
SCP
THE TABLETOP
ROLEPLAYING GAME
SCP
FOUNDATION

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Written, Created and Designed by **Jason Keech**

SCP descriptions and various other writing by: **Ethan Severson**

Sample Adventure by: **Rob Leigh**

Original System Playtesters

Shane Anderson
Trevor Barkley
Justin Crane
Jared Forsythe
Alexis Frey
Delia Gabrielle
Caleb Hanson
Dakota Hanson
Joey Lund
Chase Pokoj

Writers and Associates

Alex Angle
Cody Cooper
Ethan Severson
Robert Lively
05-5 ([redacted] Robertson)

Proofreaders and Playtesters

Awopcxet
Besi
Clarence Case
DalKathos
ForsakenM
Hrfyc
Inari
ItsLemon
MightyOwl
Mystireon
Nykacolaquantum
Scott Askew
Suna
W. Fisher Murray
Zorzorb

The O5 Council (discord)

O5-3 'The Philosopher Scientist'
O5-5: 'The Entrepreneur'
O5-7: 'The Announcer'
O5-9: 'The Secret Keeper'
O5-13: 'The Hunter'
Zombiemouse

Special Thanks to

Shane Anderson
Kari Fiore
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Daniel Gonzalez
Becky Keech
Gary Keech
Jessica Phillip
Ethan Severson









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Artists

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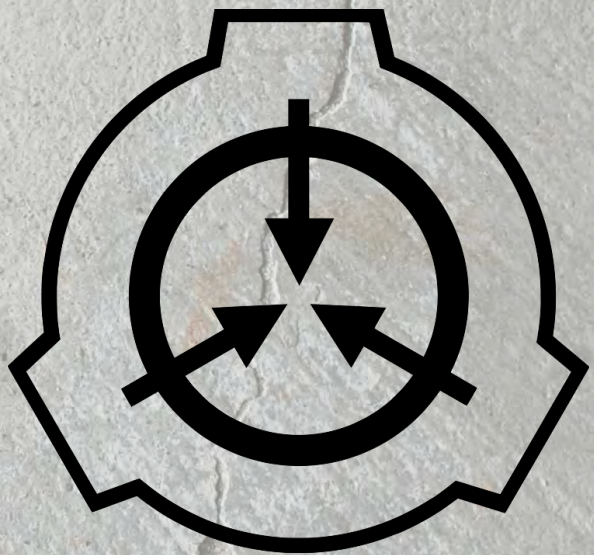
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by Woedenaz, ShineShadowD, & IAmPuzzlr

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Class-S Personnel

Andrew Piazza
Brian Stephen
Brody Hallett
Chris Kucsera
DalKathos
Ethan Severson
J.E.R.
Jedidiah “slappy” Camden
Michael Kenzig
Nabes
Nykol
Reload
Researcher Seina
RZP
Shane/Shadow of 1471
Site Director Michael Atalay
Trey Adams
William Fisher Murray

Class-A Personnel

A. Krebs
Adam Coker
Agent.Lyfir
Alex Herrera
Amanda Delgado
Amp
Andreas Bjärelid
Andrew Nichols
Andrew (Malef) & Ksenya (Ksumpellina)
Angel Flores
Anonymous Backer
Aradia Sulos
Aron Luca Bordihn
Ben Moss
Billy Conley
Bleiborg.A
Bran Hester
Brian Chan
Broodling
CarCar
Cbat007
Chimera
Chris I-B
Cody Cooper
Daniel Macaulay
Daryl McLaurine, PhD.
David R.
Dawid “Dievas” Wojcieszynski
Demonic Jewel (Chase Austman)
Don Kiesling II
Fliek
Greg, Tracey, Sam & Holly
Guppy G
Hayden Morris
Inari Owens
Jack Young
Jake Leith
Jamie Thompson
jank_ch
Jeffery Chin
Jerry B.
Job Tazik
Joey Lund (OG Playtester)
Joshua Buchanan
Joshua C Martin
Joshua Cuplin
Joshua DeConto
K. Robertson
K.ICHIKAWA
Kadaver
Kailie Marie Lynn Bill
Kei Disco
Keisuke Niwa
Ken
Kevin Boyd
KStau24
Kyr Burnell
Lee Barnes
Luke “Badger” Smith & Rubi “Hummingbird” Lister
Marcel “Celldragon” Barth
Mark Solino
Mitchell
Moyasin
Nanase-man
Naomi, Nachum, & Eden Klein
Ness Bond
Nicholas D. Lippard
Nick Stegelman
Obsidien54
Outcast Sage
Patrick Higgins
Philip W Rogers Jr
RahmalKorSeev
Rhiannon Block
Ross Ramsay
Saix
Salvador Perez Luna
Scantrontb
Scott Askew
Scott Chandler
Sean “Potatoes” Porter
Shaun D. Burton
William elkheart
William Rosensteel
Yama
Yez Foster
Youbeet
なんかです。
非常食

Class-ß Personnel

Adam Winston
Andy Arminio
Angelo Pileggi
Aria Arundottir
Bobby Carpenter
Caleb Denham
Caleb Hanson (OG Playtester)
Cary “Frang” Sandvig
Chris DuValle
Christopher “Vagrant” Rivera
Christopher J MacDonald
Christopher Pings
Connor Coleman
DeeJay Bettes
Eric C
Eric Diamond
Erick III
Ethan Childers
FireManedViking
Garrett Isaacs
Gil Cruz
Graeme “POCGamer” Barber
Harrison Hark Levans
Ian S.
James Nation
Joe Sansone
Jonathan Lantz
Josh holt
Justin Harmon
Kkyane
L.Alman
Lewis Granger V
Luke W. Cozad
M Mann
Marcus Armstrong
Matt Salter
Michael Bowman
Michael G. Palmer
Mike Piazza
Olivia Montoya
Parker Harris
Paul “SCP-1966” Cooper
Paul L
Princeps CLAYTONIUS Benevolens
Quincy Cheatham
Sam Bell
Sam Benke
Scruffy
Strum The Morose Musician
Todd Trausch
Weirdo Whoever
Zomrand
砂丘大和

Class-C Personnel

(cnaoωnon)
[REDACTED] Labelle
Aaron Bolyard
Aaron Foster
Abigail Garrison
Adam Jenevy
Adam Rickle
Aleksandra Milosavljevic
Andrew Martinez
Andrew Nerdahl
Angel d’Argy
Anthony Perkins
Arturo I. Carvajal
AShinySword
AZ
Bart Lehman de Lehnsfeld
Beachfox
Benn Mer
Brad Janiak
Bran Danca
Caroline Hammer
Cedric Dalton
Chris & Tammy Garland
Chris “KillrGruve”Olsen
Chris Halliday
Chris Venus
Clara & Kai P.
Colin Simpson-Reilly
Craig T.
Cranjus McBasketball
Dan Mattson
Dan Vaquero
Dawnofwario
Dean Piechalski
Derek Durston
Derek Hacault
Django “ItsLemon” Archer
Doctor Cosby
Dom DeCarlo
Dr. End
Dr. Makarovich, Site-17
Drake Pocsatko
Dramierofthe8
Duke Starflare
Dwight Reed
Dylan Whiteman
EkajTheOrc
Enoia
FeralGamersInc
Flynn John Alfred Speakman
Gabe E
Graham Scott
Guilherme Ballarim Gusmão
Guilherme Barreiros Ferreira
Gwenaël Granal
Hakomi
Hayden Robertson
Isaac Suttell
Jake Friguletto
James Crowther

James Gardner
James Maw
Jason C Lund
Jason Corley
Jason Tyrrell
Jasonomicon
Jean-Eudes Dacre-Wright
Jerry Landry
Joel Walden
John Baltisberger
John from Rollers of R'lyeh Podcast
Jon C
Joseph Doney
Joshatron
Joshua Radford
Justin Stone
Keledin
Kris Tipping
kuchen(@supoppy_)
Lex 'n' Justin (OG Playtesters)
Logan Ondzic
Madelancholy
Manuel Rodriguez
Marcus Noble
Matthew Coates
Max Spencer
Maxwell Moulenbelt
Melvin "Eldorado Jones" Davis
Mephy
Misfit Elspeth
Oliver Heller
Oliver Lauenstein
Onesmy
ParaDox
Patrice Mermoud
Patrick Haugh
Pickle The Cat
Proxy Hex
Psyche
Radio Free Rlyeh
Raymond Zapata
Researcher French
Richard Barnhouse
Rik Geuze
Ryan Bruin
Sam & Emkv Shelton-Tahdooahnippah
Sam Bennett
Sam Hing
SE Weaver
Sean Trausch
Seth Forrester
Seth Ulysses
Shun Fujita (fjtsh)
Silas Hall
Spen
Stan Hunter Kranc
Stanislav Kazdoba
Steven Alban
Sure
Tiffany Korta
TKD_Ward
Trevor "L33tg33k" Bennett
Trevor Danielson
Trevor W Johnson
Tristan Row (iamtheooga)
Vin D Cator
Vlaska
William "Cheeks" Dunning
Wulablvava
YuGi
Zach Walsh
Zeb Berryman
Zorzorb
なもしん (Namoshin)
桐竹　恭平

Class-D Personnel

8-bit Pixelheart
Aaron Ward
Adam Roth
Adumbratus
Agent Alastair "[REDACTED]" Haig
Agent R.Rodriguez
Aidan O.
Aiden Hanae
Albedo
Alcyone
Alexis M Ortiz Perez
Aloe
Amanda
Anders Westermark
Andrea Lo
Andrew Marcum
Andrew Zammit Montebello
Anestis Kozakis
Aranza M
Arrocito-Senpai
Astrid Erasmus
Ben Jones
Bert Isla
Bob Langley
Boris Karl
Briceson Tollison
Carrie McCabe
ccooollll
Cheddar Chiz
Chris Vogler
Christopher D. Nichols
Christopher Pruett
Clarence Case
Class C Personnel Brightwell
Clayton Ellis
D-5497
Dan Suptic
Danny Godin
David Ross
Deceitful Yew
Delia & Chase (family)
Desirae Beedle
Dr Gavriel Discordia - Director Site-23
Dr. Gerd Hauser
Dustin Laughlin

Edward Jeavons
Eeyore! Page
Eli Collins (Zkiryuu)
Eric Lind
Ethan Sims
Evan Perlman
Evan Snapp
Freddy Ossman Arteaga Muñoz
Fulgencio Martinez
Gabe Darling
Garret Lowe
Garrett J Moynihan III
Gerhard van der Watt
Gianmaria Micheli
Goblinkatie
Iron Mandarin
Isaac Wurmbrand
Jackson “Rat Fool” Grafing
Jacob Lund
James ‘Wurmish’ Smith
Jay Peters
Jesse Kimmel-Freeman
Jessy R
Jim Morrison
John Eric Gritland
John Jordan Schreck
Jon Stoner
Joonas Kriisk
Joshua Cameron
Jukka Hiltunen
Jun Takahara
Junt74
Justin Coleson
K Malycha
Kabosu Memuro
Karrie Lohr (family)
Keefer
Kevin L.
Kingblackskull11
Kolbey Araujo
Kyle S
Lachlan Fergusson
Lee Donovan
Lester Ward
Lexter L Seda
Liam RW Doyle
Luis Morales (Dr. Kei)
Luke Perrin
Luke W. T.
M. McMullan
Marshall Abernathy
Masataka.W
Matt Skibinski
Menthor Korrigan
Michael Bertolini
Michael R.
Michael S
Michael Taylor Kent
Michael W. Symes
Michele “Snake” Gelli
Michele ‘Ekidna’ Facco
Mike “PsychoticDreamer” Bentley
Mike Hernandez
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Misaka Daichi
Montro
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OYAJI
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Pierre Waldfried
Quinn B. Rodriguez
Quinn Bailey
Quinn Levandoski
Ray W
Researcher Clockwork Strix
Richard J Rivera
Rick Hull
Risky Chris
Rob Biddle
Robert “Jefepato” Dall
Robert & Amanda Daley
Robin Red
Ron Beck
Rosiek
Russell Bedford
RYOHEI
Scott J. Dahlgren
silentExplorer
Spencer Okke
Stacy Borah
Stadakona
Steven D Warble
Suzanna Anderson
Tajo Fittkau
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T-buchi
THE Donnie
The Lady Bley (family)
Thermae
Thierry De Gagne
Thimo
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Tim Jacobs
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Torrath
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Turyu_Xeno
Tyler Chisholm
Ueki Yuya
vintersnow
Void
Wade Sullivan
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Xion Kohinata
Y.Konno
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Yuu Gamon
Zachary Sculley
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...and thanks to our anonymous backers as well!

Mankind in its present state has been around for a quarter of a million years, yet only the last 4,000 have been of any significance.

So, what did we do for nearly 250,000 years? We huddled in caves and around small fires, fearful of the things that we didn't understand. It was more than explaining why the sun came up, it was the mystery of enormous birds with heads of men and rocks that came to life. So we called them 'gods' and 'demons', begged them to spare us, and prayed for salvation.

In time, their numbers dwindled and ours rose. The world began to make more sense when there were fewer things to fear, yet the unexplained can never truly go away, as if the universe demands the absurd and impossible.

Mankind must not go back to hiding in fear. No one else will protect us, and we must stand up for ourselves.

While the rest of mankind dwells in the light, we must stand in the darkness to fight it, contain it, and shield it from the eyes of the public, so that others may live in a sane and normal world.



We secure. We contain. We protect.

— The Administrator

Mission Statement

Operating clandestine and worldwide, the Foundation operates beyond jurisdiction, empowered and entrusted by every major national government with the task of containing anomalous objects, entities, and phenomena. These anomalies pose a significant threat to global security by threatening either physical or psychological harm.

The Foundation operates to maintain normalcy, so that the worldwide civilian population can live and go on with their daily lives without fear, mistrust, or doubt in their personal beliefs, and to maintain human independence from extraterrestrial, extradimensional, and other extranormal influence.

Our mission is three-fold:

Secure

The Foundation secures anomalies with the goal of preventing them from falling into the hands of civilian or rival agencies, through extensive observation and surveillance and by acting to intercept such anomalies at the earliest opportunity.

Contain

The Foundation contains anomalies with the goal of preventing their influence or effects from spreading, by either relocating, concealing, or dismantling such anomalies or by suppressing or preventing public dissemination of knowledge thereof.

Protect

The Foundation protects humanity from the effects of such anomalies as well as the anomalies themselves until such time that they are either fully understood or new theories of science can be devised based on their properties and behavior. The Foundation may also neutralize or destroy anomalies as an option of last resort, if they are determined to be too dangerous to be contained.

Foundation Operations

Foundation covert and clandestine operations are undertaken across the globe in pursuit of our primary missions.

Special Containment Procedures

The Foundation maintains an extensive database of information regarding anomalies requiring Special Containment Procedures, commonly referred to as "SCPs". The primary Foundation database contains summaries of such anomalies and emergency procedures for maintaining or re-establishing safe containment in the case of a containment breach or other event.

Anomalies may take many forms, be it an object, an entity, a location, or a free-standing phenomenon. These anomalies are categorized into one of several Object Classes and are either contained at one of the Foundation's myriad Secure Facilities or contained on-site if relocation is deemed unfeasible.

Operational Security

The Foundation operates with the utmost secrecy. All Foundation personnel must observe the Security Clearance Levels as well as need-to-know and compartmentalization of information. Personnel found in violation of Foundation security protocols will be identified, detained, and subject to disciplinary action.

Rival Agencies and Groups of Interest

The Foundation is not the only organization with knowledge of and capability to interact with or utilize anomalies. While some of these Groups of Interest have similar goals and may cooperate with us on issues of global security, many more are opportunistic and profit-oriented, seeking to adapt or use anomalies to their own ends. Foundation personnel are instructed to treat individuals from such groups with suspicion at all times, and collaboration with such groups without the explicit prior consent of Foundation leadership will be cause for termination or other disciplinary action.

[data extracted from http://www.scp-wiki.net/about-the-scp-foundation]



Secure. Contain. Protect.



The SCP Table-Top Role-Playing Game is centered around the idea of exploration, survival, and classic role-playing. Here, players face the unknown in any number of roles, approaching otherworldly objects and phenomena (or fleeing them) with curiosity and caution.

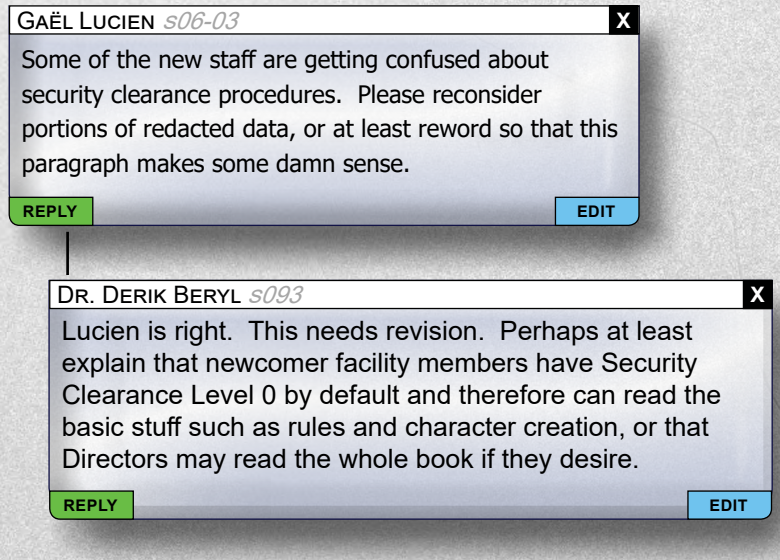
Given the types of entities players will encounter and the grand variety of mysteries to explore, the SCP Tabletop RPG lends itself to any kind of adventure, from one-off explorations into unexplored paranormal sites, to long, character-building adventures delving into one great mystery or skimming over a great many stories together while the world of SCP unfolds.

As you read through this guide, you may find staff annotations for rule clarifications. Sections are divided up and color-coded by Security Clearance to help new players learn rules and items at a comprehensive pace. Starting out it might be best for Directors to learn the game along with your players. Start small and simple, forge shorter stories, and build outwards as everybody becomes comfortable- and most important of all, have fun!

STOP! Read this before you continue!

How SCP Security Levels work.

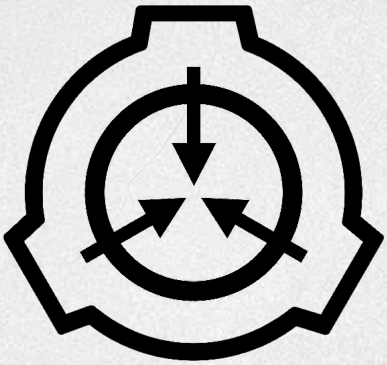
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‡For additional information on *Security Levels*, see page [REDACTED].

CLASSIFIED

Security Level: 00



WARNING

SECURITY LEVEL: 00

REQUIRED BEYOND THIS POINT

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RPG Terminology

A list of terminology commonly used throughout this book.

RPG = *Role Playing Game*
A game where you play the role of a Character in a story.

The Director = a.k.a. *Game Master (GM), a.k.a. Dungeon Master (DM).* The person who governs all aspects of the game world except for the PCs.

PC = *Player Character*
The players control the actions of the main protagonists of the story. These protagonists are called Player Characters.

NPC = *Non-Player Character*
People in the story that are controlled by *the Director*.

Character = When referring to either a PC or an NPC, the general term "Character" is used instead.

1D6 = *One Six-Sided Dice*
This is a gaming term which abbreviates terms such as "Seven Twelve-Sided Dice." In such a case it is easier to say and/or type "7D12." If the number or type of dice are unknown , terms like "3D" or "D8" can be used respectively. Sometimes an "X" is used such as XD10, meaning that X changes depending on other factors. The SCP RPG uses four, six, eight, ten, twelve, and twenty-sided dice. They can be purchased at most hobby stores.

HP = *Hit Points*
A rating that determines how much damage a Character has to take before they die.

Target = Refers to any Character or object that an action is aimed at. If you were shooting another Character with a gun for example, the "Target" in this case would be the Character you were shooting.

Round = In relation to Combat, a "Round" is a series of Turns that each Character takes. After each Character takes his or her turn, the "Round" is complete, and a new one begins, repeating the process.

Turn = In relation to Combat, a "Turn" is when a Character is allowed to act. Characters turns are composed of two Combat Actions.

FORWARD

What is the SCP RPG?

What is SCP?

This question has been asked many times, and I believe wikidot user *Dr_Kens* put it best in this summary:

"[SCP is a] *community-based writing group where people write different articles or SCPs based on the universe. Users then flesh it out with their own creations, expanding upon it with different conflicting groups, stories, or what have you. The articles themselves range from the silly and cute to grim-dark and genuinely terrifying. It also depends on the styles of the writers and what they decide to work on. People contribute art, writing, songs, dramatic readings, and, yes, even video games.*

At its heart the SCP Universe is about a secret world in modern life where different organizations - the Foundation, the GoC, the Church of the Broken God, etc - rush to try and find and contain anomalous objects or creatures called SCPs. They use different methods, and for different reasons, ranging from trying to keep humanity safe to maximizing profits by selling the strange objects. There are multiple storylines to help cultivate the hundreds of different ideas people have about the universe.

In short, the SCP community is whatever you want to make of it. Want to make a comic or RP series? Go for it. Make a game based around the Staircase? Sounds fun! Cosplay as the doctors going about their duties? Sure! We've got some other senior staffers doing that quite often!"

The SCP RPG is a tabletop role-playing game (RPG) that takes place in this SCP Universe.

What is role-playing?

Chances are if you purchased this book you know a little bit about what role-playing games are, and if you're new, welcome. The best way to learn would be to find a friend at your local hobby store and see if someone is willing to help you learn how to play. Below are some helpful internet links to get you started.

The minimum supplies required to play the SCP RPG include this book, dice, pencils, and a couple prints of the SCP Character sheet available through this link. The SCP Mutilation Deck and Drama Cards are suggested but not required for play.



How to read this book

Note: In the pdf version of this book, all page references are "clickable." Chapters 01 through 05 go through all technical rules and how to handle dice rolls, character creation, combat, etc. These chapters may be read by anyone playing the game. The chapters after that require a Security Level to access. Please see your Director to obtain your starting Security ID. Be sure you read the brief definitions on the sidebar text within this chapter as these terms will be used throughout the book without further explanations. Sometimes the text within this book may not be 100% clear to everyone, and the Administrators within the Foundation have inserted brief annotations in an attempt to clarify rules & such in a more coherent manner.

The Role of The Director **(i.e. GM/GameMaster/DM/DungeonMaster)**

The Director is the person who organizes everything about the game. They create the universe, the plot, maps, and all non-player Characters. They play the role of everyone in the universe except the Player Characters (PC's). Think of the Director as the author of a book that must write everything on-the-fly as he or she adjusts to the whims of the main Characters (PC's). Being a Director can be a thankless and exhausting activity at times but it also gives much satisfaction to those that see it through.

The Roles of the Players

PC's, or "Player Characters" are the main Characters of a story set up by the Director. Players in the game can control one *(and only one)* Character each. If that Character dies, they must make a new Character and have them be introduced into the story later. Just because the Director sets up the story does not mean PC's don't have any power over it. The PC's have the most control over the direction of the story, and the Director must adapt to it. That being said, do your best to help the Director to further the plot. If there is a mysterious man sitting in the corner holding a glowing purple orb, go talk to him. Talk to every NPC you come across, and talk to them often! Make sure when you are talking to other players, you talk as your Character, not yourself. If there's a debate as to weather you should climb a mountain or go around it - make sure you're talking as your Character! Speak "in Character" as often as you can. To help differentiate your Character from yourself, it's often a good idea to give them an accent, or speak in a different pitch. This can greatly help avoid confusion later on.

Combat Action = A single action in terms of Combat. When combat is initiated, Characters may choose from a list of Actions they wish to perform. Each Character gets two actions. Most combat actions can be chosen more than once in a turn.

Score = Whenever dice are rolled for an Attribute, you add the appropriate proficiencies and modifiers to the roll. The end result is referred to as your "Score" for the action.

To-Hit = Often times rolls are made to determine if an attack hits or misses. These rolls are referred to as "To-Hit Rolls" for short.

Defense Score = In order to determine if a Character is hit in combat, the attacker must roll To-Hit against the defenders "Defense Score". This is a general term for the difficulty that the attacker must meet or exceed in order to hit the Target.

Dodge Score = A subset of the "Defense Score". The "Dodge Score" is the same thing as the Defense Score but specific in that the defending Character has taken an action to *Dodge* or *Block* the incoming attack.

Unit = Units are represented by either a hexagon or square that are one meter in diameter. Whenever a map is used the Director may include these units to help determine spacial relations, but this is entirely optional. Often times maps you will find for role-playing games online come preset with these units already on the map itself, although they may or may not represent one meter in length.

Round Down = Sometimes the rules in this book divide numbers in half. If and when this occurs always round down. If a decimal point is used in the number it is rounded down to the nearest tenth. If the number is negative, round "towards zero" in order to round down. Therefore if a rule told you divide -1.3 in half, you would end up with -0.6

CHAPTER 01: BASIC RULES

Attribute Checks

There are *eight* attributes in the SCP-RPG, and each attribute will have a number of dice which represent how good or bad a Character is at a task. For example, you could have five eight-sided dice *(5D8),* and two ten-sided dice *(2D10)* in your Strength attribute. When The Director asks you to roll an Attribute, you roll up to **four** dice of those purchased. These four dice are called your **Die Pool**. Once you roll the dice, you *ignore all but the top two highest results*, and add them together. For example if you rolled 2D12 & 2D10, and got 2-5-5-9, then you would only count the top two and add them together. In this case you would add 9 and 5, making your result 14.

You will also add a Proficiency to your result (see next page).

Directors will often give you a 'difficulty' for a task, such as 12. In which case, you must meet or exceed the given difficulty in order to complete said task.

Difficulty Descriptions

6 or less	Very Easy
7-10	Simple
11-14	**Average**
15-17	Very Difficult
18-24	Almost Impossible
25+	God-like

EMERIC CAGE *s093*

Most of the time your difficulty will range between 10 and 15

REPLY EDIT

Exploding Dice

If a die is rolled for an Attribute check and it gets the maximum result *(such as rolling an 8 on an eight-sided die, or a 10 on a ten-sided die)* you get bonus dice. Bonus dice are added to the **Die Pool** and can sprout additional dice just the same. This is called "Exploding Dice" *(see below.)*

Each 8 rolled on a D8 adds 1D10 to the die pool.
Each 10 rolled on a D10 adds 2D12 to the die pool.
Each 12 rolled on a D12 adds 1D20 to the die pool.

If you roll a 20 on 1D20 the die does not explode, but you will automatically get a 'Critical Success' *(see next page.)*

Note: You are required to roll the extra dice if you get any, even if you've already made the difficulty.

SITE DIRECTOR LOCKE *s86-0105*

Please note that the bonus dice are added to the "Die Pool" - This does not mean you add the result of an exploding die to the dice that exploded. You're still only taking the TOP TWO dice and adding them together.

REPLY EDIT

The Rule of One

After you roll your die pool, set aside all dice that rolled a "1". Your final Score is reduced by one for each die set aside this way.

The Exploding Dice rule and the Rule of One are only applied when rolling an Attribute Check.

EMERIC CAGE *s093*

I'll give an example of all of these rules working together. Let's say Viki is rolling 1D10 and 2D8 for Dexterity to see if she can jump over something. She rolls the dice and the eight-sided dice get a 1 and an 8, then the ten sided die rolls a 10. That's two exploding dice. Looking at the chart above the D8 gives us a bonus 1D10, and the D10 gives us a bonus 2D12. So now we roll those dice and get 3, 9, and 11. Nothing else explodes so we are just looking for the top two dice. In this case we see that 10 and 11 are the highest rolls so far. 10 plus 11 is 21, but we did roll a 1 earlier so instead our total is 20. Now Viki finds her Jump proficiency is 0.6 so she tells the Director she scores a 20.6

REPLY EDIT

Add a Proficiency

Every Attribute Check will be accompanied by a Proficiency. Proficiencies are labeled on your character sheet as Knowledges, Abilities, and Skills. Proficiency ratings are usually not whole numbers and include a decimal point *(measured in tenths.)* Your Director will tell you what Proficiency you get to add to your Attribute Check. If your Proficiency was at level 0.7, and your attribute dice roll came out to be 12, the final result to tell the Director would be 12.7 (Twelve-Point-Seven.) Sometimes Attribute Checks can be referred to as *Knowledge Checks*, *Ability Checks*, or *Skill Checks* depending on what type of Proficiency is added to the attributes dice.

Versus rolls

Sometimes you may have to compete against another Character in a task, such as if your Character were trying to punch someone, as they were trying to avoid getting hit. This is called a **Versus Roll**. In such a case both Characters roll the appropriate "attribute plus proficiency" and whoever gets the higher result succeeds. If there is ever a tie *(including decimal place of roll)* then ties go to the attacker, or *the initiator* of said action *(Directors discretion)*.

Critical Successes and Failures

Critical Success

If the end result of your attribute roll plus proficiency rating is equal to or greater than the difficulty of the task times two, you get a Critical Success. Usually The Director gives you an extra bonus for completing the task so well. Your Character performs flawlessly. This can often result in dealing extra damage or noticing obscure clues with extreme detail. For Versus rolls, if a Character rolls twice as high as his or her opponents roll, they achieve a Critical Success.

Critical Failure

If the end result of your attribute roll plus proficiency rating is equal to half the given difficulty or less, then you Critically Fail the task. This means your Character failed the task to an extreme degree. Critical Failures can often lead to severe injury, or outright death. *(Please note that when halving the difficulty, you round **down** to the nearest tenth, not whole number. So if the difficulty given was 9.3, the player would need a result of 4.6 or lower to get a Critical Failure.)* For Versus rolls, if a Character rolls half or lower as his or her opponents roll, they obtain a Critical Failure.

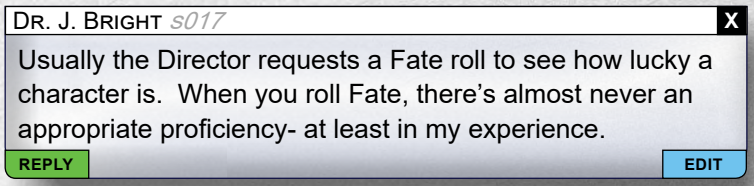
Miscellaneous Modifiers

Often times Attribute Checks will have a set difficulty *(such as rolling dice to try to shoot someone with a gun, or if a rule tells you a specific difficulty for a roll.)* These difficulties are standard, however the Director is allowed to apply modifiers to any difficulty to better reflect the nuance of a situation. For example, if you were to attempt to shoot someone who was partially hidden behind cover, the Director could increase your difficulty to hit them. Getting shot with a Taser Gun *(see page 96)* specifically lists difficulty 14 to resist getting stunned, but if you were wearing wet clothing the Director could increase this difficulty as they see fit. Ultimately, the Director applies modifiers to any roll to reflect the most realistic outcome. Any and all rolls can have Director influence applied to them, and the Director is encouraged to apply small modifiers often.

No Appropriate Proficiency

There are *26 Knowledges*, *22 Skills*, and *16 Abilities* listed on the character sheet but sometimes that can't cover every possible roll. The Director should use their best judgement to find the most appropriate proficiency. The Athletics Ability, for example, should be used if a Character needed to roll to see if they could use a unicycle *(since unicyclist is not listed on the sheet)*.

If a proficiency that seems appropriate cannot be determined for the Attribute Check, have the player roll their Attribute dice alone *(without adding a proficiency)* and The Director will lower the difficulty by ***two***. Additionally, Directors may ask for *"General Attribute Rolls"* without adding proficiencies if he or she chooses to. For example, Directors could request a general "Charisma" roll to see how an NPC reacts to what the PC says.



Close Proficiency

If you are asked for a Proficiency check that is very low, but you have a similar Proficiency that is two points higher, you may request from the Director to instead roll the similar one at a -2.0 penalty. For example, if the GM asks you to roll Jump, which you have at 0.3, but your character has Athletics at 4.1 you could request to roll Athletics instead, but with the penalty (adding +2.1 to the roll).

Interchangeable Proficiencies

Directors may reduce or waive the penalty [mentioned above] if they deem the situation is interchangeable between two proficiencies. For example; the players come across an alien laser rifle. The Director asks anyone investigating the weapon to roll Mechanics or Technology, whichever is higher.

Examples of Close/Interchangeable Proficiencies:

Science/Physics & Technology
Caretaking/Nurture & Animal Ken/Tame
Research/Internet & Computer/Hacking
Stealth/Hide & Disguise/Blend-In

Assisting in a task

If a Player is attempting to perform a task, other players may assist them in that task if they have at least a 1.0 or higher in the associated proficiency. Assisting is only allowed for non-combat related rolls. For each assistant, add a +0.5 bonus to the end result. This bonus cannot exceed twice the value of the assisted skill.

Example: Henry is attempting to hack into a security panel. He has a Computer/Hacking of 2.3. His entire team of five comrades decide they would all like to assist in this task. All Five of them have Computer/Hacking of at least 1.0. Five assistants would provide a bonus of (0.5+0.5+0.5+0.5+0.5) +2.5 -however Henry is limited to a bonus of (2.3) so he would add his bonus of 2.3 and Computer/Hacking of 2.3 to his dice roll (+4.6)

CHAPTER 02: DEFINITIONS

Attributes

When you create your Character you will "buy" dice for each attribute. The more dice you have (and larger the type) will determine how well that Character fares in such contests and checks. The lowest (and worst) rating for an Attribute would be 1D8, and the maximum possible (and best) rating would have all the dice filled in (all twelve D8, all six D10, and all three D12).

Take a moment to check out page 27 and see what the Character Sheet looks like.

Once you have all the dice filled in for an Attribute, you could roll 3D12 and 1D10 (since the maximum dice you are allowed to roll is four). You can choose to roll any of the dice you've purchased, but you must roll at least one die. If for some reason you'd like to roll lower sided dice, or less dice than you have, you are allowed to do so. *Just be aware that rolling higher sided dice mathematically gives you a higher chance of rolling larger scores, even though the chance to get 'exploding dice' decreases.*

As you persevere through adventures with your Character you will periodically be awarded experience points, of which you can spend to advance your Character. See page 36 for details.

Attribute Definitions

Here is a general breakdown of what each attribute is, and what kind of stats & actions they affect.

Strength - Measures how physically strong your Character is. Strength determines how much damage a punch or swing with a hand held weapon would deal.

Health - Measures how physically fit your Character is. Health determines your "HP" or "HitPoints". HP is a measure of how much damage your Character can withstand before he or she dies.

Perception - Measures how aware your Character is. Perception determines your damage with firearms, and is rolled to see how well your Character notices his or her environment.

Dexterity - Measures how agile your Character is. Dexterity is rolled for most combat actions (such as trying to hit or shoot someone). It also determines your Characters Move speed.

Fate - Measures how fortunate your Character is. Fate can help you discover useful items nearby and is rolled primarily when plain luck is involved.

Charisma - Measures how well your Character can handle social situations. Charisma does not directly measure any specific sub-stat to your Character, however it is rolled for all social interactions.

Intelligence - Measures how smart your Character is. Intelligence is rolled to see if your character is wise or smart enough to succeed. This attribute is also rolled to determine your order in combat.

Willpower - Measures how mentally resilient your Character is. Willpower determines the Characters Exertion Points, which act similar to adrenaline and can give you a temporary boost to your Strength, Health, Dexterity and Willpower dice.

Proficiencies

There are three categories of Proficiencies; Knowledges, Skills, and Abilities. Proficiencies start off at zero but during Character creation you will be given the opportunity to increase a select few. Proficiencies are represented with a number that includes a decimal point, such as "2.8" and have no maximum level, however a rating 4.5 or above would be considered very high.

The use of each Proficiency is usually self-explanatory, but the following pages list definitions including a brief note on specific mechanics associated with that proficiency (if any.) If a proficiency has an asterisk next to it's name it means that a tutor or special resources are required to increase it. *Your Director may ask that you provide sufficient backstory for the proficiencies you select.*

There are additional spaces below your Knowledges/Skills/Abilities if you and/or the Director would like to include special or custom proficiencies.

Proficiency Definitions

The following pages will list the definitions for all Proficiencies, and list any system specific uses they may have.

Associated Attributes

All Proficiencies listed on your Character Sheet will also include an associated Attribute. This is the default attribute dice that are rolled when asked for a Proficiency check. If the Director does not tell you otherwise, use the associated Attribute dice for that roll, however **each circumstance will vary greatly**. For example the Wrestle/Disarm skill shows (DEX) (for Dexterity) however your Director could just as easily require a Strength roll for this skill, so always verify if you are ever unsure. **Directors are allowed** *(even encouraged!)* **to ignore the Associated Attributes listed on the sheet and simply tell players to roll whatever Attribute he or she feels best fits the situation.**

Abbreviations for Attributes are as follows:

Strength	(STR)	Fate	(FTE)
Health	(HTH)	Charisma	(CHR)
Perception	(PER)	Intelligence	(INT)
Dexterity	(DEX)	Willpower	(WIL)



Knowledges

Anatomy/First Aid - Added to a roll whenever a medical procedure comes into play, such as performing first aid, or to check the Characters knowledge of medicine. Also used for pharmacy knowledge checks.
***Ancient Languages** - Added to a roll whenever an ancient or uncommon language must be translated. This skill represents a general understanding of uncommon languages. If the Character would like to be affluent in a single language, an additional Knowledge for that specific language must be manually added at the bottom of the Knowledges section. *The asterisk denotes that this Knowledge requires a tutor or a unique resource. Standard public resources are not sufficient to increase this Knowledge.*
Architecture - Added to a roll when knowledge of architecture and building structures is relevant.
Astronomy - Added to a roll when the positioning of the stars becomes relevant to the situation.
Caretaking/Nurture - Added to a roll when caring for sick, elderly, or infants for long periods of time.
Computer/Hacking - Used when a Character is using a computer for programming purposes or attempting to hack information from a computer terminal. Please note that any individual discovered to be hacking any terminal from within the Foundation will be demoted to a Class D personnel status and disciplinary actions will be undertaken.
Cooking - Added to a roll when attempting to prepare hot food for consumption.
***Demolitions** - Added to a roll whenever dealing with dangerous explosive material. *The asterisk denotes that this Knowledge requires a tutor or specialized instructions. Standard public resources are not sufficient to increase this Knowledge.*
Fashion/Etiquette - Added to a roll whenever manners, high-class respectful speech, or dressing with style comes into play.
Gambling/Gaming - Added to a roll when a Character plays a game of chance, or to see how knowledgeable and/or skilled the Character is with (non-sports) games in general, such as skee-ball or video games.
General Knowledge - Added to a roll to see if a Character has a knowledge that is commonplace to the general populace.
History/Lore - Added to a roll when determining how knowledgeable a Character is about the history of ancient cultures and artifacts.
Identify Taste/Smell - Added to a roll if a Character is attempting to extrapolate information by tasting or smelling an object.
Investigate - Added to a roll if a Character is attempting to search a location/area for clues and/or suspicious occurrences.
Law/Politics - Added to a roll when knowledge of local laws and/or current politics is in question.
Mathematics - Added to a roll when the Character is attempting to calculate some sort of mathematical formula.
Mechanics - Added to a roll when repairing or modifying something mechanically.
Navigate - Added to a roll to determine of a Character knows how to get to a specific location.
Occult/SCP Lore - Added to a roll to determine if the Character has prior knowledge of a supernatural, mystical, magical, or anomalous entity/object. Also used to determine if a Character has common knowledge of anything related to the internal workings within various SCP containment sites. *It is suggested that you try to keep this at a level in which the player would have in real life to prevent meta-gaming. i.e. If a player guesses what SCP is the root cause of a problem, it would reflect that upon the Players Character without meta-game interference.*
Psychology - Added to a roll if the Character is trying to psychologically understand someone.
Religion - Added to a roll to determine if the Character has knowledge of a cultures beliefs or spiritual customs/practices.
Research/Internet- Added to a roll to determine if a Character accumulates enough data about a topic using all resources at their disposal, such as a library, internet, laboratory, etc.
Science/Physics - Added to a roll when the Character is performing something of a scientific nature, or attempting to predict a physics based conundrum.
Survival/Tracking - Added to rolls for situations where the Character must survive in the wilderness or when attempting to track someone or something by finding subtle clues.
Technology - Added to a roll when dealing with electronics, or attempting to identify above average technology, or trying to invent new mechanical/robotic hardware.
Visual Signals/Sign Lang. - Added to a roll when trying to understand hand field hand signals. If your rating is 2.0 or higher your character is able to communicate/understand complex sentences using Sign Language.

Skills

Melee - Added to a Dexterity roll when dealing with *any* type of close quarters combat *(punching or using striking/stabbing weapon).*

Assault Rifle - Added to a Dexterity roll whenever the Character is firing an assault rifle, or automatic rifle.

Handgun - Added to a Dexterity roll whenever the Character is shooting a pistol.

***Heavy Artillery** - Added to a Dexterity roll whenever the Character is using large, heavy shooting weapons such as miniguns, turrets, or rocket launchers. *The asterisk denotes that this Skill requires a tutor or hands-on experience with Heavy Artillery.*

Hunting/Sniper Rifle - Added to a Dexterity roll whenever the Character is shooting a hunting rifle or sniper rifle.

Shotgun - Added to a Dexterity roll whenever the Character is shooting a shotgun.

Submachine Gun - Added to a Dexterity roll whenever the Character is shooting compact automatics.

Acting/Lie - Added to a roll whenever a Character is attempting to lie to another, or trying to act like a different person.

Art/Music - Added to a roll if a Character is attempting to play a musical instrument, or create a work of art.

Break Free/Escape - Added to a roll when a Character is attempting to escape from another Characters grasp, getting free from being tied to a chair, etc.

Catch/Throw - Added to a roll when attempting to catch or throw an object.

Climb - Added to a roll when attempting to climb up or down a surface.

Disguise/Blend In - Added to a roll when attempting to drastically alter the appearance of themselves or another with intent to deceive. Also used when the Character is trying to remain unnoticed in a crowd.

Drive - Added to a roll when a Character is driving a car or motorbike.

Lock-picking - Added to a roll if the Character is attempting to open a mechanical lock without a key.

Pickpocket - Added to a roll if the Character is attempting to discretely steal an object off another Character.

***Pilot** - Added to a roll when a Character is flying a plane or helicopter. *The asterisk denotes that this Skill requires a tutor or hands-on experience with a flying vehicle.*

Stealth/Hide - Added to a roll when the Character is trying to be sneaky, hide from an enemy, and/or move quietly.

Showmanship - Added to a roll whenever the Character is attempting to show off or impress people.

Swim - Added to rolls when the Character is attempting to move through water.

Round Swim skill down (i.e. ignore the decimal) and add half of the Characters Move Speed rounded down to calculate a Characters swimming speed.

Teaching - Added to a roll when the Character is attempting to help another increase a knowledge or skill. When doing so, the Character either rolls the *proficiency that is being taught*, or *Teaching* - whichever is *lower*.

Wrestle/Disarm - Added to a roll when your Character is attacking or detaining another Character unarmed without punching or kicking. Also used if attempting to disarm an opponent.

Writing - Added to a roll to determine the effectiveness and quality of grammar from a story written by your Character.

Abilities

Awareness/Reaction- Added to a roll when testing a Characters reaction time, and to see if the Character notices, or is *searching* for something. This skill is also directly added to a Characters Reaction Defense. *Note that you are not allowed to provide Awareness/Reaction any Modifiers (hence why the column for listing bonuses is a darker grey.)*

Dodge/Block - Added to a roll whenever a Character is attempting to avoid damage. *Dodge/Block is added to Dexterity when performing the Defense Action in combat. Note that you are not allowed to provide Dodge/Block any Modifiers (hence why the column for listing bonuses is a darker grey.)*

Animal Ken/Tame - Added to a roll when dealing with wildlife or attempting to coax something with animal-like intellect.

Athletics - Added to a roll when determining if the Character is capable of above average physical agility. *Your Athletics skill rounded down (i.e. ignore the decimal) is added to your Move Speed for one combat round if you spend a point of Exertion. This can give a significant, temporary boost to your Characters speed.*

Empathy - Added to a roll whenever the Character is attempting to understand and/or relate to the mood of another Character.

Endurance - Used when rolling to determine if the Character can withstand long periods of physical activity.

Initiative - *Added to an Intelligence roll to determine the order of combat.* Also used when determining how quickly your Character responds to an immediate unexpected situation.

Intimidate/Taunt - Added to a roll whenever the Character is attempting to egg someone on, appear frightening, or interrogate.

Intuition - If the Director thinks your Character might understand or deduce something that has not yet dawned upon the player, he or she may request an Intelligence + Intuition roll to provide an additional hint.

Jump - Added to a roll whenever an action tests the Characters ability to jump.
*To calculate the jump height use the following formula: Round your Jump Ability down (or just ignore the decimal) and add 1 point, then for every D10 or higher in Dexterity **or** Strength add another point. Each point represents half a meter of horizontal jump distance. Half your horizontal jump distance to determine your vertical jump height.*

Leadership - Added to a roll if the Character is attempting to guide a group of people in unity.

Lift/Push - Added to a roll to determine whether or not a Character is able to lift, push, or pull an object successfully.

Negotiation/Persuade - Added to a roll if the Character is attempting to politely convince or compromise with another in a social situation.

Resist KO/Death - Added to a roll when the Character is attempting to resist sleepiness, unconsciousness, or death.

Resist Distress - Added to a roll if the Character is attempting to resist mental or physical stress, such as pain/torture, dizziness, vomiting, or sickness.

Self-Control - Added to a roll if the Character is trying to resist a natural or primal urge, fear, or emotion.

Substat Definitions

The following is a brief description for all substats for purposes of initial Character creation.

HP/Max HP

Max HP is the maximum number of Hit Points the Character can have at any time. HP (Hit Points) is a number that represents how much damage the Character can take before he or she dies. *For more information on Death & Damage, see page 52.*

Exertion

Exertion points are spent whenever you want the Character to put forth as much energy into a task as possible. These points refresh after a full night of sleep. The dashes are filled in to represent the maximum Exertion the Character can have and the boxes are checked off and erased as the points are spent. *For more information on Exertion, see page 39.*

Melee Multiplier
Your Melee Multiplier is a rating that will help you deal additional damage with close quarters combat, such as swinging a sword or bat, punching/kicking, or using a knife.
For more information on Melee attacks, see page 46.

Projectile Multiplier
Your Projectile Multiplier is a rating that will help you deal additional damage with shooting weapons, such as a handgun, rifle, shotgun, or rocket launcher.
For more information on your Projectile attacks, see page 50.

Reaction Defense
This number represents the Characters instinctive ability to avoid incoming harm, and is kind of used as an "automatically dodge" rating.
For more information on Defense, see page 45.

Cognitive Resistance
This number represents how well the Character is able to resist cognitohazards, psychic invasion, and all other forms of anomalous mental effects. *For more information on Cognitive Resistance see page 145.*

Move Speed
This number represents how fast the Character can move. Each level of Move Speed allows your Character to move 1 meter per action. *For more information on the Move action, see page 47.*

Reverence
Occasionally you will be rewarded with Reverence Points by the Director and maybe even other players. These are special points that have various uses. New Characters start with Reverence based on what dice they have purchased in the Fate Attribute.
For more information on Reverence, see page 38.

Experience
As you play the game you will be rewarded with Experience Points, which can be spent to improve your Character. These points can be used to purchase additional Attribute Dice, Skills, or Abilities.
For more information on Experience, see page 36. New Characters begin the game with zero experience points.

Merit Points
As your Character proves their worth within the Foundation, they will slowly receive Merit Points. The more Merit Points you get, the higher Security Clearance you will have access to, and thus more information and weapons will be unlocked for that Character.
For more information on Merit Points, see page 38.

Weapons
Use this portion of your character sheet to record statistics for any acquired weapons.
For more information on Weapons, see page 69.

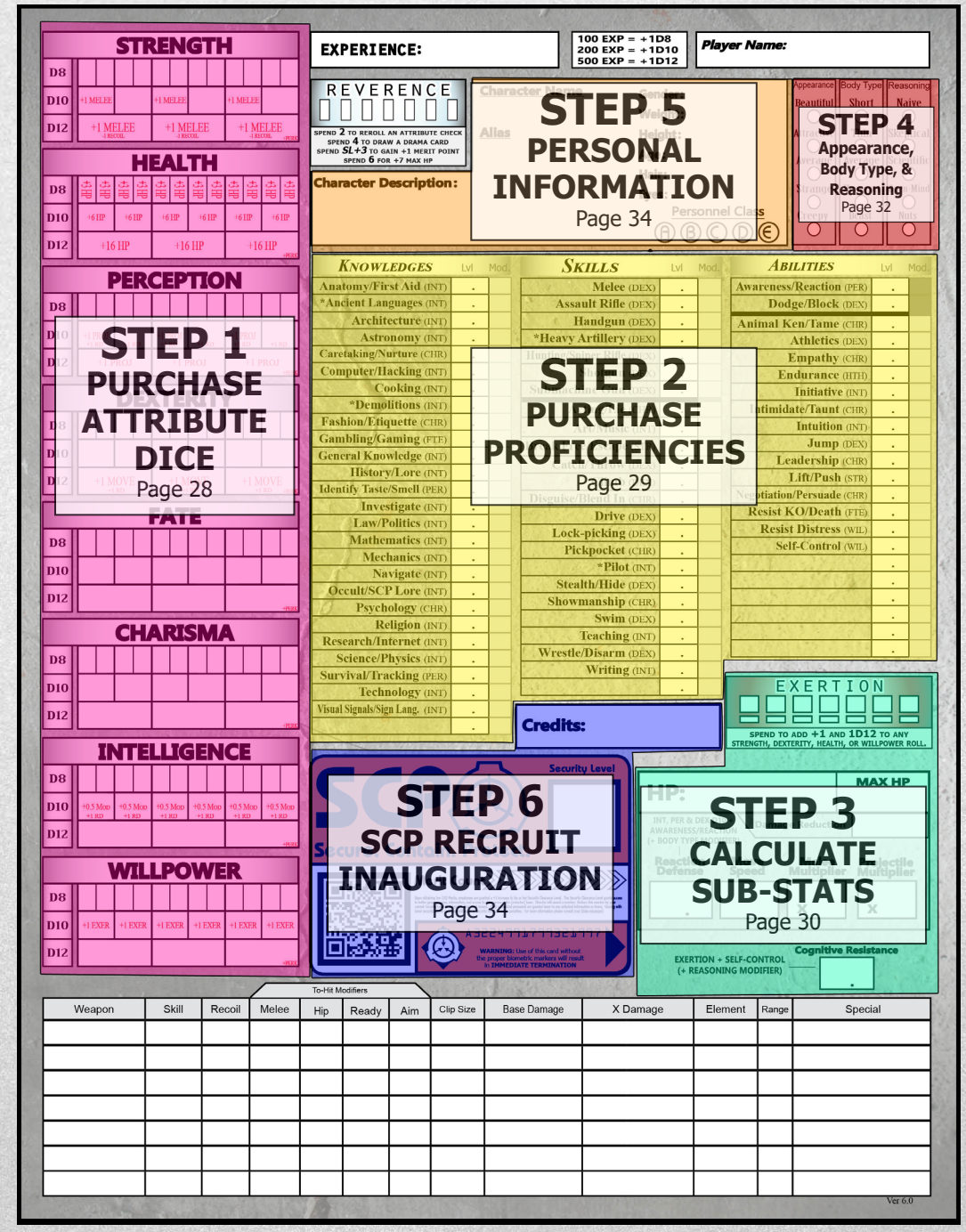
Credits
Use this area keep track of the Characters money. Directors will determine your starting funds.
For more information, see page 76 (loadouts) or page 176 (awarding credits.)

Personnel Class
Most PC's will remain Class C personnel, but in some rare circumstances this could change.
For more information on Personnel Classes, see page 34 (starting class) and page 64 (class descriptions).

CHAPTER 03: CHARACTER CREATION

Overview

This chapter will get the players started on creating their new recruit they will play as in the SCP-RPG. Character creation is undergone in a series of six steps. See the following pages for details.



A free pdf of the character sheet can be found here:

STRENGTH

D8								
D10	+1 MELEE		+1 MELEE		+1 MELEE			
D12	+1 MELEE -1 RECOIL		+1 MELEE -1 RECOIL		+1 MELEE -1 RECOIL			+PERK

HEALTH

D8	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP	+1 HP
D10	+6 HP	+6 HP	+6 HP	+6 HP	+6 HP	+6 HP						
D12	+16 HP			+16 HP				+16 HP				+PERK

PERCEPTION

D8								
D10	+1 PROJ +1 RD	+1 RD	+1 PROJ +1 RD	+1 RD	+1 PROJ +1 RD	+1 RD		
D12	+1 PROJ		+1 PROJ		+1 PROJ			+PERK

DEXTERITY

D8								
D10								
D12	+1 MOVE +1 RD		+1 MOVE +1 RD		+1 MOVE +1 RD			+PERK

FATE

D8								
D10								
D12								+PERK

CHARISMA

D8								
D10								
D12								+PERK

INTELLIGENCE

D8								
D10	+0.5 MOD +1 RD	+0.5 MOD +1 RD	+0.5 MOD +1 RD	+0.5 MOD +1 RD	+0.5 MOD +1 RD	+0.5 MOD +1 RD		
D12								+PERK

WILLPOWER

D8								
D10	+1 EXER	+1 EXER	+1 EXER	+1 EXER	+1 EXER	+1 EXER		
D12								+PERK

EXPERIENCE:

100 EXP = +1D8
200 EXP = +1D10
500 EXP = +1D12

Player Name:

REVERENCE

SPEND 2 TO REROLL AN ATTRIBUTE CHECK
SPEND 4 TO DRAW A DRAMA CARD
SPEND *SL+3* TO GAIN +1 MERIT POINT
SPEND 6 FOR +7 MAX HP

Character Name

Alias

Gender:
Weight:
Height:
Age:
Hair:
Eyes:

Personnel Class
Ⓐ Ⓑ Ⓒ Ⓓ Ⓔ

Character Description:

Appearance	Body Type	Reasoning
Beautiful	Short	Naive
Attractive	Thin	Skeptical
Average	Average	Scientific
Strange	Heavyset	Open-Mind
Creepy	Beast	Nuts

Knowledges

	Lvl	Mod.
Anatomy/First Aid (INT)	.	
*Ancient Languages (INT)	.	
Architecture (INT)	.	
Astronomy (INT)	.	
Caretaking/Nurture (CHR)	.	
Computer/Hacking (INT)	.	
Cooking (INT)	.	
*Demolitions (INT)	.	
Fashion/Etiquette (CHR)	.	
Gambling/Gaming (FTE)	.	
General Knowledge (INT)	.	
History/Lore (INT)	.	
Identify Taste/Smell (PER)	.	
Investigate (INT)	.	
Law/Politics (INT)	.	
Mathematics (INT)	.	
Mechanics (INT)	.	
Navigate (INT)	.	
Occult/SCP Lore (INT)	.	
Psychology (CHR)	.	
Religion (INT)	.	
Research/Internet (INT)	.	
Science/Physics (INT)	.	
Survival/Tracking (PER)	.	
Technology (INT)	.	
Visual Signals/Sign Lang. (INT)	.	
	.	

Skills

	Lvl	Mod.
Melee (DEX)	.	
Assault Rifle (DEX)	.	
Handgun (DEX)	.	
*Heavy Artillery (DEX)	.	
Hunting/Sniper Rifle (DEX)	.	
Shotgun (DEX)	.	
Submachine Gun (DEX)	.	
Acting/Lie (CHR)	.	
Art/Music (INT)	.	
Break Free/Escape (STR)	.	
Catch/Throw (DEX)	.	
Climb (DEX)	.	
Disguise/Blend In (CHR)	.	
Drive (DEX)	.	
Lock-picking (DEX)	.	
Pickpocket (CHR)	.	
*Pilot (INT)	.	
Stealth/Hide (DEX)	.	
Showmanship (CHR)	.	
Swim (DEX)	.	
Teaching (INT)	.	
Wrestle/Disarm (DEX)	.	
Writing (INT)	.	
	.	

Abilities

	Lvl	Mod.
Awareness/Reaction (PER)	.	
Dodge/Block (DEX)	.	
Animal Ken/Tame (CHR)	.	
Athletics (DEX)	.	
Empathy (CHR)	.	
Endurance (HTH)	.	
Initiative (INT)	.	
Intimidate/Taunt (CHR)	.	
Intuition (INT)	.	
Jump (DEX)	.	
Leadership (CHR)	.	
Lift/Push (STR)	.	
Negotiation/Persuade (CHR)	.	
Resist KO/Death (FTE)	.	
Resist Distress (WIL)	.	
Self-Control (WIL)	.	
	.	
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Credits:

EXERTION

SPEND TO ADD +1 AND 1D12 TO ANY STRENGTH, DEXTERITY, HEALTH, OR WILLPOWER ROLL.

SCP
Secure. Contain. Protect.

Security Level

Merit Count

Upon obtaining ten (10) Merits, employees are granted a +1 increase to his or her Security Clearance Level. The Security Clearance Level grants access to better gear, weapons, information, and access to other areas of the [redacted] base. Director will award a number. Reduce this number by your current Security Level to determine your Merit Award. Only authorized personnel are granted base to any unlocked information or items. Sharing with lower security access personnel will result in Security Level reduction penalties. For more information please consult your [data expunged]

A322499179932199?

WARNING: Use of this card without the proper biometric markers will result in IMMEDIATE TERMINATION

HP:

MAX HP

INT, PER & DEX D10 + AWARENESS/REACTION (+ BODY TYPE MODIFIER)

Damage Reduction

Reaction Defense	Move Speed	Melee Multiplier	Projectile Multiplier
.		X	X

EXERTION + SELF-CONTROL (+ REASONING MODIFIER)

Cognitive Resistance

.

To-Hit Modifiers

Weapon	Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Special

Ver 6.0

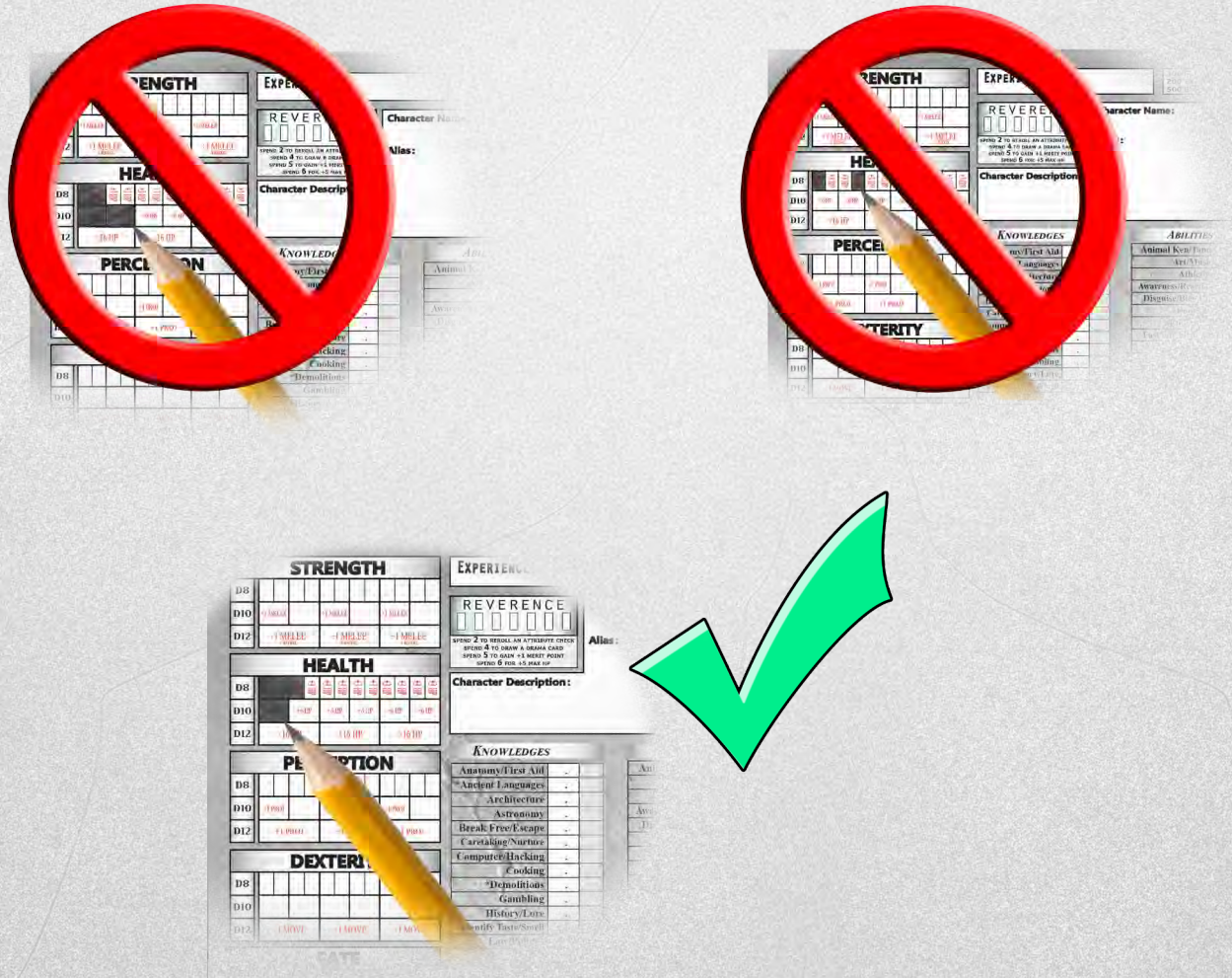
STEP 1

Starting Attribute Dice

Distribute **20D8** across all eight Attributes. Underneath each Attribute you will see several boxes. The smallest ones represent eight-sided dice. Fill in twenty of these throughout all your Attributes. You must fill in at least 1D8 for each attribute. Also be sure you fill them in from left to right. You cannot purchase D8s out of order. *(See below)*

Then you get **4D10** to fill in anywhere that already has 2D8 purchased in the above slots. (i.e. You cannot fill in 2D10 in Strength unless you filled in at least 4D8 in Strength; see below)

You must fill in dice from left to right, and you must have purchased the two dice in the above slot.



This example shows a Health Attribute with 3D8 and 1D10 legally purchased.

STEP 2

Starting Proficiency Values

Now you will fill in your Proficiencies. These are separated into three different *categories*; ***Knowledges, Skills,*** and ***Abilities.***

Proficiency Level Costs

Level 1.0 = **1 point**
Level 2.0 = **3 points**
Level 3.0 = **6 points**
(Roll 1D10 for tenths place)

For each category, you will get points to spend. Keep track of which points you are spending for which category. You can jot these points on a scratch piece of paper, or lightly on your sheet to be erased later. Once the points are spent you don't need to keep track of them anymore.

