

Agents of the

O.D.D.

A roleplaying game
by Jason Tocci



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Agents of the O.D.D. v011

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Rules and play advice based on *Into the Odd*, *Electric Bastionland*, and posts at Bastionland.com, all by Chris McDowall. Special thanks to Chris for sharing his game with all us hackers and tinkerers, and for hosting spaces to help nurture those hacks into games we can share with others.

Author's Note

This game is written from the perspective of an unreliable narrator employed by an untrustworthy organization, so I want to drop character long enough to be abundantly clear about something. Any “conspiracy theories” referenced in this game are included as fantastical and ridiculous elements made literal for the purpose of making fun of them, and are not intended to imply winking support to bigots.

CONTENTS

DISCLAIMER.....	1
NEW AGENT ORIENTATION.....	1
RULES OF PLAY.....	3
AGENTS	5
Character Creation.....	6
Profiles	7
Advancement.....	25
Advice for Players	26
EQUIPMENT	27
Equipment Policies.....	28
Arms & Armor.....	29
Tools & Supplies.....	30
Arcana.....	31
REFEREEING.....	33
Advice for the Referee.....	34
Creature Design	35
Mission Planning.....	36
Frequently Asked Questions.....	37
MISSIONS	39
#0192: Operation Treefall.....	40

DISCLAIMER

This document is a RULES TEXT for a ROLE-PLAYING GAME -- a lighthearted and wholesome diversion lacking ulterior motives or Satanic undertones. It is NOT intended for use in simulated training exercises by a secret organization that deploys oddballs and freaks to investigate and/or neutralize the paranormal. Contradictory claims should be referred to your local law enforcement agency, or spoken aloud in a clear voice near a "smart" electronic device with a microphone.

NEW AGENT ORIENTATION

Welcome to the O.D.D., recruit. We know you must have questions. "Who are you people? Why did you put a bag over my head? Why do you keep calling me 'recruit'?" Rest assured that you're in good, firm hands. You're to embark upon the career of a lifetime.

WHAT IS THE O.D.D.? The O.D.D. is the first and last line of defense against the paranormal and supernatural -- cryptids, spirits, creatures of legend, extraterrestrials, and beyond.

WHY ME? We need a continual supply of brave recruits like you to help us investigate mysterious phenomena, gather actionable intelligence, and potentially even confront, capture, or eliminate threats to our way of life. We chose you for the job because our divination analysts estimate you've got higher-than-average odds of having what it takes -- at least a 33.3% chance of surviving your first [REDACTED] mission. If you have exhibited preternatural tendencies yourself, you may have been conscripted to offer you a place where you belong, and a productive alternative to being vivisected by our scientists.

ARE YOU FROM THE GOVERNMENT? You have an important mission, recruit -- don't get distracted by politics. Just know that, while the existence of the O.D.D. is not common knowledge, other law enforcement agencies recognize our authority. What's more, "the O.D.D." happens to be the most common name for classified law enforcement agencies worldwide, and treaties ensure cooperation between our international counterparts. From an outside perspective, this may make the O.D.D. look more like a transnational conspiracy that cooperates with nation states

only insofar as is convenient, but rest assured that everything is aboveboard. [REDACTED]

In any case, when you show up on a scene and flash your O.D.D. badge, you can expect to receive the same level of respect, cooperation, and courtesy from local law enforcement that they would offer to representatives of any outside authority.

THIS ISN'T SOME RACIST CONSPIRACY B.S., IS IT? No, recruit. We traffic in secrets, but we are NOT the kind of conspiracy theorists who claim Jewish people secretly run the world, or that a secret "Deep State" is out to get inept political figures. When you're in the business of averting apocalypses, you can't be bogged down by bigoted jackasses.

WHY ARE YOU MAKING ME PLAY DUNGEONS & DRAGONS? First of all, recruit, be advised that these rules are adapted from INTO THE ODD and ELECTRIC BASTIONLAND, roleplaying games by Chris McDowall that are light on rules and approachable for newcomers. And second, this "game" offers a physically and psychologically safe means of introducing you to the kinds of challenges you'll meet in the field. If you want to return to HQ alive, you'll need to show good judgment and unorthodox problem-solving skills.

HOW WILL THIS WORK? Play requires one participant to act as "referee" and the rest as "players." Each player makes a "player character," or "PC" (see p. 5), distinguished from the supporting cast and antagonists run by the referee. Ask the referee questions about what your character perceives, and describe the actions you take to meet your objectives. The referee can let you know whether this requires rolling any dice, and if so, what the results mean, but you are encouraged to familiarize yourself with the rules as well (see p. 3).

ANYTHING ELSE I NEED? Recommended supplies for play include writing materials and at least one set of polyhedral (that's many-sided) dice. These range from 4-sided to 20-sided, denoted in this text as d4, d6, d8, d10, d12, and d20, with a pair of d10s usable as d100 (for the tens place and ones place). After the rules text proper, the referee can find example training missions (p. 39). Be advised that these pages are EYES ONLY -- players who read example scenarios will be [REDACTED].

RULES OF PLAY

URNS: In dangerous situations, players take TURNS describing what their characters do. On your turn, you can move and perform one action (e.g., attacking, trying to trick or persuade someone, or repairing something). When every character has taken or opted to skip their turn, a new ROUND of turns begins.

SAVES: When your STRENGTH, DEXTERITY, or WILLPOWER might SAVE you from danger, the referee may prompt you to roll a d20 on or under the specified ability. Rolling 1 always succeeds, and 20 always fails. Effects that might take away items, shift position, or alter behavior are especially likely to call for saves. If an ongoing effect permits a save, whoever's affected can attempt each round on their turn. If your profile, equipment, or environment seem helpful, remind the referee; it may warrant taking the best of 2 rolls, or not needing a save at all.

INVESTIGATION: When you want to learn something (e.g., whether a room is trapped, or someone is lying), ask questions of the referee. Don't be coy -- be clear about why you ask. The referee may prompt you to explain what your character does to investigate, especially if you're seeking hidden information. No save is needed, unless investigating somehow puts you in danger (e.g., if pressed for time). If your profile, equipment, or environment seem helpful, remind the referee; it may warrant additional information, or finding information more quickly.

LUCK: When something is up to chance (e.g., will you be interrupted while resting?), the referee may roll a d6. On a 1, things are bad right now. On a 2-3, there's a sign of something bad soon. On a 4-6, nothing bad happens now. The referee may also use this to intermittently test how much remains of limited-supply items (1 = all out, 2-3 = just 1 or 2 uses left).

ENCOUNTERS: If it's unclear how strangers will react to you in a tense situation, your team's most visible member can save WIL to avoid hostilities. If hostilities do erupt, the referee may indicate who goes first based on positioning, or might call on you to roll for INITIATIVE -- save DEX to take your turn before foes, or go after foes on failure. You may also save DEX to flee.

ATTACKING: When you attack with the intent to do damage, roll

either your weapon's attack die (by default), a d12 for ENHANCED attacks (e.g., a superior position; a helpless foe), or a d4 if IMPAIRED (e.g., target in cover; poor visibility). Anyone who wants to attack the same target rolls attacks now too. The highest die rolled determines how much damage is dealt.

DAMAGE: When someone takes damage, subtract their ARMOR score (usually 0 or 1, never more than 3), and then reduce their HIT POINTS (HP) by the remainder. HP represent the ability to avoid injury through stamina, instincts, or luck, but when those run out, damage is deducted from STR, triggering a save to avoid CRITICAL DAMAGE. On failure, the character is incapacitated until an ally rouses them someplace safe to rest. Left unaided, a critically damaged character will die within an hour.

ABILITY LOSS: If a character's STR drops to 0, they die. If DEX drops to 0, they are paralyzed. If WIL drops to 0, they are unresponsive. In each case, the player should make a new character right away to be introduced immediately after.

MANEUVERS: If you attempt to attack a MANEUVER instead of trying to cause harm (e.g., tripping; disarming), the character most at risk can attempt a save. When in a position to make an enhanced attack, you may forego the improved damage die to also perform a maneuver (e.g., striking a hand to disarm).

MORALE: When characters controlled by the referee lose their leader, half their number, or half their STR, their leader must save WIL to keep them from fleeing or surrendering.

REST: Relax for a few uninterrupted minutes to restore all HP. Rest a full week back at HQ to replenish all lost ability scores.

INVENTORY: You can carry any reasonable number of relatively small items. BULKY require both hands to use, or slow you down when worn, and if you wear or carry more than 2 at once, you are FATIGUED, making it impossible to benefit from resting.

OVERWHELMING: When facing overwhelming opposition, the greater side's attacks are enhanced, and the lesser side's are impaired or ignored unless they exploit an effective strategy (e.g., explosive attacks vs. hordes; targeting a colossal foe's weak spot). Supernatural effects that sway thoughts or behavior tend not to work on overwhelming foes at all.

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CHARACTER CREATION

CHOOSE A PROFILE: Roll 1d100. Take the next one down if you roll one someone already played, or flip the tens and ones place and check again if you roll something that sounds boring. Alternatively, take a profile that catches your eye. (Just don't read them all at the table everybody waits.) For only mundane humans, use the first d20; after that, things get weirder.

