "What Do They Want", as soon as it matters.

4. What they know. The player asks the oracle.

5. What they say. What they tell of their own accord is determined by their attitude. Everything else the agent gets out of them with a test. Whether they are lying is settled by an opposed test.

The player gives the name themselves. Anyone who owns Random Files will find name lists in its Chapter III and tables such as "Profession", "Quirk" and "Secret". Everyone who is given a name goes on the log sheet with one sentence. People turn up again.

Who Is It

The coloured die says what kind of person it is: 1 a resident, 2 an official, 3 a specialist, 4 an outsider, 5 a relative of a victim, 6 someone who does not belong here. The white die says who exactly. The entries fit the locations of the Core Rulebook (Chapter XI): industrial site, museum, village, clinic, construction site. If a figure does not fit the location, the player keeps the type and adjusts the rest. At the museum, the site foreman from the construction site becomes the caretaker who unscrews the display cases at night.

D66	Who Is It
11	**The landlady of the village inn.** Has known every guest and every quarrel for thirty years.
12	**A pensioner with a dog.** Walks along the fence of the old works every evening.
13	**The neighbour across the road.** Writes down number plates behind the net curtain.
14	**A farmer.** His field borders the construction site. Since the find, the cows have been giving less milk.
15	**The man from the kiosk.** Stays open at night too, and listens.
16	**A boy on a bicycle.** Knows every shortcut, including the one across the fenced-off site.
21	**A patrol officer.** Was first on the scene and had to rewrite her report.
22	**The village mayor.** Unpaid. Above all, wants peace and quiet.
23	**A man from the public order office.** Clipboard, high-vis vest, barrier signs in the boot.
24	**The heritage officer.** Can stop any excavation and likes to.
25	**A detective inspector from the county town.** Considers the case closed and questions a nuisance.
26	**The fire chief.** Saw something during the call-out that is not in the report.
31	**The site foreman.** Was the first to climb down into the pit.
32	**A curator.** Looks after the storeroom keys and knows which one is missing.
33	**The night nurse.** Knows who talks in their sleep on her ward.
34	**A doctoral student.** His series of measurements produces values that should not exist.
35	**The old works foreman.** Knows the decommissioned plant, every staircase, every shaft.
36	**A loss adjuster.** Is supposed to put a figure on the damage and finds no cause.

D66	Who Is It
41	**A homeless man.** Sleeps in the gatehouse and has seen light in the hall at night.
42	**The woman at the edge of the forest.** Everyone secretly asks her for advice and laughs at her in public.
43	**An amateur radio operator.** Has recordings he plays to no one.
44	**A graffiti sprayer.** Knows the ruin from the inside, and he was not alone there.
45	**A discharged patient.** Says he predicted everything, and has a slip of paper with a date on it.
46	**A detectorist.** Was on the construction site at night with her metal detector.
51	**The mother.** Leaves the room as it was and jumps up every time the doorbell rings.
52	**The husband.** Too calm, too polite, too quick with the time.
53	**The younger brother.** Searches on his own and has already been in trouble with the police.
54	**The daughter from the city.** Wants answers, and she wants them today.
55	**An old friend.** Was the last to speak to the victim.
56	**The fiancée.** Received a letter after the disappearance, in his handwriting.
61	**A man in an expensive coat.** Photographs the site and calls himself an estate agent.
62	**A hiker.** Asks about a place that is on no map.
63	**A motorcyclist.** Foreign number plate, pays cash and a week in advance.
64	**A reporter.** From a major newspaper, and she got here too fast.
65	**Two men in a van.** The company on the door is not in any directory.
66	**Someone who knows the agent.** From their old life, with the old name on their lips.

Attitude

The attitude says how the person treats the agent, not what they think of O.D.I.N. They do not know who is standing in front of them.

D6	Attitude	What It Means
1	**hostile**	They want to get rid of the agent and threaten to call the police. Social tests are one step harder.
2	**suspi-cious**	They do not believe a word and tell nothing of their own accord.
3 to 4	**cautious**	Polite and reserved. They answer questions, but never more than the question.
5	**talkative**	They like to talk, and talk a lot, including about what they only believe.
6	**helpful**	They want to help, perhaps because the matter gives them the creeps. Social tests are one step easier.

Persuasion, Intimidation, Deception and Negotiation remain the agent's tests, rolled with their own values. The player sets the difficulty as in the Core Rulebook (Chapter XI): Doable (2) for normal work under pressure, Hard (3) if the agent asks a lot. **The attitude shifts it** as in the table, never below Easy (1). The other attitudes only say how much the person tells of their own accord.

An attitude can tip over. A lie that is exposed turns a cautious person into a suspicious one. The player then shifts it by one row instead of rolling again.

What Do They Want

Whoever knows what someone wants also knows how to persuade them. An offer that fits exactly is a favourable circumstance as defined in the Core Rulebook (Chapter II), usually +1 die.

D6	What Do They Want
1	**Peace and quiet.** They say whatever gets rid of the agent fastest. That is not always the truth.
2	**An advantage.** Money or a favour. Whoever promises them one owes it afterwards (Core Rulebook, Chapter X).
3	**Protection.** For themselves or someone they love. They talk if the agent keeps them out of it.
4	**The truth.** They want to know what happened, and help as long as they believe they will find out.
5	**To hide something.** They are involved in the matter, or in another one that embarrasses them.
6	**To harm someone.** They use the agent against a neighbour, a boss, a rival.

What They Know

Whether a person knows something is decided by the oracle (Chapter I): “Do they know something that will help me?” Likely (2) if they were there, live next door or the matter is in their field. Even (3) if they know the people but were not there. Unlikely (4) if they just happen to be here.

On **Yes**, they know something. On **Yes, and**, they know more than they realise: a second name, a place, a time. On **No**, they know nothing that helps, and talk anyway. On **No, and worse**, the conversation itself does damage: an incident (Chapter I).

What they know becomes a clue when the agent searches for it. The conversation is then a clue search like any other (Chapter II), usually with Insight, Persuasion or Intimidation. Even a talkative witness requires this test, because they hide the important part between two trivialities. If it fails, the agent gets the clue anyway, with consequences: the witness made a phone call beforehand, or tells the whole village who questioned them. Pressure rises by 1, on a botch by 2 (Chapter II).

Not everything is a clue. An address, a key, the way into the cellar are often a partial objective (Chapter II).

Whether They Lie

Whether someone lies depends on what they want. Whoever wants peace and quiet, wants to hide something or wants to harm someone lies wherever it serves them. A hostile person also lies out of spite. The others tell the truth as they know it.

Whether the agent notices the lie is settled by an opposed test as in the Core Rulebook (Chapter II): WIS + Insight against MAN + Deception. An ordinary person has MAN 2 and Deception 0 or 1. Someone who lies for a living rolls 3 + 3 like a Professional under the rules of thumb (Core Rulebook, Chapter XI).

- **If the agent wins,** they notice the lie and know exactly where it is. What is true instead, they do not know yet.
- **If the figure wins,** the agent believes the statement until a clue contradicts it.
- **On a tie,** the lie is neither believed nor exposed, as in the Core Rulebook. The statement stands, and the player notes it with a question mark.

If the figure has no reason to lie, there is no roll. That the player knows more than their agent cannot be avoided when playing alone. They play the agent with what the agent knows.

Your Own Handler

Creating the Handler

The player creates their handler once, before the first file, and keeps them for all further files.

- **Codename.** The agent never learns their real name.
- **Branch.** A handler from the agent's own branch understands what the agent does. One from another branch sees what the agent overlooks.
- **Quirk.** One D6 on the table "Handler's Quirk", or the player chooses.

The player also notes one sentence the handler often says. After a few files, the player hears the voice before rolling.

D6	Handler's Quirk
1	**Curt.** Never says one sentence too many and hangs up before the agent says goodbye. "Carry on."
2	**Caring.** First asks whether the agent has slept, and means it. "You'll sleep tonight. That's an order."
3	**Paper Person.** Wants everything in writing and quotes regulations by number. "That's not what it says in your report."
4	**Old Hand.** Spent years in the field and talks about it, usually at the wrong time. "We had that once in a mine. Never mind."
5	**Suspicious.** Calls back from a different number and asks security questions. "What colour was the car in your first file?"
6	**Overworked.** Other phones ring in the background. "One moment. No, not you. Go on."

The quirk has no game stats. It colours how the player narrates the answers. A caring handler says "You're alone" in a way that hurts.

Calling

RULE: THE CALL

Once per mission, the agent may call their handler without the call costing pressure. What the handler says can still bring pressure, such as documents. Every further call in the same mission: pressure +1.

What the handler says is determined by a D66 on the table "What the Handler Says".

If the handler calls of their own accord, for instance through an incident, the player also rolls. This costs no pressure.

In a small cell, the free call applies to the whole cell.

A call is not a scene. It lasts minutes and needs a phone and a quiet corner, so never in the middle of a fight. Once per mission, a Grey Man (Core Rulebook, Chapter XI) passes on a forged order from the handler over the radio. Whoever calls back to check it makes a normal call.

The coloured die chooses the kind of answer: 1 deflection, 2 documents, 3 requisitions, 4 silence, 5 new instructions, 6 what the handler does not say. Whoever does not follow a new instruction loses 1 Trust under the Core Rulebook (Chapter X).

D66	What the Handler Says
11	**"Not your problem."** They end the question before it is asked.
12	**"This goes upstairs."** They make a note. Open question: What did they pass on?
13	**"Stick to the file."** What was not in the briefing is not part of the assignment.
14	**"I didn't hear that."** The agent knows something they should not know. The handler carries on as if nothing had happened.
15	**"No names on the phone."** The line is not secure, they say. They hang up after a minute.
16	**"Wait."** They put the receiver down. After ten minutes the line is dead.
21	**They send documents.** A clue, Clue Type Document (Chapter II). Pressure +1.
22	**An old report,** redacted except for one page. A clue, Clue Type Document. Pressure +1.
23	**A name and an address,** dictated from memory. A clue, Clue Type Witness. Pressure +1.
24	**They read aloud from a file** they are not allowed to hand over. A clue, Clue Type Document. Pressure +1.
25	**A recording** from another file. A clue, Clue Type Recording. Pressure +1.

D66	What the Handler Says
26	**They know someone who knows their way around.** The next clue search receives +1 die for good preparation (Core Rulebook, Chapter II).
31	**A requisition is approved,** like a point of Trust: at most one rank level higher and never an artefact, or without waiting time (Core Rulebook, Chapter X).
32	**"Already on its way."** A requisition arrives without waiting time.
33	**More expenses.** They agree to the agent exceeding the budget. This counts as a good explanation under the rule "Expenses" and costs no Trust (Core Rulebook, Chapter X). They want to see the receipts.
34	**Approved, against signature.** A requisition like a point of Trust. If the item is lost, the rules for lost service equipment apply (Core Rulebook, Chapter X), and on the next call the handler asks about it first.
35	**"Denied."** The agent does not get what they asked for, and does not learn why. Requisitions by rank and Trust remain unaffected.
36	**A relay nearby** is open (Core Rulebook, Chapter I), with a first aid kit and no questions.
41	**"You're alone."** No help, no documents, no reinforcements. They are only stating it.
42	**The line is dead.** The call counts anyway.
43	**A stranger's voice.** The handler is out in the field, the message will be passed on.
44	**"Do it the way you always do."** They trust the agent. There is no help.
45	**"No reinforcements. Not this week."** The agent has to find an ally on the spot.
46	**"Take care of yourself."** It sounds like a farewell. Open question: Why?
51	**New instruction, the situation is changing.** A D6 on "The Assignment" (Core Rulebook, Chapter XI) gives a second task in this file. The mission goal stays the same. Whoever does not fulfil the second task has not followed an instruction.
52	**"Observe, don't intervene."** Until the revelation, the agent starts no fight. They may defend themselves.
53	**"No police. No press."** A press or police report about the operation costs 1 Trust as always (Core Rulebook, Chapter X) and also counts as an instruction not followed.
54	**"Bring me back a sample."** Whoever delivers it and returns all service equipment fulfils the +1 row of the Trust table (Core Rulebook, Chapter X).
55	**"The witness matters more than the file."** One person from this file must be alive and safe at the end. The player decides which one.
56	**"The colour may change."** Oracle "Will the file be reclassified?", Even (3). On Yes, White becomes Grey and Grey becomes Red, and pressure drops to 0 (Chapter II). Red stays Red.
61	**They know more than they say.** Open question: What are they keeping quiet about?
62	**They name a location** before the agent has mentioned it.
63	**They ask about a name** the agent has never mentioned. A roll on "Who Is It": this person still has a part to play.
64	**"This isn't the first time."** They mention an old file at the same place. It is not in the archive.
65	**They advise something strange:** salt, silver, a second lamp. If it fits the origin at the revelation, they knew.
66	**They say a sentence they would never say.** On the next call, they know nothing about this conversation.