Purchasing a Proficiency initially will cost 1 point. To increase it to level 2 will cost 2 additional points, (for a total of 3 points). To increase to level 3 *from level 2* will cost 3 more points (for a total of 6 points.) New characters may not begin with skill levels above 3.

Dr. Gears *[DATA EXPUNGED]* X

Can this be reworded? It's not that complicated. Starting with a proficiency at level 1 costs 1 point. Level 2 costs 3 total points, and level 3 costs 6 total points. Then you roll a die to determine the decimal point. Just look at that little square in the top right corner. I feel like this could be reworded.

REPLY EDIT

Each Proficiency *category* has a number of points you will use to increase the individual proficiencies listed within them. Depending on where you purchased D10s in Attributes will also grant additional points.

You get:

17 points for KNOWLEDGES;
***Plus 5 points for each D10 purchased in* INTELLIGENCE and PERCEPTION**

14 points for SKILLS;
***Plus 5 points for each D10 purchased in* STRENGTH and DEXTERITY**

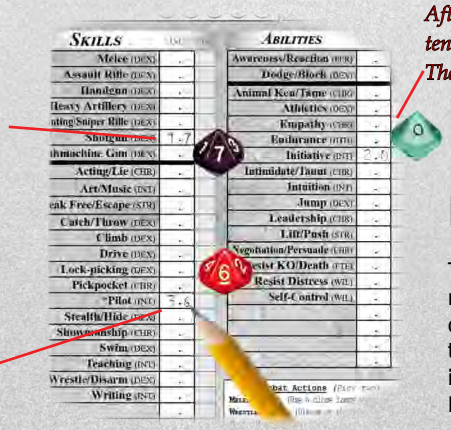
10 points for ABILITIES;
***Plus 5 points for each D10 purchased in* CHARISMA and WILLPOWER**

Please note this step is ONLY for Character Creation. You will not gain additional points by purchasing D10's with experience after the game has begun.

Once you purchase a proficiency, do *not* fill in ".0" in the tenths place. Instead roll 1D10 and use that for the decimal number.

It costs 1 point for a proficiency at level 1. After Shotgun was purchased at level 1 we rolled a ten-sided die and got a 7. The Proficiency is then 1.7

It costs 3 points for a proficiency at level 2. After Initiative was purchased at level 2, we rolled a ten-sided die and got a 0. Therefore the Proficiency ends up at 2.0



It costs 6 points to put Pilot at level 3. We rolled a ten-sided die and got a 6. Pilot is then written in as 3.6

ROLLING A 10



Treat the number "0" on the die as zero when rolling for the decimal place. Many ten sided dice use the numeral "10" for this side but treat it as zero on this step. **This is the only instance where "0" is treated as zero.** For *all* other die rolls treat "0" as ten.

STEP 3

Calculate Substats

HP/Max HP

YOUR BASE HP IS 10

Bonus HP are determined by how many Health Dice you've purchased.

Enter this number lightly because it will likely be adjusted on Step 4.

- **For each D8 add 3 HP**
- **For each D10 add 6 HP**
- **For each D12 add 16 HP**

HP:	MAX HP

HP is entered here



Fill in the smaller dash for each point of Exertion.

The larger box is used to keep track of how much Exertion has been spent. Points refresh for your Character after a night of sleep.

Exertion Points

You start with 1 Exertion point.

For each D10 you purchased in Willpower, you start with 1 additional Exertion point.

Fill in the dashes underneath the squares to represent your Maximum Exertion.

(For more on Exertion, see page 39)

Cognitive Resistance

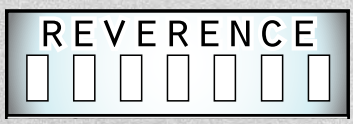
Count how many Exertion Points you have, and then add your Self-Control Ability.

Do not round off this number

Enter this number lightly because it will likely be adjusted on Step 4.

(For more on Cognitive Resistance, see pages 25, 145, or 190)

EXERTION + SELF-CONTROL (+ REASONING MODIFIER)	Cognitive Resistance



Reverence Points

All new Characters start with 1 Reverence point for each D8 purchased in Fate and +3 Reverence for each D10 purchased in Fate.

Character creation is the only time you gain Reverence from purchasing Fate dice.

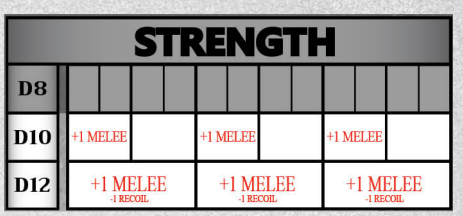
(Note you cannot have more than 7 Reverence at once)

See page 38 for details on Reverence Points

Melee Multiplier

Your Melee Multiplier starts at 1, and gets +1 for every other D10 purchased in Strength, and an additional +1 for each D12 purchased in Strength.

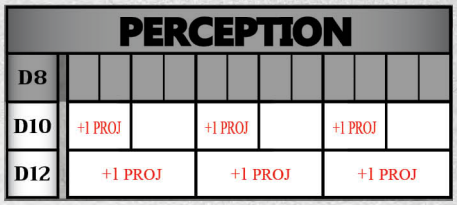
(New Characters will not start with twelve sided dice)



Projectile Multiplier

Your Projectile Multiplier starts at 1 and gets +1 for every other D10 purchased in Perception, and an additional +1 for each D12 purchased in Perception.

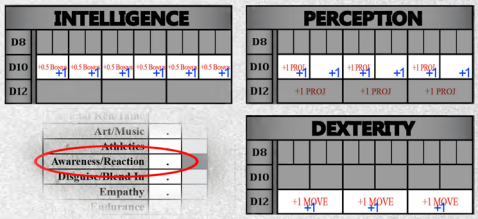
(New Characters will not start with twelve sided dice)



Reaction Defense

Your Reaction Defense is equal the number of D10's purchased in Intelligence & Perception *plus* the number of D12's purchased in Dexterity, *plus* your Awareness/Reaction proficiency. *Do not round off this number.*

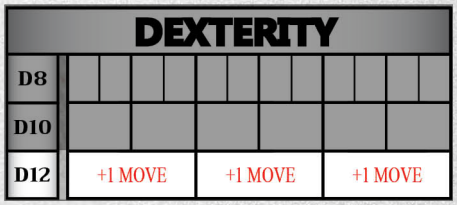
(New Characters will not start with twelve sided dice)
Enter this number lightly because it will likely be adjusted on Step 4.



Move Speed

You start with a Move Speed of 2. You get an additional +1 to Move speed for each D12 purchased in Dexterity.

(Since new characters don't start off with any D12's, they will have a Move Speed of 2)



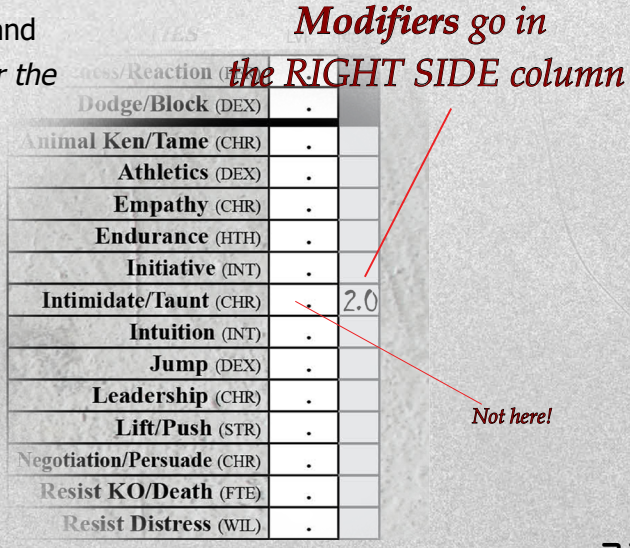
Intelligence Modifiers

For each D10 you purchase in Intelligence, you may place a +0.5 **Modifier** to *any* Proficiency *except for* Awareness/Reaction and Dodge/Block *(These Proficiencies have a darker grey area for the Modifiers column.)* You **may** apply this modifier to the same Proficiency twice, giving you a +1.0 or higher Modifier.

SITE DIRECTOR LOCKE *s86-0105*

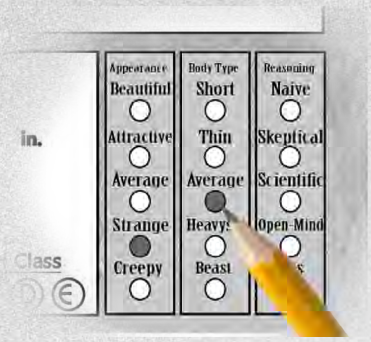
All Modifiers are listed in that grey column of your proficiencies and not in the white area. You can't increase your modifiers with experience points like you can your actual rating. Please carefully examine the graphic to see how to record Modifiers. They do NOT get added directly to the rating!

REPLY EDIT



STEP 4

Choose Your Characters Appearance, Body Type, and Reasoning



Appearance

Looking beautiful has obvious benefits, but looking strange, creepy, or average has its advantages too. Choose what level you'd like your Character to be and fill in the dot on the front of your Character sheet, then apply the **Modifiers** listed. Be sure to pencil in modifiers on the right side column *as seen on opposite page*.

Character Appearance Modifiers

Appearance	(+) modifiers	(-) modifiers
Beautiful	+2.0 Negotiation/Persuade +1.0 Fashion/Etiquette +1.0 Leadership	-2.0 Resist Distress -1.0 Intimidate/Taunt -1.0 Disguise/Blend In
Attractive	+1.0 Fashion/Etiquette +1.0 Negotiation/Persuade	-1.0 Intimidate/Taunt -1.0 Disguise/Blend In
Average	+2.0 Disguise/Blend In	
Strange	+1.0 Intimidate/Taunt +1.0 Showmanship	-2.0 Disguise/Blend In
Creepy	+2.0 Intimidate/Taunt +1.0 Disguise/Blend In +1.0 Resist Distress	-2.0 Fashion/Etiquette -2.0 Negotiation/Persuade

Body Type

Not all people are built the same. You can have an average body type, or choose to be thin, small, heavyset, or a beast. Choosing your body type may apply a bonus to your starting HP (Max Hit Points) and can apply a permanent adjustment to your Reaction Defense. *Don't forget to check your Body Type if you need to recalculate your Reaction Defense or Max HP.*

Body Type Modifiers

Body Type	Starting HP bonus	Reaction Defense bonus
Short		+6.0 Reaction Defense
Thin	+5 HP	+4.0 Reaction Defense
Average	+10 HP	+3.0 Reaction Defense
Heavyset	+15 HP	+2.0 Reaction Defense
Beast	+20 HP	

Reasoning

Everyone rationalizes situations differently. Choose your characters philosophy when dealing with anomalies. Don't worry if you choose to be too skeptical or naive because you can adjust this downward once per session if you feel your characters belief structure has changed. Simply come back to this page and make the proper adjustments and let your Director know.

You should usually choose Naive if your character has never experienced anomalous activities within the SCP universe. Naive characters go into situations ready to disprove superstitions and debunk paranormal claims. Being a healthy Skeptic is great for a starting character, especially since players may freely adjust their Reasoning levels downward once per session if they choose to. This will help character development as they inevitably dive into the strangeness of the SCP universe, but is entirely optional. Most members of the Foundation are of a Scientific mind-set. If you would like your character to have seen some shit and lived to tell the tale - you may want to choose to be Open-Minded. These are people that don't dismiss any claims of the paranormal and let the evidence lead them in any direction. You can also choose to be Nuts. Once you've chosen Nuts though, there's no going back. Nuts characters have seen so much anomalous activity in their lives they can't help but think that anything and everything is being caused somehow by paranormal activity. If they lose a sock in the dryer, their first course of action is to pull out the Ouija board.

Reasoning Modifiers

Reasoning	Cognitive Resistance Bonus	(+) Modifiers	(-) Modifiers
Naive	+15	+3.0 Resist Distress	-3.0 Initiative -3.0 Intuition -2.0 Occult/SCP Lore
Skeptical	+12	+2.0 Resist Distress	-2.0 Initiative -2.0 Intuition
Scientific	+9	(none)	(none)
Open-Minded	+6	+2.0 Initiative +2.0 Intuition	-1.0 Resist Distress
Nuts	+3	+3.0 Initiative +3.0 Intuition +2.0 Occult/SCP Lore	-2.0 Resist Distress

Modifiers go in the RIGHT SIDE column



Not here!

Emeric Cage *s093*

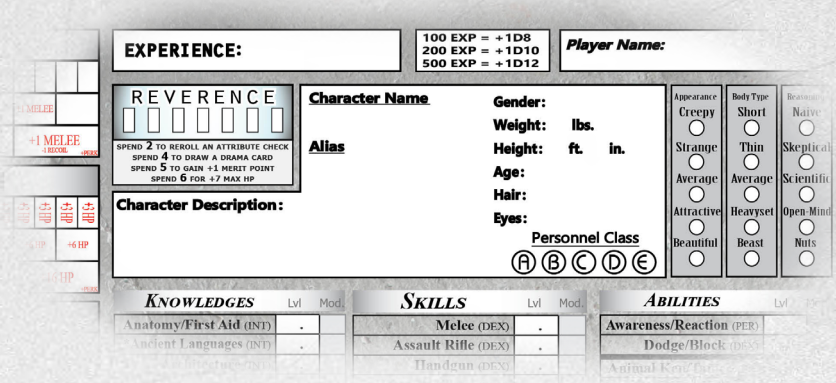
Modifiers are always applied to whatever proficiency they are modifying. So if you had a -2.0 modifier to a skill at 3.1 you only get to add 1.1 to the roll. Likewise if it was a +2.0 modifier you'd get to add 5.1 to it. The only reason they aren't applied directly to the proficency itself has to do with calculating how much time or experience it costs to raise them.

REPLY EDIT

STEP 5

Name, Age, Description, ect.

Decide your Characters name, age, gender, height, & weight if you haven't done so already. Keep in mind what you choose for your characters Appearance and Body Type when filling out this data. Then lightly fill in the "C" under *Personnel Class* unless otherwise instructed by your Director. *Directors my provide an option to begin as D-Class (no starting items, credits, or Security Level) in exchange for 500 starting experience.*



STEP 6

SCP Recruit Inauguration

Consult your Director for this step. Each Character may or may not begin with a set of starting gear, credits, and/or supplies. If this is your first day on the job it's possible you're starting out with nothing but the shirt on your back. Ask the Director what your Character knows about the present situation regarding the SCP facility, and what NPC Characters you may already know. **The Director will also determine your starting *Personnel Class* and *Security Clearance Level***.

If you get some starting Credits record them above your Security Badge, and ask the Director what items (if any) are available to purchase as starting gear. Depending on your campaign, the Director may even provide your character with a starting loadout of equipment (see page 76)



Backstory

Now that your Character is almost complete, work with the Director and think or write up your Characters backstory. How did they get mixed up with working for the Foundation? Does your Character have family? If not, why? Where are they now? What are your Characters goals? Look over your proficiencies and perhaps this will help you come up with something, such as how much college/school your Character had. Each campaign may have special rules and/or restrictions so be sure to consult the Director with a general idea about your backstory before you begin. The longer the campaign is designed to be, the more effort and detail you should put into your Characters history. Conversely, if you're only doing a one or two session game you likely won't even need a backstory, or maybe the Director provides your Characters backstory for you. If you are doing a longer game though, it's always a good idea to come up with interesting little plot hooks that the Director may use later on down the road, such as you had a sibling that went missing years ago, but they left you a note saying that they had something important to take care of and not to worry about them (but **come up with your own**!). Good Directors love it when you help craft the story like that.



CHAPTER 04:
POINT SYSTEMS

Experience

As you survive the story, your Character becomes stronger. At the end of each gaming session, the GM will award the players with Experience Points. These points can be used to increase the Characters stats. Usually this award is around 100 points, but can vary greatly depending on how much of an impact the Characters had on the plot, and how many gaming sessions have passed.

Purchasing Attribute Dice

100 Experience for 1D8

200 Experience for 1D10

500 Experience for 1D12

SITE DIRECTOR LOCKE *s86-0105* X

Whenever you purchase a die in an Attribute you may get a reward, like purchasing a D12 in Health will grant you an additional +16 HP. These rewards are given at the time the dice are purchased, be it during character creation or after. These rewards are abbreviated inside the dice boxes themselves, so if you fill in a box with some stuff in it, you're going to get some kind of perk.

REPLY EDIT

Just like when you created your Character, in order to purchase a die, you must have purchased all dice *above* that die first. Meaning in order to purchase a D10 *(ten sided die)* you must have purchased the 2D8 *(two eight sided dice)* that are located directly above the D10, and in order to purchase 1D12, you must have already purchased the 2D10 & 4D8 above the D12 slot.



You must fill in dice from left to right, and you must have purchased the two dice in the above slot.





How to Increase Proficiencies

Proficiencies at 0.0

Once per gaming session, you may roll **1D8** and add that number in tenths to any Proficiency that is currently at 0.0 *(disregard Modifiers.)* Additionally, each time the Director asks you to roll a Proficiency that is currently at zero, you may roll **1D6** and add that to the tenths place as well. *(Again, disregard Modifiers see page 31.)* Adding 1D6 this way is applied *after* the Proficiency check.

Example

Jake has nothing listed for his Handgun skill level. Last session Jake picked up a handgun and would like to start to increase this skill. He rolls 1D8 and gets a 2. His Handgun skill is now at 0.2, meaning when he rolls his Dexterity for Handgun he adds +0.2 to the final result.

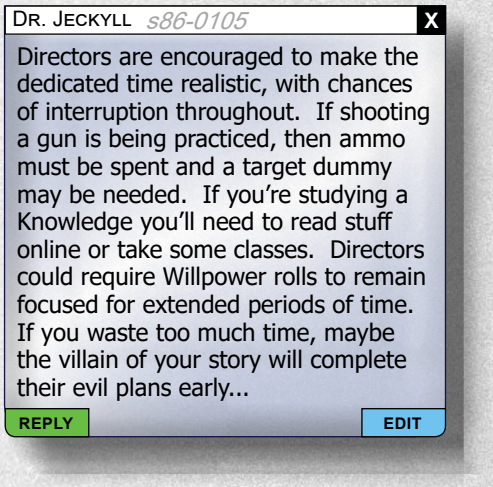
How to Increase Knowledges *and Skills*

In order to raise the level of a Knowledge or Skill, the Character must study or practice for a set period of time. Once enough time has passed, you get to add a bonus to the decimal place.

The amount of study/practice time required, and the bonus granted, are determined by the current level of the Proficiency:

Level of Knowledge/Skill	Time Required	Bonus to Decimal
0.0 – 0.9	1 Hour	+1D8
1.0 – 1.9	2 Hours	+1D6
2.0 – 2.9	5 Hours	+1D4
3.0 – 3.9	10 Hours	+1D2
4.0 – 4.9	1 Day	+0.1
5.0 or higher	1 Week	+0.1

*If you don't have a 4 or 2 sided die, simply divide a 1D8 roll by ½ or ¼.



How to Increase Abilities *and Skills*

To raise an Ability or Skill you may spend Experience. Multiply the current level by ten *(or just remove the decimal point)* to get the amount of experience required to raise it by +0.1
Abilities/Skills that are at 0.0 cannot be raised with experience, rather you must wait until you increase the level with the 'free points' bonus listed above. **After an Ability or Skill reaches 1.0 or higher, you can not increase it by more than +0.3 per gaming session with experience.** Please note that Abilities may only be increased with experience while Skills may be increased with experience or practice (see above).

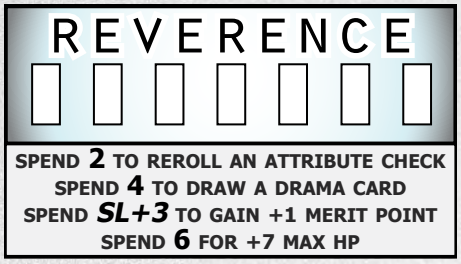
Example

Derek has a Jump of 1.7, it costs him 17 experience to raise Jump up to 1.8 so he spends 17 experience and changes his Jump to 1.8
Derek decides he wants to raise jump the most he can for this session, so he spends (18+19) 37 experience and changes his Jump to 2.0 but he cannot spend any more experience into Jump until next session.



Merit Points

As a reward for being an ideal member of the Foundation, you will receive Merit Points *(recorded on the SCP badge portion of your character sheet after "Merit Count".)* The Director will distribute and award Merit Points to you throughout the game. Once you obtain ***ten*** of these points, erase them all and increase your Security level by one. For more information about Merit Points and Security Clearance levels, see page [REDACTED].



Reverence

As a reward for good, interesting, entertaining, smart, and/or humorous roleplaying you'll be awarded Reverence Points by the Director. *You can also help out by recommending Reverence rewards from the Director to other players for their actions.* You can spend these points in one of four ways:

Reroll Attribute Dice

After you roll an Attribute Check, if you are unsatisfied with the way the dice landed, you have the option of spending **2** Reverence Points to reroll your Attribute Dice and replace the result.

Note: Exertion spent on a roll carries over to the reroll. You may even spend additional Exertion on the reroll if you'd like. *(See Exertion: Physical Attribute Boost on the following page.)*

Draw a Drama Card *(Drama Card expansion sold separately)*

You may spend **4** Reverence Points to draw from the Drama Card pile.
Ignore this option if the Drama Cards have not been purchased.

Gain 1 Merit Point

You can spend ***(Current Security Level plus 3)*** Reverence to gain +1 Merit Point. This is not a very cost effective way to gain Merit Points, however this option can be very handy later on when Merit Points are difficult to obtain.

Max HP Bonus

You may spend **6** Reverence Points to permanently increase your max HP by 7, this effect also recovers 7 HP.
Spending Reverence this way is instantaneous in combat.

These above options are also listed on the character sheet itself. Please note that players may only store a maximum of 7 Reverence Points at any given time.

Exertion

Think of Exertion as your Characters adrenaline. You can spend it to get a temporary boost to physical activities, but you require rest afterword.

All Characters start with one point of Exertion, and they get an additional point each time a D10 is purchased in Willpower. All Exertion points are restored after the Character gets around eight hours of sleep. Exertion may be spent in one of five ways:

Physical Attribute Boost

You must declare you are spending Exertion before rolling dice! You may spend 1 or more Exertion points to give a boost to any Strength, Dexterity, Health, or Willpower roll. This boost allows you to include +1D12 to the die pool, as well as add +1 to the end result. The D12 must be rolled at the same time as the other dice. This bonus D12 added to the Die Pool is in addition to any Attribute Dice you are rolling, and thus ignores the rule that you can only roll up to four dice. These bonus D12's can explode just like normal Attribute dice.

Example

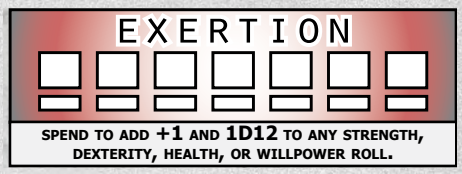
Neil is told to roll Health + Endurance on an important roll. Neil has 4D8 and 1D10 in Health. He also decides to spend two points of Exertion for this roll. His Health Die Pool is limited to four dice, so Neil chooses to roll 1D10 and 3D8. After spending ***two points of Exertion*** *he includes* ***2D12*** *into this Die Pool as well. Neil rolls 3D8, 1D10, and* ***2D12****. His top two dice add up to 16. His Endurance is 1.3 and because he spent two points of Exertion he gets to add* ***+2*** *to the end result. This gives Neil a score of (16 + 1.3 +* ***2****) =* ***19.3***

Power Boost (Melee)

You may spend Exertion to temporarily increase your Melee Multiplier. This is a one for one expenditure for any Melee attack. Note that you are allowed to spend Exertion before or *after* your To-Hit roll has been made. *(This will make sure the attack hits your Target!)*
If you had a Melee Multiplier of x2 and you spent 3 points of Exertion, you would have a Melee Multiplier of x5 for that one attack.

Emergency Dodge

If you need to defend against an incoming attack, but don't want to (or can't) spend an action to dodge, you may instead spend 1 Exertion. See the Defense Combat Action (on page 48) for details.



How to record Exertion

As you can see on the Character sheet Exertion points are represented with dash that has a square above it. The dash represents your maximum number of points, while the square represents what is available. Players should lightly fill in the square above the dashes, and then erase it once an Exertion point has been spent.

How to spend Exertion

When you spend Exertion points you can spend any number of points at the same time, although you must declare how much Exertion you are spending before a roll. If you spend Reverence Points to make a reroll, you *are* allowed to spend Exertion on the second roll, before dice hit the table.

Other Exertion Actions

The Director can utilize Exertion when designing unique abilities. Exertion could be used as a sort of "Mana" if the Director decided to include a type of magic in their game. Players can negotiate with Directors by way of Exertion, such as *"Can I leap over the fence without having to roll dice if I spend a point of Exertion?"* Ultimately it is up to the Director how to implement additional uses, but players and the Director should avoid these types of expenditures until they are familiar with the game system.

Exertion *(continued)*

Athletic Boost

If you have the Athletics Ability at least 1.0 or higher, you may spend 1 *(and only one)* Exertion point to add the Ability *(rounded down)* to your Move speed *until the end of your Turn* in Combat. This ability is limited to one use per Turn. For instance if your Character had a Move Speed of 2, and an Athletics/Endurance skill of 3.8, you could spend 1 point of Exertion to give your Character +3 to Move Speed for one Turn. *This will increase your Move Speed by +3 but remember that you can perform two Move Actions each Turn so you can double this bonuses efficiency.*

Recover a Lost Action

Some effects in this game cause your Character to not be able to act in Combat, such as having the wind knocked out of them, or when the Character is at 0 HP or less. These effects can limit you to one or *zero* actions per Turn. By spending 1 Exertion you can *reclaim a lost action* as long as your Character is not unconscious.

Drama Cards

Players have the option of spending 4 Reverence points to draw the top card from the Drama Card Deck. *(The Drama Card Deck should be shuffled and placed at the center of the table.)* If a player has 7 drama cards, they are not allowed to purchase additional cards, though they may still receive cards through other means *(such as Director rewards or Drama Cards that give more Drama Cards.)*

How to use Drama Cards

Each Drama Card has a special effect or ability that can come in handy to players in various situations. For the most part Drama Cards will be self-explanatory. They will tell you when you can play them *(if they don't, you can play them at any time)* and will detail their effect. Your Director will come up with the outcome after you play a card. Sometimes the effect may not be as impactful as you hoped. The Director does have the final judgement, so don't be shocked if your card doesn't have the capability to destroy an SCP outright.

Players should [try to] keep Drama Cards they've drawn hidden from other players and the Director.

Secret Cards

Players should not show their cards to other Players or the Director. Players that show the Director their Drama Cards for clarifications or ask how something works are allowed to do so, but the Director will then know what card your character has, *and may freely use that to their advantage.*

A good idea is to keep paperclips at the gaming table and then clip cards to character sheets between sessions.

When possible, players should not even be allowed to look at the purchased Drama Card deck to see what potential cards await them- It takes away from the exciting unpredictably of the cards.

The Power of Drama Cards

As a player, you have as much sway in the story and world you play in as the Director. With this power players must work together with each other and their Director to ensure their stories flow smoothly. Treat others with the respect you expect from them. Give opportunities for others to take center stage and they will do the same for you, and if the story you are creating together feels a bit slow? *Drama cards*. Drama Cards give you the power to control a moment in your game world. Drama Cards are meant to be tools for you, as a player, to alter a situation for your advantage in a way that is unexpected by your Director. They are not meant to be used as a tool to "break" the game or "ruin" anything your Director has been hard at work on. Your Director is creating a sand castle, and Drama Cards can be used to either knock it down, or make it look better. Don't knock it down. If you try to use Drama Cards in a way to *troll* your Director, they have the ultimate power to simply say "*No, that doesn't happen*". Directors are strongly encouraged to not use this power, just as you as a player are strongly encouraged to not ruin the story. Drama Cards should be used as storytelling enhancers, not as storytelling deterrents.

Drama Cards Shouldn't Create Plot Holes

The Drama Card "Switcheroo" says "*Play anytime after you have given an object to another character. That item was fake. You still have the original.*" A player could use this card to switch an item that they gave an NPC earlier on. Players could say that instead of handing a gun to an NPC they gave a spare, or fake gun to the NPC, and they still have the original gun in their coat pocket. However, if a player uses this card after going through a security checkpoint then walk through a metal detector, it wouldn't make any sense for that metal detector to have not gone off. This will create a plot hole, and the Director should veto the effect.



CHAPTER 05: ADVANCED RULES & COMBAT

In any Roleplaying game when Characters begin to fight or there is a conflict with other Characters in some way, time needs to slow down and we must calculate each moment. This is called "Combat Time"; Characters are only able to move a distance equal to their Move Speed, most actions require an Attribute Check or a Verses Roll, and advanced combat rules are implemented. Each Combat Round represents a period of around 2 seconds. Each Round is split up into Turns taken my each of the Characters. This chapter will walk you though pre-combat phases and how combat is structured.

Combat Overview

*When **Combat Time** is declared by the Director, there are two pre-combat phases that occur. **Explanation**, and **Initiative**. After that, **Combat Rounds** initiate proper, and Characters take **Turns** to complete two **Combat Actions**.*

When to Initiate Combat Time

Sometimes it will be quite obvious when *Combat Time* starts; The PC's open a door and see an enemy draw their gun- suddenly combat begins. Other times it's not quite so clear. *Combat Time begins as soon as any Character performs, or is suspected to perform, an action that another Character would likely want to prevent.* This means that if a Characters are in a small meeting, talking about business for a period of time, and suddenly a Character is shot in the shoulder from a distance, Combat Time begins immediately after the stray bullet hits its target. While not in combat, a Characters Defense Score will default to their *Reaction Defense*. No Characters are allowed to Dodge/Block against an unexpected attack. Characters may even plan an ambush to exploit this rule.

You can treat it as if the first Character to take an offensive action gets a free combat round that only they are allowed to act in. For example you could pull out your gun and fire from the hip in one round. If nobody was expecting you to do this you would get a free attack against your targets Reaction Defense (i.e. they don't get a chance to dodge).

Out-of-Combat Damage

When a Character is attacked and Combat Rounds have not yet begun, the Director is encouraged to heavily favor realism over system. For example if a maniac with a gun grabs someone else and holds them hostage by putting a gun to their head, and then the maniac decides they are going to pull the trigger, the Director should not bother rolling to see if the To-Hit succeeds, nor should you bother rolling damage. Players and the Director should never use the game system as a way to shield incoming damage that otherwise would be obviously fatal. After Combat Time begins, however, all Combat Rules should be implemented and realism should take a back seat to gaming. Going back to the small meeting example from earlier, if a Character is shot in the head with a sniper rifle during a business meeting, that Character will die instantly *(don't even bother rolling damage!)*. Then after chaos erupts and everyone is running around in a panic, the sniper would be forced to roll To-Hit and Damage as normal since "Combat Time" has started.

Combat Phases

Pre-Combat: Explanation

The Director will take a moment to explain the situation to all combatants in detail, possibly even draw out a map and show where all combatants are located. They will explain the distance in relation to the other Characters and answer any questions. Optional pre-generated maps could have a hexagonal or square pattern upon them, and each unit should represent one meter in distance. Character movement is set up in meters, so if your Character has a Move Speed of 3, you can move 3 meters per Move Action. The PCs should ask any clarifying questions about the area and positions of the Characters at this opening phase. Remember though, this phase is only about information clarification and not declaring actions. Once the Director feels the situation has been properly explained, the next phase begins.

Pre-Combat: Roll for Initiative

In order to determine the order combat is resolved, all Characters involved must roll Initiative. To do this you roll **Intelligence + Initiative** for each Character. The Director writes down each score and determines the order in which each Character gets to take a turn in combat. The higher the score, the earlier the Character gets to act. Ties between players can be decided by the players if they agree, otherwise all ties are decided by the Director. The order in which the Characters act remains the same for all upcoming turns *(you don't need to keep rolling it each combat round).*

The Rules of Speed:

Special perks come to Characters that roll the highest score for Initiative.

1) If the Character uses a Defense Action (Dodging/Blocking) they get a +2 bonus to the roll.
   Also if you are attacked multiple times, you no longer are forced to roll less than 4 Dexterity Dice.
2) The "React" action is free and does not cost one of your two actions each round.
3) Normally a Counter Attack gets a free attack against the opponent with a -2 penalty to the target's Reaction Defense.
   If you acted first this round that penalty is increased to a -4 instead.

Combat Rounds

Now that you've determined what order combat is resolved in, it's time for each Character to take his or her Turn in combat. When your Characters turn comes up, you may take up to two actions. The actions you are allowed to take are defined on the following pages. Each action will be declared and then resolved individually. After that, the Character with the next highest Initiative score gets to act, and so on until all involved Characters have taken their actions. If you would like to take some sort of action that is not covered within the Combat Actions, the Director will determine how to resolve said action at that time. Once all Characters take their Turns, a new Combat Round will begin and the process repeats again in a new Combat Round. Combat Time ends when all Characters involved no longer take any Combat Actions, or the Director declares so.

Combat Action Types

When a Character's turn comes up in combat, they may declare up to TWO actions, such as moving & attacking, or moving twice. These are called **Combat Actions**. You can even choose the same action twice in a row *(except for Melee Attack.)* There are three types of Actions to be aware of.

Standard Actions are typical actions taken by a Character in combat. You may choose any two Standard Actions or choose the same Action twice *(except Melee Attack; see page 46)*. *Examples include movement, shooting a gun, preparing for defense against an attacker, swinging a sword, or ducking behind a car.* All Standard Actions will be given detailed rules in the "List of Standard Combat Actions" section on the following page. *Most Combat Actions are Standard Actions.*

Non-Standard Actions are any actions that the players wish to perform that are not covered in these rules. Non-Standard Actions use up one action just as Standard Actions do *(you can only perform up to two Actions per Turn)*.

Extended Actions take longer than normal Actions. Sometimes they may use up both of your actions you get per Turn, other times they could take several consecutive Turns to resolve. If you would like to perform something while in combat that would take a little while to complete, the Director may declare you must partake in an Extended Action.
Example: While in combat, Terry sees a friend is stuck under a rock. He tells the Director he would like to lift the rock to set him free. The Director says that the rock is huge, and would cost Terry both of his Combat Actions for two consecutive Turns in order to attempt to lift the rock.

Free Actions cost the Character no time at all, and a few may be done for free each turn with some limitations. *Examples include flipping a light switch, speaking a sentence, turning your head, or dropping a weapon to the ground.*



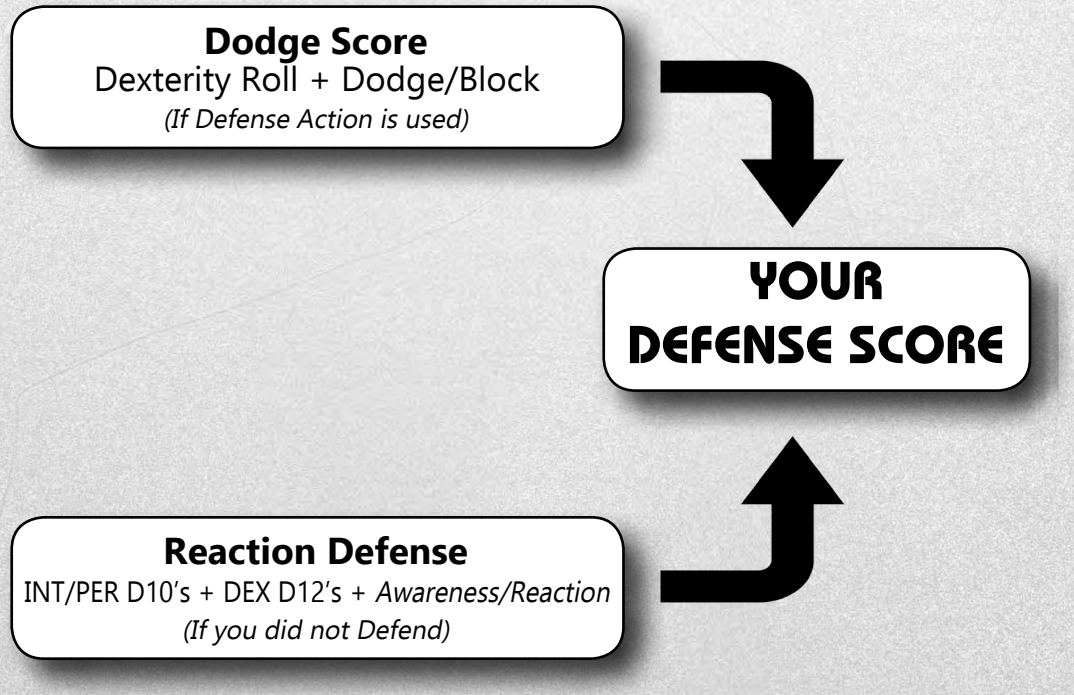
Area-354 during moderate period of activity

The Defense Score

Often times this book references the Defense Score. Your Characters Defense Score is the Difficulty for other Characters To-Hit you. Another way to put it, is when rolling To-Hit against your Target, your difficulty is your Targets Defense Score. The Defense Score is always equal to either the Targets **Reaction Defense** *(if they are not Blocking or Dodging)* **or** it is equal to the Targets **Dodge Score** *(Dexterity roll + Dodge/Block)* if the Target takes a Defense Action that Combat Round.

Example #1:
Harvey is getting attacked by Greg.
Harvey already acted this round and did NOT use a Defense Action. Greg's To-Hit difficulty is therefore equal to Harvey's Reaction Defense.
Harvey has 2D10 in Intelligence, 1D12 in Dexterity, and 1D10 in Perception.
His Awareness/Reaction is 2.9
This means his Reaction Defense on the Character sheet is written in as 6.9
This means that Greg must roll 6.9 or higher to hit Harvey.
The 6.9 difficulty is referred to as Harvey's ***Reaction Defense****.*

Example #2:
Harvey is getting attacked by Greg.
Harvey uses the Defense Action.
Harvey rolls Dexterity + Dodge/Block and ends up with a score of 13.7
This means that Greg must roll 13.7 or higher to hit Harvey.
The 13.7 difficulty is referred to as Harvey's ***Dodge Score****.*



Reaction Defense *and* ***Dodge Score*** *are both types of your "****Defense Score****". Rules that mention* ***Defense Score*** *apply to either form of defense, while rules that specifically mention* ***Dodge Score*** *or* ***Reaction Defense*** *are applied only against those types.*

Momentum Bonus
If you ever Move on the same Turn before you do a Melee Attack, you get to increase your Melee Multiplier by +1 for each meter traveled so far this Turn. This bonus is referred to as a *Momentum Bonus*. The Momentum Bonus can never "more than double" your Melee Multiplier- meaning if you had a Melee Multiplier of x2, your Momentum Bonus could never go above +2.

Using Your Opponents Own Momentum Against Them
If you Melee attack a Character who has moved directly at you several meters earlier this same Combat Round, and then you attack them head-on successfully, you will include your opponent's ***Momentum Bonus*** for your attack. This rule can also be applied to the Counter Attack action. This can create seriously lethal damage multipliers when two Characters charge each other with Melee attacks. Opponents Momentum Bonus cannot more-than-double your Melee Multiplier. Apply this bonus independently from your own Momentum Bonus.

High Ground
Characters that are elevated to some degree before attacking their Target get a bonus to their To-Hit roll when using a non-projectile attack. For each meter above their Target, the attacker gets a +1 To-Hit bonus. This includes distances from earlier in the same Combat Round. High Ground bonus cannot more-than-double your Skill.
Example: If you had a Melee skill of 3.4 and you use a Move Action to jump down from a 5 meter wall, then use a Melee Attack and hit your opponent, the High Ground rule would grant you a +3 bonus to your To-Hit roll.

Back Attack
If you are attacking a Target from behind, even if they know you are behind them, apply a -3 penalty to your Targets **Defense Score**. The Director is allowed and encouraged to modify this depending on the situation. *Note that this is a penalty to the Targets Defense Score and thus will reduce the Targets Reaction Defense or their Dodge Score if they attempt to dodge.*

List of Standard Combat Actions

Below is the list of Standard Combat Actions. Each of these actions will be listed in **this font**. *(Sidebar notes on these pages are not Combat Actions, they are additions and annotations to them.)*

Melee Attack

Melee Attack can only be performed ONE time per Turn. This is the only action with this limitation.
This action requires that you are 1 meter away or less from your Target. There are two ways to make a Melee Attack; *Unarmed*, and *Armed*:

Armed Melee Attack (Using a Weapon)
Roll your Dexterity dice + Melee Skill. If you roll equal to or greater than your opponent's ***Defense Score***, you hit your Target.
First look at your weapons ***Base Damage*** and gather those dice,
Then multiply your weapons ***X Damage*** by your ***Melee Multiplier*** and add this to your Base Damage. This is the total damage you deal.

Example: *Tony uses a knife to attack Steven and succeeds.*
Tony has a Melee Multiplier of x2.
The knife has a Base Damage of 1D4 and an X Damage of 1D4.
Therefore Tony is rolling 1D4 + (1D4 x2) = ***3D4*** *damage.*
You never multiply your Base Damage, you only multiply the X Damage.

Unarmed Attack (Kicking/Punching)
This action requires that you are 1 meter away or less from your target. Roll your Dexterity dice + Melee. If you roll equal to or greater than your opponent's ***Defense Score***, you hit your Target. To determine your damage, look at your current ***Melee Multiplier*** and roll ***that many Strength Dice*** for your damage. The total of all Strength Dice rolled is the amount of damage you deal to your Target.

With Unarmed Attacks your Melee Multiplier isn't actually multiplied by anything. (i.e. if you have a Melee Multiplier of x2, you would roll two Strength Dice for damage.)

Example: Steven successfully punches Tony.
Steven has the following dice purchased in Strength:
8D8, 4D10, & 2D12
Steven has a Melee Multiplier of x4
Steve deals 2D10 + 2D12 damage to Tony.

Move
Upon using this action, you get to move a number of meters equal to your Characters Move Speed. This action may be performed twice to simulate running. Characters have the option of increasing their Move Speed by spending Exertion (see page 40). The Move Action covers all forms of movement while in combat, such as jumping a fence or turning around to look a different direction. Directors can adjust the distance your Character moves depending on terrain or obstacles.

Use Item/Reload
If you need to use a generic item such as a radio, fire extinguisher, or banana, you use the Use Item/Reload Action.
This is a catch-all action for any non-combat related, stationary movement. *Use Item/Reload* is also used when your Character needs to draw a weapon from their holster, or reload their guns ammunition *(change clips)*.

Wrestle/Tackle
This action requires that you are within 1 meter from your Target. There are two options with Wrestle. You can choose to ***Tackle*** the Target to the ground, or ***Detain*** the Target.
Roll Dexterity + Wrestle/Disarm against your Target's Defense Score. If your Target is dodging, they roll Dexterity + Dodge/Block + Wrestle/Disarm for Defense *(Yes, your target gets to add two skills to their defense roll!)*.
If you succeed, see below:
If you chose *Tackling*, both you and your Target gain the *Fallen Over* status. If your Wrestle/Disarm Proficiency is at 3.0 or higher, only your Target gains the Fallen Over status. (See page 60)
If you chose *Detain*, your Character can no longer take Combat Actions. On your Target's turn, they may spend one of their actions to attempt to escape, but take no other actions until free. They roll Strength + Break Free/Escape against your Strength + Wrestle/Disarm. If they succeed, the grapple is escaped, and the following combat round you may act as normal. Both characters half their *Reaction Defense*. Projectile attacks deal half damage to the *other character*.

Disarm
This action requires that you are within 1 meter from your Target. When attempting to pry away a weapon or object from your Target, roll Dexterity + Wrestle/Disarm against your Targets Defense Score. If your attack gets a ***Critical Success***, the item drops to the ground. If your Wrestle/Disarm proficiency is at 3.0 or higher, instead the item is in your hand. If you do not get a Critical Success, Disarming fails.

Moving Targets
If a Character is attacking another that used a move action earlier on their Turn, sometimes it becomes unrealistic if the Character would be able to hit their Target with ease. The Director may decide that if the angle and distance would effect the shooters ability to hit the runner, a +1 bonus to the Defense Score is added for each meter traveled on that Characters *previous Turn*. This rule is heavily dependent on how the Director views the situation, and if there is ever any ambiguity as to weather or not this rule should be applied, simply ignore it.

Target is near Ally
If you are attempting to shoot a Target that is within 1 meter of an ally (or something you *don't* want to shoot) then apply a -2.0 modifier to your To-Hit roll. If you get a Critical Failure, you will deal only the Base Damage of your gun to your Ally *(Do not deal X Damage)*.

Moving Behind Cover
The Director is always encouraged to modify a To-Hit difficulty depending on the circumstances of the situation. For example if a Character ran behind a parked car, the Director could provide a +1 to +5 bonus to that Characters **Defense Score**. Use the following list as a guide:

100% of body is exposed = 0
75% of body is exposed = +1
50% of body is exposed = +2
25% of body is exposed = +3
10% of body is exposed = +4

The Eyes of the Narrator
When it comes to movement and cover while Characters are being shot at, the Director is the narration god. Let him or her determine all modifiers, and if a player disagrees with this decision the player should not halt the story to debate the Director, but rather gauge how The Director judges the situation to try to predict future outcomes. This is why a detailed description of the combat arena is so important.

Going Prone as Defense

After you declare a Defense Action you have the option of going *prone*. This will apply the Fallen Over Status to your Character voluntarily. This is mostly helpful to avoid incoming Projectile attacks, or to stop-drop-and-roll to extinguish flames if you are on fire.

Throwing Objects

When throwing an object such as a grenade, declare a Melee Attack but say you are going to Throw an Object. Then use the following system to determine where the object lands.

Thrower chooses a Target Unit within [Max Strength Die type] units (i.e. D10 = Range of 10 units Max). Roll Dexterity, and then roll one die depending on Dexterity score using the chart below.

The Result of this roll, *minus the Characters Catch/Throw Ability (rounded down)* is how many meters away from the Target Unit the object lands, in a random direction guided by the Director. If the result is zero or less it lands directly on the Targeted Unit.

17+ = ...roll 1D2
13-16 = ...roll 1D4
9-12 = ...roll 1D6
6-8 = ...roll 1D8
4-5= .....roll 1D10
3 or less .....roll 1D12

Throwing Melee Weapons

When throwing Melee Weapons such as a knife, spear, or even a sword, Roll Dexterity + Catch/Throw against your Target's Defense Score.

When throwing a Melee Weapon you never include X Damage, you only deal the weapons Base Damage.

Your range is equal to [Max roll of any two STR dice] meters *(such as 3D8 + 1D10 = your Range is 18 meters)*.

Defense

When you use the Defense Action, you get to roll Dexterity + Dodge/Block against the next incoming attack. This is referred to as your ***Dodge Score***. If this number is greater than your Reaction Defense, then use the result as your Defense Score. Otherwise, use Reaction Defense as your Defense Score. *(If this action is not taken, your opponent rolls To-Hit against your Character's Reaction Defense.)* After you successfully evade an attack with this action, you have the option of moving 1 meter in any direction. **If you are attacked again later in the round, roll your Dexterity + Dodge/Block again, however you are forced to roll *one less Dexterity dice*** for every extra defense roll you make that Combat Round.

The Defense action may be used before your turn comes up in a round. This is the only action that allows this sort of preemptive use.

You may spend 1 Exertion instead of an action. Defense is the only combat action that will allow you to spend Exertion in order to perform it. *Be sure to let your Director know if you are spending Exertion this way. You can't retroactively say you meant to spend Exertion but forgot.* You must make it clear to the Director if you are choosing to spend Exertion for this action.

The Defense Action only lasts until the end of each Combat Round. If you use the Defense Action but no Characters end up attacking you, the action is wasted.

The Rule of Speed: If you are the first person to act this Combat Round, add +2 to your ***Dodge Score***. Also if you are attacked multiple times, you are *no longer* forced to roll one less Dexterity dice against additional incoming attacks.

React

Often times in combat you simply are not sure how your Character should act. You see a dog growling at you;roll for Initiative!
-Only to find out the dog was growling at something *behind* you.
Sometimes you may want to wait and see what everyone else does before you do something.

If the React Action is performed, it means that you essentially "pass" your turn. It still costs you a Combat Action to React. Later on in this combat round, you may choose to interrupt another Character's action as long as no dice have yet been rolled for said action. After you interrupt in this way, the Character you interrupted cannot in any way change what action they were going to perform. Once your action is resolved, combat resumes as normal- meaning that the interrupted Character finishes up their turn and completes any remaining actions. If all other Characters take their Turns but you did not interrupt any of them you may complete your remaining Action(s) at the end of the combat round.

The Rule of Speed: If you are the first person to act this Combat Round, the React action does NOT cost you a Combat Action and is instead a Free Action *(Note: when you declare you are interrupting, you must use both of your Combat Actions at that time.)*

Analyze

Players unhappy with their Initiative scores have the option to perform the Analyze Action if their Character has at least 2D10 in Perception and has their Awareness/Reaction Ability at 2.0 or higher. This action uses one of your two Combat Actions you get each round and allows the Character to roll Intelligence + Initiative **+ 2**. If this action is performed twice in the same Combat Round, the second time you roll you get **+4** to the roll instead. The Analyze action would then replace your Characters *Initiative Score* for all subsequent Combat Rounds and allow you to act sooner each round. Analyze is helpful if you are trying to act first in combat to gain the *Rule of Speed* bonuses.

Called Shot (Attack Option)

If for one reason or another need to hit a certain area on another Character *(such as trying to shoot a person's hand so they drop their gun)* then you should use the Called Shot *option*. Called Shot is not a standalone Action. It is used as an option when you attack another Character in some way. When you call your shot, you are not focusing on doing the most damage to your Target as you are attempting to cause a desired effect.

Roll To-Hit as normal, but your Target gets a **+6** bonus to their Defense Score. If you still hit, recalculate the To-Hit roll as if your Target had **-3** to their Defense Score instead.

If you get a Critical Success, your desired result occurs, but you *do not get to double your damage*.

If you do not get a Critical Success but still succeed, then the *Called Shot fails* and you only deal the Base Damage of your weapon *(treat both your Melee and Projectile Multipliers as if they were zero)*.

Calling a Mutilation

Ask the Director if they allow you to perform a Called Shot for a Mutilation effect. Directors have the option to deny Calling Mutilations for any reason, and that's okay. Calling a Mutilation can be game-breaking in some instances.

Upon declaring a Called Shot, you have the option of choosing *Mutilation* effect that fits the *Damage Element* for your weapon. For example if you had a sword *(Slash Damage Element)* you could use the Called Shot option and declare you're going to attempt a "*Limbloss (head) Mutilation*." If you succeed *(Called Shots require a Critical Success)*, you decapitate your Target. Note that the Limbloss Mutilation asks for a die roll to determine a random limb. If you Call a Mutilation, you get to choose whichever option you want instead of having to roll randomly. For more information about Mutilations and Damage Elements, see page 56.

Counter Attack (Defense Option)

You must have at least 3D10 in Perception and a 3.0 or higher in your Melee Skill to perform a Counter Attack. Counter Attack is not a standalone Action. When you choose the Defense Action, declare the type of Defense is a *Counter Attack*. Counter Attacks are only effective against an opponents Melee Attack.

Roll *Dexterity + Melee Skill +2* to determine your ***Defense Score***.

If you do not get a Critical Success, you are hit as normal.

If you get a Critical Success, not only do you evade the attack, but you get to make one free Melee Attack against your attackers ***Reaction Defense -2***.

The Rule of Speed: If you are the first person to act this Round, the attackers Reaction Defense gets -4 instead.

(If your attackers Reaction Defense goes below zero, your Counter Attack is an automatic Critical Hit!)

Countering Two Attacks

Counter Attack only works against the first time you are attacked in a Round. If you are attacked again, handle the Defense Action as normal. *(i.e. You roll three Dexterity Dice plus your Dodge/Block ability)*

You may counter a second attack in the same round only if you spend both your actions on Counter Attack.

Firing a Gun Example:

George uses two Ready/Aim/Fire Actions this Combat Round. He goes up two levels in his Stance; from Hip, to Ready, to Aim. The next combat round George fires his gun twice. He would get to add the Aim modifier (listed with each gun) to his first To-Hit roll. The gun has a Recoil of -2, so this would reduce his Stance two levels (From Aim to Ready, and then from Ready to Hip). The second time George fires his gun this Combat Round he adds the Hip modifier to his To-Hit roll.

Ready/Aim/Fire

Just as melee weapons have a To-Hit modifier which modifies the To-Hit roll, guns and projectile weapons have these as well but the modifier depends on how accurate of ***Stance*** the Character is in.

Simply having a gun drawn grants you the *Hip Stance* modifier.

Using the Ready/Aim/Fire Action while you have a gun drawn will raise the firearm up to prepare it for fire and grants you the *Ready Stance* modifier.

If the action is performed again, *be it on the same combat round or the next*, your Character aims down the sights of the gun granting you the *Aim Stance* modifier.

The modifiers for each stance are listed with the Weapon.

	To-Hit Modifiers					
coil	Melee	Hip	Ready	Aim	Clip Size	Bas
1	-	-1	+1	+2	7	2

If a Character ever uses a Move Action while Aiming, they revert into the Ready Stance.
*If a Character ever uses **two** Move Actions in the same Turn, they revert into the Hip Stance.*

This Action is also used to Fire the weapon.

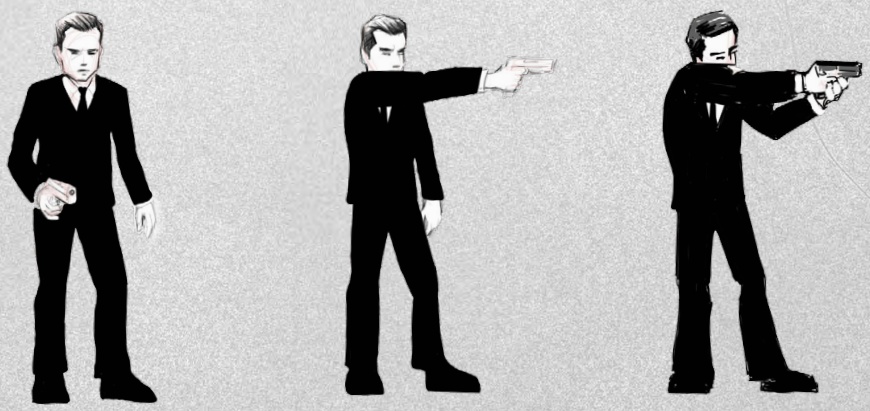
When you fire, roll Dexterity plus the Skill associated with the gun you are using. These Skills will be listed along with the gun. Then add the modifier associated with the appropriate Stance. These modifiers will also be listed with the weapon. Compare your score to your Targets Defense Score. If you succeed, deal damage equal to the Base Damage of the weapon, plus the X Damage multiplied by your Projectile Multiplier.

Recoil can end your turn

If you fire a gun, the Recoil will often reduce your Stance. If your guns recoil is -1, that means it reduces your firing stance by one level. If you were in the Hip Stance while firing this gun, it would reduce your Stance "past Hip" which would end your turn immediately. Please note however that just because your turn ends, doesn't mean you can't use your second action for Defense later this round.

Guns also have a Recoil level. When you fire the gun, your Stance is reduced by the level of Recoil for the gun. Therefore if you were in the Aim stance and fired a gun with a Recoil of 2, you would be reduced to the Hip Stance. **If Recoil reduces you *past* the Hip stance your turn immediately ends.**
If you've purchased Strength D12s the Recoil is reduced by one for each purchased.

HIP Stance ⇨ **READY Stance** ⇨ **AIM Stance**




1-E
CAUTION

Falling Long Distances

If a Character falls a long distance to the ground, to calculate the damage they take, square the number of meters fallen, then reduce this number by the Characters Athletics Ability times 5 (rounded up). This is the amount of damage the Character receives. Damage has the Bash Damage Element and it ignores all armor.

Car Accidents

To determine how much damage a Character takes from a car accident *(both for characters in the vehicle and getting struck by one)* for every 10 Miles Per hour, add one die and increase all die types. If your Character was wearing a seat belt, reduce the calculated speed by 20mph. The Director may add or subtract to the die roll to better reflect other possible circumstances. See below for our guide.

10 MPH = 1D4 damage
20 MPH = 2D6 damage
30 MPH = 3D8 damage
40 MPH = 4D10 damage
50 MPH = 5D12 damage
60 MPH = 6D20 damage
70 MPH = 7D20 damage
80 MPH = 8D20 damage (etc)

Lack of Oxygen

If you need to determine how long your Character can hold his or her breath, take the number of D10's in Health and add them to the Characters Endurance Ability *(rounded down)* and multiply that by 20 seconds. This is how long the Character can hold their breath before having to roll Health + Endurance difficulty 14. The difficulty gets +1 every combat round. If the roll is failed, the Character passes out.

Damage

Calculating Damage

After a Character rolls To-Hit against a Target and succeeds, they get to roll their Damage. Each weapon will list their Base Damage and X Damage. X Damage is a factor that is multiplied by either the Characters Projectile Multiplier (if using a shooting weapon), or Melee Multiplier (if using a melee weapon).

When rolling Damage, we ignore exploding dice and the rule of one. Also we add all the dice together instead of taking just the top two dice. So if your Damage was 5D10, you would roll five ten-sided-dice and add them all together.

Sometimes the Base Damage or the X Damage will include something to add to it, such as 2D6+5

This simply means you roll the dice, and then add the (+) to the result. In this case we would roll 2D6, and then add +5 to the result.

Let's look at an example:

Victor has successfully hit his Target, Joe. Joe had a Defense Score of 12.1, and Victor rolled To-Hit of 14.5.

This means Victor did not get a Critical Success, but he did succeed, so he will deal normal damage.

Victor is using a powerful Handgun as his weapon.

The Handgun lists a Base Damage of 5D8

It lists the X Damage as 1D8+1

Victor has a Projectile Multiplier of x3

When you multiply the X Damage of 1D8+1 by Victors Projectile Multiplier (x3), we get 3D8+3

Now we add the 3D8+3 to the Base damage of 5D8, and we get 8D8+3 damage. We roll 8D8 and add them all together, then we add an additional +3. This will tell us how much damage Victor deals to Joe.

Grazing a Hit *(Shooting weapons only)*

Occasionally, a bullet will barely hit your target. Damage will still be done, but at a reduced amount. ***If a projectile attack succeeds by 0.3 or less, ignore all "X Damage" rules.*** Your gun will only deal its Base Damage and nothing else.

Calculating Critical Hit Damage

When you score a Critical Hit on your To-Hit roll *(score double your opponents Defense Score)* you do everything normal up to the point in which you are about to apply the damage, but then you double it.

Example:

Let's say now that Victor had rolled To-Hit against Joe and got a Critical Success (by doubling the difficulty of 12.1) This means that Victor got lucky with his dice and rolled Dexterity + Handgun and got 24.2 or higher.

Everything is done exactly the same as in the previous example, except after we rolled 8D8+3 and tallied up the result, we would double the damage before applying it to Joe. (Don't roll 16D8+6, instead roll 8D8+3 and then double whatever number you come up with.)

Applying Damage

When damage is assigned to a Character, *reduce the Characters current HP* by that amount.

If the Damage was 20 or greater, the Character may gain the Bleeding Status (see page 60)

If the attack was a Critical Hit, you may be required to apply a ***Mutilation***.

If the attack reduces the Targets HP to Zero or Less, ***Death Saves*** may be required.

Continue reading for information about Mutilations and Death Saves.

Damage Reduction

Protective equipment such as bullet proof vests and body armor will reduce incoming damage when worn. The reduction in damage is included just before the damage is applied, so if the attack landed a critical hit, the damage is doubled first, and then reduced last.

Breaking the System

Keep note that if a Critical Hit is scored, the damage dice are rolled normally, and it is only the result of those dice that is doubled. You never double the number of dice you roll. With that in mind, if somehow a player ever rolls 21 or more dice for damage, instead they roll only 20 dice for damage. Then all dice that were not rolled (the 21st die and above) are treated as if they rolled their maximum result. In other words, if a character calculated their damage to be 32D8, they would roll 20D8 and add 96 (8 times 12).

Special Note: If the player has 3D12 in Strength, the 'unrolled dice' will ***not*** *explode. (See Max Attribute Perks on page 100)*



SCP-4158 after escaping Site-64

First Aid (action)

First Aid is an Extended Action and takes 1 full Turn to complete *(i.e. 2 actions)*. Characters may use First Aid to stop Bleeding. The Character performing First Aid must be next to the Bleeding Character, and then rolls Intelligence + Anatomy/First Aid difficulty 12. The Director is encouraged to modify this difficulty on a per case basis. If the difficulty is made the Character stops bleeding and heals 1D4 HP. If the roll is not made, the difficulty is increased by 1 and additional attempts can be made once every 2 minutes. If the Character is attempting to use First Aid on themselves, the difficulty gets +3. ***There are also First Aid kits and items that can be used to restore HP. See item lists at the end of each colored section.***

Natural Healing

Each night your Character goes to sleep, they will heal a portion of HP naturally.
The PC rolls Health without any difficulty given.
If a D12 was purchased in Health, double the end result. If two D12s were purchased in Health, double it again. This is how many HP are healed after the Character has slept for no less than 8 hours.
Example: Injured Joe has 1D12, 2D10, and 4D8 purchased in Health. His Max HP is 50.
Joe sustained several injuries last night and only has 13 HP left.
Joe sleeps for 8 hours.
Joe rolls his Health with 1D12, 2D10, and 1D8.
After rerolling an exploding die, his final top two dice are 9 and 8 (17)
He has 1D12 in Health, so 17 doubled one time is 34.
Joe heals 34 HP and begins his day with (34 + 13) 47 out of 50 HP.

Death & Death Saves

When Characters have less than 1 Hit Point left, they will have a high probability of death, although it is not certain. Depending on how many negative Hit Points they have will determine how long they have to live, or if they could possibly even be saved. There are special rules for Characters at exactly zero HP, and rules for Characters that go below zero.

Less Than Zero HP

If a Character ever takes so much damage they get into negative numbers, apply the following rules:

1) Characters that have negative Hit Points are not allowed to take any Combat Actions as normal. Characters may spend 1 or 2 Exertion Points each Combat Round *(if they still have any)*. For each Exertion Point spent, they are allowed to take one Combat Action.

2) Characters that have negative Hit Points gain the *Fallen Over status* at the time the damage is inflicted.

3) Characters that have negative Hit Points cannot have HP restored through First Aid treatments.

4) At the end of each Combat Round, the Character must roll Fate + Resist Death/KO. This roll is called a **Death Save**. The difficulty for a Death Save is equal to the negative HP that Character has. For example if they have -22 HP, their Death Save difficulty would be 22.
That Character has the option of reducing this difficulty by 4 for each Reverence Point they spend. Reducing the difficulty this way must be declared before the roll is made, and it reduces the difficulty for only one roll.