ROLL ABILITIES & HIT POINTS: Sum 3d6; record on a piece of paper next to "STR" (Strength). Repeat for "DEX" (Dexterity) and "WIL" (Willpower). Swap to match your profile if desired. Then roll 1d6; record that next to "HP" (hit points). Or, if you want to go even faster and/or hate randomness, assign 13, 10, and 7 to your abilities, and take 3 HP.

TAKE EQUIPMENT: Take all the items on the left. Also, if your STR + DEX + WIL are under 30, take 1 item on the right; if STR+DEX + WIL + HP are under 30, take a second item on the right.

ITEMS FOR ALL RECRUITS

- * Service pistol (d6)
- * Flashlight
- * Satellite phone
- * O.D.D. identification

FOR VULNERABLE RECRUITS (see above)

- * Ballistic vest (1 armor, bulky)
- * Rifle or shotgun (d8, bulky)
- * Silver blade (d6)
- * Random arcanum (p. 31)

NAME YOURSELF: Come up with a name and/or callsign for your character, and tell teammates what pronouns to use.

DON'T WORRY ABOUT BACKGROUND: You might discover it in play, or you might get killed in the first 5 minutes. (Character creation is fast for a reason.) In case it helps to know, unless otherwise noted, you're human, and previously had a mundane, likely irrelevant occupation (but feel free to specify it). No matter how unusual your characters' origins, however, they're still people, not too unlike us, and the paranormal remains largely mysterious to them. The dead don't remember their time on the other side; the inhuman were raised by humans, or lived in isolation as hermits, or got "rescued" from a circus or a confiscated experiment; even occultists only barely understand the nature of the occult. Take nothing about the odd for granted, and you might survive to see your next mission.

PROFILES

01 **ASSASSIN**

If you're going to do a dirty job for an unsavory, secretive organization, you might as well pick one that you're pretty sure is saving the world. **Take:** SCOPED RIFLE IN BRIEFCASE, PISTOL SUPPRESSOR, GARROTE (enhanced d12 attack bypassing HP if undetected).

02 **BURNED SPY**

After your government hung you out to dry, no other agency would take you -- but covert ops is the only life you know. **Take:** DISGUISE KIT, LOCK PICKS, FORGED ID, SURVEILLANCE EQUIPMENT (bugs, tracers, hidden cameras).

03 **CAT BURGLAR**

It was supposed to be the score you could retire from, but attempting to steal from the wrong person ended up leading to a new career direction entirely. **TAKE:** GLASS CUTTER, CLIMBING GEAR (bulky), STETHOSCOPE.

04 **CLERIC**

The church is just temporarily loaning your services. You think. **Take:** HOLY WATER (effects unconfirmed), SCRIPTURE, CLERICAL CLOTHING. **Special:** You may TRUST IN FAITH by asking the referee to roll for you in secret. The referee will never reveal whether this affects the result.

05 **CONSPIRACY THEORIST**

Sometimes, you hate being right. **Take:** TINFOIL HAT (blocks psychic intrusion and orbital mind control lasers, probably), TOY SUNGLASSES (mirrors inside lenses let you see behind you out of corner of your eye), BIG HAT, SCARF.

06 **DEMOLITIONIST**

You make things go boom. **Take:** 2x PLASTIC EXPLOSIVES (d12 area attack, breaches walls, timed and remote detonators), 1x GRENADE (d10 area attack), 1x INCENDIARY GRENADE (d6 area attack each round), FIREPROOF OUTFIT.

07 **DOPPELGANGED CIVILIAN**

Someone claiming to be you stole your whole life, and turned out to be a more convincing (and rich, and powerful) you

than you ever were. **Take:** CREDIT CARD (likely marked fraudulent after 1 use), BALLISTIC ARMOR (1 armor, bulky). **Special:** Your double will be blamed for anything flagrantly illegal you do. And someday, you may be called upon to impersonate them right back.

08 **EX-CONVICT**

It's unclear why the O.D.D. wanted you remanded to its custody, but presumably this job is better than being behind bars. **Take:** LOCK PICKS, CROWBAR, GRAPPLING HOOK.

09 **EX-COP**

You found out there are scarier things out there than criminals. **Take:** HANDCUFFS, BACKUP PIECE (d6) in an ANKLE HOLSTER, KEVLAR VEST (1 armor). **Special:** You have a few confidential informants you could potentially tap for intel.

10 **EXTREMELY PRIVATE INVESTIGATOR**

Once a highly sought-after consultant, you are now on permanent retainer for to the greatest mysteries of all. **Take:** MASK of your choosing (e.g., gas mask, astronaut helmet, domino mask, luchador mask, etc.), DAPPER SUIT, POCKET WATCH for mundane hypnotherapy, CANE-SWORD (d6).

11 **FORENSIC SCIENTIST**

You can tell a lot from fingerprints, footprints, blood spatter, broken glass, tire tracks, exsanguinated livestock, crop circles, and other details many take for granted. **Take:** CAMERA, FINGERPRINT KIT, UV LAMP, EVIDENCE BAGS, GLOVES, MICROSCOPE (bulky).

12 **FRINGE RESEARCHER**

You're in a little over your head here. **Take:** NIGHT VISION CAMERA, EMF METER, GEIGER COUNTER, DIGITAL THERMOMETER, and a BIGFOOT CALLER (like for ducks) that feels awkward to own since seeing a Bigfoot at work. **Special:** You fancied yourself an expert in CRYPTOZOOLOGY, UFOLOGY, GHOST HUNTING, and PARAPSYCHOLOGY so the referee might give extra clues for these -- but that "knowledge" may not be 100% reliable.

13 **GRIFFER**

Your claims of magical powers might have been a little too convincing. **Take:** MARKED DECK OF CARDS, TWO-HEADED COIN, EXPENSIVE SUIT, GOLD WRISTWATCH (taken off a mark).

14 **HUNTER**

You thought you'd bagged a Bigfoot, until she and her partner gave you a choice between a small cell and a new job. **Take:** SCOPED RIFLE, HUNTING KNIFE, LOYAL HOUND.

15 **MEDIC**

Any field medic can stitch up a bullet wound, but how many can give CPR to a skunk-ape? **Take:** ANTITOXIN (3 doses), BANDAGES WITH SPLITS & OINTMENT (3 uses), ADRENALINE (1 dose, restore d4 DEX, wake from critical damage).

16 **PSYCHOLOGIST**

You're trained in PsyOps, crisis negotiation, profiling, interrogation, and more, but there are some things school can't prepare you for. **Take:** BALLISTIC VEST (1 armor).

17 **ROOKIE**

To get this assignment, you had to be either at the top of your class or at the top of somebody important's shit list. **Take:** ASSAULT RIFLE (d8, or d6 area attack, bulky), BALLISTIC ARMOR (1 armor, bulky). **Special:** If killed on mission, your next character gets +d6 HP.

18 **TECHIE**

At least when you're in the field, the Bigfoot at HQ can't bug you to fix her computer. **Take:** REMOTE CONTROLLED RECON DRONE (1 STR, 8 DEX), LAPTOP with software for DECRYPTION, INTRUSION, and FACIAL RECOGNITION.

19 **TEST PILOT**

You get to play with the fun toys before everybody else, assuming you survive. **Take:** JETPACK (bulky, 1 in 20 chance of explosion), GOGGLES, FIREPROOF OUTFIT, MECHANIC TOOLS with BIG WRENCH (d6).

20 **VETERAN**

You may not be inclined to rush to judgment about "monsters" after having seen what humans can do to one another. **Take:** ASSAULT RIFLE (d8, or d6 area attack, bulky), PISTOL (d6), BALLISTIC ARMOR (1 armor, bulky), COMBAT KNIFE (d6), GRENADE (d10 area damage).

21 **ALCHEMIST**

Some call it pseudoscience. You call it a lost art. The O.D.D.

calls it good enough for live tests in the field. **Take:** GREENISH ELIXIR (take damage to any ability to regain same amount in another), SMOKE BOMBS (3 uses), EXPERIMENTAL TRANSMUTATION CONCOCTION (1 in 6 chance of turning a metal into a more precious metal, 5 in 6 chance of liquifying it and releasing noxious fumes; 1 use).

22 **ANTIQUARIAN**

Your growing collection caught the attention of more than just rival bidders. **Take:** 2 RANDOM ARCANA, MAGNIFYING GLASS.

23 **AQUARIAN CASTAWAY**

You come from a utopian future where humans have evolved to be more perceptive, more ethereally beautiful, and kind of weirdly shimmery. Sadly, chrono-amnesia [REDACTED] robbed you of all memories of your home. **Take:** Silver bodysuit. **Special:** You see faint auras around people, offering vague clues about personality and disposition.

24 **BADGER**

Your family doesn't like to talk about it. **Special:** When startled, or if you relax and concentrate for a turn, you turn into a badger (2 STR, 12 DEX, same WIL and HP). Turning back takes another full turn of concentration.