Requisition and Trust

Requisitions work as in the Core Rulebook (Chapter X), without a call: the agent requisitions from the quartermaster, and the player spends their points of Trust like a cell at the table. Where the game master decides on things that are not for sale, the player asks the oracle: "Will the branch release it?", Unlikely (4), with good justification Even (3). Artefacts are available only from Veteran onwards and never through Trust.

The player tracks Trust alone, for their agent or their small cell. A new agent starts at 2, like a new cell. In the aftermath, the player goes through the Core Rulebook table row by row, both columns (Core Rulebook, Chapter X). Whatever costs Trust according to the table also costs it when nobody is watching. Only when it is unclear

whether something happened at all, such as a newspaper report, do they ask the oracle. At Trust 5, the agent may refuse an order once per campaign without consequences, as in the Core Rulebook.

EXAMPLE: KLETTE AND PIROL

Klette is an Investigator, Journalist, with the rank of Agent. Before she goes out alone for the first time, her player creates the handler: Pirol, Veteran, Tactical Branch. Quirk 4, the Old Hand.

Months later, a Grey File in Kornhagen, a village in the Vogelsberg. The village chronicler has been gone for three days. For this example, what counts is CHA 4, Persuasion 3, WIS 3, Insight 2 and Information Gathering (+2 dice on Persuasion when she collects information).

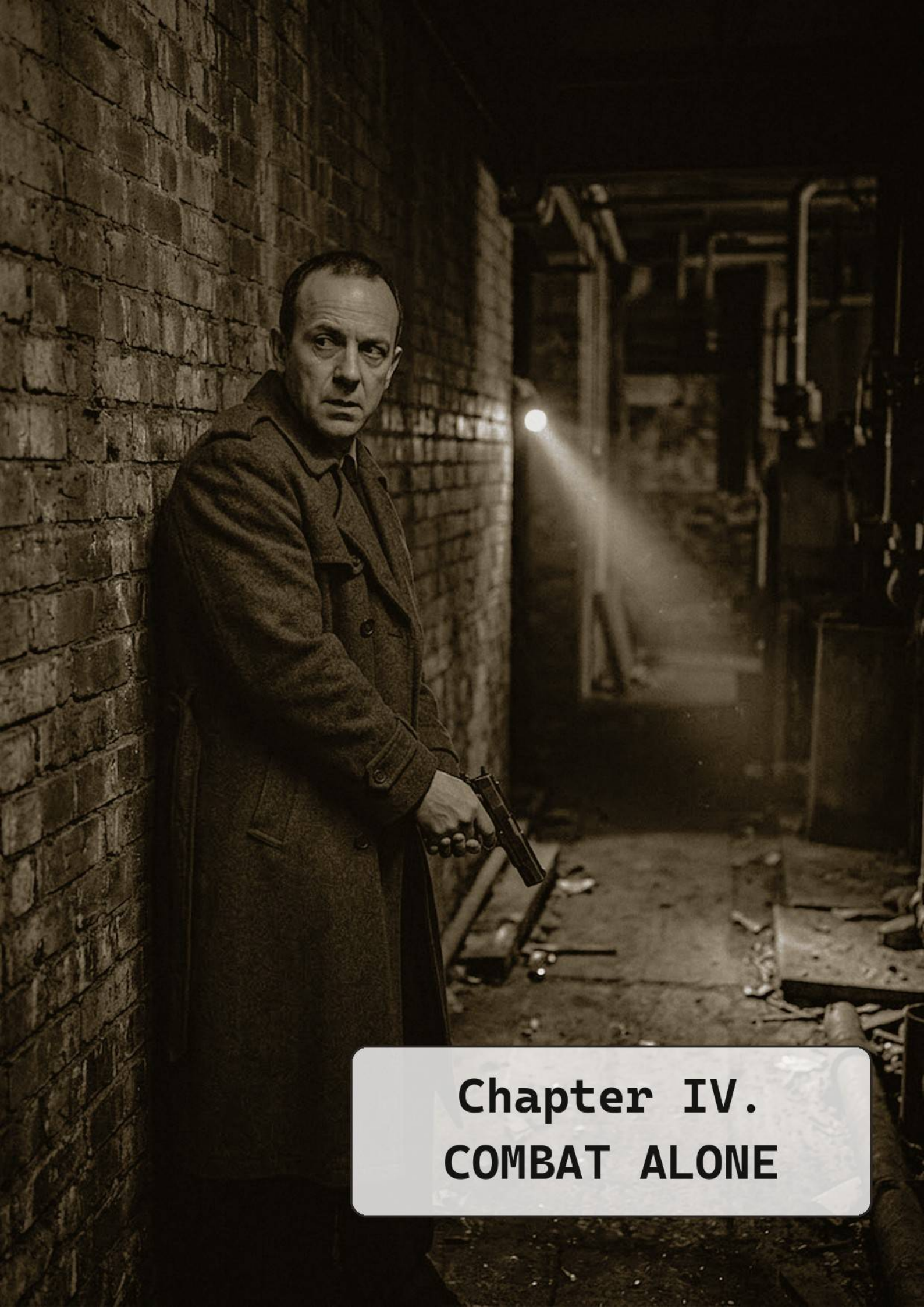
In the inn, someone sits down with her. Who Is It: coloured 5, white 5, an old friend of the victim. Klette makes him the sexton who played Skat with the chronicler on Thursdays. Attitude 4, cautious. What Do They Want: 5, to hide something.

“Does he know where the chronicler was going that night?” He saw him last: Likely (2). White 2, 4, 1, coloured 6, 2, 5: two successes, **Yes.** But he is evasive. CHA + Persuasion with Information Gathering, 6 white and 3 coloured dice against Doable (2): white 5, 5, 4, 1, 4, 4, coloured 1, 2, 3, exactly two successes. The chronicler was on his way to the old brickworks. A new location, a partial objective.

Then the sexton says he went home early that evening. He has a reason to lie. Klette, WIS + Insight, 3 + 2: white 2, 4, 2, coloured 4, 2, one success. The sexton, MAN 2 and Deception 1: white 4, 2, coloured 4, one success. A tie, the statement stands, with a question mark.

In the evening, Klette calls Pirol, the first call, so it is free. Coloured 2, white 1: 21, documents. First, Pirol spends ten minutes telling a story about a mine tunnel and never gets to the end. Clue Type Document, keywords 51 and 12: draw, letter. **Clue 1:** a letter from the chronicler to the state office with a pencil sketch. It shows a passage under the brickworks that no plan knows about. Pressure +1, the track stands at **1.**

For the night, Klette wants a thermal imaging camera. It is rare and would only come tomorrow. Second call, pressure +1 to **2.** Coloured 3, white 2: 32, “Already on its way.” At eleven, a courier pulls up outside the inn.



Chapter IV.
COMBAT ALONE

Combat Alone

"Alone, you count differently. Not the opponents. The doors."
Ruß, Cadet, Tactical Branch

Two or three good hits are enough to take an agent out, says the Core Rulebook. In a cell, someone stands beside you who shoots back and puts on the bandage. Alone, that is missing.

This chapter changes nothing in the combat rules. Initiative, attack, defence, damage, armour, Hit Points and horror remain as they stand in the Core Rulebook (Chapters VI and VII). The only new thing is who runs the opponents. Alone, a rule of thumb, a table and the oracle do it.

How Many Opponents an Agent Can Handle Alone

Opponents enter a file through incidents, alterations and escalation, and in the confrontation they are there anyway. How many there are is set by the player, with the oracle if in doubt. The table "How Many Opponents an Agent Can Handle Alone" is the rule of thumb for this: what an agent of their rank can deal with in open combat, narrowly and rarely without a scratch.

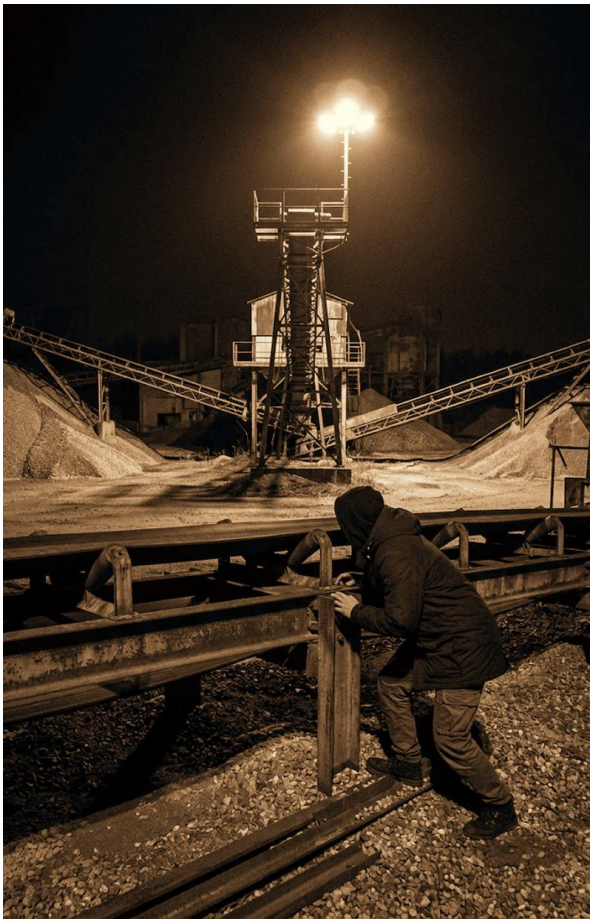
Rank	Can Handle Alone
Cadet	one Professional or one squad of Henchmen at a time
Agent	one Professional or one squad of Henchmen at a time
Senior Agent	one Elite
Veteran	one Elite and one squad
Shadow Officer	one Elite and one squad
Any rank	Leaders and creatures only with a plan

If more opponents are there, open combat is not the answer. Then the agent sneaks, distracts, fetches help or leaves. For a small cell, the table applies roughly per agent.

A plan against Leaders and creatures has one of three things, preferably two:

- **The weakness of the origin.** The table of origins in the Core Rulebook (Chapter XI) says what usually works: salt, silver, light, EMP, fire, the right name.
- **An ally.** A contact, a witness, a policewoman with her service weapon (Chapter III). They act according to their own stats. Whether they come and stay is up to the oracle.
- **A place that helps.** A door only one can fit through. Bright light. A staircase between the agent and what wants them.

Without a plan, such a confrontation is not a test of courage but an obituary.



Opponents from the Core Rulebook

Stats for opponents are in the Core Rulebook (Chapter XI): the **Rules of Thumb for Your Own Opponents** for Henchmen, Professionals, Elites, Leaders and creatures, and the **Example Opponents** with full stats and a special trait, from the cultist who never flees, through the mercenary, to the Grey Man, who cannot be surprised. Random Files adds, in Chapter IV, what can lie behind each origin and A Cult in Five Rolls, without stats.

The player builds their own opponent using the rules of thumb and gives it a special trait. They write it down before the combat begins, not only when they need it.

An opponent who needs a value not in their stats, such as Perception, rolls the pool of their tier from the rules of thumb, from Henchman 2 + 2 to creature 5 + 5.

What the Opponent Does

When it is the turn of an opponent who is not a Henchman, the player rolls a D6 for them on the table "Opponent Behaviour". The result says what they do; the player narrates how. If a Leader or a creature has two actions, the player rolls for each. In a small cell, it hits the agent who is standing closest or who last dealt damage.

D6	Opponent Behaviour
1 to 2	**Attack the agent.** With the best weapon or power they have.
3	**Seek cover or aim.** A shooter aims and gains +1 die on their next ranged attack (Core Rulebook, Chapter VI). Anyone who does not shoot takes cover.
4	**Special ability or call for help.** If they have an active special ability, a spell, a power or a grenade, they use it. Otherwise they call for help and do nothing else this round.
5	**Flank.** They work their way into the agent's flank or behind them. On their next attack they gain +1 die.
6	**Battered: flee or surrender, otherwise attack.** If they have half their HP or less, they flee or surrender. Otherwise they attack.

Call for help: Oracle "Does help come?", assessed by place and opponent. A guard with a radio on guarded premises: Likely (2). A man alone on the moor: Hardly conceivable (5). On Yes, a Henchman arrives at the start of the next round; on Yes, and, a squad. **Flee or surrender:** A creature flees, a mercenary raises his hands. If both fit, a D6 decides: 1 to 3 flee, 4 to 6 surrender.