If a Death Save is failed the Character dies at the end of that Combat Round. Additional Death Save rolls are forfeit.

If a Death Save is Critically failed, the Character dies immediately, and can not be saved through CPR.

If a Death Save succeeds, the Character takes one damage but survives another Combat Round. That Character would then repeat this process with +1 to the difficulty because they took that extra point of damage.

If a Death Save Critically Succeeds, the Character "Heals" to **Exactly Zero Hit Points**.

Exactly Zero HP

If a Character is ever at exactly zero Hit Points, apply the following rules:

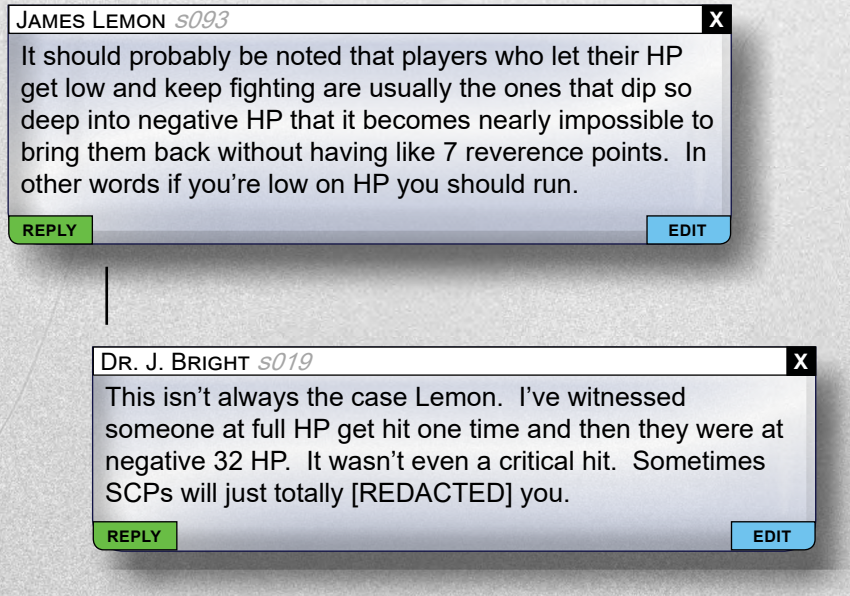
1) You are only allowed to take one Combat Action per Turn. Characters may spend an Exertion Point (if they still have any) to take their second action as normal each Turn.

2) Characters at zero Hit Points remain in the Fallen Over status and cannot stand up using a Move Action.

3) See the "Natural Healing" rule. Characters at zero Hit Points will become very tired and want to sleep to restore HP and Exertion. No rolls are required to stay awake, however.

4) Characters at zero Hit Points do not need to roll Death Saves.

5) Characters at zero Hit Points are able to have their HP restored using First Aid as normal.



CPR

After a Character dies from failing a Death Save (but it's not a Critical Fail), another Character may attempt to perform CPR as long as they have First Aid/Anatomy at level 2.0 or higher. The Character performing CPR must roll Intelligence + First Aid/Anatomy, with a difficulty equal to the number of negative HP that the dead Character has. So if a Character had -23 Hit Points, the CPR difficulty would be 23. CPR is an Extended Action and takes 3 Combat Rounds. If the CPR roll Succeeds, the dead Character restores 1D4 HP (or 1D10 if the Character performing CPR is using a Defibrillator)- *Double the number rolled if CPR scores a Critical Success.* After the HP is restored, additional Death Saves may be performed by the dead Character as if they hadn't failed previously, however they also maintain the Unconscious Status Effect unless they get a Critical Success on a Death Save. Characters performing CPR may contribute Reverence Points to lower the difficulty of their Targets Death Saves, but each Reverence Point only reduces the difficulty by 3 instead of 4.

Coup de Grace

If a Character is at the point in which death is obviously imminent, any other Character with a weapon may perform a Coup de Grace. This means that without any further dice rolls, the Character is murdered. This is done to save time from pointlessly rolling dice when the outcome is glaringly obvious. Coup de Grace may be used freely on any sleeping/unconscious Characters, Characters at zero HP or less, and similar situations *(Directors discretion.)*

Damage Elements & Mutilations

Whenever a Character is about to receive damage dealt from a Critical Hit attack, the person controlling that Character may choose to roll for a random Mutilation. Doing so *will often* prevent the Critical Hit from dealing double damage, however there's also a chance that the Mutilation will simply outright *kill* the Character. Additionally, **if a Character *would go into negative HP* from a Critical Attacks damage but *would not* from a *non-critical* attacks damage, that Character is *forced* to receive a Mutilation**. For example; *If you had **10 HP** remaining, and your opponent gets a **Critical Hit** against you, then **rolls 8 damage**- that damage would be **doubled** to deal **16**, killing you. (But if it was not doubled you would still have 2 HP remaining) In this case you are forced to receive a Mutilation.*

*Some weapons are special in that they do not deal double damage from a Critical Hit. (See Weapon Keywords on page 71). Characters hit with these types of weapons **will always have the option to take a Mutilation for the attack**, however if the Mutilation says "Damage from the attack is still dealt to your Character but it is not doubled"* Simply ignore that portion of the rules since the damage for these weapons was not doubled.

I'm Mutilated, now what?

The first thing the Director determines is what ***type** of damage* the Character is taking the critical hit from. Weapons list their *Damage Element* along with their other statistics. If the damage is coming from a source that doesn't have an associated Damage Element *(such as an environmental hazard or makeshift weapon)* the Director will determine an appropriate Damage Element for that attack. There are 10 different types of Damage Elements:

Bash
The Bash Damage Element represents attacks done with blunt, non cutting weapons and sources. Examples include fists, baseball bats, clubs, or even getting struck by a moving vehicle.

Slash
The Slash Damage Element represents cutting weapons designed to cause flesh wounds.
Examples include claws, swords, axes, knives, and even chainsaws.

Impale
The Impale Damage Element represents attacks that pierce or stab through the body.
Examples include nearly all forms of Firearms/Bullets, Spears, Pickaxes, Rapiers etc. Even explosive tip rounds use the Impale Damage Element, so don't get confused when you see there is a separate Damage Element just for Explosions.

Fire
The Fire Damage Element is used whenever Fire or extremely hot temperatures are used to cause damage.
Examples include incendiary grenades, flamethrowers, and liquid hot magma.

Ice
The Ice Damage Element is used whenever Ice or extremely cold temperatures are used to cause damage.
Examples include an icicle, liquid nitrogen, or drowning in a frozen lake.

Electricity
The Electricity Damage Element is used when an electric current or shock is causing damage. Examples include a bolt of lighting, an electric generator, or downed power lines.

Sonic
The Sonic Damage Element is used when loud audio or a sonic blast causes damage.
Examples include flashbang grenades, a sonic boom, or even a shockwave from an atomic bomb.

Energy
The Energy Damage Element is used for generic energy blasts cause damage. You should use the Energy Damage Element when no other category quite fits. Examples include radiation damage, futuristic laser gun, a magic spell that causes non-elemental damage, or something unknown caused by an SCP.

Explosion
The Explosion Damage Element is used for large scale explosions.
Examples include a hand grenade, an exploding gas station, or a pipe bomb.

Acid
The Acid Damage Element is used whenever damage is caused by hazardous liquids. Examples include sulfuric acid, a can of mace, or even bleach.

Rolling (or drawing) for a Mutilation

Now that you've determined your Damage Element for the Mutilation, you can roll a 6 sided die and consult the chart below. This will determine what Mutilation you get. Some require an additional D6 roll for more detail. Some Mutilations can give you a **Status Effect**, which, for all intents and purposes are indistinguishable from regular Mutilations, except that you can sometimes obtain a Status Effect through other means. See the Mutilation and Status Effect Descriptions on the following pages for their rules. Note that if the Mutilation says your Character dies instantly, you do not get a Death Save roll *(explained earlier on page 54)*.

SCP Mutilation Cards

If you own the SCP Mutilation Cards, look at the back of each of the cards. You will see most cards list the various Damage Elements. Find and pull out all **SIX** cards that list the appropriate Damage Element ***(there will always be six)*** and then shuffle the cards. Have the person who's Character is getting Mutilated choose one at random by putting all the cards in a hat and drawing one at random, or the Director can shuffle the cards and the Player can close their eyes and choose one at random. After the card is chosen, all the rules for that Mutilation are on the front of the cards. Then follow those rules. If the rule states you get a *Status Effect*, simply give that card to the Player as well.

Die Roll	Bash	Slash	Impale	Fire	Ice
1	Broken Bone	Bleeding Out	Bleeding Out	Disfigured	Scar
2	Knocked Back	Bleeding Out	Broken Bone	Disfigured	Broken Bone
3	Knocked Out	Lost Eye	Organ Damage	Lose Sensation	Limbloss
4	Stunned	Organ Damage	Organ Damage	Lost Eye	Stunned
5	Winded	Limbloss	Lethal Blow	Scar	Organ Damage
6	Winded	Scar	Lost Eye	Scar	Lose Sensation

Die Roll	Electricity	Sonic	Energy	Explosion	Acid
1	Disfigured	Hearing Loss	Knocked Back	Limbloss	Disfigured
2	Winded	Hearing Loss	Disfigured	Limbloss	Disfigured
3	Knocked Out	Knocked Back	Scar	Lethal Blow	Limbloss
4	Stunned	Knocked Back	Scar	Hearing Loss	Limbloss
5	Lethal Blow	Knocked Out	Winded	Knocked Back	Lose Sensation
6	Lose Sensation	Knocked Out	Stunned	Knocked Out	Lost Eye

(Internal Organ Damage is shortened to as just "Organ Damage" for the above chart.)

The following page will list each Mutilation and the rules to follow for them.

List of Mutilation Effects

Below is the list of all Mutilation Effects. Each Mutilation will tell you how you apply the Critical Hit Damage. Some of these effects will cause a Status Effect *(see page 60)*.

Bleeding Out

Damage from the attack is still dealt to your Character but it is not doubled. The damage causes a constant loss of blood that is difficult to stop. *Your Character gains the **Bleeding Out Status Effect***. (see page 60)

Broken Bone

Damage from the attack is still dealt to your Character but it is not doubled. Roll 1D6 and consult the list below. Characters that have broken bones remain with the disadvantage until they are hospitalized. Roll 2D6 and *subtract 1 for each D10 purchased in Health* to determine the number of days required to heal and eliminate the disadvantage.

1-2 ARM: Character cannot use any Two-handed items or weapons. When you roll Dexterity, your dice no longer 'explode.'

3-4 LEG: Characters Move Speed is halved *(rounded down)*. Apply a -6.0 Modifier to both Athletics and Jump Abilities until bone is healed.

5 RIB: Character is limited to a maximum of one Action per Combat Round, and cannot perform the Melee Attack Action.

6 NECK: Character dies instantly.

Disfigured

Damage from the attack is still dealt to your Character but it is not doubled. Your Character now has a permanent disfigurement on their face or upper area of the body. Change your Characters Appearance to Creepy (if not already) and apply the necessary adjustments. Your Charisma dice no longer explode. The Director decides the specifics for the disfigurement. This effect is permanent.

Hearing Loss

Roll 1D6 and consult the list below.

1-3 RINGING EARS: No damage is applied to your Character from the attack. For the next 6 Combat Rounds, your Character is unable to hear anything. Then you get -4 to all hearing related Perception rolls for the next in-game hour.

4-5 LONG TERM HEARING LOSS: Damage from the attack is applied to your Character but not doubled. Your Character has gone completely Deaf for 1D6 days.

6 DEAF: No damage is applied from the attack, however your Character permanently loses their ability to hear.

Internal Organ Damage

Damage from the attack is still dealt to your Character but it is not doubled. From now on each time you take any Combat Action, you also take 1D6 damage. Character Move Speed and Melee Multiplier are both reduced to 1. Character has 24 hours to receive hospital treatment to heal this injury, or else they die. Roll 2D6 and *subtract 1 for each D10 you have in Health*. This is the number of days required to remain in the hospital to heal the organ.

Knocked Back

Damage from the attack is still dealt to your Character but it is not doubled. Your Character is pushed backward from the momentum of the hit. They are pushed one meter backward for every 5 damage inflicted, *rounded up*. *The Director will then decide on additional damage depending on the situation and what your Character was knocked back into.* Character gains the ***Fallen Over** Status Effect*.

Knocked Out
No damage is applied to your Character from the attack. The hit causes your Character to pass out. Your Character gains the ***Unconscious*** *Status Effect*.

Lethal Blow
Damage from the attack is still dealt to your Character but it is not doubled. The damage caused is fatal. It could be your heart, lungs, brain, etc. Director decides the specifics. You are now limited to one Action per Combat Round. *You lose 10 HP at the end of each Combat Round until you are dead.* **Nothing** can prevent, reduce, or stop this continuous damage.

Limbloss
Damage from the attack is applied to your Character but is ***halved*** instead of doubled *(rounded down)*. Instead of applying this damage to your Current HP, you instead **reduce your Max HP by this amount**. Then roll 1D6 and consult the list below.

1-2 ARM: Character can no longer use any Two-handed items or weapons. When you roll Dexterity your dice no longer 'explode.' This effect is permanent.
Character gains the ***Bleeding Out*** *Status Effect*.

3-4 LEG: Characters Move Speed is halved *(rounded down)*. Apply a -6.0 Modifier to both Athletics and Jump Abilities. This effect is permanent.
Character gains the ***Bleeding Out*** *Status Effect*.

5-6 HEAD: Your Character dies instantly as their head rolls to the ground.

Lost Eye
No damage is applied to your Character from the attack. Your Character loses an eye. Reduce your Appearance by one level and make the necessary adjustments. You are limited to rolling only one TYPE of die when rolling Perception *(i.e. number of sides on dice)*.
This effect is permanent.

Lose Sensation
Damage from the attack is applied to your Character but not doubled. Your Character suffers from nerve damage and a portion of their body goes completely numb. Roll 1D6 and consult the list below. Whatever effect you roll is permanent.

1-2 ARM: One of the Characters arms goes numb. You lose 2 Max HP.

3-4 LEG: One of the Characters legs go numb. Apply -1 to Move Speed.

5 FACE: Your Characters facial expressions are now stiff. People you talk to will always recall the event. Charisma dice no longer explode.

6 GROIN: Your Character can no longer perform/ have children.

Scar
No damage is applied to your Character from the attack. Your Character now has a permanent scar on their face or exposed area of the body. Lower your appearance by one level, and apply all appropriate adjustments. (See page 32)
This effect is permanent.

Stunned
Damage from the attack is still dealt to your Character but it is not doubled. Your Character is stunned. For 5 *(Minus the number of D12's purchased in Strength)* Combat Rounds, you are unable to take Combat Actions.

Winded
No damage is applied to your Character from the attack. Your Character has the wind knocked out of them. For 3 *(Minus the number of D12's purchased in Health)* Combat Rounds, you are limited to only one Combat Action per Turn, and you cannot perform Melee attacks.

Status Effects

The primary difference between Status Effects and Mutilations, is that **Status Effects are continuous rules and/or limitations that are applied to a Character until a specific condition is fulfilled.** Sometimes a Mutilation or situation will cause a *Status Effect*. These are temporary rules that are applied to your Character.

On Fire Status

If a Character ever takes any damage from a source that has the Fire Damage Element, that Character will obtain the *On Fire* Status Effect. All weapons that use the Fire Damage Element will list a "***Fire Intensity***" level. At the end of each Combat Round *you take 1D10 damage for each level of Fire Intensity that you have*.

Then reduce your Fire Intensity by 1 if it is at 2 or less, or increase your Intensity by +1 if it is at 3 or higher. Fire Intensity can never go above level 5. To put out the flames, you can use the *Defense Action* to drop yourself prone, then while in the *Fallen Over Status*, "Stop, Drop, and Roll" to reduce the *Fire Intensity*.

Fallen Over Status

Your Character is laying on the ground.
Your ***Reaction Defense*** is halved *(rounded down)*
(You can still use the ***Defense*** action to it's full effect - your ***Dodge Score*** is not affected by this status).
Opponents Targeting your Character with Projectiles in the Hip Stance get -4 to their To-Hit rolls.
Opponents Targeting your Character with Projectiles in the Ready Stance get -2 to their To-Hit rolls.

If you use the Move Action while you are Fallen Over you instead have two new options:

Option 1) "**Stop, Drop, and Roll**"
Roll your body 1 meter in any direction. If you perform this option, reduce your *Fire Intensity* by 3.

Option 2) "**Stand Up**"
If you use a Move Action to stand up, you move zero meters, but eliminate your "*Fallen Over*" status.

Bleeding Status

After Combat Time has ended, any Character that received 20 damage or more from an *Impale, Slashing, Energy, Explosion,* or *Acid* Damage Element gains the Bleeding Status. Your Character loses 1HP every minute until the bleeding has been stopped using First Aid (see page 54).

Bleeding Out Status

After Combat Time has ended, your Character loses 1HP every minute until the bleeding has been stopped using First Aid. You also take 1D6 damage each time you perform a Move Action. This bloodloss can only be stopped if the First Aid treatment performed gets a *Critical Success*, or the Character is taken to a hospital.

Unconscious Status

Upon obtaining the Unconscious Status, your Character also obtains the Fallen Over Status. While unconscious, you cannot take any Combat Actions until you wake up. In order to wake up you must wait a minimum of 2 Combat Rounds *(4 seconds)*. After this time has passed, roll Health + Resist Death/KO difficulty 30. This difficulty goes down by 1 every 2 seconds *(each combat round.)* If you roll a Critical Fail, you must wait an additional Combat Round *(2 more seconds)* before the difficulty is lowered. When the difficulty is made, your Character wakes up, but without any sense of how much time has passed. The Director may increase the required time that needs to pass, depending on the circumstances. *(i.e. a strong tranquilizer dart could knock your Character out for a full hour before you are able to wake up.)*

Poisoned Status

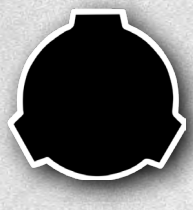
If your Character is ever Poisoned, every 10 seconds *(or 5 Combat Rounds)* roll Health + Resist Distress difficulty 17.
If you Critically Succeed, you lose the Poisoned Status.
If you Succeed, the next time you roll reduce the difficulty by -1.
If you Fail, you lose 1 Exertion Point. If you do not have any Exertion Points available, you instead lose 1D10* HP.
If you Critically Fail, you lose all your current Exertion Points and take 1D20 damage, then from now on you take 1D20* damage when you Fail *(instead of just 1D10)*.

If the Character makes it to a hospital, Poisoned Status is eliminated.

Security Level 00 Weapons & Gear

All personnel that have obtained Level 00 Security Clearance are granted access to the following weapons and gear. Any individuals that are of Security clearance level -- or lower do not have permission or authority to utilize any of the items listed below. Unauthorized use of restricted items is prohibited and can lead to disciplinary action up to and including demotion, Personnel Class modifications, and [EXPUNGED] for a period of no shorter than 90 days.

N/A



Description of Item, and/or special rules.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
[None]	-	-	-	-	-	-	-	-	-		$0

DR. GEARS *[DATA EXPUNGED]*

Before each Security Clearance Checkpoint in this book, the list of all weapons and items available to your Security Level will be listed. This page doesn't really need to exist, seeing as even prisoners and civilians have Security Clearance 00.

REPLY EDIT

DR. J. BRIGHT *s063*

I said this exact same thing in edition 2.1, yet here we are five revisions later, and this pointless page is still being used.

REPLY EDIT

DR. GEARS *[DATA EXPUNGED]*

I just put in a request to have this page expunged myself. Hopefuly that will resove the issue.

REPLY EDIT

DR. J. BRIGHT *s063*

I tried to put in the request, but it said ACCESS DENIED.

REPLY EDIT

DR. GEARS *[DATA EXPUNGED]*

That's because you're no longer allowed to put in requests.

REPLY EDIT

DR. J. BRIGHT *s063*

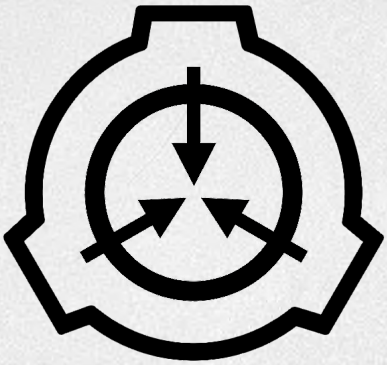
[comment deleted]

REPLY EDIT


SCP
FOUNDATION
SECURE. CONTAIN. PROTECT.
REC
BRING SCP

CLASSIFIED

Security Level: 01



WARNING

SECURITY LEVEL: 01

REQUIRED BEYOND THIS POINT

UNAUTHORIZED DISCLOSURE SUBJECT TO CLASS D INCARCERATION

FOUNDATION SECTION A

Your best resource for obtaining information on the fundamentals of the SCP Foundation is the official wiki page found at http://www.scpwiki.com/ This chapter will attempt to explain some of the fundamentals of the Foundation, if that's even possible. When portions of the website are cited, a link will be provided. Modifications of text for RPG clarifications will be displayed in blue.

Personnel Classifications (as cited from scp-wiki)

Classifications are assigned to personnel based on their proximity to potentially dangerous anomalous objects, entities, or phenomena.

Class A

Class A personnel are those deemed essential to Foundation strategic operations, and are not allowed direct access to anomalies under any circumstances. When circumstances require Class A personnel to be in direct proximity to such anomalies (such as in the case of facilities housing containment units), Class A personnel are not allowed access to the areas of the facility containing such anomalies and are to be kept in secured areas at all times. In the case of an emergency, Class A personnel are to be immediately evacuated to a designated and secure off-site location. O5 Council members are always Class A personnel.

Class B

Class B personnel are those deemed essential to local Foundation operations, and may only be granted access to objects, entities, and anomalies that have passed quarantine and have been cleared of any potential mind-affecting effects or memetic agents. In the event of a containment breach or hostile action against a Foundation facility, Class B personnel are to be evacuated to a designated, secure off-site location as soon as possible.

Class C

Class C personnel are personnel with direct access to most anomalies not deemed strictly hostile or dangerous. Class C personnel that have had direct contact with potentially mind-affecting or memetic properties may be subject to mandatory quarantine and psychiatric evaluation as deemed necessary by security personnel. In the event of a containment breach or hostile action against a Foundation facility, non-combatant Class C personnel are to either report to secure lock-down areas or evacuated at the discretion of on-site security personnel in the case of a site-wide breach or other catastrophic event.
In most games, all of the PC's will remain as Class C Personnel for the entirety of the campaign.

Class D

Class D personnel are expendable personnel used to handle extremely hazardous anomalies and are not allowed to come into contact with Class A or Class B personnel. Class D personnel are typically drawn worldwide from the ranks of prison inmates convicted of violent crimes, especially those on death row. In times of duress, Protocol 12 may be enacted, which allows recruitment from other sources — such as political prisoners, refugee populations, and other civilian sources — that can be transferred into Foundation custody under plausibly deniable circumstances. Class D personnel are to be given regular mandatory psychiatric evaluations and are to be administered an amnestic of at least Class B strength or terminated at the end of the month at the discretion of on-site security or medical staff. In the event of a catastrophic site event, Class D personnel are to be terminated immediately except as deemed necessary by on-site security personnel.
Harsh Directors may start the PC's off as Class D personnel.
D-Class personnel are locked in at Security Level 00 and are not awarded Credits or Merit Points.

Class E

Class E is a provisional classification applied to field agents and containment personnel that have been exposed to potentially dangerous effects during the course of securing and establishing initial containment over a newly-designated anomalous object, entity, or phenomenon. Class E personnel are to be quarantined as soon as possible, monitored, and screened for potentially harmful changes in behavior, personality, or physiology, and may only return to duty after being fully debriefed and cleared by psychiatric and medical staff.

Security Clearance Levels (as cited from scp-wiki)

Foundation security clearances granted to personnel represent the highest level or type of information to which they can be granted access. However, having any given clearance level does not automatically grant access to all information at that level: personnel are only granted access to information on a "need-to-know" basis and at the discretion of the designated disclosure officer overseeing their respective departments.

Level 0 (For Official Use Only)

Level 0 security clearances are given to non-essential personnel with no need to access information regarding anomalous objects or entities in Foundation containment. Level 0 access is typically held by personnel in non-secured clerical, logistics, or janitorial positions at facilities with no access to operational data.
Harsh Directors may start the PC's off with Level 0 Clearance.

Level 1 (Confidential)

Level 1 security clearances are given to personnel working in proximity to but with no direct, indirect, or informational access to anomalous objects or entities in containment. Level 1 security clearances are typically granted to personnel working in clerical, logistics, or janitorial positions at facilities with containment capability or otherwise must handle sensitive information.

Level 2 (Restricted)

Level 2 security clearances are given to security and research personnel that require direct access to information regarding anomalous objects and entities in containment. Most research staff, field agents, and containment specialists hold a Level 2 security clearance.
In most games PC's should begin with Level 2 Security so they can obtain rudimentary protection and have the option to form a Mobile Task Force.

DR. CLEF *[DATA EXPUNGED]*

This section should be moved to SL05. Also, we here at the Foundation see Security Clearance Levels as more what you'd call "guidelines" than actual rules.

REPLY EDIT

Level 3 (Secret)

Level 3 security clearances are given to senior security and research personnel that require in-depth data regarding the source, recovery circumstances, and long-term planning for anomalous objects and entities in containment. Most senior research staff, project managers, security officers, response team members, and Mobile Task Force operatives hold a Level 3 security clearance.

Level 4 (Top Secret)

Level 4 security clearances are given to senior administration that require access to site-wide and/or regional intelligence as well as long-term strategic data regarding Foundation operations and research projects. Level 4 security clearances are typically only held by Site Directors, Security Directors, or Mobile Task Force Commanders.

Level 5 (Thaumiel)

Level 5 security clearances are given to the highest-ranking administrative personnel within the Foundation and grant effectively unlimited access to all strategic and otherwise sensitive data. Level 5 security clearances are typically only granted to O5 Council members and selected staff.



Foundation Staff

In the Foundation, there exist two types of staff: those who know of the true cause, and those who do not.

Those few who work towards the containment of anomalous entities are the elite. Exceptional peoples who display an ability to disregard all they knew about life to approach the goals of the Foundation and stave off the dangers threatening humanity. Some are directly recruited for their notable talents or service record in any number of fields which might display an aptitude to protect humanity. The rest however, come from humbler origins.

A vast majority of Foundation staff are civilians. Personnel not privy to the true nature of the Foundation (employed by shell corporations to earn capital for the Foundation) spread its influence through the corporate sphere and allow operations throughout the world to appear as unrelated incidents. While less specialized than those recruited from military or government service positions, the civilian Foundation staff serve as the backbone of the organization, reminding those who work in the shadows who it is they fight for.

CHAPTER 06: WEAPONS & ITEMS

Weapons

Throughout this book you will find sections labeled *Security Level "#" Accessible Weapons,* which will provide a list of weapons for purchase. You can only purchase the weapons in which you have the Security Level to access. Each weapon will list a price. If the Director did not give you some starting funds, you will obtain more money as you progress through the campaign. Please note that the Foundation forbids weapon purchases done outside of their facilities, so the weapon lists you have access to are the only weapons available for purchase.

Weapons are broken down into 13 statistics, each of which will be defined below the M1911 example shown below. Sometimes weapons will list special *keywords*. Keywords are special rules that are used when firing the gun and are explained further on the following pages.

M1911



NOTE: Security Level 02 required for M1911 purchase.

		To-Hit Modifiers									
Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	1	-	-1	+1	+2	7	2D8	1D10+3	Impale	5	$250

Weapon Name: The name of the weapon.
Skill: This tells which Skill is added to your Dexterity when rolling To-Hit against your Target.
Recoil: Reduces the Characters *Stance* by *this many* levels after firing the gun. Recoil gets -1 for each D12 purchased in Strength. If you reduce Stance levels and go past the "Hip" stance, your turn ends immediately due to the powerful recoil. *Note: recoil cannot be reduced below zero.*
Melee (To-Hit Modifier)**:** This number is applied as a Modifier when rolling To-Hit.
Hip (To-Hit Modifier)**:** This number is applied as a Modifier when rolling To-Hit if your Character is firing from the *Hip Stance*.
Ready (To-Hit Modifier)**:** This number is applied as a Modifier when rolling To-Hit if your Character is firing from the *Ready Stance*.
Aim (To-Hit Modifier)**:** This number is applied as a Modifier when rolling To-Hit if your Character is firing from the *Aim Stance*. *Aiming also doubles the weapons range.*
Clip Size: How many rounds the firearm holds per clip. After the gun has been fired this many times, a *Use Item/Reload* action must be taken to reload the gun.
Base Damage: The base, or minimum damage the weapon will deal. (See page 52)
X Damage: The X Damage for the weapon. This damage is multiplied by your Characters Melee or Projectile Multiplier. (See page 52)
Element: Explains what way the weapon deals damage. Damage Elements are used when determining Mutilations (see page 56).
Range: How far the gun can be fired before penalties are applied to the roll (see next page).
If range is listed with an asterisk, it means the range listed is the maximum distance the weapon can reach.
Special: Summarize any special rules or page number references on your character sheet in the 'special' box.
Price: How much the weapon costs in order to purchase. Characters must pay for weapons with their Credits, and typically are not given things for free by the Foundation.

Weapon Range

Guns can shoot any target within line of sight, however each time you exceed a *factor* of the guns Range, you apply the following modifiers:

Target gets +2 to Defense Score. *Shooter gets -1 to Projectile Multiplier.*

If your Projectile Multiplier is ever reduced to 0 or less, simply do not include any X Damage.

Aiming your gun will double its Range.

Most weapons have the following Ranges based on their weapon type (skill used):

(Melee weapons have a range of 1 meter.)*
*Handguns: **5 Meters***
*Submachine Guns: **10 Meters***
*Assault Rifles & Heavy Artillery: **15 Meters***
*Hunting/Sniper Rifles: **25 Meters***
Shotguns: (see Keyword rules)

Example #1:
Otto is firing a Handgun (Range 5 Meters) at Mark, who is 16 meters away.
Otto is in the Ready Stance.
(5 factors into 16 three times)
Mark gets to add +6 to his Defense Score
Otto has a Projectile Multiplier of x2, but because his target exceeds his range by three factors, his Projectile Multiplier is reduced by 3; which nullifies all X Damage. This means that he will only deal the base damage of his weapon.

Example #2:
George is firing an Assault Rifle (Range 15 Meters) at Frank, who is 31 Meters away.
George is in the Aim Stance, which doubles his range (to 30 meters.)
(30 factors into 31 one time)
Frank gets to add +2 to his Defense Score.
George has a Projectile Multiplier of x2, but because his target exceeds his range of 30 meters once, this is reduced by 1, making Georges' Projectile Multiplier x1 when calculating damage.

Example #3:
Kevin is firing a Handgun (Range 5 Meters) at Corey, who is 4 Meters away.
5 does not factor into 4, and therefore no Range modifiers are applied.

Example #4:
*Peter is firing a Flamethrower (Range is **6*** Meters) Because the Range shows an **asterisk**, it means the weapon can only reach 6 meters away maximum. Enemies 7 meters away or further will not be hit with the flamethrower.*

Weapon Keywords

If the weapon you purchased shows a keyword listed with it, use the rules associated with that keyword as explained below. If a weapon lists two or more ***firing-mode*** keywords, it means the weapon is capable of changing how many rounds it fires when you pull the trigger. Toggling between multiple firing modes is a free action, but you must declare to the GM if you change modes before you roll dice to fire the gun. Please keep the Director informed on what mode your gun is firing in, as each mode has completely different rules for damage resolution.

Shotgun

Ignore standard Weapon Range rules. Shotguns fire shots that spread out the further they go. Although this makes it easier to hit further away Targets, it will also reduce the damage slightly. For each meter your Target is away from you, increase your To-Hit Modifier by +1, but also remove one die from your damage dice pool.

Sniper Rifle

Sniper Rifles cannot "Aim" at Targets 10 meters or closer and must use the Hip or Ready Stance to target someone that close.
Sniper Rifles can not be held in the "Aim" firing Stance unless you are lying prone on the ground *(a.k.a. Have the "Fallen Over" status effect active. See page 60)* **or** you mount your weapon against a steady surface. Mounting a gun requires a relatively flat surface *(such as the bottom of a window sill)* and one Use Item/Reload action. Un-mounting is a free action. **When firing a Sniper Rifle in the Aim stance, do not reduce your Projectile Multiplier due to Weapon Range. (See opposite page)**

Shooting Multiple Targets with Shotguns

If a shotgun is used to shoot several targets at once, the Targets must be at least 2 meters away from the shooter, and all Targets must be within 3 meters of each other. The shooter then rolls To-Hit once for all Targets. Calculate To-Hit as normal as per Shotgun rules. Then for each additional Target the shooter included in the attack (weather hit or not), remove one die from the damage dice pool.

Dual Wielding

Characters that are holding two one-handed weapons in each hand have the option of firing both guns at the same time if they have at least four dice in Dexterity. Create two dice pools of 2 dice each using the Dexterity dice purchased. Use the two dice pools to attempt two separate attacks with each weapon. Both guns may then be fired at the same time using just one Ready/Aim/Fire action.
Using the Ready/Aim/Fire action will allow you to increase your Stance for one gun each time you use it, however you are unable to have both guns in the Aim Stance.

Example: Henry has two guns equipped and both are in the Hip Stance. Henry spends two Ready/Aim/Fire actions to put both guns into the Ready Stance. Next round he uses the Ready/Aim/Fire action to put one gun in the Aim Stance. He cannot put the second gun in the Aim Stance. He then spends is second Action to fire both guns simultaneously.

Shooting Multiple Targets with Full Auto

Characters have the option to fire upon several Targets at once when firing a gun with the ***Full-Auto*** Keyword. When shooting several Targets, all Targets must be within a 6 meter area, and the shooter ***MUST*** fire in the Hip Stance *(if shooter is currently in a different stance, simply revert that character to the Hip Stance)*.
The To-Hit roll is performed as normal, and then check this one roll against all Targets Defense Scores. *For each Target hit, count how much over you make the To-Hit roll by and **divide by three**, then before calculating your damage, increase your Projectile Multiplier by that much (rounded down). This calculation is performed for each Target individually.*

Example: George fires an M4A1 into a crowd of zombies.
*George has a **Projectile Multiplier of x3**. He targets 5 zombies and scores 17.5 To-Hit. Two Zombies Defense Scores are 10, and three Zombie Defense Scores are 13.*
*Each zombie with a Defense Score of 10 would take the Base Damage of the M4A1 plus the X Damage listed **x5** since the To-Hit roll was made by 7.5 (7.5 divided by 3 rounded down is 2)*

*The three Zombies with Defense Score of 13 would take the Base Damage of the M4A1 plus the X Damage listed **x4** since the To-Hit roll was made by 4.5 (4.5 divided by 3 rounded down is 1)*

Single Shot (firing mode)

All guns are assumed to be "Single Shot" even if the gun doesn't specifically list this keyword. The only reason a gun would list Single Shot as a keyword would be if the gun could toggle between the standard Single Shot rules and something else, such as Automatic. "Single Shot" just means to use the standard shooting rules (page 50) with no alterations.

3-Round Burst (firing mode)

When firing a 3-Round Burst firearm, **Do not double damage for Critical Hits**. *Characters hit from this attack may choose to receive a Mutilation even if the attack is not a Critical Hit.*
Roll To-Hit as normal. If you succeed by 3 points or more, then increase your **Projectile Multiplier** by **+3** when calculating damage.
*Always reduce your clip by **3 bullets** when firing in 3-Round Burst mode.*

Full Auto (firing mode)

When firing a fully automatic firearm, **Do not double damage for Critical Hits**. *Characters hit from this attack may choose to receive a Mutilation even if the attack is not a Critical Hit.*
Count *how much over* you make the To-Hit roll by and ***divide by two***, then before calculating your damage, increase your **Projectile Multiplier** by *that much (rounded down)*.
*Always reduce your clip by **10 bullets** when firing in Full Auto mode.*



Thrown Explosive

If a weapon lists "Thrown Explosive" it means the object is thrown at your Target. See Throwing Objects on page 48 to determine where the object lands -then **at the beginning of *your* next *Turn***, the explosive will deal it's damage to all Characters nearby. ***Reduce the damage of the explosive by one die for each meter away from the center of the explosion*** *(ground zero). (i.e. if the explosive blows up while it's 5 meters away from a Character, you will reduce the number of dice you roll for damage by five.) See the graphic below for a visualization.*

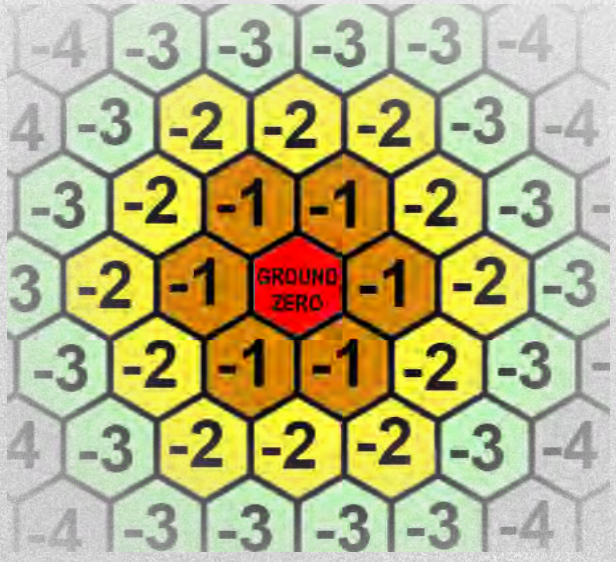
Note: Some Thrown Explosives may list "Explodes upon impact". This means you do NOT wait until the beginning of your next turn; You deal the damage immediately after determining where the explosive lands.

Blast

Do not double damage for Critical Hits. *Characters hit from this attack may choose to receive a Mutilation even if the attack is not a Critical Hit.* Damage is dealt to anyone nearby the unit in which the blast occurs. Blast weapons will list both ***damage dice*** and a ***multiplier***. This damage will be reduced by one damage dice **as well as one *multiplication factor*** for every meter away from the blast unit. Damage is dealt to anyone nearby and damage is rolled individually for all those affected. For example if you were 3 meters away from a blast that dealt 6D12 ***x5***, you would take 3D12 ***x2*** damage.

*(If damage would be reduced to 1D12 **x0** damage, then no damage is applied to the Character)*

See the graphic below for demonstration. Ground Zero units would deal the damage exactly as listed. Modifiers on each unit represent reduction in both damage dice and multiplier.

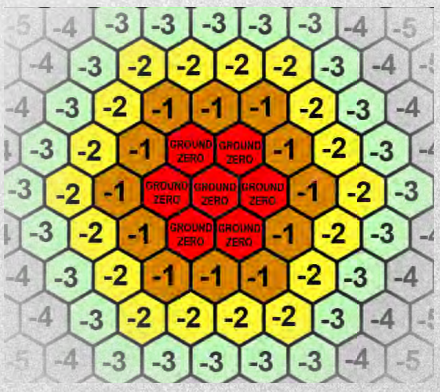


Multiple Explosives

Characters that are on the same unit as an explosion are considered to be on the "Ground Zero" unit and will take damage exactly as it is listed with the weapon. If multiple explosives are detonated on the same unit *(or nearby units, Directors discretion)* the damage is increased by one die (and one multiplication factor if Keyword Blast is used). The "Ground Zero" will also be extended one unit for each additional explosive.

Example: *Two Grenades are detonated on the same unit. Grenades deal 6D12 damage, so the damage is increased to 7D12. The "Ground Zero" is then extended by one unit in each direction. Damage is then reduced as normal past the Ground Zero units.*





Items

The following is a list of items and goods that are available to the general public. Employees of any Security Level are able to purchase these items. If the Director has all PC's start off at Security Level 0, they go into a general store to make a purchase, the Director can use this list to offer an accurate/consistent price. **During character creation, players may purchase these items at the Discount rate**. After the game begins, Directors may choose what price is appropriate depending on the type of store the characters go to, or what type of item they are trying to purchase.

Prices are listed under Discount and Premium. This will be a range for each items price. Directors determine the final cost for all items upon the time of purchase.

Item	Discount	Premium
Automotive		
Car (new/used)	$300	$500,000
Car Battery	$45	$100
Gas Can (5 gallons)	$5	$15
Motorcycle (new/used)	$800	$15,000
Road Map	$2	$2
Clothing and Accessories		
Balaclava	$7	$30
Blanket	$0	$50
Boots	$20	$250
Briefcase	$15	$120
Cane	$5	$35
Gloves	$3	$70
Jewelry	$8	$8,000
Mirror	$5	$50
New set of clothes	$40	$400
Nice Suit	$80	$1,200
Pillow	$4	$13
Purse	$5	$300
Towel	$1	$15
Wallet	$3	$50
Wig	$5	$30
Wristwatch	$5	$3,300

Item	Discount	Premium
Electronics		
AM/FM Radio	$5	$15
Burner Phone	$10	$10
Calculator	$1	$20
Camera	$15	$300
Computer Printer	$20	$90
Desktop Computer	$80	$3,000
EMF Scanner	$8	$30
Game Console	$20	$500
Geiger Counter	$30	$400
Laptop	$30	$4,500
Laser Light Pen	$3	$25
Multifrequency Radio	$18	$60
Police Scanner	$40	$150
Portable Blacklight	$5	$50
Radio Headset (ear) §	$20	$20
Remote-Controlled Car	$30	$60
Remote-Controlled Drone w/Camera	$70	$1,000
Security Camera	$40	$500
Snake Camera	$20	$350
Television	$30	$3,500
Thumbdrive (5G)	$20	$30
Video Camera w/Night Vision	$100	$180

§ The Radio Headset (ear) item for $20 is very much suggested for purchase. This will allow you to maintain contact with other characters while separated. Radio Headsets have an approximate range of 8 miles, although while in Foundation Sites their reliability may become erratic.

Item	Discount	Premium
Entertainment		
Chalk	$1	$6
Childs Toy	$1	$50
Deck of Playing Cards	$3	$3
Dice (set of 7)	$2	$20
Face Paint	$1	$7
Fireworks	$3	$80
Glowsticks	$2	$20
Super Squirt Gun	$15	$35
Food and Drink		
Bag of Salt	$4	$8
Bottle of Liquor	$5	$35
Cigarettes	$3	$10
Non-perishable food (one day worth)	$7	$12
Restaurant Meal	$9	$85
Home and Office		
Candles (Set of 12)	$1	$5
Book (educational)	$20	$100
Book (fiction)	$1	$20
Dry-Erase Board	$5	$80
Magnet	$5	$15
Magnifying Lens	$1	$10
Microscope	$50	$300
Notebook	$1	$5
Pens/Pencils	$1	$5
Spool of String	$1	$1
Telescope	$30	$50
Cleaning Supplies		
Bleach (1 gallon)	$1	$1
Mop	$3	$10
Mop Bucket	$5	$18
Repair/Cleaning Kit (gun)	$15	$35
Pets		
Dry Pet Food	$12	$28
Canned Pet Food (1 can)	$1	$4
Large Pet	$10	$300
Small Pet	$0	$30
Pharmacy		
Defibrillator	$75	$8,000
Infrared Thermometer	$13	$130
Medicine	$5	$2,000
Rubbing Alcohol	$1	$2

Item	Discount	Premium
Housewares		
Backpack	$10	$20
Binoculars/Rangefinder	$10	$90
Canteen/Hydration System	$7	$17
Chain (20 ft.)	$10	$35
Climbing Gear (complete kit, rope, spikes, harness, etc.)	$200	$400
Compass	$1	$10
Crowbar (See L2 Weapons)	$16	$16
Duct Tape	$1	$3
Earplugs	$1	$1
Fire Extinguisher	$10	$30
Fireproof Safe	$10	$100
Flare-Gun (w/4 flares)	$40	$50
Flashlight	$2	$30
Handcuffs/Zipties	$3	$20
Holster (Handgun)	$7	$40
Hose	$5	$30
Insect Repellent	$7	$25
Lantern	$8	$20
Lighter	$1	$13
Lock-Pick set	$30	$30
Matches (one book/20 matches)	$0	$1
Megaphone	$20	$50
Metal Detector	$60	$600
Pliers	$2	$5
Road Flares	$18	$35
Rope (100 ft.)	$10	$10
Safety Goggles	$4	$14
Shovel	$15	$15
Spray Paint	$3	$3
Sunglasses	$4	$100
Sunscreen	$4	$150
Tent (2 person)	$20	$50
Thermos	$10	$13
Tool Kit (110 piece with case)	$20	$30
Toolbox (small plastic, box only)	$5	$13
Umbrella	$9	$20
Wrench	$1	$4

Loadouts (Standard Issue Gear)

Directors have the option of gearing up starting characters with loadouts. This is entirely optional and depends on the plot/situation you present your players. Loadouts may allow characters to obtain items of higher Security Clearance prematurely. This is allowed by the Foundation. Directors can simply tell players what loadouts they start off with, or give all players ***2,000 credits*** *to buy their own. The cost to start with a loadout is listed near the top of each one. It is about* ***20%*** *more cost effective to choose a starting loadout than it is to purchase items individually.*

Players may only buy up to ONE loadout. All other items must be purchased individually.

Loadouts that come with guns include one clip/magazine worth of ammo.

Anomaly Recon loadout for agents commonly tasked with gaining intel on anomalous activity from a distance.

Anomaly Recon Loadout	
Item	See Page
Cost: 1,800 Credits	
Aerosol Amnestic (Class A)	150
First Aid Kit	96
Grenade (x1)	130
Kant Counter (2-day voucher)	146
Luger (with Laser Light)	96 & 126
Night Vision Goggles	127
Scranton Reality Anchor (1-day voucher)	146
Smoke Bomb	130
Taser Gun	96
Tracking Bug	148
AM/FM Radio	
Backpack	
Briefcase	
Calculator	
Camera	
Chalk	
Compass	
EMF Scanner	
Flashlight	
Geiger Counter	
Gloves	
Glowsticks	
Holster	
Laptop	
Microscope	
Mirror	
Multi-Frequency Radio	
Portable Blacklight	
Radio Headset (ear)	
Video Camera w/Night Vision	
Wristwatch	

Communications loadout for agents tasked with maintaining contact with all members of their team.

Communications Loadout	
Item	See Page
Cost: 700 Credits	
First Aid Kit	96
Flashbang	130
Pepper Spray	96
Taser Gun	96
Walther PPK	97
AM/FM Radio	
Backpack	
Rangefinder	
Briefcase	
Burner Phone	
Camera	
Canteen	
Company Vehicle (black unmarked vehicle)	
Compass	
Flare-Gun (4 uses)	
Flashlight	
Holster	
Laptop	
Multifrequency Radio	
Nice Suit	
Non-perishable food (1 day)	
Police Scanner	
Radio Headset (ear)	
Wallet/Purse	

Computer Specialist Loadout for agents whom specialize in computer technology and digital security.

Computer Specialist Loadout	
Item	See Page
Cost: 750 Credits	
Crowbar	96
First Aid Kit	96
M1911	128
Stun Baton	98
Taser Gun	96
Backpack	
Book (Hacking for Dummies)	
Briefcase	
Burner Phone	
Calculator	
Computer Printer	
Desktop Computer	
EMF Scanner	
Gloves	
Holster	
Laptop	
Laser Light Pen	
Multi-Frequency Radio	
Notebook	
Pens	
Pliers	
Police Scanner	
Radio Headset (ear)	
Safety Goggles	
Snake Camera	
Spray Paint	
Thumbdrive (x3)	
Tool Kit	
Toolbox	
Video Camera w/Night Vision	

Containment Specialist Loadout for agents that are trained to maintain a secure quarantine of anomalous objects and entities.

Containment Specialist Loadout	
Item	See Page
Cost: 1,925 Credits	
Aerosol Amnestic (Class A)	150
Black Eagle (with Laser Sight)	128 & 126
Crossbow	96
First Aid Kit	96
Gas Mask	127
Kant Counter (2-day voucher)	146
Peacemaker	128
Scranton Reality Anchor (1-day voucher)	146
Smoke Bomb (x5)	130
Tracking Bug	148
Backpack	
Rangefinder	
Bleach	
Book (Tobin's Spirit Guide)	
Briefcase	
Company Van (white, unmarked)	
Dry Pet Food	
Earplugs	
EMF Scanner	
Fire Extinguisher	
Geiger Counter	
Gloves	
Insect Repellent	
Lighter	
Megaphone	
Microscope	
Mirror	
Mop	
Mop Bucket	
Nice Suit	
Portable Blacklight	
Radio Headset (ear)	
Rope (100 ft)	
Safety Goggles	
Shovel	
Snake Camera	
Spray Paint	
Telescope	
Umbrella	
Zipties	

Demolitions Expert Loadout for agents that are trained in controlled explosive utilization.

Demolitions Expert Loadout	
Item	See Page
Cost: 1,840 Credits	
Black Eagle	128
Body Armor	126
C4 (x1)	158
Crowbar	96
First Aid Kit	96
Glock 19	128
Grenade (x2)	130
Helmet	127
Smoke Bomb	130
Survival Knife	98
Backpack	
Blanket	
Book (Anarchists Cookbook)	
Boots	
Briefcase	
Chalk	
Company Van (black, unmarked)	
Earplugs	
EMF Scanner	
Fire Extinguisher	
Fireworks	
Geiger Counter	
Gloves	
Glowsticks	
Laptop	
Metal Detector	
Notebook	
Pens/Pencils	
Pliers	
Rubbing Alcohol	
Safety Goggles	
Shovel	
Spray Paint	
Tool Kit	
Toolbox	

Crowd Control Loadout for agents that are required to deal with the general populous.

Crowd Control Loadout	
Item	See Page
Cost: 1,840 Credits	
Body Armor	126
First Aid Kit	96
Flashbang (x2)	130
Gas Mask	127
Helmet	127
M4A1	128
Pepper Spray	96
Riot Shield	147
Sleeping Gas (x2)	156
Smoke Bomb (x2)	130
Stun Baton	98
Taser Gun	96
Boots	
Canteen/Hydration System	
Earplugs	
Fire Extinguisher	
Gloves	
Multi-Frequency Radio	
Police Scanner	
Radio Headset (ear)	
Road Flares	
Safety Goggles	
Security Camera	
Snake Camera	
Spray Paint	

Engineer Loadout for agents required to perform general mechanical & electrical maintenance.

Engineer Loadout	
Item	See Page
Cost: 1,975 Credits	
Baseball Bat	97
Crowbar	96
First Aid Kit	96
Gas Mask	127
Glock 19	128
Grappling Hook	147
Grenade (x1)	130
Kant Counter (2-day voucher)	146
Luger	96
Molotov Cocktail (x1)	98
Scranton Reality Anchor (1-day voucher)	146
Scuba Gear	127
Survival Knife	98
Taser Gun	96
AM/FM Radio	
Backpack	
Rangefinder	
Briefcase	
Camera	
Canteen/Hydration System	
Chain (20 ft.)	
Chalk	
Computer Printer	
Desktop Computer	
Duct Tape	
Earplugs	
EMF Scanner	
Fire Extinguisher	
Fireproof Safe	
Flashlight	
Geiger Counter	
Gloves	

Engineer Loadout cont.

Handcuffs/Zipties
Holster (Handgun)
Hose
Infrared Thermometer
Laptop
Laser Light Pen
Lock-Pick set
Matches
Metal Detector
Microscope
Multi-Frequency Radio
Notebook
Pens/Pencils
Pliers
Police Scanner
Portable Blacklight
Radio Headset (ear) §
Repair/Cleaning Kit (gun)
Road Flares
Rope (100 ft.)
Safety Goggles
Security Camera
Shovel
Snake Camera
Spool of String
Spray Paint
Telescope
Television
Thumbdrive (5G)
Tool Kit
Toolbox
Umbrella
Video Camera w/Night Vision
Wrench

Field Scout Loadout for general recon utilization.

Field Scout Loadout	
Item	See Page
Cost: 2,000 Credits	
Aerosol Amnestic (Class-A)	150
Crowbar	96
First Aid Kit (x2)	96
Glock 19	128
Grappling Hook	147
Machete	98
Marlin 336c	128
Night Vision Goggles	127
Survival Knife	98
AM/FM Radio	
Backpack (x2)	
Blanket	
Boots	
Camera	
Canteen/Hydration System	
Chalk	
Climbing Gear	
Compass	
Dirt Bike	
EMF Scanner	
Flare-Gun (4 uses)	
Flashlight	
Geiger Counter	
Gloves	
Glowsticks	
Insect Repellent	
Lantern	
Laptop	
Laser Light Pen	
Lock-Pick set	
Multi-Frequency Radio	
Pillow	
Police Scanner	
Radio Headset (ear)	
Rangefinder	
Remote Controlled Drone w/Camera	
Road Flares	
Shovel	
Snake Camera	
Spray Paint	
Sunglasses	
Sunscreen	
Telescope	
Tent (2 person)	
Tool Kit	

Investigation Loadout for general intelligence gathering.

Investigation Loadout	
Item	See Page
Cost: 1,450 Credits	
Crowbar	96
First Aid Kit	96
Kevlar Vest	127
Luger (with Laser Sight)	96 & 126
Pepper Spray	96
Alternate Clothing	
Binoculars	
Briefcase	
Burner Phone	
Cane	
Chalk	
Company Vehicle (black, unmarked)	
Compass	
Desktop Computer	
Flashlight	
Gloves	
Glowsticks	
Handcuffs	
Holster (handgun)	
Laptop	
Lock-Pick Set	
Nice Suit (x2)	
Notebook	
Pens/Pencils	
Police Scanner	
Radio Headset (ear)	
Security Camera	
Sunglasses	
Thumbdrive	
Umbrella	
Wig	

Medical Loadout for first responders and medical practice.

Medical Loadout	
Item	See Page
Cost: 900 Credits	
Trauma Kit (x4)	127
M1911	128
Survival Knife	98
Taser Gun	96
Backpack	
Blanket	
Book (Advanced Medical Basics 2nd ed)	
Camera	
Canteen	
Chalk	
Company Van (white, unmarked)	
Computer Printer	
Defibrillator	
Desktop Computer	
Disinfectant	
Fire Extinguisher	
Flare Gun (4 flares)	
Gloves	
Handcuffs	
Infrared Thermometer	
Lantern	
Laptop	
Mirror	
Multi-Frequency Radio	
Notebook	
Pain Pills (bottle)	
Pencils	
Pillow	
Police Scanner	
Radio Headset (ear)	
Rubbing Alcohol	
Safety Goggles	
Towel (x5)	

Scientific Loadout for lab work and analytical data gathering.

Scientific Loadout	
Item	See Page
Cost: 760 Credits	
Scuba Gear	127
Walther PPK	97
Backpack	
Book (Science 101)	
Briefcase	
Camera	
Computer Printer	
Desktop Computer	
EMF Scanner	
Fire Extinguisher	
Flashlight	
Geiger Counter	
Gloves	
Laptop	
Magnet	
Magnifying Lens	
Matches	
Metal Detector	
Multi-Frequency Radio	
Notebook	
Pens	
Portable Blacklight	
Radio Headset (ear)	
Rangefinder	
Remote-Controlled Drone w/Camera	
Safety Goggles	
Security Camera	
Shovel	
Telescope	
Television	
Tool Kit	
Towel	
Wrench	

Soldier Loadout for general warfare and combat.

Soldier Loadout	
Item	See Page
Cost: 2,000 Credits	
Black Eagle	128
Body Armor	126
First Aid Kit	96
Gas Mask	127
Helmet	127
M4A1	128
Night Vision Goggles	127
Survival Knife	98
Walther PPK	97
Backpack	
Balaclava	
Binoculars	
Boots	
Canteen	
Chalk	
Compass	
Flashlight	
Gloves	
Handcuffs	
Holster	
Mirror	
Police Scanner	
Radio Headset (ear)	
Road Flare	
Toolbox	

Special Agent Loadout for undercover agents and anonymous reconnaissance.

Special Agent Loadout	
Item	See Page
Cost: 1,860 Credits	
Brass Knuckles	97
Crowbar	96
First Aid Kit	96
M1911 (with Suppressor)	128 & 148
Marlin 336c	128
Skorpion	129
Smoke Bomb (x1)	130
Survival Knife	98
Alternate Dress wear (x5)	
Berner Phone	
Binoculars	
Climbing Gear	
Company Car (white, unmarked)	
Flashlight	
Gloves	
Handcuffs	
Holster	
Laptop	
Laser Light Pen	
Lock-Pick set	
Magnet	
Mirror	
Nice Suit	
Notebook	
Pens	
Radio Headset (ear)	
Security Camera	
Sunglasses	
Taser Gun	
Telescope	
Thumbdrive	
Tool Kit	
Wig	

CHAPTER 07: EXAMPLE CHAPTER

This chapter will attempt to encapsulate many rules within a single narrative and demonstrate the flow of combat and how a campaign could begin. This story is about people just like you, getting ready to play the SCP Tabletop RPG. The Director's name is Trevor. Trevor purchased this book and a deck of Drama Cards and now wishes to play with four of his friends- Kelly, Rick, Wendy, and John.

The five all agree to meet up on discord to talk about the game they will all be taking part in.

Chapter One: Character Creation and Session Zero

Trevor: "Okay now that we are all here, I wanted to ask you all if you would be interested in playing a longer campaign of SCP the RPG."

Rick: "How long?"

Trevor: "I don't know how long for sure but at least 20 sessions or so. I have several ideas for storylines so this could go on for years if you are all willing to participate."

Wendy: "Sounds fun! As long as our schedules don't clash I'm down!"

John: "Can I have a pet cat?"

Trevor: "....sure?"

John: "It will be SCP-795. It is a cat."

Trevor: "No."

John: "Awww, come on!"

Trevor: "No! It can bend reality!"

John: "What about SCP-1316?"

Trevor: "No!"

John: "529? 607?"

Trevor: "You can't have any SCPs as pets!"

John: "Yeah, but they are just cats!"

Kelly: "Are all those SCPs cats?!"

John: "Yes!"

Wendy: "What if there was an SCP site that only contained cats. That would be the best job ever!"

Trevor: "Okay guys, enough of the cat memes! Are we all on board?"

Everyone agrees.

Trevor: "Okay, if anyone needs help making their characters I can do that as well. Each character is going to start off with *2000* credits, but you have the option to buy a Loadout from the book if you want too. Your team is not a part of a Mobile Task Force at this time, but you will all be a part of the same team, and you can choose an MTF role to help distinguish your character even though you're not MTF. I suggest you all talk with each other and come up with the kind of character you want to be, so as to not have two or three of the same types of characters. You all wouldn't want to have three computer hackers and one gear-head. Or maybe you would, I don't know. Just saying it's good to talk things over with the other PCs before you start filling in your sheets."

Kelly: "Is it going to be a problem if I don't know a lot about SCP? Like I know about that plague doctor guy but that's pretty much it."

Trevor: "That's perfectly fine! All you need to know is that your character is going to be working for a secret facility with nearly unlimited funds to help contain strange objects and creatures of varying degrees of danger. Everything else will be introduced naturally through game play."

Kelly: "Okay good I know everyone else is a fan of it but I don't know much past a couple of youtube let's plays."

Trevor: "So what kind of character would you like to play as Kelly?"

Kelly: "Oh I don't know. What about a scientist?"

Trevor: "The Foundation needs plenty of those!"

John: "Can I be a containment specialist?"

Trevor: "Sure!"

John: "That specializes in cats?"

Trevor: **sigh** "Sure..."

Wendy: "I want to be a computer hacker slash combat ninja!"

Trevor: "I don't have a problem with that I guess!"

Rick: "So we have a computer hacker, a scientist, and a guy who loves cats."

John: "I *specialize* in cats."

Rick: "Well it sounds like this team is going to need some ranged hard hitters, so I'll be a sniper or heavy weapons specialist."

Trevor: "Cool! Are you all ready to start making characters?"

Everyone gets character sheets printed out and begins.

Trevor: "Step one, grab your pencils. Step two, fill in twenty D8's throughout your character sheet. You fill the boxes in from left to right, so don't skip ahead anywhere."

Wendy: "The smaller box row at the top of each attribute is D8's right?"

Trevor: "Correct. Also the rules state you have to put at least one D8 into each attribute, but I strongly suggest you put in at least two. 1D8 for an attribute is very very low."

After some time everyone fills in 20 D8's throughout their attributes.

Trevor: "The next step is to fill in four D10's in your attributes, but you can only buy a D10 in an attribute if you have at least 2D8 in it already. Whenever you buy dice for an attribute you need to make sure the boxes above that die have all been filled in."

After a moment everyone fills in 4D10 divided throughout their attributes.

Rick: "Okay, what's next?"

Trevor: "Now we determine how many points everyone has for Knowledge, Skills, and Abilities. Who *didn't* buy D10's in Intelligence or Perception?"

John: "I didn't."

Kelly: "Me either."

Trevor: "Okay mark down that you both have 17 points to spend for Knowledges. Rick, how many D10's do you have in Intelligence and Perception?"

Rick: "I have one D10 in Intelligence, and no D10 in Perception."

Trevor: "Okay, you get 22 points to spend for Knowledges. Wendy?"

Wendy: "I have 2D10 in Intelligence and 1D10 in Perception."

Trevor: "Wow! Okay, that means you get 32 points for Knowledges!"

Trevor continues this process for Skills and Abilities as per character creation rules.

John: "How do we spend these points now?"

Trevor: "Well you go through each category with your points. For example if you want one at level 3, it costs six points. You take away six points and fill in that proficiency at level 3, then roll a D10 for the decimal place. Level 2 costs three points, and level 1 costs one point. Starting characters can't have proficiencies higher than level 3."

Everyone starts purchasing their Knowledges, Skills, and Abilities (i.e. Proficiencies)

John: "Can I roll a D10 and decide what one it goes in?"

Trevor: "No. Each one gets a random decimal added to it. You can't choose where each roll goes."

Wendy: "What if I rolled a 10?"

Trevor: "Treat 10's as zeros for this step."

Wendy: "Okay."

After some time everyone finishes buying all their Proficiencies.

Now that Attribute Dice and Proficiencies have all been purchased, additional stats may be filled in.

Max HP is determined by how many dice were purchased in Health. Trevor tells everyone to fill this number in but to do so lightly as it will be adjusted on the final step.

Exertion is determined by Willpower D10's purchased. Trevor tells everyone to fill in the dashes as this represents your maximum. Then lightly fill in the boxes, which you will erase as they are spent.

Melee and Projectile Multipliers are determined by Strength and Perception D10's respectively.

Everyone records their Move Speed at 2. All starting characters have a move speed of 2.

Rick: "I don't get Reaction Defense. How is that supposed to be calculated?"

Trevor: "Count the number of D10's you have in Intelligence and Perception."

Rick: Okay I have two.

Trevor: "Now what do you have for your Awareness/ Reaction?"

Rick checks his sheet on the top right of the proficiencies.

Rick: "I have a two-point-six?"