25 **BIGFOOT**

Not "the" Bigfoot, of course, but one of the few who isn't too shy to leave the woods. **Special:** Being big aids in hand-to-hand (d6), among other things, a furry hide protects from the elements (1 armor), and you're surprisingly stealthy.

26 **BILOCATION PROCEDURE TEST SUBJECTS 17A & 17B**

You could do without the jokes about being "beside yourself." **Take:** A second set of STARTING EQUIPMENT. **Special:** You have 2 bodies sharing 1 mind. You can move both bodies independently on your turn, but only get 1 action on your turn. If you want to attack, for instance, you must choose which body acts. Both of you share the same abilities -- so losing STR, DEX, or WIL from one affects the other -- but each carries its own equipment.

27 **BRAZEN HEAD**

Your head is brass, your mind inscribed on a copper disc in an unknown code. After Roger Bacon died, you languished in

storage until the O.D.D. found you. **Take:** DETACHABLE BODY (1 armor). **Special:** You (1 STR, 1 armor) can detach from your body, even at a moment's notice (like just before an attack is rolled). During downtime, you may requisition mundane tools to add to your body as upgrades (e.g., grappling hook, remote control mechanism, implanted weaponry), or a new body entirely (reroll STR and DEX).

28 **CAMBION**

Most people are speaking figuratively when they call their ex a "demon." Not your mom. **Special:** Horns capable of goring (d6), prehensile tail, immunity to fire and toxins.

29 **CHANGELING**

You recently found out you were adopted. Your parents recently found out, too. Also, that's not an "allergic reaction" to iron. **Special:** You can look like anyone you've ever seen, or like a bundle of sticks, leaves, and mud. Attacks with iron are enhanced (dl2) against you.

30 **CHANNELER**

Seances can be good money, but if you develop a reputation for uncanny accuracy, the O.D.D. will make an offer you can't refuse. **Special:** You can invite a spirit to possess you if its remains are near, or you have some of its personal items from life, or you call out its name and some personal details. You or others present can ask it questions, and it will answer honestly (if not always accurately). Save WIL to eject a spirit that doesn't leave you willingly.

31 **CHIROPTERAN KID**

You're often mistaken for a child from a distance. Up close, you're often mistaken for something from a tabloid.

Special: You have wickedly sharp teeth (d6 bite), bat-like wings capable of flight in short bursts, and an unnerving screech that helps you get around using sonar.

32 **CHOSEN ONE**

When you ask, "Chosen for what? By whom?", senior agents just shrug. You do seem to be pretty good at this, though.

Take: SILVER SWORD (d8, bulky), SILVER THROWING KNIFE (d6), WOODEN STAKE. **Special:** When you roll above average on an attack (e.g., 4+ on d6, 5+ on d8, etc.), you can automatically

perform an additional maneuver, like disarming or tripping your foe unless they pass a save.

33 **CHUPACABRAS**

You look like a small, bipedal, hunched-over, mangy dog-lizard with huge protruding fangs, and your moniker means "goatsucker" in Spanish. The O.D.D. has encouraged you to pick a new callsign. **Special:** When you damage STR with a bite attack (d6), the target takes an additional d4 STR damage on their turn until they staunch the wound.

34 **CONDUIT TO THE GREAT OLD ONE**

Some world-ending power is trying to use your body to get into our reality. You're way too small for it to ever fit through, but that doesn't stop it from trying. **Special:** When you speak louder than a whisper, inky black tendrils burst from your mouth, grasping at everything in front of you within shouting distance. Targets must save DEX to drop to the floor, or are grabbed, smashed, or flung (d6 damage). It gives you a sore throat (d4 damage).

35 **DEER STALKER**

For once, a hunter tried to talk to you. What's more, they offered you a job. **Special:** You stand upright most of the time, but on all fours, you can dash at startling speed even over uneven ground. Depending on your physiology, you either move practically silently with ease, or sport some impressive antlers (d6).

36 **DOGHEAD**

O.D.D. scientists call you an "exemplary cynocephalus specimen." They seem to think that is a compliment. **Special:** A keen sense of smell and hearing, and a bite (d6) that grips like a wrestling hold.

37 **ECTOPLASMIC ENTITY**

You remember nothing between dying and being summoned back, but a freak accident left you looking like the aftermath of a sneeze, and left a medium with a cardiac arrest. **Special:** You're a floating cloud of mucus that can congeal into the shape of what you once looked like in life. You can assume other shapes and float around very slowly, but can't move solid objects much in that state. Critical

damage splatters you all over the place, but allies can still help you pull yourself back together.

38 **EM-ET**

The SETI program thought it had found a transmission; it was greeted by an ambassador. You lost much of yourself in the long voyage across the stars, remembering only a fragment of the message they sent you to deliver: "Soon."

Take: An old prototype ROBOT BODY from storage. **Special:** As a sentient electromagnetic wave, you can "possess" unsecured devices with antennas (as well as O.D.D. phones and most government surveillance systems), perceiving through cameras and microphones, and controlling functions governed by software.

39 **ESCAPED SACRIFICE**

You recall little of the place you were taken, waiting to be fed to ... something. The important thing is that you found a way back, and people who believed your story. **Special:** You can sidestep obstacles at impossible angles, along paths other cannot see, at the risk (1 in 6) of being noticed by whatever things might live beyond three-dimensional space.

40 **FADING SPIRIT**

Considering that you died, you're doing a surprisingly good job keeping it together. **Take:** CONTAINMENT SUIT. **Special:** Open your suit to possess a sentient being as an action (they can save WIL to expel you). If not in your suit or a host, take 1 WIL damage on your turn, dissipating entirely at 0 WIL. Upon taking critical damage, you are ejected from a host, or your suit springs a leak, forcing you to leave it or focus entirely on staying in it. At 0 suit STR, the suit is destroyed. You may requisition a new suit between missions; roll anew for its STR and DEX.

41 **FEATHERWEIGHT**

You don't remember anything from before the O.D.D. found you, naked in the desert, and have no idea what the jagged scars between your shoulder blades are from. But sometimes, you dream of clouds. **Take:** ANKLE WEIGHTS. **Special:** Without weights or a bulky item to hold you down, you're extremely lightweight, moving like a high jumper on the moon.

42 **FIRESTARTER**

Everybody at the office tries to stay on your good side.

Special: As an attack, use your mind to ignite something you can see (d6). On a 5-6, the fire spreads to another logical spot the referee chooses. Repeat as necessary.

43 **FLESH-CHANGER**

There may be others like you, but you have no idea how you would recognize them -- how anyone would, really. **Special:** As frequently as once a day, and at least once a month, you shed your skin to reveal a new, unfamiliar body. Reroll STR and DEX, restoring them if either ability was damaged.

44 **FORECASTER**

Agents with reliable precognition abilities tend to get safe desk jobs. You, however, are a field agent. **Special:** Each session, jot down 3 "visions" of your choosing. They might be literal or metaphorical, but should be more specific than "something bad happens." When something happens that more or less matches something you wrote, announce to the other players and referee that this was just a vision, and describe what you do to avoid this future. If it would normally require a save, consider it a 1; if it would normally require an attack, consider it a 12.

45 **FREED CAPTIVE OF THE UNSEELIE COURT**

They took you as a child, replaced you with a changeling. Your time there changed you. You know you walked out free, not a fugitive, but the details of that bargain -- and your time there -- are forgotten. **Special:** You have a haunted look, pinprick pupils in cold eyes, sharp and elongated features. When you grip something firmly, it grows cold (d6 attack); after a round, unless the target is a living thing that saves STR to escape, the matter between your fingers and palm grows brittle, as if drenched in liquid nitrogen.

46 **FUNGAL PATHOGEN**

Some fungi control ants' brains to aid their reproduction. You have greater ambitions. **Special:** You cover your (host's) body in spongy lumps. If a (not-overwhelming) creature bites, scratches, or licks you, they must save STR. On failure, your spores take over their brain in d6 hours, effectively turning their body into a clone with your

memories. Clones keep their hosts' STR and DEX, but your WIL and HP, and have standing orders to report to the O.D.D. ASAP.

47 **GARGOYLE**

Whoever summoned or constructed you meant your appearance to frighten evil spirits, but you're just as unnerving to the average human. **Special:** Tough hide (1 armor), claws (d6, aid climbing), grotesque expression (aids scaring).

48 **GHOULIFICATION CANDIDATE**

If eating human remains can turn you into a mindless ghoul, what about eating live undead? With your help, O.D.D. scientists aim to find out. **Special:** Huge teeth chomp bone easily (d8). When biting undead, regain lost ability points, in each ability, equal to the amount of damage you deal.

49 **GREYISH HYBRID**

People laughed at your mother for claiming to be abducted by aliens. Then you came along. **Special:** You have large, dark eyes, a small mouth, a wiry frame, and a mind capable of two-way telepathic communication with someone close enough to speak to. (You can be shut out with a WIL save.)

50 **HALF-GIANT**

O.D.D. scientists debate whether you might be descended from ogres, jotnar, or nephilim, but are glad they can rule out cyclopes (probably). **Take:** HAND CANNON (d8), FITTED CLOTHING. **Special:** You make Bigfoot look small. Your size may enhance attacks (dl2) against smaller foes, and/or impair their their attacks (d4) against you, but it's very hard to use equipment not custom made for you.