RULE: SPECIAL TRAITS COME FIRST

Whatever is listed as an opponent's special trait takes precedence over the table "Opponent Behaviour".

"Never flees" means: never flees. If the D6 shows a 6, they attack.

"Withdraws when the leader falls" means: if the leader falls, they withdraw, even if the table shows an attack.

If a result does not fit what the opponent is, the player reinterprets it instead of rerolling. A shadow being does not seek cover. It seeks the darkness.

Henchmen and Squads

Henchmen are the nameless opponents of the Core Rulebook: guards, cultists, thugs. They do not roll on "Opponent Behaviour". They attack, every round, until they fall, unless their special trait says otherwise.

The Core Rulebook allows them to be combined into squads (Chapter XI): **A squad of three Henchmen attacks with one roll and +2 dice and has HP equal to the sum.** Alone, the player almost always does this from three Henchmen upwards. If there are more, they form several squads, and whoever is left over acts individually. Who in the squad falls and who is only bleeding, the player narrates according to the HP lost. The squad's roll stays the same as long as it has HP.

If the leader they follow falls, the player asks: "Do they run?" For paid people this is Likely (2). Cultists never flee; then no one asks.

Fleeing and Breaking Away

Alone, a retreat is no disgrace but a craft. It needs only the rules of the Core Rulebook (Chapter VI).

- **Move and sprint.** Up to 10 metres and an action, or a sprint of up to 20 metres without an action. Anyone who sprints has defence +1.
- **Cover and range.** Partial cover +1 defence, good cover +2. Beyond range, the opponent shoots with −2 dice, up to double range. A smoke grenade gives +2 defence against ranged attacks.
- **Pursuers.** Opponents move by the same rules. Anyone equally fast does not catch up. As long as they can see the agent, "Opponent Behaviour" still applies: Flank means someone cuts them off.

- **Out of sight.** Oracle “Do they keep searching?” On Yes, an opposed test decides, Stealth against Perception.

An escape usually ends the scene. If it brings no clue and no partial objective, the pressure rises by 1 as always (Chapter II). In the confrontation it is a retreat: the mission objective is missed, but the agent lives.

Down and Alone

RULE: DOWN AND ALONE

At 0 HP, the agent is incapacitated and dying (Core Rulebook, Chapter VI). No one is there to stabilise them.

The player asks the oracle once: “Does anyone find me in time?” The assessment depends on the place: in a remote place Unlikely (4), in a village Even (3), in a city Likely (2).

Yes: Someone finds the agent and stabilises them. The mission ends as a retreat.

No: The Core Rulebook applies. At the end of each round, the agent loses 1 HP. If their HP reach a negative value equal to their CON, they die.

On **Yes, and**, the finder is more than a passer-by: a doctor, a forester with a first aid kit, a future contact. On **No, and worse**, an incident also occurs (Chapter I), sometimes the last thing the agent sees.

In a retreat, the mission objective is missed, but the XP for the file colour are still awarded (Core Rulebook, Chapter III). The agent remains unconscious at 0 HP until healed, and wakes up in hospital, on a back seat, in the relay. Who found them is often the open question of the file.

If opponents are still standing, the fight is over for the agent. The player narrates what they do, with the oracle if in doubt. If they fight non-lethally, the agent is only unconscious at 0 HP (Core Rulebook, Chapter VI) and wakes up wherever they want them. In a small cell, the rule applies only if no other agent is nearby.

Horror Alone

The agent rolls horror tests on WIL + Mental Resistance (Core Rulebook, Chapter VII); the player decides when one is due and at what level, as a game master would. Creatures list their level. The same horror requires only one test per mission, and one per scene is usually enough (Core Rulebook, Chapter XI).

A botch costs 2 additional strain and the next action, as in the Core Rulebook. Alone, nobody covers for the agent.

Protection comes from the Core Rulebook: Protective Ritual, Mental Barrier, Psychic Stabilisation, the clarity potion. Alone, only what the agent masters or carries counts. Second Wind (Chapter II) can reroll a failed horror test for 1 strain. **The anchor** gives +1 die on the next horror test if it was maintained in the last downtime (Core Rulebook, Chapter X); for a lone operative it is often the only protection (Chapter V). If strain reaches the threshold, a trauma follows (Core Rulebook, Chapter VII).

EXAMPLE: RUSS AT THE GRAVEL WORKS

Ruß: Soldier, Echo-Operative, Cadet. DEX 5, Firearms 4, Dodge 3, so defence 3 and initiative 5, 12 HP, combat suit with helmet (armour 3), assault rifle (damage 4). Echo Location: no one surprises him.

Night in the gravel works near Lütjenbrook. An incident sends a squad (Chapter I): three guards, Henchmen with attack 2 + 2, defence 1, armour 0, 5 HP each, pistols (damage 3), initiative 2. As a squad: attack 4 + 2 (bonus dice are white), 15 HP. A Cadet can handle that.

He hears them coming. They duck behind a wheel loader (partial cover, defence 2), Ruß stands on the open catwalk.

Round 1. Ruß shoots first, 5 white and 4 coloured against defence 2. White: 6, 3, 2, 3, 6. Coloured: 3, 5, 5, 2. 4 successes, 2 margin, damage 4 + 2 − 0 = 6. Squad at 9 HP: two hit, none down.

The squad attacks, 4 white and 2 coloured against defence 3. White: 6, 5, 2, 2. Coloured: 3, 3. 2 successes, a miss.

Round 2. Ruß leaps behind a steel girder (partial cover, defence 4) and shoots. White: 5, 5, 3, 1, 2. Coloured: 1, 6, 5, 1. Again 6 damage. Squad at 3 HP: one lies in the gravel.

The squad shoots. White: 2, 1, 1, 3. Coloured: 2, 6. 1 success and two ones: a botch. The player chooses the jam (Core Rulebook, Chapter VI).

After Round 2. A light comes on in the container at the gate: the mercenary from a clue is awake (oracle, Likely (2): **Yes**). That is too much for a Cadet. In Round 3, Ruß sprints 20 metres to the fence. No clue, no partial objective, pressure +1. But he lives.

Chapter V.
BETWEEN FILES

Between Files

"Between two files, you notice how quiet your own phone can be. You learn not to stare at it anyway."
Zaunkönig, Veteran, Science Branch

Between two missions lies downtime, usually one to four weeks with two actions for each agent (Core Rulebook, Chapter X). Alone, the same applies. This chapter says who decides what the game master otherwise decides, how individual files become a campaign, and how a lone operative rises in rank.

Downtime Alone

1. Wrap up the aftermath. XP, reducing strain, Trust, as in Chapter II.

2. Set the duration. The player determines how much time passes, usually one to four weeks. If a month has passed since the last pay, they credit it (Core Rulebook, Chapter X).

3. What happens. Once per downtime, a D66 on the table "What Happens in Downtime".

4. Two actions. The agent chooses two actions from the Core Rulebook. If the table demands one of them, only one remains to choose freely.

5. Write it down. New contacts, the anchor and new open questions go on the log sheet.

The Actions

The eight actions of the Core Rulebook remain as they are. Where the game master decides there, the following applies when playing alone.

- **Recover.** Reduces strain by 2. Anyone who spends both actions on it asks the oracle: "Does O.D.I.N. grant leave?", Unlikely (4), because O.D.I.N. rarely grants it. On Yes, the agent reduces all strain; on No, they reduce it by 2 twice.
- **Therapy.** Unchanged. After two therapy actions, the agent may try to shed a trauma: COM + Stress Management against Hard (3).
- **Train.** Requires a teacher as in the Core Rulebook (Chapter III) who has the skill at 3 or more. Alone, that is the staff of the Hold or a contact of level 2 or higher, in a small cell also another agent. What the branches train, every Hold teaches. For anything rare, the player asks: "Is there anyone in the Hold who can do that?", usually Even (3).
- **Maintain signature.** As described in the class books.
- **Maintain contacts.** Unchanged. The agent is best off finding new contacts among the people of the last file (Chapter III), otherwise with a roll on "Who Is It".
- **Investigate.** Brings a clue to an open question. The player chooses the question, rolls Clue Type and keywords (Chapter II) and interprets them for it, without a test and without pressure. This does not answer the question, but it gives it a direction.
- **Work.** Unchanged, half a month's pay.
- **Private life.** Maintains the anchor.

The Anchor Alone

The Core Rulebook rule applies unchanged (Chapter X): anyone who has maintained their anchor receives +1 die on the next horror test. Anyone who does not use an action for their private life three times in a row loses it.

For a lone operative, the anchor is often the only person they talk to about something other than the file. What it means to lose it, the player decides alone: a relationship breaks apart, a child stops calling. It can only be won back through a small story of its own. Alone, the player plays it best as one or two scenes with expectation and oracle (Chapter II), without a pressure track. If the agent succeeds at what they set out to do, the anchor is back.

What Happens in Downtime

The table concerns the agent's life, not the next file. Anyone who owns Random Files rolls in its Chapter VI instead, or in addition.

D66	What Happens in Downtime
11	**A family celebration.** Anyone who goes spends an action on private life. Anyone who stays away gets a card that says only "Pity".
12	**A gap in the story.** The anchor asks why the agent was not at the hotel where they supposedly were. MAN + Deception against Doable (2). If the test fails, the question hangs in the air, as an open question about their own life.
13	**An evening without the phone.** Nothing happens. The agent cooks, reads and sleeps through the night.
14	**A visit from the past.** A colleague from the old job is at the door. With a "Maintain contacts" action, they become a level 1 contact.
15	**The anchor needs help.** An accident, an illness, a quarrel that cannot wait. If the agent does not spend an action on private life, it is a harrowing event: 1 strain (Core Rulebook, Chapter VII).
16	**Someone moves in next door.** Friendly, curious, always at home. Who they seem to be is decided by "Who Is It" (Chapter III). Whether they are, the oracle says when it matters.
21	**A contact calls in their favour.** If the agent owes one, it now costs an action, or the contact is lost (Core Rulebook, Chapter X). Otherwise the contact asks for help. Whoever helps is owed a favour by them.
22	**A contact has heard something.** The player rolls Clue Type and keywords (Chapter II). Oracle "Is it connected to an open question?", Even (3). On Yes, it is a clue to that question; otherwise a rumour.
23	**A contact has disappeared.** Number disconnected, flat empty. Until further notice they cannot be reached. An open question.
24	**A contact asks questions.** They want to know who the agent really works for. MAN + Deception against Doable (2). If the test fails, a Suspicion remains. What it means for the contact, the player interprets: a cool answer next time, a request they turn down, or silence.
25	**A contact is in trouble.** Police, debts, a man outside their door. An action for them counts as "Maintain contacts".
26	**A face from the last file.** A witness or the landlord gets in touch and only wants someone to believe them. With a "Maintain contacts" action, they become a level 1 contact.
31	**The Audit checks the expenses.** If the agent used expenses privately in the last file, it comes to light now: 1 Trust, 2 the second time (Core Rulebook, Chapter X). Otherwise it costs a long afternoon.
32	**A training course.** One action is "Train" with the staff of the Hold, in a core skill of their class.
33	**Standby at the Hold.** A week of night duty. One action is used up. On the radio, the agent hears things that are none of their business.
34	**The handler asks for a talk.** A D66 on "What the Handler Says" (Chapter III). Clues belong to an open question, requisitions, instructions and reclassifications apply in the next file, there is no pressure. Anything that only makes sense in a running file, such as a relay or a location, becomes an open question.
35	**An agent from another cell asks for help.** Whoever helps uses up an action and notes the codename. Whoever refuses notes it too.
36	**A new number.** At the first call of the next file, someone else answers and fetches the handler.
41	**Nightmares.** Every night the same scene from the last file, only one detail is different. Often it is an open question.
42	**An old injury flares up.** Without a "Recover" action, the agent counts as battered on their first test with STR or DEX in the next file: −1 die (Core Rulebook, Chapter II, Bonus and Penalty Dice).
43	**Routine examination.** The doctor measures longer than necessary, asks about dreams and writes everything down.
44	**A look in the mirror.** One more wrinkle. The agent counts their files and arrives at a different number than the log sheet.

