



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○

Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

Athletics ◆

STR ○○○○○○

Brawling

STR ○○○○○○

Melee

STR ○○○○○○

Heavy Weapons

STR ○○○○○○

Acrobatics

DEX ○○○○○○

Dodge B

DEX ○○○○○○

Energy Weapons

DEX ○○○○○○

Driving

DEX ○○○○○○

Sleight of Hand

DEX ○○○○○○

Stealth

DEX ○○○○○○

Piloting

DEX ○○○○○○

Firearms ◆

DEX ○○○○○○

Security Systems

DEX ○○○○○○

Endurance

CON ○○○○○○

Toughness

CON ○○○○○○

MENTAL

Academic Knowledge

INT ○○○○○○

Biology

INT ○○○○○○

Chemistry

INT ○○○○○○

Energy Manipulation

INT ○○○○○○

Investigation

INT ○○○○○○

History

INT ○○○○○○

Hacking

INT ○○○○○○

Craft

INT ○○○○○○

Engineering

INT ○○○○○○

Cryptography

INT ○○○○○○

Cybernetics

INT ○○○○○○

Medicine

INT ○○○○○○

Nanotechnology

INT ○○○○○○

Navigation

INT ○○○○○○

Occultism

INT ○○○○○○

Physics

INT ○○○○○○

Robotics

INT ○○○○○○

Explosives

INT ○○○○○○

Technology

INT ○○○○○○

Xenobiology

INT ○○○○○○

Insight

WIS ○○○○○○

Tracking

WIS ○○○○○○

Tactics ◆

WIS ○○○○○○

Animal Handling

WIS ○○○○○○

Survival

WIS ○○○○○○

Perception B

WIS ○○○○○○

Mental Resistance B

WIL ○○○○○○

Concentration

WIL ○○○○○○

SOCIAL

Performance

CHA ○○○○○○

Leadership

CHA ○○○○○○

Contacts

CHA ○○○○○○

Persuasion

CHA ○○○○○○

Negotiation

CHA ○○○○○○

Deception

MAN ○○○○○○

Seduction

MAN ○○○○○○

Disguise

MAN ○○○○○○

Intimidation

COM ○○○○○○

Etiquette

COM ○○○○○○

Stress Management

COM ○○○○○○



O.D.I.N. · THE TACTICAL BRANCH

SOLDIER

Subclass _____

Personnel file · Confidential

Page 2 of 3

YOUR DICE

SUBCLASS ABILITIES

THE SILVER

Price: Echo

KNIFE

PREVIOUS OWNER

WHAT IS KNOWN

FURTHER PIECES

ECHO

☐	☐	☐	☐	☐	☐	☐
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WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

	TOTAL	UNSPENT
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BACKGROUND

THE SILVER

SLOT	VARIANT	NO.	PREVIOUS OWNER	AWARDED FOR
☐	Knife			
☐	Vambrace			
☐	Breastplate			
☐	Pauldrons			
☐	Gauntlet			
☐	Barrel jacket			
☐	Greaves			
☐	Visor			

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

ECHO

0	1	2	3	4
				

THE FALLEN I KNEW

THE ARSENAL

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

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

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

Level III modules cost 1 strain afterwards, where stated.

UNIT, SQUAD, ROLL CALL

CAREER

missions, experience, promotion

[illegible]

Imprint

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Character Sheet, Soldier (English edition)

Author and publisher: David Ger

Feedback and contact: david.ger.bs@gmail.com

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