51 **HARBINGER OF THE END OF DAYS**

You didn't ask to be an antichrist, but it's not clear whether it's a job you can opt out of. **Special:** Demons, unseelie fae, and otherworldly malevolences of similar ilk recognize you and claim to be able to see the hidden crown over your head. They tend to either resent or defer to you.

52 **HEAD IN A JAR**

The procedure stole more than your memories. **Special:** You (1 STR) are a disembodied head suspended in green fluid in a hermetically sealed jar. The O.D.D. has provided you with a body, but you can be easily unplugged and affixed to any

headless body with an intact spinal column and central nervous system. If an attack would reduce you to 0 STR, as long as the die shows less than 6, only the body is killed.

53 **HIRCINE HERMIT**

You've been called "the Maryland Goatman," "the Lake Worth Monster," even "Baphomet." Only you can say whether you're any of those, or "just have one of those faces." **Special:** Goat head and goat legs (d6 head butt or kick, target saves STR or is knocked back), prehensile tongue and upper lip, and a (metaphorically) iron stomach.

54 **HOST TO HALF A LEGION**

Sometimes the markings are mistaken for prison tattoos. It's usually not worth explaining that they are, in fact, the prison. **Special:** The whispered voices of dozens of demons are always with you. You can draw on their power sometimes, taking d4 WIL damage to perform preternatural physical feats, such as scrambling up the side of a building, catching a sword in hand, or automatically passing a save -- but if you fall to 0 WIL, the inmates take over for good.

55 **"HYENA"**

The myth of the crocotta and leucrocotta is largely inspired by hyenas' unsettling laugh, their tendency to dig up human remains for food, and their powerful jaws. Also, the fact that some "hyenas" aren't really hyenas at all. **Special:** You can mimic any voice, grapple a target of your strong bite attack (d8) until they save STR, and pass yourself off as a dog around people who don't know better.

56 **INTELLIGENT COCKROACH FROM THE FUTURE**

You come from a timeline that your new coworkers hope will never come to be. You can't even remember it thanks to some unintelligible time-travel B.S. **Special:** You stand at the size of a human, have an extra pair of arms and a hard exoskeleton (1 armor), can scuttle on most surfaces, and aren't particularly bothered by radiation. (The wings are basically just for show, though.)

57 **INVISIBILITY SERUM TEST SUBJECT #551**

The damn formula finally worked. (As well as could be expected, anyway.) **Take:** ROLL OF BANDAGES, SUNGLASSES,

GLOVES, HAT, TEARAWAY JUMPSUIT. **Special:** You are a perfectly normal human being, aside from being almost entirely undetectable in the visible spectrum (when naked, anyway). The one part of you unaffected by the serum was your eyeballs, which must absorb light to allow you to see. (And of course you tried closing your eyes to attempt to disappear entirely. Your eyelids are invisible, so no dice.)

58 **JERSEY GATOR**

Time will tell whether this job beats living in the sewers.

Special: Armored hide (1 armor), strong bite (d6), death roll (if you held onto a bitten target and they failed to save STR to escape, deal d12 enhanced STR damage as an action, bypassing HP).

59 **JINX**

O.D.D. scientists theorize that curse-bearers can be weaponized. They'll try to make sure you survive data-gathering. **Take:** BALLISTIC VEST (1 armor, bulky), RIOT SHIELD (+1 armor, bulky). **Special:** You always take the worst of 2 saves, and attacks against you are always enhanced (d12) -- and the same applies to anyone else in arm's reach of you.

60 **THE KILLER**

Maybe it was self defense, but the punishment stands.

Special: You bear the Mark of Cain, the first killer, having slain the last one to bear it. All who look upon you know intuitively that you are a murderer; all who would do you harm know that they would be punished sevenfold for slaying you, and so potentially lethal blows against you are impaired (d4).

61 **LAB RAT**

You are the most promising result of an experiment to mutate lab rats into small, deformed-looking humanoids.

Special: Squeeze through any hole large enough to fit your child-sized head, gnaw through things about as well as a dull knife, and sense and move comfortably in darkness.

62 **LAST WARRIOR OF THE HOLY ORDER OF ST. REGULUS**

You had a choice: carry on your ancient mission alone, or join forces. **Take:** TWIN SWORDS (d6, roll twice and take best

result), CROSSBOW (d6), CHAINMAIL (1 armor, bulky).

Special: Between missions, you can retrieve medieval armaments from your Order's armory. You may only share with those who join the Order, swearing its sacred oath.

63 **LIVING BATTERY**

The thing they installed to replace your heart keeps you alive, and then some. **Special:** Touch electronics to siphon electricity or discharge it, overloading the system. You can also briefly stun someone you touch unless they save STR.

64 **LOVELAND FROG**

Most folks might be scared of a four-foot-tall, bipedal frog -- but not in Ohio. They made a musical about you! There's talk of a private screening for the O.D.D., maybe with you doing a Q&A with the audience. **Special:** Amphibious, long and adhesive tongue, tremendous leaping capability.

65 **MARTIAN**

You were cloned back on Earth from DNA samples recovered by the Curiosity rover. It's only fair you get first dibs on the gear they found up there. **Take:** RADIUM PISTOL (d6, ignore armor). **Special:** You have green skin and an extra pair of limbs that can be used equally effectively as arms or legs, increasing running speed in the latter case.

66 **MESMERIST**

It was years before you realized why you always lost at staring contests. **Take:** MIRROR SHADES. **Special:** When you lock gazes with someone and remain still, they can't act until they save WIL on their turn or something forces them to break eye contact. This works pretty consistently on living humans, but you can't say how it works with others.

67 **METAMORPHIC BEAST (IN PARTIAL REMISSION)**

O.D.D. doctors and psychologists are helping you gain control of it, but it's not clear that a "cure" is forthcoming. **Special:** When you will it, or when you take critical damage, you transform -- 18 STR, 18 DEX, same WIL, replenish HP, d8 attack with claws and teeth. (Track damage in this form as if on another character entirely.) While transformed, save WIL to attempt anything besides savage violence on your turn; on failure, choose to either

attack the nearest target, or flee to someplace secluded, change back, and fall unconscious.

68 **MINDREADER**

Reading people's thoughts would be much easier if brains had neater handwriting. **Special:** Experience others' thoughts as slurred babbling and unbidden imagery. Save WIL in crowds to focus on one mind without getting confused. A wary target can save WIL to shut you out.

69 **MOTH-PERSON**

They call you "Mothman," which sounds like a superhero, but it's hard to feel like one with the way they react to you up close. **Special:** Wings on back offer flight in short bursts ; glowing red eyes provide night vision, are scary as hell.

70 **OCCULTIST**

If you want employer-provided health insurance and can't stand working in retail, this is pretty much the only job you're really qualified for. **Take:** 1 random RITUAL ITEM (roll d6 on p. 31), TAROT CARDS, PERSONAL LIBRARY (at HQ).

71 **ORGAN RECIPIENT**

They can't (or won't) say who the donor was, but you're pretty sure it wasn't human. **Special:** Your chin is always wet with caustic, slightly phosphorescent saliva. It doesn't hurt you, but you can spit it as an attack (d6) or to slowly dissolve all but the strongest materials.

72 **PHOTONIC BEING**

The first time they turned on the Large Hadron Collider, you stepped out -- a seemingly adult humanoid, only minutes old. An O.D.D. team arrived within the hour. **Special:** You glow with a bright white light, capable of suddenly increasing in intensity (all looking at you save DEX or are blinded), or focusing more narrowly (roll any die for a laser attack/laser cutter, but you also take the damage rolled).

73 **POLTERGEIST**

Unfinished business tethers you to this world. The O.D.D. offered to help you figure out what it is -- or keep it unfinished so you can stick around, if you prefer. **Special:** You look normal enough, until someone notices you hover an inch off the floor, and pass right through mundane objects

(save for iron and salt). The only way you can reliably interact with the physical world is by psychically throwing stuff without much control (d6 area attack).

74 **PRIMORDIAL SLIME MOLD**

Some microscopic organisms have been known to return to life after over tens of thousands of years in permafrost. Perhaps it was inevitable that one of them would develop enough organelles to gather into a person-like shape and wave hello to some very shocked scientists. **Special:** You're a vaguely humanoid blob of red goo with a brain floating around inside (plus whatever else you want to carry but don't feel like keeping in pockets). You can stick to and slowly moving along solid surfaces, stretch and reabsorb lost parts of you more easily than if you had bones, envelop anything up to the size of a person (they can save DEX to avoid or wipe you off), and selectively send feeding organelles to things you envelop (d6 attack).

75 **PSEUDO-GORGON**

O.D.D. scientists are still working on identifying how your condition works. In the meantime, avoid mirrors. **Take:** MIRROR SHADES. **Special:** Anyone who makes eye contact with you takes d10 DEX damage, bypassing HP. Anyone reduced to 0 DEX this way is petrified.