D66	What Happens in Downtime
45	**A moment in the supermarket.** A sound, and the agent is back in the last file. Horror test Uncanny (1).
46	**Finally slept.** A whole night for the first time in weeks. They know it won't stay that way.
51	**The newspaper writes about the last file.** Wrong, but close enough. Oracle "Does the article reveal the operation?", Even (3). On Yes, it is a press report about the operation: 1 Trust (Core Rulebook, Chapter X).
52	**A news item** that sounds like a file. No assignment, not yet. The player may make it the occasion for the next file.
53	**An envelope without a sender.** Inside, a photo of the agent, taken during the last file. Open question: who took it?
54	**A call on the private phone.** No one speaks; in the background a radio is playing. The second time, the agent recognises the station.
55	**The same car, three days running.** Then no more. Who sat in it is a new open question.
56	**The world keeps turning.** An election, a storm, a cup match. The agent watches it on television like everyone else.
61	**An open question stirs.** A name from an old file turns up again. The player chooses an open question. If the next file is connected to a question, then to this one.
62	**A clue comes in the post.** A clue to an open question, as with Investigate, without an action. Who sent it is a new open question.
63	**The report is gone.** The report of the last file is not in the archive. Officially, the agent never submitted it.
64	**A witness from an old file dies.** Natural causes, says the newspaper. An open question.
65	**Something came along.** A shadow in the flat, a smell from the last file. Horror test Uncanny (1).
66	**Someone asks about the agent.** At the Hold, with the anchor, with a contact, by codename or by real name. Both are bad.

A Campaign Alone

"Every file answers one question and raises two new ones. After a few years you have a cabinet full of questions and know which ones you no longer ask."

Archivist, Investigation Branch

The Core Rulebook says: every mission ends with an answer and a new question, and the campaign grows out of these questions (Chapter XI). Alone, the player collects the questions themselves and lets the oracle decide when one comes back.

RULE: THE CAMPAIGN ALONE

Open questions are kept on a list, six at most. If a seventh is added, the player strikes the one that interests them least.

At the start of each new file, after the briefing, the player asks the oracle: "Is this file connected to an open question?", Even (3).

On Yes, they choose the question that fits best, or roll a D6 on their list. If the die points to an empty line, they keep counting from the top.

If a file answers an open question, that is a thread found: +1 XP for each thread (Core Rulebook, Chapter III).

Yes means: the file is connected to this question. The player notes it in the briefing, but does not yet know how. The clues show it, and at the revelation they check whether the file answers the question. **Yes, and** means: it is connected to two questions, or the connection is visible from the first day, a name in the briefing, a place the agent already knows. **No** means: the file stands on its own. On **No, and worse**, it stands on its own, and an incident occurs at the start (Chapter I).

A question is answered when the agent knows something they did not know before and can write it

down in one sentence. A Suspicion is not an answer. The answered question leaves the list. Often it leaves a new one behind.

Anyone who plays several files also collects people: contacts, witnesses, an adversary who got away. If a place or a kind of person turns up in a new file, the player first asks whether it is someone the agent already knows. A familiar face in an unfamiliar file is often the beginning of a thread.

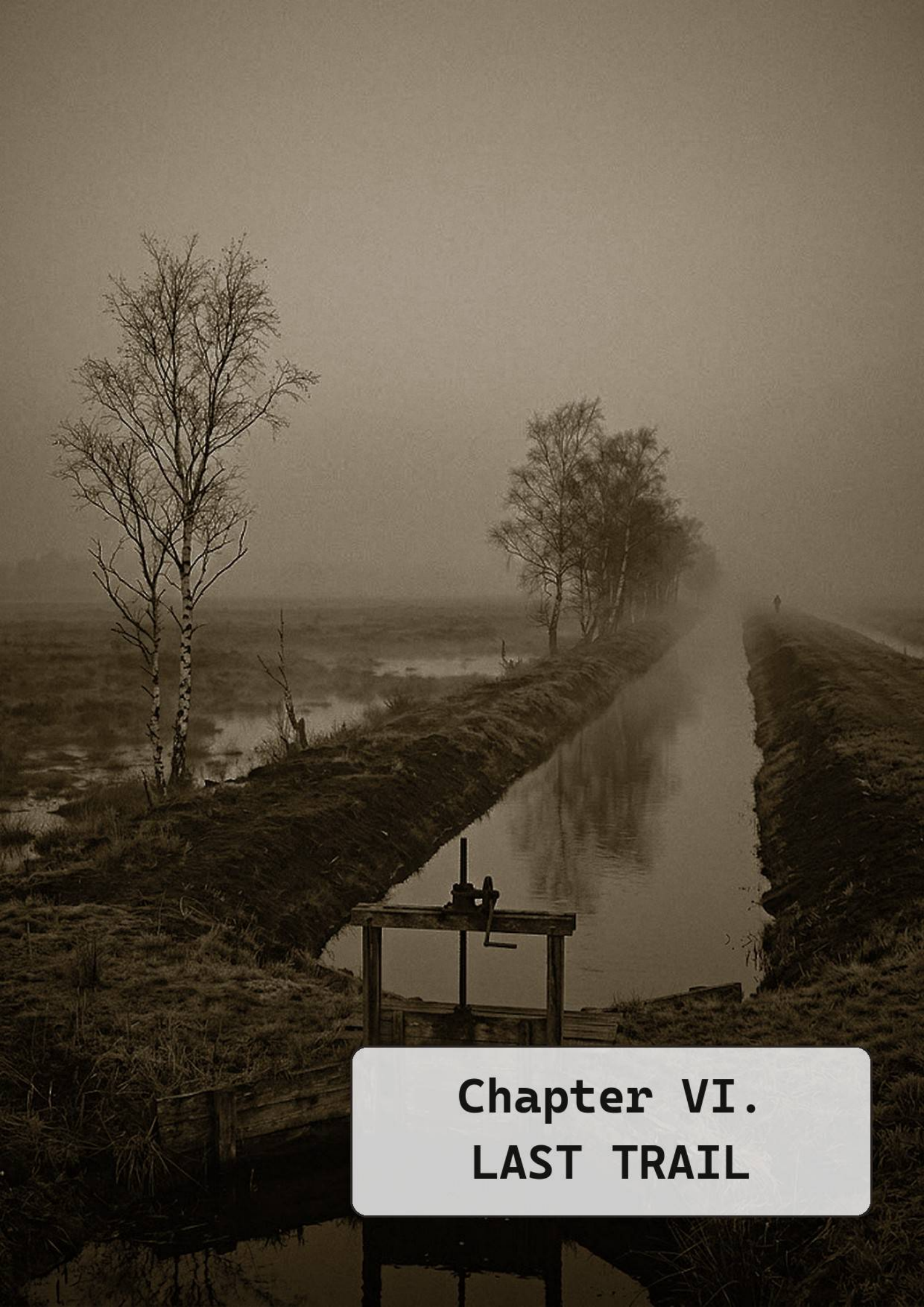
Rank and Promotion Alone

Ranks depend on the XP collected, as in the Core Rulebook (Chapter III): Agent from 20, Senior Agent from 50, Veteran from 100, Shadow Officer from 175. All XP ever received count, including those spent. A typical Grey File brings 5 to 6 XP. A Cadet therefore becomes an Agent after about four files.

With rank, clearances, pay and the abilities that the class books list for each rank change. Alone, something else changes too: how many opponents an agent can handle depends on their rank (Chapter IV). A promotion does not make a lone operative safer, but it allows them to risk more.

No one rolls for the promotion itself. The handler calls in the aftermath and says it the way their quirk demands. A curt one says: “Senior Agent. Carry on.” A caring one first asks how the agent is doing.

The high ranks bring things that a lone operative rarely experiences alone. A Veteran gains access to artefacts, a Shadow Officer a cell of their own and insight into the work of the Council. What that means in detail is covered by the book Shadow Officers.



Chapter VI.
LAST TRAIL

Operation Last Trail

"Go there. Listen. Don't follow."
Kiebitz, Veteran, Investigation Branch

This chapter is a complete operation for a single agent. The briefing, locations, clues and the truth behind them are fixed. Everything else the player rolls as in any file, which is why the operation turns out differently the second time than the first. Raven, the Paranormal Detective from the Core Rulebook, plays through it once. Every roll in her boxes really happened, the bad ones too.

How to Play This Operation

There are two ways through this chapter.

- **Play it yourself.** The player takes their own agent and skips all the "EXAMPLE" boxes. They read the briefing, the locations and the escalation and begin.
- **Read along.** The player follows Raven through the operation in order. Afterwards they know the solution, but not their dice. With their own agent, the operation remains playable, only without the surprise of who and why.

The operation is built for a Cadet or an Agent. A small cell plays it the same way (Chapter II). The player needs the Core Rulebook, the dice, the character sheet, a handler (Chapter III) and a fresh log sheet. The briefing, the four locations and the pressure track, which starts at 0, go on the sheet. The player notes clues with their number, C1 to C8.

The locations suggest an expectation for the start of each scene (Chapter II). The player may set their own.

KEY POINT

Only read the section "The Truth" after the third clue.

The Briefing

FROM THE FILES

O.D.I.N. / HOLD-3 / BRIEFING

Case: GA-2362. Operation: LAST TRAIL. Colour: Grey.

Location: Hammewisch, a moor village on the edge of the Teufelsmoor, north of Bremen. 312 inhabitants, one canal, one sluice, one pool.

Report: A letter from the country doctor Dr Imke Warnken to a sleep laboratory in Bremen whose post the Investigation Branch reads.

Situation: For eleven nights, residents have been getting up at around 2.40 a.m. and walking barefoot to the pool at the canal sluice. On the way they sing, all the same melody. In the morning they stand on the bank, wet to the ankles, and remember nothing. 14 people so far. No injuries.

Assignment: Protect a witness. Geeske Lührs, 71, is the only one who remembers. Establish what is calling the people and end it before someone does not come back.

Gap: What Mrs Lührs saw, she has told no one. Why it began eleven nights ago, no one knows.

Why Alone: One is enough, says the file. Analysis considers the case a mass psychosis with a folkloric veneer.

Cover: Employee of the sleep laboratory. Expenses: €2,000.

Handler: KIEBITZ, Investigation Branch.

The briefing follows the tables in the Core Rulebook (Chapter XI): Assignment 4, codename 5 and 4. Why Alone is the 4 from Chapter II. Anyone playing with their own handler uses that handler's codename instead. The mission objective has two parts: Geeske Lührs is alive at the end, and no one is called any more.

Anyone playing a campaign asks after the briefing, as always, whether the file is connected to an open question (Chapter V). On a Yes, the trail leads through the pool.

EXAMPLE: RAVEN DRIVES INTO THE MOOR

Raven is an Investigator, Paranormal Detective, Cadet, with the values from the appendix of the Core Rulebook. For this operation, what matters most are WIS + Perception 5 + 5, WIS + Occultism 5 + 4, WIS + Insight 5 + 3, WIL + Occultism 3 + 4, CHA + Persuasion 2 + 2 and WIL + Mental Resistance 3 + 3. Add to that HP 10, strain threshold 10, initiative 3, defence 2, a protective vest with armour 2 and her three abilities: Ghost Sight, Occult Recognition, Protective Ritual.

It is Raven's first operation alone. Her player sets up the handler: Kiebitz, Veteran, Investigation Branch. The D6 for the quirk shows 1: Curt. His line is "Carry on."

The player sets pressure to 0 and plays with Second Wind (Chapter II). Raven takes a room at the village inn and goes first to where the Called are found in the mornings.

The Locations

Hammewisch lies on a canal that moor colonists dug by hand around 1780. Their descendants still live here, among thatched roofs, birches and newcomers from Bremen. The agent visits the four locations in any order.

Clues in This Operation

At each location there are two clues with fixed content. They replace the tables "Clue Type", "Keywords: Action" and "Keywords: Thing". Otherwise Chapter II applies.

- **Searching.** Before the test, the player chooses one of the two clues and rolls the test listed with it. Another skill is allowed if it honestly fits. Abilities and equipment work as always.
- **Never lost.** If the test fails, the agent gets the clue anyway: pressure +1, on a botch +2.
- **Critical success.** It yields both clues at the location.
- **The second clue.** If the agent wants to search for it in the same scene, they first ask the oracle whether they get the chance, usually Likely (2). On a No, the clue is there, but only in a later scene.
- **Clues from tables.** If a table yields a clue, for example the handler, the player rolls Clue Type and keywords and interprets them for Hammewisch. The clue counts like C1 to C8.
- **Three are enough.** Any three clues are enough for the revelation.

What the people know is listed with the clues. The oracle answers everything beyond that. The player rolls their attitude at the first encounter (Chapter III). The people of Hammewisch have MAN 2 and Deception 1.