Trevor: "So now you add two, and two-point-six. Your reaction defense is four-point-six."

Rick: "That seems super low."

Trevor: "It can go up when you choose your body type."

Wendy: "So since I have 2D10 in Intelligence, I get to add two 'zero-point-five' modifiers?"

Trevor: "Yes, to any proficiency you want, except for Dodge/Block and Awareness/Reaction."

Wendy: "So they don't have to go into knowledges or anything right? I could add them both to handgun?"

Trevor: "Yes, and be sure you put them in the right side column."

Wendy: "I wanna put them both in Melee. I already have a 3.2 in Melee, and this would make it so I get to add +4.2 when I use a sword, right?"

Trevor: "Yes, exactly!"

The remaining steps for Character Creation is choosing each characters Appearance, Body Type, and Reasoning. All three of these categories apply both positive and negative modifiers to various proficiencies, as well as boost starting Max HP, Reaction Defense, and Cognitive Resistance. All the players make their choices and fill in the appropriate modifiers.

John: "I have a question. Can I choose my reasoning to be naive even if my character has been working for SCP for a few years now?"

Trevor: "Yes! You can work for the Foundation and still be Naive."

John: "How does that work? Wouldn't my guy know that the world is crazy?"

Trevor: "Yes, but choosing to be Naive means that your character is highly skeptical almost to a fault. If you are investigating a haunted house you're going to first look for logical explanations and dismiss hearsay and coincidences. Even if you, as a player, knows that there are clues to something supernatural going on your character would likely not pursue them."

John: "Okay, that makes sense. What if I do any ways?"

Trevor: "I won't force you to roleplay a certain way, but if you choose naive and you roleplay it out well, I'll give you reverence points maybe. Your characters reasoning is more of a way to help your character grow if you choose to use it."

John: "And by 'grow' you mean slowly go insane?"

Trevor: "Yes. Okay is everyone finished? If so fill in you're all Security Level 02, and then check out pages 76 through 82 if you want to buy a loadout. You can record all your gear on the back of your sheet if you want. Then fill in your remaining Credits, and we can all get to work on our backstories!"

The PC's complete their characters and then talk with each other in deeper detail about their characters histories. Trevor tells them they have been a part of their current team for 4 months so far. So they are all still getting to know each other but still familiar to some degree.

Rick is playing Ryan "The Slayer" Roland. An ex-navy seal who specializes in rocket launchers, demolitions, and high-caliber sniper rifles.

Wendy is playing Audrey Young. She won several world-wide martial arts tournaments and fought in the UFC for several years. After she broke her leg she was in a wheelchair for almost a year and during that time became a highly skilled computer hacker. Now her leg is healed and she works for the Foundation.

Kelly is playing Lilly Scorn. She was a biological scientist that discovered a horrifying SCP in a cave somewhere in Washington. Then the Foundation asked her for help to keep it contained.

John playing Xavior Claw. He is a containment specialist that loves cats and specializes in anomalous kitty chin scratches and toe-bean photography.

Trevor tries to think of some ways that the players backstories could be interweave. This helps PCs trust their comrades and enhances backstories.

Trevor: "So, Kelly- what if this SCP in a cave was some sort of saber toothed tiger?"

Kelly: "That's fine I guess."

Trevor: "After the Foundation came and killed the tiger, they found some anomalous cubs, and asked Xavior Claw to come help put them into containment."

John: "Sounds good to me! Do they have tiny kitten saber-teeth?"

Trevor: "Sure. Rick- what if your character was a fan of the UFC for several years, and at first when the Foundation offered you a job you said no way, but then you were star struck by Audrey Young and you agreed?"

Rick: "So she's the one that recruited me?"

Trevor: "If that's okay with Wendy!"

Wendy: "Sure!"

Trevor: "It would make the most sense then if Audrey Young has been with this Foundation Site the longest then. Is that okay with you?"

Wendy: "Yes that sounds fine."

Trevor: "In that case I'll say you've been with this site for about six years now, and you helped form this new team you're going to be a part of."

The group finishes up their backstories and are ready to begin session "one".

Chapter Two: Session One

The group all meets up to begin their first gaming session. Everyone gathers their dice and pencils, character sheets and begins the game.

Trevor: Okay, so you are all currently located at Site-747. Together you've done a couple small odd-jobs for the Foundation but nothing too difficult or fantastic. Your current team was brought together to help various tasks in the facility and was recently designated as a specialty response squad which was used for various complexities that came up on-site. You've been given the temporary designation as Response Squad Alpha. The person who has been giving you objectives is Patricia Everett. She is the sites Director of Task Forces.

The session begins after Patricia gives each one of you an urgent call to gather at Meeting room C-9 immediately. It is just before noon and you are all annoyed you have to attend this meeting instead of going to lunch. Some of your stomachs are growling as you enter the meeting room and you all are sitting on one side of a long table in the room. Ms. Everett enters the room and says:

"Okay! Alpha Squad! Listen up! We have a situation that requires all of your immediate attention! We need to put your team on a flight to the island of Nicobar and investigate anomalous activity currently going on there. Nicobar is located in the Indian ocean west of Malaysia. Now is not the time for questions but I will brief you on additional details while you are on your flight across the globe."

John: "Across the globe?! Why us?"

Trevor: Ms. Everett snaps her head and glares at Xavior. "NOW is not the time for questions! Time is of the essence! You have a long flight and we can provide you with some answers on your trip. As I was saying. The island of Nicobar is composed mostly of a wild rainforest, however approximately 48 hours ago we lost contact with two MTF squads that were dispatched to investigate this phenomena."

She then turns on the TV monitor and shows you all a photo that looks like an MTF squad approaching an enormous sparkling tower. The entire structure looks to give off a magical holographic shimmer of every color. She shows another photo of the squad approaching the doorway, and a final photo of the doorway being opened. Inside the tower you can see a beautiful structure of pillars, stairs and podiums all covered in cats and kittens.

John gets an excited look on his face.

"We have reason to believe that whatever is inside of this structure must be reasoned with, and that aggression and force will prevent us from understanding this anomaly further. Your mission is to enter this structure, locate the missing MTF squads, and report back to our satellite location we've set up 26 miles offshore. Gather your things, and meet up at hanger 5 to begin your flight. Dismissed."

John: "This is the best mission ever!"

The players take a moment to decide what equipment they are going to bring along on this mission, and meet up at hanger 5.

Trevor: "Okay, you are all eating your lunch on the flight. You're on a private jet and the trip will take a full day nonstop. You can use this time to ask questions, gather information, and prepare a strategy."

The PC's all talk among themselves for quite some time. They ask questions back and forth to Ms Everett but get stonewalled with "Need to know basis" constantly. Wendy makes some good research rolls and eventually comes across some interesting information. Trevor tells her what she finds in private.

Wendy: "Hey everyone listen up! I found some files of recent Foundation activity and discovered that MTF-Orian 9 was one of the squads that went missing. Apparently MTF-O-9 have sent several reports to the O5 council over the past two weeks but I can't find out what those reports were about."

Rick: "The O5 council!? I didn't think we'd be hearing about them so soon."

Wendy: "I have a theory but I don't know if you want to hear it."

Kelly: "What's that?"

Wendy: "Well if these high ranking MTF squads are all "missing' suddenly and now the Foundation is sending some random team that was just recently formed, why would they do that?"

John: "Because we're kitten experts!"

Rick: "Or because whatever it is they are putting us up against is a suicide mission and they are using us as cannon fodder."

John: *(after a short period of silence)* "Nah, it's probably because we are kitten experts."

Kelly: "Seriously though, what's up with all the cats?"

Trevor: "Okay I'll give you all a period of six hours on this flight to increase any knowledge you'd like. I would let you increase your skills too, but since you're on a jet I'm limiting it to knowledges only. Does anyone want to increase anything?

Wendy: "I would like to research more about this island."

Trevor: "What specifically are you going to focus on?"

Wendy: "Uhh, how about how to navigate it so we don't get lost?"

Trevor: "What is your Navigate at right now?"

Wendy: "It's at zero."

Trevor: "That's okay, check the chart on page 37. The first hour goes by and you get to add +1D8 to the decimal place for Navigate."

Wendy rolls a 5.

Trevor: "Okay another hour passes, roll again.

Wendy rolls a 7.

Trevor: "Now your Navigate is at 1.2 so it's going to take two more hours before you get to add to it again. Your character studies for two hours and now you get to add 1D6 instead."

Wendy rolls a 2.

Trevor: "Okay, your Navigate is now 1.4, and I'll give you two more hours of study. Roll it again."

Wendy rolls a 5.

Trevor: "Okay that's 6 hours of study total, and your Navigate is now 1.9"

Trevor helps the rest of the PCs decide what knowledges to research and repeats this process.

Trevor: "Okay I'm going to fast-forward here a bit and say you are all rested, geared up, and arriving at Nicobar. As you all look out the window down at the island you can clearly see a massive castle-like structure deep blue and sparkling. Everyone roll your Perception + Awareness/Reaction."

John checks his Perception and sees he has 3D8. His Awareness/Reaction is 2.2

John rolls the 3D8 and gets 1, 6, 8

John then rolls a bonus D10 because of his exploding die.

The D10 comes up a 1.

John: "Shit!"

John then adds his top two dice of 8 and 6 to get 14, then subtracts 2 because he rolled two "1's" and finally adds his Awareness/Reaction of 2.2

John: "I got 14.2"

Kelly: "I got 8.5"

Wendy: "I rolled 15.7"

Rick: "10.4"

Trevor: "Kelly and Rick, both your characters are infatuated with the beauty of the castle structure. You're in shock and awe with how out of place the whole thing looks. John and Wendy, as you look down at the castle, you're a little confused because you don't remember seeing this structure before."

Wendy: "What do you mean? Didn't we see it in the photos?"

Trevor: "You think you should check the photos and compare the two."

John: "Yeah I'll pull up the photos we got of from Ms. Everett"

Trevor: "You look at the photos and compare them to what you see out the window, and although both of them give off a similar shimmery look, the structures are very different. The castle down below is large and wide, maybe six stories tall, while the tower in the photos is much thinner and taller with more of a pink-ish hue to it."

John: "Guys look at this!"

The rest of the PC's look at the photos and try to make sense of it.

Kelly: "Are there two different castles?"

Trevor: "That was never in the briefing..."

Rick: "Who knows with the SCP Foundation. All we can do is go in as blind as they see fit."

Trevor: "Okay the jet lands and your team gets out. You were instructed to meet Dr. Krind once you arrive."

The players meet up with Dr. Krind and are told they will be driven as close as three miles away from the anomaly where they will be dropped off and must continue the remaining distance on foot. They are driven along the

beach side and given shoulder cameras which will send images back to their base. They are also given a two-way radio that is their only form of communication back to the base. Rick volunteers to hold the radio. Dr. Krind warns that the wildlife can be dangerous and to stay on the path.

The players eventually arrive close to the front entrance to the castle. A massive door is ajar, leaving just enough room for someone to walk through.

Wendy: "I'll go in first. I try to go in quietly and pull out my sword."

Kelly: "Wait! Put that away! Remember? Everett said that signs of hostility will get us killed and we have to reason with whatever this is!"

Wendy: "Oh that's right! Good thinking! She should get a point of Reverence for that Trevor."

Trevor agrees and gives Kelly one Reverence Point.

Wendy: "Okay I still try to remain quiet and I enter the castle. What do I see?"

Trevor: "So you creep through the doorway and look inside. Your first couple steps inward you immediately see several cats laying on the ground looking up at you, purring. Deeper into the structure you can see a massive tunnel that goes straight forward for what seems like infinity. You also see further down this tunnel a massive ivory staircase."

Wendy: "I motion for the rest of everyone else to follow me"

The rest of the party follows.

John: "I try to pet a cat- but NOT on it's belly."

Trevor: "Roll your Charisma plus Animal Ken"

John: "I've been waiting for this moment!"

John rolls 2D10 and 2D8, takes the top two dice and adds his Animal Ken which is at 3.5

John: "I got a 21.5!"

Trevor: "The cat purrs and rolls over, exposing it's belly in a way that makes you think it wants a tummy rub."

John: "I rub the tummy!"

Trevor: "Roll again!"

John scores another great roll.

Rick: "Okay, you pet the freakin' cat, can we press forward please?"

John: "I'm researching an anomaly!"

Kelly: "Okay seriously *WHAT IS WITH ALL THE CATS!?*"

Wendy: "I try to pick one up!"

Trevor: "The cats seem very friendly. None of them are skittish like you would think with so many cats everywhere. Brown cats, white cats, orange cats. They are sprawled all over the place looking very content and happy to be there. Occasionally you have to watch your feet to not step on one, but it's not difficult at all. They all seem to be happy to see you, but there is one thing you've all noticed by this point. None of them have made any noise except for the purring. None of the cats have meowed since you got here."

Wendy: "That's odd. How many cats are there approximately?"

Trevor: "You would guess around 30 or so cats in the immediate vicinity. The large hallway up ahead has a few here and there but the largest concentration of cats is right near the front entrance."

The players cautiously continue down the tunnel and eventually decide to ascend the ivory stairway, which opens up into a large dance hall.

Trevor: "After you all arrive at the top of the stairs you see a beautiful dance hall. The ceiling is ornate with artistic designs, but your attention is immediately drawn to the four statues in each corner of the giant room. Each statue looks similar to a court jester, complete with a fools cap and bells. However the face of each jester statue is a human skull. The statues are fully colorized with clashing colors too. Some are red and yellow, others are purple and sky-blue. In each of their hands are scepters of opposite color schemes.

John: "Okay so this sounds like a puzzle. We have to figure out what scepter belongs in which--"

Trevor: "Suddenly the statues start moving aggressively at you from all sides! Everyone roll your initiative!"

Chapter Three: Basic Combat

John: "Nope! Okay never mind!"

Wendy: "Wait! Nobody act aggressive! Maybe we can reason with them!"

Trevor: "You can all hold back aggressive acts if you'd like, but I'm going to need initiative rolls from everyone as these things are coming at you pretty fast!"

Everyone rolls Intellect + Initiative and tells Trevor their results. The turn order is as follows:

1) Jester Skeleton A

2) Kelly

3) Wendy

4) Jester Skeleton B

5) Rick

6) Jester Skeleton C

7) John

8) Jester Skeleton D

Trevor pulls out a mini-map that was pre-created. The map is a large rectangle room with a few doors here and there. He explains the scene in detail.

Trevor: "Like I said these Jester...things are each located in the four corners of the dance hall. There is a large door to the north which is open and leads to a hallway, a large white door to the west which is closed, and a smaller door in the south east corner of the room. The Jester in the north east corner charges after your group."

Trevor checks the stats he made earlier. They have 30 Hit Points and a move speed of 2, but they also get three actions per turn. The creature charges forward and moves 6 meters closer to the party, just a couple units away from melee attack range.

Trevor: "Okay Kelly, what do you do?"

Kelly: "Well if we were ordered to not be hostile-"

Trevor: "Do me a favor and roll your Intelligence plus Intuition."

Kelly rolls and scores 17.4

Trevor: "Ms. Everett never ORDERED any of you to not be hostile. What she said was that force and aggression might prevent the Foundation from understanding this phenomena, implying why they didn't send in a third MTF squad."

Kelly: "So not defending ourselves here would be stupid, is what your saying."

Trevor: "Your instincts tell you to get ready to fight, yes."

Kelly: "Okay then I pull out my gun!"

Trevor: "Do you take any other action?"

Kelly: "No I just take out my gun and wait to see what happens."

Trevor: "Okay that's good. Your first action is to draw your gun, and your second action can be used to dodge later this round if it comes up. Wendy? What do you do?"

Wendy: "I'm going to draw my sword. Doesn't the statue that acted first get some sort of advantage?"

Trevor: "Yes, he gets all the rules of speed, but since he used all of his actions on movement that shouldn't matter anymore."

Wendy: "Well I'd like to try to act before him next round, can I do that?"

Trevor: "He rolled a 18 for his initiative score. If you analyze for your second action you can try to beat that score."

Wendy: "Yeah I'll try doing that."

Trevor: "Okay roll your Intellect plus Initiative, with a plus two"

Wendy rolls her Intellect dice of 3D8 and gets 5, 7, & 7. Her Initiative is 2.1, meaning her score is 16.1

She also gets a +2 to this roll because of the Analyze Action.

Wendy: "I got a 18.1!"

Trevor: "Just barely! Okay next round you're acting first. I'll mark that down. Another Jester moves six units closer to your party. Still not close enough to attack, but they are closing in. Rick, it's your turn."

Rick: "I'm going to draw my gun and move. I'll move here."

Rick points out a square two places away from his current position and moves his marker.

Trevor: "Okay, a third Jester moves closer, next turn they should all be able to attack you so be careful! John, what do you do?"

John: "I'm going to run towards the northern door near that hallway. Maybe I can split them up a little so they don't pinch in on us from all directions."

Trevor: "Okay, do you have anything in Athletics?"

Rick: "Yeah I have a 1.6, why?"

Trevor: "You have the option of spending an exertion to give yourself +1 to your move speed this round if you want."

Rick: "Okay sure."

Rick has a move speed of 2. Spending a point of Exertion will give a bonus to your move speed equal to your Athletics ability (without the decimal). This increases his speed to 3. Rick uses both his actions to move, so he moves 6 units north.

Trevor: "That puts you just inside the long hallway."

Kelly: "Don't run too far!"

John: "I won't. Can I yell at them as I run?"

Trevor: "Yeah, what do you yell?"

John: "I yell, HEY FREAKS YOUR KING IS IN HERE!"

Trevor: "Roll your Charisma plus Intimidate/Taunt."

John scores a 13

Trevor rolls some dice.

Trevor: "Well you got the last one's attention! He charges right for you. Okay, **NEXT COMBAT ROUND**."

Revised Turn Order:

1) Wendy

2) Jester Skeleton A

3) Kelly

4) Jester Skeleton B

5) Rick

6) Jester Skeleton C

7) John

8) Jester Skeleton D

Trevor: "Wendy, what do you do?"

Wendy: "Well this Jester skeleton thing is two units away from me, right?"

Trevor: "Yeah."

Wendy: "I'm going to move over to it and slash it with my sword!"

Trevor: "Okay, what is your Melee Multiplier?"

Wendy: "It's two! So since I moved before this attack I get a bonus, right?"

Trevor: "Yes, you traveled two units so you get a +2 to your Melee Multiplier for the attack. Go ahead and roll your To-Hit."

Wendy rolls her dice and gets a 13.
Trevor rolls the Jesters defense and scores a 14.

Wendy: "Okay can I spend Reverence points to make sure this attack hits?"

Trevor: "Sure! It costs two to re-roll."

Wendy takes away two Reverence points.

Wendy: "Can't I spend Exertion somehow too?"

Trevor: "Yes, you can spend it to add to the To-Hit roll, and you'll get to add a +1 to the total as well as 1D12 to your dice pool, or you can spend it to increase your damage."

Wendy: "I have one Exertion point. I'll spend it on the damage."

Trevor: "Well first roll again to see if you hit."

Wendy re-rolls her To-Hit and scores a 16.

Wendy: "Awesome! I hit! I'll spend my Exertion to deal more damage."

Trevor: "Okay, one Exertion adds +1 to your Melee Multiplier. Your multiplier is two, and you moved two spaces, so you're getting a x5 to your X Damage!"

Wendy: "Yes! Okay the sword I have is the Katana blade. It's base damage is 3D8."

Wendy grabs 3D8

Wendy: "...and the X Damage is 2D8+1. So that's an extra 10D8+5!"

Trevor: "This is a hard hit! Roll your damage!"

Wendy rolls 13D8+5 and gets 58.

Wendy: "I just did 58 damage!"

Trevor: "The statue gets sliced in two, everyone can hear the sounds of bells and bones colliding with the ground!"

Rick: "Nice job Wendy!"

Trevor: "Okay, now that he's dead, Kelly it's your turn."

Kelly: "I'm going to ready my gun and fire at this one."

Trevor: "Okay, roll your To-Hit with the Ready modifier."

Trevor decides the Jester will attempt to dodge. He rolls it's Dexterity + Dodge/Block and scores a 14. The attack is 5 meters away so no Range modifiers are applied.

Kelly is using an M1911, and her Handgun skill is 1.7

She rolls her Dexterity and the top two dice add up to 12. She adds her Handgun skill of 1.7 and the guns Ready modifier of +1, and scores a 14.7

Kelly: "Fourteen point seven!"

Trevor: "That's a hit! Roll your damage."

Kelly has a Projectile Multiplier of x1

The M1911 has a Base Damage of 2D8, and an X Damage of 1D10+3

Kelly Rolls 2D8+1D10+3 and gets a 21

Kelly: "21 damage!"

Trevor: "The statue takes the hit, and you see fragments of bone fly off of it's body. It's not dead but it seems badly injured. Now its a Jesters turn! These things get three actions a turn. They are very fast. It's first action is moving closer to Rick, then it attacks! Rick are you going to spend an action to dodge?"

Rick: "Yeah I better."

Trevor rolls the creatures To-Hit and scores a 13.4

Trevor: "He got a 13.4 to hit!"

Rick rolls his Dexterity dice and scores a 6.
Rick has 0.0 in Dodge/Block.

Rick: "Yuck! I got a 6! And I don't have any Reverence to spend."

Trevor: "This creature just got a critical hit against you!"

Rick scored a 6 to dodge. Doubling the 6 you get 12. Therefore if the Jester rolls 12 or higher it gets a Critical Success.

Trevor rolls the Jesters damage and gets 21.

This number is now doubled due to the Critical Hit rules.

Trevor: "It deals a Critical Hit of 42 damage!"

Rick: "But I only have 40 Hit Points!"

Trevor: "Well, since a non-critical hit wouldn't have killed you, but a critical hit does, that means you get a Mutilation. The Jester was attacking you with an ornate club, so it will be Bash damage."

Trevor rolls 1D6 and consults the Bash Mutilation Chart. He rolls "Knocked Out"

NO DAMAGE IS APPLIED TO YOUR CHARACTER FROM THE ATTACK. THE HIT CAUSES YOUR CHARACTER TO PASS OUT. YOUR CHARACTER GAINS THE UNCONSCIOUS STATUS EFFECT.

Trevor reads over the Unconscious Status Effect.

Trevor: "Well the good news is you don't take any damage at all, the bad news is your character is now completely unconscious. You must wait two combat rounds before you can even attempt to wake up. You're out cold!"

Rick: "Damn!"

Trevor: "Okay as it's third action the Jester moves closer towards Kelly. We're skipping Ricks turn now, and moving onto the next Jester! This Jester changes course and pursues John down the hallway. John, now it's your turn."

John: "I'll pull out my shotgun and keep running north."

Trevor: "Okay, and the last Jester takes it's action. It catches up to you, John, and attacks!"

John: "I'll dodge!"

Trevor: "Well you used both of your actions this round. You moved, and you pulled out your shotgun. The only way you're going to be allowed to dodge is if you spend a point of exertion."

The Defense Action allows you to spend Exertion instead of a combat action. It is the only combat action that allows it. If John didn't spend his Exertion to defend, the Jester would only have to roll higher than Johns Reaction Defense, which is usually a very low number for starting characters.

John: "I'll do that then!"

Trevor: "Okay take away your point of exertion, and roll your Dexterity plus Dodge/Block"

John rolls and gets two exploding dice.
His final score is 23.8

Trevor: "The Jester misses you entirely! Since characters can only use Melee attacks once each turn, the Jester has another action so it just moves in front of you.
Okay, **NEXT TURN**. Wendy, what do you do?"

Wendy moves to attack the damaged Jester and kills it.

Kelly fires at one of the Jesters pursuing John and damages it.

There are two Jesters left and one of them attacks John.

Trevor: "The Jester attacks you John, and it scored a 16!"

John: "Damn! I try to dodge."

John succeeds the dodge roll.

John: "These things are slow! HA!"

Trevor: "Okay it's your turn John."

John: "I'll shoot my shotgun at the Jester that just attacked me."

John has a Shotgun skill of 1.3 He rolls his Dexterity dice and gets 17.

Trevor: "Since you're firing point blank with a Shotgun you don't get any bonuses for your To-Hit roll. Apply your hip modifier and tell me what you got."

John: "My hip modifier is -1, so I scored a 17.3"

Trevor: "You hit! Roll your damage!"

John: "I have a Projectile Multiplier of x2. I'm using the Black Eagle, so the base damage is 5D6, and the X Damage is 2D6. So I get to roll 9D6 damage!"

Trevor: "Okay, and since it's point blank with a shotgun your damage dice are not reduced either. Go ahead and roll."

John rolls and gets 33 damage.

John: "33!"

Trevor: "You blow the things head clean off!"

John: "Awesome! For my next action--"

Trevor: "Well you dodged earlier this round, so you only get to do that one action."

John: "Oh, right I forgot I dodged."

Trevor: "The last Jester moves and attacks you John. It's getting a +1 momentum bonus to it's Damage. Since you used the Defense Action earlier this round, you get to roll your Dexterity plus Dodge/Block again, but you may only roll three Dexterity dice."

Characters that use the Defense Action get to roll their Dexterity plus Dodge/Block against an attack. If they are attacked a second time that round, they may make this roll again, however they must roll one less die each time."

John: "Come on baby!"

John scores a 12.

The Jester gets a 14.

Trevor rolls the damage. The dice come up much higher than Trevor expected!

Trevor: "You take 30 damage!"

John: "I'm dead! I only have 25 hit points!"

Trevor: "You're now at negative 5 HP and dying. Roll your Fate plus Resist KO/Death for your Death Save!"

See page 52 for details about Death and Death Save rolls.

John rolls an 11.

Trevor: "Your difficulty was 5 since you have -5 HP. You score a critical success, and now instead of being at -5, you're at zero HP. You're not dead yet! ***NEXT COMBAT ROUND.*** Wendy, it's your turn."

Wendy: "I'm going to run after the Jester with all my actions."

Trevor: "You only get about halfway. Now it's Kelly's Turn."

Kelly: "I ready my gun and fire at the last Jester."

Kelly hits the Jester and deals 15 damage. It's still not dead.

Trevor: "Okay John, it's your turn. You're laying on the ground with zero HP. Since you're at zero, you only get one Combat Action this round. What do you do?"

John: "I fire my shotgun at the Jester!"

Trevor: "This time the Jester is 2 units away, so you'll get a +2 to hit with your Shotgun, but also -2 dice for your damage."

John: "That's fine! I shoot!"

John rolls a 14, adds his Shotgun of 1.3, applies his -1 Hip modifier, and finally includes the +2 bonus to hit for being 2 units away with a shotgun."

John: "I got a 16.3"

Trevor: "Okay roll your damage but with two less dice."

Shotgun rules state that for each unit away from your target you add +1 for your To-Hit roll, and get -1 die when rolling damage. John rolls 7D6 for damage, adds them all together and gets 21.

John: "21!"

Trevor: "The Jester falls! The shot echoes out through the hallway as the final Jester crumbles into bones."

Wendy: "I rush over and help John."

Kelly: "I try to wake up Rick!"

Trevor: "Wendy, if you have a First Aid Kit you can try to heal John."

Wendy: "I do have one! How does it work?"

Trevor: "First roll Intelligence + First Aid/Anatomy."

Wendy scores a 15.8

Trevor: "That means you heal John 15 HP."

John: "Ugh...Thanks."

Trevor: "Rick, you wake up and everyone gathers together. What do you all do now?"

Wendy: "Well, this place is terrifying. Let's get out of here! I go down the stairs."

Trevor: "You look back where the staircase was and notice that it's gone."

Wendy: "What do you mean gone?!"

Trevor: "The dance hall simply doesn't have a stairway! You're not sure what's going on!"

Wendy: "Okay this sucks!"

Rick: "I examine the floor and see if there was a switch or something to open up the stairway."

Trevor: "Roll your Perception plus Awareness/Reaction"

Rick scores a 15.

Trevor: "You don't see any seams or anything like that. It's like the stairway simply never existed."

Wendy: "Where the heck are the stairs!?"

Kelly: "They are gone!"

After some talking in character the players decide to check the doors as a team. They find that the building is huge, but so far cannot find any windows. They open a large double door.

Trevor: You all look down the hallway and it seems to go on for a long, long time. At the end of the hallway you see another Jester Statue, however this one looks to be about twice the size as the previous statues.

John: "I shut the door!"

Trevor makes some dice rolls behind his screen.

Trevor: "You all shut the doors and as you do so you notice this creature has turned it's head to look down at you. It grabs it's scepter and starts charging for the door."

Kelly: "Damn! Do we think this door will hold it off?"

Trevor: "Roll your Intelligence plus Intuition."

Kelly rolls and scores an 18.4

Trevor: "You think that even if all four of you were holding the door closed, it might just bash through. You can tell it's building up momentum and charging. Everyone roll your Initiative!"

Chapter Three: Advanced Combat

Wendy: "Again?! I hate this place!"

Initiative is rolled:

Rick scores 17.5

Wendy scores 15.7

Kelly scores 12.3

John scores 10.4

Trevor rolls for the large statue and gets 8.5

Trevor: "Okay, Rick, you're going first, followed by Wendy, Kelly, and John. This creature charging at you goes last. Rick, what do you do?"

Rick: "I pull out my Sniper Rifle and ready it!"

Trevor: "Okay, that's two actions. Wendy, what do you do?"

Wendy: "How many rounds do I estimate we have before this thing gets to the door?"

Trevor: "Roll your Intelligence plus Awareness/Reaction"

Wendy scores 12.5

Trevor decides that's good enough for a close estimation.

Trevor: "You think you all have about 6 seconds, or three combat rounds, before it reaches you."

Wendy: "Okay, I'm going to fully close the door on the right, but open up the left door. Can I also toss my M4A1 to Kelly?"

Trevor: "Sure, you can do that for your turn."

Kelly: "Wait, you've had this assault rifle the whole time? Why am I using this handgun?"

Wendy: "It's my backup weapon!"

Trevor: "Okay Kelly, it's your turn what do you do?"

Kelly: "Well I guess I'll use my actions to get ready to fire the M4A1."

Trevor: "Okay, I'll say catching the gun this round was one action and your other action is used to get into the

Ready stance. John, what do you do?"

John: "I still have like half my hit points gone, so I'm going to step back and start using my First Aid kit."

Trevor: "Okay, using a First Aid kit in combat is an extended action, so I'll be skipping a few of your turns, is that okay?"

John: "Yeah, I should have used this earlier but I didn't know we were going to jump right back into combat. Sorry guys, good luck I'm going to heal up."

Trevor: "The creature charges forward and moves nine units closer. It's gaining momentum and lets out a deep roar as it charges to the door. **NEXT COMBAT ROUND**. Rick, what do you do?"

Rick: "How far away is this thing right now?"

Trevor counts the number of units between the door and the monster.

Trevor: "It's just shy of 30 units away. It's 28 meters away."

Rick: "I'm in the ready stance, so I'm going to use my first action to get into the Aim stance, and then fire."

Trevor: "Okay, let me check something quick."

Sniper Rifles have a range of 25 units. When in the Aim stance, this range is doubled. Therefore no range modifiers are applied to the sniper shot.

Trevor: "Okay, roll your To-Hit!"

Rick is using the Sako Finnlight in the Aim stance. This gives him a bonus +4 to his To-Hit.

Rick rolls his Dexterity + Hunting/Sniper Rifle skill.
He has 3D8 and 1D10. He rolls 3, 5, and 8 on the D8 and rolls 8 on the D10.
One of his D8's explode so he gets a bonus D10 and rolls a 6. His top two dice are 8 and 8. Rick has a Hunting/Sniper Rifle skill of 3.5
He adds 8 + 8 + 3.5 + 4

Rick: "I got a 23.5!"

Trevor decides the creature is not wise enough to dodge as it is in a full charge and enraged. It's reaction defense is only 7.5

Trevor: "The creature is focused on charging and doesn't dodge. It's reaction defense is 7.5, so you score a critical hit! Roll your damage and double it."

The Sako Finnlight has a base damage of 2D8, and an X Damage of 3D8. Rick has a Projectile Multiplier of x2 so his total damage is 8D8. He rolls 8D8 and adds them all together.

Rick: "I rolled 35 damage, doubled makes it 70!"

Trevor checks and sees the beast has 100 HP.

Trevor: "You blast this thing in the head! Chunks of skull scatter across the floor, but the creature is still charging at you all!"

Wendy: "That was a lot of damage!"

Trevor: "Wendy, what do you do?"

Wendy: "I'll ready my sword and stand by."

Trevor: "Okay, Kelly, what do you do?"

Kelly: "I'm in the Ready stance, so I'm going to fire my assault rifle at it. It has 3 round burst."

Trevor: "Okay, the creature is still 28 units away, what is your guns range?"

Kelly: "Its range is 15"

Trevor: "Okay, you can use one action to get into the Aim stance before you fire, or you can just fire in the Ready stance."

Kelly: "Well I'd like to move after I fire, so I'm just going to fire in the Ready Stance for now."

Trevor: "Okay, that's fine. Since you're not aiming you'll get a range modifier. The creature is 28 meters away, and your M4A1 has a range of 15. Because 15 goes into 28 once evenly, you'll get a -1 modifier to your Projectile Multiplier, and the creature will get a +2 bonus to it's defense score."

Kelly: "I shoot!"

Trevor: "Roll your To-Hit!"

Kelly rolls Dexterity + Assault Rifle.

Her Dexterity Dice are rolled and she scores 15. Her Assault Rifle skill is 1.3, and the M4A1 has a +0 modifier while shooting in the Ready stance.

Kelly: "I got 16.3"

Trevor: "The creature has 7.5 for it's reaction defense, but it gets a +2 because of the range. That means your difficulty is 9.5"

Kelly: "I made it by 6.8 then."

Trevor: "Cool! Since you're firing in 3-Round burst mode, and you made your difficulty by 3 or more, that means you calculate your damage as if you had +3 to your Projectile Multiplier."

Kelly checks her sheet and sees she only has x1 for Projectile Multiplier, so she should treat it as if it's x4 for the damage.

Trevor: "Also don't forget that the range reduces your Projectile Multiplier by 1."

Kelly instead treats her Projectile Multiplier as if it were x3 for this attack.

The M4A1 has a base damage of 4D8, and X Damage of 2D6.

Kelly rolls 4D8 + 6D6 and scores a 38

Kelly: "I rolled got 38 damage!"

Trevor checks the creatures sheet and sees that it has taken a tottal of 108 damage. It only had 100 HP.

Trevor: "You fire three shots at the beast and as you prepare to reposition yourself after, everyone notices that the creature falls over and slides down the hallway making a squeaking nose as it's body slides across the floor. It's body vanishes in a puff of blue flame."

Wendy: "That thing wasn't that scary after all!"

John finishes treating his wounds with his First Aid kit.

Chapter Four: Epilogue

Trevor: "Okay everyone, what do you do?"

After some more exploring the party comes across a large bedroom.

Trevor: "You enter the bedroom and notice more cats along the floor. Sitting upright on the bed you see a bald man wearing a blue jumpsuit. On his shoulder you see the SCP logo."

John: "Hello? Hi! Are you a part of the MTF squad?"

Trevor: "The man has a glazed over look in his eyes. He's sitting on the bed and slowly turns his head to look at you. He says:

"Are you a nightmare too?"

Kelly: "Didn't we get some photos of the missing MTF squads?"

Trevor: "Yes, that was a part of the information you received. You have them saved to your phone."

Kelly: "I check and see if this man is one of the missing members."

Trevor: "You look at every photo, and none of the men are bald. Not only that but this man looks completely different than any of them. You're sure he's not a part of the MTF squads. Most MTF members wear their MTF sigil on their shoulder. This man has an SCP logo, so you deduce he's someone the Foundation never told you about."

Wendy: "I say, No! We are not nightmares. We're here to help get you back to the Foundation."

Trevor: "The man's eyes widen. He gets a crazy look in his eyes and yells

"THE FOUNDATION!? LET ME SLEEP! GO AWAY!"

Trevor: "Suddenly you all feel like the air around you has been drained! Blackness engulfs the entire area and you all feel like you're standing on a roller coaster. You all get extremely dizzy and it feels like you were just shot out of a cannon! After some time, each of you feel like you've been asleep for hours, possibly days. The sound of loud white noise can be heard. You realize now each of you are sitting in a familiar chair. You start to hear the sound of an intercom system.

"We'll be landing in about 15 minutes. Please fasten your seat belts"

Your eyes open. You're all back on the jet. It's a familiar flight. You're about to land on the Island of Nicobar."

Rick: "What!?"

Trevor: "You all look over at each other and can almost tell you've each had the same experience. You're not sure if it was a shared dream or if you all jumped back in time eight hours. We'll call this session here."

John: "It was all just a dream!!!"

Trevor: "Each of you get 115 Experience. Since it was the first session, I'll also give each of you one Drama Card, and you each get one Merit Point."

Trevor continues this story line for several sessions. The players eventually discover that the bald man was Neil Richman; a member of the Foundation who not only loved cats, but was tasked with feeding SCP-3000 periodically.

SCP-3000 has been controlling his dreams ever since, and the man was somehow linked with the SCP-1237 phenomena, which caused reality to shift along with his subconscious. SCP-3000 was starting to get upset with the Foundation for various reasons, and started using this man and his abilities to keep the Foundation away. His powers are limitless while he's sleeping, which is how he was able to reverse time.
John was right, it really was all a dream, but it wasn't his dream.
He was inside of Neil Richmans dream.
A dream that shaped reality by SCP-1237.

Security Level 01 Accessible Weapons

All personnel that have obtained Level 01 Security Clearance are granted access to the following weapons and gear. Any individuals that are of Security clearance level 00 or lower do not have permission or authority to utilize any of the items listed below. Unauthorized use of restricted items is prohibited and can lead to disciplinary action up to and including demotion, Personnel Class modifications, and [EXPUNGED] for a period of no shorter than 90 days.

GEAR

First Aid Kit



Choose a Target within 1 unit of your character, then roll Intelligence + First Aid/Anatomy. The score obtained (rounded up) equals how much HP the Target restores.
Note: You still only add your top two dice.
May Target self. Stops *Bleeding* status (but does *not* stop Bleeding Out status.)
Requires two consecutive Combat Actions to use.
One time use item.
Does not restore negative HP.

Price
$10

PROJECTILE

Pepper Spray



Must be able to target subject's face or exposed areas (such as eyes, nose, mouth). Anyone affected by pepper spray must make a Health + Resist Distress check with a difficulty 9. Increase this to 18 if your roll was a critical success. Failing the check causes the loss of the next 4 Combat Actions. Characters currently affected are immune. Cannot be reloaded; (35 uses before disposal) Cannot cause Mutilations.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	0	+1	+1	35	-	-	Acid	4*	$15

Taser Gun



If hit, Target must roll Willpower + Resist Distress difficulty 14. If they fail, Target loses their next 4 Combat Actions and gains the Fallen Over Status Effect. Reloading this weapon requires two consecutive Combat Actions. Uses a battery instead of ammo. Cannot cause Mutilations.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	+0	+1	+2	1	1D4	-	Electricity	4*	$35

Crossbow



Reloading this weapon requires two consecutive Combat Actions.
Cannot utilize weapon attachments.
Two-handed weapon. Crossbow Bolts cost $8 each.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	0	-	-3	0	+2	1	1D10	3D8	Impale	15*	$115

Luger



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	0	+1	+2	8	1D6	1D6	Impale	5	$80

M206



Each time you use the Reload Action, it only adds one bullet to the chamber.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	0	0	+1	6	2D6	1D6	Impale	5	$60

RM380



Easily concealable weapon.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	-1	+1	+2	6	1D8	1D4	Impale	5	$60

Walther PPK



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	+1	+2	+2	7	1D6	1D8	Impale	5	$150

MELEE

Baseball Bat



If your characters Melee Multiplier is x3 or higher and you get a Critical Hit, this weapon breaks.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+2	-	-	-	-	1D10	1D8	Bash	1*	$14

Brass Knuckles



While equipped, add +2D8 to punching attack damage. Cannot use Firearms while equipped.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	0	-	-	-	-	-	-	Bash	1*	$25

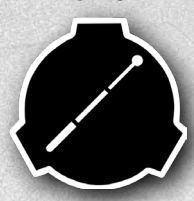
Crowbar



Crowbars can be used to pry open doors or similar objects.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-2	-	-	-	-	1D12	1D10	Bash	1*	$16

Stun Baton



If hit, Target must roll Willpower + Resist Distress difficulty 12. If they fail, Target loses their next two Combat Actions. This effect occurs up to 10 times before requiring a recharge.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+2	-	-	-	10	1D8	1D4	Electricity	1*	$85

Survival Knife



A small concealable all-purpose knife.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+1	-	-	-	-	1D8	1D6	Slash	1*	$20

Machete



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+1	-	-	-	-	2D8	1D8	Slash	1*	$14

Whip



If you roll a 10 on the Base Damage die, *add +1D20* extra Damage.
May **only** Target Characters that are exactly ***two*** meters away.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-1	-	-	-	-	1D10	1D6	Slash	2*	$28

GRENADE

Molotov Cocktail



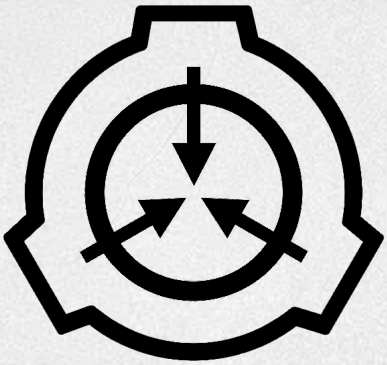
Keyword: ***Thrown Explosive***
One time use item.
Cannot be used with Grenade Launcher.
Explodes upon impact
Requires an action to light on fire before thrown.
Targets damaged with this weapon catch on fire with an intensity level equal to the number of damage dice rolled. (see example below)

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	4D10	-	Fire	-	$16

Example:
Molotov cocktail explodes 2 meters away from your Target *(see Throwing Objects on page 48)*.
Target would therefore take 2D10 damage *(see Thrown Explosive Keyword rules on page 73)* and gain the "On Fire Status" with an intensity level of 2 *(see On Fire Status on page 60)*.

CLASSIFIED

Security Level: 02



WARNING

SECURITY LEVEL: 02

REQUIRED BEYOND THIS POINT

UNAUTHORIZED DISCLOSURE SUBJECT TO CLASS D INCARCERATION

Max Attribute Perks

If a Character ever purchases all three twelve sided dice in any given attribute, a special perk is unlocked. These perks are permanent advantages your character gains as a reward for attaining the highest possible level in an attribute.

3D12 in Strength

Characters that have all 3D12 in Strength ignore all carry capacity limits and can hold unlimited items. Also when performing a Melee Attack, your Damage Dice will Explode (see page 17). *(When rolling damage, all dice are added together.)*

3D12 in Health

Characters that have all 3D12 in Health may spend 1 Exertion point to instantly heal 10 HP, even if they have negative hit points.

3D12 in Perception

Characters that have all 3D12 in Perception may perform the Dodge Action for free. *i.e. Dodging no longer requires a combat action.*

3D12 in Dexterity

Characters that have all 3D12 in Dexterity will always cause a Mutilation effect whenever they roll a Critical Hit against a standard enemy. *(Some SCP's will be unaffected; Those without vital organs, for example.)*

3D12 in Fate

Characters that have all 3D12 in Fate get to draw one Drama Card at the beginning of each gaming session. *If Drama Cards are not used in your game, instead the character gains +2 Reverence each session.*

3D12 in Charisma

Characters that have all 3D12 in Charisma gain 150 credits and 1 Merit point at the beginning of each gaming session until they reach Security Level 04. After Level 04 they gain 500 Credits at the beginning of each session (but zero Merit).

3D12 in Intelligence

Characters that have all 3D12 in Intelligence get three Combat Actions each turn in combat instead of two.

3D12 in Willpower

Characters that have all 3D12 in Willpower refresh all lost Exertion points whenever they are out of combat and are able to sit or rest momentarily.

STAFF MORALE AND DEMEANOR

A watchful eye will help keep your facility safe!

Often times Foundation Sites may face difficulties with staff morale. Clues that your facility may be in danger, include the following:

Questioning of orders from a superior official
Small gatherings of staff without a supervisor present
Sudden bursts of emotion while on the job
Questioning Facility Security Procedures, or requesting Security SOP data
Occasional direct eye contact with security cameras
Accessing Data Terminals without reason
Accessing Data Terminals for extended periods of time
Prolonged field assignments
Prolonged isolation
General inquisitiveness
Overly extroverted or introverted personalities
Often expresses frustration with the Foundation
Requesting information or access to non-Mission related SCPs
Sudden perspiration
Odd changes in diet
Obesity
Paranoia

If you notice a fellow staff member showing signs of low morale, please report the individual at your nearest Data Terminal with details on any suspicious behavior. If morality has decreased due to a specific recent event involving the death of a colleague, or PTSD from a particularly stressful mission, a common method of treating the dysfunction is to administer amnestics to the subject. Only in extreme cases should the individual be demoted in their personnel class. Retracting Merit Points as a form of disciplinary action is not allowed for C-Class and above Personnel, but reduction in pay or disciplinary work can be implemented.

FOUNDATION SECTION B

Staff Titles (as cited from scp-wiki)

The following are general occupational titles that are typically used within the Foundation.

Site Staff

Containment Specialist

Containment specialists have two main roles at Foundation facilities. Firstly, containment teams are called upon to respond to confirmed cases of anomalous activity to secure and establish initial containment over anomalous objects, entities, or phenomena and transport them to the nearest Foundation containment site.

In addition, Foundation containment engineers and technicians are called upon to devise, refine, and maintain containment units and schemes for objects, entities, and phenomena in Foundation facilities.

Researcher

Researchers are the scientific branch of the Foundation, drawn from the ranks of the smartest and best-trained research scientists from around the world. With specialists in every field imaginable, from chemistry and botany to more esoteric or specialized fields such as theoretical physics and xenobiology, the goal of the Foundation's research projects is to gain a better understanding of unexplained anomalies and how they operate.

Security Officer

On-site security officers - often referred to simply as guards - at Foundation facilities are tasked with maintaining physical and information security for Foundation projects, operations, and personnel. Primarily drawn and recruited from military, law enforcement, and correctional facility personnel, security officers are trained in the use of all types of weapons as well as a variety of contingency plans covering both containment breach incidents as well as hostile action. These personnel are also responsible for information security, such as making sure that sensitive documents are not misplaced and that a facility's computer systems are safe from outside intrusion. They are also often the first line of defense against hostile outside forces for Foundation facilities.

Tactical Response Officer

Response teams - or tactical teams - are highly trained and heavily armed combat teams tasked with escorting containment teams when dangerous anomalous entities or hostile Groups of Interest are involved and defending Foundation facilities against hostile action. Response teams are effectively military units stationed at major Foundation facilities that are ready to deploy at a moment's notice.

Field Personnel

Field Agent

Field agents are the eyes and ears of the Foundation, personnel trained to look for and investigate signs of anomalous activity, often undercover with local or regional law enforcement or embedded in local services such as emergency medical services and regulatory organizations. As undercover units, field agents are typically not equipped to deal with confirmed cases of anomalous activity; once such an incident has been confirmed and isolated, field agents will typically call for assistance from the nearest field containment team with the means to safely secure and contain such anomalies.

Mobile Task Force Operative

Mobile Task Forces are specialist units comprised of veteran field personnel drawn from all over the Foundation. These task forces are mobilized to deal with threats of a specific nature and can include anything from field researchers specializing in a particular type of anomaly to heavily armed combat units tasked to secure certain types of hostile anomalous entity. See the Task Forces document for more detailed information.

Foundation Sites

All Foundation Sites are wildly different from each other, though there are some commonalities throughout. The following pages list common aspects within SCP facilities.

Location(s)

Most Sites are located away from the general public, and those that are not have advanced methods of concealment. There are currently [EXPUNGED] throughout the globe. [REDACTED] in North America, [REDACTED] in Middle America, [REDACTED] in South America, [REDACTED] in Europe, [REDACTED] in Asia and the Middle East, [REDACTED] in Africa, and finally [REDACTED] in Oceania. (These statistics are as of [REDACTED] and subject to change)

About [REDACTED]% of these Sites are constructed underground to avoid satellite imagery and to better help conceal them from public eye. Facilities that are above ground often utilize [REDACTED] to better obfuscate the interior and to prevent public curiosity when seeing [REDACTED] moving in and out of the property.

Security and Data

Security Clearance Cards

All Faculty Staff, minus those with Security Level 00, are required to have their Security Clearance Card on their person at all times while located outside of their personal quarters. There are a total of [REDACTED] Security Levels, with each card color-coded for quick visual reference. If your card is lost or stolen, access the "Lost or stolen card" menu on the nearest data terminal. Log in using your credentials and follow the prompts on screen. Please keep your Security Clearance card on your person, out of public view. Do not laminate. Do not puncture your card. Do not wear around neck. Do not store in RFID wallet. Keep card away from magnets. Do not attempt to modify your Security Card in any way. Failure to comply can result in disciplinary action.

Buy Stations

Located at common intersections, Buy Stations are similar to Data Terminals except they exclusively provide access to all available weapons and items purchasable by Foundation staff. You can log in using your Security Clearance Card, retinal scan, bone scan, username/password, voice recognition, and other various identity verification methods (varies by site). Once logged in you will have the option to purchase items using the checking account associated with the Security Card. Then you will have your items delivered to your personal quarters (or MTF base of operations) within ten hours (times may vary) or depending on location are 3D printed right in front of you.

Data Terminals

Located at common intersections, Data Terminals provide access to all Contracts, Missions, Orders, Announcements, Alerts, Internal Data, SCP Data, and General Communications throughout the Site. You can log in using your Security Clearance Card, retinal scan, bone scan, username/password, voice recognition, and other various identity verification methods (varies by site). Most of the time when new Objectives are given to a MTF, it is done through a Data Terminal. Some sites provide apps that allow access to this information off-site but this is not a common practice. When PC's obtain 10 Merit Points, they must go to a Data Terminal to obtain their new Security Card.

Rooms and Locations

Meeting Rooms

All Sites have meeting rooms that staff members can utilize for mission briefings and other types of professional communication. Some of the more advanced SCP Facilities even offer holographic interactive meeting rooms to simulate a virtual experience, which allow Class A Personnel to attend meetings without physically being there. You can request up to a 4 hour timeslot, 24 hours a day at any data terminal.

Lunch Rooms

We at the Foundation understand that working for us can be a downright taxing experience. This is why we provide the best lunch rooms we can. A large variety of food is available at NO COST! Enjoy a beautiful view from one of our virtual windows, and take a breath of fresh air next to our indoor garden (indoor gardens are no longer permitted). Feel free to speak to your co-workers about relaxing topics that are unrelated to on-site business. All (several) Foundation Sites have begun to utilize Safe anomalous objects to provide enjoyment and relaxation to staff (all use of SCPs for company profits and staff morale must be approved by Site Director and The Administrator.)

Prisons
Occasionally Foundation Sites may contain security cells to contain class D & class E personnel, or members currently undergoing compliance adjustments. These cells are located as far from the primary exit as possible to prevent radical situations. Correctional staff members must be on duty 24/7, and all class E personnel must have clear containment procedures posted.

Bathrooms
Full bathrooms with shower/bath are included within personnel quarters for individuals or task force. Public bathrooms are available near high-traffic hallways (follow the rest room signs). Bathrooms do not require security clearance levels to access, nor allow video surveillance within per compliance with the Foundation privacy regulation of 1981.

Personal Quarters
Many rooms are dedicated to personal quarters for site staff members. Most employees are discouraged from leaving the premises at all times. Only a small percentage of Foundation staff have families and a house with a white picket fence.

Safe Rooms
Located throughout several Foundation Sites are large Safe Rooms for containment breach situations. The Security Level and Personnel Class associated with each room varies for each department. Most doors require a Level 03 Security Card to open from the outside, but again this varies per site. Their is almost always only one door to enter the Safe Room- a 23 ton concrete door with reinforced steel beams locking them in place. When an emergency situation occurs, personnel are instructed to locate their nearest Safe Room and wait until a pre-determined period of time passes before securing the room from within.

Human Resources

There are two HR departments; A corporate department, and site-specific departments. The Corporate HR department is in charge of reassigning employees to new roles within the Foundation. These promotions and demotions rely heavily on employee loyalty and performance. Site-specific HR have the more complex responsibility of recruiting brand new staff.

Recruiting new site employees to the Foundation is an ambitious procedure. HR managers work with Intelligence agents to seek out individuals whom have little to no friends and family and do not display acts of rebellion to authority figures. Once a potential candidate has been observed, specialized field agents study the target from a distance before offering them a position. Details of these positions are scarce, and the agent is instructed to offer a calling card if the target decides that the mystery job is too suspicious. Usually curiosity overcomes the target and they agree to the position. In rare cases when a target is presented with too much information, amnestics are administered.

Termination of employment also utilizes amnestics to eliminate all recollection of the position. When these procedures are completed field agents are dispatched for covert recon to ensure that the treatment was successful. Unfortunately these treatments do not always stick, and the agents may be instructed to retrieve the target for additional doses, or to *vanish the individual.

*[REDACTED]

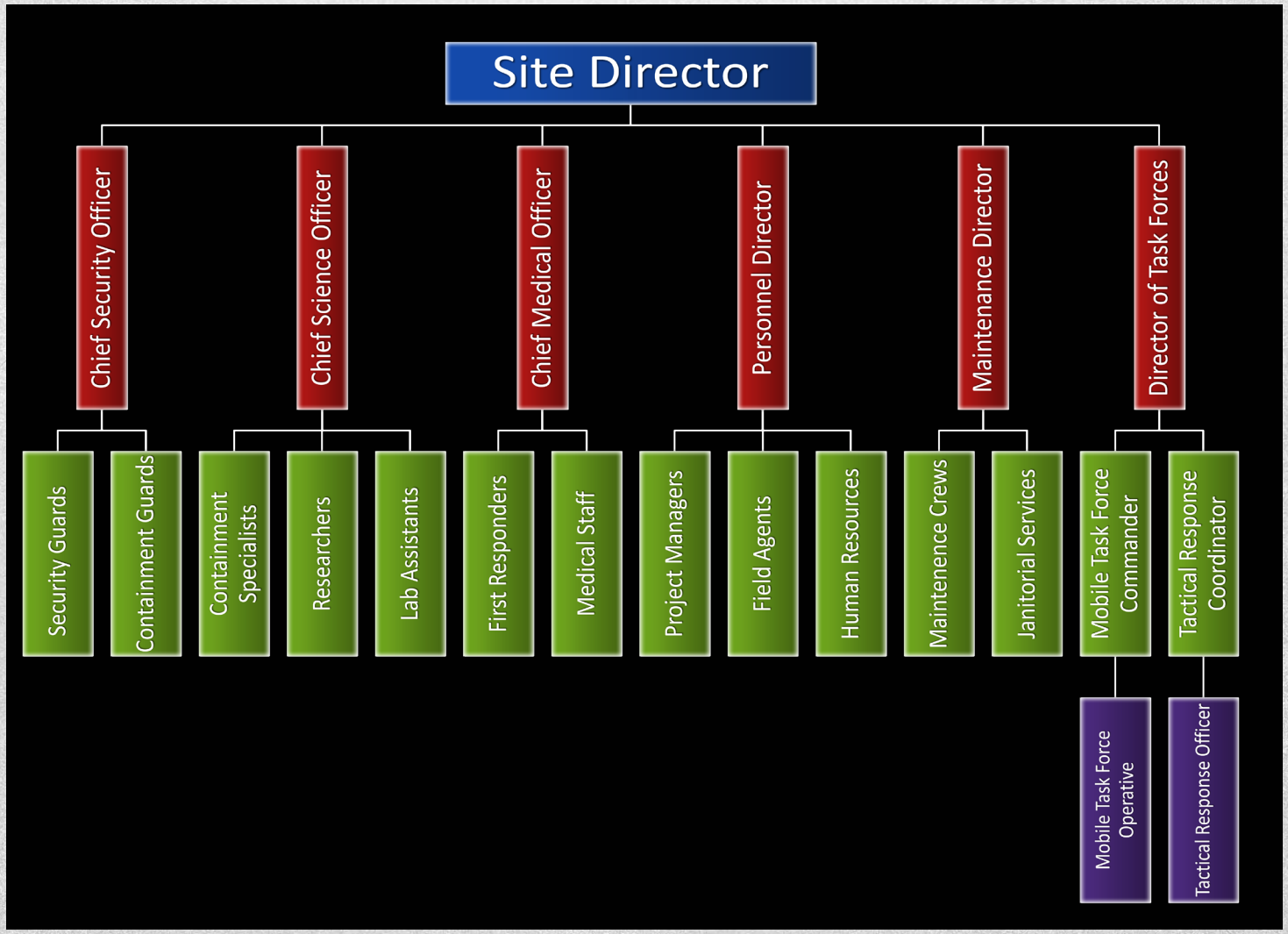
Command Structure (SL02)

The graphic below displays the general chain of command within [your Site]. [REDACTED] Roughly half of MTF are run site-specific and are overseen by the Director of Task Forces within each branch.

Site Directors for each facility communicate with all *external Foundation branches and oversee all aspects within their respective sites. This command structure is fluid and changes from site to site, but the fundamental structure can be observed for baseline understanding.

*[REDACTED].

If you would like additional information please visit:
[REDACTED]



CHAPTER 08: MOBILE TASK FORCES (MTF)

A great way to start a campaign is to have the PC's already be a part of a Mobile Task Force (or MTF). Before they become full on MTFs, they were likely a part of a Security Level 01 *Tactical Response Team* or *General Research Team*. In order to form a Mobile Task Force you must first have a minimum of two personnel with Security Clearance 02 or higher. Second, obtain permission from the *Director of Task Forces* from within your site. And third, all members must pass a field and written exam. Often, but not always, initial funding may be required by the individual to purchase their own standard starting gear, such as body armor and standard issue weaponry with the MTF Sigil, but these circumstances vary greatly and are usually only prominent in aged MTFs. The Written Exam will test various knowledge such as standard Security Protocol, Site Hierarchy, MTF Field Codes, Basic Medical Procedures, and Common SCP terminology. The the Field Exam consists of two parts: The first part is a Firearm Safety and Accuracy test, which focuses on shooting accuracy, firearm maintenance, and friendly-fire prevention; while the second part is an entry-level Contract of mild difficulty completed with no more than three applicants.

So what is an MTF? As cited on the official SCP wiki:

Mobile Task Forces (MTFs) are elite units comprised of personnel drawn from across the Foundation and are mobilized to deal with specific threats or situations that sometimes exceed the operational capacity or expertise of regular field personnel and — as their name suggests — may be relocated between facilities or locations as they are needed. Mobile Task Force personnel represent the "best of the best" of the Foundation.

Mobile Task Forces vary greatly in size, composition, and purpose. A battalion-strength combat-oriented task force trained to deal with highly aggressive anomalous entities may consist of hundreds of troops plus support personnel, vehicles, and equipment and can be deployed in whole or in part to deal with threats across the globe. However, a Mobile Task Force can also be a small, specialized intelligence-gathering or investigative task force that may have fewer than a dozen personnel if that is deemed sufficient to accomplish their goals.

While in the field, task force members often pose as emergency responders, local or federal law enforcement, or military personnel appropriate to the region in which they are operating. Mobile Task Force Commanders can also request the assistance of local field units or personnel stationed at nearby Foundation facilities in order to accomplish their missions.

The (5) primary advantages to forming an MTF are as follows:

1) Merit Point Share

The PC's share Merit Point Awards that are obtained through the Foundation. When one member does something outstanding, the reward is reflected upon the group. This goes both ways, however. If one member of the MTF messes up a mission, the party as a whole will receive less of a reward. Please note that Merit Points purchased with Reverence Points are *not* shared with the rest of the MTF.

2) Resource Share

The PC's share resources. Instead of individuals receiving pay for completing a mission or contract, the party as a whole shares the income. This can be very helpful when an expensive item is required to fulfill a mission, however it can also be seen as a hinderance if one member is using too much of the funding without notifying the others. This is why it is often a good idea to assign one member the additional responsibility of Treasurer. The Treasurer would be responsible not only for handing all financial decisions, but for making sure all members of the MTF are equipped with equal and appropriate weapons and gear.

3) Security Level Share

MTFs have their own Security Level. Whoever has the 2nd highest Security Level in a MTF determines the Security Level for the entire MTF. If there is a tie for the highest, then the MTF Security Level matches that tie. PC's of a lower Security Clearance than the MTF itself are treated as if they have a higher Security Clearance when purchasing weapons and gear, but will not have access to higher ranked sensitive data unless deemed necessary by those with higher ranks. If one member of the MTF obtains a Security Level higher than that of the MTF itself *(being ranked highest of the group with no tie)* that member alone has access to the more advanced weaponry and higher clearance data. The primary purpose of MTF Security Levels is to help MTF Directors and Foundation Staff delegate missions appropriately based on rank and specialty.

4) Vehicle Access

As a member of a MTF squad, the Foundation permits access to company vehicles. Any member of the squad simply needs to submit a request 24 hours beforehand and fill out the necessary paperwork. On some rare occasions emergency procurement is permissible.

MTFs that have been in operation of a period of over 2 months and have at least one member of Security Level 03 or higher are granted the option of having designated vehicles. These are permanently leased and often display the MTFs sigil on the side. Only members of that MTF are authorized to operate these machines.

The variety of options available are tremendous, but most commonly used are various models of black vans/sedans to remain low-profile if traveling near the public, or Humvee's, Helicopters, and even Tanks when things get serious.

5) Call for Backup

Depending on the authority and nature of a MTF, some provisions provide the option for backup. Only the highest ranked officer(s) within the MTF is allowed to call for backup. When doing so, the Foundation will dispatch the appropriate number of soldiers and other MTFs nearby to help contain a situation. When backup is called on a mission, please note that no Merit points will be provided to the MTF regardless of the situation.

Identification of Mobile Task Forces



All MTFs are provided an alpha character with a designated number which are commonly written out in the phonetic form, such as "MTF Beta-5" However, on the field each squad uses a handle (nickname) as well as a circular sigil (icon) to help differentiate their identity.

When referring to the MTF squad, it is common to use said handle, and uniforms will commonly display the squads sigil on the shoulder/chest, etc.

The Foundation will always provide each MTF with their alpha character and number. Depending on the nature of the game that the Director is running, the handle/sigil can either be created by either the Director or the PC's together.



In addition to the name, each MTF will also have a Site of Origin (or S.O.) associated with the team. The S.O. will house the base of operations for the MTF and provide meeting rooms, personal quarters, vehicles, purchasing outlets, and data terminals as needed.

Please use this link for a list of MTF examples and additional details about Mobile Task Forces.

Mission Statement

Most MTF squads have an area of specialty, such as biological hazards, crowd control, or even unstable time-space. It is up to the Director as to weather the PC's have a specialty such as this, however often in the SCP RPG it helps if your players are a generic task force ready to take orders to investigate or combat any situation they are ordered to confront.