76 **REPLICANT**

Whoever tried to replace you with a body double botched the memory transfer procedure, overwriting its programming entirely with your mind. It's not clear why they wanted to replace you, but they probably want their "property" back. **Special:** Override subterfuge parameters to take d4 STR or DEX damage and perform an act of preternatural strength or speed, respectively, such as throwing a motorcycle, crossing a room instantly, or passing a save automatically.

77 **REPTILIAN**

Your ancestors were abandoned here after their invasion was aborted, but this is the only world you've ever known. **Special:** Shapeshift between your human and reptilian forms at will. (Taking ability damage always forces you to show your true face for at least a moment.) Your true form has venomous bite (d6, save STR vs. paralysis).

78 **ROBOT PROTOTYPE**

You're programmed to be happy to help. **Special:** Your metal body is tough (armor 2), but your programming does not allow you to harm a human, allow a human to come to harm (even through inaction), or disobey a human's direct order, except where a rule would contradict an earlier-stated rule. You have a fourth directive, but can't seem to remember it.

79 **SAINT**

The O.D.D.'s definition of "saint" is oddly secular, based on combinations of specific supernatural properties. They showed no particular reverence when conscripting you.

Special: You can transfer your STR points to someone you touch to restore theirs. Also, mundane animals are so well-disposed to you that they may follow your commands.

80 **SEER**

Some people have a "second sight," "third eye," or "sixth sense." You stopped counting around 12. **Special:** You can see invisible beings, curses, radio, infrared, UV, energies you have yet to identify, the hidden side of Zener cards, and, when you close your eyes, a doctor staring at you in a florescent-lit room. You have x-ray vision and wonder whether looking at people increases their risk of cancer. Focusing on a spectrum under pressure requires a WIL save.

81 **SELKIE**

It actually came as something of a surprise to learn that other kids didn't start the school year by peeling off their skin. **Take:** SEALSKIN. **Special:** Don your sealskin to turn back into a seal (10 STR, 10 DEX, track damage separately in this form). Even in human form, you have remarkably acute visual and tactile senses.

82 **SENSITIVE**

Con artists who can "cold read" people would probably think your actual psychic power kind of sucks in comparison.

Take: GLOVES. **Special:** The first time your skin touches an object bearing strong emotional impressions (whatever the referee decides that means), you freeze in place for a round while experiencing flashes of its past.

83 **SKUNK-APE**

Yes, you are large, hirsute, and odiferous, but it's hard not

to resent that nickname. **Special:** Use your scent gland at will (or when startled) to force all nearby to retch uncontrollably until they escape or save STR. Save STR when you next rest to check whether you can spray again today.

84 **SLEEPWALKER**

Mystics consider it a gift. Those who can't control it as well consider it a sleep disorder. **Special:** While you are unconscious, your luminous, intangible spirit floats outside your body. Spirits and energy can still deal you WIL damage.

85 **SORCERER**

The O.D.D. might be able to get you out of your faustian bargain. Eventually. **Special:** You can perform the rituals for 3 of the first 6 ARCANA (p. 31) as if you possessed those items, but performing them requires a payment in blood (d4 STR damage) -- yours, or someone else's.

86 **SPOONBENDER**

Sometimes psychic powers can be a real headache. **Special:** As an action, you can clumsily move small objects with your mind or knock over a person who fails to save STR. Suffer nosebleed (d4 damage) to blast an area or exert more precise control over a single target.

87 **SQUAREFOOT**

It's amazing that a large, pig-headed creature in square shoes, known for throwing rocks, could go unrecruited for so long. **Special:** Your nose is sharper than most people's eyes, you're a crack shot with heavy rocks (d8 attack), and your size (comparable to a Bigfoot) can be an advantage.

88 **STAGE-1 HEMATOPHAGE**

O.D.D. scientists and lots of vitamin D may yet keep the transformation at bay. **Special:** Regain 1 STR for each round spent drinking directly from an open wound, but you must drink blood daily or else can't rest to regain HP.

89 **SQUAMOUS SAILOR**

The O.D.D. intervened before an ancient curse could overtake your secluded coastal town. Well, fully overtake. **Take:** HARPOON (d6), ROPE, KNIFE (d6). **Special:** Amphibious, with bulbous eyes that see in darkness, and gray scales all over.

90 **TEAMMATE FROM A PARALLEL WORLD**

Well, this is awkward. **Special:** Pick another player's character -- you are that person, but from another world where humans are cryptids, extinct, or hunted. If non-human, you were quite normal on your world; you get that character's special features, but swap out their items for the items of a random human profile (roll d20 on PROFILES, p. 7). If human, you get a STOLEN CROSSBOW (d6), MUD-CAMOUFLAGED OUTFIT, and much keener senses, but you share none of their career background.

91 **TEMPORAL DESYNCHRONIZATION PHENOMENON**

Some nerd at HQ keeps trying to get you to take the callsign "Billy Pilgrim." **Special:** You jitter back and forth in time, appearing to flicker in and out of existence periodically, getting brief glimpses of alternate futures. Take d4 WIL damage to call for a reroll of any die and pick the result you prefer. At 0 WIL, you are lost in time.

92 **THAT AGENT WITH THE MASK WE DON'T TALK ABOUT**

No one will explain why you have to cover your face since "the incident." **Take:** A METAL MASK covering your head, with a slit at the mouth and a lock at the collar; requires 2 KEYS at once to open, each entrusted to a different teammate. **Special:** Unmasking protocols -- and effects thereof -- are up to the referee.

93 **TRICKSTER'S DESCENDANT**

Few believe your claims of ancestry, but they don't doubt you do. **Special:** No matter what you say, while someone can see or hear you, they believe you're honest. They might believe you wrong or crazy, but not a liar.

94 **UNDERDWELLER**

It's a lot less lonely up here, but your species evolved to be down there. **Take:** DARK SUNGLASSES. **Special:** Dark vision, acute hearing, and silent movement make you practically invisible in shadow, but you need eye protection in light.

95 **UR-HOMUNCULUS**

Creating tiny homunculi of bodily fluids is a complex (and gross) process, but Paracelsus's instructions merely reverse-engineered the work of an even greater alchemist. **Special:** Your homunculus gland lets you regurgitate a tiny

humanoid (1 STR, 12 DEX, 1 WIL) that follows simple commands. Swallow it to reabsorb it and see flashes of its memories. It takes you a day to grow another if it's killed.

96 **WATER HORSE**

You get a bad rap thanks to a few troublemakers with a habit of drowning humans. **Special:** You transform between your human body and horse body at will, and are amphibious in both. You kick (d6) better as a horse, though.

97 **WEALTHY THRILL-SEEKER**

When you learned of the supernatural, you needed a taste. The O.D.D. offers that in exchange for being the sole beneficiary of your fortune in case of untimely death.

Take: WAD OF CASH, NIGHT VISION GOGGLES, BALLISTIC ARMOR (1 armor, bulky), MACHETE (d6), EXPERIMENTAL PLASMA RIFLE (dl0, bulky, backfires for dl2 damage on a 1), 3 GRENADES (dl0, area). **Special:** You can afford whatever mundane gear you want, but need approval for each item you take into the field. Coincidentally, the referee can make a luck roll anytime to check for catastrophic equipment failure.

98 **WELL-PRESERVED CORPSE**

Urban legends say a diet high in preservatives slows decomposition. The truth is more complicated. **Special:** Your desiccated, papery flesh seems able to withstand any punishment. Only fire can take your last STR point, but all fire damage is enhanced (dl2) against you.

99 **WIRED CHIMPANZEE**

A talking chimp with glowing filaments protruding from their skull is hardly subtle on missions, but you certainly have talents to contribute to the team. **Special:** An expert climber, long reach and sharp teeth for close-quarters combat (d6), and surprising skill in signals intelligence (you sometimes pick up radio on those skull-things).

00 **WITCHBORN**

You might not have formally trained in witchcraft, but everyone in your family line can give a mean side-eye. **Special:** Stare at someone uninterrupted to give them the evil eye. After 1 round, they feel itchy. After 2, they feel oddly unsettled. After 3, a catastrophe will befall them for d20 STR damage -- maybe not immediately, but soon.

ADVANCEMENT

O.D.D. agents typically have a couple weeks of downtime between missions. During that time, you may do the following:

REST & REHABILITATION: Regain all lost ability points.

REFLECTION: Roll a number of d6's equal to the number of missions you've been on, and add them up (or add up the 3 highest dice, if you've been on more than 3 missions). If the result is higher than your current maximum HP (or if you're just feeling daring), use the total as your new maximum HP.

TRAINING: Roll a d20 for each of your ability scores, in any order, until you roll over a score or you've rolled all 3 scores, whichever comes first. If you do roll over a score, raise that ability by 1.

PROFILE UPDATE: If you feel your profile description should be updated, discuss it with the referee. For instance, if your Squamous Sailor has proven to be more of a Squamous Sniper, changing your profile to reflect this might affect saves and investigation results differently (as described on p. 3).

REQUISITIONS: If you retrieve and turn in any arcana, alien technology, or machinery on par with anything that might be referred to as a "doomsday device," you will be entrusted with 1 requisition form (p. 28) for each item turned in. (You may alternatively opt to not turn in items deemed safe to be taken back out for field testing, should you decide you want to be the one to field test those items.)