Location	Clues	Tests
The Pool at the Sluice	C1 Trace at the scene, C2 Sign	WIS + Perception, Doable (2); WIS + Occultism, Hard (3)
The Surgery in the Old Schoolhouse	C3 Witness, C4 Recording	WIS + Insight, Doable (2); WIS + Perception, Doable (2)
The Lührs Farm	C5 Witness, C6 Object	WIS + Insight, Doable (2); WIS + Perception, Doable (2)
The Local History Room in the Old Parsonage	C7 Document, C8 Sign	INT + Investigation, Doable (2); WIS + Occultism, Hard (3)

1. The Pool at the Sluice

A kilometre beyond the last farm, the canal ends in a pool, a black moor lake, 40 metres wide, ringed by birches. How deep it is, no one knows. The children say: all the way down. Until two weeks ago, a wooden sluice gate separated it from the canal. The water and soil board has replaced it with one made of steel. This is where the Called are found in the morning. At night it is the place where no one should be.

Expectation: "In the morning no one is at the sluice, only construction fencing and tracks." Likely (2).

C1, Trace at the scene. WIS + Perception, Doable (2). The footprints of the Called form a semicircle on the bank, all toes towards the water, right in front of the spot where the old sluice stood. The oldest end on dry ground, the freshest lie two steps into the water. They go further every night. The construction sign gives the date the old sluice was demolished: 14 August. The first night was three days later.

C2, Sign. WIS + Occultism, Hard (3). Below the waterline, the new steel is scratched, from the pool side, without tools. The same sign again and again: a house mark, like the ones the colonists cut above their doors, but incomplete, as if a stroke were missing. The same mark hangs above the door of the old parsonage. The scratches are a paranormal phenomenon, the mark is an occult sign.

Danger: The Water's Edge. Anyone who steps closer than two paces to the water rolls DEX + Athletics against Doable (2). If the test fails, they slide into the pool up to the hip: 1 damage from the cold, armour does not count. Under the water, something wraps around their ankle and lets go again. Horror test Uncanny (1).

EXAMPLE: RAVEN AT THE POOL

Scene 1. The expectation: in the morning no one is at the sluice. Likely (2). White 6, 5, 2, coloured 4, 6, 6: five successes, all the coloured dice hit, **Yes, and.** A white 6 alone does not bring an incident. The "and": the water board has lowered the pool by half a metre for an inspection. The steel lies exposed.

Raven searches for C2. WIS + Occultism with +2 dice from Ghost Sight, 7 white and 4 coloured. Occult Recognition turns Hard (3) into Doable (2). White 3, 6, 3, 6, 5, 5, 2, four successes. Coloured 3, 4, 4, 4, three successes. A margin of 5, a **critical success:** both clues. The house mark in the steel, the missing stroke, the footprints in a semicircle, the date on the construction sign. Raven writes: "Something is missing. They go further every night."

Pressure 0. But the second clue brings the escalation. The D6 shows 6, a **twist.** A D6 on "The Twist" in the Core Rulebook shows 1: The client lies. Here, that is the doctor.

On the way back, a woman in a coat over her nightdress comes towards Raven, wet up to the knees: Dr Imke Warnken. Her letter said she was not affected. She has been walking with them since the fourth night, and today she only woke up in the late morning, further out in the moor than the others. Attitude 1, **hostile.** What Do They Want: 6, to harm someone. "Write an assessment of Geeske Lührs. She walks in front, and we follow her. Put the woman in a clinic, and there'll be peace."

The witness Raven is supposed to protect has an enemy.

2. The Surgery in the Old Schoolhouse

Dr Imke Warnken, 52, is a third-generation country doctor. Her waiting room has been full for eleven days: the Called, relatives, people who only want to listen. Her sleeping pills do not help. No one knows that she walks too.

Expectation: "The waiting room is full, and the doctor has five minutes for me." Likely (2).

C3, Witness. WIS + Insight, Doable (2). The doctor keeps a list: 14 Called, all from the old families whose ancestors dug the canal. Newcomers sleep through. At the very top is Geeske Lührs. She went first and walks at the front every night. One name is missing: Warnken.

C4, Recording. WIS + Perception, Doable (2). Sanne Böschen has filmed her son Mats, twelve, at night. At 2.40 a.m. he sits up and sings in Low German, which he does not speak: "Kumm trüch, kumm trüch." Come back. He sings several verses. The last line of the last verse breaks off after a single syllable every time, as if a word were missing. The singing is a paranormal phenomenon.

Danger: The Waiting Room Is Listening. Anyone who asks openly about the song there rolls CHA + Persuasion or MAN + Deception against Doable (2). If the test fails, incident 16 occurs (Chapter I).

3. The Lührs Farm

The last farm before the moor, a hall house with a thatched roof and an empty threshing floor. Geeske Lührs, 71, a widow, lives here with a cat and a stove that never goes out. For eleven nights she has barely slept. She is ashamed of what she remembers.

Expectation: "Geeske Lührs is at home and opens the door." Likely (2).

C5, Witness. WIS + Insight, Doable (2). On the first night, Geeske stood knee-deep in the pool. In the water stood a woman with hair like cotton grass, singing without moving her mouth. Geeske knows the song from her grandmother, who sang it while cutting peat, only never the last verse. "De leste Stroph singt man nich."

C6, Object. WIS + Perception, Doable (2). In the grandmother's hymn book lies a slip of paper with the last verse. In its last line, a word has been scratched out with a knife. Beneath it is written: "Wenn se ropt: Isen vör de Döör." When she calls, iron before the door. Above Geeske's front door there is a nail hole, but no horseshoe any more.

Danger: The Afternoon Nap. Geeske nods off mid-sentence and hums the song with her eyes open. Horror test Uncanny (1). Anyone who shakes her awake has a witness who says nothing more until evening.

> **EXAMPLE: RAVEN WITH GEESKE**
>
> **Scene 2.** The expectation: Geeske is at home and opens the door. Likely (2). White 5, 5, 6, coloured 5, 2, 5: five successes, **Yes.** The coloured 2 prevents a "Yes, and". Attitude 5, **talkative.** Geeske makes tea and talks about the storm flood of 1962, about her husband, about the cat.
>
> Raven watches for where she evades and searches for C5. WIS + Insight, 5 + 3 against Doable (2). White 4, 6, 2, 5, 5, three successes. Coloured 4, 6, 2, two successes. A margin of 3, another **critical success.** Geeske tells her about the woman in the pool and then fetches the hymn book to show Raven her grandmother's handwriting. C5 and C6.
>
> **"Does Geeske nod off before I leave?"** Even (3). White 4, 2, 6, coloured 4, 3, 6: three successes, **Yes.** Her head drops to the side, then she hums, her gaze on the window facing the moor. Horror test Uncanny (1), 3 + 3. White 5, 4, 6, coloured 6, 3, 4: four successes, a critical success. Raven keeps her composure and listens closely: the last line ends on a single syllable, "As…".
>
> Four clues, pressure 0. Raven's player turns to "The Truth".

4. The Local History Room in the Old Parsonage

Two rooms in the old parsonage, colonists' letters under glass, parish registers in binders. Onno Brünjes, 68, chairman of the local history society, has rescued here what the water board wanted to throw in the skip: the main plank of the old sluice, two metres of oak, black from the moor, weighing 60 kilos. It leans in the back room. Above the front door hangs the house mark from the steel, complete.

Expectation: "Onno Brünjes unlocks the door and shows what he has." Likely (2).

C7, Document. INT + Investigation, Doable (2). Parish register, October 1911: "After the sluice at the pool had been renewed, seven souls went out by night. Three did not return. Pastor Hinrich Rugen had the old plank set back in, and there was peace." In the margin, in different ink: "Do not sand off the name."

C8, Sign. WIS + Occultism, Hard (3). On the plank is the house mark, complete, and beneath it a carved word, weathered and painted over twice. In raking light it can be read: a name that fits no human being. Which name, "The Truth" reveals. The plank is an occult sign, but not a phenomenon.

Danger: Onno Brünjes. The plank belongs to the society. Anyone who wants to touch it or take it away needs Onno's permission, CHA + Persuasion against Doable (2), shifted according to his attitude. Or they come at night, DEX + Stealth against Doable (2). If that fails, incident 21 occurs (Chapter I).

Escalation in This Operation

If pressure reaches 3 or the agent finds the second clue, the player rolls once on "Escalation" (Chapter II). In Hammewisch, the result means:

- **1, A witness dies.** In the morning Onno Brünjes lies in the reeds, drowned in knee-deep water. If the agent has already been to see him, it is one of the Called whom they did not know. Never Geeske

Lührs. The criminal police arrive, and the local history room is sealed for a day.

- **2, The opponent notices.** From now on, even by day, three of the Called stand at the pool with empty eyes and let no one onto the bank, a squad of Henchmen by the rules of thumb in the Core Rulebook (Chapter XI).
- **3, A second case.** The next night, 30 walk, including newcomers whose mothers come from here.
- **4, The press is here.** Regional television films the Called on the bank. From now on there are onlookers at the sluice, at night too.
- **5, A bystander gets drawn in.** Mats Böschen, twelve, is not in his bed at night. In the confrontation, he is the first to stand in the water.
- **6, Twist.** A D6 on “The Twist” in the Core Rulebook (Chapter XI). The client here is the doctor who wrote to the sleep laboratory.

Reclassification to Red. At pressure 6 the file turns red, and pressure drops to 0. The Called now walk by day too, as soon as they fall asleep. The next night is the last: in it, they walk into the water. At the end, the XP of a Red File apply.

Red and Full. If the Red File reaches 6 again, the confrontation begins at once at the pool, by day or by night. The Called are then already standing waist-deep in the water.

The Truth

Read only after the third clue. The player lays out their clues side by side (Chapter II, step 1), but does not roll on “The Opponent”. The truth is fixed. It corresponds to entry 6 of that table in the Core Rulebook.

What Is Really Going On

Something older than the village lives in the pool. The colonists called her the Kolkfrau. When they dug the canal up to her water around 1780, they found out her name and cut it into the plank of the sluice, above the water. As long as it stood there, she slept.

In 1911 the sluice was renewed. Seven went out at night, three drowned, then the pastor put the old plank back in. In August the water board tore down the wooden sluice. Since then the plank has stood in the local history room, rescued and in the wrong place. Three nights later, the Kolkfrau began to call.

She calls those descended from the colonists back into the moor from which they took the land. The last verse of her song contains her name. That is why no one sang it.

The name is Askewied.

Origin: The Old. What usually works: salt, iron, silver, the right name (Core Rulebook, Chapter XI). No one woke her. It was an accident, and it repeats itself.

Where and by when. At the pool, on the first night after the revelation, shortly after 2.40 a.m. That night the Called do not stay on the bank, they walk in. Whoever goes under does not come back. Geeske Lührs walks at the front.

The Name, the Salt, the Iron

Before the confrontation, the agent may prepare, for one scene, two at most (Chapter II). Above all, they need the name.

- **Finding the name.** Whoever has C8 knows it. Otherwise they read it from the plank, with the test for C8. Or they hear it at the pool, where the Kolkfrau sings the last line in full: an action, WIS + Perception against Hard (3).
- **Salt.** From any kitchen. She does not reach across a line of salt.
- **Iron.** A horseshoe protects a door (C6). Iron and steel deal her full damage.
- **Allies.** Geeske, Onno, the doctor, Sanne Böschen. Whether anyone comes along, the oracle decides.

EXAMPLE: RAVEN’S REVELATION

Raven lays out C1, C2, C5 and C6 side by side. Her player reads “The Truth” and writes: “The Kolkfrau, The Old. Calls the colonist families into the pool because her name no longer stands above the water. Tonight they walk in.”

Raven knows only the first syllable. **Scene 3,** the local history room. The expectation: Onno unlocks the door and shows what he has. Likely (2). White 1, 2, 5, coloured 6, 3, 4: three successes, **Yes.** Attitude 1, **hostile.** Onno shows her everything, but she may touch nothing.

Raven wants to get closer to the plank. CHA + Persuasion, 2 + 2, Doable (2) and one step harder for hostile, so Hard (3). White 3, 1, coloured 5, 3: one success, a failure, but no botch. Onno plants himself in the doorway to the back room: “Society property.”

So Raven searches for C8 from the doorway, the UV lamp held for raking light. WIS + Occultism, Doable (2) thanks to Occult Recognition. Ghost Sight does not help, the plank is not a phenomenon. The distance costs −1 die, a white one first: 4 + 4. White 5, 6, 3, 1, coloured 5, 1, 4, 2: four successes, the test succeeds. Beneath the house mark it says: ASKEWIED. The fifth clue, pressure 0.