Objective Delegation

Each SCP facility handles Objective Delegation in differing ways, but the most common personnel possess the titles listed below in order from most common to least common.

Director of Task Forces - Most of the time MTFs will get Missions, Orders, and Contracts (Objectives) from the sites Director of Task Forces or DTFs. DTFs on large-scale sites usually distribute their Objectives through electronic messaging or delivered hardcopy, while smaller sites communicate directly over a radio or show up in person. DTFs deal with all of the facilities high-demand Objectives and distribute them throughout all MTFs per specialty and qualification.

Intelligence Agency Dispatch - The second most common personnel that MTFs receive Objectives from are Intelligence Agency Dispatchers (IADs). The Intelligence Agency seeks out potential new SCPs out in the wild and first contact with each new SCP is often an encounter with MTFs. IADs will on some occasions contact a MTF directly to provide Mission details and other potentially sensitive data.

Containment Specialists - The entire purpose of each SCP site is to contain anomalies with the Foundation. Often times things can get out of hand or difficult. This is when a Containment Specialist may contact a MTF for a request to maintain containment, or in some extreme cases, help re-capture an escaped SCP.

Various Department Managers - Each site has several departments. For details see QR link. ⟶ Directors of these Departments sometimes have highly distinct problems that require a specialized team of MTFs to help their goals.

Site Director - On extremely rare instances, an Objective is so vital to the Foundation that the Site Director themselves will speak directly with a MTF. When this occurs, the director will often award surviving members of the MTF immensely, even though all documentation surrounding the cases are immediately redacted, and amnestics are usually administered to prevent any information about said Orders from being leaked.

Directly from the O5 Council - [REDACTED]

Objectives

MTFs are often given various ***Objectives***, categorized in three types: Orders, Missions, and Contracts *(see below)*

Orders

Commands given to an MTF that are mandatory and must be completed immediately.

Missions

Objectives given to an MTF that are to be completed in an appropriate time frame.

Contracts

Tasks given to an MTF that if completed at any time, will provide a reward. Contracts can be both mandatory and optional.

Mobile Task Force Field Codes

Provided for personnel to visually alert others in the field of potential hazards during observation, containment, retrieval, exploration and emergency situations involving SCPs when typical methods of communication are obstructed.

Note: Symbols represented here are nonstandard and task forces are strongly encouraged to adapt their own code to better suit their assignments.

Credit: Eric J. Stover (toadking07)





Alternate
Reality Entered



Not Hostile If
Left Alone



Do Not Fall
Asleep Here



SCP Subject
Last Seen Here



Room Clear



Does Not
Stay Dead



Stay Quiet



Do Not Be
Taken Alive



Danger On
Other Side



Rooms Move/
Area Changes



Stay In
The Light



Stay In The
Darkness



Don't Give Up



Do Not Make
Eye Contact



Pray While
Shooting



Someone Else
Is Here



Hostile
Environment



Do Not
Look Away



Symbols Have
Been Compromised



You Are Being
Watched

Official Wiki:



Video Documentation:



Mobile Task Force Roles

If there's one thing that is the same about all MTFs, it's that they are all different. Some specialize in a certain type of mission, others don't. Some squad members have specific roles while some don't. Some members wear body armor and wield semi-automatics, while others wear lab coats and wield clipboards. Keeping that in mind, the following optional list of roles with the MTF are here if the PCs or the Director would prefer them. You are welcome to use one, multiple, or none of these when defining your Character.

Commander/MTFC - Only about half of all Mobile Task Forces utilize a Commander (also known as MTFC). Commonly it is the member who has the highest Security Level, but that like most things differs from MTF to MTF. It is suggested that if the Director creates the MTF for the PCs, that they introduce a higher ranked NPC to act as the MTFC to help newer players understand their goals, and to just help push the plot and action forward in a controlled manner. However, if the PCs invent the MTF themselves, or better yet earned the right to form a MTF, the squad should be leaderless as the members should be encouraged to work together as a team.

Computer Engineer/Hacker - Computers make the world go around, and the best MTFs out there have a Computer Engineer somewhere in their squads. Most have at least one other specialty, but they shine most when sitting down in front of a keyboard.

Researcher/Investigator - Intel is king, especially when dealing with the unknown. These squad members are the ones putting themselves at the most risk trying to obtain vital information for the rest of their team, and the best ones not only deliver the intel, but the solution.

Communication Specialist/Operator - Veteran MTF members will tell you that before they had a good Operator on board, their turnaround rate was high. Communication is key when things go to hell, and these guys are there to help deliver messages that can save lives.

Marksman/Commando - Nothing solves a problem quite as satisfying and efficient as a well placed bullet. Marksman are an essential part of all MTFs. Many MTFs out there are comprised *entirely* of Marksmen.

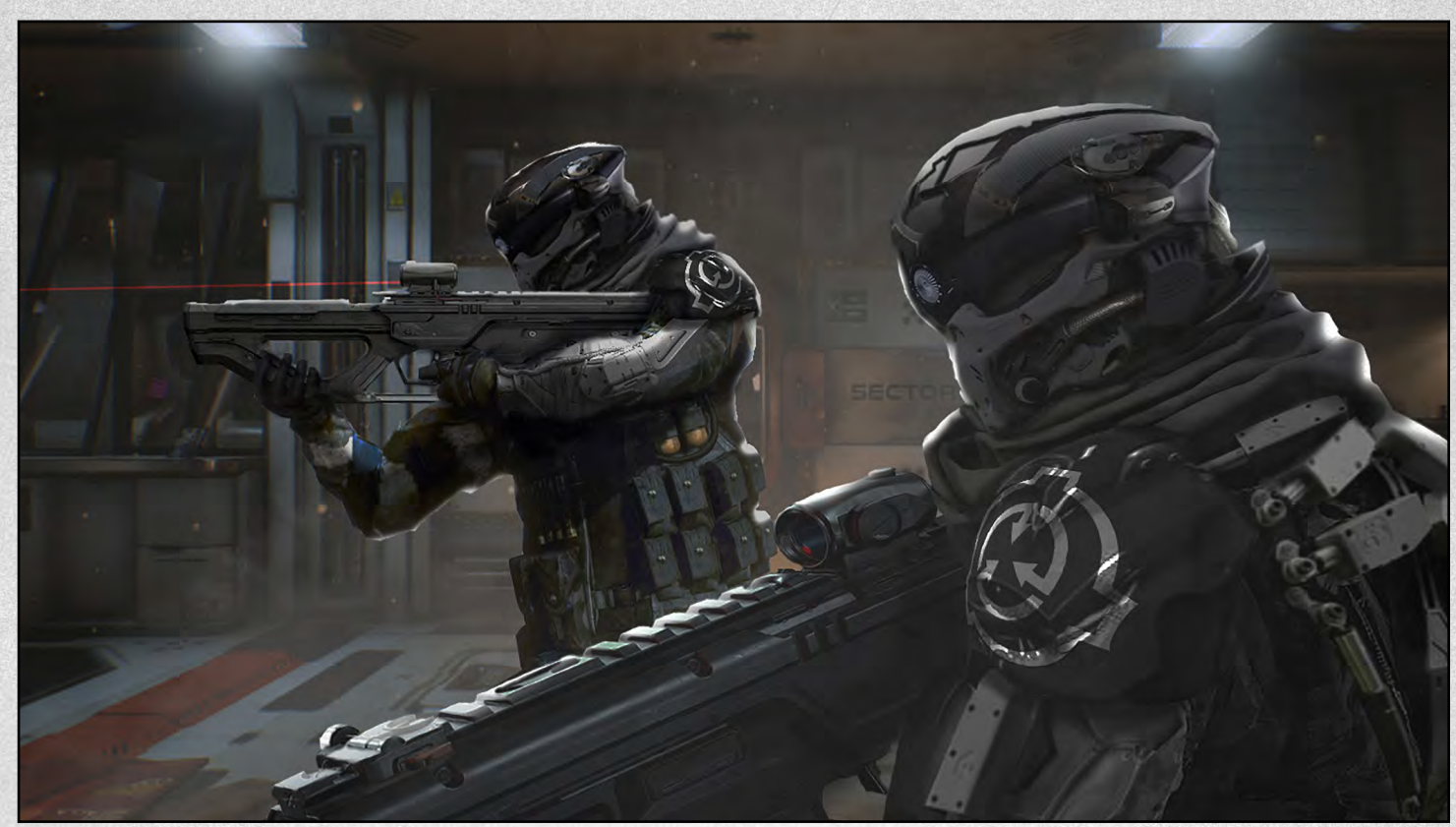
Representative/Councilor - When the general public must be questioned, detained, or intimidated. The Representative is the squads best "people person"- be that through negotiation tactics, social manipulation, or amnestics- the Representative will take care of it.

Medical Officer/First Responder - Things are inevitably going to go sour on the field. It's never a question of if, but when. And when that happens, if you don't have a First Responder on your squad it's time to pray to whatever God/SCP you believe in. Foundation Medical Officers are trained to deal with a larger variety of human bodily injuries than average doctors.

Scientist/Specialist - There's a Scientist in almost every MTF, even those that are purely combat oriented. The Scientists job is to provide advice to the rest of the squad based on their specialized area of knowledge. Specialists are just the same as Scientists, but their knowledge isn't necessarily science based- it could even be faith based, or they could be former members of a rival agency or other organization of significance.

Surveillance/Infiltrator - Similar to a an Investigator, the Infiltrator specializes in obtaining information discreetly. Be that through technology or breaking and entering. They are often used in conjunction with Representatives to obtain intel and are amazing at altering their appearance to look like "someone who belongs there".

Heavy/Gear Head - Gear Heads love two things; Big Vehicles, and Big Guns. They usually are the pilots for a MTF, and haul around the heavy specialised equipment like flamethrowers and miniguns. They are often used as a squads demolitions expert and/or mechanical engineer.



Drawn from some of the Foundation's greatest talent, MTF units are relied upon for their ability to act professionally, keep their composure, and work reliably. Every individual placed in an MTF unit is reliable in some way.

When planning a party with an MTF background, Directors are advised to facilitate communication between the players in coordinating their builds. Unlike the usual rag-tag teams one might make from D-Class parties or ordinary Foundation personnel, MTF units who work together are always coordinated. Their skills complement or supplement the rest of the team's skillset, and these squads often have some specialty *(such as spelunking, extradimensional travel, cognitohazards, or even pacifying intelligent SCP's.)*

Given that every player character in an MTF-focused party is likely to know the others' skills, this puts far more emphasis on learning each others' backstories and personalities. MTF units are always scouted from Foundation personnel, so players should carefully consider what sequence of events led them to such a level of competence that they are recruited to these teams.

What friends did they make? *Who did they step on to reach the top*? *Where do their loyalties lie? What quirks and fears might they have developed during their time as an ordinary staff*? Always remember: MTF personnel are still human *(to some degree.)*

CHAPTER 09: ANOMALIES

SCPs

Contrary to what SCP stands for, the term is used interchangeably with anomalous objects. This section we will explain the process of finding, transporting, and containing anomalies (SCPs).

Definition of SCP

SCP's are objects, beings, locations, and phenomena that possess properties undefined, or undefinable by modern science, and as such have potential to benefit or harm humanity on a global scale. Thus, SCPs are studied with *EXTREME* caution and the priority to secure and contain SCP's overrides that of study for Foundation utilization or benefit. All SCP's will have a required Security Level in order to access, although only staff with direct objective purpose are allowed such permission. Containment procedures are documented near the start of all SCP documentation. The wiki (scp-wiki.net) has all SCPs categorized in groups of 1000, and as of this publication are on Series VI (for a total of ~6000 SCPs.)

Secure, Contain, Protect.

The process to maintain SCP's from causing universal harm is in the name- Secure, Contain, & Protect. These processes are detailed here, though it is commonplace the Foundation must break the rules and procedures to accommodate the wildly unpredictable nature of anomalous objects/beings. Field teams should continue to become familiar with Standard Operational Procedures (SOPs) especially those that govern the process to determine and obtain appropriate data.

As an anomaly is further understood, pre-documented SOPs will become less relevant as more specific procedures will be accommodated, documented, and followed for each individual SCP.

All SCPs are named by the letters SCP followed by a dash and numerical code. Occasionally SCPs are given nicknames or aliases by staff. These nicknames are occasionally documented to simpliy refferencing.



SCP- 3199 a.k.a. Humans, Refuted
Currently located at Site-114

Part I.

Securement Procedures *(preliminary SOP only)*

A) Discovery

New SCPs are discovered in many ways, but the most common are through the following methods:

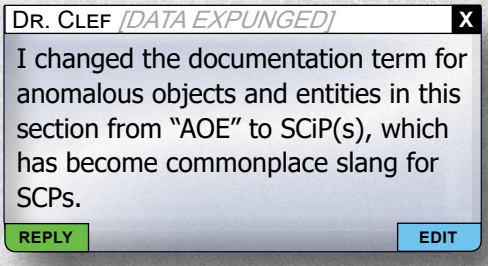
- Site Research Team
- Abnormal Media Reports
- Prophetic SCP utilization
- Government involvement
- Hume scanning
- Other originations of interest (see page 134)

The Foundation attempts to avoid possible false alarm scenarios as they waste company time and resources. Common sources of false positive scenarios are listed below, though these sources of intel should not be completely disregarded.

Items listed below are assumed to be non-anomolous, but not ignored.

- Local Folk Lore
- Urban Legends
- Word of Mouth (i.e. Friend-of-a-friend; No direct witnesses or evidence)
- Tabloid/Fringe Media
- "Haunted" Houses
- Psychics, Mediums
- Divination
- Ouija Boards
- Religious envoy

Once involvement with an Anomalous Object and/or Entity (hereafter referred to as [SCiPs]) is suspected, the Foundation will send a small investigation team (usually one to four members large) to determine the likelihood of anomalous activity. If determined likely, a general Research Team or Mobile Task Force will investigate the area requested and the situation will be handled on a case-by-case basis.



Teams should be at least three members large when possible. One member of this team is to remain separate from the rest, but maintain constant communication. This is for the safety of the unit but also if a cataclysmic event were to occur, a higher likelihood of a survivor to report back to the Foundation is ensured.

Upon locating a confirmed [SCiP] (if/when possible), securement follows the listed SOPs below, but will be dynamically modified as their initial investigation determines that which is required.

B) Identification *(preliminary SOP only)*

Understanding [SCiPs] starts with identification of any anomalous aspects.
When first encountering a [SCiP], remember the Seven Senses:
Sight, Sound, Touch, Mood, Humes, Radioactivity, and Space/Time Alterations.

b1) Sight

- Does the object look like it is anomalous?
Sometimes it's very obvious when a [SCiP] is anomalous just by looking at it. If the [SCiP] seems to bend reality (through flight, teleportation, de-manifestation, etc) then it can be safely confirmed that a [SCiP] is present and officially identified. If preliminary investigations have gone silent, or witnesses have been demoted to E class, it's possible that sight of the [SCiP] could cause anomalous infection. Commanders should take special precaution in these situations to not let all members of their team encounter the [SCiP] simultaneously.

b2) Sound

- Listen for signs of danger.
Use common sense- sounds of scratching, growling, or deep menacing voices are often signs of hostile activity even when dealing with [SCiP's] but there are other warning sounds that may not be quite as common:

- *Gibberish language* - If it sounds like the [SCiP] is speaking your language, but words cannot be distinguished- it is a sign that the entity is attempting to mimic your speech. This could be a clue of a greater intelligence (such as a human mimicking a meow to a cat) or it could be a sign the [SCiP] is attempting to disguise itself for subterfuge and infiltration. Both scenarios are dangerous, and should be handled with caution.

- *Children sounds* - Children can be perceived as harmless and weak to anomalous entities. A creature that is attempting to show weakness is a paradox in nature, as this type of behavior is common in predators. Otherworldly beings seem to assume that all "human children" are "cute" to adults, and will often attempt to mimic cries for help and laughter of human children rather than imitating puppies or kittens. It's theorized it is because these entities to not share what we commonly think of as cute and harmless and therefore default to our young.

- *Voices in your head* - A warning sign that you should leave the area to reassess the situation is when you or your squadmates hear "sounds in your head". Witnesses of this type of feeling have said it's like you've tapped into a radio wave inside your brain, that you start to have involuntary thoughts/ideas, and/or you literally hear someone else's voice inside your head. This should be an immediate cause for alarm, as it suggests your comrades may possibly have been compromised. If you begin to experience any mental abnormalities, it is possible that you have encountered a telepathic, astral, and/or memetic [SCiP]. Use caution and report to your field operator (through text messaging if possible) about your current situation. Staff trained in resistance to cognitohazards are recommended for dealing with this type of phenomena.

b3) Touch/Smell

Sometimes [SCiP]s will give off an odor that may clue you into it's presence, but more often than not K-9 units will be your go-to for scent identification and tracking. When K-9 units are utilized, it is required that the [SCiP]s anomalous traits are first documented on the field and K-9 units are approved by containment specialists.

If a [SCiP] can be felt but not seen, it is indicative of one of two scenarios:

- *b3a)* The [SCiP] is able to render itself invisible. All units should attempt to locate the entity using infrared vision. If entity remains unseen, have a smoke grenade fill up the suspected area and look for disturbances in the cloud.
- *b3b)* The [SCiP] is able to turn itself incorporeal. Report back to the Foundation immediately for re-evaluation of procurement procedures. Scranton Reality Anchors will likely be a requirement for the containment process.

b4) Feeling/Mood

Your squad mates may suddenly change their behavior or personality while investigating an anomaly. When this occurs it is important that you identify if this alteration is anomalous, or simply a sign of stress (this is why MTF should remain small groups of people whom know each other well). If you yourself can feel your mood or personality changing, it may be a fleeting thought before it is too late. You must rely on your team to identify if your personality has been compromised. All members of your team must be quarantined as E Class personnel until the anomaly is further understood.

b5) Humes

Detecting Hume levels requires the use of a Kant Counter (See page 146). Measurement of Hume levels is not a necessity for detection of an [SCiP], but if the resource is available to you be sure to check your levels regularly. It is also important the member whom is reporting these levels understands what is and is not considered abnormal. A common misidentification of [SCiP] occur when natural phenomena cause high/low Hume levels near seemingly paranormal activity. Hume levels are a great tool to help verify [SCiP] activity, but should rarely be used as evidence on its own.

b6) Radioactivity

It's a good idea that your first order of business when dealing with a new [SCiP] is to detect possible radioactivity in the area. If any radiation is detected, retreat to your base of operations until the proper outfits and equipment can be obtained to further your studies.
See documentation MTF Beta-7 ("Maz Hatters") for further information on radioactive SOPs.

b7) Time/Space Alterations

Possibly the most difficult abnormality to detect is that of a time/space alteration within an anomalous site. This is because to the onlooker of a space/time disruption will often times see no abnormal activity. (In case 165c- MTF Zeta-9 subject #14 went to investigate [REDACTED] and was discovered over 800 days later, however #14 had *experienced* only ten minutes before he was extracted.) It is important to keep at least one member of your MTF or investigation team near a control point and in constant communication for this exact reason.

C) Encountering a New Anomaly

Your first encounter with a [SCiP] can be frightening, but don't worry! You have the Foundation on your side! Make sure you are recording or live-streaming your shoulder/head mounted cameras moments before the event, so that others may watch the footage and determine what went wrong.

Anomalous Objects

If the [SCiP] is an anomalous OBJECT, cautiously determine if the object requires special procedures to move and/or contain it. NEVER touch an anomalous object with your bare hands, and remember "the five P's."

- **Poke** - Poke the object with something long and non-threatening. Find out if it responds to contact with other objects.
- **Pry** - Try to lift the object slightly with something to determine how heavy the object is.
- **Pray** - Take a moment to identify your surroundings, take a deep breath, meditate, and continue the remaining steps after you have controlled your nerves.
- **Pick Up** - Using specialized gloves, attempt to pick up the object cautiously.
- **Place** - Immediately place the object in a container for transport. Glass or see-through containers are forbidden for initial containment procedures. Use sturdy opaque Foundation approved containers only.

Anomalous Beings

If the [SCiP] you've encountered displays independent movement, seems humanoid and/or animalistic to any degree, you can assume the [SCiP] has some degree of intelligence. When dealing with potentially intelligent anomalous beings, determine weather or not the being shows signs of being smarter than yourself. Use the following clues to help determine if you are dealing with an entity that possesses a higher intellect than that of a human being:

- Entity does not attempt to communicate (verbally, or otherwise).
- Entity seems to not notice or acknowledge your presence.
- Entity speaks to you in a voice that sounds like a friend or family member.
- Entity shows signs of [REDACTED].
- Entity speaks your language perfectly and uses a large vocabulary.
- Entity provides you comfort and seems friendly.
- Entity possesses a comrade through any means for purposes of communication.

If the entity shows signs of higher-than-human intellect, the standard operating procedure is to attempt to obtain as much information from the entity as possible with little to no interaction and/or negotiation. Communication with this type of entity is strongly cautioned. Never answer any questions the [SCiP] asks. Take as many precautions as possible to prevent the [SCiP] from accessing sensitive data in all forms. Never under any circumstances agree to a tit-for-tat negotiation. Getting manipulated into performing any task requested by the [SCiP] can lead to chain reactions orchestrated by higher-than-human intellect beings.
Remember this quote by Dr. Valderrama at [REDACTED]:

"A request [from a higher IQ being] as innocent as walking three steps to your left could cause a series of consequences that end civilization. The butterfly effect is real, and its limitlessness is unfathomable to human beings. Entities that perceive all time at once aren't asking you to move left so they can get a better view of the curtains. They're asking you to hang yourself."

If the entity shows more animalistic characteristics, or seems fearful of you/your team, it's likely the entity has less-than human intellect (however this could also be a sign that the entity is tricking you into thinking it has low intellect.) When attempting to contain an entity of lower human intelligence, treat the entity as you would a rabid dog or frightened deer. Trap or contain the entity through means of flanking, booby-trapping, drugs, loud-noises, etc.

D) Classification of an Anomaly

Initial classification on the field is much different than containment classifications (ACS, page 125) in all aspects except *Risk Class*.

After the first encounter with a [SCiP] documentation should occur digitally and relayed back to your Site asap.

Determine the [SCiP]'s Risk Class.

Notice
Nearly non-existent to mild.

Caution
Mild to moderate.

Warning
Moderate to significant.

Danger
Significant to extreme.

Critical
Instant and extremely severe.

Along with *Risk Class*, document rudimentary terms to describe the nature of the anomaly.

"Humanoid, Incorporeal" for example provides a basic understanding which can be relayed back to base and is preferred to long detailed descriptions. Once the anomaly has been contained, trained personnel within your Site will provide detailed the information. As capture and containment of the anomaly is performed, document all events with head/shoulder cameras with audio when possible. This information is vital to the initial classification procedures on site.

E) Capture of an Anomaly

As stated countless times before, each anomaly must be dealt with on a case-by-case basis. Depending on how dangerous the anomaly is, sometimes it's as simple as arriving to a scene and retrieving it- while other times it's a long ongoing and dangerous process. The Foundation will provide you with a large variety of technological equipment and resources to assist you in your containment procedure if and when capture becomes complicated.

Each Site will vary in the resources it is able to provide, but here is a list of possible examples:

1. Armored Rescue Vehicles (Bearcat)
2. Blackhawk Helicopters
3. Additional MTF support teams
4. D-Class Personnel
5. Steel Cages
6. Forklifts
7. Order of Evacuations (per city)
8. Unmarked Semi Trucks/Trailer
9. Powerful Tranquilizers
10. Sleeping gas

...and many more!

The Foundation spares no expense to provide your team with the necessary accommodations to capture [SCiP]'s, however if a staff member were to overstep their bounds and request unnecessary facility resources due to stress and/or fear of the unknown, that staff member will not only receive no possible merit rewards for completing his or her objective, but disciplinary actions can re-classify personnel class to an appropriate level.

When in doubt, figure it out!

Request for additional site assistance only if you feel the [SCiP] is a Risk Class of Critical, and mass loss of life is at risk if containment is not performed quickly and with brute force.

F) Transporting an Anomaly

Once procured, the SCP is often taken to the nearest Site for containment, where it will be later transported to the most appropriate Site based on the nature of the [SCiP]. If transportation of the [SCiP] can be performed via armored vehicle or truck, initial-contact personnel should notify transport staff of any potential dangers, as well as how delicate the [SCiP] may be in case transport comes across any rough terrain. If transport by land vehicle is not a possibility, work with your Director of Task Forces or appropriate commander to accommodate any necessary procedures.

Part II.

Containment Procedures *(preliminary SOP only)*

All SCPs will have various containment procedures listed in their documentation. Due to the abundance of SCP types, examples of these procedures are irrelevant. The procedures themselves are carried out by any number of personnel assigned to them by the Site Manager. These personnel do not necessarily need to have proper Security Clearance or Personnel Class to carry out their assigned duties, and can be any staff deemed appropriate and able.

Each sites Containment Specialists will be responsible for determining individual SCP's Containment Procedures, which is an ongoing process that requires constant updates and erratas.

All containment procedures are to be displayed early in the SCP report with specific, unambiguous instructions that will be constantly maintained and updated as needed.

A) Initial Containment Procedures

After capture/retrieval of the [SCiP], it will be transported to the nearest viable Foundation Site for initial Containment Procedures. ***A minimum of 15 security officers must be dispatched to help oversee the initial containment procedures start to finish.*** Before the SCP is allowed into the foundation it must be approved by the sites leading Containment Specialist on duty. Once the Containment Specialist has approved the arrival, the site is ready to secure the [SCiP] to one of the Initial Containment Holding Cells (ICHC). ICHC are located on site physically as far away from all other anomalous activity. Most sites will have their own back entrance for the exclusive purpose of ICHC relocations. After the [SCiP] is put into the ICHC, all investigative field personnel and MTF involved in the [SCiP]'s capture are to debrief the Containment Specialist in detail. All debriefing must at least be recorded on audio, while video/audio is preferred. Typical debriefing lasts approximately six hours while all field data and personal accounts are documented. After all data is looked through, trained Containment Specialists will work together and begin the creation of the SCP's Official Containment Procedures. It is not until these Containment Procedures are tested, enacted, and routine before the minimum 15 security officer requirement can be reduced back to normality.

B) Cleanup and cover-up Procedures

In several cases of [SCiP] retrieval, evidence of anomalous activity must be eliminated in all forms. Field Researchers and MTF are requested to maintain secrecy and clean up evidence as their investigation continues. After containment has completed, cleanup is either performed by specialized cleanup crew from your local site, or MTF/Field researchers will be expected to take care of their own cleanup. The primary goal is to reduce public suspicions of anomalous activity.

Items and circumstances that must never be left behind [or unquarantined] include:

- Hume levels at 0.87 or lower
- Dead bodies
- Anomalous by-product
- Civilians with memories of anomalous activity
- [REDACTED]
- Biological material from the anomaly
- Foundation Technology
- Evidence of Field Research or MTF presence
- Civilians affected by anomaly
- Suspicious disarray
- Security Camera footage of anomalous activity

Removal of all possible evidence is very difficult, and because of this the location of first contact should have undercover staff report the status of the area and clean up any missed evidence every 48 hours until no further items are found and Containment Specialists deem the clean up satisfactory.

A note about amnestics:

The Foundation spares no expense for staff to perform their duty, however amnestics are not only difficult to mass produce, but difficult to implement flawlessly on a consistent basis. When possible, it's favorable to leave minimal civilians with memories of anomalous activity if and when their claims will be ridiculed by the general populace. In some cases these individuals may be brought to your site for D-Class duties. When large quantity of civilians have witnessed strange occurrences, manipulating key members of the media can help shift the story into local folklore, conspiracy theories, or fabricate cover stories. Using amnestics on more than a dozen people is not only costly to the Foundation, but often results in unsatisfactory outcomes. Help onlookers understand the consequences of recounting their happenings through any means necessary without divulging sensitive information regarding the Foundation.

After initial containment procedures has been completed, the [SCiP] is transported to the most appropriate Foundation Site [i.e. Home Foundation Site, or HFS] (though often this may not be necessary) where it is assigned an SCP designation number, and henceforth referred to as SCP[designation number]. Containment procedures are then triple-tested at the new site to ensure that initial containment procedures were not affected by location/altitude/natural hume level influences. Containment Specialists will then work together to clarify all complexities of the containment procedures, and finally the new Site will reiterate and expand upon the containment procedures documentation. This documentation is not to be viewed as static, as it will be dynamically adjusted -daily, if needed- until consistent containment is achieved.

Part III.

Protection Procedures

Protecting an SCP is determined at a case-by-case basis, and it should be noted that sometimes protection goes both ways. Protecting an SCP from harm may very well be synonymous with protecting humanity from being harmed by it. This is why site-wide Research Teams are the fundamental core to each Foundation Site. Because of the erratic unpredictable nature, and overabundance of SCP's, all forms of scientific expertise is a necessity for a controlled & safeguarded facility.

Creation of SCP securement procedures, descriptions, etc

Standard Operating Procedures (SOP)

The following format is standard arrangement for documentation of an SCP file. Each file will be assigned a security clearance level as well as a staff list. Only staff that are on this list that have the proper security clearance are allowed to access the file. Accessing files which do not pertain to your current mission objective are seen as suspicious behavior by the Foundation, and as such should be avoided to remain in good standing.

Documentation of all forms of anomalies are to use the following format:

****Item #:** SCP-____**

Each SCP will be assigned a number. No two SCPs will use the same number. Anomalies created by another SCP will be designated as the same number of the creator SCP followed by a letter.

****Object Class:** Safe/Euclid/Keter (indicate which class)**

See ACS on page 125 for details.

****Special Containment Procedures:** [Paragraphs explaining the procedures]**

After SCP procurement, researchers and containment specialists will begin documentation on the Special Containment Procedures. The containment specialists are encouraged to use extreme detail in all aspects of containment, even if those details seem mundane.

****Description:** [Paragraphs explaining the description]**

Containment specialists will describe the nature of the SCP, and provide details of it's anomalous nature. Containment specialists are encouraged to provide extensive detail in this area, but more importantly provide evidence and document all experimentations vigorously.

****Addendum:** [Optional additional paragraphs]**

Self-explanatory

Anomaly Classification System

After an SCP is analyzed and transported to it's HFS, the SCP must be classified using the Anomaly Classification System (ACS). This system was developed to quickly identify the significance (in all aspects) of an SCP so that priorities can be quickly assessed in an emergency situation. There are four aspects to ACS:

Containment Class, Secondary Class, Disruption Class, and Risk Class. Each aspect is arranged on the arrowed octagon (see graphic on opposite page) which is to be displayed on the top right (or top left) of all open-displayed SCP documentation.

When an SCP has multiple alpha characters associated with it (SCP-000-B, etc) the ACS system should represent the most dangerous aspect of all anomalies. It is also important that if new discoveries and dangers are observed while updating containment procedures, that the ACS icon is updated asap. Each containment unit will contain ACS stickers in the back pocket of the SOP binder. Use these stickers to replace ACS icons until proper documentation updates are enacted. For additional information, as well as several examples of use, please scan the QR link.



SCP-939 mauling MTF

Anomaly Classification System (ACS) Guide



1 > CONTAINMENT CLASS
2 > DISRUPTION CLASS
3 > RISK CLASS
4 > SECONDARY CLASS

CONTAINMENT CLASS

- **SAFE** — Easily and safely contained.
- **EUCLID** — Requires more to contain.
- **KETER** — Very difficult to contain.
- **NEUTRALIZED** — No longer anomalous.
- **PENDING**
- **EXPLAINED** — Now explainable by science.
- **ESOTERIC** — None of the above...

SECONDARY CLASS

- **APOLLYON** — Uncontainable and world-ending.
- **ARCHON** — Can be contained but ought not to be.
- **CERNUNNOS** — Can't be contained ethically/logistically.
- **HIEMAL** — Two anomalies containing each other.
- **TIAMAT** — Can be "contained" through warfare.
- **TICONDEROGA** — Doesn't need to be contained.
- **THAUMIEL** — Used to contain other SCPs.

DISRUPTION CLASS

Disruption Class refers to an anomaly's ability to disturb the status quo and/or break the veil.

- **DARK** — Not a concern.
- **VLAM** — Localized to a few people.
- **KENEQ** — Extends to whole cities.
- **EKHI** — Extends to countries/the world.
- **AMIDA** — Extends to the whole universe.

RISK CLASS

Risk Class refers to the severity of an anomaly's effects on an individual person and how easily one can recover from it.

- **NOTICE** — Nearly non-existent to mild.
- **CAUTION** — Mild to moderate.
- **WARNING** — Moderate to significant.
- **DANGER** — Significant to extreme.
- **CRITICAL** — Instant and extremely severe.

Security Level 02 Accessible Gear

All personnel that have obtained Level 02 Security Clearance are granted access to procurement of the following gear.

Purchasing Ammo

If your character has Security Level 2 or higher, you are able to purchase ammunition for any weapons you have through the Foundation. Purchasing ammunition from off-site is prohibited. **All weapons come fully loaded upon purchase** (one clip). The SCP RPG simplifies all ammunition into 2 categories. Bullets and Shells. Shells are used for all Shotguns, and Bullets are used for all non-shotguns. **You can purchase 50 Bullets or 20 Shells for $20**. All other weapons such as Flamethrowers and Rocket Launchers will list the price of their ammo along with the weapon. *The Director may further develop the ammunition system to reflect realism if they choose to.*

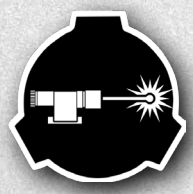
Adv. Stock



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
Recoil is reduced by 1
Increase Aim Modifier by +1
Gun becomes Two-handed weapon (if not already.)
Hip Modifier gets -2

Price: $130

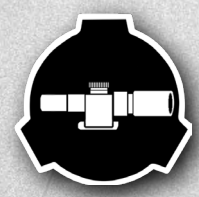
Laser Sight



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
Requires a Combat Action to activate.
Increase Hip Modifier by +2
Increase Ready Modifier by +1
Increase Aim Modifier by +1
While active, reduce Stealth/Hide rolls by 5.
Hip Modifier is not allowed to become greater than Ready Modifier with this attachment.

Price: $130

Scope



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
When firing in the Aim stance, do not reduce your Projectile Multiplier due to weapon Range.
Ready Modifier gets -1
Cannot be used with Shotguns

Price: $130

Body Armor



Bulky protective wear that is worn on the outside of clothing.
Reduces incoming damage by 5
Reduce your **Defense Score** by 1
(i.e. reduce your dodge rolls by -1 and subtract 1 from your Reaction Defense)

Price: $450

Trauma Kit



Choose a Target within 1 unit of your character, then roll Intelligence + First Aid/ Anatomy. The score obtained (rounded up) **plus 15** equals how much HP the Target restores. (*Note: You still only add your top two dice.)*
May Target self. Stops *Bleeding* status (but does *not* stop Bleeding Out status.)
Requires two consecutive Combat Actions to use.
One time use item.
Does not restore negative HP.

Price
$50

Gas Mask



Filters air to allow breathing.
When rolling Perception, ignore the highest die rolled in the final die pool.

Price
$120

Helmet



Standard protective head gear.
Mutilations "Lost Eye" and "Scar" have no effect. When rolling 1D6 for the "Broken Bone" or "Limbloss" Mutilation effects, if you roll a 6, you may reroll the die one time. When dealing with civilians, ignore the highest Charisma die rolled in the final die pool. *(Exception: Intimidate Rolls)*

Price
$100

Kevlar Vest



Protective mesh that can be worn underneath some clothing.
Reduces incoming damage by 5.

Price
$750

Night Vision Goggles



Goggles that change your perception into infrared based vision.
You are able to see in pitch darkness. Ignore all darkness related negative vision modifiers. While worn, you cannot fire guns in Aim stance.

Price
$475

Scuba Gear



Allows wearer to breathe underwater.
When calculating Move Speed, *(see page 23)* do not half Move Speed.
When rolling Perception, ignore the highest die rolled in the final die pool.

Price
$175

Security Level 02 Accessible Weapons

All personnel that have obtained Level 02 Security Clearance are granted access to the following weapons. Any individuals that are of Security clearance level 01 or lower do not have permission or authority to utilize any of the items listed below. Unauthorized use of restricted items is prohibited and can lead to disciplinary action up to and including demotion, Personnel Class modifications, and [EXPUNGED] for a period of no shorter than 90 days.

PROJECTILE

Black Eagle



Keyword: ***Shotgun***
2-Handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	2	-	-1	0	+1	3	5D6	2D6	Impale	-	$250

Glock 19



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	-1	+1	+1	15	2D6	1D8+3	Impale	5	$125

M1911



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	1	-	-1	+1	+2	7	2D8	1D10+3	Impale	5	$250

M4A1



Keyword: ***3-Round Burst*** or ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	-2	+0	+3	30	4D8	2D6	Impale	15	$750

Marlin 336C



Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	2	-	-2	+1	+2	5	2D8	2D8+2	Impale	25	$125

Peacemaker



If you fire from the Hip using two hands, you may fire this gun twice per Action.
Each time you use the Reload Action, it only adds one bullet to the chamber.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	0	+1	+2	6	2D8	1D8	Impale	5	$175

Sako Finnlight



Keyword: ***Sniper Rifle***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	2	-	-5	0	+4	1	2D8	3D8	Impale	25	$275

Sawed-off Shotgun



Keyword: ***Shotgun - Special:*** *Reduce damage by 2D8 per meter instead of 1D8*
Option to fire both rounds in chamber at once. If you do, add +4D8 damage and +1 Recoil. *Each time you use the Reload Action, it only adds one shell to the chamber.*

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	3	-	+1	+1	+1	2	4D8	1D8	Impale	-	$225

Skorpion



Keyword: ***Full Auto***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	1	-	+1	+1	+2	20	3D12	1D8	Impale	10	$350

MELEE

Chainsaw



Requires one Combat Action to activate weapon.
Move Speed is halved (round up) and Defense Score is reduced by 2 while wielding.
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-3	-	-	-	-	6D12	1D12	Slash	1*	$175

Katana Blade



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	0	-	-	-	-	3D8	2D8+1	Slash	1*	$200

Spiked Bat



If your characters Melee Multiplier is x3 or higher and you get a Critical Hit, this weapon breaks.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+2	-	-	-	-	1D10	1D10+5	Impale	1*	$17

Flashbang



Keyword: ***Thrown Explosive*** One time use item. For each die rolled for damage, Character also loses that many upcoming Combat Actions. If at least two damage dice roll a 4, those hit receive one random (Sonic) Mutilation in addition to the damage. (Directors discretion. Lost actions do not 'stack'. Exertion may be spent to recover lost actions)

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	5D4	-	Sonic	-	$30

Grenade



Keyword: ***Thrown Explosive***
One time use item.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	8D12	-	Explosion	-	$250

Smoke Bomb



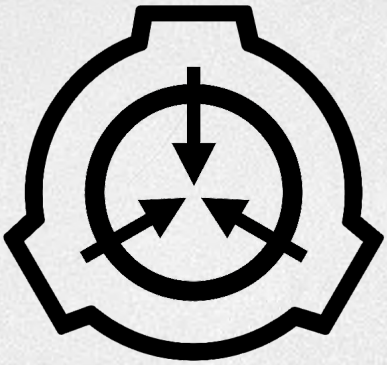
Keyword: ***Thrown Explosive*** One time use item.
After thrown, a thick cloud of smoke fills the area at a rate of +3 meters per Combat Round, up to 10 meters max. Smoke remains in area for 2 minutes before dispersing.
Targets within or on the other side of smoke cannot be seen.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	-	-	-	-	$15



CLASSIFIED

Security Level: 03



WARNING

SECURITY LEVEL: 03

REQUIRED BEYOND THIS POINT

UNAUTHORIZED DISCLOSURE SUBJECT TO CLASS D INCARCERATION

FOUNDATION SECTION C
GROUPS OF INTEREST

(as cited from scp-wiki)

The Foundation is not the only group with an interest and investment in the paranormal and metaphysical. There are many other groups in existence who possess, use, or attempt to create SCP objects, either for their own personal gain or for the protection of mankind. Some are rival organizations, some are splinter groups of the Foundation, and some are trusted associates of the Foundation. In any case, it has been deemed necessary to create and distribute a brief on what agencies the Foundation knows about, and our stance towards them.

ALEXYLVA UNIVERSITY

VERY LITTLE IS KNOWN ABOUT ALEXYLVA UNIVERSITY OR ITS MOTIVES. EVIDENCE APPEARS TO SUGGEST THAT THE ORGANIZATION EXISTS IN SOME SORT OF ALTERNATE UNIVERSE IN WHICH LATIN AND GREEK CULTURES MAINTAIN DOMINANCE AT LEAST OVER THE WESTERN HEMISPHERE; NOTHING TO DATE IS KNOWN ABOUT ANY OTHER PART OF THIS WORLD. ALL UNIVERSITY-RELATED OBJECTS HAVE BEEN FOUND IN THE MID-SOUTHERN UNITED STATES, AND MORE SPECIFICALLY IN TENNESSEE, LEADING FOUNDATION RESEARCHERS TO BELIEVE THE UNIVERSITY ITSELF IS LOCATED IN THAT GEOGRAPHICAL AREA.

MANY OBJECTS ASSOCIATED WITH THE UNIVERSITY (WHICH IS NOT BELIEVED TO HAVE BUILT THE OBJECTS) ARE RECOVERED DURING POSTAL TRANSIT VIA AN AGENCY KNOWN AS "PHITRANSIMUN COMBINE" AND ACCOMPANIED BY RELEVANT PAPERWORK, WHICH HAS HELPED SHED LIGHT ON THE OBJECTS AND THE PLACE FROM WHICH THEY CAME. TO DATE, ALL THAT IS KNOWN ABOUT THE METHODS THAT TRANSFER THE OBJECTS IS THAT THE TECHNOLOGY USES PRINCIPLES SIMILAR TO THAT OF THE EINSTEIN-ROSEN BRIDGE, A CONCEPT CONSIDERED PURELY THEORETICAL BY CONTEMPORARY SCIENCE. A PARTICULAR SECTION OF THE UNIVERSITY KNOWN AS THE DEPARTMENT OF NATURAL PHILOSOPHY IS CONSIDERED RESPONSIBLE FOR THE TRANSFERENCES, POSSIBLY WITHOUT THE KNOWLEDGE OR CONSENT OF THE REST OF THE ORGANIZATION.

AMBROSE RESTAURANTS

AMBROSE RESTAURANTS IS A LARGE-SCALE CHAIN OF FINE-DINING EATERIES, LOCATED IN VARIOUS PUBLIC LOCATIONS ACROSS EARTH ALONG WITH SEVERAL LOCATIONS IN ANOMALOUS OR EXTRA-DIMENSIONAL LOCATIONS OF INTEREST. THESE RESTAURANTS SPECIALIZE IN ANOMALOUS FOOD AND CULINARY PRACTICES, AND VARY WIDELY IN VARIATION AND STYLE. DESPITE THE SCALE OF THE AMBROSE RESTAURANTS CHAIN, THEY ARE GENERALLY NON-HOSTILE AND WILL INSTEAD FLEE FROM THREATS DIRECTED TOWARDS THEM.

AMBROSE RESTAURANTS IS CURRENTLY BELIEVED TO BE JOINTLY OWNED BY PERSONS OF INTEREST "CHAZ AMBROSE" AND "MARIUS", BUT DUE TO LACK OF PUBLIC APPEARANCES THIS IS UNCONFIRMED. NOTABLY, SEVERAL GROUPS OF INTEREST HAVE ENGAGED IN RELATIONS WITH AMBROSE RESTAURANTS, INCLUDING MARSHALL CARTER & DARK LTD. AND HERMAN FULLER'S CIRCUS OF THE DISQUIETING, THOUGH THE EXTENT WITH WHICH THEY COLLABORATE IS UNKNOWN. AS THE AMBROSE RESTAURANTS CHAIN CONTINUES TO EXPAND BEYOND ANOMALOUS MARKETS, ANY NEW LOCATIONS ARE TO BE SHUT DOWN AND VALUABLE INFORMATION ON AMBROSE RESTAURANTS SAVED.

ANDERSON ROBOTICS

BASED IN THE PACIFIC NORTHWEST, ANDERSON ROBOTICS FIRST CAME TO THE FOUNDATION'S ATTENTION IN 2007 WITH THE CAPTURE OF SCP-1360. LEAD BY VINCENT ANDERSON, AND SPECIALIZING IN THE SALE OF ANOMALOUS ANDROIDS, ROBOTS, ARTIFICIAL INTELLIGENCES, AND CYBERNETICS, ANDERSON ROBOTICS HAS QUICKLY GAINED A FAIR AMOUNT OF TRACTION IN THE REALM OF PARATECHNOLOGY. THE GROUP'S SMALL SIZE, REMARKABLE ESPIONAGE CAPABILITIES, AND SURPRISINGLY LARGE RESOURCE BASE HAS MADE APPREHENSION OF ANY ANDERSON EMPLOYEE DIFFICULT, WITH ONLY A HANDFUL OF ANDERSON PRODUCTS CURRENTLY IN THE HANDS OF THE FOUNDATION.

ARCADIA

DEFINED BY ITS HIGHEST HIGHS AND LOWEST LOWS, ARCADIA WAS A DRUG-FUELED RAMPAGE THROUGH THE VIDEO GAME INDUSTRY. THEIR OCCULT FIXATION LED TO THE EXPLOITATION AND DAMNATION OF THEIR CUSTOMERS. AFTER THE VIDEO GAME CRASH OF 1983, ARCADIA ENTERED AN ERA OF DECLINE FROM WHICH THEY STILL HAVE NOT RECOVERED.

ALTHOUGH IT MAY NOT BE THE POWERHOUSE IT ONCE WAS, THE FORMER MEMBERS OF ARCADIA STILL LIVE AMONG THE GENERAL POPULATION. THE REMNANTS OF THEIR EMPIRE CAN BE FOUND IN THRIFT STORES AND AT GARAGE SALES ACROSS AMERICA. THEY'RE STILL OUT THERE, SNORTING PENTAGRAMS OF COCAINE OFF JOYSTICKS TO THIS DAY.

ARE WE COOL YET?

A COLLECTIVE OF "ART TERRORISTS", THE MEMBERS OF ARE WE COOL YET? ARE CAPABLE OF EITHER OBTAINING OR PRODUCING ANOMALOUS OBJECTS AND ENTITIES, AND USING THEM TO CREATE ART INSTALLATIONS. THESE INSTALLATIONS ARE PLACED FOR MAXIMUM PUBLIC EXPOSURE, AND ARE OFTEN - BUT NOT ALWAYS - FATAL TO BYSTANDERS; THE PHRASE "ARE WE COOL YET?" IS ALWAYS PRESENT IN SOME WAY.

THE BLACK QUEEN

VERY LITTLE CONCLUSIVE INFORMATION HAS BEEN RECOVERED ABOUT THE PERSON OF INTEREST CALLED THE BLACK QUEEN. SHE CLAIMS THE GIVEN NAME "ALISON CHAO", THE NAME OF THE DAUGHTER OF RESEARCHER DR. [REDACTED] GEARS AND [REDACTED] CHAO BEFORE GEARS' RECRUITMENT BY THE FOUNDATION.

THE BLACK QUEEN POSSESSES UNUSUAL KNOWLEDGE OF FOUNDATION STRUCTURE AND ACTIVITIES, AND CONTAINED ANOMALIES. THE REASON FOR THIS UNUSUAL KNOWLEDGE HAS YET TO BE CONCLUSIVELY IDENTIFIED, BUT IT APPEARS TO BE GAINED PARTIALLY THROUGH ANOMALOUS MEANS (INCLUDING THE POSSIBILITY OF EXTRA-UNIVERSAL INFORMATION SOURCES). SHE HAS REPEATEDLY BEEN ABLE TO BREACH FOUNDATION SECURITY UTILIZING THIS INFORMATION, IN ADDITION TO CLASSIFIED ANOMALOUS MEANS.

CONFLICTING REPORTS EXIST OF THE BLACK QUEEN'S ACTIVITIES AND MOTIVATIONS (LIKELY DUE TO MULTIPLE INDIVIDUALS OR DELIBERATE COUNTER-INTELLIGENCE). INITIAL REPORTS CHARACTERIZE HER AS MALEVOLENT, MURDEROUS, AND DESTRUCTIVE. OTHER REPORTS CHARACTERIZE HER AS NEUTRAL OR BENEVOLENT. ALL INTELLIGENCE INDICATES HER HOSTILITY TOWARDS THE FOUNDATION.

THERE ARE REPORTS OF THE BLACK QUEEN'S INVOLVEMENT WITH MOST MAJOR GROUPS OF INTEREST KNOWN TO THE FOUNDATION, ALONG WITH SEVERAL WORLD GOVERNMENTS. UNVERIFIED SOURCES CLAIM THAT SHE IS THE SAME INDIVIDUAL AS L.S. OF THE SERPENT'S HAND, AND THAT L.S. STANDS FOR "LITTLE SISTER". THE REASON FOR THIS UNUSUAL CLOSE CONNECTION IS POSSIBLY DUE TO THE BLACK QUEEN'S USE OF THE WANDERERS' LIBRARY.

INTELLIGENCE INDICATES THE PRESENCE OF MULTIPLE OTHER INDIVIDUALS ALSO CALLING THEMSELVES "THE BLACK QUEEN". THE NATURE AND ORIGIN OF THESE INDIVIDUALS IS INCONCLUSIVE.

THE CHAOS INSURGENCY

THE CHAOS INSURGENCY IS A SPLINTER GROUP OF THE FOUNDATION, CREATED BY A ROGUE CELL THAT WENT A.W.O.L. WITH SEVERAL SCP OBJECTS IN 1924. SINCE THEN, THE INSURGENCY HAS BECOME A MAJOR PLAYER ON THE WORLD STAGE, USING THE ANOMALIES THAT IT OBTAINS FOR ITS OWN BENEFIT AND TO CONSOLIDATE ITS GLOBAL POWER BASE. THE INSURGENCY NOT ONLY DEALS IN ANOMALIES, BUT ALSO IN WEAPONS RUNNING AND INTELLIGENCE GATHERING. IT MAKES USE OF AUTHORITARIAN REGIMES IN POOR AND DEVELOPING COUNTRIES, OFTEN USING THEIR POPULATIONS IN THE SAME MANNER AS THE FOUNDATION DOES D-CLASS PERSONNEL. IT HELPS TO MAINTAIN THE EXTREME POVERTY AND WAR THAT IS SUFFERED BY THESE COUNTRIES, SO THAT IT CAN CONTINUE ITS RADICAL EXPERIMENTATION, EASY CONSCRIPTION OF FORCES, AND LUCRATIVE BUSINESS DEALS WITH VARIOUS OPPOSING FACTIONS.

MOST OF THE ANOMALOUS OBJECTS POSSESSED BY THE INSURGENCY ARE UNKNOWN. AMONG THE MOST NOTABLE ITEMS ARE THE "STAFF OF HERMES", AN ITEM CAPABLE OF WARPING THE PHYSICAL AND CHEMICAL PROPERTIES OF ANY MATTER IT TOUCHES, AND THE "BELL OF ENTROPY", AN OBJECT THAT CAN CAUSE A VARIETY OF DESTRUCTIVE EFFECTS DEPENDING ON WHERE IT IS STRUCK. BOTH OF THESE OBJECTS WERE ORIGINALLY OBTAINED AT NO SMALL COST BY THE FOUNDATION, AND WERE STOLEN BY THE ORIGINAL FOUNDERS OF THE INSURGENCY.

THE SCP OBJECTS AND OTHER ANOMALIES STOLEN FROM THE FOUNDATION TYPICALLY POSSESS HIGH POTENTIAL FOR DIRECT UTILITY, BUT THE INSURGENCY HAS ALSO MADE USE OF ANOMALIES WITH LESS DIRECT APPLICATIONS, SUCH AS SCP-884.

THE MAIN BASE OF OPERATIONS OF THE INSURGENCY IS UNKNOWN, AS ARE ITS CURRENT LEADERS. THIS ORGANIZATION IS DIRECTLY ANTAGONISTIC TO THE FOUNDATION, USING DEADLY FORCE TO ATTEMPT TO PREVENT FOUNDATION CONTAINMENT OF MULTIPLE ANOMALIES. THE FOUNDATION HAS ALSO BEEN INFILTRATED BY AGENTS OF THE INSURGENCY IN THE PAST, RESULTING IN THE LOSS OF VALUABLE SCIENTIFIC DATA, THEFT OF A NUMBER OF ANOMALIES, AND DEATHS OF PERSONNEL. PERSONNEL ARE MADE TO BE AWARE OF POSSIBLE RAIDS, TERRORIST ACTION, AND SPIES FROM THE INSURGENCY, AND ARE TO NOTIFY THEIR SUPERIORS ABOUT ANY ACTIVITIES FROM FELLOW PERSONNEL FITTING THE INSURGENCY BEHAVIORAL PROFILE.

THE CHICAGO SPIRIT

DURING THE EARLY 20TH CENTURY, THE CHICAGO SPIRIT WAS THE LARGEST ANOMALOUS CRIMINAL ORGANIZATION IN THE WESTERN HEMISPHERE. BASED IN CHICAGO, ILLINOIS, THE GROUP'S INFLUENCE EXTENDED TO MOST MAJOR CITIES IN THE UNITED STATES, PARTICULARLY NEW YORK, BOSTON, NEW ORLEANS, AND THE EXTRADIMENSIONAL CITY-STATE OF THREE PORTLANDS. THE SPIRIT WAS KNOWN FOR RECRUITING INDIVIDUALS WITH ANOMALOUS CAPABILITIES, AS WELL AS CREATING AND EXPLOITING ANOMALOUS ARTIFACTS FOR USE IN ITS CRIMINAL ACTIVITIES.

THE SPIRIT WAS FOUNDED IN 1895 BY CHICAGO RESIDENT AND BAR OWNER RICHARD D. CHAPPELL, WHO WAS HIMSELF AN ANOMALOUS INDIVIDUAL. DESPITE YEARS OF EFFORTS, THE FOUNDATION REMAINED LARGELY UNSUCCESSFUL IN ITS ATTEMPTS TO SUPPRESS CHAPPELL'S RISE TO POWER, DUE IN PART TO ITS LIMITED RESOURCES AT THE TIME AS A RESULT OF AN ONGOING INTERNAL CRISIS. IN JANUARY OF 1919, THE FOUNDATION OFFICIALLY SUSPENDED ALL OPPOSITION AGAINST THE CHICAGO SPIRIT TO ENSURE THEIR COOPERATION IN PREVENTING THE SPREAD OF SCP-2680. ONCE ALLOWED TO OPERATE UNIMPEDED, THE SPIRIT FLOURISHED INTO A NATIONWIDE SYNDICATE AND EVENTUALLY BECAME A DRIVING FORCE IN THE ILLEGAL DISTRIBUTION OF ALCOHOL DURING THE PROHIBITION ERA.

THANKS TO THE SUCCESS OF ITS BOOTLEGGING BUSINESSES, THE CHICAGO SPIRIT CONTINUED TO AMASS POWER OVER NORTH AMERICAN MARKETS AND POLITICS THROUGHOUT THE 1920S, AND THE FOUNDATION WAS EVENTUALLY FORCED TO TERMINATE ITS TRUCE WITH THE GROUP IN ORDER TO PREVENT THE COMPLETE DISSOLUTION OF SCIENTIFIC NORMALCY. ON JULY 11TH 1933, RICHARD CHAPPELL WAS FINALLY APPREHENDED BY FOUNDATION OPERATIVES FOLLOWING A RAID ON THE SPIRIT'S BASE OF OPERATIONS. IN THE ABSENCE OF ITS LEADER, THE GROUP GRADUALLY DESTABILIZED, AND MOST OF ITS MEMBERS AND ASSETS WERE ACQUIRED BY OTHER ORGANIZATIONS. AS OF 1938, THE FOUNDATION OFFICIALLY CONSIDERS THE CHICAGO

SPIRIT TO BE DEFUNCT.

HOWEVER, RUMORS OF THE SPIRIT'S CONTINUED SURVIVAL HAVE PERSISTED IN SUBSEQUENT DECADES.

VARIOUS ARTIFACTS HAVE BEEN DISCOVERED WHICH IMPLY THE GROUP'S INVOLVEMENT, THOUGH A CONCLUSIVE LINK HAS YET TO BE PROVEN. FURTHERMORE, RECENT EVIDENCE HAS REVEALED THE EMERGENCE OF A NEW SYNDICATE CALLING ITSELF "THE CHICAGO SPECTRE", WHICH SEEMS TO OPERATE PRIMARILY IN ANOMALOUS UNDERGROUND COMMUNITIES. INVESTIGATION INTO THIS GROUP AND ITS CONNECTIONS TO THE ORIGINAL SPIRIT (IF ANY) ARE ONGOING.

THE CHURCH OF THE BROKEN GOD

SHORTLY AFTER THE DISCOVERY AND CONTAINMENT OF SCP-882, SEVERAL MEMBERS OF THIS "CHURCH" CAME FORWARD AND DEMANDED THE RETURN OF "THE HEART OF GOD". LED BY ONE ROBERT BUMARO, THEY ARE A GROUP OF ZEALOTS, BELIEVING MANY OF THE SCP ITEMS TO BE PARTS OF A "GOD" THAT WAS BROKEN AFTER THE CREATION OF THE UNIVERSE. BY RESTORING IT TO ITS WHOLE STATE, THEY WILL ALSO GAIN GODHOOD. SINCE FIRST CONTACT, THREE OTHER KEY COMPONENTS OF THE "GOD" HAVE ALSO BEEN TENTATIVELY IDENTIFIED: SCP-217, SCP-271 AND SCP-1139. A SECT DEDICATED TO THE CHURCH BUILT SCP-808.

THEY ARE EXTREMELY HOSTILE TO FOUNDATION OPERATIVES, BRANDING THEM "HERETICS", AND WILL ATTEMPT TO KILL OPERATIVES AND BREAK CONTAINMENT OF SCP ITEMS. IT IS UNKNOWN HOW THEY ARE ABLE TO DETECT THESE ITEMS, BUT THEY HAVE SHOWN THEIR ABILITY TO DO SO WITH FRIGHTENING ACCURACY. IN ADDITION, THEY HAVE SHOWN A REMARKABLE ABILITY TO RESIST THE MENTAL EFFECTS OF SCP ITEMS, NOTABLY SCP-882 AND ITS "MENTAL LURE".

THE CHURCH IS VIEWED AS A THREAT TO BOTH THE SCP FOUNDATION AND MANKIND. MEMBERS ARE TO BE DETAINED BY FORCE, OR ELIMINATED BY WHATEVER MEANS DEEMED NECESSARY BY FOUNDATION AGENTS.

CHURCH OF THE SECOND HYTOTH

THE CHURCH OF THE SECOND HYTOTH IS AN OCCULT ORGANIZATION OF HUMAN AND ALIEN ENTITIES THAT ADHERE TO THE EXTRATERRESTRIAL ORTOTHAN RELIGION, AIMING TO AID A UNIVERSAL GUARDIAN DEITY ("RAKMOU-LEUSAN") IN COMBAT AGAINST EXTRAUNIVERSAL THREATS (KNOWN AS "VORUTEUT"). THE CENTRAL BELIEFS OF THE RELIGION ARE THAT THE CURRENT UNIVERSE, THE "SECOND HYTOTH," WAS PRECEDED BY A DIFFERENT UNIVERSE, WHICH USED TO EXIST UNTIL IT WAS CONSUMED BY AN EXTRAUNIVERSAL ENTITY. A GROUP OF SURVIVORS FLED TO THE NEWLY CREATED SECOND HYTOTH, OUR REALITY, WITH SEVEN OF THEM CHOOSING TO ASCEND TO GODHOOD TO ENSURE THE UNIVERSE'S SAFETY. SIX OF THESE GODS DIED OVER TIME, LEAVING RAKMOU-LEUSAN AS THE LAST SURVIVOR.

OPERATIONS TAKEN BY THE CHURCH ARE PERFORMED UNDERNEATH THE VEIL, LIKELY TO AVOID HEAVY SCRUTINY FROM NORMALCY ORGANIZATIONS. THE MAIN LANGUAGE OF THE GROUP IS THE ORTOTHAN EXTRATERRESTRIAL LANGUAGE (OEL), WHICH HAS BEEN ANOMALOUSLY KEPT UNCHANGED DESPITE THE DISTANCES BETWEEN ORTOTHAN SECTS - GROUP MEMBERS ATTRIBUTE THIS TO ACTS OF DIVINE INTERVENTION. HUMAN ORTOTHAN BELIEF SYSTEMS ARE KNOWN TO HAVE EXISTED BY ~11000 BCE, CORRESPONDING TO THE FORMATION OF THE ANCIENT ORTOTHAN KINGDOM CIVILIZATION, THOUGH MODERN BRANCHES HAVE ONLY BEEN DEVELOPED IN THE PAST CENTURY. ORTOTHAN GROUPS SEPARATE FROM THE CHURCH EXIST, ALL BEING SIGNIFICANTLY SMALLER IN COMPARISON AND TENDING TO HAVE DIFFERING MORAL BELIEFS.

BEYOND THE CHURCH, THE ORTOTHAN RELIGION HAS AN INTERSTELLAR AND INTERGALACTIC PRESENCE, HAVING INITIALLY EMERGED AMONG EXTRATERRESTRIAL CIVILIZATIONS. NUMEROUS SUCH ORTOTHAN CIVILIZATIONS ARE KNOWN TO EXIST, WITH THEIR FULL EXTENT NOT YET ASCERTAINED. AMONG THE LARGEST OF THESE IS THE TERZAN 2 ORTOTHAN COALITION, A COLLECTION OF ORTOTHAN ENTITIES RESIDING IN GLOBULAR CLUSTER TERZAN 2 AT WAR WITH THE HOSTILE "TWELVE STARS" CIVILIZATION. THE ONLY ORTOTHAN CIVILIZATION KNOWN TO HAVE ENTERED THE SOLAR SYSTEM IS SPECIES OF INTEREST-002; IT IS PRESUMED EXTINCT.

DEER COLLEGE

DEER COLLEGE IS A COEDUCATIONAL LIBERAL ARTS AND OCCULT SCIENCES COLLEGE IN THE HEART OF SCENIC THREE PORTLANDS, AN EXTRA-DIMENSIONAL CITY-STATE LOCATED ADJACENT TO THE AMERICAN NORTHWEST AND SOUTHERN ENGLAND; WITH A CURRICULUM THAT FOCUSES ON THE MARRIAGE OF MUNDANE AND OCCULT DISCIPLINES AND A WELL-REGARDED ANART PROGRAM, DEER IS OFTEN SEEN AS THE LIBERAL ARTS COUNTERPART TO ITS GOC-SPONSORED RIVAL ACROSS TOWN, ICSUT PORTLANDS. A NUMBER OF PROMINENT FIGURES IN THE ANOMALOUS WORLD ARE DEER ALUMNI, INCLUDING VINCENT ANDERSON, THE CEO OF ANDERSON ROBOTICS, AND ESTHER "LESBIAN_GENGAR" KOGAN, ONE OF THE CO-FOUNDERS OF GAMERS AGAINST WEED.