If your last mission went exceedingly well (i.e., achieved a significant objective AND didn't require a cleanup crew to destroy evidence, [REDACTED] or wipe memories), this too will award a requisition form.

Rarer, more in-demand, and more flagrantly dangerous items may require more than a single requisition to be submitted, so you may wish to consider holding onto requisition forms to "save up" if you so choose.

ADVICE FOR PLAYERS

STOP, THINK, AND ROLL (OR DON'T): In this game, there are no "ability checks" -- you only roll the dice when you're in trouble. Rolling a save means you're trying to avoid something bad, and rolling an attack means giving up your chance to avoid getting attacked yourself. Ask the referee questions about what you perceive, what you can use, and use that information to think up creative approaches and out-of-the-box solutions. Your character doesn't have "Wisdom" or "Intelligence" scores -- those are on you.

FIGHT SMART, IF AT ALL: Combat in this game is deliberately designed to be easy to resolve quickly, without many rolls, detailed math, or frequent stretches of time where nothing interesting happens due to poor luck on rolls. The morale and critical damage rules mean that fights need not drag on until one side is utterly destroyed. Moreover, while the O.D.D. does not shy away from lethal solutions when needed, it encourages agents to prioritize live captures and offering opportunities for willing recruitment. If you must fight, stack the odds in your favor. Consider how to use ambushes, cover, positioning, and superior numbers to enhance your attacks and impair theirs.

HELP THE REFEREE HELP YOU: When you want information, ask the referee, and note why you are asking. Simply asking, "What's in the room?" can be useful, but let the referee know if what you really mean is, "I'd like to look for a good place to plant a bug." The game will go more smoothly if you remember that the referee is neither your opponent nor a mind reader.

BUY INTO THE PREMISE: The game will not be fun (nor adequate for training new recruits) unless all players are interested in investigating the paranormal. Discuss with one another, however, if you would like to play outside the confines of O.D.D. bureaucracy; playing as rogue agents being hunted like dogs can also be an educational training exercise.

RESPECT PEOPLE'S BOUNDARIES: If anybody at the table says they're uncomfortable with something in the game, be supportive in skipping over that part or redoing a bit of a scene. This isn't a real mission, and you aren't their therapist. Being a good teammate means building shared trust.

EQUIPMENT POLICIES

As a matter of safety, secrecy, security, and supply, O.D.D. agents must receive permission from their quartermaster to bring non-standard-issue items into the field. The referee can help keep track of policies for you, but you may find it useful to familiarize yourself with some of the basics.

REQUISITIONS: Agents can submit requisition forms between missions to request access to rare and specialized equipment. Due to short supply, specifically requesting a particular type of arcanum or a mundane item marked with an asterisk (*) counts as 2 requisitions. If you'll take whatever's handy in a given category -- e.g., not necessarily an assault rifle, but any weapon, or not necessarily a divination ritual, but any arcanum -- your requisition will go twice as far, netting you 2 mundane items or 1 random arcanum.

SEIZURES: Mundane items seized from hostiles in the course of a mission -- especially illicit drugs and firearms -- must be turned into the O.D.D. for review. You get first dibs if it's allowed back in the field, though.

FIELD TESTS: Arcana recovered in the field are typically entrusted to the agent who recovered them for further field testing. (This does not require a requisition.) An agent who demonstrates that an arcanum can be safely shared with another agent, however, may opt to turn it in to gain 1 requisition form usable for other items.

ODDS 'N' ENDS: For the sake of convenience, assume every team of agents has several lightweight, common items easily at hand that any self-respecting team of paranormal investigators would always take into the field. Such items include chalk, salt, iron nails, bottled water, lighters, and so on.

PROVISIONS: The O.D.D. may also give agents any items expected to be necessary for a mission, even items not listed here, like scuba gear for diving, parachutes for an air drop, or stakes for a vampire hunt. At the referee's discretion, or on a poor luck roll, [REDACTED] the O.D.D. may be completely wrong about what the agents are heading in to face, rendering such items useless.

ARMS & ARMOR

WEAPONS (d20)

1. **Pistol.** d6. Concealable, fires underwater.
2. **Rifle.** d8; bulky. Longer range than pistol.
3. **Shotgun.** d8; bulky. Easier to use up close than rifle.
4. **Submachine gun.*** d6, or d4 area attack.
5. **Assault rifle.*** d8, or d6 area attack; bulky.
6. **Sniper rifle.*** d8 (d12 enhanced when unseen); bulky.
7. **Machine gun.*** d10, or d8 area attack; stationary while firing; bulky.
8. **Dagger, machete, or collapsible baton.** d6.
9. **Sword, battle axe, or maul.** d8; bulky.
10. **Silver blade.*** d6 for knives, d8 and bulky for swords.
11. **Flamethrower.** d6 area attack, repeats each round; bulky.
12. **Flashbang.** Stuns all in area who fail to save DEX.
13. **Grenade.** d10 area attack.
14. **Incendiary grenade.** d6 area attack, repeats each round.
15. **Missile.** d12 area attack; launcher is bulky.
16. **Plastic explosive.** d12 area attack; use to breach walls.
17. **Smoke grenade.** Impairs attacks through smoke.
18. **Tear gas.** Painfully impairs all actions for those affected.
19. **Stunner.** Target saves DEX or is stunned for a round.
20. **Trank gun.** d4 attack; target takes worst of 2 critical damage saves. Must reload after every shot.

SPECIALIZED MUNITIONS (d6)

1. **Armor-piercing rounds.** Ignore armor.
2. **Hollow-point rounds.** d10 attack vs. 0-armor targets.
3. **Incendiary rounds.** Ignite for +d6 damage.
4. **Rock salt shotgun shells.** Can affect intangible spirits.
5. **Rubber bullets.** Impairs your attack (d4).
6. **Silver bullets.*** Possibly necessary vs. certain targets.

ARMOR & PROTECTIVE WEAR (d4)

1. **Ballistic armor.** 1 armor; bulky.
2. **Gas mask.** ignore airborne toxins
3. **Hazmat suit.*** Ignore hazardous materials; bulky.
4. **Riot shield.** +1 armor; bulky.

TOOLS & SUPPLIES

The following is non-exhaustive list of (mostly) everyday items that agents commonly requisition. If an agent wants only part of a bulky kit of items -- e.g., not an entire set of climbing gear, just a single rope -- they can opt to take only that part into the field. Agents may also requisition items not specifically listed here, at the referee's discretion.

MISCELLANEA (d20)

1. **Adrenaline.** Restores d4 DEX, wakes from critical damage.
2. **Bandages, splints & ointment.** Staunches bleeding, prevents infection, cancels impairment from injuries, where applicable; 1 use.
3. **Binoculars.** View distant targets.
4. **B&E tools.** Blowtorch, glass cutter, stethoscope, etc. Bulky.
5. **Climbing gear.** Ropes, hooks, harnesses, etc.; bulky.
6. **Cover ID.*** Forged credentials, passports, etc.
7. **Fiber optic camera.** Sees under doors, around corners.
8. **Flare gun.** d4 attack. Includes 3 flares of different colors.
9. **Jetpack.** Experimental, bulky, 1 in 20 chance of explosion.
10. **Lantern.** Battery-powered, adjustable brightness.
11. **Laptop.** Set up with satellite internet connection.
12. **Locksmith tools.** Lock picks, screwdrivers, etc.
13. **Night vision goggles.** Everything looks green.
14. **Poison.** d20 STR damage when ingested or injected.
15. **Rations.** Food and water for 1 day.
16. **Recon drone.*** Mini-helicopter with a camera; 1 STR.
17. **Scientific instruments.** An item or bulky kit of items that would be situationally useful for a particular kind of analysis in the field (e.g., microscope, barometer, satellite GPS, EMF meter, geiger counter, etc.).
18. **Simple tools.** One item you imagine you might find in a sizable toolbox (hammer, screwdriver, tape measure, hacksaw, crowbar, etc.), or an entire bulky toolbox.
19. **Tent.** Fits 4 comfortably.
20. **Tranquilizer.** Inject to force STR save vs. passing out.

ARCANA

Arcana are items with properties not currently understood by O.D.D. scientists. Arcana "work" automatically, without need for a save, unless used in an especially dangerous or unexpected way. A consumable arcanum your character started with can be replenished between missions at HQ.

REQUISITIONS: Arcana can be requisitioned like other equipment as a downtime activity between missions (see p. 28). Requesting a random arcanum (d20), or more specifically, a random ritual item (d6), counts as 2 requisitions; requesting a specific arcanum counts as 3 requisitions.