EXAMPLE: THE EVENING AT THE FARM

Raven calls Kiebitz, the first call, so no pressure. D66, coloured 2, white 3: 23, **a name and an address.** A clue, Clue Type Witness, and pressure +1 to **1.** The player rolls keywords: 26 and 13, radio and child. Who Is It: 43, an amateur radio operator with recordings he plays to no one. Kiebitz says: “Tammen, Deichweg 9. Radio ham. Carry on.”

Raven calls him. Arend Tammen, attitude 2, suspicious, plays her nothing. But every night at 2.40 a.m. his receiver picks up a song, and since Tuesday his daughter Lina, nine, has been singing along in her sleep. Her mother is a Böschen. Raven advises him to put iron in front of the door. He hangs up.

Scene 4, the Lührs farm in the evening. The expectation: Geeske is alone, and Raven can stay. Likely (2). White 2, 5, 4, coloured 4, 2, 1: two successes, **Yes.** Raven fetches salt

from the pantry and a peat spade from the threshing floor and nails an old horseshoe above the door.

“Does the doctor come to the farm this evening?” Even (3). White 1, 2, 4, coloured 5, 3, 1: one success, two ones, **No, and worse.** Incident 11: the opponent advances, pressure **2.** The doctor does not come, because she is already on her way. At twenty to eleven, four hours early, Geeske gets up. On the Deichweg, figures walk barefoot in single file, Imke Warnken at the front.

The scene has achieved a partial objective: the witness is guarded, salt and iron are ready. Raven does not hold Geeske back. She goes with her.

The Confrontation

The procedure, values and special features of this section and of the section “Stopping Her” apply only to this operation.

The confrontation begins with an expectation: “The Called are still standing on the bank, not in the water.” Likely (2) if the agent gets there before them, Even (3) if they arrive with them. When it begins, the player closes the pressure track.

The Called. At the start they stand on the bank, or on a No to the expectation already knee-deep in the water. The song sounds without pause. At the end of every round in which it sounds, they go one step deeper: knee, hip, chest, neck. Anyone who stands neck-deep and goes on goes under. Pulling them out costs an action and STR + Athletics against Doable (2), otherwise they drown. If it is Geeske Lührs, the mission objective is failed.

A Cadet can handle a squad of Henchmen alone, but not a creature without a plan (Chapter IV). The plan lies in the clues: the name as the weakness of the origin, the salt as a place that helps, an awakened neighbour as an ally.

The Kolkfrau (Creature)

Value	Details
Origin	The Old
Initiative	4
Attack	Grasp from the water 5 + 5, damage 5
Defence / Armour / HP	3 / 3 / 25
Horror	Disturbing (2) at first sight
Special	Never leaves the pool and reaches only those standing in the water or on the bank. Does not reach across a line of salt. Weapons not made of iron, steel or silver deal only half damage, rounded down; ordinary bullets do not count as iron.
The Song	Special ability instead of an attack. Anyone who hears it and has not been called rolls WIL + Mental Resistance against Doable (2). The song is supernatural influence, so Protective Ritual and Mental Barrier help. If the test fails, they lose their next action and walk to the bank.
The Name	Anyone who speaks it aloud on the bank or in the water (action) rolls WIL + Occultism against Hard (3). On a success, she falls silent and sinks, and the Called awaken.

The name forces her down, but it does not hold her. Anyone who steps or falls into the water afterwards wakes her again. Anyone already in the water when the name is spoken does not; they have time to get out. Only the name above the water can hold her.

The Called (Henchmen)

Value	Details
Origin	The Humans, under the Kolkfrau's song
Initiative	2
Attack	Shoving and holding 2 + 2, damage 2. Three as a squad: 4 + 2, HP 15
Defence / Armour / HP	1 / 0 / 5
Special	No horror tests. Only defend themselves against whoever stops them. If the song falls silent, they awaken and stop fighting.

The Called are neighbours. Anyone who has to stop them fights non-lethally (Core Rulebook, Chapter VI).

Opponent Behaviour. For the Kolkfrau, the player rolls on "Opponent Behaviour" (Chapter IV) every round and interprets the result as follows:

- **1 to 2, Attack:** on the agent, if they are within her reach and no salt protects them. Otherwise she pulls the foremost of the Called one step deeper.
- **3, Cover:** she dives, defence +2 until her next action.
- **4, Special ability:** the song.
- **5, Flank:** she surfaces somewhere else, +1 die on her next attack.
- **6, Battered:** if she has 12 HP or less, she sinks into the depths, and the song ends for this night. Otherwise, attack.

Down and Alone (Chapter IV). The pool is a lonely place: "Does anyone find me in time?" is Unlikely (4). If any of the Awakened stand on the bank, it is Even (3).

Stopping Her

Three paths lead to the goal, two of them without a fight.

- **The Name.** The agent speaks it, as above. Then the name must go back above the water while she is silent: cut into the steel of the sluice, painted or nailed to a board. This needs no test, only a few minutes without the song. Then there is peace.
- **The Plank.** The agent puts the old plank back in its place above the water: STR + Athletics against Hard (3), with helpers under the rules for cooperation (Core Rulebook, Chapter II). A car gets it as far as the construction fence, DEX + Driving against Doable (2) on the moor track. Whoever steps onto the bank with the plank starts the confrontation, by day or by night: she rises and sings, and in the village the Called get up wherever they are. Once the plank stands, she falls silent, as in 1911.
- **The Iron.** Whoever brings her to 12 HP or less with iron or steel drives her off for that night. A peat spade counts as an improvised melee weapon with damage 2, like a hand axe (Core Rulebook, Chapter X), without its properties. A Cadet can hardly manage this alone, and it does not end the calling. The next night, the agent needs the name or the plank.

EXAMPLE: RAVEN AT THE POOL, BY NIGHT

Scene 5. On the Deichweg, Raven speaks the protective ritual, one minute long, for this scene. The expectation: the Called are still standing on the bank. Raven comes along with them, so Even (3). White 1, 2, 5, coloured 2, 4, 4: three successes, **Yes.** 15 people stand in a semicircle at the water and sing, Geeske in their midst. Raven scatters salt in front of her own feet; there is not enough for more. The pressure track closes at 2.

The Kolkfrau rises from the water, her hair like cotton grass. Horror test Disturbing (2), with the protective ritual 5 + 3. White 4, 3, 5, 1, 4, coloured 6, 6, 3: three successes, passed.

Round 1. Initiative 4 against 3, the Kolkfrau acts first. Opponent Behaviour 6, she has all 25 HP, so attack. Raven stands behind the salt, so she reaches for the one at the front, Imke Warnken, and drags her in up to the knees, where the bottom drops away steeply.

Raven speaks the name. WIL + Occultism, 3 + 4 against Hard (3). White 5, 3, 5, coloured 3, 2, 4, 4: four successes, passed. The song breaks off, the Kolkfrau sinks, and the fight pauses. 15 people wake up and scream.

"Do they all get out under their own power?" Likely (2). White 6, 2, 3, coloured 1, 3, 3: one success, **No.** The doctor is stuck in the bog mud. Raven lies down behind the salt and holds out the peat spade to her. Geeske holds Raven by the ankles, STR 2 without Athletics against Easy (1): 5, 6, two successes, +2 dice for Raven.

Raven pulls, STR + Athletics 1 + 0 with 2 bonus dice against Doable (2). White 3, 4, 3: no success. Her player takes the **Second Wind,** 1 strain. White 1, 1, 4: no success, two ones, a **botch.** The second result stands. The edge of the bank gives way, and Raven slides into the

pool up to her chest: 1 damage from the cold, HP 9. Anyone standing in the water wakes the Kolkfrau. The fight goes on.

“Do the Awakened lend a hand?” Likely (2). White 2, 4, 1, coloured 5, 1, 2: one success, two ones, **No, and worse.** Incident, 11 again. The pressure track is closed, so the player reinterprets (Chapter II, “The Confrontation”): someone sees the hand in the water, and the Awakened run.

Round 2. Opponent Behaviour 1, attack, 5 + 5 against defence 2. White 2, 3, 3, 4, 6, coloured 5, 2, 4, 5, 2: four successes, margin 2. Damage 5 + 2 − 2 = 5. Raven has 4 HP and is battered, −1 die. Now she speaks the name with 2 + 4: White 1, 6, coloured 5, 3, 3, 2, two successes, failed.

Round 3. Opponent Behaviour 3: the Kolkfrau dives. Raven speaks the name into the water, 2 + 4. White 6, 5, coloured 1, 6, 6, 1: four successes. The grip loosens.

On the bank, Geeske calls those who fled back, each by their first name: “Hinnerk! Tjark! Imke!” The situation has changed, so the player may ask again: **“Do they come back?”** Likely (2). White 2, 2, 5, coloured 1, 5, 5: three successes, **Yes.** A chain of wet neighbours pulls Raven and the doctor onto dry ground. With the multi-tool, Raven cuts the name into the steel, above the waterline, beneath the house mark. The water goes smooth.

Then, from far out on the moor, a second song answers, a different melody, a different voice. Horror test Uncanny (1), with the protective ritual and battered 4 + 3. White 2, 5, 6, 6, coloured 5, 4, 4: six successes. Nobody gets up. After a minute, it is quiet.

The Aftermath

The aftermath runs as in Chapter II.

- **XP:** Grey File 4, after a reclassification 5. Mission objective achieved +1: Geeske Lührs is alive, and the name stands above the water again. Personal bonus +1 only for a scene the player would tell a friend about. A found thread +1 if the file answers an open question of the campaign (Chapter V).
- **Strain** is reduced by the agent with COM + Stress Management against Easy (1) (Core Rulebook, Chapter VII).
- **Trust** follows the table in the Core Rulebook (Chapter X). If the escalation brought the press, the player asks the oracle whether a report on the operation appears, Even (3).
- **People.** Geeske Lührs, Onno Brünjes, Sanne Böschen and Imke Warnken make good contacts for later (Chapter V).

The Open Question

On the night the Kolkfrau falls silent, whichever way it happens, a second song answers from far out on the moor. A different melody, a different voice, further away than any pool the village knows. Nobody gets up. Nobody goes there. Horror test Uncanny (1).

This file does not explain it. The question goes on the log sheet and on the list of open questions (Chapter V): **Who is singing out there?**

EXAMPLE: RAVEN’S REPORT

Raven treats herself with Geeske’s first aid kit, INT + Medicine, battered 2 + 2 against Easy (1). White 1, 4, coloured 3, 3: no success, a single one, a botch. Her hands shake, and the kit falls into the mud. She stays at 4 HP and heals at the village inn, one HP a day.

Reducing strain, 1 point from the Second Wind: COM + Stress Management, battered 2 + 0 against Easy (1). White 5, 2: one success, strain 0.

XP: Grey File 4, mission objective +1, personal bonus +1 for the scene in which Geeske calls those who fled back by name. 6 XP in total. The pressure ended at 2, and the file stayed grey. Trust stays where it is: no press, no police, no lost service equipment, but no mission without traces either, because a name stands in the steel of the sluice.

Four names go on the log sheet. Imke Warnken, who lied and now owes Raven her life. Onno Brünjes, hostile, with a plank he will not hand over. Geeske Lührs, talkative. Arend Tammen, suspicious, with a receiver that runs every night. Did he record the second song too?

The open question: Who is singing out there? Kiebitz reads the report and says: “Carry on.”

Appendix
TABLES AND SHEETS

A File Alone, Step by Step

1. Roll the file. Assignment, location and codename as in the Core Rulebook (Chapter XI), choose the colour, Why Alone (D6). Do not roll the opponent yet (Chapter II).

2. The handler. Create once before the first file: codename, branch, quirk (Chapter III).

3. Set four locations that fit the place.

4. Set a scene: place and expectation, oracle, on a No the alteration.

5. Play. The agent acts with tests, the world answers with the oracle. People as in Chapter III, combat as in Chapter IV.

6. End of the scene: no progress, then pressure +1.

7. Pressure 3 or second clue: the escalation.

8. Third clue: the revelation.

9. The confrontation wherever the revelation places it.

10. The aftermath: XP, reduce strain, Trust, the open question.

11. Downtime: two actions, one roll on "What Happens in Downtime" (Chapter V).

12. The next file. Is it connected to an open question? Oracle, Even (3).

All Tables

Here are all the tables of this book once more, in chapter order. The number in brackets names the chapter that contains the rules for them. The random tables of the Core Rulebook (assignment, location, opponent, twist, operation codename) are found there in Chapter XI.

