



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) ÷ 4PSI POINTS
WIL + WIS + INT

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□□□

SKILLS

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

PHYSICAL

Athletics	STR	○○○○○ ○
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	○○○○○ ○

PSIONIC

Telepathy	INT	○○○○○ ○
Telekinesis	INT	○○○○○ ○
Precognition	WIS	○○○○○ ○
Psychic Healing	WIS	○○○○○ ○
Elemental Control	WIS	○○○○○ ○
Psi Combat	WIL	○○○○○ ○



YOUR DICE

SUBCLASS ABILITIES

PSI POWERS

THE HELMET

Price: Resonance

HELMET
Mk. III · ☐ Helmet Bond

MODIFICATIONS

FRAGMENTS

RESONANCE

☐	☐	☐	☐	☐	☐	☐
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
--------	--------	-------	------------

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE HELMET

MODEL	SERIAL NUMBER	HELMET BOND	RECORDING
Mk. III		☐	encrypted

MODIFICATIONS

PSI POINTS

$$WIL + WIS + INT \cdot \text{cost } 1/2/3/6$$
[illegible]

RESONANCE

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

[illegible]

FRAGMENTS

memories that do not fit your own life

THE TREE: TRUNK

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

OWN BRANCH

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

OVERLOAD BRANCH

from the rank of Agent

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

FOREIGN NODES

	LEVEL	NODE	EFFECT
☐			
☐			

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

CAREER

missions, experience, promotion

[illegible]



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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) ÷ 4MAGIC ENERGY
CHA + WIS + INT

HIT POINTS



STRAIN



SKILLS

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

PHYSICAL

Athletics	STR	○○○○○○○
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	○○○○○○○

MAGICAL

Thaumaturgy	INT	○○○○○○○
Ritualism	INT	○○○○○○○
Alchemy	INT	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

SPELLS

THE CRYSTAL

Price: Whisper

CRYSTAL

PROVENANCE

DESCRIPTION

CONDITION

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

WHISPER

☐☐☐☐☐☐☐

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
--------	--------	-------	------------

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Signature and class tree

Personnel file - Confidential

THE SEAL

missions, experience, promotion

[illegible]



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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 ○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE SILVER

Price: Echo

KNIFE

PREVIOUS OWNER

WHAT IS KNOWN

FURTHER PIECES

ECHO

☐	☐	☐	☐	☐	☐	☐
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

	TOTAL	UNSPENT
-------	------------------	--------------------

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]



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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	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE LEGENDS

Price: Fade

LEGEND 1

DEPTH

--	--	--	--	--

LEGEND 2

REAL NAME

FADE

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
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EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE LEGENDS

[illegible]

Maximum number: Cadet 1 · Agent 2 · Senior Agent 3 · Veteran 4 · Shadow Officer 5.
Depth at most: Cadet 2 · Agent 3 · Senior Agent 4 · from Veteran 5. Depth 2: +1 die on
Deception and Disguise · 3: a contact · 4: +2 dice, background checks passed · 5: one
favour per mission.

FADE

Legends beyond the first, plus 1 per node IV or V in the False Bottom. D6 on a botched Deception or Disguise test, or on strain suffered in a legend.

0	1	2	3	4	5	6
						

YOUR OWN NAME

in case it is forgotten

DEAD DROP

THE FALSE BOTTOM: OWN PILLAR

LEVEL	SURFACE		FALSE BOTTOM	
I	☐		☐	
II	☐		☐	
III	☐		☐	
IV	☐		☐	
V	☐	Mastery		

THE CRAFT

LEVEL		NODE	EFFECT
☐	I	Second Nature	
☐	I	Dead Drop	
☐	I	Cold Stare	
☐	I	Escape Route	

FOREIGN SURFACES

+2 XP, at most up to your own level

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

CAREER

missions, experience, promotion

[illegible]



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 SCIENCE BRANCH

SCIENTIST

Subclass _____

Personnel file · Confidential

Page 2 of 3

YOUR DICE

SUBCLASS ABILITIES

THE PROTOTYPES

Price: Contamination

PROTOTYPE 1

PURPOSE

MATURITY

--	--	--	--	--

SAMPLES

CONTAMINATION

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES
--------	--------	-------	------------

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

Signature and class tree

Personnel file - Confidential

NO. AND TYPE	WHAT IT DOES	MATURITY	SAMPLE
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	
		☐ ☐ ☐ ☐ ☐	

	LEVEL	OWN PILLAR	NEIGHBOUR NODE
☐	I		
☐	II		
☐	III		
☐	IV		
☐	V		

1	2	3	4	5	6
works in reverse	loud, bright, gives you away	fails for the scene	fails for the mission	2 damage to the Scientist	does something else

0	1	2	3	4	5	6

SAMPLE	ORIGIN	STORED

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

why you do research

missions, experience, promotion

[illegible]



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 + Toughness

STRAIN THRESHOLD

4 + WIL + COM

INITIATIVE

DEX

DEFENCE

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	○○○○○○○
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Deception	MAN	○○○○○○○
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Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE OPEN CASES

Price: Suspicion

OPEN CASE 1

THREADS

--	--	--	--	--

OPEN CASE 2

EVIDENCE

SUSPICION

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE OPEN CASES

QUESTION	OPENED	THREADS	STATUS
		☐ ☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐ ☐	☐ open ☐ closed
		☐ ☐ ☐ ☐ ☐ ☐	☐ open ☐ closed

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

SUSPICION

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

0	1	2	3	4	5	6
						

PIECES OF EVIDENCE

PIECE OF EVIDENCE	FROM THE CASE	EFFECT

THE WALL

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

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

THE FIRST CASE

WHAT I CANNOT FORGET

CAREER

missions, experience, promotion

[illegible]

Imprint

O.D.I.N. Occult Dynamics Intelligence Network

Character Sheets, All Classes (English edition)

Author and publisher: David Ger

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All books and the character generator: odin-rpg.pages.dev/en/

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