1. **Bronze liver.** Inscribed with extremely detailed diagrams to assist in accurate haruspicy. Ask any question, and spend 1d6x10 minutes studying entrails to get an accurate (if not necessarily exhaustive) answer from the referee. Additional questions require more animal entrails.
2. **Cracked cauldron.** Place a corpse with an intact brain inside to call a spirit to clumsily animate it. It may or may not summon the corpse's original spirit, but it might access the body's memories. The disoriented being cannot speak, but will follow simple, direct orders. Corpses are notoriously fragile, but immune to critical damage and fear.
3. **Diary of St. Francis Borgia.** Contains a ritual of exorcism that forces a possessing being or unearthly spirit to attempt a WIL save every round while the incantation is spoken, else be expelled from its host or from this realm.
4. **Page from The Lesser Key of Solomon (Unredacted).** Instructions to summon a specific demon, noting areas of expertise (with costs or requirements left to referee's discretion). They may be willing to bargain for a boon, typically for a deceptively "trivial" price.
5. **Scrying bowl.** Fill the bowl with water, plus an image of, or something belonging to, the one you wish to observe. After several minutes, witness faint and blurry images of showing the what the subject is doing, as if nearby.
6. **True 5th Pentacle of Mars.** Diagram and ritual instructions for drawing a circle capable of constraining spirits and demons who find themselves within it, whether by summoning or blundering into it.

7. **A bunch of protective amulets.** Protect against the evil eye and blocks harm until an attack against you rolls 4+. Must be re-enchanted back at HQ to regain protective aura.
8. **Bottled miasma.** Shatter -- or simply remove stopper and swing -- to unleash an oily, black cloud. It blocks projectiles, slows movement, and saps d4 STR each round if breathed in. Can be refilled back at HQ.
9. **Finger bone of St. Joseph Copertino.** Hold in hand over the heart to levitate, weightless, subject to inertia.
10. **Ghost milk.** Sip to become partially intangible for several minutes, able to slowly pass through solid objects. Attacks still hurt, but not as badly -- counts for +1 armor.
11. **Gleipnir fragment.** A long yet thin and feather-light length of rope, believed to be unbreakable.
12. **Hand of glory.** The severed hand of a hanged man, made into a candlestick from his own fat. Paralyzes anyone within range of its smoke or light (aside from the bearer).
13. **Hunter's talisman.** Enhances (dl2) attacks vs. beasts.
14. **Iron arm.** Affixes easily to flesh, acting like an extra or replacement arm. Fist can be shot as a ranged weapon (d6) or grappling hook, connected by a retractable chain.
15. **Jackalope foot.** Protects from dehydration and hunger, and renders the bearer extremely stealthy in wilderness.
16. **"Lucky" obol.** Once per mission, you may flip a coin instead of rolling a die. Heads represents the maximum on the die you would have rolled; tails represents the minimum.
17. **Pocket demon larva.** A wriggling, finger-sized millipede in a matchbox. Swallow to gain power to scale walls and resist any toxin. Save WIL every few minutes or retch it up.
18. **Shabby coat.** Whoever wears this tends to elude casual attention by humans -- not invisible, just beneath notice. If going somewhere you don't belong, you might be stopped, but not recognized as yourself, or an agent, or a Bigfoot, etc.
19. **Silver branch.** Opens a passage between distant points in space, albeit requiring a detour through the (or at least an) underworld. The more precise and distant the specified exit point is, the longer the detour must be.
20. **Triskaidekafocals.** Spectacles that show a hazy double-image of people gazed at through them. If a person is possessed, a shapeshifter, disguised by glamour, or otherwise concealing an unnatural nature, the double-image gives a clue as to who they really are.

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ADVICE FOR THE REFEREE

BE GENEROUS WITH INFORMATION: When players ask questions, give honest (even if not always complete) answers. Verify their intent as you fill in gaps, and solicit details when needed. Be forthcoming with information they don't even ask for, provided the characters have time to be cautious and observant; the game gets tedious if players must say "I check for traps" at every door. Assume they're looking for traps, carefully pulling out desk drawers, checking whether the deceased was holding anything, but confirm what action they want to take in the face of a meaningful dilemma. Like: "Are you shining your flashlights so you can see better, or trying to stay hidden?" Or: "It looks like there might be something in the victim's pocket, but you would be disturbing a crime scene. Do you care?" Make their answer matter.

DON'T CALL FOR SAVES WITHOUT RISKS: There are no "ability checks" in this game. If a PC attempts an action they could safely do, they do it. If it's impossible, they don't do it. If it's possible but risky, they do it, and the player attempts a save to see if the risk befalls them. It can be helpful to note aloud what, specifically, the save is meant to avoid before rolling.

LET THE PLAYERS PLAY: Replace downed PCs with new ones fast. Backup is always just behind, and there may be survivors from the forward team. Don't hijack PCs' thoughts or feelings; limit descriptions to sensory information ("you see ... you hear") and involuntary physical reactions (coughing, vomiting, bleeding). Minimize players' time spent doing nothing. (Maybe being possessed by a ghost is a chance to get clues?)

TREAT THE ODD AS UNKNOWABLE: No matter how strange the PCs themselves may be, and no matter how much research O.D.D. scientists conduct, the paranormal should feel mysterious and unpredictable. Draw on classical myth and urban legend, but subvert expectations sometimes too. Maybe some vampires DO cast reflections. Perhaps faeries only fear iron in certain forms. Facing the odd should never feel like an exact science.

THE PLAYERS MATTER MORE THAN THE GAME: Encourage players to make boundaries known before play. Lead the table in respecting them. "Fast-forward" and "rewind" as necessary.

CREATURE DESIGN

When creating creatures that agents might encounter on missions, make sure to define the following:

ABILITIES start at 10 by default. Raise by 5 (or so) for something the creature should be especially good at; deduct 5 (or so) for something it should be bad at. Don't get bogged down in details; it's fine for everything you introduce to have abilities only at 5, 10, and/or 15.

HIT POINTS should reflect the creature's overall threat level. For quickly derived values, give minor threats d6 (or 4) HP, moderate threats 2d6 (or 7) HP, and serious threats 3d6 (or 12) HP. Only especially huge creatures should exceed 18 HP.

DRIVES help the referee to imagine how a creature would behave. These may or may not be apparent to agents.

ATTACK is d4 if the creature has no means of self defense, d6 for natural defenses and small arms, or greater as appropriate.

SPECIAL abilities are not necessarily possessed by every creature, but are an excellent way of showing the strangeness and diversity of the creatures faced in the field. Especially dangerous creatures might have an automatic maneuver or effect upon inflicting critical damage.

WEAKNESSES tend to offer opportunities to deal enhanced (dl2) damage against a creature, impair (d4) a creature's attacks, affect its behavior somehow, or -- in very rare cases -- offer the only means to neutralize the creature at all. The O.D.D. maintains a catalog of such information for known organisms, but agents are encouraged not to take much for granted.

OVERWHELMING creatures are those that are especially huge, or composed of many smaller enemies in a swarm or horde. Recall that smaller-scale attacks against them are impaired, and their attacks are enhanced against smaller-scale targets. You may wish to specify weaknesses for them, but you do not need to; it's up to the players to think creatively and figure out ways to even the odds.

EXAMPLE CREATURES can be found in MISSIONS (p. 39).

MISSION PLANNING

BEGINNING: When planning a mission scenario to present to players, it is important to know how it will start. Start later in the chronology described here if you have only 1-2 hours, or earlier if you have time for players to plan their approach.

- * **Downtime:** Most play sessions are presumed to focus on missions, whereas downtime can potentially be handled through some "off-camera" bookkeeping and conversations between players and referee. If, however, you want your game to emphasize the bonds between recruits, how they feel about their new job, and well-guarded the HQ is in case they ever consider going rogue, you may wish to start at HQ during downtime, or even orientation.
- * **Briefing:** At HQ or en route, agents will learn their expected mission objectives. You can start here to give them some opportunities for Q&A, flash back to it later, or just briefly summarize key points if in a hurry.
- * **En route:** Starting in transit may make sense if stealth or other strategy may be necessary on approach, or if the scenario involves a vehicle wreck and unplanned travel.
- * **On site:** This is a safe and reliable "default" intro point.
- * **In medias res:** If pressed for time, you can't beat jumping right into a firefight, chase, or other "cold open."

MIDDLE: This will be the bulk of the session. It can be useful to prepare a few impressions, characters, and locations that the agents are likely to encounter, but allow players to guide how they progress rather than planning a "story" yourself. Periodically remind players of their objectives, and/or invite them to suggest new objectives based on what they have learned.

END: After players have achieved all objectives (or identified which they choose not to achieve), move toward conclusion.

- * **Cliffhanger:** May be necessary due to timing; certainly works better if you can schedule the same group soon.
- * **Climax:** Tie together any emergent narrative threads. Consider calling it immediately after a good quip.
- * **Downtime:** You may roleplay downtime or move on to bookkeeping. After roleplaying, you might ask players what they did or did not find fun to help inform next session.

FREQUENTLY ASKED QUESTIONS

WHAT DOES "O.D.D." STAND FOR? When someone asks this question of a senior agent, roll a d12.