The Oracle (Chapter I)

Assessment	Difficulty	Yes, and	Yes	No	No, and worse
Almost certain	Easy (1)	13 %	84 %	1 %	3 %
Likely	Doable (2)	13 %	67 %	10 %	11 %
Even	Hard (3)	13 %	37 %	38 %	13 %
Unlikely	Very Hard (4)	9 %	11 %	67 %	13 %
Hardly conceivable	Impossible (5)	3 %	1 %	82 %	13 %

Incident (D66, Chapter I)

D66	Incident
11	The opponent advances: Pressure +1. Somewhere, part of what the agent is meant to prevent takes place.
12	A witness disappears or dies. Whoever last spoke to them is being sought, perhaps the agent.
13	The situation tips: the player immediately rolls on "Alteration" (Chapter II) and applies the result to the current scene.
14	The opponent sends someone: a Henchman or a squad that follows the agent and strikes as soon as nobody is watching (Chapter IV).
15	The opponent advances, and there is an omen: a rented van, a freshly dug hole, dead fish in the pond. Not a clue, a warning. Pressure +1.
16	Someone in town asks after the agent, using the name the agent introduced themselves by.
21	The police or an authority take notice: a patrol stops the agent. CHA + Persuasion or MAN + Deception against Doable (2), otherwise the agent spends the next scene at the station.
22	An authority cordons something off: the public order office, the forestry office or building control seals a place the agent still needs.
23	The criminal police are investigating the same case. A detective inspector wants to know who the agent is and who sent them.
24	A journalist asks questions. She has a photo of the agent, blurred but recognisable.
25	The local paper runs the story, wrong and loud. From tomorrow, onlookers stand at every location.
26	A resident films the agent on their phone. By evening, the video is online.

D66	Incident
31	A witness changes their statement. Now they say exactly what the agent wanted to hear.
32	Someone wants to talk, but only here and only now: table “Who Is It” (Chapter III). If the agent declines, they never see this person again.
33	A child follows the agent and wants to know what they are looking for. The child knows more than it says, and it passes everything on.
34	Someone asks for help with something else entirely: an accident by the roadside, a runaway dog, a man who can no longer find his way home.
35	Something lies in the way that does not belong here: tables “Keywords: Action” and “Keywords: Thing” (Chapter II). Not a clue, not yet. Often the open question at the end of the file.
36	Someone offers money for the agent to leave. Politely, in cash, in an envelope with no sender.
41	No reception until the end of the scene. No call to the handler, no message, no signal.
42	Someone is watching the agent: a car with its engine running, a face behind the curtain, a man who waits too long for the bus.
43	A device fails: camera, scanner, lamp or detector. Tests that need it receive −2 dice for a missing tool (Core Rulebook, Chapter II) until the agent has a replacement.
44	The car does not start, or it has a flat tyre. The next location can be reached on foot, but not quickly.
45	The power fails, in the house or in the whole town. Darkness: −1 die on tests that require sight, −2 without any light at all (Core Rulebook, Chapter II).
46	Someone has been in the agent’s room. The bag stands differently, the notebook lies open. As far as the agent can see, nothing is missing.
51	The weather turns: rain, storm or fog. Until the end of the scene, −1 die on outdoor tests that require sight or hearing (Core Rulebook, Chapter II).
52	The road is closed: flooding, snow, a fallen tree. Anyone who wants to get through anyway needs a test, DEX + Driving or STR + Athletics against Hard (3).
53	The anchor gets in touch: a call, a message, a question that will not wait. Whoever does not answer has something to explain later. If the agent no longer has an anchor, the person who once was one gets in touch.
54	Someone from the old life recognises the agent and calls out their real name loudly.
55	The Hold gets in touch about another matter: the Audit is missing a receipt and wants to speak to the agent today. This costs an hour, but not a call to the handler.
56	The agent has gone too long without sleep. Until they sleep through a night, −1 die on all tests, as with stress (Core Rulebook, Chapter II).
61	The phenomenon shows itself, briefly and clearly: horror test by origin.
62	Something inexplicable at the edge: a sound with no source, a smell, a shadow with no owner. Horror test Uncanny (1).
63	Animals know first: dogs bark, birds fall silent, the cattle crowd into a corner. Something lies in that direction.
64	The time is wrong. The agent’s watch is an hour slow, or it is darker than it should be. Nobody else notices.
65	Message from the handler: table “What the Handler Says” (Chapter III). The handler calls, so the call itself costs no pressure.
66	The opponent advances, and the agent sees it: a light where there should be none, a scream from a house, a car driving off too fast. Pressure +1.

Why Alone (D6, Chapter II)

D6	Why Alone
1	**The cell is tied up.** The others are stuck in another file, a quarantine or questioning by the Audit. The matter here cannot wait.
2	**The agent is already there.** They are in the area on private business: a holiday, a family visit, their old profession. The handler calls because the agent happens to be closest.
3	**A cell would stand out.** Four strangers in a village are a message. A single person with a good reason is not.
4	**One is enough, says the file.** Someone in the Hold has decided that the matter is harmless. The agent is to drive there, take a look and report.
5	**There is no one else.** The cell is weakened: injured, on leave, one of them is gone. The handler sends whoever is available.
6	**No second signature.** The handler wants a report with only one name under it. They do not say why. That is a good open question for later.

Alteration (D6, Chapter II)

D6	Alteration
1	**Someone is already there.** Police, a stranger, a witness who should not be here, perhaps someone who works for the opponent. They have seen the agent, or they are about to.
2	**Later than expected.** It is dark, the office has closed, the witness has left. What the agent wanted here can now only be done another way.
3	**The place is different.** Rebuilt, cordoned off, guarded. A construction fence, a new lock, a security guard with a dog.
4	**A trace is missing.** Someone has cleaned up. An empty filing cabinet, a freshly mopped floor, a wall with pale rectangles where pictures hung.
5	**A danger lies in wait.** A rotten jetty, a vicious dog, a live wire. The agent must take a test, usually Doable (2), before the scene continues. If it fails, it costs something, such as 1 damage, a soaked device or unwanted attention.
6	**Something inexplicable.** A shadow with no owner, a noise behind the wall, a clock running backwards. Horror test Uncanny (1).

Escalation (D6, Chapter II)

D6	Escalation
1	**A witness dies.** One the agent has spoken to, or one they still meant to see. It looks like an accident. It looks too much like an accident.
2	**The opponent notices.** They now know that someone is watching them and have something guarded: a location, a person, an object.
3	**A second case.** It happens again, worse than the first time. More victims, more witnesses, less time.
4	**The press is here.** An outside broadcast van in front of the town hall, a reporter asking the same questions as the agent. What the agent does now may be in the paper tomorrow.
5	**A bystander gets drawn in.** A child, a neighbour, the landlord, someone who wanted to help. They are now in danger, and the agent knows it.
6	**Twist.** One D6 on the Core Rulebook's "The Twist" table (Chapter XI). Anyone who owns Random Files rolls a D12 on "Twist" there (Chapter I). "A member of the cell" is, in solo play, the agent themselves; "two crystals" means: two of whatever the file is about.

Clue Type (D6, Chapter II)

D6	Clue Type
1	**Document.** A file, a letter, a ledger, a form with a stamp that is not right.
2	**Witness.** Someone saw, heard or did something and says so, whether they want to or not.
3	**Trace at the scene.** Footprints, scorch marks, a freshly bricked-up passage, scratches on the inside of a door.
4	**Object.** Something that can be taken along: a ring, a tool, a cartridge case, a scrap of cloth.
5	**Recording.** A photo, a tape, a radio message, a surveillance camera, a message on the answering machine.
6	**Sign.** Occult or technical: a symbol, a pattern, a reading that should not exist.

Keywords: Action (D66, Chapter II)

D66	Keywords: Action
11	hide
12	call
13	swap
14	open
15	guard

D66	Keywords: Action
16	forget
21	eavesdrop
22	forge
23	black out
24	shadow
25	seal
26	radio
31	count
32	bury
33	translate
34	threaten
35	burn
36	wait
41	copy
42	confess
43	vanish
44	whisper
45	heal
46	measure
51	draw
52	sell
53	steal
54	summon
55	lie
56	inherit
61	pay
62	dream
63	collect
64	erase
65	pray
66	return

Keywords: Thing (D66, Chapter II)

D66	Keywords: Thing
11	key
12	letter

D66	Keywords: Thing
13	child
14	water
15	photo
16	name
21	index card
22	tape
23	uniform
24	grave
25	stamp
26	border
31	salt
32	clock
33	blood
34	mirror
35	candle
36	window
41	dog
42	microfilm
43	medication
44	map
45	number
46	bone
51	telephone
52	money
53	ticket
54	staircase
55	passport
56	fire
61	cable
62	hair
63	painting
64	floppy disk
65	ash
66	shadow

Who Is It (D66, Chapter III)

D66	Who Is It
11	**The landlady of the village inn.** Has known every guest and every quarrel for thirty years.
12	**A pensioner with a dog.** Walks along the fence of the old works every evening.
13	**The neighbour across the road.** Writes down number plates behind the net curtain.
14	**A farmer.** His field borders the construction site. Since the find, the cows have been giving less milk.
15	**The man from the kiosk.** Stays open at night too, and listens.
16	**A boy on a bicycle.** Knows every shortcut, including the one across the fenced-off site.
21	**A patrol officer.** Was first on the scene and had to rewrite her report.
22	**The village mayor.** Unpaid. Above all, wants peace and quiet.
23	**A man from the public order office.** Clipboard, high-vis vest, barrier signs in the boot.
24	**The heritage officer.** Can stop any excavation and likes to.
25	**A detective inspector from the county town.** Considers the case closed and questions a nuisance.
26	**The fire chief.** Saw something during the call-out that is not in the report.
31	**The site foreman.** Was the first to climb down into the pit.
32	**A curator.** Looks after the storeroom keys and knows which one is missing.
33	**The night nurse.** Knows who talks in their sleep on her ward.
34	**A doctoral student.** His series of measurements produces values that should not exist.
35	**The old works foreman.** Knows the decommissioned plant, every staircase, every shaft.
36	**A loss adjuster.** Is supposed to put a figure on the damage and finds no cause.
41	**A homeless man.** Sleeps in the gatehouse and has seen light in the hall at night.
42	**The woman at the edge of the forest.** Everyone secretly asks her for advice and laughs at her in public.
43	**An amateur radio operator.** Has recordings he plays to no one.
44	**A graffiti sprayer.** Knows the ruin from the inside, and he was not alone there.
45	**A discharged patient.** Says he predicted everything, and has a slip of paper with a date on it.
46	**A detectorist.** Was on the construction site at night with her metal detector.
51	**The mother.** Leaves the room as it was and jumps up every time the doorbell rings.
52	**The husband.** Too calm, too polite, too quick with the time.
53	**The younger brother.** Searches on his own and has already been in trouble with the police.
54	**The daughter from the city.** Wants answers, and she wants them today.
55	**An old friend.** Was the last to speak to the victim.
56	**The fiancée.** Received a letter after the disappearance, in his handwriting.
61	**A man in an expensive coat.** Photographs the site and calls himself an estate agent.
62	**A hiker.** Asks about a place that is on no map.
63	**A motorcyclist.** Foreign number plate, pays cash and a week in advance.
64	**A reporter.** From a major newspaper, and she got here too fast.
65	**Two men in a van.** The company on the door is not in any directory.
66	**Someone who knows the agent.** From their old life, with the old name on their lips.

Attitude (D6, Chapter III)

D6	Attitude	What It Means
1	**hostile**	They want to get rid of the agent and threaten to call the police. Social tests are one step harder.
2	**suspi-cious**	They do not believe a word and tell nothing of their own accord.
3 to 4	**cautious**	Polite and reserved. They answer questions, but never more than the question.
5	**talkative**	They like to talk, and talk a lot, including about what they only believe.
6	**helpful**	They want to help, perhaps because the matter gives them the creeps. Social tests are one step easier.

What Do They Want (D6, Chapter III)

D6	What Do They Want
1	**Peace and quiet.** They say whatever gets rid of the agent fastest. That is not always the truth.
2	**An advantage.** Money or a favour. Whoever promises them one owes it afterwards (Core Rulebook, Chapter X).
3	**Protection.** For themselves or someone they love. They talk if the agent keeps them out of it.
4	**The truth.** They want to know what happened, and help as long as they believe they will find out.
5	**To hide something.** They are involved in the matter, or in another one that embarrasses them.
6	**To harm someone.** They use the agent against a neighbour, a boss, a rival.