AS THE FOUNDATION'S OPERATIONS IN THREE PORTLANDS ARE HEAVILY RESTRICTED BY A NUMBER OF AGREEMENTS WITH THE FBI'S UNUSUAL INCIDENTS UNIT, DEER COLLEGE ITSELF IS RELATIVELY FREE OF FOUNDATION INTERVENTION; HOWEVER, ALL DEER ALUMNI ARE AUTOMATICALLY MARKED AS PERSONS OF INTEREST, AND MAY BE SUBJECT TO INCREASED FOUNDATION SCRUTINY.

DOCTOR WONDERTAINMENT

IT IS UNKNOWN WHETHER DOCTOR WONDERTAINMENT IS AN INDIVIDUAL OR AN ORGANIZATION. ALL THAT IS KNOWN IS THAT DOCTOR WONDERTAINMENT IS CAPABLE OF PRODUCING ANOMALOUS ARTIFACTS AND ENTITIES WHICH THEMATICALLY RESEMBLE CHILDREN'S TOYS.

THE FACTORY

LITTLE IS KNOWN ABOUT THE FACTORY, EXCEPT THAT THEY SEEM CAPABLE OF MANUFACTURING ANOMALOUS ARTIFACTS [REDACTED] AND THAT THEY USE MASS-PRODUCTION TECHNIQUES TO DO SO.

THE FIFTH CHURCH

"THIS CHURCH IS TO OTHER CHURCHES WHAT CLOWNS ARE TO PEOPLE. THERE ARE SOME SUPERFICIAL SIMILARITIES, BUT ALL THE WRONG THINGS ARE BEING EMPHASIZED AND EXAGGERATED SO YOU CAN'T QUITE PUT YOUR FINGER ON WHAT IS WRONG… SURE, IT ISN'T OUT TO GET YOU, BUT WHAT DOES IT MEAN? WHY IS IT THERE? WHAT HAPPENS IF IT CALLS TO YOU?" DR. [REDACTED]

THE FIFTH CHURCH, ALSO KNOWN AS THE CHURCH OF FIFTHISM OR THE FIFTHIST FELLOWSHIP, IS A HIGHLY SECRETIVE RELIGIOUS ORGANIZATION WHICH POSSESSES TIES THROUGHOUT THE ENTERTAINMENT INDUSTRY. DESPITE REPEATED INVESTIGATIONS, CULMINATING IN THE 2007 NATIONWIDE STING KNOWN AS "OPERATION STARGAZER", NO FURTHER DETAILS REGARDING ITS DOCTRINES, ITS PRACTICES, ITS NUMBER OF MEMBERS, OR ITS GOALS HAVE BEEN CONFIRMED, ALTHOUGH A WATCHLIST IS MAINTAINED OF 100 CONFIRMED AND SUSPECTED FIFTHIST CELEBRITIES AND OTHER PROMINENT PERSONALITIES. ITS ORIGINS HAVE BEEN PLACED IN VARYING POINTS IN THE MID-20TH CENTURY AND VARIOUS LOCATIONS IN NORTH AMERICA AND ASIA, BUT SOME SOURCES HAVE DATED IT TO CENTURIES EARLIER.

THE FIFTH CHURCH HAS NEVER COMMUNICATED DIRECTLY WITH THE SCP FOUNDATION, BUT IS TO BE CONSIDERED A HOSTILE FORCE.

GAMERS AGAINST WEED

"GAMERS AGAINST WEED" IS A LOOSELY-ORGANIZED CONFEDERATION OF ANOMALOUS INDIVIDUALS, AS WELL AS ASSOCIATES THEREOF, THAT PRODUCE OR PROCURE ANOMALIES FOR SATIRICAL PURPOSES AND/OR FOR THEIR OWN AMUSEMENT. MORE RECENTLY, HOWEVER,

THEY HAVE ALSO BEEN IMPLICATED IN SUPPLYING ANOMALIES TO LEFT-WING POLITICAL ORGANIZATIONS. WHILE GAMERS AGAINST WEED ORGANIZES ITS ACTIVITIES PRIMARILY OVER INTERNET CHANNELS, SEVERAL REAL-WORLD LOCATIONS ASSOCIATED WITH THE GROUP HAVE BEEN IDENTIFIED AND RAIDED. CURRENT INTELLIGENCE SUGGESTS THAT GAMERS AGAINST WEED IS IN THE PROCESS OF CREATING AND DISTRIBUTING A SET OF ANOMALOUS HUMANOIDS TO PARODY DR. WONDERTAINMENT'S "LITTLE MISTERS" SERIES, AND THAT IT IS AWARE OF THE FOUNDATION'S OPERATIONS, IF NOT ITS EXACT NATURE.

DETAINMENT OF GAMERS AGAINST WEED'S MEMBERS HAS PROVEN MORE DIFFICULT THAN ANTICIPATED. SOME OF THE GROUP'S ORGANIZERS ARE BELIEVED TO POSSESS REALITY-ALTERING CAPABILITIES, EITHER IN THEIR OWN RIGHT OR THROUGH ACCESS TO OUTSIDE RESOURCES. CURRENT OPERATIONS ARE FOCUSED ON THE CONTAINMENT OF RELATED ANOMALIES AND THE IDENTIFICATION AND ANALYSIS OF GAMERS AGAINST WEED'S MOST DANGEROUS MEMBERS.

THE GLOBAL OCCULT COALITION (GOC)

THE GOC WAS CREATED IN THE AFTERMATH OF WWII, FROM THE REMNANTS OF DEFECTING OCCULTISTS, PSYCHICS, PRIESTS, AND SCIENTISTS FROM NAZI, SOVIET, AND ALLIED STATES, BROUGHT TOGETHER AND FORMED BY THE ALLIES. AS THE WORLD STAGE BROADENED, SO TOO DID THE NUMBER OF COUNTRIES THAT HAD THEIR HANDS IN THE GOC, UNTIL IT BECAME WHAT IT IS TODAY.

THE GOC ARE A LARGELY POLITICAL FORCE, SEEING THEMSELVES AS THE POLICE OF THE PARANORMAL WORLD. THEY PRIDE THEMSELVES ON DESTROYING SUPERNATURAL ENTITIES, AND MAKE USE OF THE MOST HIGH-TECH EXPERIMENTAL TECHNOLOGY POSSIBLE, OBTAINED FROM THEIR BENEFACTORS. MANY POTENTIAL SCPS HAVE BEEN DESTROYED BY THEM BEFORE THE FOUNDATION COULD OBTAIN AND CONTAIN THEM.

THEY HAVE BEEN BOTH ON THE SIDE OF THE FOUNDATION AND AGAINST IT AT TIMES, DEPENDING ON THE SITUATION. THEY LARGELY HOLD THE FOUNDATION IN CONTEMPT FOR THEIR USE AND CONTAINMENT OF SCP ITEMS RATHER THAN THEIR OUT-AND-OUT DESTRUCTION. THE GOC HAS RESPECTED THE FOUNDATION'S FORMIDABLE MIGHT ENOUGH TO LEAVE IT MOSTLY ALONE, ALTHOUGH THERE HAVE BEEN SOME QUESTIONABLE INCIDENTS WITH WHICH THE GOC HAVE STRICTLY DENIED INVOLVEMENT.

-AGENTS OF THE GOC ARE TO BE TREATED WITH SUSPICION.-

GRU DIVISION "P"

ORIGINALLY KNOWN AS THE [REDACTED] ("CHD AKN", OR FOURTH DEPARTMENT ABNORMAL OCCURRENCES COMMISSION), IT WAS ESTABLISHED IN EARLY 1935 BY DIRECT DECREE OF J. V. STALIN, ITS FIRST TASK BEING THE INVESTIGATION OF THE MURDER OF S. M. KIROV.

DURING WWII, THE COMMISSION EXPANDED INTO NEWLY REORGANIZED GRU AS DIVISION "P" - PSYCHOTRONICS, WORKING TO COUNTERACT ANOMALOUS THREATS FROM THE SS, AHNENERBE, AND THE VATICAN, AND TO CAPTURE AND STUDY ANOMALOUS ARTIFACTS BOTH HOME AND ABROAD FOR THE BENEFIT OF THE SOVIET GOVERNMENT. DIVISION "P" HAS CARRIED ON WITH THIS ROLE THROUGHOUT THE COLD WAR, MAKING FOUNDATION OPERATIONS IN THE COUNTRIES OF THE COMINTERN DIFFICULT.

AFTER 1991, RAPID RESTRUCTURING, COUPLED WITH BUDGET CUTS AND THE DECOMMISSIONING OR SALE OF SIGNIFICANT ASSETS, RESULTED IN NUMEROUS DEFECTIONS OF THEIR PERSONNEL (A SIGNIFICANT PROPORTION OF BOTH CHAOS INSURGENCY AND MC&D OPERATIVES IN EASTERN EUROPE ORIGINATED FROM GRU DIVISION "P" RANKS) AND THE FLOODING OF THE EUROPEAN BLACK MARKET WITH ANOMALOUS ITEMS FORMERLY IN THEIR POSSESSION. CURRENTLY, THIS GROUP OF INTEREST POSES LITTLE DIRECT THREAT TO THE FOUNDATION.

HERMAN FULLER'S CIRCUS OF THE DISQUIETING

HERMAN FULLER'S CIRCUS OF THE DISQUIETING IS PURPORTED TO BE A CIRCUS OF ANOMALOUS ORIGIN AND PURPOSE. CURRENTLY, THERE IS NO EVIDENCE THAT THIS GROUP EXISTS BEYOND THE ALLEGATIONS OF VARIOUS SAPIENT SCPS AND A HANDFUL OF DAMAGED NON-ANOMALOUS ARTIFACTS. MOST INSTANCES OF RELATED OBJECTS TYPIFIED BY HUMANOID STATUS ARE PHYSICALLY MUTILATED IN SOME WAY, SUCH AS SCP-1884 AND SCP-1860. OTHERS APPEAR TO BE TYPICAL FAIRGROUND OBJECTS D'ART, SUCH AS SCP-1921, OR TAKE THE FORM OF 'ATTRACTIONS' FOR THE SHOW, SUCH AS SCP-1956 OR SCP-1931. TYPICALLY, OBJECTS RELATED TO HERMAN FULLER'S CIRCUS OF THE DISQUIETING ARE FOUND AT FAIRGROUNDS WHERE THE SHOW IS SAID TO HAVE 'PERFORMED.'

THE HORIZON INITIATIVE

THE HORIZON INITIATIVE IS AN ORGANIZATION CREATED IN THE LATE 1960S BY VARIOUS INFLUENTIAL SECTS IN THE MAIN THREE ABRAHAMIC RELIGIONS AS A RESPONSE TO THE GROWING NUMBER OF ANOMALOUS ACTIVITIES AND GROUPS WHICH THEY PERCEIVED AS THREATS. THOUGH THE FULL EXTENT OF THEIR GOALS IS UNCERTAIN, THE HORIZON INITIATIVE IS KNOWN TO TARGET SCP OBJECTS, EITHER WITH THE INTENTION OF RETRIEVING OR DESTROYING THEM, DEPENDING ON EACH ITEM'S PERCEIVED PLACE IN THEIR DOGMA.

THE INITIATIVE IS LED BY A TRIBUNAL COMPOSED OF LEADERS FROM THE THREE LARGEST SECTS INVOLVED IN ITS CREATION, THOUGH A LARGE AMOUNT OF INTERNAL STRIFE OFTEN LEAVES THE OFFICIAL LEADERSHIP IN LESS THAN FULL CONTROL OF THE ORGANIZATION. THE HI'S MAIN COMBAT FORCE, PROJECT MALLEUS, IS GENERALLY DEPLOYED IN ANTI-CULT OPERATIONS AND IN SCP RETRIEVAL OPERATIONS.

THE INITIATIVE'S RELATIONS WITH MOST OTHER GROUPS OF INTEREST AND THE FOUNDATION SEEMS TO BE IN A STATE OF CONSTANT FLUX; WHILE ALL PARTS OF THE HI PERCEIVE THE CHURCH OF THE BROKEN GOD AND FIFTH CHURCH WITH A GREAT DEGREE OF HOSTILITY (AND AT TIMES ENGAGING THEM IN ARMED CONFLICT), SENTIMENTS TOWARD THE FOUNDATION AND THE GOC VARY GREATLY, FROM OPEN HOSTILITY TO A LIMITED WILLINGNESS TO COOPERATE, DEPENDING ON THE INTERNAL AFFILIATION OF INDIVIDUAL MEMBERS.

IJAMEA

THE IMPERIAL JAPANESE ANOMALOUS MATTERS EXAMINATION AGENCY OR IJAMEA (NOT TO BE CONFUSED WITH THE FOUNDATION PRECURSOR IGAMEA, THE IMPERIAL GERMAN ANOMALOUS MATTERS EXAMINATION AGENCY), WAS JAPAN'S OFFICIAL AND PRIMARY ANOMALY AGENCY IN THE PERIOD FROM THE MEIJI RESTORATION IN 1868 UNTIL THE END OF WORLD WAR II IN 1945. IJAMEA WAS FOUNDED WITH THE PURPOSE TO BRING JAPAN UP TO SPEED WITH WESTERN ESOTERICS RESEARCH, ACTING AS A MODERN COUNTERPART TO PRE-EXISTING SO-CALLED "PRIMITIVE" GROUPS. IN THIS CAPACITY, THE IJAMEA CATALOGUED HUNDREDS OF DIFFERENT ANOMALIES SPREAD THROUGHOUT JAPAN AND HER COLONIES, CONDUCTED EXTENSIVE RESEARCH ON THESE, AND UNDERTOOK NUMEROUS PROJECTS AIMING TO UTILIZE THE ANOMALOUS FOR THE GREATER GOOD OF THE FLEDGLING EMPIRE.

IJAMEA SAW ITS MOST SIGNIFICANT ROLE DURING WWII, WHEN IT ATTEMPTED TO WEAPONIZE SEVERAL ANOMALIES TO ASSIST MILITARY FORCES IN THE WAR AGAINST THE ALLIES. RUSHED PLANNING AND INSUFFICIENT FUNDS, HOWEVER, RESULTED IN FEW OF THESE PROGRAMMES BEARING FRUIT. THE IJAMEA WAS FORMALLY DISBANDED WITH THE TREATY OF SAN FRANSISCO IN 1951, AND MOST OF ITS ASSETS WERE EITHER TRANSFERRED TO GOC CONTROL OR COVERTLY ACQUIRED BY THE FOUNDATION.

HOWEVER, IMPERIAL LOYALISTS AND JAPANESE NATIONALISTS WITHIN IT KEPT IJAMEA ALIVE IN THE POST-WAR YEARS, THIS TIME AS A CLANDESTINE ORGANIZATION, DURING WHICH IT'S MAIN FOCUS WAS CHECKING THE SPREAD OF COMMUNIST INFLUENCE IN JAPAN AND EAST ASIA. TODAY, IT PRIMARILY SERVES TO CARE FOR THE WELL-BEING OF JAPAN'S DIVERSE BUT

FALTERING ANOMALOUS ECOLOGY, AND SUPPORTS VARIOUS NATIONALIST AGENDAS WITH ITS TIES TO PROMINENT POLITICIANS, BUSINESSPEOPLE AND CULTURAL PERSONALITIES THROUGHOUT JAPAN. IT SEEKS TO RETURN SOME POLITICAL POWER TO THE IMPERIAL FAMILY AND RETURN JAPAN TO GREAT POWER STATUS, AND ACTIVELY SEEKS TO EXPLOIT THE VARIOUS ANOMALIES IN ITS POSSESSION FOR THIS PURPOSE. THE FOUNDATION IS SEEN AS A FOREIGN RIVAL AT BEST, AND AGENTS ARE TO EXERCISE DUE CAUTION WHEN INTERACTING WITH IJAMEA PERSONNEL.

MANNA CHARITABLE FOUNDATION

ESTABLISHED IN 1971 AS AN INTERFAITH HUMANITARIAN RELIEF AGENCY, RECOVERED DOCUMENTS DESCRIBE THE MANNA CHARITABLE FOUNDATION'S MISSION AS "SHARING ALL OF GOD'S MIRACLES WITH THE LEAST OF HIS CHILDREN". FUNDED INDIRECTLY THROUGH ASSOCIATIONS WITH VARIOUS CHARITABLE GROUPS AND RELIGIOUS ORGANIZATIONS, AND ON OCCASION PUBLICLY ENDORSED BY WEALTHY PHILANTHROPISTS OR ACADEMIC INSTITUTIONS, THE MCF'S PRIMARY AGENDA SINCE ITS FOUNDING HAS BEEN THE FREE DISTRIBUTION OF ANOMALOUS OBJECTS, OR THEIR BY-PRODUCTS, TO CIVILIANS LIVING IN POVERTY-STRICKEN REGIONS IN THE THIRD WORLD OR IN AREAS AFFLICTED BY WARFARE, FAMINE, OR NATURAL DISASTER.

THE MCF IS CURRENTLY RECOGNIZED AS A NON-GOVERNMENTAL ORGANIZATION BY THE UNITED NATIONS, AND IS KNOWN TO OPERATE LEGALLY AND ILLEGALLY IN SEVERAL HOSTILE OR ISOLATED REGIONS OUTSIDE THE FOUNDATION'S SPHERE OF INFLUENCE. WHILE NO SCP OBJECTS KNOWN TO HAVE BEEN DISTRIBUTED BY THE MCF TO DATE HAVE CAUSED INTENTIONAL HARM TO HUMAN BEINGS OR COMMUNITIES (AND DETAINED MCF OPERATIVES TEND TO DEMONSTRATE STRONG PACIFIST BELIEFS), CONTAINMENT BREACHES ASSOCIATED WITH THE GROUP HAVE OFTEN RESULTED IN HUMAN CASUALTIES OR SEVERE THREATS TO THE GLOBAL STATUS QUO DUE TO UNFORESEEN CONSEQUENCES OF THE OBJECT'S RELEASE FROM CONTAINMENT, AND/OR A ZEAL TO DISTRIBUTE POTENTIALLY "HELPFUL" OBJECTS IMMEDIATELY WITHOUT RIGOROUS SCIENTIFIC STUDY OF THEIR LONG-TERM BEHAVIOR.

MARSHALL, CARTER, AND DARK LTD.

A "CLUB" BASED IN LONDON, ENGLAND. CATERING TO THE SUPER-RICH AND WITH EXTENSIVE POLITICAL AND FINANCIAL TIES WORLDWIDE, THIS GROUP HAS CAUSED EXTENSIVE PROBLEMS FOR THE FOUNDATION. MARSHALL, CARTER, AND DARK LTD. IS KNOWN FOR COLLECTING RARE AND OBSCURE ITEMS, ALONG WITH PROVIDING ITS MEMBERS THE MOST EXCLUSIVE, EXPENSIVE, AND RARE EXPERIENCES AVAILABLE.

THESE ACTIVITIES HAVE RESULTED IN CONFLICT WITH THE FOUNDATION ON NUMEROUS OCCASIONS. THE GROUP IS NOT KNOWN FOR THE USE OF FORCE; THEY PREFER TO APPLY EXTREME FINANCIAL AND POLITICAL PRESSURE TO ACHIEVE THEIR GOALS. WHEN FORCED TO USE MORE DIRECT MEANS, MARSHALL, CARTER, AND DARK LTD. EMPLOYS OUTSIDE AGENTS, AND IT IS VERY DIFFICULT TO CONNECT SAID AGENTS TO THE ORGANIZATION.

MARSHALL, CARTER, AND DARK LTD. HAS CAUSED SEVERAL SCP CONTAINMENT BREACHES, PRIMARILY THROUGH THE USE OF MONEY OR SOCIAL PRESSURE. SEVERAL REPORTS, RECORDS, AND EVEN ITEMS HAVE BEEN LEAKED BY FOUNDATION PERSONNEL WHO HAD BEEN APPROACHED WITH LARGE AMOUNTS OF MONEY, OR THREATS OF EXTENSIVE JAIL TIME OR TORTURE. NOTABLY, TWO CONTAINMENT SITES WERE ALMOST BROUGHT TO PUBLIC ATTENTION AFTER THE FOUNDATION REFUSED ACCESS TO MEMBERS OF MARSHALL, CARTER, AND DARK LTD.

INFORMATION PERTAINING TO MARSHALL, CARTER, AND DARK LTD., SUCH AS THE NAME OF THE DIRECTOR OR EVEN A LIST OF MEMBERS, HAS PROVEN VERY DIFFICULT TO ACQUIRE. AGENTS ENCOUNTERING MEMBERS OF THIS GROUP ARE ADVISED TO MAINTAIN A COVER STORY AND NOT, FOR ANY REASON, REVEAL FOUNDATION TIES OR SCP INFORMATION.

“NOBODY”

LITTLE IS CURRENTLY KNOWN ABOUT THE PERSON, ENTITY, OR GROUP KNOWN AS “NOBODY”. FIRST SIGHTED IN 1954, THEY HAVE HAD NUMEROUS APPEARANCES SINCE. THERE HAS ONLY BEEN ONE PERSON SEEN AT ANY GIVEN TIME, TYPICALLY DESCRIBED AS A MALE CAUCASIAN DRESSED IN A GREY SUIT AND A FEDORA. IF ASKED HIS IDENTITY, HE REPLIES THAT HE’S “NOBODY”. HOWEVER, IT IS NOT KNOWN IF THIS IS THE WORK OF A SINGLE PERSON OR MULTIPLE AGENTS OF A SINGLE, UNKNOWN AGENCY. THEIR AGENDA IS CURRENTLY UNKNOWN, SOMETIMES HELPING THE FOUNDATION, SOMETIMES HINDERING IT. CAUTION IS RECOMMENDED IF ANY FIELD AGENTS ENCOUNTER AN OPERATIVE IDENTIFYING THEMSELVES AS “NOBODY”.

OFFICE FOR THE RECLAMATION OF ISLAMIC ARTIFACTS (ORIA)

THE OFFICE FOR THE RECLAMATION OF ISLAMIC ARTIFACTS (ORIA) IS A PARAMILITARY FORCE, ANSWERABLE ONLY TO THE SUPREME LEADER OF IRAN, DEDICATED TO THE COLLECTION AND UTILIZATION OF ANOMALOUS ARTIFACTS THROUGHOUT THE MIDDLE EAST AND CENTRAL ASIA. FOLLOWING THE 1979 OVERTHROW OF THE IMPERIAL IRANIAN GOVERNMENT BY REVOLUTIONARY FORCES, AND SUBSEQUENT CREATION OF THE ISLAMIC REPUBLIC OF IRAN, ALL FOUNDATION PERSONNEL WERE EXPELLED FROM IRAN AS “AGENTS OF COLONIALISM.” ATTEMPTS AT MAINTAINING A CLANDESTINE PRESENCE IN THE COUNTRY MET WITH FAILURE, WITH THE MAJORITY OF FOUNDATION PERSONNEL EITHER CAPTURED OR KILLED AND SITES [REDACTED] BEING CAPTURED BY IRANIAN FORCES. TO PREVENT IRAN FROM BEING LEFT BEHIND IN THE FIELD OF EXTRANORMAL RESEARCH, THE ORIA WAS CREATED BY A SECRET DECREE OF SUPREME LEADER KHOMEINI IN 1981. DESPITE ITS NAME, THE GROUP HAS NOT LIMITED ITSELF TO THE PURSUIT OF ANOMALOUS OBJECTS OF ISLAMIC ORIGIN.

ALTHOUGH THE ORIA HAS ACCESS TO CONSIDERABLE RESOURCES, ITS EFFECTIVENESS IS HOBBLED BY INFIGHTING AMONG NUMEROUS FACTIONS WITHIN THE ORGANIZATION. SOME OF THESE DISPUTES CENTER AROUND PHILOSOPHICAL DIFFERENCES, SUCH AS THE WEAPONIZATION OF ANOMALOUS OBJECTS, WHILE OTHERS APPEAR TO BE PERSONAL IN NATURE. THE PROLIFERATION OF FACTIONS APPEARS TO HAVE BEEN INTENTIONAL, AS THE ORGANIZATION OF THE ORIA OFTEN LEAVES MULTIPLE COMMANDERS WITH OVERLAPPING AREAS OF RESPONSIBILITY. IT IS THEORIZED THAT THE REASONING BEHIND THIS ARRANGEMENT WAS TO PREVENT ANY ONE INDIVIDUAL FROM ACCUMULATING ENOUGH POWER TO POSE A CHALLENGE TO THE SUPREME LEADER.

WITH THE SPREAD OF IRANIAN HEGEMONY THROUGHOUT THE MIDDLE EAST AND WESTERN ASIA, THE ORIA HAS EXPANDED ITS REACH ACROSS THE REGION, BECOMING THE FOREMOST PARANORMAL ORGANIZATION IN THE MIDDLE EAST. THE ORIA IS TO BE CONSIDERED A HOSTILE FORCE, AND FOUNDATION PERSONNEL ARE ADVISED TO USE EXTREME CAUTION WHEN ENGAGING.

ONEIROI COLLECTIVE

INFORMATION ABOUT THE ONEIROI COLLECTIVE HAS COME TO THE FOUNDATION ONLY THROUGH ANALYSIS AND INTERVIEWS OR THE ANOMALOUS OBJECTS THEY LEAVE BEHIND. IT IS BELIEVED TO BE A COLLECTIVE CONSCIOUSNESS OF DREAMING PERSONS AND DREAM-BASED ENTITIES.

INTELLIGENCE HAS SHOWN THAT THEY HAVE BEEN DOCUMENTED BY OTHER GROUPS OF INTEREST, USUALLY TO A DEGREE SIMILAR TO THE FOUNDATION’S INTERACTION. THE ONEIROI COLLECTIVE IS APPARENTLY CAPABLE OF CONTACTING EVEN HIGHLY ISOLATED ENTITIES (E.G. NOBODY). THEIR GOALS, IF ANY EXIST, ARE CURRENTLY UNKNOWN.

PROMETHEUS LABS, INC.

PROMETHEUS LABS WAS FOUNDED BY [REDACTED] IN 1892 AS A SCIENTIFIC RESEARCH AND DEVELOPMENT CORPORATION BASED IN [DATA EXPUNGED] WHO HAD OVER THE YEARS DEVELOPED SEVERAL POTENTIALLY MARKETABLE PRODUCTS OF A PRETERNATURAL QUALITY.

PROMETHEUS LABS WAS REGARDED AS A PROFIT ORGANIZATION CLAIMING TO “DEVELOP

TECHNOLOGY AND TOOLS THAT WILL AID HUMANITY TO SURMOUNT THE SO-FAR EXTRINSIC REALM OF THE PARANORMAL". DESPITE POSING NO DIRECT THREAT TO THE FOUNDATION, PROMETHEUS LABS WAS RELATIVELY RECKLESS IN THEIR REGIMENS AND REFUSED THE FOUNDATION'S RECOMMENDATION OF SPECIAL CONTAINMENT PROCEDURES FOR CERTAIN PRODUCTS THAT WOULD WARRANT THEM.

ON 01/09/98, ONE OF PROMETHEUS LABS' PROJECTS, [DATA EXPUNGED], RESULTING IN THE ANNIHILATION OF THEIR BASE FACILITY. IN THE AFTERMATH, THE FOUNDATION SWEPT OVER PROMETHEUS LABS' GROUND ZERO AND RECOVERED SEVERAL SURVIVING PRODUCTS AND PERSONNEL. PRODUCTS WERE RETRIEVED AS SCPS AND SURVIVORS INDUCTED AS FOUNDATION PERSONNEL. THE FOUNDATION IS CURRENTLY ATTEMPTING TO ESTABLISH CONTACT WITH PROMETHEUS LABS' BRANCHES AND AFFILIATES.

PARAWATCH

THE PARAWATCH WIKI IS AN ONLINE WEB FORUM OF CONSPIRACY THEORISTS, PARANORMAL ENTHUSIASTS, AND AMATEUR WRITERS, OPERATING WITH THE INTENT OF INVESTIGATING AND EXPOSING ANOMALOUS PHENOMENA. THE GROUP PRIMARILY COMPILES SHORT STORIES ON THEIR FORUM, DETAILING ENCOUNTERS WITH PARANORMAL PHENOMENA, HISTORICAL CASES, AND ANY UNUSUAL EVENTS USERS HAVE EXPERIENCED. FURTHER OPERATION AND ANY POTENTIAL IMPACT ON NORMALCY IS HINDERED BY THE GEOGRAPHIC SPREAD OF THE USERBASE AND THE LACK OF CENTRAL COORDINATION.

DESPITE INVESTMENT IN THE PARANORMAL, PARAWATCH HAS NO KNOWLEDGE ON THE NATURE OF ANOMALOUS PHENOMENA, THE VEIL, AND THE FOUNDATION'S EXISTENCE. THIS IN TANDEM WITH PUBLIC OBSCURITY HAS PREVENTED THEM FROM POTENTIALLY ENDANGERING THE VEIL. THE GROUP IS CURRENTLY BEING LEFT ACTIVE AS A MEANS OF MISINFORMING AND MISLEADING OTHER INVESTIGATIONS INTO THE ANOMALOUS.

SARKIC CULTS

SARKICISM IS A RELIGIOUS/PHILOSOPHICAL SYSTEM THAT ENCOMPASSES A VARIETY OF TRADITIONS, BELIEFS, AND SPIRITUAL PRACTICES LARGELY BASED ON TEACHINGS ATTRIBUTED TO "GRAND KARCIST ION", ITS DEIFIED FOUNDER. ADHERENTS PRACTICE RITUAL CANNIBALISM, HUMAN SACRIFICE, CORPOREAL AUGMENTATION, THAUMATURGY, AND DIMENSIONAL MANIPULATION. HIGHLY SECRETIVE, THE GENERAL PUBLIC APPEARS TO HAVE NO DIRECT KNOWLEDGE OF THEIR EXISTENCE; THE ONE EXCEPTION BEING THE COTBG, WHO VIEWS THEM IN APOCALYPTIC TERMS. ORGANIC MANIPULATION HAS ALLOWED CERTAIN SARKICITES TO ACHIEVE ANOMALOUS STATES OF BEING, TRANSCENDING THE PHYSICAL LIMITATIONS OF BASELINE HUMANS. DISEASE IS VIEWED WITH REVERENCE AND SARKIC SHRINES HAVE BEEN DISCOVERED WITH OFFERINGS OF SWOLLEN LYMPH NODES AND TUMOROUS GROWTHS. SARKIC CULTS TREAT CONTAGIONS AS CONSECRATION, A MEANS TO "CULL THE WEAK" AND PURIFY THE MASSES, AND THUS ACTIVELY SEEK TO ENSURE THEIR SPREAD.

THE FOUNDATION DIVIDES KNOWN SARKIC CULTS INTO TWO DISTINCT STRANDS: PROTO-SARKIC AND NEO-SARKIC. PROTO-SARKIC CULTS CAN BE FOUND IN INSULAR COMMUNITIES THROUGHOUT EURASIA'S MOST ISOLATED REGIONS, ITS FOLLOWERS GENERALLY POOR (IF SELF-RELIANT) AND HOSTILE TOWARDS OUTSIDERS. SUCH GROUPS ESCHEW MODERNITY, DISPLAY ACUTE TECHNOPHOBIA, AND ARE BOUND BY SUPERSTITION AND TABOO. IN CONTRAST, NEO-SARKIC CULTS ARE COSMOPOLITAN, PUBLICLY EMBRACING MODERNITY AND SHOWING NO APPARENT QUALMS WITH TECHNOLOGY; THEIR PUBLIC LIVES DIFFERING LITTLE FROM OTHERS OF THEIR CULTURE AND SOCIAL STATUS. ADHERENTS ARE PRIMARILY AFFLUENT FAMILIES, RICH IN HISTORY AND SCANDAL.

ULTIMATELY, IT IS BELIEVED THAT THE FOUNDATION ONLY KNOWS A FRACTION OF WHAT SARKICISM IS AND WHAT ITS FOLLOWERS INTEND. BASED ON THE AVAILABLE INFORMATION, THE SPECULATED GOALS OF SARKIC CULTS REPRESENT AN SK-CLASS DOMINANCE SHIFT, INCLUDING THE POSSIBILITY OF AN XK-CLASS END-OF-THE-WORLD SCENARIO.

THE SERPENT'S HAND

THE SERPENT'S HAND IS A SMALL BUT FORMIDABLE ORGANIZATION RESPONSIBLE FOR SEVERAL SECURITY BREACHES. AT LEAST THREE DIFFERENT INDIVIDUALS HAVE BEEN ENCOUNTERED, ALL OF WHOM USED POSSIBLE OR CONFIRMED ANOMALOUS ITEMS FOR INFILTRATION PURPOSES (INCLUDING SCP-268, WHICH WAS STOLEN FROM THE FOUNDATION, WHO HAD IN TURN RECOVERED IT DURING A RAID OF A CHAOS INSURGENCY FACILITY). THE TOTAL NUMBER OF MEMBERS BELONGING TO THIS ORGANIZATION IS UNKNOWN, AS IS THEIR LEVEL OF TECHNOLOGY, NUMBER OF POSSIBLE SCPS HELD, OR TOTAL LEVEL OF THREAT. HOWEVER, IT IS CLEAR THEY ARE HIGHLY COORDINATED AND POSSIBLY DANGEROUS. ONE OF THEIR LEADERS IS THOUGHT TO BE A FIGURE KNOWN AS "L.S.", WHO IS CONSIDERED TO BE PERSONALLY RESPONSIBLE FOR TWO SECURITY BREACHES IN FOUNDATION SITES.

THE FOUNDATION CURRENTLY HAS VERY LITTLE INFORMATION ABOUT THE SERPENT'S HAND, AND ALMOST ALL KNOWN INFORMATION ABOUT THE SERPENT'S HAND HAS BEEN LEAKED FROM THE GOC INTELLIGENCE. THE GROUP SEEMS TO EMBRACE THE USE AND EXISTENCE OF PARANORMAL ITEMS, AND IN PARTICULAR SEEMS TO EMBRACE HUMANOID AND SENTIENT SCPS. THE SERPENT'S HAND HAS BEEN HIGHLY VOCAL IN CRITICIZING THE CONTAINMENT AND DESTRUCTION OF THESE SCPS, ESPECIALLY THOSE WHICH ARE FULLY HUMAN AND ARE NOT PARTICULARLY DESTRUCTIVE.

THE GROUP SEEMS TO HAVE UNFRIENDLY RELATIONS WITH THE CHAOS INSURGENCY AND THE ORIA, AND AN EXTREMELY HOSTILE RELATIONSHIP WITH THE GOC. THE ONLY RECORDED CASES OF UNPROVOKED VIOLENCE BY SERPENT'S HAND MEMBERS HAVE BEEN AGAINST GOC AGENTS.

THE SERPENT'S HAND SEEMS PRIMARILY BASED IN AN ANOMALOUS LOCATION CALLED THE WANDERERS' LIBRARY, A BUILDING ACCESSED THROUGH PORTALS FOUND IN MANY DIFFERENT PARTS OF THE WORLD. DIRECT ASSAULTS ON THE LIBRARY HAVE SO FAR PROVEN UNFEASIBLE, EVEN WHEN ENTRANCE COULD BE FOUND. HOWEVER, INITIAL INTELLIGENCE SEEMS TO SUGGEST THE HAND HAS LITTLE UNDERSTANDING OR CONTROL OVER THE PLACE.

ATTEMPTS TO INFILTRATE THE WANDERERS' LIBRARY ARE ONGOING.

SHARK PUNCHING CENTER

THE SHARK PUNCHING CENTER (ALSO KNOWN AS THE SELACHIAN PUNCHING CENTER, THE SHARK PUNCHING CENTRE, SELACHIOSK PUNGIX COMBIN, AMONG OTHERS) IS AN ORGANIZATION LOCATED IN ONE OR MORE PARALLEL UNIVERSES, APPARENTLY ACTING AS AN ALTERNATE-UNIVERSE COUNTERPART TO THE FOUNDATION. WHILE THE FOUNDATION HAS KNOWN OF THE CENTER FOR SEVERAL DECADES, THE STRUCTURE, DOCUMENTATION, AND GENERAL TONE TAKEN BY THE SHARK PUNCHING CENTER VARIES WILDLY, SUGGESTING ONE OR MORE UNIVERSES ARE IN A STATE OF FLUX.

DOCUMENTS PERTAINING TO THE SHARK PUNCHING CENTER HAVE BEEN RECOVERED, AND INDICATE A MUCH MORE MILITARISTIC AND UNSTABLE TONE THAN A FOUNDATION DOCUMENT. AS THE NAME WOULD SUGGEST, THE SPC IS MOSTLY FOCUSED ON FURTHERING HAND-TO-HAND COMBAT AS A MEANS TO NEUTRALIZE SELACHIAN ENTITIES, THOUGH SOME DOCUMENTATION FAILS TO DIFFERENTIATE BETWEEN "SELACHIAN" AND "AQUATIC".

IT IS UNCLEAR IF THE SHARK PUNCHING CENTER HAS ANY KNOWLEDGE OR CONCERN OF OR WITH FOUNDATION ACTIVITIES.

THE THREE MOONS INITIATIVE

THE THREE MOONS INITIATIVE IS AN EXTRADIMENSIONAL HUMAN MILITARY ORGANIZATION BASED IN SCP-2922-C, AN AFTERLIFE ALSO KNOWN AS CORBENIC. THROUGH A PARTNERSHIP WITH THE CORBENESE DEITY JALAKÅRA, THEY ACT AS A MULTI-DIMENSIONAL SECURITY FORCE FOR THE PROTECTION OF THE HUMAN RACE.

WHILE INITIATIVE PERSONNEL BELIEVE THAT THEY'RE OPERATING IN HUMANKIND'S BEST INTERESTS, MILITARY OVERREACH, POOR COMMUNICATION, ISSUES WITH INTERNAL BUREAUCRACY, AND OTHER FACTORS (COMBINED WITH THEIR DISPROPORTIONATELY HIGH

MILITARY STRENGTH TO OUR OWN) HAVE MADE THEM A POTENTIAL LIABILITY TO PUBLIC SAFETY IN OUR DIMENSION.

AS SUCH, THEY MAINTAIN AN UNSTABLE PEACE WITH THE FOUNDATION. OPERATIVES OF THE THREE MOONS INITIATIVE ARE TO BE TREATED WITH EXTREME CAUTION.

UNUSUAL INCIDENTS UNIT (UIU), FEDERAL BUREAU OF INVESTIGATION

DISPARAGINGLY REFERRED TO AS "X-FILES" (AFTER THE TELEVISION PROGRAM STARRING DAVID DUCHOVNY AND GILLIAN ANDERSON) BY THE LARGER FBI COMMUNITY, UIU WAS FORMED AFTER THE SCP-[REDACTED] CONTAINMENT FAILURE INCIDENT BROUGHT THE EXISTENCE OF PARANORMAL ACTIVITY TO THE PUBLIC CONSCIOUSNESS. ALTHOUGH LATER DEBUNKED AS A [REDACTED] [REDACTED] [REDACTED], A RIDER ATTACHED TO HR[REDACTED] BY REPRESENTATIVE [REDACTED] [REDACTED] OF [REDACTED] ([REDACTED]) REQUIRED THE CREATION OF A SPECIAL FBI DIVISION DEVOTED TO RAPID RESPONSE TO PARANORMAL EVENTS AND CRIMES. SINCE OFFICIAL PROTESTS BY THEN-FBI DIRECTOR [REDACTED] WOULD HAVE DRAWN SUSPICION, UIU WAS FORMED ON [REDACTED] TO "RESEARCH AND REACT TO PARANORMAL ACTIVITY".

MEMBERS OF UIU ARE GENERALLY WELL-MEANING, ALTHOUGH THEIR LACK OF EFFECTIVE RESOURCES AND TRAINING OFTEN MAKE THEM A LIABILITY IN THE FIELD. EARLY ATTEMPTS TO RECRUIT FROM UIU HAVE MET WITH DISMAL FAILURE: AS UIU IS GENERALLY CONSIDERED A DEAD-END CAREER PATH, THE UNIT TENDS TO ATTRACT THE LOWEST RUNG OF FBI TALENT. PERSONNEL WHO REQUEST A TRANSFER TO UIU VOLUNTARILY ARE FEW, AND THOSE WHO DO GENERALLY EXHIBIT HIGH LEVELS OF CREDULITY AND GULLIBILITY. FOR THIS REASON, UIU OPERATIVES ARE TO BE RECRUITED AT THE SAME TIER AS NORMAL FBI AGENTS.

SHOULD UIU OBTAIN POSSESSION OF A GENUINE SCP, PERSONNEL ARE REQUIRED TO CONTACT ASSISTANT DIRECTOR [REDACTED] AT THE [REDACTED], [REDACTED] OFFICE FOR RETRIEVAL AND REPLACEMENT WITH AN INERT SUBSTITUTE. THE STANDARD "MAN IN BLACK" CONCEALMENT PATTERN IS RECOMMENDED FOR THESE SCENARIOS, AND FOR INCIDENTS WHERE UIU IS OPERATING IN THE SAME THEATER AS FOUNDATION ELEMENTS.

FBI AGENTS OPERATING FOR THE UIU HAVE ENGAGED IN COMBAT OPERATIONS WITH FOUNDATION OPERATIVES AND THE OFFICE FOR THE RECLAMATION OF ISLAMIC ARTIFACTS AS DETAILED IN [REDACTED] OF THE BOWE COMMISSION REPORTS.

WILSON'S WILDLIFE SOLUTIONS

WILSON'S WILDLIFE SOLUTIONS IS A PARANORMAL PUBLICLY FUNDED WILDLIFE SERVICE BASED IN CLACKAMAS COUNTY, OREGON, SPECIFICALLY IN THE TOWN OF BORING. ALTHOUGH THE FOUNDATION HAS KNOWN OF WILSON'S WILDLIFE SOLUTIONS' EXISTENCE AND ANOMALOUS AFFILIATIONS SINCE 1999, IT TOOK NINE YEARS UNTIL THE URSUS MARITIMUS INCIDENT IN 2008, FOR THEIR EXISTENCE TO BE OFFICIALLY RECOGNIZED AND A RELATIONSHIP ESTABLISHED BETWEEN THE TWO GROUPS. CURRENTLY THE BORING AGREEMENT OUTLINES THAT WILSON'S WILDLIFE SOLUTIONS SHOULD BE SUPERVISED BY MTF BETA-4 ("CASTAWAYS"), LOCAL TO SITE-64, AND THAT THEY MAY HANDLE CONTAINMENT OF SAFE OR EUCLID FAUNA BASED ANOMALIES WITH VARYING DEGREES OF FOUNDATION INTERVENTION (ON A CASE TO CASE BASIS). AMENDMENTS TO THE BORING AGREEMENT CAN BE, AND HAVE BEEN, MADE TO ACCOUNT FOR GREY AREAS OR NEW POLICIES AS NECESSARY.

FOR ADDITIONAL INFORMATION ABOUT GROUPS OF INTEREST PLEASE VISIT:
WWW.SCP-WIKI.NET/GROUPS-OF-INTEREST

CHAPTER 10: REALITY

Due to the extraordinary circumstances of the Foundations research and containment department, our scientists have surmised details about the nature of our reality that have not yet been uncovered or embraced by the public at large. Although these concepts are taught, practiced, and utilized behind our doors, the majority of these aspects are still under scientific scrutiny. In other words, a lot of this is academical guesswork. This section will provide common concepts about the true nature of reality Foundation employees may encounter which are not public knowledge.

Humes

Humes are a way to determine the amplitude of reality in a given area. Just as gravity and time are tangent forces within the laws of physics, so too is reality itself. A common allegory of how Humes work in laymen terms is to picture that everything in the universe is covered with a thin layer of sand. This is the baseline level of reality; one Hume. When some of the sand is removed, by any means, there is less sand around, and the level of reality has dropped. When sand is added, there is more reality around. Hume levels can be increased through Scranton Reality Anchors (see below) and doing so will make reality "stronger" in the area. Spectators often describe reality in these states as being highly vivid and feeling "more real than real." When Hume levels drop below one, reality begins to break down and the laws of physics can become highly dangerous. The lowest Hume level ever recorded is 0.15, which was artificially created within site [REDACTED]. The lowest 'naturally' formed Hume level recorded was 0.27 located near [REDACTED] and remains at this level to this very day. High Hume levels can be attained through Scranton Reality Anchors, the highest recorded was over 1000, but levels that occur naturally tend to stay below 100.
For additional information see QR links.

Reality Benders

Several tests conducted by the Foundation have proved that D-Class personnel have the capability of reality bending when Hume levels are artificially reduced, however all effects are nullified as soon as Hume levels return close to natural (1). Reality Benders are objects, places, or people that have the ability to alter reality in an area as if the Hume levels were very low, even though they are not. Use extreme caution when encountering a Reality Bender. If the being has a natural ability to bend reality, they are known as Type Greens. Type Greens abilities depend on the awareness level of their powers. Type Blues are normal humans that have obtained or self-taught Reality Bending abilities (sometimes referred to as Magic) through anomalous means or secret techniques. Many Type Greens can and should be contained as normal SCP protocol, however Type Blues are to be avoided, exterminated, or contacted remotely and with caution.
For additional information see QR link.

Anomalous Thoughts and Ideas

Even ideas can anomalous in nature, which proves that thought itself can be a tangible force (hence why Type Blue Reality Benders are able to exist). When dealing with Anomalous Thoughts and Ideas, Directors should use each characters **Cognitive Resistance** level as a difficulty for a roll. Decide how strong the effect is, and roll dice against the difficulty. If the roll succeeds, explain the situation to the player the way their character would perceive it. Never tell players if they 'succeeded' in this type of roll. If something is messing with the characters head, the Director should mess with the players head. Have fun with it!
The following details explain the basics of anomalous cognitive abnormalities.

Memetic

Memetec refers to a "mind bug" of knowledge. It's a type of information that once known, can cause mental abnormalities just via the fact that it is known. Often Memetec information is passed onto others through various means. Memetics are not necessarily harmful, but they can be fatal in some cases. Examples of SCPs that contain memetec properties include: SCP-3002, SCP-2293, SCP-732, and SCP-3086. To help in the containment of SCPs with memetic properties, amnestics are often administered.

Memetic Kill Agents

Memetec Kill Agents are memetic images, phrases, or ideas that are extremely harmful or fatal upon exposure. In the Foundations early years, highly classified information can and would become compromised through Foundation members whom accessed the data without prior authorization, or were accessing data for nefarious purposes. Due to the sometimes apocalyptic nature of some of the Foundations sensitive classified information, security procedures were forced to utilize Memetec Kill Agents as a way to deter employees from attempting to access sensitive data. If at any point you are accessing a data terminal and see a warning that Memetec Kill Agents will be administered you should log off the terminal and walk away immediately. Additionally, if you ever see a Foundation member at a data terminal who seems distraught, having a seizure, or likely dead, close your eyes, escape the vicinity, and alert security personnel immediately.

Cognitohazards

Cognitohazards are objects which have dangerous anomalous aspects to perceive, such as sight, sound, smell, taste or even thought. Memetic Kill Agents are an example of a visual, fatal cognitohazard.

Antimeme

An antimeme is an idea with self-censoring properties; an idea which, by its intrinsic nature, discourages or prevents people from spreading it. Due to the difficult nature of antimemes, documentation of SCPs that contain this property are often presented through various media and alternate explanation. Examples of SCPs that are antimemetic in nature include:

Security Level 03 Accessible Gear

All personnel that have obtained Level 03 Security Clearance are granted access to procurement of the following gear.

Kant Counter

Kant Counters are used occasionally by MTFs to measure Hume levels in an area or object. These are highly sophisticated technological devices which use two portals into pocket universes and gauge Hume levels against them as control factors. Explaining how they work further requires Level 4 Security Clearance. Please see Dr. [REDACTED] to request additional information. All MTF members need to know is that any reading below 1 is considered abnormally low and extreme caution should be practiced. Higher Hume levels between 2 and 20 are not necessarily signs of supernatural or anomalous activity. 90% of the time Kant Counters will simply give a 1 Hume feedback level.



Handheld device that can be used to measure all hume levels within 8 meters. See also "Humes" on page 117 for details.

Rent	Buy
$50/Day	$25,000

Scranton Reality Anchor

In extreme cases when reality is bent or altered to a dangerous level, Scranton Reality Anchors (or SRAs) can be provided on rare occasions. The Foundation has a finite supply of SRAs and they are not replaceable nor repairable. SRAs exist in various power levels which can force an area to maintain a specific Hume level. The stronger the SRA, the higher the Hume level. Please note that if a constant is reducing reality in an area, that the SRA will increase this level at a percentage. If the SRA is moved or the anomalous object is moved away from the area, the SRA will amplify Humes in relation to the naturally forming level. In other words, SRAs do not "set" hume levels to a specific number, -they amplify the current Hume condition.



Portable device (1 meter tall, 7kg) that prevents reality bending and anomalous activity within 10 meters. Usage may vary. See page 144 for details.

Rent	Buy
$250/Day	$350,000

Heartbeat Sensor



Detects heartbeats in the nearby area.
Requires 1 hand to operate. Device will reveal the location of Characters with heartbeats within 15 meters in front of user every other Combat Round *(i.e. every 4 seconds)*.

Price
$775

Auto Turret



Motion sensing automated minigun. Cannot be used as handheld weapon.
Has 45° front cone of vision that reaches 20 meters out.
Any movement detected will activate the Auto Turret.
Treat Turret as if it had the following stats to determine To-Hit roll:
Dexterity = 4D10. Skill = +5.0 *(Targets hit take 6D10 damage.)*
Turret has 100 HP and a Damage Reduction of -5
Large Item: Reduce Move Speed to 1 while carrying.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	-	-	-	-	-	30	6D10	-	Impale	20*	$1350

Combat Boost

($C_{10}H_{15}N$-Fx9)



After consuming a Combat Boost pill, Characters gain +1 Move Speed and restore 2 Exertion at the end of every Combat Round. This effect lasts 1 hour. After this period the characters body goes into *recovery* and is limited to only 1 Combat Action per Turn until they get a full night of sleep. If a Combat Boost pill is taken while a character is in recovery, the effect duration is halved, and the recovery duration is doubled.

Price (Per Pill)
$150

Front Grip



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
Reduce Recoil by 1.
Increase Ready modifier by +1
Gun becomes Two-handed weapon (if not already.)
Ready Modifier is not allowed to become greater than Aim Modifier with this attachment.

Price
$400

Grappling Hook



Silent spring-loaded grappling hook that launches up to 12 meters vertically. Characters with at least 2D10 in Strength do not require a skill check to ascend rope.

Price
$275

Reflex Sight



Attachment; Affix to a gun to modify stats.
(Cannot be attached to Heavy Artillery, Sniper Rifles, or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
Increase Ready modifier by +1
Increase Aim modifier by +2
Cannot be combined with Scope.

Price
$400

Riot Shield



Requires 2 hands to operate. Your Defense Score gets +8 against attacks directly in front of you. Equipping or unequipping a riot shield requires two consecutive Combat Actions.

Price
$350

Thermal Vision Goggles



Goggles that change your perception into heat based vision.
While worn, apply the following:
You automatically succeed in all Perception Rolls against Targets that give off heat.
You cannot distinguish Characters apart from one another.
You are unable to see objects further than 30 meters away.
When rolling Perception, ignore the highest die rolled in your final die pool.
You cannot fire guns in Aim stance.

Price
$950

Tracking Bug



Small magnetic or sticky bug (3 centimeters long) that can be tracked with handheld radar device (included). Detects bugs up to 250 miles away. Purchase includes 5 bugs. Additional bugs can be bought for $25/ea.

Price
$300

Speed Holster



Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
(Cannot be used with Heavy Artillery, Sniper Rifles, or Melee weapons)
If you have at least 1D12 in Dexterity, drawing this weapon is a free action.
If concealed in clothing, item does not provide bonus.

Price
$250

Speed Loader



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Eliminate the disadvantage "Each time you use the Reload Action, it only adds one bullet to the chamber" if it is listed with weapon.
Cannot be attached to Shotguns.

Price
$45

Stimpack



Choose a Target within 1 unit of your character. May Target self.
Target heals 25 HP.
One time use item.
Does not restore negative HP.
If a Stimpack is used on a Character for the 3rd time in one day, it only heals 10 HP. Cannot be used more than 3 times per day.

Price
$85

Suppressor



Attachment; Affix to a gun to modify stats. (Cannot be attached to Heavy Artillery or Melee weapons)
Choose a weapon upon purchase. Attachment is only compatible with chosen weapon.
Greatly reduces noise when firing.
Cannot be attached to Shotguns.
Cannot be attached to guns that have a natural Recoil of 3 or higher.

Price
$300

Amnestics

The following pages about Amnestics are cited from scp-wiki.net/amnestic-orientation-manual
Please follow link for additional details. Some text has been modified for RPG purposes.

The purpose of this document is to provide Foundation personnel with a quick reference guide as to the usage, effects, and protocol regarding amnestics. An amnestic is an amnesia-inducing agent that can take many different forms. For the purposes of the Foundation, it is mainly used in suppressing sensitive information by expunging intangible memories. In most cases, they are applied post-incident.

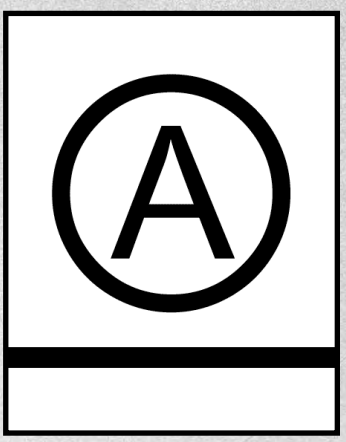
The use of amnestics is decided on a case by case basis unless the authority of higher clearance levels is invoked as explained in the following pages. Amnestics are considered one of the most powerful tools in use by the Foundation. Great care and proper training is mandatory in the handling and application of amnestics in an appropriate manner.

Class-A and Class-B amnestics are two forms of amnestics that have the option of administering while in combat. As such, each lists their statistics as a weapon. All other forms of amnestic dosage requires a willing, restrained, or unconscious Target. Please note that the abuse of amnestics is strictly prohibited and will result in disciplinary action, demotion, or both. In all cases, the Ethics Committee has the final word on approval and decisions regarding amnestic use and misuse respectively. Amnestics are never to be administered to a subject without specific grounds in relation to cognitohazard or via pre-approved documentation by Class A or B Personnel.

Five laminated double-sided business cards come free with the purchase of any field-use amnestic. Please keep them on your person at all times while handling amnestics.



Class-A Amnestic



Cost: $200 for bottle containing 10 Aerosol doses (see below)
Visual Code: Single Black Stripe
Clearance Use: Trained Level-1 and Above
Delivery Methods: Aerosol
Effectiveness: 6 - 12hrs
Usage Protocols: Approved for General Field Use
Side Effects: Sedation, Headaches, Nausea

Detailed Description: Gaseous Class-A is the most commonly used amnestic in the field. The main benefit when using Class-A is that it can be administered to not only one, but many individuals. In some documented cases, Class-A has been used on entire populations with the aid of aerial application. Other applications also include 40mm cartridges that can be launched to deliver Class-A into an enclosed area or room, as well as small handheld aerosol sprayers for single use.

Because of its chemical composition, accidental overdose is extremely unlikely with minimal training on Class-A applications. This safety feature allows Class-A to be used liberally as an inhalant. It is also convenient in use as it requires little to no follow-up on affected individuals, as it has a 98.7% success rate. Class-A is ideal for use by field agents, rapid response teams, and MTF groups.

The only concern when using Class-A is accidental self-application. Personnel trained in the use of Class-A are instructed in the use of application devices as well as environmental conditions that may cause an incident. It is recommended that at least one other Foundation employee be present during the application of Class-A as to facilitate the continuation of duties in case of accidental self-application by a user.

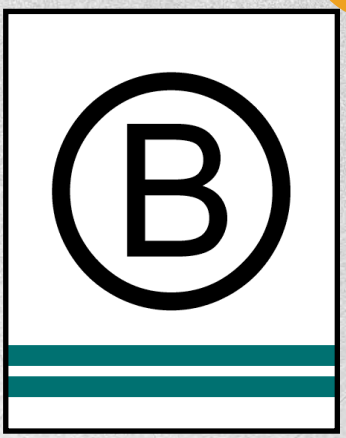
Aerosol Amnestic



Cannot Target from behind.
If hit, Target loses all memories of the past 20 (minus Cognitive Resistance) hours.
Cannot be reloaded; *(10 uses before disposal)*

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	+3	+4	+4	10	0	0	(none)	2*	$200

Class-B Amnestic



Cost: $50 for 1 oral tablet
$50 per injection needle (one dose)
$50 per injection round (see below)
Visual Code: Double Aqua Stripe
Clearance Use: Trained Level-2 and Above
Delivery Methods: Oral, Injection
Effectiveness: 20 - 72hrs
Usage Protocols: Approved for General Field Use
Side Effects: Sedation, Prolonged Paresthesia, Migraines, Blurred Vision

Detailed Description: Chemically, there is little difference between Class-A and Class-B. The main difference is the application; Class-A is inhaled, whereas Class-B is either ingested or injected directly into the bloodstream. Used in this fashion, Class-A is allowed to have a larger effect on the body than it would normally have. Class-B commonly comes in the form of dissolving tablets or liquid.
The most common delivery method is by dissolving Class-B tablets into water and allowing the individual to ingest it. Use of Class-B is also commonly employed in **ballistic syringes** and launched via compressed gas (see below). Class-B is just as safe to use as Class-A, making it ideal for use in many departments. Class-B also has a record of far fewer accidental self-application incidents than Class-A, due in part to its delivery and storage, allowing for a single user to administer without the presence of additional staff.

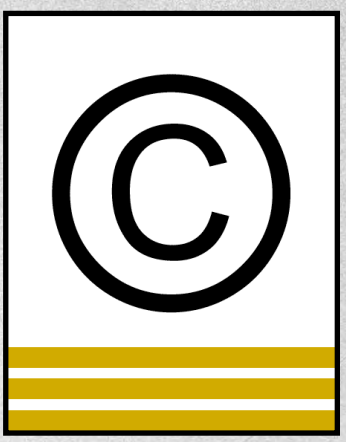
Ballistic Syringe



If Target takes any damage from Ballistic Syringe, they must roll Health + Resist Distress;
The difficulty is (26* minus Targets Cognitive Resistance.)
If Target fails, they lose all memories of the past 1D3 days (Roll 1D6 and divide by 2).
**If you get a Critical Success To-Hit, instead Targets difficulty is (36 minus Targets Cognitive Resistance.)*
Ammo costs $50 per shot.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	-6	-3	+0	1	1D4	0	Impale	8*	$200

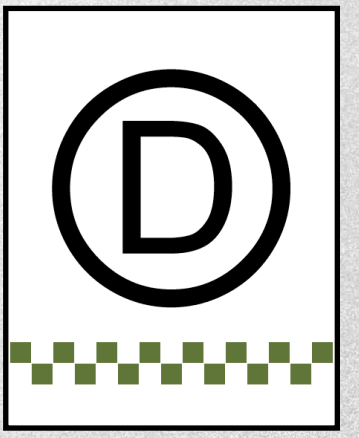
Class-C Amnestic



Cost: $100 per injection needle (one dose)
Visual Code: Triple Bronze Stripe
Clearance Use: Level-3 Authorization and Above
Delivery Methods: Injection
Effectiveness: 4 - 9 Days
Resistance: Does not affect Characters with Cognitive Resistance at level 17 or higher.
Usage Protocols: General Use for Post-Interrogations/Detainment at a Foundation Controlled Site
Side Effects: Sedation, Slight Paralysis (Medical Attention Required)

Detailed Description: Unlike Class-A and Class-B, Class-C is a much more potent variant. As such, the after effects and risk inherent to the application of Class-C requires the aid of Foundation medical personnel. Persons must have medical training to administer Class-C via syringe directly into the bloodstream. Class-C is mainly employed to detained individuals so that Class-C can be used in a controlled setting. Afterwards, detainees may be released only after being cleared by medical staff.
Class-C is not approved for general field use and may only be requested by investigators, interrogators, and any other Level-3 approved usage. Class-C has a 92.8% success rate, and may require follow-up examinations or doses. Personnel are prohibited from using Class-C on a single individual more than four times.

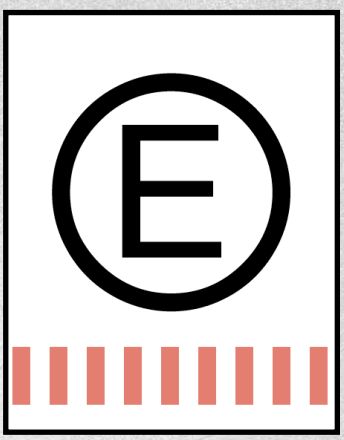
Class-D Amnestic



Cost: $200 per treatment
Visual Code: Checkered Olive Band
Clearance Use: Requires at Least Two Level-3 Personnel Authorization and Supervision to be Administered
Delivery Methods: Injection (2 Stage Dose Through IV)
Effectiveness: +3 Weeks
Resistance: Does not affect Characters with Cognitive Resistance at level 20 or higher.
Usage Protocols: To be Used to Counter Effects of Anomalous Psychoses and/or Memetic Incursions
Side Effects: Sedation, Paralysis (Post-Incident Rehabilitation Required), Possible Brain Damage

Detailed Description: Class-D once held a lower designation until it was superseded and replaced with a more appropriate amnestic (see Class-C) for use on detainees. Before that, Class-D was employed regularly with limited success in individuals as many adverse-effects of the brain after application were found to be inadmissible by the Ethics Committee. Thus, Class-D was reviewed and found to be more appropriately used in cases where brain damage or a major chronic chemical imbalance was already prevalent in the individual.
These cases usually involve anomalous mental effects and/or memetic incursions of the mind. Because the effects of memetics can be largely unknown, the use of a potent and riskier amnestic was approved as an option as to counter/control the effects. Class-D can only be employed by medical staff in a controlled setting. Level-3 supervision is required as to facilitate the protection of medical staff from the patient if needed.