1. Otherworldly Detection Directive
2. Operation: Doomsday Deterrence
3. Organization for Disquieting Discoveries
4. Occultism and Demonology Division
5. Ordo Dei et Diaboli
6. Outer Domain Detachment
7. Outfit for Dream Duty
8. Official Divination Directorate
9. OMEGA DURANGO Designation
10. Omen Disquisition Department
11. Oversight of Dark Developments
12. Office of Domestic Defense, Irregular Threat Investigation, and Extranormal Studies
13. [REDACTED]

ARE WE THE "MEN IN BLACK"? When someone asks this around senior agents, the senior agents suddenly appear extremely anxious and paranoid -- e.g., "Were you approached by men in black? Where did you hear about them? Who told you to ask that?" When it becomes apparent that the characters have no idea what everybody is so anxious about, the senior agents grow visibly relieved, and reassure that there are no "men in black."

ARE WE THE BADDIES? Many O.D.D. agents are cryptids, psychics, and (ostensibly) mythical beings, conscripted to investigate -- and sometimes, hunt -- targets that may seem not unlike themselves. The secretive nature of the agency may lead some to wonder whether this is in the service of an oppressive status quo. It must be expected, then, that a certain percentage of agents will go "rogue" under such conditions. Nevertheless, the O.D.D. would remind you, a new recruit, of a few facts.

1. If you run, some other group of agents will be sent to find you. They're just doing their job.
2. It's hard to get a whole week of downtime while on the run, and rogue agents can't use theirs to requisition supplies.
3. The O.D.D. is the world's ONLY line of defense against the unknown. Who else will protect this world?

WHAT EXACTLY IS OUR JURISDICTION? If you are below clearance level Omega, be advised that any mission site that appears to take place off the planet Earth or outside objective reality is part of an elaborate training exercise in a simulated environment. Treat the situation as "real" in order to achieve a satisfactory evaluation and continuance of your training. Be further advised that your digital avatar may be altered in keeping with the morphology of local species. If you are of at least clearance level Omega, [REDACTED]

[REDACTED]. And if you just meant, "what countries can we operate in," rest assured that field agents need not worry themselves with the political intricacies that allow them to travel across the world, to wherever they are most needed. (But if you start the game with a gun, your HQ is probably in America.)

WHAT KIND OF SUPPORT CAN AGENTS EXPECT IN THE FIELD? Agents may use their O.D.D.-issued satellite phones to call HQ for backup, cleanup teams, or to pass along urgent intel. O.D.D. command frowns upon using calls to HQ as a substitute for googling the answers to simple questions, however. If they have questions for their superiors during a mission, agents should assume their briefing communicated all the information that their superiors saw fit to share, and anything that was not shared is either unknown or none of their concern.

WHAT KIND OF ADVANCEMENT OPTIONS ARE AVAILABLE?

Beyond the occasional pat on the head and requisition form, agents with a distinguished career of service may be assigned new agent trainees to lead on missions (which make a handy back-up character if your senior agent doesn't make it home one day). Those who mentor a trainee into a mid-level role can angle to be promoted to a desk job at HQ, or may even be allowed to retire and live out their remaining days in safety and/or quiet dread. The most dedicated agents, however, are entrusted with great latitude in choosing ambitious assignments, such as toppling the replicant conspiracy, sealing off all rifts accessible to the Great Old Ones, [REDACTED], or curing their own lycanthropy, vampirism, antichrist prophecy, etc.

YOU KNOW WE CAN JUST COPY/PASTE THE BLACKED-OUT TEXT IN A PDF, RIGHT? Yes.

Shuttle missions...



S.U. Exec Free Hot Dogs
(While quantities last)

#0192: OPERATION TREEFALL

BRIEFING: A team of agents went to investigate a spike in cryptid sightings in a particular North American forest. Their helicopter crashed in the woods, seemingly coming under fire from below. Your team will approach on foot to avoid detection.

- * **PRIMARY OBJECTIVE:** Determine what took down the helicopter. Recover, capture, or eliminate.
- * **SECONDARY OBJECTIVE:** Locate the downed helicopter, help any surviving agents to safety, and retrieve any equipment on their person.
- * **TERTIARY OBJECTIVE:** Discover information about local cryptids, and a possible explanation for the increased activity. All teammates will receive a guaranteed requisition for delivering any live cryptids to HQ. The group has been provided with zip ties, rope, sacks, and a tranquilizer gun (d4 attack, target takes worst of 2 critical damage saves).

ENCOUNTERS: As agents move through the woods, periodically a d6 to check for what they encounter. On a 1, the encounter catches the agents by surprise; on a 2-3, it happens immediately, but the agents have time to react; and on 4+, the agents see signs of a likely encounter soon. In encounters with cryptids, the creatures seem dizzy and disoriented, with pink foam around the mouth, requiring players to save WIL upon approach if they want to avoid immediate violence. On the first encounter, roll a d4; on the second, a d6; on the third and subsequent, a d8.

1. HIKERS: A pair of hikers, Alex and Lee, are hiding, terrified by what they've seen. They will hurry up to the agents if the agents appear to be human authority figures (from a distance, at least). **NEW OBJECTIVE:** Lead the hikers to safety, and make sure they stay on site and talk to no one until an O.D.D. cleanup crew can arrive and attend to them.

2. HIDEBEHIND: 16 STR, 16 DEX, 10 WIL, 6 HP, d8 biting attack. A furry, bipedal beast, taller than most humans. Agents may hear sounds of cracking twigs from behind, but no one visible as long as there is something to hide behind. If any agent falls at least a few steps behind the group, the beast grabs them, pins

their arms, covers their mouth, and drags them back to its den nearby to tear them apart and feed. Escape grip with STR save.

3. GUMBEROO: 16 STR, 5 DEX, 12 WIL, 15 HP, 3 armor, d6 bite attack. Larger than a bear, shaped like a football, with a thick, black, shiny hide. Very resistant to physical harm, but any fire attack immediately ignites it, causing it to explode d4 rounds later for d10 area damage.

4. AGROPELTER: 8 STR, 18 DEX, 11 WIL, 3 HP, d8 thrown branch attack. Child-sized primate with muscular arms and a body like a gaunt bear. Hides in trees and chucks wood at anyone entering its territory; even more aggressive and deadly due to diseased condition, as evidenced by the pilot. Capturing or eliminating this threat to travelers satisfies the primary objective.

5. SQUONK: 8 STR, 8 DEX, 6 WIL. Looks like a warty, pockmarked bag of loose skin wrapped around a mangy animal. Shows signs of pink foam at the mouth, but is less aggressive than other affected creatures in the woods, only feebly growling and pawing at anyone who approaches. If trapped, its sobbing intensifies. If not handled somehow, it will dissolve in its own tears within d4 rounds. Worth an extra requisition if captured.

6. HELICOPTER: If you need replacement agents for any killed in play, they could be survivors from the crash, just awoken after bailing out and being separated from their team. There are no survivors at the crash site, however. Close examination by an agent with an appropriate profile will reveal that the pilot was not killed by the crash, but by a wooden branch through the heart, penetrating at significantly greater velocity than could have been possible from just falling onto trees. Searching the area turns up any perished agents' service weapons, plus a random piece of equipment for each, including 1 random arcanum. Gathering this information and equipment satisfies the secondary objective.

8. TREEFALL GAP: This area contains a large hole in the ground, recently opened by a fallen tree, and leading into a long cave. A strong smell of maple syrup emanates from within. Following it to the source leads to a large, dark cavern. The space is dominated by the gigantic, decaying remains of an elderly man with a beard, dressed in flannel, jeans, and boots,

with a massive axe at his side. Also, a giant blue ox is feasting on his entrails.

Giant blue ox: 17 STR, 5 DEX, 12 WIL, 10 HP, 1 armor, impervious to cold, overwhelming, d8 area stomp/kick/trample/goring attacks. Its muzzle is wet with blood and flecked with pink foam. If its meal is interrupted, it attacks on sight. (And getting close enough to retrieve samples or investigate the cavern definitely interrupts its meal.) Attempts to take bites of the remains to heal itself (+d4 STR) if harmed.

Closer examination of the man's remains reveals he must have once stood as tall as at least 3 normal men in life. His remains show signs of having been nibbled upon by local fauna, and smell disturbingly sweet. Most agents (and players) will know consciously not to eat giant corpses giving neurodegenerative diseases to cryptids, but just in case: For each bite taken from the body, regain d4 STR and save WIL or else lose your character to the delirious, violent disease affecting the cryptids. If subdued and brought back to HQ alive, affected agents should recover after a few weeks' treatment.

Searching the cavern yields no obvious clues of how the man came to rest here, or how long he had even been interred here; answers to these and other questions are left to the referee's discretion, or for O.D.D. analysts to puzzle over on their own. In any case, it is apparent that this is the source of the cryptids' condition, and discovering this (and sharing the location with HQ for follow-up research) satisfies the tertiary objective.

VARIANTS:

- * Switch the order of the objectives to emphasize what you think would be most fun, or add objectives of your own.
- * If you are playing with agents of a more sensitive disposition, you may wish to replace the giant corpse with a live giant, and offer some other explanation for the strange affliction, such as an alien pathogen from a recently unearthed meteorite. If you choose to do so, the giant has 18 STR, 5 DEX, 15 WIL, 12 HP, d10 area axe attack, OVERWHELMING. He may be more capable of fighting off infection than animals, however, and might even be convinced to be restrained and accompany agents willingly.