Handler's Quirk (D6, Chapter III)

D6	Handler's Quirk
1	**Curt.** Never says one sentence too many and hangs up before the agent says goodbye. "Carry on."
2	**Caring.** First asks whether the agent has slept, and means it. "You'll sleep tonight. That's an order."
3	**Paper Person.** Wants everything in writing and quotes regulations by number. "That's not what it says in your report."
4	**Old Hand.** Spent years in the field and talks about it, usually at the wrong time. "We had that once in a mine. Never mind."
5	**Suspicious.** Calls back from a different number and asks security questions. "What colour was the car in your first file?"
6	**Overworked.** Other phones ring in the background. "One moment. No, not you. Go on."

What the Handler Says (D66, Chapter III)

D66	What the Handler Says
11	**"Not your problem."** They end the question before it is asked.
12	**"This goes upstairs."** They make a note. Open question: What did they pass on?
13	**"Stick to the file."** What was not in the briefing is not part of the assignment.
14	**"I didn't hear that."** The agent knows something they should not know. The handler carries on as if nothing had happened.
15	**"No names on the phone."** The line is not secure, they say. They hang up after a minute.
16	**"Wait."** They put the receiver down. After ten minutes the line is dead.
21	**They send documents.** A clue, Clue Type Document (Chapter II). Pressure +1.
22	**An old report,** redacted except for one page. A clue, Clue Type Document. Pressure +1.
23	**A name and an address,** dictated from memory. A clue, Clue Type Witness. Pressure +1.
24	**They read aloud from a file** they are not allowed to hand over. A clue, Clue Type Document. Pressure +1.
25	**A recording** from another file. A clue, Clue Type Recording. Pressure +1.
26	**They know someone who knows their way around.** The next clue search receives +1 die for good preparation (Core Rulebook, Chapter II).

D66	What the Handler Says
31	**A requisition is approved,** like a point of Trust: at most one rank level higher and never an artefact, or without waiting time (Core Rulebook, Chapter X).
32	**“Already on its way.”** A requisition arrives without waiting time.
33	**More expenses.** They agree to the agent exceeding the budget. This counts as a good explanation under the rule “Expenses” and costs no Trust (Core Rulebook, Chapter X). They want to see the receipts.
34	**Approved, against signature.** A requisition like a point of Trust. If the item is lost, the rules for lost service equipment apply (Core Rulebook, Chapter X), and on the next call the handler asks about it first.
35	**“Denied.”** The agent does not get what they asked for, and does not learn why. Requisitions by rank and Trust remain unaffected.
36	**A relay nearby** is open (Core Rulebook, Chapter I), with a first aid kit and no questions.
41	**“You’re alone.”** No help, no documents, no reinforcements. They are only stating it.
42	**The line is dead.** The call counts anyway.
43	**A stranger’s voice.** The handler is out in the field, the message will be passed on.
44	**“Do it the way you always do.”** They trust the agent. There is no help.
45	**“No reinforcements. Not this week.”** The agent has to find an ally on the spot.
46	**“Take care of yourself.”** It sounds like a farewell. Open question: Why?
51	**New instruction, the situation is changing.** A D6 on “The Assignment” (Core Rulebook, Chapter XI) gives a second task in this file. The mission goal stays the same. Whoever does not fulfil the second task has not followed an instruction.
52	**“Observe, don’t intervene.”** Until the revelation, the agent starts no fight. They may defend themselves.
53	**“No police. No press.”** A press or police report about the operation costs 1 Trust as always (Core Rulebook, Chapter X) and also counts as an instruction not followed.
54	**“Bring me back a sample.”** Whoever delivers it and returns all service equipment fulfils the +1 row of the Trust table (Core Rulebook, Chapter X).
55	**“The witness matters more than the file.”** One person from this file must be alive and safe at the end. The player decides which one.
56	**“The colour may change.”** Oracle “Will the file be reclassified?”, Even (3). On Yes, White becomes Grey and Grey becomes Red, and pressure drops to 0 (Chapter II). Red stays Red.
61	**They know more than they say.** Open question: What are they keeping quiet about?
62	**They name a location** before the agent has mentioned it.
63	**They ask about a name** the agent has never mentioned. A roll on “Who Is It”: this person still has a part to play.
64	**“This isn’t the first time.”** They mention an old file at the same place. It is not in the archive.
65	**They advise something strange:** salt, silver, a second lamp. If it fits the origin at the revelation, they knew.
66	**They say a sentence they would never say.** On the next call, they know nothing about this conversation.

Opponent Behaviour (D6, Chapter IV)

D6	Opponent Behaviour
1 to 2	**Attack the agent.** With the best weapon or power they have.
3	**Seek cover or aim.** A shooter aims and gains +1 die on their next ranged attack (Core Rulebook, Chapter VI). Anyone who does not shoot takes cover.
4	**Special ability or call for help.** If they have an active special ability, a spell, a power or a grenade, they use it. Otherwise they call for help and do nothing else this round.
5	**Flank.** They work their way into the agent's flank or behind them. On their next attack they gain +1 die.
6	**Battered: flee or surrender, otherwise attack.** If they have half their HP or less, they flee or surrender. Otherwise they attack.

How Many Opponents an Agent Can Handle Alone (Chapter IV)

Rank	Can Handle Alone
Cadet	one Professional or one squad of Henchmen at a time
Agent	one Professional or one squad of Henchmen at a time
Senior Agent	one Elite
Veteran	one Elite and one squad
Shadow Officer	one Elite and one squad
Any rank	Leaders and creatures only with a plan

What Happens in Downtime (D66, Chapter V)

D66	What Happens in Downtime
11	**A family celebration.** Anyone who goes spends an action on private life. Anyone who stays away gets a card that says only "Pity".
12	**A gap in the story.** The anchor asks why the agent was not at the hotel where they supposedly were. MAN + Deception against Doable (2). If the test fails, the question hangs in the air, as an open question about their own life.
13	**An evening without the phone.** Nothing happens. The agent cooks, reads and sleeps through the night.
14	**A visit from the past.** A colleague from the old job is at the door. With a "Maintain contacts" action, they become a level 1 contact.
15	**The anchor needs help.** An accident, an illness, a quarrel that cannot wait. If the agent does not spend an action on private life, it is a harrowing event: 1 strain (Core Rulebook, Chapter VII).
16	**Someone moves in next door.** Friendly, curious, always at home. Who they seem to be is decided by "Who Is It" (Chapter III). Whether they are, the oracle says when it matters.
21	**A contact calls in their favour.** If the agent owes one, it now costs an action, or the contact is lost (Core Rulebook, Chapter X). Otherwise the contact asks for help. Whoever helps is owed a favour by them.
22	**A contact has heard something.** The player rolls Clue Type and keywords (Chapter II). Oracle "Is it connected to an open question?", Even (3). On Yes, it is a clue to that question; otherwise a rumour.
23	**A contact has disappeared.** Number disconnected, flat empty. Until further notice they cannot be reached. An open question.
24	**A contact asks questions.** They want to know who the agent really works for. MAN + Deception against Doable (2). If the test fails, a Suspicion remains. What it means for the contact, the player interprets: a cool answer next time, a request they turn down, or silence.
25	**A contact is in trouble.** Police, debts, a man outside their door. An action for them counts as "Maintain contacts".
26	**A face from the last file.** A witness or the landlord gets in touch and only wants someone to believe them. With a "Maintain contacts" action, they become a level 1 contact.
31	**The Audit checks the expenses.** If the agent used expenses privately in the last file, it comes to light now: 1 Trust, 2 the second time (Core Rulebook, Chapter X). Otherwise it costs a long afternoon.
32	**A training course.** One action is "Train" with the staff of the Hold, in a core skill of their class.

D66	What Happens in Downtime
33	**Standby at the Hold.** A week of night duty. One action is used up. On the radio, the agent hears things that are none of their business.
34	**The handler asks for a talk.** A D66 on "What the Handler Says" (Chapter III). Clues belong to an open question, requisitions, instructions and reclassifications apply in the next file, there is no pressure. Anything that only makes sense in a running file, such as a relay or a location, becomes an open question.
35	**An agent from another cell asks for help.** Whoever helps uses up an action and notes the codename. Whoever refuses notes it too.
36	**A new number.** At the first call of the next file, someone else answers and fetches the handler.
41	**Nightmares.** Every night the same scene from the last file, only one detail is different. Often it is an open question.
42	**An old injury flares up.** Without a "Recover" action, the agent counts as battered on their first test with STR or DEX in the next file: −1 die (Core Rulebook, Chapter II, Bonus and Penalty Dice).
43	**Routine examination.** The doctor measures longer than necessary, asks about dreams and writes everything down.
44	**A look in the mirror.** One more wrinkle. The agent counts their files and arrives at a different number than the log sheet.
45	**A moment in the supermarket.** A sound, and the agent is back in the last file. Horror test Uncanny (1).
46	**Finally slept.** A whole night for the first time in weeks. They know it won't stay that way.
51	**The newspaper writes about the last file.** Wrong, but close enough. Oracle "Does the article reveal the operation?", Even (3). On Yes, it is a press report about the operation: 1 Trust (Core Rulebook, Chapter X).
52	**A news item** that sounds like a file. No assignment, not yet. The player may make it the occasion for the next file.
53	**An envelope without a sender.** Inside, a photo of the agent, taken during the last file. Open question: who took it?
54	**A call on the private phone.** No one speaks; in the background a radio is playing. The second time, the agent recognises the station.
55	**The same car, three days running.** Then no more. Who sat in it is a new open question.
56	**The world keeps turning.** An election, a storm, a cup match. The agent watches it on television like everyone else.
61	**An open question stirs.** A name from an old file turns up again. The player chooses an open question. If the next file is connected to a question, then to this one.
62	**A clue comes in the post.** A clue to an open question, as with Investigate, without an action. Who sent it is a new open question.
63	**The report is gone.** The report of the last file is not in the archive. Officially, the agent never submitted it.
64	**A witness from an old file dies.** Natural causes, says the newspaper. An open question.
65	**Something came along.** A shadow in the flat, a smell from the last file. Horror test Uncanny (1).
66	**Someone asks about the agent.** At the Hold, with the anchor, with a contact, by codename or by real name. Both are bad.

The Oracle Card

The card sums up on one page what is needed at the table. It may be copied for your own table.

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KEY POINT
The agent acts: test. The world answers: oracle.
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The Oracle Roll

Three white and three coloured dice. White from 5, coloured from 4. No bonus or penalty dice, no skill, no Second Wind.

Assessment	Difficulty	Yes, and	Yes	No	No, and worse
Almost certain	Easy (1)	13 %	84 %	1 %	3 %
Likely	Doable (2)	13 %	67 %	10 %	11 %
Even	Hard (3)	13 %	37 %	38 %	13 %
Unlikely	Very Hard (4)	9 %	11 %	67 %	13 %
Hardly conceivable	Impossible (5)	3 %	1 %	82 %	13 %

Answer	When	What Follows
Yes, and	Yes, and all three coloured dice show a success	It is so, and better, more, clearer
Yes	The successes reach the difficulty	It is so
No	The successes fall short	It is not so
No, and worse	Botch: failed and more 1s than successes	It is not so, and an incident (D66)
Incident	Two or three white sixes, with any answer	An incident (D66) as well

The Scene

Set the place and the expectation. Oracle “Is it as I expect?”, usually Likely (2). No: alteration (D6). No, and worse: incident. At the end: no clue and no partial objective, then pressure +1.

Pressure

Pressure	What Happens
+1	Scene without progress, incident “The opponent advances”, forced clue, every call to the handler after the first
+2	Forced clue after a botch
3	Escalation (D6), once per file, at the latest after the second clue
6	Reclassification: White becomes Grey, Grey becomes Red, pressure to 0. With a Red File: the opponent has achieved their goal, the confrontation begins immediately

Clues

Test, usually Doable (2). If it fails, the clue comes anyway, with pressure +1, +2 on a botch. After three clues, the revelation: roll the opponent, choose the origin, set place and deadline.

The Log Sheet

One sheet per file; Chapter II explains the fields. The sheet may be copied for your own table.

The File

Field	Entry	Field	Entry
Operation		Place	
Agent or cell		Colour (reclassification)	
Handler		Why Alone	
Assignment		Calls	
Pressure	1 · 2 · 3 · 4 · 5 · 6	Escalation (3)	

Locations

Location	Expectation	What Was There

Clues

No.	Clue in One Sentence	Pressure
1		
2		
3		
4		
5		
6		

People

Name	Who Is It	Attitude	What Do They Want

Revelation and Aftermath

Field	Entry	Field	Entry
Who is behind it		Origin	
Where		What and by when	
Second Wind		HP and strain	
XP		Trust	
Open question		Anchor maintained	

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