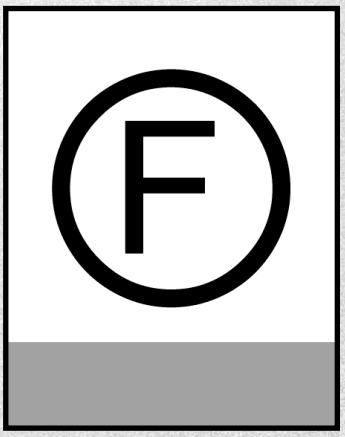
Class-E Amnestic



Cost: $800 per treatment
Visual Code: Vertical Salmon Bar
Clearance Use: Level-4 Request Pending Case Decision by the Ethics Committee
Delivery Methods: Injection (Multiple Stage Doses Through IV)
Effectiveness: Complete Recall Expungement
Resistance: Does not affect Characters with Cognitive Resistance at level 23 or higher.
Usage Protocols: In Situations Where the Individual's Identity is Deemed to be a Threat.
Side Effects: Sedation, Long-term Paralysis, Possible Brain Damage or Catatonic Symptoms (Post-Incident Rehabilitation Required)

Detailed Description: Class-E can only be given by medical staff in a controlled setting after a formal request has been submitted by Level-4 staff and approved by the Ethics Committee. Upon administration, medical staff will be required to oversee the individual during recovery. Only 0.02% of individuals entered a permanent vegetative state after being administered Class-E. In these cases, the individual will be remitted to an appropriate civilian hospital indefinitely.

Class-F Amnestic



Cost: $2000 per treatment
Visual Code: Solid Silver Band
Clearance Use: Level-4 Authorization (Human Trial Testing)
Delivery Methods: Injection (Multiple Stage Doses Used in Conjunction with Other Psychotropics), Visual/Audio Stimuli, Electroconvulsive Therapy
Effectiveness: Memory Recall Expungement and Identity Reconditioning
Usage Protocols: Experimental Use Only Pending Formal Review
Side Effects: Sedation, Short-term Paralysis, Increased Susceptibility to Visual/Audio Stimuli

Detailed Description: Class-F is currently in Alpha stages of testing. All data on human trials are currently under review by the Ethics Committee. In all human trials, 83.9% succeeded in complete retention of their respective reconditioned identities. The entire process approximately takes 5 days of continuous conditioning and therapy to produce the desired effect.
Class-F can only be administered under the direction of psychology and medical staff in a controlled and completely isolated setting. Class-F is administered with a combination of other psychotropics to allow the individual to accept external input for reconditioning with limited subconscious resistance. External visual and audio stimuli will need to be personalized based on the individual's original psyche and their resulting fabricated identity for maximum probability of success. Coupled with the additional aid of electroconvulsive therapy, Class-F is very effective in identity reconditioning.
Afterward, individuals may be released into the general population under minimal observation. In regards to specific SCPs, Class-F has been discussed as a passive and safer alternative to physical containment.

Security Level 03 Accessible Weapons

All personnel that have obtained Level 03 Security Clearance are granted access to the following weapons. Any individuals that are of Security clearance level 02 or lower do not have permission or authority to utilize any of the items listed below. Unauthorized use of restricted items is prohibited and can lead to disciplinary action up to and including demotion, Personnel Class modifications, and [EXPUNGED] for a period of no shorter than 90 days.

PROJECTILE

.500 Magnum



Each time you use the Reload Action, it only adds one bullet to the chamber.
Ammo for this gun is unique and costs $5 per bullet.
Bullets ignore damage reduction and penitrate most material.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	4	-	-3	0	+1	6	6D12	2D12	Impale	5	$450

AK-47



Keyword: ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	-4	+1	+3	30	5D10	1D12+2	Impale	15	$750

C96



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	+1	+3	+4	10	4D8	2D8	Impale	5	$300

Desert Eagle



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	4	-	-3	+2	+3	7	3D12+10	2D12	Impale	5	$725

Famas



Keyword: ***3-Round Burst*** or ***Single Shot***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	-2	0	+4	25	4D10	2D10	Impale	15	$950

Flamethrower



Targets hit with this weapon catch on fire with intensity level 5.
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	0	-	+2	+2	+2	18	1D10	1D10	Fire	6*	$800

FN-FAL



Keyword: ***Full Auto*** or ***Single Shot***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	1	-	-2	+1	+4	20	5D8+2	2D8	Impale	15	$1,125

Ithaca 37



Keyword: ***Shotgun***
2-Handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	2	-	0	+1	+2	4	6D10	1D10	Impale	-	$550

M16



Keyword: ***3-Round Burst*** or ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	-2	+2	+3	30	4D8+2	1D10+4	Impale	15	$850

M2 Tactical



Keyword: ***Shotgun***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	3	-	-1	0	+1	5	7D8	2D8	Impale	-	$800

Minigun



Keyword: ***Full Auto***
After Fire Action has been declared, gun constantly fires at the beginning of your following Turn.
After "Stop Firing" has been declared (free action), gun will stop firing at the beginning of your following Turn.
This weapon requires two actions to "draw gun" or "reload" instead of one.
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	1	-	+3	+3	+3	200	8D12	3D12	Impale	15	$4,000

MP-40



Keyword: ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	0	-	+2	+3	+3	30	6D6	2D6	Impale	10	$825

MP5



Keyword: ***Full Auto*** or ***Single Shot***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	0	-	+2	+3	+4	30	5D8	2D6	Impale	10	$425

P90



Keyword: ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	2	-	0	+2	+3	50	5D10	1D10	Impale	10	$925

PSG1



Keyword: ***Sniper Rifle***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	1	-	-5	-3	+6	5	3D6	3D12	Impale	25	$1,225

SCAR-H



Keyword: ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	0	+2	+4	40	3D10	2D10	Impale	15	$1,000

SMAW Missile Launcher



Keyword: ***Blast*** *(Targets hit with this weapon are always 0 meters away from the blast)*
If To-Hit roll fails, weapon does not fire. Target always receives a Mutilation.
This weapon requires two full Turns to "draw gun" or "reload." *Two-handed weapon.*
Missiles cost $250 each.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	4	-	-8	-4	+4	1	6D12 ***x5***	-	Explosion	15	$5,500

Spectre



Keyword: ***Full Auto*** or ***Single Shot***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	1	-	0	+2	+2	30	2D12+6	1D12+4	Impale	10	$800

SR-25



Keyword: ***Sniper Rifle***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	1	-	-4	-1	+4	10	2D8	4D8	Impale	25	$1,125

Steyr-Aug



Keyword: ***3-Round Burst*** or ***Single Shot***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	2	-	-1	0	+2	30	4D8	2D8+3	Impale	15	$775

Tavor TS12



Keyword: ***Shotgun***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	1	-	0	+1	+1	15	6D12	1D12	Impale	-	$1,200

Tec-9



Keyword: ***Full Auto***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	0	-	-1	+1	+1	30	3D10	2D10	Impale	10	$350

Uzi



Keyword: ***Full Auto***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	1	-	+1	+2	+2	40	5D12	1D12	Impale	10	$500

MELEE

Tungsten Machete



Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-1	-	-	-	-	4D10	3D10	Slash	1*	$150

Forearm Blade



Concealed within sleeve. Spring action. Weapon can be drawn and used as the same action. When doing so, damage element becomes "Impale" and increase the X Damage by +1D6
(Requires 1 action to retract blade)

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+1	-	-	-	-	4D8	3D6	Slash	1*	$450

Adv. E-Tool



Compact and lightweight. Can be used as shovel, axe/pickaxe or 8 meter grappling hook.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-1	-	-	-	-	2D12	2D12	Slash	1*	$350

Grenade Launcher



Uses any "Keyword: *Thrown Explosive*" as ammunition. This weapon changes the "Throw" rules: Choose a Target Unit within 20 meters. Roll To-Hit against difficulty 17. If you succeed, ammo lands on that unit. If you fail, for each point you failed by, the Director will move the ammo 1 meter away from Target Unit. *Two-handed weapon.*

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	2	-	0	+3	+6	6	See Ammo	-	See Ammo	-	$3,500

C4



Keyword: ***Blast***
One time use item. After placed, set a timer. C4 will detonate after the time expires.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Demolitions	-	-	-	-	-	-	6D12 ***x5***	-	Explosion	-	$250

Claymore



Keyword: ***Blast*** One time use item. After placed and armed choose a direction. Claymore will detonate when motion is detected on front of it within 5 meters and damage anyone *in the frontal zone*.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Demolitions	-	-	-	-	-	-	6D12 ***x5***	-	Explosion	-	$250

Phosphorus Grenade



Keyword: ***Thrown Explosive*** *and* ***Blast*** *(damage is reduce by* ***one*** *die and one muliplication factor per meter away from Ground Zero)* One time use item. Characters that take *any* damage from this item are set on Fire at Intensity Level 5

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	6D12 ***x5***	-	Explosion	-	$650

Proximity Mine



Keyword: ***Blast*** One time use item. After placed and armed, Proximity Mine will detonate when motion is detected anywhere within 5 meters for two consecutive combat rounds.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Demolitions	-	-	-	-	-	-	6D12 ***x5***	-	Explosion	-	$250

Poison Gas



Keyword: ***Thrown Explosive*** One time use item.
After thrown, a thick cloud of gas fills the area at a rate of +3 meters per Combat Round, up to 10 meters max. Gas remains in area for 2 minutes before dispersing. Characters that breathe the Gas gain the Poisoned Status.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	-	-	Acid	-	$45

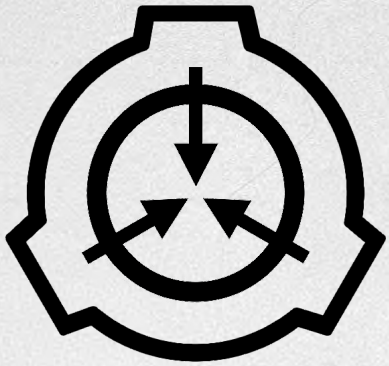
Sleeping Gas



Keyword: ***Thrown Explosive*** One time use item.
After thrown, a thick cloud of gas fills the area at a rate of +3 meters per Combat Round, up to 10 meters max. Gas remains in area for 2 minutes before dispersing. Characters within the Gas must roll Health + Resist KO/Death difficulty 6 at the beginning of their Turn. If they fail, they gain the Unconscious Status. This difficulty gets +5 after each roll.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	-	-	-	-	$45

CLASSIFIED



Security Level: 04

WARNING

SECURITY LEVEL: 04

REQUIRED BEYOND THIS POINT

UNAUTHORIZED DISCLOSURE SUBJECT TO CLASS D INCARCERATION

FOUNDATION SECTION D

Administration

Site Director

Site directors for major Foundation facilities are the highest-ranking personnel at that location and are responsible for the continued, safe operation of the site and all of its contained anomalies and projects. All major departmental directors report directly to the Site Director, who in turn reports to the O5 Council.

O5 Council Member

The O5 Council refers to the committee consisting of the highest-ranking directors of the Foundation. With complete access to all information regarding anomalies in containment, the O5 Council oversees all Foundation operations worldwide and directs its long-term strategic plans. Due to the sensitivity of their positions, O5 Council members must not come into direct contact with any anomalous object, entity, or phenomenon. Furthermore, the identities of all O5 Council members is classified; all council members are referred to only by their numeric designation (O5-1 through O5-13).

Command Structure (SL04)

The graphic on opposite page displays the general chain of command within the Foundation. The Administrator oversees the process as a whole. The 05 Council communicates through the Administrative Department, whom direct each of the various other major branches throughout the SCP Foundation with the exception of the Ethics Committee. Both the O5 Council and the Ethics Committee have a direct line specialty MTF. Specialty MTF services like this are very common throughout the command structure and as such are not listed. Roughly half of MTF are run site-specific and are overseen by the Director of Task Forces within each branch.

Site Directors for each facility communicate with all *external Foundation branches and oversee all aspects within their respective sites. This command structure is fluid and changes from site to site, but the fundamental structure can be observed for baseline understanding.

*Many 'external' branches are located within containment sites.

If you would like additional information please access this external link:

The Administrator
05 Council
Ethics Committee
MTF Alpha-1
MTF Omega-1
Administrative Department
Department of External Affairs
Intelligence Agency
Internal Security Department
Logistics Department
Manufacturing Department
Medical Department
Scientific Department
Security Department
Foundation Ambassadors
Disinformation Bureau
Recordkeeping and Information Security Administration (RAISA)
Intelligence Agents
Communications and Information Management
Human Resources
Information Security
Director of Sustainment
Logistics and Resource Management
Accounting Division
Special Materials Manufacturing
Hazardous Materials Branch
Amnestics Detachment
Unnatural Disorders Wing
SCP Distribution and Relocation
Engineering and Technical Service Department
Containment Bureau
Containment Breach Prevention and Research Department
Tactical Response Corps
Field Operations Director
Site Director
(Per Site)
Chief Security Officer
Chief Science Officer
Chief Medical Officer
Personnel Director
Maintenance Director
Director of Task Forces
Security Guards
Containment Guards
Containment Specialists
Researchers
Lab Assistants
First Responders
Medical Staff
Project Managers
Field Agents
Human Resources
Maintenence Crews
Janitorial Services
Mobile Task Force Commander
Tactical Response Coordinator
Mobile Task Force Operative
Tactical Response Officer

Security Level 04 Accessible Gear

All personnel that have obtained Level 04 Security Clearance are granted access to procurement of the following gear.

Bio-Detriment Sensor



The Bio Detriment Sensor is able to detect the remaining HP of any Target.
Using one action in combat, roll Intellect + Technology against your Targets **Reaction Defense +3**.
Range is up to 20 meters away.
If you succeed, the Director will inform you of the Targets remaining HP.
If you get a Critical Success, any Elemental Weaknesses may be revealed as well.
Non-biological and incorporeal SCPs are usually immune to detection. (Directors discretion)

Price
$1,875

Self Revive

($C_{17}H_{23}NO_3$-RR)



Choose a Target (may Target self) that has negative HP within 1 unit of your character, then roll Intelligence + First Aid/Anatomy. The score obtained (rounded up) are how many negative HP that the Target is healed. Does not restore HP above 0.
One time use item.
Target must have at least 1D12 in Fate.
Cannot be used on the same Target twice per day.

Price
$500

Amnestic Immunity

(NH_2-Fy13)



After consuming Amnestic Immunity, your Character becomes immune to anomalous/chemically induced memory loss/manipulation for a period of 24 hours. If Amnestic Immunity pills are taken more than two times in a 72 hour period, Characters may experience vivid hallucinations and intense nightmares.

Price (Per Pill)
$135

Memetic Immunity

(CRL_{240476}-Sc2)



After consuming Memetic Immunity, your Character gains a temporary +20 bonus to Cognitive Resistance and becomes immune to anomalous memetic hazards, including memetic kill agents. Due to the Foundations use of Memetic Kill Agents as a fail-safe for above Top-Secret sensitive data, any personnel that purchase Memetic Immunity pills will be under Foundation scrutiny for an undisclosed period of time. Reported side effects include dizziness, prophetic night-terrors, and dry mouth.

Price (Per Pill)
$185

Security Level 04 Accessible Weapons

All personnel that have obtained Level 04 Security Clearance are granted access to the following weapons and gear. Any individuals that are of Security clearance level 03 or lower do not have permission or authority to utilize any of the items listed below. Unauthorized use of restricted items is prohibited and can lead to disciplinary action up to and including demotion, Personnel Class modifications, and [EXPUNGED] for a period of no shorter than 90 days.

PROJECTILE

Cyclone



Keyword: ***Full Auto***

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Submachine Gun	3	-	+2	+3	+4	10	8D10	3D10	Impale	10	$3,000

Krax V-Tek



Keyword: ***Shotgun***. Reduce damage by 1D10 every 3 meters instead of every 1 meter. *(see Shotgun rules)*. Bullets consist of small metal slivers/nails. To refill ammo, place fragments of any type of metal into clip (nails, spoons, jewelry, scissors, etc) and gun will manufacture it's own ammo. Two-handed weapon.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	4	-	-1	+2	+4	3	8D10	3D10	Impale	-	$ 3,750

Lightning Bolt Generator



Before firing this gun it must be primed for each shot. Priming takes one action. After primed, gun can be fired for up to 3 combat rounds. If gun is not fired during this window, clip is reduced one shot anyway. After fired, gun must be primed again before firing. When rolling To-Hit, modifiers for this gun include one dice to add to the total, and one die to subtract. The result of these dice directly modify the final To-Hit score. This gun requires recharge (at any power outlet) instead of ammo. Every one hour of charge time equals +1 to the clip (Max 3). Two-Handed Weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	4	-	+1D10 -1D10	+1D12 -1D8	+1D20 -1D6	3	5D20	2D20	Electricity	9*	$4,500

Liquid Nitrogen Caster



Attack also hits all Characters within 1 meter of Target. Anyone hit with this weapon gets -2 actions on their following Turn (Exertion may be spent to recover lost actions). Two-Handed Weapon. Ammo costs 50 credits per round.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	0	-	+2	+3	+3	2	7D10	2D12+2	Ice	6*	$4,250

Mauler



This gun requires recharge (at any power outlet) instead of ammo. Every one hour of charge time equals +10 to the clip (Max 20). You may spend one action to charge Mauler. You cannot fire and charge on the same Turn. Charging gun doubles it's damage dice for the following shot (8D10 Base Damage, 4D10 X Damage).

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	2	-	-2	0	+2	20	4D10	2D10	Energy	5	$5,000

Phazer



Weapon never requires reloading or recharging.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Handgun	0	-	-1	+2	+4	99	6D8	3D8	Energy	5	$2,000

Plasma Rifle



Keyword: ***Full Auto***
This gun requires recharge (at any power outlet) instead of ammo.
Every one hour of charge time equals +20 to the clip (Max 100). Two-Handed Weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	1	-	+1	+3	+5	100	4D12	3D8	Energy	15	$2,750

Salvo



Keyword: ***Sniper Rifle*** Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	1	-	-3	-2	+8	3	8D8	4D10	Impale	25	$4,000

SCP 9000



Ignore Critical Hit rules. Weapon cannot be fired twice in the same Turn. When firing this gun you target all Characters within your cone of view, up to 40 meters away. (Directors discretion)
This gun requires recharge (at any power outlet) instead of ammo. Every one hour of charge time equals +1 to the clip (Max 3).

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	2	-	+5	+5	+5	3	10D10	-	Energy	40*	$6,000

Sonic Ripple Gun



Keyword: ***Shotgun***
Ammo costs 10 credits per round.
2-Handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	1	-	+2	+3	+4	5	10D6	3D6	Sonic	-	$2,500

Special Delivery



Keyword: ***Sniper Rifle*** Two-handed weapon. For every level of your Projectile Multiplier, increase the die type of this weapon (D4 > D6 > D8 > D10 > D12 > D20) up to D20.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Hunting/Sniper Rifle	4	-	-10	-8	+5	1	5D4*	3D4*	Impale	25	$5,500

Sulfuric Acid Launcher



Attack also hits all Characters within 1 meter of Target. After damage is dealt, Director decides or randomly determines something on the Target (weapon, armor, object, etc) that becomes destroyed. Two-Handed Weapon. Ammo costs 80 credits per round.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	1	-	+4	+5	+6	3	7D8	2D8	Acid	12*	$4,000

The Demon



Keyword: ***3-Round Burst*** or ***Full Auto***
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	3	-	-1	+2	+3	60	6D6+6	3D10	Impale	15	$3,000

Trinity



Keyword: ***Shotgun*** Reduce damage by 2D12 per meter instead of 1D12 (see Shotgun rules). Option to fire three bullets if gun is fully loaded. If you do, add +8D12 damage and +1 Recoil. Each time you use the Reload Action, it only adds one shell to the chamber. Two-Handed Weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Shotgun	3	-	+3	+3	+3	3	4D12	2D12	Impale	-	$3,750

Triple Dragon



Keyword: ***Single Shot***, ***3-Round Burst***, ***Full Auto***, or Grenade Launcher. Holds 1 (thrown explosive). When firing in Grenade Launcher mode, choose a Target Unit within 12 meters, and roll To-Hit against difficulty 20. If you succeed, ammo lands on that unit. If you fail, for each point you failed by, the Director will move the ammo 1 meter away from the Targeted Unit.
Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Assault Rifle	3	-	+2	+4	+5	25	5D10	2D10	Impale	15	$3,250

Vertical Rocket Launcher



Keyword: ***Blast*** Weapon must be fired outdoors. If attack misses, missiles hit a random area decided by Director. If attack hits, four rockets will fly high into sky same turn they are fired. At the beginning of your next Turn roll 1D8-1, four times. This will determine how many meters away from Target each of the four missiles land (damage is calculated and applied for each missile). Restocking ammo costs $1000 ($250 per missile).

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	5	-	-15	-10	+10	1	6D12 x5	-	Explosion	15	$8,250

Xithx Energy Railgun



Weapon requires an action to activate weapon before using. Cannot be fired twice in the same Turn, nor can it be fired on your following Turn. Two Handed Weapon. This gun requires recharge (at any power outlet) instead of ammo. Every one hour of charge time equals +1 to the clip (Max 5). For every level of Projectile Multiplier your character has, increase the Base Damage by +1D8. (After all damage dice are added together, multiply that result by 3.)

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Heavy Artillery	4	-	-2	0	+1	5	5D8* x3	-	Energy	15	$4,500

MELEE

Chainsword



Weapon requires an action to activate chainsaw before using. After damage is calculated, you may spend ***one*** **additional action** to double the damage (on same turn only). Two-handed weapon.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	-2	-	-	-	-	8D12	2D12	Slash	1*	$3,500

Gunblade



If this weapon scores a critical hit, it deals x3 damage instead of x2. Two-handed weapon

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+1	-	-	-	-	3D10	3D10	Slash	1*	$6,500

Pyroclastic Katana



Weapon requires an action to activate weapon before using. Ignores all damage reduction. Target catches fire with intensity level 3 and gains Poison Status. While being held, add +2 to your Defense Score.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Melee	-	+3	-	-	-	-	7D8	3D10+2	Slash	1*	$5,000

GRENADE

Acid Grenade



Keyword: ***Thrown Explosive*** One time use item.
After a character is damaged by this weapon, they take the damage again at **the end** of **every combat round**, reducing the damage dice by 1D20 each time.
(Damage does not stack with multiple hits.)

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	7D20	-	Acid	-	$1,000

Electricity Grenade



Keyword: ***Thrown Explosive*** One time use item.
Characters within 3 meters of detonation unit receive a **Critical Hit**. All electronic devices within 8 meters of detonation unit cease to function for 5 Combat Rounds.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	8D12	-	Electricity	-	$450

Liquid Nitrogen Grenade



Keyword: ***Thrown Explosive*** One time use item.
Characters on the detonation unit lose their next eight combat actions. This effect is applied to anyone nearby the unit in which the detonation occurs- reduce the number of combat actions lost by 1 for each meter away from the detonation unit. Each time a lost action elapses, that character takes **6D8** damage. Exertion may be spent to recover a lost action.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price
Catch/Throw	-	-	-	-	-	-	-	-	Ice	-	$450

The Master Weapons List

The following pages are provided for Directors (and level 04 PCs) as a way of seeing all weapons available to characters organized by weapon type. This summery list does not provide special rules for weapons. Special rules can be found on the Page # listed with each item. Weapons are color-coded by each of their Security Levels. It should be noted that the price of each weapon is not a direct correlation to it's power level. The strength of each weapon can better be identified by looking at the Security Level. Higher Security Levels mean more powerful weapons, however any weapon can be deadly in the hands of the right character.

(If using the pdf version of this book, page numbers are clickable links)

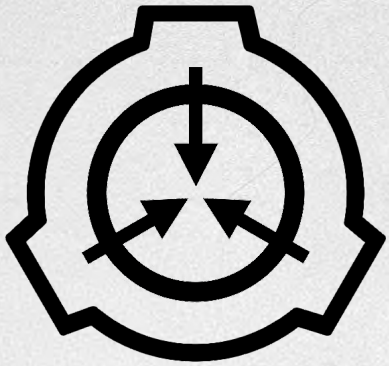
Weapon	Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price	Page #	Security LV.
Luger	Handgun	0	-	0	+2	+2	8	1D6	1D6	Impale	5	$80	96	01
M206	Handgun	0	-	0	0	+1	6	2D6	1D6	Impale	5	$60	97	01
Pepper Spray	Handgun	0	-	0	+1	+1	35	-	-	Acid	4*	$15	96	01
RM380	Handgun	0	-	-1	+1	+2	6	1D8	1D4	Impale	5	$60	97	01
Taser Gun	Handgun	0	-	0	+1	+2	1	1D4	-	Electricity	4*	$35	96	01
Walther PPK	Handgun	0	-	+1	+2	+2	7	1D6	1D8	Impale	5	$150	97	01
Glock 19	Handgun	0	-	-1	+1	+1	15	2D6	1D8+3	Impale	5	$125	128	02
M1911	Handgun	1	-	-1	+1	+2	7	2D8	1D10+3	Impale	5	$250	128	02
Peacemaker	Handgun	0	-	0	+1	+2	6	2D8	1D8	Impale	5	$175	128	02
.500 Magnum	Handgun	4	-	-3	0	+1	6	6D12	2D12	Impale	5	$450	154	03
C96	Handgun	0	-	+1	+3	+4	10	4D8	2D8	Impale	5	$300	154	03
Desert Eagle	Handgun	4	-	-3	+2	+3	7	3D12+10	2D12	Impale	5	$725	154	03
Mauler	Handgun	2	-	-2	0	+2	20	4D10	2D10	Energy	5	$5,000	163	04
Phazer	Handgun	0	-	-1	+2	+4	99	6D8	3D8	Energy	5	$2,000	164	04
Skorpion	Submachine Gun	1	-	+1	+1	+2	20	3D12	1D8	Impale	10	$350	129	02
MP-40	Submachine Gun	0	-	+2	+3	+3	30	6D6	2D6	Impale	10	$825	155	03

Weapon	Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price	Page #	Security LV.
MP5	Submachine Gun	0	-	+2	+3	+4	30	5D8	2D6	Impale	10	$425	155	03
P90	Submachine Gun	2	-	0	+2	+3	50	5D10	1D10	Impale	10	$925	156	03
Spectre	Submachine Gun	1	-	0	+2	+2	30	2D12+6	1D12+4	Impale	10	$800	156	03
Tec-9	Submachine Gun	0	-	-1	+1	+1	30	3D10	2D10	Impale	10	$350	157	03
Uzi	Submachine Gun	1	-	+1	+2	+2	40	5D12	1D12	Impale	10	$500	157	03
Cyclone	Submachine Gun	3	-	+2	+3	+4	10	8D10	3D10	Impale	10	$3,000	163	04
Black Eagle	Shotgun	2	-	-1	0	+1	3	5D6	2D6	Impale	-	$250	128	02
Sawed-off Shotgun	Shotgun	3	-	+1	+1	+1	2	4D8	1D8	Impale	-	$225	129	02
Ithaca 37	Shotgun	2	-	0	+1	+2	4	6D10	1D10	Impale	-	$550	155	03
M2 Tactical	Shotgun	3	-	-1	0	+1	5	7D8	2D8	Impale	-	$800	155	03
Tavor TS12	Shotgun	1	-	0	+1	+1	15	6D12	1D12	Impale	-	$1,200	157	03
Sonic Ripple Gun	Shotgun	1	-	+2	+3	+4	5	10D6	3D6	Sonic	-	$2,500	164	04
Trinity	Shotgun	3	-	+3	+3	+3	3	4D12	2D12	Impale	-	$3,750	165	04
M4A1	Assault Rifle	2	-	-2	0	+3	30	4D8	2D6	Impale	15	$750	128	02
AK-47	Assault Rifle	2	-	-4	+1	+3	30	5D10	1D12+2	Impale	15	$750	154	03
Famas	Assault Rifle	2	-	-2	0	+4	25	4D10	2D10	Impale	15	$950	154	03
FN-FAL	Assault Rifle	1	-	-2	+1	+4	20	5D8+2	2D8	Impale	15	$1,125	155	03
M16	Assault Rifle	2	-	-2	+2	+3	30	4D8+2	1D10+4	Impale	15	$850	155	03
SCAR-H	Assault Rifle	2	-	0	+2	+4	40	3D10	2D10	Impale	15	$1,000	156	03
Steyr-Aug	Assault Rifle	2	-	-1	0	+2	30	4D8	2D8+3	Impale	15	$775	157	03
The Demon	Assault Rifle	3	-	-1	+2	+3	60	6D6+6	3D10	Impale	15	$3,000	165	04
Plasma Rifle	Assault Rifle	1	-	+1	+3	+5	100	4D12	3D8	Energy	15	$2,750	164	04
Triple Dragon	Assault Rifle	3	-	+2	+4	+5	25	5D10	2D10	Impale	15	$3,250	165	04
Crossbow	Hunting/ Sniper Rifle	0	-	-3	0	+2	1	1D10	3D8	Impale	15*	$115	96	01
Marlin 336C	Hunting/ Sniper Rifle	2	-	-2	+1	+2	5	2D8	2D8+2	Impale	25	$125	128	02
Sako Finnlight	Hunting/ Sniper Rifle	2	-	-5	0	+4	1	2D8	3D8	Impale	25	$275	129	02
PSG1	Hunting/ Sniper Rifle	1	-	-5	-3	+6	5	3D6	3D12	Impale	25	$1,225	156	03
SR-25	Hunting/ Sniper Rifle	1	-	-4	-1	+4	10	2D8	4D8	Impale	25	$1,125	156	03
Salvo	Hunting/ Sniper Rifle	1	-	-3	-2	+8	3	8D8	4D10	Impale	25	$4,000	164	04
Special Delivery	Hunting/ Sniper Rifle	4	-	-10	-8	+5	1	5D4*	3D4*	Impale	25	$5,500	164	04
Flamethrower	Heavy Artillery	0	-	+2	+2	+2	18	1D10	1D10	Fire	6*	$800	154	03
Grenade Launcher	Heavy Artillery	2	-	0	+3	+6	6	See Ammo	-	See Ammo	-	$3,500	158	03
Minigun	Heavy Artillery	1	-	+3	+3	+3	200	8D12	3D12	Impale	15	$4,000	155	03
SMAW Missile Launcher	Heavy Artillery	4	-	-8	-4	+4	1	6D12 x5	-	Explosion	15	$5,500	156	03

Weapon	Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range	Price	Page #	Security LV.
Krax V-Tek	Heavy Artillery	4	-	-1	+2	+4	3	8D10	3D10	Impale	-	$3,750	163	04
Lightning Bolt Generator	Heavy Artillery	4	-	+1D10 -1D10	+1D12 -1D8	+1D20 -1D6	3	5D20	2D20	Electricity	9*	$4,500	163	04
Liquid Nitrogen Caster	Heavy Artillery	0	-	+2	+3	+3	2	7D10	2D12+2	Ice	6*	$4,250	163	04
SCP 9000	Heavy Artillery	2	-	+5	+5	+5	3	10D10	-	Energy	40*	$6,000	164	04
Sulfuric Acid Launcher	Heavy Artillery	1	-	+4	+5	+6	3	7D8	2D8	Acid	12*	$4,000	165	04
Vertical Rocket Launcher	Heavy Artillery	5	-	-15	-10	+10	1	6D12 x5	-	Explosion	15	$8,250	165	04
Xithx Energy Railgun	Heavy Artillery	4	-	-2	0	+1	5	5D8* x3	-	Energy	15	$4,500	165	04
C4	Demolitions	-	-	-	-	-	-	6D12 x5	-	Explosion	-	$250	158	03
Claymore	Demolitions	-	-	-	-	-	-	6D12 x5	-	Explosion	-	$250	158	03
Proximity Mine	Demolitions	-	-	-	-	-	-	6D12 x5	-	Explosion	-	$250	158	03
Molotov Cocktail	Catch/Throw	-	-	-	-	-	-	4D10	-	Fire	-	$16	98	01
Flashbang	Catch/Throw	-	-	-	-	-	-	5D4	-	Sonic	-	$30	130	02
Grenade	Catch/Throw	-	-	-	-	-	-	8D12	-	Explosion	-	$250	130	02
Smoke Bomb	Catch/Throw	-	-	-	-	-	-	-	-	-	-	$15	130	02
Phosphorus Grenade	Catch/Throw	-	-	-	-	-	-	6D12 x5	-	Explosion	-	$650	158	03
Poison Gas	Catch/Throw	-	-	-	-	-	-	-	-	Acid	-	$45	158	03
Sleeping Gas	Catch/Throw	-	-	-	-	-	-	-	-	-	-	$45	158	03
Acid Grenade	Catch/Throw	-	-	-	-	-	-	7D20	-	Acid	-	$1,000	166	04
Electricity Grenade	Catch/Throw	-	-	-	-	-	-	8D12	-	Electricity	-	$450	166	04
Liquid Nitrogen Grenade	Catch/Throw	-	-	-	-	-	-	-	-	Ice	-	$450	166	04
Baseball Bat	Melee	-	+2	-	-	-	-	1D10	1D8	Bash	1*	$14	97	01
Brass Knuckles	Melee	-	0	-	-	-	-	-	-	Bash	1*	$25	97	01
Crowbar	Melee	-	-2	-	-	-	-	1D12	1D10	Bash	1*	$16	97	01
Machete	Melee	-	+1	-	-	-	-	2D8	1D8	Slash	1*	$14	98	01
Stun Baton	Melee	-	+2	-	-	-	10	1D8	1D4	Electricity	1*	$85	98	01
Survival Knife	Melee	-	+1	-	-	-	-	1D8	1D6	Slash	1*	$20	98	01
Chainsaw	Melee	-	-3	-	-	-	-	6D12	1D12	Slash	1*	$175	129	02
Katana Blade	Melee	-	0	-	-	-	-	3D8	2D8+1	Slash	1*	$200	129	02
Spiked Bat	Melee	-	+2	-	-	-	-	1D10	1D10+5	Impale	1*	$17	129	02
Adv. E-Tool	Melee	-	-1	-	-	-	-	2D12	2D12	Slash	1*	$350	157	03
Forearm Blade	Melee	-	+1	-	-	-	-	4D8	3D6	Slash	1*	$450	157	03
Tungsten Machete	Melee	-	-1	-	-	-	-	4D10	3D10	Slash	1*	$150	157	03
Whip	Melee	-	-1	-	-	-	-	1D10	1D6	Slash	2*	$28	98	01
Chainsword	Melee	-	-2	-	-	-	-	8D12	2D12	Slash	1*	$3,500	166	04
Gunblade	Melee	-	+1	-	-	-	-	3D10	3D10	Slash	1*	$6,500	166	04
Pyroclastic Katana	Melee	-	+3	-	-	-	-	7D8	3D10+2	Slash	1*	$5,000	166	04


SCP
I
II
III
IV
V
VI
VII
VIII
IX
X
XI
XII
XIII
SCP Foundation
SCP
Secure. Contain. Protect

CLASSIFIED



Security Level: 05

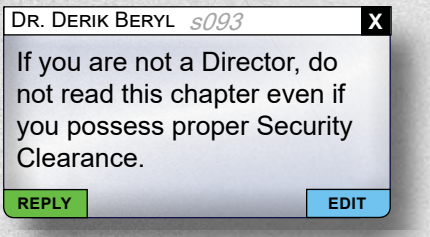
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CHAPTER 11: DIRECTOR GUIDANCE



This chapter contains various advice to help Directors better govern their games (aka campaigns).

Awarding Players

People like awards and it's your job as the Director to leave no good deed unrewarded. There are four ways you can award your PCs; *Experience Points, Reverence Points, Merit Points,* and *Credits.*

Awarding Experience

Experience points should be given out at the beginning of each gaming session, as a reward for the previous session. The reason this is done at the beginning instead of the end, is that once a gaming session comes to a close you want to leave your players excited for the next session. Bogging them down with math and fighting over the rule book to advance their Character doesn't make for a satisfying conclusion to each session, and for those who love the number crunching, they will be chomping at the bit to get started next session. Often times players won't show up at the same time either; so everyone will have plenty of time to improve their characters before the session begins. Because of the nature of this, Directors are encouraged to give out universal rewards to players *based on the number of gaming sessions that have occurred so far*, as well as how many total sessions the Director expects the campaign to last. The shorter the campaign, the larger each reward should be. Also it will depend on how long your sessions last. Some might only last 3-4 hours, while some people roleplay for an entire day. Finally, you can reward players experience "on the spot." Anywhere from 1 to 50 points is suggested for 'on the spot' rewards. In time, Directors will get a feel for how much experience to award players.
Experience points improve the impact each character has upon the story. Keep this in mind when determining what type of reward to give your players.

All players should receive the same reward as long as they attended the previous session, but ultimately all rewards are up to each Director to decide. Use next page as a ***guideline*** on how much experience you should award your players at the beginning of each session.

Each award lists "per total sessions" meaning you count the total number of previous gaming sessions that have occurred, and multiply that number by the award. For example "Short Campaigns" says the award should be 25 per session,+125, meaning that by session number three, you'll have roleplayed through two previous sessions, and you should award about 50 (+125) experience at the beginning of session six. Remember this is a guideline! If a session was particularly uneventful, reduce the award to around 30 (+125). If the party defeated a major enemy, increase it up to double 60 (+125) *(for a total of 185)*.

Experience Reward Guide

One Shot

(One session Only)

One Shot games only last one night. Since the game is so short, there's no point in rewarding players with anything. Directors should probably make the PC stats themselves to save time, and spend around 200-300 additional experience on each character to give them a bit of an extra buff.
Think of One Shot games like a single movie.

Short Campaigns

(Between 2 and 10 sessions)

Award about 25 experience per total sessions, +125.

Short Campaigns should hit the ground running. Characters backstories shouldn't really affect much of the plot, if at all. The Director will have the most control over the story direction in shorter campaigns. Also, death of PCs should be expected at any time. The Director shouldn't pull any punches.
Think of Short Campaigns as being as long as your favorite movie trilogy.

Episodic Campaigns

(Between 11 and 30 sessions)

Award about 15 experience per total sessions, +100.

Episodic Campaigns are the sweet spot for storytelling, and are perfect for telling most stories. Character backstories can affect the plot if the Director did some pre-planning, and the direction of the story will be about 50/50 between the Director and the PCs.
Think of Episodic Campaigns like the best season of your favorite TV show.

Epic Campaigns

(Between 30 and 50 sessions)

Award about 10 experience per total sessions, +75.

Epic Campaigns are games in which the Director has a vague idea on how the storyline is going to unfold, but most of the plot will be fleshed out by the PCs. In this type of game, the Director can come up with an over arching plot that involves each of the PCs backstory in some way, while also incorporating side-quests and sub-plots.
Think of Epic Campaigns as the complete series of your favorite TV show.

Saga

(Over 50 sessions)

Award about 5 experience per total sessions, +50.

Sagas are games in which the Director has no plans to finish. The world is so vast and the story is so big it would take days to explain it to anyone. In this type of game, players may come and go. Enemies may be defeated only to later become allies against a larger threat. The Director will create antagonists and obstacles, but rarely will have any idea how the players end up dealing with them.
Think of Sagas as the complete series of an ongoing comic book, still being sold on shelves to this day.

Awarding Reverence Points

Reverence Points are awarded to players whenever they do something that helps the plot or the group in general. These points are given out "outside of the game" and are not directly related to the Characters, but more the Players. You can award your players for pretty much anything you'd like. Some examples include:

- *Telling a funny joke at the table*
- *Ordering everyone pizza for the session*
- *Showing up on time to a session*
- *Helping another player with a question while the Director is busy*
- *Doing something funny or entertaining in character*
- *Help keeping everyone (including the Director) focused on roleplaying*
- *Pointing out a flaw or inconsistency that the Director missed*
- *Helping to describe a scene*
- *Roleplaying exceptionally well*

As you can see Reverence can be awarded to anyone for many, many reasons. As the Director you should award Reverence points more often than any other type of award. Players are welcome to point out that someone else should get a Reverence Point for a deed that the Director didn't notice or forgot to reward. Directors should be dishing out at least one Reverence Point per player per session, so go bananas! As the Director, if you ever ask yourself if you're awarding too many Reverence Points, the answer is almost always *"No."*

Awarding Merit Points

Merit Points are sort of the *opposite* of Reverence Points. Just as Reverence Points award *Players* for their actions, Merit Points are awarded to *Characters* for their actions. Just as Reverence Points should be awarded *often*, Merit Points should be awarded *rarely* - especially for Characters with high Security Levels.

Awarding Merit Points is done in-universe for accomplishing tasks for the Foundation. You could have the commanding officer or superior staff member give praise to the PC(s) and perhaps even set up a small award ceremony. Once a PC reaches 10 Merit Points, their Security Level is increased by one level. If multiple Merit Points were awarded, excess points carry over towards the next level up. Upon reaching 10, Characters must log into a Data Terminal to destroy their old card and receive the new one (this process is automated).

As the Director you should do your best to delegate Merit Point rewards based on your PCs current Security Levels. It might not hurt to keep track of everyone's current Merit Points and Security Levels within your own personal Director notes. Do your best to award your PCs based on their Security Levels instead of awarding giving blanket awards to all players. When you reward Merit Points you should try to reward them in-universe as much as possible, but it is not always 100% necessary. Merit Points should be awarded when a Character does something phenomenal, or when a team accomplishes a mission without any huge mistakes or casualties. See the following page and use it as a ***guideline*** when awarding Merit Points.

Merit Reward Guide

Security Level 00
Typically awarded 1-2 Merit Points per gaming session
Award between 1-5 Merit Points per successful objective

Security Level 01
Typically awarded 1 Merit Point per gaming session
Award between 1-3 Merit Points per successful objective

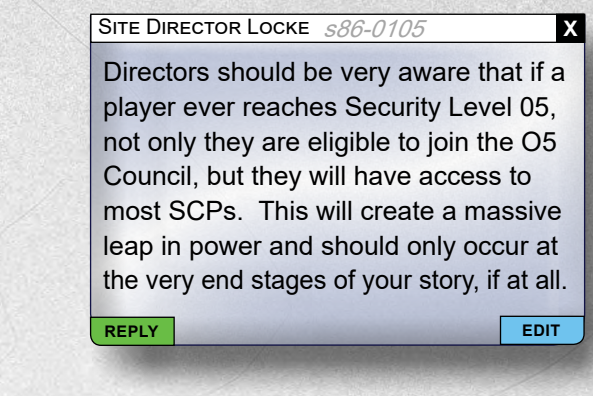
Security Level 02
Award 1 Merit Point per successful Objective

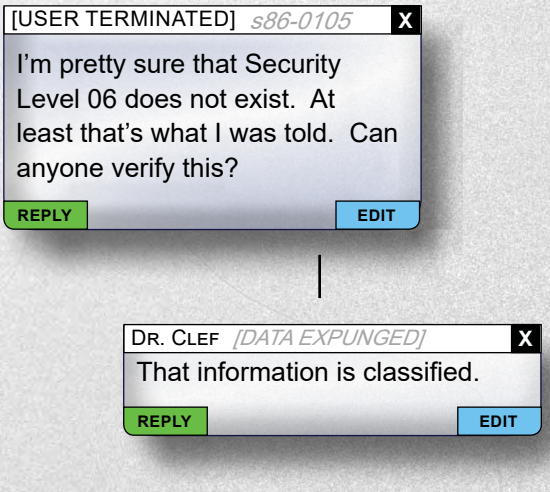
Security Level 03
Award 1 Merit Point after a successful Objective but only if accomplished flawlessly.

Security Level 04
Merit Points are no longer awarded by the Director.
(Players may purchase a Merit point by spending 7 Reverence)

Security Level 05
Merit Points no longer obtainable

Security Level 06
[REDACTED]





An ***easy*** way to calculate how many Merit Points to award Characters is by assigning *point values* to Objectives and then *subtracting the PCs Security Level* to get the reward. For example if a PC with *Security Level 02* accomplished a Very *Hard Mission (4pts)*, they would be awarded *2 Merit Points (see below.)*

Simple Mission -	**1 point**
Basic Mission -	**2 points**
Difficult Mission -	**3 points**
Very Hard Mission -	**4 points**

Awarding Credits

Characters are paid after completing Objectives. It is entirely up to the PCs how they handle their money. Most Mobile Task Forces (MTFs) pool their earnings into a single fund, but if your players disagree with that system, they are free to do what they like. If the PCs are D-Class Personnel, they are not paid for completing Objectives at all. Characters must spend their own Credits at Foundation Data Terminals in order to obtain new weapons/gear.

For employees that voice concern about the lack of "freebies" provided by the Foundation please refer them to article 598-B which states:

The SCP Foundation requires that all employees utilize company compensation to procure their own assets, weapons, and gear. This not only is for your own protection, but for the Foundations legal requirements throughout the globe. On some specific occasions, your superior may issue you weapons for a dangerous task, however these weapons are provided "as a gift" for your services, and are not in any way a requirement for you to perform your job. All requests for additional "gifts" will be denied. If a Foundation employee voices repeated concern over article 598-B, please record the complaint at your nearest Data Terminal under the category "Staff Morale and Demeanor" (see page 101).
Thank you for your understanding.

Awards listed below are *Per Character*.
Multiply this award by *the number of PCs* if funding is pooled.

Easy Mission -	$100
Routine Mission -	$250
Average Mission -	$500
Hard Mission -	$1000
Very Hard Mission -	$2500
Suicide Mission -	$5000



Director Advice

New Players

If one or more of your players are new to role-playing games, it's imperative that you treat them as such. Help them understand the basics to dice rolling. Enforce the idea in their head that they can literally do anything they'd like. Encourage them to play a character that is unlike who they are in real life, and never to take anything personal if it happens in-game. If their character gets yelled at by an NPC (or even a PC!) take a moment to break character and let them know that this is all a part of the story and that the characters in the story are shouting at their make-believe character. When a character seems angry or condescending to another, it's (usually) not because that player is a prick in real life. It's because that character is a prick in this fictional universe. Players new to role-play will need some time before they understand this. Finding a player who slips into the role of another character easily right out the gate is a sign that these players are born naturals to gaming. Other people will need time to get a feel for the nuances of role-playing. Sometimes these players will prefer to stay quiet and in the background. That's perfectly fine, but be sure you never let their opinions and ideas be drowned out by other more experienced, or aggressive players. When someone new to role-playing games tries to speak up but gets interrupted by someone take a moment to ask the player to declare what their character is saying. Don't assume they will speak up later on if it was important. At the same time don't shine a spotlight on them to make them feel uncomfortable. It's going to be a delicate balance between paying special attention to new players and not forcing the player to be the center of attention.

New to SCP

If several of your players are new to the SCP universe and several are not, it may be best that Directors make up their own SCPs for adventures for a bit before incorporating ones from the scp wiki. If you were to bring in a popular SCP, such as SCP-049, and one or more of your players suddenly starts explaining who SCP-049 is, how they act, what their abilities and motivations are, the rest of the players who never heard of this SCP will feel unprepared to keep playing. You don't want your players to have to rely on one person for all their advice. This will take away agency and decision making for the rest of the party. Instead make up new SCPs or don't even mention one. Then as time passes you can start to incorporate canon SCPs into your story and it will become a unique experience for everyone.

Starting Characters

It can be a bit overwhelming your first time Directing. You may be unsure on how you should start off with your PCs. A great baseline is to provide new PCs $2000 starting credits and an option to purchase Loadouts. Also all Characters start off with Security Level 02 and as Class-C personnel. You can also allow players to forfeit their starting credits, begin at Security Level 00, and start off as a Class-D. Doing so will give them a +500 starting experience boost. You should also start your PCs already in an MTF squad and ask everyone to choose an MTF role (page 112). Just remember that MTF roles do not provide any bonuses. They are only a way to help players form a well rounded team.

Ignoring Dice

Directors that want to keep the flow of their game moving forward have the option to ignore dice rolls. One way to do this would be to ask your players *"Who here has the highest rating in Navigation?"* or *"Everyone with a 2.0 or higher in Awareness notices this"* You could even say something like *"Everyone without at least 1D10 in Fate gets hit with this attack."* You don't have to have your players roll for every minor action. It will help keep things moving forward if you ignore or wave simple rolls while playing.

Make up rules

Many "GameMasters" or "DungeonMasters" for other role-playing games will invent "House-Rules" for their games. As the Director you don't have to follow any rules in this book if you don't want to. You can change/add/ignore whatever you'd like. If you do decide to add house-rules to your game, it's best to keep these changes consistent and let your players know up front what house-rules you've created and what rules you don't follow. This will prevent players from feeling screwed over by the Director if a PC takes a certain action and relied on rules as written.

SCP Canons

In the SCP mythos, there exist a number of contradictory SCP's and events. Some of these SCP's encompass the same areas, change the world in notable ways, or simply pose an existence which contradicts the existence of another SCP. As a general rule, if an SCP would alter the world in such a way that it no longer resembles the world as we know it, that SCP creates its own canon *(or exists in a timeline congruent with other world-altering SCP's.)*

One of the most well-known canons would be Broken Masquerade, a timeline in which some series of events lifted the veil of secrecy imposed by the Foundation, awakening humanity to the existence of anomalous entities. In this canon, Directors might find their most interesting stories from starting player characters as ordinary people. In a world where the extraordinary is everyday and danger exists everywhere, the average person would certainly have a much more interesting life.

With canons concerning humanity developing alongside anomalies *(such as the above)* Directors can generally feel comfortable making things up as they go. In these cases, enough SCP's still exist that the Director can pick any place in the world and make up their own story. These worlds allow for freedom of players and Directors, making them excellent choices for any Director of any experience level.

Another notable canon involves an entry for SCP-001, When Day Breaks. Fittingly titled 'Daybreak', this canon focuses on a world dominated by a single phenomena that changes every aspect of life. Secrecy is no longer a concern. Safety is not guaranteed. Every decision can result in death. In this canon, Directors will find their most exciting gameplay crossing SCP objects with When Day Breaks, exploring how they react to it alongside the players.

With canons concerning a completely altered state of the world *(often making life a deadly battle for survival)* Directors should show caution. Planning, and an understanding of important SCP's should be the first priority of Directors planning to use these canons. Directors should be certain to talk with their players about these canons. Ensure everybody is comfortable with the subject matter, and the type of game they will be playing. As enthusiastic as a Director might be to tell stories in and explore these worlds, players might want something familiar or more comfortable. For many a chance for their characters to rest, relax, and carouse is essential for the player to recover from stressful sessions.

The above are just two examples of two types of canons Directors might encounter or choose to implement. While Directors should explore the Canon Hub *(available through the QR link)* it is not an exhaustive list of the kinds of worlds a Director can create.

In the SCP mythos, anything is possible. For that very reason Directors should consider what setting best fits them and their play group and make sure everybody is comfortable with it. If all but one player is enthusiastic to play in a particular setting ask that player what it's missing and feel free to tweak it! These SCP's and stories belong to the community, and you are a part of that community. Use and change them in whatever way makes the game fun for everyone.

Session Zero

Before you start your first gaming session, it's usually a good idea to do a "Session Zero." Session Zero is a gathering of your players to corroboratively establish what is to be expected once roleplaying begins. Think of it like a movie preview. You're better off knowing at least a little of what to expect jumping in. Players can work together and tie in their backstories together, and give a brief explanation of the Character they intend to play. You can also use session zero to finish up (or start!) making your Characters, buy gear, and finalize everything. The Director could even take each player aside and do a quick roleplay of portions of their backstory if there is enough time, and ask the player if they could modify small aspects to better fit the story. This is also the time when the everyone should be asking each other what they expect from each other. Lay down any house rules and prepare for any scheduling conflicts. The Director can use this time to tell the players things their Characters already know about the world, and help explain the SCP universe to those not as familiar as the rest. Plan real-world things as well, such as when to take breaks, how to handle food and drinks, etc. Then when the official "session 1" begins, the Director will hand out a small amount of experience for Session Zero, and the game will officially begin.

Respect

Session Zero is also the best time to understand your audience. As a Director it is your responsibility to ensure that no topics covered are going to offend your players or make them feel uncomfortable. Make sure that any sensitive topics are understood for everyone involved and while playing if the Director notices any questionable behavior they do their best to control the situation in a tactful and respectable manner.

Your players are encouraged to allow themselves to take on the role of another person. This can involve allowing ones self to become vulnerable or care about this fictional world. As a Director this is exactly the type of thing you want to aspire towards. Getting your players to treat your fictional universe as something real, something to care about is what roleplaying is all about. The problem arises when the Director causes something in their game to occur that feels real to the player in a way that can be mentally scaring, or psychologically dig up old *(bad)* memories. SCP deals with horror theme. This may include themes about loss, torture, gore, and death. Make sure your players know what they are getting themselves into, and on that same note don't push boundaries for the sake of trying to be edgy or "adult." Focus on making a good story and making that story fun for everyone involved.

How to GM horror and other GM tips.

Use the QR link below to access an entire chapter that was cut from this book. It contains advice for everyone about how to make your game feel like horror, as well as other general advice. Check it out!

[USER TERMINATED] *s86-0105* X

If you only check out one QR link in this entire book, make it this one. I have no idea why it was cut from the main book.

REPLY EDIT

Dr. J. Bright *s019* X

Seriously, don't skimp out on this. There's a reason i'm not allowed in the Site-64 breakroom anymore, and it's not because of that 4158 breach. Or the other one. Or the time I accidentally used 1990 to cause that group [REDACTED] involving the B-Class. Or that time I spliced the DNA of...[COMMENT EDITED FOR BREVITY] ...so just make sure you don't gloss over this, that's my point.

REPLY EDIT

Used Drama Cards

Once a Drama Card has been used, they are set aside into a separate pile. Once the entire deck has been used up shuffle the cards to form the Drama Card Deck anew. Directors may also opt to simply shuffle used cards into the main deck.

Don't Look!

Directors are encouraged to not peak at their players' Drama Cards. The players can drastically steer your plot and game in an entirely new direction, without any warning! Don't let this scare you. Instead embrace it! It is suggested that as you Direct a game, you never pull any punches. You never know what cards they are holding. It will create tension on both sides of the table. That is a good thing!

Directors may also remove any cards from the deck they feel do not properly fit into his or her campaign.

Dealing With Drama Cards

Drama Cards are an optional system that will allow additional player agency within your campaign.

They can be found here: tinyurl.com/drivethrurpg26LP
(QR Link on page 26)

The Director may reward players with Drama Cards in place of Reverence for rare situations. Another option would be to reward all players one Drama Card each gaming session they show up on time, or other real-world good deeds are performed such as buying the group pizza.

When a Player plays a Drama Card the Director has the authority to override the Drama Card if the situation is impossible to resolve, or the card was not used properly. Directors are encouraged to enact this judgement sparingly, if at all. The cards are intended to keep the Director "on their toes" and turn the plot/story-line in an exciting and unexpected direction. Unexpected twits and turns may sound scary as a Director, but you will soon find that surprising outcomes are more exciting and fun than they are detrimental to your campaign.

Generally each Drama Card will be self-explanatory with the rules plainly printed on the cards, however if there are any discrepancies the Director will provide the final rule of law.

Dealing With Security Levels

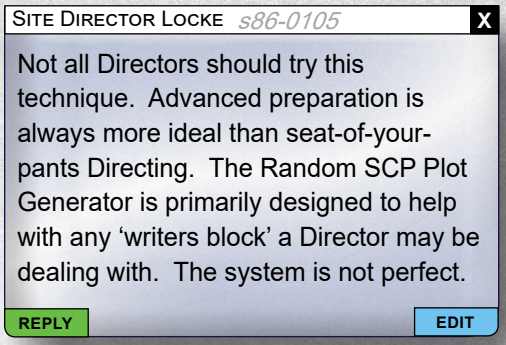
As a Director, you should view Security Levels as more of a strong suggestion rather than a rule of law. All Foundation information is compartmentalized, and all Security Levels are really for is to maintain the limiting of information. Directors may allow your players to read this entire book if they wish, which might be very beneficial to you if you need assistance remembering rules as you play (just try to limit looking up rules during play as much as you can!). Also be mindful that Security Level clearance is shared when the players are a part of a Mobile Task Force. It's okay for your players to view SCP data if they are directly encountering the SCP, even if their Security Level denies them access. Alternatively, you can be very strict with Security Level rules, especially if your players are low clearance or (heaven forbid) D-Class personnel. The bottom line is that you **Direct your game how you feel your game should be directed**. All rules in this book, to the Director, can be *changed*, *vetoed*, *modified*, and *eliminated*. Just do your players a courtesy and try to remain consistent.

The Random SCP Plot Generator

Directors are welcome to come up with their own plots and make up their own SCPs or use their favorites. They have complete freedom. However, if the Director doesn't feel like coming up with something, are simply feeling adventurous, or maybe want a challenge; then try The Random SCP Plot Generator.

What does it do?

The Random Plot Generator will give the Director a baseline to work with. It will set the scenario that the party must overcome. Alternatively, the Director can come up with a random plot on-the-spot in case they didn't prepare, or just want to challenge their Director ability to improvise. It can be very exciting for the Director to have no idea what to expect seconds before the gaming session begins!



How does it work?

There are two easy steps.

Step 1 is Determine a Random SCP *(See Below)*

Step 2 is Determine the Objective Type *(See Next Page)*

Step 1: Determine a Random SCP

First thing we do is roll for a random SCP. As of the time this book was published, SCP Series (6) is the latest complete series. This means there are approximately (6) thousand SCPs. You can determine a random number between 1 and 6,000 in one of **three ways**:

- 1) Use the internet. There are random number generators that can be customized to this range.
- 2) Go to the official SCP website and click the "Random SCP" link on the left side of the page.
- 3) Roll 1D6 and subtract 1 to get the first digit *(0 thru 5)* and then roll 1D10 for the remaining three digits *(with ten's counting as zeros)*. You could even have your players choose numbers at random *(and you secretly choose the final digit)* to give the players some additional contributions. After you determine this random SCP, look it up online and read through it *extensively*. Don't let the players know which one it is, unless their Characters would have access to the information as well *(they usually don't)*.

Step 2: Determine your Objective Type

Roll 1D6 and consult below to determine your *Objective Type*. This will give you an idea on the nature of the mission. After the die is rolled you will notice four additional descriptions for your Objective Type. You may choose one at random *(roll 1D4)*, or pick the one that seems most appropriate for the random SCP that you get. When you take all the possible scenarios and multiply them by the number of SCPs, you get upwards of 70,000 possible scenarios.

Roll 1D6 for your Objective Type:

(1-2) Secure	(3-4) Contain	(5-6) Protect

Consult the following pages to determine your scenario.

Secure (1-2)

The anomaly must be secured. The Foundation has received information about the anomaly and the party must retrieve the object for containment. Depending on the type of SCP, choose one of the appropriate Secure Missions below.

A) The Wizard

Someone has obtained or identified the SCP and they are attempting to use it to gain more power, or exploit it in some way. The party must locate and defeat this individual, then retrieve the SCP in question.

B) The Local Legend

A small (or large) town all know about the SCP in question, and word has gotten back to the Foundation. This town may try to protect the secrets of the SCP, or perhaps are under it's influence. It is up to the party to understand the nature of this SCP in order to contain it and prevent it from affecting larger portions of the population.

C) The Blip on the Radar

Somehow, someway, the Foundation has gotten intel that the SCP is located at or near a specific location. Don't ask how they know, but it's the party's job to find the SCP and contain it.

D) The Strange Case

Something weird happened, such as a very unusual murder, and the Foundation is convinced that an anomaly is involved. It is up to the party to investigate the mystery, and find the root cause of this bazaar event.

Contain (3-4)

The anomaly must be contained. The SCP has been captured and resides within the facility, however the nature of the SCP must be studied. It is up to the party to discover more about why the SCP is anomalous, how to utilize the SCP for further research, or better ways to keep the SCP stabilized. Depending on the nature of the SCP, choose an appropriate Contain Mission.

A) Curiosity Killed the Cat

The Foundation is simply curious and would like to know more about this SCP. Perhaps the SCP was picked at random for study, or perhaps a guard witnessed a new anomalous feature about the SCP and the Foundation would like this new potential looked into. With this type of mission, the SCP is stabilized and dormant, but the party is ordered to poke the bear and see what it does.

B) The Cracked Lock

The SCP is starting to become increasingly more difficult to contain. The party must do some emergency research about the SCP in order to discover how to keep it from getting out of hand. The containment procedures have become outdated and must be revised. It is up to the party to discover what is causing this unrest, and to come up with the new required procedures or precautions to keep the SCP at bay.

C) Crossing the Streams
Out of desperation or possibly stupidity, someone in the Foundation decided that this SCP must be utilized in some way to help Secure, Contain, or Protect a different SCP. The party must use this SCP to interact with another SCP *(Which the Director chooses or rolls randomly)*. According to the Foundation this interaction will help prevent a disaster.

D) REDACT
Too much information has been leaked about this SCP, and it's causing a problem within the Foundation. It is up to the party to find out who knows what, and either discharge, relocate, execute or interrogate those crew. This information must be kept secret at all costs. The party is responsible for redacting any data within the records that may cause further harm.

Protect (5-6)
We must protect the Foundation from the anomaly, or protect the anomaly from an external force. Something horrible has happened, and this SCP is at risk to cause some serious havoc. It is up to the party to prevent this chaos and get the situation back to normal.

A) The Empty Cell
The SCP is missing! The Foundation has records of the event to help the party track it down. Did it escape? Was it stolen? Shifted into an alternate reality? It's up to the party to discover what happened and find a way to get it back into containment at all costs.

B) The Double-Agent
Someone working within the facility is either a double-agent, or has been corrupted in some way. They have found a way to release the SCP and are attempting to escape, or have escaped with it. It is up to the party to defeat this individual and retrieve the SCP back to it's containment cell.

C) Agents of Chaos
The Foundation has discovered that one of the external Groups of Interest *(see page 132)* are planning on stealing the SCP. It is up to the party to infiltrate this group, discover their plans, and prevent further threats.

D) Imminent Danger
The SCP has gotten out of control. It is up to the party to destroy the SCP once and for all.

CHAPTER 12: SCP CREATION

Carefully read the entire wiki entry for your SCP. Read related articles, or watch related videos about your SCP. Make sure you understand what it is about the SCP that makes it unique. When applicable, practice acting like it or come up with a voice that would resemble the SCP. If the SCP you are documenting on the sheet is one of your own creation, simply make one up as you go.

Anomalous objects do not require a SCP sheet, as they are not able to act independently- however beings, cryptids, and humanoid SCP will likely require utilization of the SCP Sheet in case combat with the SCP becomes a reality.

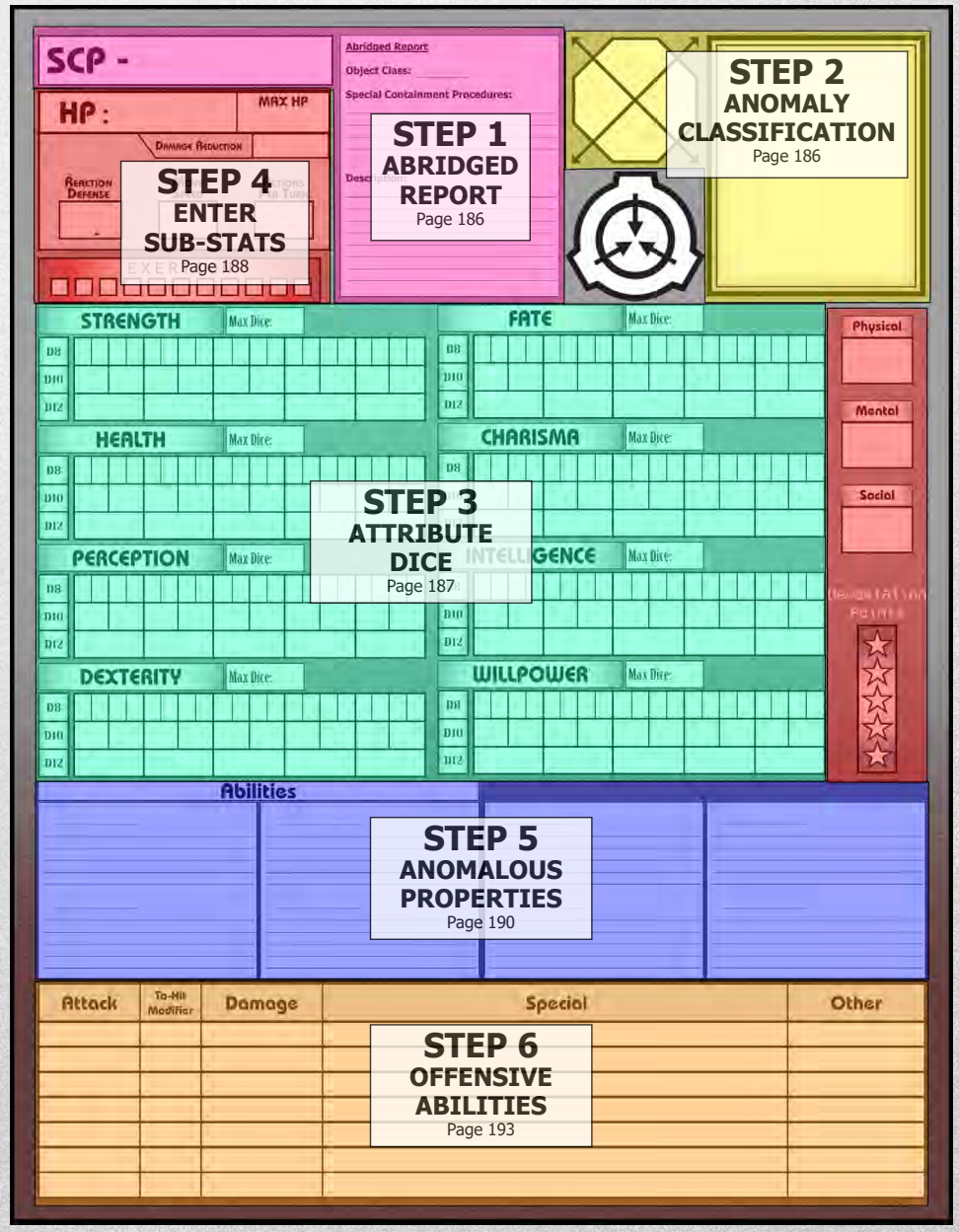
The primary differences between a PC Sheet and an SCP Sheet is that instead of Proficiencies, SCPs use "Mental, Physical, and Social" ratings. These ratings represent all Proficiencies in their respective categories. The Director will determine what aspect is appropriate and add to any Attribute roll. Another difference is that SCPs don't always roll exactly four dice for attributes as players do. The maximum number of dice per pool will also be listed for each Attribute.

The anomalous properties section can be used to explain details about paranormal aspects of the SCP. The Director is encouraged to utilize Exertion Points when creating these aspects.

There is no perfect science to creating an SCP, and each one should be created as a case-by-case basis. Though we will provide several examples of popular SCP statistics on the following pages, with wiki links to their proper documentation. Please note that these statistics are not "cannon" and can be adjusted by the Director to better fit their gaming style.

There are no point systems when creating an SCP. As the Director it is up to you to gauge power levels.

There are 6 steps to the SCP creation process. *(see image)*



SCP -

HP : | **MAX HP**

Damage Reduction

Reaction Defense	Move Speed	Actions Per Turn
.		

EXERTION ☐☐☐☐☐☐☐☐☐☐

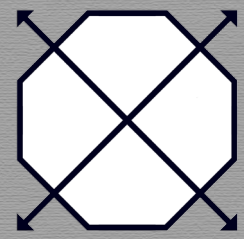
Abridged Report

Security Level Access: ____

Object Class: _____

Special Containment Procedures:

Description:







STRENGTH — Max Dice:

D8																			
D10																			
D12																			

FATE — Max Dice:

D8																			
D10																			
D12																			

HEALTH — Max Dice:

D8																			
D10																			
D12																			

CHARISMA — Max Dice:

D8																			
D10																			
D12																			

PERCEPTION — Max Dice:

D8																			
D10																			
D12																			

INTELLIGENCE — Max Dice:

D8																			
D10																			
D12																			

DEXTERITY — Max Dice:

D8																			
D10																			
D12																			

WILLPOWER — Max Dice:

D8																			
D10																			
D12																			

Physical

Mental

Social

Devastation Points



Anomalous Properties

Attack	Range	To-Hit Modifier	Damage	Damage Element	Cost	Special

Ver 6.0

Abridged Report

Security Level Access: ____

Object Class: _____

Special Containment Procedures:

Description:

STEP 1

Abridged Report

Enter the SCPs identification number in the area provided on the top-left of the SCP sheet. The SCP wiki lists Object Classes, Containment Procedures, and Descriptions for each anomaly. To the right of the SCP identification number you will see a small box you can use to summarize this data for quick reference. Note this box has Security Level Access at the top. Directors can choose a Required Security Level in order to access the SCP. Security Level access rights to an SCP does not grant PCs access to the SCP Sheet itself.

STEP 2

Anomaly Classification System (ACS)

SCPs are classified by four factors. All staff members are required to memorize all classifications of anomalies. All SCPs have several classifications on four different aspects *(see below.)* These classifications are displayed at security checkpoint station before access to the SCP is allowed.

Due to the vast diversity of SCPs, a classification guide was created to distinguish anomalous threat levels and containment difficulties. On the top center of each SCP sheet, you will find the Classification Icon.(⊠) When creating or transcribing a new SCP, instead of drawing out the icons listed, use the shorthand listed here.

To the right of the Classification Icon is a large blank area that can be used to illustrate an image of the SCP.



Example

CONTAINMENT CLASS

SAFE — Easily and safely contained.	SAFE
EUCLID — Requires more to contain.	ECLD
KETER — Very difficult to contain.	KETR
NEUTRALIZED — No longer anomalous.	NEUT
PENDING	PEND
EXPLAINED — Now explainable by science.	EXPL
ESOTERIC — None of the above...	ESO

SECONDARY CLASS

APOLLYON — Uncontainable and world-ending.	APOL
ARCHON — Can be contained but ought not to be.	ARCH
CERNUNNOS — Can't be contained ethically/logistically.	CERN
HIEMAL — Two anomalies containing each other.	HEML
TIAMAT — Can be "contained" through warfare.	TMAT
TICONDEROGA — Doesn't need to be contained.	TCON
THAUMIEL — Used to contain other SCPs.	THAU

DISRUPTION CLASS

DARK — Not a concern.	DARK
VLAM — Localized to a few people.	VLAM
KENEQ — Extends to whole cities.	KENQ
EKHI — Extends to countries/the world.	EKHI
AMIDA — Extends to the whole universe.	AMDA

RISK CLASS

NOTICE — Nearly non-existent to mild.	NOTE
CAUTION — Mild to moderate.	CAUT
WARNING — Moderate to significant.	WARN
DANGER — Significant to extreme.	DNGR
CRITICAL — Instant and extremely severe.	CRIT



1› CONTAINMENT CLASS
2› DISRUPTION CLASS
3› RISK CLASS
4› SECONDARY CLASS

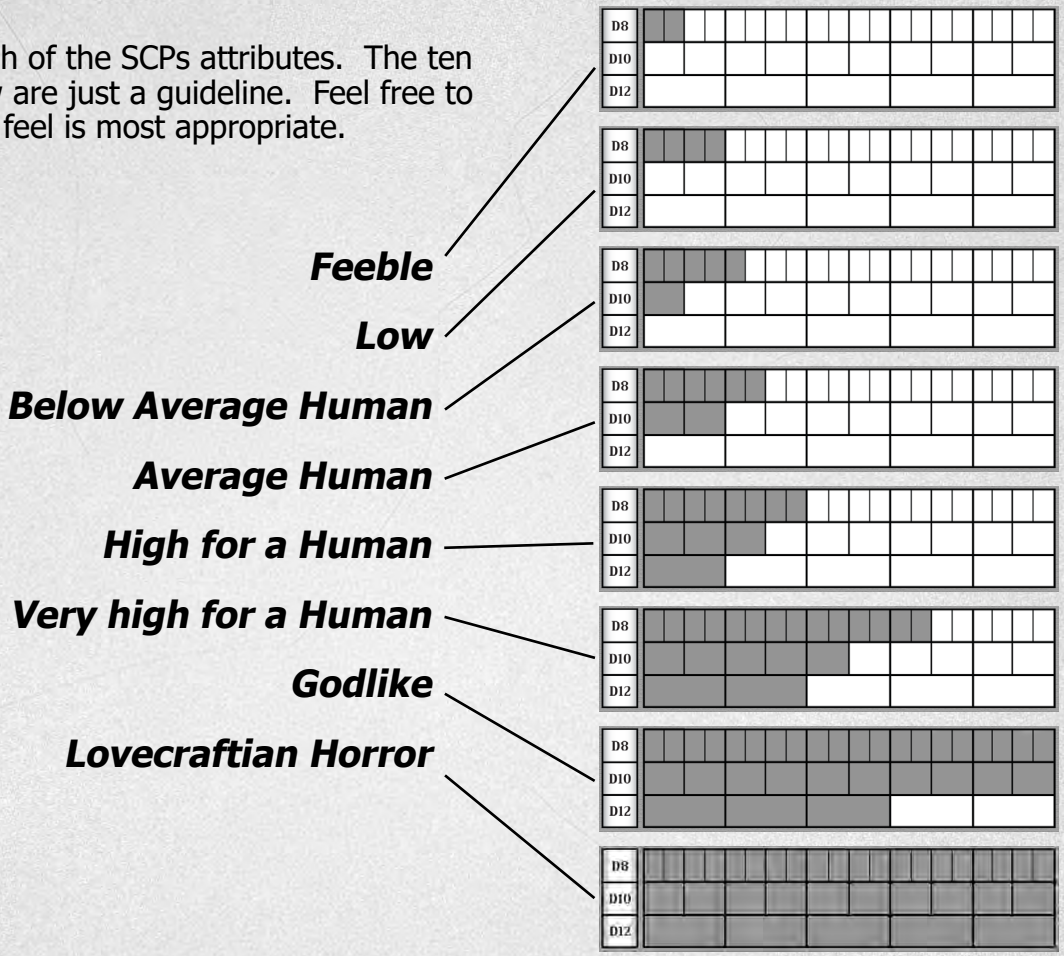
For additional information about ACS please visit: scp-wiki.wikidot.com/anomaly-classification-system-guide

STEP 3

Attribute Dice

Fill in dice

Now fill in dice for each of the SCPs attributes. The ten levels described below are just a guideline. Feel free to write in whatever you feel is most appropriate.



Enter Max Dice

Now you will set the maximum number of dice that can be rolled per Attribute. Remember that humans all have a maximum dice pool of four. SCPs Max Dice can be much higher, or even lower than four. Use the guide below and enter the Max Dice for attribute for your SCP.

2 = Barely functional

3 = Weaker than human

4 = The attribute is equal to that of a human.

5 = Slightly stronger than most humans. *(Most SCPs have an average Max Dice rating of 5)*

6 = Powerful attribute. This attribute is something that the SCP excels at.

7 = Supernaturally powerful. This is the suggested maximum and would reflect a very powerful entity.

STEP 4

Enter Sub-Stats

Proficiencies *(Physical, Mental, & Social)*

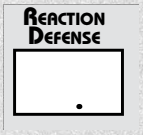
Instead of Proficiencies, SCPs use "Mental, Physical, and Social" ratings. These ratings represent all Proficiencies in their respective categories. The Director will determine what aspect is appropriate and add to any Attribute roll. *When creating your SCP stats, feel free to ignore Social if your SCP would not have any need for a Social rating.*

Use the chart below for assistance.



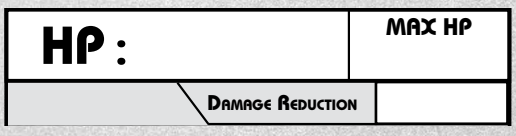
0.5 or lower	**Very Low/Negligible for a Human**
0.6 to 1.0	**Below Average for a Human**
1.1 to 2.0	**Average Human**
2.1 to 3.0	**Above Average Human**
3.1 to 4.0	**High for a Human**
4.1 to 4.5	**Very High for a Human**
4.6 to 5.0	**Peak Human Maximum**
5.1 to 5.5	**Beyond Human**
5.6 to 6.0	**Godlike**
6.1 or higher	**Beyond Godlike**

Reaction Defense



Add up all the Intellect, Perception, and Dexterity D10's, and then add the Mental Proficiency to this number. This should be the baseline Reaction Defense for your SCP, but the Director can modify this number freely. Reaction Defense below 10 will make the SCP easy to hit, while anything over 17 will make it nearly impossible to hit. As a rule of thumb, it's better to give an SCP higher Hit Points instead of high Reaction Defense. If an SCPs Reaction Defense is too high it can become very frustrating to your players.

Maximum Hit Points

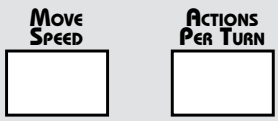


Now choose how many HP your SCP should have. While doing so, you may want to notate if the SCP is immune or weak against any particular Damage Element. If an SCP is weak against an element, they take double-damage from that type of attack *(critical hits would deal x4!)*. You can also give your SCP some Damage Reduction if you'd like to make them exceptionally hard to kill.
Use the guide below to determine how many HP your SCP should have.

Below Average SCP	20-100	**Devastating SCP**	800-1500
Typical SCP	100-200	**Godlike SCP**	1500-5000
Dangerous SCP	200-800	**Apocalyptic SCP**	5000+

Move Speed

Most Humans have a move speed around 2 or 3. Slow SCPs (like a shuffling zombie) would have a move speed of 1. Faster SCPs (like shyguy) would have a move speed between 4 and 6. Note that Move Speed is directly affected by how many Actions Per Turn the SCP gets. If an SCP had a move speed of 3, but also got 5 actions per turn, that means the SCP has the potential to move 15 meters per turn. Keep this in mind when you enter Move Speed.



Actions Per Turn

All humans (and PCs) only get 2 actions per turn. SCPs can have any number the Director decides. Try to keep this number fair and be mindful of how many players are in your game. A good baseline is to give the SCP a number of Actions Per Turn equal to the number of players in your game.

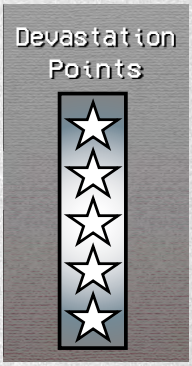
Exertion

SCPs use Exertion the same way players do, but Directors can incorporate additional uses for any anomalous properties. Fill in however many Exertion points you think your SCP should have, and erase them as they are spent.



Devastation Points

If you would like your SCP to have a few moments of absolute devastation, give them some of these points by filling in the stars. They allow you as the Director to make your SCP extremely overpowered at the first few encounters. Devastation points do not refresh, and once used they are gone for good.



How they work:
Whenever you roll for this SCP you may spend a Devastation point to reroll, but ***add the previous result to the second***, effectively doubling the roll. Devastation points can be spent only for Attribute Rolls. Typically you should give your SCP at least one Devastation point to allow them to make an early impact. Obviously as the Director you have the ability to simply double all rolls the SCP makes, but Devastation points allow you to be reasonably fair to your players, as well as keep track of how brutal you are as the Director.



STEP 5

Anomalous Properties

This is the step where you get to add all the fun stuff. All SCPs have Anomalous Properties, and here is where you will list them. You can change the rules to fit to the SCPs abilities and make them as powerful as you'd like. Can the SCP kill with just a look? Are they able to teleport people into a pocket-dimension? Can they walk through walls or freeze in place when someone is looking at them? Fill out whatever you'd like in this section. Add rules, break rules, do whatever satisfies the spirit of the SCP. Below are some examples you could consider, but it's **usually best to create your own** based on the SCP you're making statistics for.

Be sure when creating Cognitohazards or Memetic abilities to incorporate your players **Cognitive Resistance** as a factor. The players Cognitive Resistance rating will determine which of your players will be affected by mind-altering SCPs. Taking away free-will of your PCs is not a fun experience for the players. Keep that in mind when choosing which SCPs to include in your games. If you do bring in SCPs with these types of abilities, roll your SCPs Willpower + Mental against the PCs Cognitive Resistance in secret. This rating is a difficulty for your SCPs rather than a roll for the players. If players got a roll to resist, they could possibly judge by their roll as to weather or not they were affected by the SCP. It makes for more interesting role-play when the player is unaware if they are affected by memetic abilities. Mess with their head!

Anomalous Property Examples

The following pages are examples of Anomalous traits (in no particular order) which can be used to help craft your SCP, occasionally followed by SCP(s) that could have these abilities.

Don't Look at Me
Each time this SCP is looked at, even in peripheral vision, it gets stronger and faster.
If the SCP is ever within line of sight, it gets +1 action and +1 Exertion each combat round for each onlooker.

Insta-Kill
The SCP kills instantly in any fashion the Director chooses. It is suggested you describe the act in extreme gory detail. The SCP is able to instantly kill anyone it gets within 1 meter of. This action is considered a Melee Attack and cannot be evaded.
--**SCP-173, SCP-096**

Blink
This Ability a Disadvantage. While being looked at, the SCP cannot take any action and is frozen in place. At first sight of this SCP all humans in the area Roll Willpower + Self Control difficulty 15 to not blink. This difficulty is increased by 1 every round. If a character fails, they blink and the difficulty for them is reset the following turn. If all characters fail at the same time, the SCP may act. The SCP is allowed to take actions at will when not being looked at.
--**SCP-173**

Teleportation
The SCP can teleport long distances. This costs the SCP 1 Exertion for every 10 meters and is considered a move action.

Supernatural Speed
The SCP may spend 1 or more Exertion points to gain extra actions per turn in combat.

Interdimensional Kidnapping
As a Melee action, the SCP may touch another Character (Roll To-Hit +3) and phase the Character into its own dimension.
--**SCP-106**

Enjoys pain
The SCP gains 1 Devastation point for every 20 points of damage it receives.

Phasing
The SCP can phase in and out of our reality. This costs the SCP 1 action, and it is immune to damage while phasing. Phasing back into reality takes 2 combat Turns.

Phasing
The SCP can walk though solid objects. Move speed is reduced by half while doing so.
--**SCP-106**

Telekinesis
The SCP has the power to move objects with its mind. Director must determine all To-Hit and Damage rolls of this ability on the fly, as well as other parameters like weight and speed limits.

Puppet Strings
The SCP can take control of other characters. Means of performing this action are determined by the Director. SCP Rolls Willpower + Mental against the difficulty of the PC's Cognitive Resistance. If success, the Character is under complete control by the SCP.

Hard To Destroy
The SCP regenerates HP even if reduced to below zero. If the SCP is ever "defeated" in combat, it will slowly reform it's body and regain all lost HP. The Director may choose a specific Damage Element which causes permanent HP loss.
--**SCP-682**

Cognitohazard
Choose a number between 8 and 18, the higher the number the more powerful the ability. All characters that have Cognitive Resistance below this number are affected by the Cognitohazard. Affected characters are then forced to do something by the Director, gain temporary insanity, or even can outright die. Here are some examples:
Character becomes infatuated with the SCP and will do everything they can to assist the SCP. Character is afraid of the SCP and will refuse to go near it at all costs (see --**SCP-303**).
Character gains an uncontrollable feeling about the SCP that causes them to act in a certain, irrational way (see --**SCP-572**).
Character has periods of memory loss.

Memetic Hazard
Use the same system for Cognitohazard, except the effect caused can spread to other characters. For example the Memetic Hazard could cause a character to duplicate the SCP in some way, and be forced to show/give it to another person in order for the effect to stop. Additionally, Memetic Hazards can be spread by the sheer knowledge of it's existence. One could spread a Memetic Hazard through a phone call or e-mail depending on the type of SCP.

Dream Manipulation
The SCP may roll Willpower + Mental against the difficulty of the PC's Cognitive Resistance. The SCP does not necessarily need to be within proximity of the Target. On a success, the SCP can manipulate the dreams of the Target. While doing so it has the capability of causing serious damage, such as insanity or not allowing the Target to wake up.
--**SCP-3000**

Reality Manipulation
The SCP has the ability to change reality itself around it's immediate vicinity. The SCP has control over the universe and/or the laws of physics.
--**SCP-3999**

Astral Projection
The SCP is able to leave the physical world by leaving it's body and entering a sort of spiritual plane of existence. Means of performing this act varies from SCP to SCP and often times while in the astral realm it has the capability to use other abilities, such as Puppet Strings or Phasing.

Causality Manipulation
The SCP can redirect any cause to any effect, undo anything by inverting the relation cause/effect, or even separate them entirely, making a specific effect impossible to be caused or a specific cause not producing any effect. This allows the SCP to achieve virtually anything by redirecting the selected cause to the desired effect. A finger snap which normally causes sound and kinetic force could instead cause a sun explosion or a massive resurrection. The user could also instantly erase anything from existence, by making its existence the cause of it's own nonexistence. Another possibility is the instant rewriting of a whole reality, by making Reality X (the current reality) the cause of Reality Y (a tailor-made one).

Chaos Manipulation
The SCP is able to control random events and manipulate chaos. This ability may seem novel, but if sudden disorder and massive confusion suddenly occurred at a Foundation Site, the SCP could manipulate the chaos in a way that unlocked it's containment cell, and then leave the Site unseen because staff members just happened to be distracted by something while it exited the facility.

Death Manipulation
The SCP is able to change the nature of Life to Death and vice-versa. This allows the SCP to not just kill in an instant, but also bring back the dead. Performing either of these overpowered skills costs the SCP one Devastation point.

Energy Projection
The SCP is able to create some form of energy and project it outward to cause damage. The form of energy can be decided by looking over Damage Elements and choosing one. The SCP is able to project this element as a form of attack (see Attack Examples on page 194).

Immortality
The SCP never ages and has been alive for several years. SCPs with this ability often have 5 or more Max Dice in Intelligence.

Status Effect Inducement
The SCP rolls Intelligence + Mental vs a Targets Willpower + Self Control. If the SCP succeeds, the Target gains a Status Effect. Choose from the pre-created Status Effects on page 60 or create something entirely new.

Mind Manipulation
The SCP rolls Intelligence + Mental vs the Targets Cognitive Resistance. If the SCP succeeds, the Target has their mind and/or memories changed by the SCP in some way. This could be as simple as forgetting the past three minutes, or as disastrous as changing who the character thinks they are.

Time Manipulation
The SCP is able to slow, speed up, or even reverse time. Each time this ability is used it costs the SCP one Devastation Point. See below for how this would effect Combat.

Slow Time - The SCP triples it's Actions Per Turn
Stop Time - All other Characters are unable to take their Turns for 10 Combat Rounds
Speed Up Time - The SCP chooses a Target. The Target is unable to take their Turn in combat for 10 Combat Rounds and is frozen in place.
Reverse Time - The SCP retroactively negates all effects that occurred this Combat Round.

Butterfly Effect Perception
The SCP is able to control the outcome of events by perceiving future outcomes caused by actions. This allows the SCP to manipulate reality but only in a future-tense sense. The SCP could perform a simple task, or persuade another character to perform a simple action, and at a future point in time this action could cause a series of events to unfold that are catastrophic. For example the SCP could persuade someone to unlock a seemingly random door, and then drop some leftover food on the sidewalk three blocks away. This seemingly mundane series of events could inadvertently cause a nuclear explosion to occur five years later. *(i.e. a criminal terrorist evades capture by going through the door and escaping authorities because a garbage truck collides with the pursuing police vehicle.)*

For more examples of SCP abilities see link below

SCP-BATTLES.FANDOM.COM

Site Director Locke *s86-0105*

We could fill up 400 more pages of SCP abilities and traits, but it's always best for Directors to learn the system well so they are confident enough to create their own SCP abilities. Don't rely on these examples to encompass every SCP.

REPLY EDIT

STEP 6

Offensive Abilities

The final step in SCP creation is to come up with attack options. As always, Directors can come up with anything they would like and write it down on the sheet, the following is just a guideline to help you balance your SCPs. The only previous step that matters when it comes to Offensive Abilities is what the SCP has for Dexterity dice. These dice will be rolled To-Hit a target. All other factors for attack options are done at this step. SCPs do not have damage multipliers, but they will deal double damage if they score a critical hit. Keep this in mind when you determine your To-Hit Modifier; If you choose a number that is too high, you're going to dish out life-ending attacks left and right.

Aspects of Offensive Abilities

Many of the more dangerous SCPs can kill someone in an instant, or zap them away into a pocket dimension forever. Attacks such as these should be documented in the Anomalous Properties section. Other attacks that are harmful, but not immediately fatal can be documented as a form of Attack. There are seven aspects to any given attack.

1) Name

Enter the name of the attack here.

2) Range

If this is a melee attack, enter 1 meter here. If your SCP is abnormally large you could enter a larger number as well. Ranged attacks can have any length you feel appropriate. (See Range on page 69)

3) To-Hit Modifier

This number is added directly to the Dexterity roll when attacking. Note that this number should have a decimal point included. You can simply use the SCPs "Physical" proficiency modifier, or use the chart on the following page.

4) Damage

List how much damage this attack deals. Be mindful of how many HP your players have. If you think this SCP shouldn't be able to kill your players in one or two hits, keep that in mind when you record this. Another thing you will want to keep in mind is weather or not you're going to let your SCP perform more than one Melee attack per turn. Normally Characters are limited to only one per turn, but Directors can break any rules for any reason. How many Actions Per Turn you listed is another major factor.

5) Damage Element

Here you should choose the appropriate Damage Element for this attack. Use the Energy Damage Element if you are unsure, or you can simply come up with whatever special effects you'd like when dealing with Critical Successes. (See page 56 for Damage Elements)

6) Cost

If this attack costs your SCP something to perform the attack, list that here. Perhaps it costs Exertion each time the SCP uses this type of attack. If the attack deals heavy damage, perhaps it costs a Devastation point, or costs the SCP HP.

7) Special

Here you can go wild and come up with anything you'd like that changes the rules of the game. Perhaps the SCP gets +3D10 damage while in darkness, or Critical Hits will cause Mutilations no matter what. The attack hits all Characters nearby, or hits a Target without having to roll. Change the rules of the game to whatever you feel best reflects the threat of the SCP.

Attack Examples

Use the chart below to get an idea on how much damage your attacks will deal. Each rank will show a Damage Average listed. This is roughly how much damage is going to be dealt when rolling the Damage dice listed. Be mindful of the To-Hit Modifier and the SCPs Dexterity Dice Pool when choosing your attack since this damage will be doubled if a Critical Hit is rolled. A safe way to determine which Rank you should use is to look at your players Character Sheets and find the player with the lowest HP, then choose an Attack Rank that deals slightly above *half* of that in damage average. If you mess up, don't worry. If you make an attack with your SCP and you feel that the attack was too strong or too weak, simply change it. **The important thing is that the SCP you use feels like the SCP you are trying to portray**. All the SCP sheet is there for is to help the Director try to keep things fair and/or consistent.

Attack Rank	To-Hit Modifier	Damage	Damage Average
30	+0	1D10	6
29	+0.2	2D8	9
28	+0.8	2D10	11
27	+1	2D12	13
26	+1.2	2D10+1D6	15
25	+1.4	2D12+3	16
24	+1.6	4D8	18
23	+1.8	3D10+3	20
22	+2	4D10	22
21	+2.3	2D10+2D12	24
20	+2.5	4D12	26
19	+2.7	5D10	28
18	+3.2	6D8+3	30
17	+3.4	6D10	33
16	+3.6	3D10+3D12	36
15	+3.8	6D12	39
14	+4.2	7D10+3	42
13	+4.4	7D12	46
12	+4.6	9D10	50
11	+4.8	8D10+10	54
10	+5.3	5D10+4D12+12	60
9	+5.5	8D12+14	66
8	+5.7	3D10+6D12+15	72
7	+6	2D10+7D12+20	77
6	+6.5	5D10+5D12+25	86
5	+7	6D10+6D12+28	100
4	+7.5	7D10+7D12+26	110
3	+8	8D10+8D12+23	120
2	+9	9D10+9DD12+27	135
1	+10	10D10+10D12+30	150

You're Finished

This concludes SCP Creation. For a list of example SCPs pre-made, *see pages 198 through 252.*

PCs as SCPs

If the Director chooses, they may create an SCP to be controlled by a player. The Director will perform the entirety of the SCPs creation and then offer the player control. When a player controls an SCP for their character, they will not receive any credits, merit points, reverence points, or experience. All stats will remain the same throughout the SCPs lifetime. It is advised that Directors do this on rare occasions and treat the player almost as a secondary Director as their power level will [likely] be much higher than other players. This is an advanced technique in storytelling and should not be implemented without extensive thought and delicacy. Allowing all your players to play as SCPs can be very difficult for Directors and you will need to increase your antagonists power levels accordingly in order to keep the game from becoming a power fantasy *(unless that is your goal)*. Use with caution.

Creation of Anomalies

Directors are advised to keep in mind that not every anomaly warrants SCP classification. Often, SCP's are significant anomalies which require investigation to understand *(if understanding is even possible)* as well as some degree of specialized protection to keep their anomalous properties contained. In the case that a Director needs an anomalous object or phenomena to progress their plot/story, their first priority should be looking through existing SCP's to determine whether any of them would work exceptionally well for the Director's needs. Using existing SCPs can reward players who are more familiar with the mythos, allowing exciting interaction with the SCP they know and love. It may be wise as a Director to find out what SCPs your players are most familiar with and come up with ways to incorporate those SCPs into your story.

Barring the use of existing SCPs, a Director's next thought should be simple anomalies. Simple anomalies without complicated stories or mechanics allow the spotlight to shine on the characters and events they highlight making the anomaly a means to an end which enhances the person or area using it. These can even be sprinkled in throughout areas widely affected by other SCPs, giving players a new way to approach the situation while allowing them to feel a sense of accomplishment from a deeper understanding of the anomaly on their own. In the event that Directors wish to create unique SCP object or entity, they should do so as a plot device. It is best to come up with an idea for your story first and create the SCP out of necessity. Avoid inventing new anomalies not pertinent to your story. Doing so can unnecessarily overcomplicate your plot and cause players to become overwhelmed in a world already rife with complications.

Directors must exercise caution and care in the development of their own SCP object. The stories born from these objects are varied and often unpredictable, leading those who abuse the power of SCP objects to inevitable ruin. When creating an SCP, Directors should consider not only the power within it, but the danger within it to the user. Loss of humanity and exhaustion pale in comparison to the detriments posed by most powerful SCP objects, and any NPC who uses an SCP object to overtake the world should also meet their end through said SCP.

These objects and phenomena are stories of their own; tales come to form around SCP objects the way moths circle flames. Those who attempt to overtake an SCP and abuse it for their own gain will, without fail, become just another story in the history of that anomaly. Players can (and should) be the exception to this rule since your plot should center upon their journey. With that in mind, make sure your players are equally scared to utilize SCP's for fear of the consequences. If there is any backlash from using an anomalous object/ability, be sure to clearly convey it to your players before they receive ramifications. You want to avoid your players having to take leaps of faith only to fall to their death. This can make players feel like they are being punished for not having enough information - *information you as a Director are in control of*.

SCP objects are complicated, story-hoarding objects which enable adventure and intrigue for the players and Directors involved. As such, Directors creating SCP's *(be it one from the mythos, or one of their creation)* should keep two main aspects in mind:

Have a reason to include the SCP into your game.

Make sure it is a fun experience for everybody.

CHAPTER 13: SCP DATA

The following pages contain classified SCP documentation and statistics. Not all SCPs require statistics, whether due to the SCP being an object or location, or because the SCP is simply too powerful to bother needing any.

How sample SCPs are listed

Instead of displaying a full character sheet for each sample SCP listed in the book, a smaller stat sheet will be displayed along with each anomaly. In the example shown below, you can see that SCP-106 has 3D8 & 2D10 in Strength. This represents a Max Dice of ***5*** with 4D8 and 2D10 as listed on the SCP character sheet on opposite page. Abridged SCPs will only list the Social proficiency if it has the capability of communication. SCPs will not list the Fate or Charisma Attributes since the Director can simply choose how lucky/social the SCP is for any particular situation. SCPs will also display a "Power Level" which ranks them on a scale of 1 to 5, with 1 being not much of a threat in combat, to 5 being nearly impossible to defeat in combat.

To-Hit rolls are listed usually with Dexterity + Physical since this is the most typical type of attack roll. For the "Old Man" rolling To-Hit would be (Dexterity) 3D8 & 1D10 + (Physical) 4.6. Remember that you're still only taking the top two dice when rolling Attributes, and accounting for exploding dice/rule of one.

Do not add all the dice together!

Unless otherwise noted, the attacks listed with the SCP each cost one action to execute.

OLD MAN — POWER LEVEL: **5**

Strength = **3D8 & 2D10**	Dexterity = **3D8 & 1D10**
Health = **4D8**	Intelligence = **3D10 & 2D12**
Perception = **1D8, 2D10, & 1D12**	Willpower = **3D10 & 2D12**

Physical: 4.6 | *Mental:* 5.1 | *Social:* 1.8

HP: 450

Reaction Defense	Move Speed	Exertion	Actions Per Turn
8.4	2	3	2

Abilities and Anomalous Traits

Liquid Form: Able to sink into ground/walls in a puddle of black liquid. While doing so it goes into a Pocket Dimension. This allows SCP-106 to move through non-lead walls and solid objects then reemerge through ***any*** connected structure.

Pocket Dimension: An alternate reality in which SCP-106 can control all of time and space. Characters that are pulled into this dimension will die a horrible death.

Rustic Decay: All non-lead objects and Characters that touch SCP-106 *(or the liquid that coats it's body)* will rapidly decay. Characters that come into contact with SCP-106 take 1D8 damage at the end of each Combat Round. This damage bypasses all forms of damage reduction and persists for six hours. This decay can only be stopped by severing any affected limbs.

Devastation Points



Immunities and Weaknesses

Immune to all Damage Elements except for Electricity. Although immune to the Light Damage Element, SCP-106 will flee from bright lights and Light-based attacks.

Attack	To-Hit Roll	Range	Damage	Damage Element
Kidnap	Dexterity + 4.6	1*	N/A	N/A

Special
Targets hit with Kidnap attack must roll STR + Break Free/Escape vs SCP-106's STR + Physical. If Target fails, SCP-106 will pull them into his pocket dimension.

SCP - 106

HP : | **MAX HP** 450

Damage Reduction

Reaction Defense	Move Speed	Actions Per Turn
8.4	2	2

EXERTION ☐☐☐☐☐☐☐☐☐☐

Abridged Report

Security Level Access: 4

Object Class: KETER

Special Containment Procedures:

Description:

KETR VLAM DNGR



STRENGTH — Max Dice: 5

D8	
D10	
D12	

FATE — Max Dice: 5

D8	
D10	
D12	

HEALTH — Max Dice: 4

D8	
D10	
D12	

CHARISMA — Max Dice: 4

D8	
D10	
D12	

PERCEPTION — Max Dice: 4

D8	
D10	
D12	

INTELLIGENCE — Max Dice: 5

D8	
D10	
D12	

DEXTERITY — Max Dice: 4

D8	
D10	
D12	

WILLPOWER — Max Dice: 5

D8	
D10	
D12	

Physical 4.6

Mental 5.1

Social 1.8

Devastation Points

Anomalous Properties

Liquid Form
Able to sink into ground/walls in a puddle of black liquid. While doing so it goes into a Pocket Dimension. This allows SCP-106 to move through non-lead walls and solid objects then reemerge through any connected structure.

Pocket Dimension
An alternate reality in which SCP-106 can control all of time and space. Characters that are pulled into this dimension will die a horrible death.

Targets hit with Kidnap attack must roll STR + Break Free/Escape vs SCP-106's STR + Physical. If Target fails, SCP-106 will pull them into his pocket dimension..

Rustic Decay
All non-lead objects and Characters that touch SCP-106 (or the liquid that coats it's body) will rapidly decay. Characters that come into contact with SCP-106 take 1D8 damage at the end of each Combat Round. This damage bypasses all forms of damage reduction and persists for six hours. This decay can only be stopped by severing any affected limbs.

Immunities
Immune to all Damage Elements except for Electricity. Although immune to the Light Damage Element, SCP-106 will flee from bright lights and Light-based attacks.

Attack	To-Hit Roll	Damage	Range	Damage Element	Cost	Special
Kidnap	Dexterity + Physical	N/A	1*	N/A	(none)	See Pocket Dimension

SCP-001

LEVEL 6
COSMIC TOP-SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
APOLLYON

DISRUPTION CLASS:
EKHI
3

RISK CLASS:
CRITICAL
5

"When Day Breaks" is based on SCP-001 by Shaggydredlocks: http://scp-wiki.wikidot.com/SCP-001



AMALGAMATION

POWER LEVEL: 3

Strength = **1D8 & 3D10**	Dexterity = **3D8**
Health = **3D8 & 1D10**	Intelligence = **2D8 & 2D10**
Perception = **2D8 & 2D10**	Willpower = **1D8 & 3D10**

HP: 200

Reaction Defense	Move Speed	Exertion	Actions Per Turn
8.5	2	5	2

PHYSICAL: 4.1 MENTAL: 3.5

Strengths and Weaknesses
Takes ***half*** damage from Slashing and Impale Damage Elements.
Takes ***double*** damage from Fire, Electricity, and Ice Damage Elements.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Claw	Dexterity + 4.1	3*	4D12	Slash	
Absorb	Dexterity + 4.1	1*	3D6	N/A	Characters hit with this attack must roll Strength + Break Free vs Amalgamation's Strength Roll. If they fail, Flesh absorbs the Target into its body.

Suggested by backer William Fisher Murray

Description:

When day breaks, the light of the sun becomes a scourge. A festering taint which melts the flesh and blends it like candles fusing, burned by a glowing wick turned scarlet in the sky.

When day breaks, the sun turns on humanity. Hued with an ominous red glow, all life exposed to it melts to a slurry of soupy flesh, reconstituting as some mass vaguely similar to how it once stood, but made up from an amalgamation of what that creature once called flesh. Trees, beasts, bugs, and anomalies, all melt and mold in the light *when day breaks*. Anomalous creatures are no exception, becoming a slurry like all the rest in the rays of the sun. All anomalous properties fade, overtaken by the command of the flesh. Like all other creatures, they take on habits they once held. Carnivores will consume prey and grow into masses of amalgamated flesh. Plants and plankton continue processing the eerie glow of day and turn it into oxygen breathable without consequence. Until any of them see one not taken in by the sun, that is. When faced with one not initiated into this cult of liquid-fleshed creatures, any mobile entity will use any and all means to either expose them to the sun, or integrate them into a greater mass.

When faced with flesh, either clung to each other by accident or actively pouring itself into the body of an uninfected being, those afflicted by the sun will absorb flesh. Creatures fused together, made one through the sun, retain individuality while finding oneness. Memories remain, personalities are integrated, but the will of the sun drives the bodies. In these amalgamations, a form of gestalt consciousness seems to exist, with all sun-tainted subjects knowing whether a person has been consumed or not. They will seek out these people with the knowledge of their loved ones, communicate with them, and implore them to seek the sun.

Amalgamations that grow large enough eventually surpass the state of living we are familiar with. They writhe and undulate as a mass of forms, faces and limbs surging to the surface intermittently before disappearing once more under the surface of their greater whole. These amalgamations pull themselves with long, simple limbs made haphazardly from the flesh of those integrated. While lacking in mobility or dexterity, these amalgamations retain raw power, displaying no maximum volume. While limited, the measures to survive exist. Clothing that prevents visible light from reaching the body will hold off the sun, with multiple layers keeping it further at-bay. Fire and electricity stun and wither the creatures. Freezing will fracture the flesh and turn it inert. For survival, the flesh of the creatures may be eaten, but only in small quantities. More than a bite of flesh would allow it to reconstitute before being digested, allowing it to eat away from the inside-out. Just be thankful the creatures cannot fly. We may yet shelter underground or, if resources permit it, take to the skies where the flesh afflicted by the sun cannot reach us. How ironic is it that the safest place in the world is closest to that which kills us.

Director Notes:

When Day Breaks is not an SCP for the inexperienced player, or Director. Demanding players begin in just the right circumstances, Directors provide a means of survival, and a decent knowledge of the SCP mythos on all sides, When Day Breaks serves as a test of the cooperative skills of the party, and the Director's ability to create interesting stories in a violent, dying world.

The origin of the sun's change is entirely up to the Director. How such a catastrophic anomalous event could happen is a question long-lived player characters are likely to ask, and having evidence ready in the world for players to pursue gives players the opportunity to finally understand the catastrophe afflicting the world. Whether the collection of anomalous entities in the sun tainted it into a collective consciousness, or the sun itself spontaneously became a sapient being, players should be rewarded for pursuing one of the last great mysteries at the end of the world.

Survival sometimes means taking the lesser of two evils, and the SCP mythos provides plenty of evils. If Directors wish to provide their players with alternative options to escape, rather than stay in the world and try to fix it or find more survivors, Directors are encouraged to explore SCP's which bring you to different worlds.

SCP's which contain worlds of their own (such as 3008, 1678, and 860) seem to have a property in which the SCP as a whole understands what is happening and protects whoever enters it. 860 has already been known to take people into it and allow them to live to a ripe, old age within it, protected from the outside world. There also exist stories of 3008 and 1678 ceasing their hostilities towards subjects trapped within them, instead actively aiding the people they once hunted. Directors might find some of their greatest tales with When Day Breaks in long stories where players explore a great many anomalies, come to understand them, and find that these deadly SCP's change their nature in the face of a greater threat.

SCP-002

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
DARK

RISK CLASS:
WARNING

"The Living Room" is based on SCP-002 by The Administrator: http://scp-wiki.wikidot.com/SCP-002



Suggested by backer Nykol

Description:

SCP-002 resembles a tumorous, fleshy growth with a volume of roughly 60 m^3 (or 2000 ft^3). An iron valve hatch on one side leads to its interior, which appears to be a standard low-rent apartment of modest size. One wall of the room possesses a single window, though no such opening is visible from the exterior. The room contains furniture which, upon close examination, appears to be sculpted bone, woven hair, and various other biological substances produced by the human body. All matter tested thus far show independent or fragmented DNA sequences for each object in the room.

SCP-002 appears to 'consume' those who enter it, repurposing their biological matter into furnishings for SCP-002. As of the Mullhausen Report, [REDACTED] *(see Mullhausen Report through the QR link.)* As a result, no personnel below Security Level 3 are permitted entry within SCP-002 without written approval from no less than 2 off-site personnel ranking Security Level 4 or greater. Furthermore, such personnel must be escorted by no fewer than 5 Security level 3 personnel for the duration of their contact with SCP-002.

Director Notes:

An entity which appears straightforward, yet clearly holds more properties than are clearly stated, SCP-002 serves as a perfect setting of mystery for any group! Being a living entity, SCP-002 permits Directors to utilize it as a sentient character if they like, finding a way to communicate with players during their stay in it, or it can simply be an anomaly for them to try to understand.

Directors are advised to display clear warnings to players that humans who enter SCP-002 often disappear unless the situation is closely monitored. Players should be made aware of the present danger, but have some opportunity to safely interact with SCP-002 as its internal features cannot be investigated otherwise.

SCP-049

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
VLAM

RISK CLASS:
CRITICAL

"The Plague Doctor" is based on SCP-049 by Gabriel Jade and djkaktus: http://scp-wiki.wikidot.com/SCP-049



Suggested by backer Chris Kucsera

THE PLAGUE DOCTOR

POWER LEVEL: 3

Strength = **5D10**	Dexterity = **1D8, 2D10, & 1D12**
Health = **3D10 & 1D12**	Intelligence = **3D10 & 2D12**
Perception = **2D8 & 3D10**	Willpower = **4D10 & 1D12**

HP: 300

Reaction Defense	Move Speed	Exertion	Actions Per Turn
14.5	2	3	2

Physical: 3.7 | *Mental:* 5.2 | *Social:* 3.9

Devastation Points

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Touch	Dexterity + 3.7	1*	-	N/A	Targets hit with this attack are permanently stunned until SCP-049 releases subject.
Cure	N/A	1*	-	N/A	Two turn extended action: Target becomes instance of SCP-049-2

SCP-049-2



ZOMBIE

POWER LEVEL: 1

Strength = **3D8**	Dexterity = **3D8**
Health = **3D8**	Intelligence = **2D8**
Perception = **3D8**	Willpower = **3D8**

HP: 65

Reaction Defense	Move Speed	Exertion	Actions Per Turn
7.4	2	1	2

Aggressive animated corpse that follows the will of The Plague Doctor.

Physical: 3.1
Mental: 1.1

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Scratch	Dexterity + 3.1	1*	3D8	Slash	
Grapple	Dexterity + 3.1	1*	N/A	N/A	See page 47 "Detain" rules

Description:

SCP-049 is a humanoid entity measuring approximately 1.9 meters *(6 feet 2 inches)* tall, seemingly garbed in a long cloak and medieval plague doctor mask. Despite this appearance, the 'clothing' is noted as being fused to SCP-049's body, seemingly grown from it. SCP-049 is however noted as having a distinctly human skeleton within its body.

SCP-049 expresses a great desire to exterminate an as-of-yet unidentified contagion known only as the Pestilence by SCP-049's own recollection. When confronted with individuals it perceives as being stricken with the Pestilence, SCP-049 will attempt to establish physical contact with them. Upon physical contact with SCP-049, a human's biological functions will invariably cease. Upon the death of a human in this way, SCP-049 will express a compulsion to perform 'surgery' upon the subject with a tool bag produced from within the folds of its cloak. These 'surgeries' often result in the subject reanimating as a walking corpse with no memory or cognitive ability beyond moving. While these reanimated subjects are docile by default, they will attack nearby subjects should they become agitated or directed to do so by SCP-049.

Director Notes:

SCP-049 presents a broad variety of options to any Director looking to use it. A distinctly human-feeling SCP with the ability to form attachments and deep beliefs shaken by its actions, SCP-049 poses an opportunity for emotional story-telling, giving players an opportunity to potentially bond with it while exploring the story of its life and drawing out more of the long-buried empathy hidden beneath SCP-049's luxurious cloak.

At the same time, the existence of undead thralls, easily-provoked creatures of instinct wearing grisly visages, gives the gameplay potential of fighting off hordes of the things while fleeing or finding their creator.

With characters such as SCP-049, beings straddling the fine line between human and monster, players are brought to empathize with the plights of such a tragic character while fearfully viewing it as a potential threat. To really let SCP-049 shine, play them as a person with their own thoughts and feelings, hopes and dreams, but who just so happens to have these anomalous properties and an obsession with this terrible Pestilence. Dig into that obsession, and with it, perhaps explore what exactly the difference is between a person and an SCP.

SCP-073

LEVEL 4
SECRET

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
DARK

RISK CLASS:
WARNING

"Cain" is based on SCP-073 by far2 and Kain Pathos Crow: http://scp-wiki.wikidot.com/SCP-073



CAIN

POWER LEVEL: 5

Strength = **5D12**	Dexterity = **4D12**
Health = **1D10 & 3D12**	Intelligence = **5D12**
Perception = **2D10 & 2D12**	Willpower = **3D10 & 1D12**

Physical: 6.2 | *Mental:* 6.8 | *Social:* 4.1

HP: 850

Reaction Defense	Move Speed	Exertion	Actions Per Turn
17.3	4	8	3

Abilities and Anomalous Traits

Plant Life Decay: All plant life within 20 units of Cain will wither and die within 5 combat rounds.

Devastation Points



Strengths and Weaknesses

Anomalous Shielding: Non-anomalous damage dealt to Cain is instead applied to the attacker if that attacker "intended" to harm Cain *(this is an anomalous affect under Directors discretion.)*

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Punch	Dexterity + 6.2	1*	10D12	Bash	Critical Hits from this attack always cause the "Lethal Blow" Mutilation.

Description:

SCP-073 appears to be a heavily-tanned male of Arabic or Middle Eastern descent in his early thirties, 185 cm (6'1") tall and 75 kg (165 lbs), with black hair and blue eyes. Arms, legs, spinal cord, and shoulder blades of the subject appear to have been replaced with artificial versions made from beryllium bronze, a metal that has been documented as being utilized by various anomalous cultures and entities. There is a symbol engraved into the forehead of the subject, which appears to be of Sumerian origin. Symbol has of yet been untranslated, and the subject appears distressed when the symbol is mentioned at all, refusing to speak on it. Subject does need to eat and drink on a regular basis, but is strictly carnivorous owing to its effect on plant-based items.

SCP-073 refers to itself as Cain acting generally polite and helpful when permitted, often requesting to assist Foundation personnel with daily tasks. SCP-073 often proves helpful, especially in matters regarding ancient history, as it is noted as having a photographic memory. SCP-073 easily recalls any text it has read.

SCP-073 should not be permitted contact with soil-grown life outside of testing scenarios. All such life which comes within 20 meters of SCP-073 to wilt and die. Additionally, all bacteria in soil within this radius of SCP-073 will die, rendering it barren until new bacteria is introduced.

Finally, SCP-073 expresses a full immunity to bodily harm. Whenever damage would be inflicted upon SCP-073, either directly, or through a tool or any number of mediums, the damage which would be inflicted upon SCP-073 is instead reflected upon the aggressor *(even if the damage is not hostile, such as attempts at surgeries.)* Given SCP-073's indestructibility and photographic memory, critical Foundation documents are to be 'backed up' by permitting SCP-073 to read them. SCP-073 has agreed to measures to ensure its secrecy on these matters.

Director Notes:

Given the amicable nature of SCP-073 and the long life it has lived, it offers wisdom and insight where needed. Should Directors choose to include SCP-073 in their games, they are advised to focus on the knowledge and kindness of SCP-073, rather than its indestructibility. There exist plenty of SCP's who fight well and are exceptionally difficult to kill, but few seek to actively help those around them.

Directors are also advised to limit the information SCP-073 is willing to share, for one reason or another. Players should be allowed access to limited information given directly by SCP-073. After all, it's their job to interact with the world and figure things out for themselves!

SCP-076

LEVEL 4
SECRET

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
DARK

RISK CLASS:
CRITICAL

"Abel" is based on SCP-076 by DrClef and Kain Pathos Crow: http://scp-wiki.wikidot.com/SCP-076



ABEL

POWER LEVEL: 5

Strength = **5D12**	Dexterity = **4D12**
Health = **4D10**	Intelligence = **5D10**
Perception = **4D10**	Willpower = **2D8 & 2D10**

PHYSICAL: 6.5 | *MENTAL:* 5.3 | *SOCIAL:* 2.8

HP: 200

Reaction Defense	Move Speed	Exertion	Actions Per Turn
12.6	4	7	3

Devastation Points

Abilities and Anomalous Traits

Masochist: SCP-076-2 will gain +1 Exertion Point each time it takes damage.

Quick Melee: SCP-076-2 is not limited to one Melee Attack per combat round.

Immortality: If SCP-076-2 is ever killed, it will remanifest back inside of SCP-076-1.

Manifest Blade: Expending two consecutive actions, SCP-076-2 can manifest bladed weapons using a small dimensional rift.

Speed Boost: SCP-076-2 can spend 5 Exertion ***or*** 1 Devastation Point to gain the following bonuses for one combat round:

Actions Per Turn +1
Move Speed +10
Reaction Defense +8

Strengths and Weaknesses

SCP-076-2 will never use projectile weapons.

Enraged State: SCP-076-2 can occasionally enter an Enraged State. Typically this occurs when SCP-076-2 identifies someone or something that could potentially be powerful in combat. The Enraged State will never discontinue until SCP-076-2 is killed. While in the Enraged State, SCP-076-2 will attack anyone it comes across and instead of adding the top two dice for Attribute Rolls, SCP-076-2 gets to add the **top three dice** instead.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Punch	Dexterity + 6.5	1*	7D8	Bash	Increase damage by +4 for each unit traveled this round before attack.
Blade	Dexterity + 6.5	2*	12D10	Slash	Increase damage by +5 for each unit traveled this round before attack.

Description:

SCP-076 consists of two components: a stone cube (SCP-076-1) and a humanoid entity contained within (SCP-076-2). SCP-076-1 is a 3 m cube made of black speckled metamorphic stone. All surfaces outside and within SCP-076-1 are covered in deeply engraved patterns corresponding to no known civilizations. Radioisotope analysis indicates that the object is approximately ten thousand (10,000) years old. A door is located on one side, sealed with a lock 0.5 m in width, surrounded by twenty (20) smaller locks in a circular pattern. As of yet, none of the keys have been found, making the door impossible to lock once closed. Interior temperature is approximately 93 Kelvin, and cannot be altered by any means, internal or external. Directly in the center of the room is a 2.13 m tall stone coffin, held in place and sealed shut by several chains of unknown make and substance, which are attached to the inner corners of SCP-076-1.

SCP-076-2 resembles a lean Semitic human male in his late twenties. Hair is black, and eyes are gray, skin tone olive. Subject is 1.96 m in height and 81.65 kg in weight. Numerous tattoos depicting arcane and occult iconography are present all over the body (mostly in the form of leering demonic faces) and range from subtle to openly ostentatious.

Director Notes:

SCP-076 is a fantasy character brought to the SCP mythos. With enough power to defeat a containment site, bloodlust vast enough to kill endlessly, and the ability to revive after death without a known limit, SCP-076 offers little interest as a source of combat for players. Being so overwhelmingly powerful, any fights between players and SCP-076 would be one-sided, with little nuance or strategy afforded to players given the vast list of powers available to SCP-076. For this reason, Directors are advised to use SCP-076 as a narrative tool and force of nature, rather than an enemy.

SCP-096

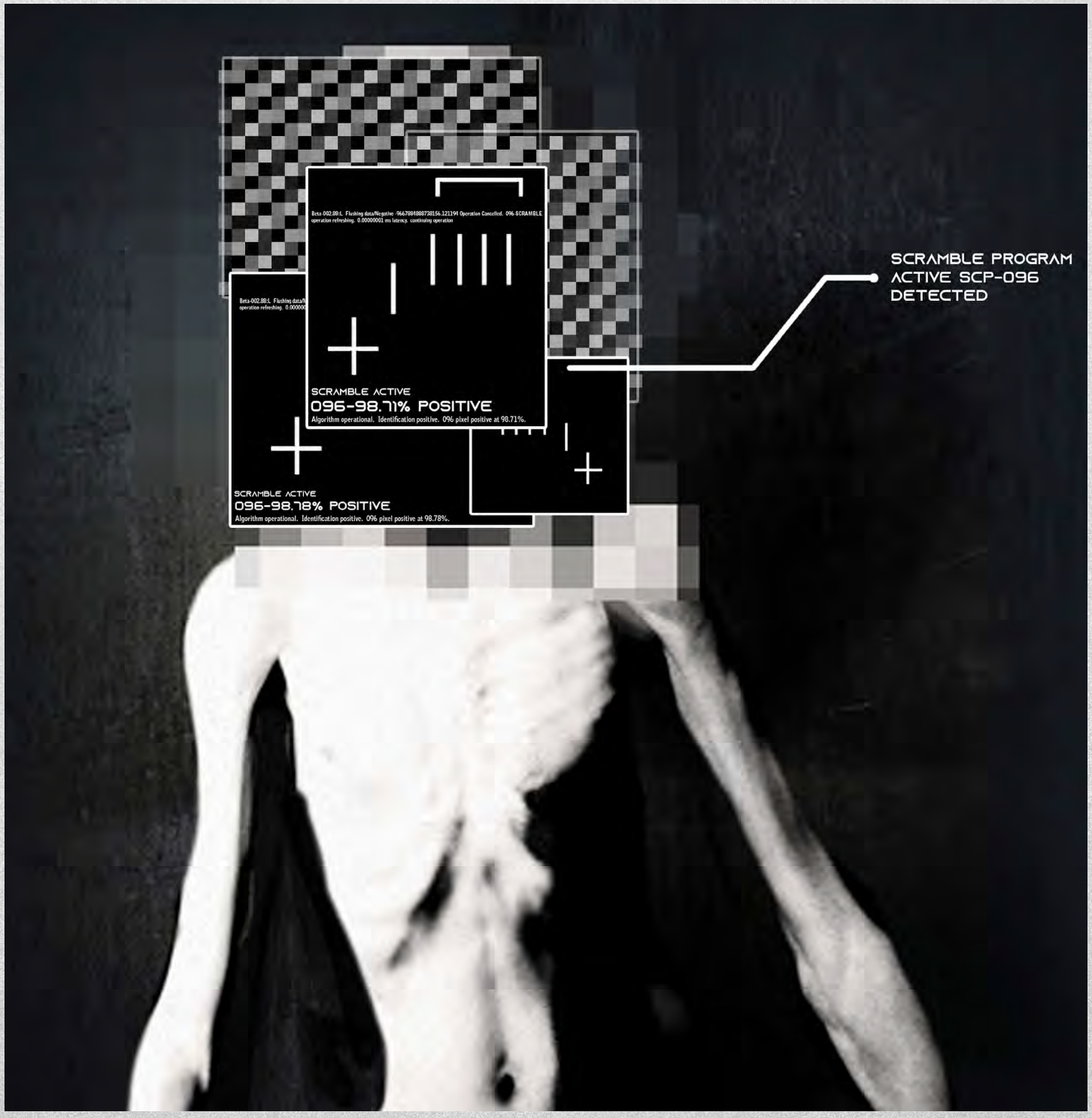
LEVEL 5
TOP-SECRET

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CRITICAL

"Shy Guy" is based on SCP-096 by Dr Dan: http://scp-wiki.wikidot.com/SCP-096



SHY GUY

POWER LEVEL: 5

Strength = **4D12/8D12**	Dexterity = **3D10/6D10**
Health = **3D10/6D10**	Intelligence = **3D10**
Perception = **3D12/6D12**	Willpower = **4D8/8D8**

Physical: 3.2/6.4 | *Mental:* 2.5

HP: 3,000

Reaction Defense	Move Speed	Exertion	Actions Per Turn
9.8/19.6	3	5/10	2/4

Abilities and Anomalous Traits

Face Reveal: Any Character that sees Shy Guys face, even indirectly, will cause Shy Guy to enter his *Enraged State* and the viewer to become **SCP-096-1**.

Quick Melee: Shy Guy is not limited to one Melee Attack per combat round.

Enraged State: Double all of Shy Guys stats besides HP, Mental, Intelligence, & Move Speed. While in this state Shy Guy gains 1 Devastation Point every Combat Round. While Enraged State is active, **SCP-096-1** may not use Drama Cards. While Enraged State is active, Shy Guy will pursue **SCP-096-1** until it, or the **SCP-096-1** dies. Nothing will be able to impede Shy Guys pursuit, and Shy Guy will always know the location of the **SCP-096-1.**

Devastation Points



Strengths and Weaknesses

Reduce all damage SCP-096 takes by 100. SCP-096 regenerates 25 HP per Combat Round while not in its Enraged state.
Never reacts to damage.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Rip & Tear	Dexterity + 3.2/6.4	2*	10D12	Slash	After Target dies, Shy Guy will exit Enraged State

Description:

SCP-096 is a humanoid creature measuring approximately 2.38 meters in height. Subject shows very little muscle mass, with preliminary analysis of body mass suggesting mild malnutrition. Arms are grossly out of proportion with the rest of the subject's body, with an approximate length of 1.5 meters each. Skin is mostly devoid of pigmentation, with no sign of any body hair.

SCP-096's jaw can open to four (4) times the norm of an average human. Other facial features remain similar to an average human, with the exception of the eyes, which are also devoid of pigmentation. It is not yet known whether SCP-096 is blind or not. It shows no signs of any higher brain functions, and is not considered to be sapient.

SCP-096 is normally extremely docile, with pressure sensors inside its cell indicating it spends most of the day pacing by the eastern wall. However, when someone views SCP-096's face, whether it be directly, via video recording, or even a photograph, it will enter a stage of considerable emotional distress. SCP-096 will cover its face with its hands and begin screaming, crying, and babbling incoherently. Approximately one (1) to two (2) minutes after the first viewing, SCP-096 will begin running to the person who viewed its face *(who will from this point on be referred to as SCP-096-1)*.

SCP-096 will always express an anomalous awareness of SCP-096-1 and will progress through any obstacles to reach and execute SCP-096-1. With no known limits to its physical capabilities, SCP-096 will tear through barriers with its claws, approach speeds of up to 35 km/h, and ignore all forms of discomfort to reach SCP-096-1, as SCP-096 does not need to perform any regular functions (such as breathing, eating, etc. to maintain bodily function.

When not pursuing a SCP-096-1 subject, SCP-096 will sob loudly and attempt to calmly return to its natural habitat of [DATA EXPUNGED].

Director Notes:

A murder machine with an entire tale centered around the desire to destroy it, SCP-096 is not a threat to be used lightly. When planning to use SCP-096 in their games, Directors are strongly advised to ensure their players clearly understand the threat posed by looking at SCP-096's face.

Directors should not present SCP-096's face to player characters as a surprise, nor should any matters pertaining to SCP-096 be taken lightly. Given its as-of-yet indestructible (yet simple) nature, any attempt to destroy or even confront it should involve ideas and plans from the players. Directors may also find intrigue in allowing players to assist Dr. Dan in his attempts to destroy SCP-096 before his execution (see Incident 096-1-A in the QR link.)

SCP-106

LEVEL 4
SECRET

CONTAINMENT CLASS:
KETER

DISRUPTION CLASS:
VLAM

RISK CLASS:
CRITICAL

"The Old Man" is based on SCP-106 by Dr Gears: http://scp-wiki.wikidot.com/SCP-106



OLD MAN

POWER LEVEL: 5

Strength = **3D8 & 2D10**	Dexterity = **3D8 & 1D10**
Health = **4D8**	Intelligence = **3D10 & 2D12**
Perception = **1D8, 2D10, & 1D12**	Willpower = **3D10 & 2D12**

PHYSICAL: 4.6 | *MENTAL:* 5.1 | *SOCIAL:* 1.8

HP: 450

Reaction Defense	Move Speed	Exertion	Actions Per Turn
8.4	2	3	2

Abilities and Anomalous Traits

Liquid Form: Able to sink into ground/walls in a puddle of black liquid. While doing so it goes into a Pocket Dimension. This allows SCP-106 to move through non-lead walls and solid objects then reemerge through ***any*** connected structure.

Pocket Dimension: An alternate reality in which SCP-106 can control all of time and space. Characters that are pulled into this dimension will die a horrible death.

Rustic Decay: All non-lead objects and Characters that touch SCP-106 *(or the liquid that coats it's body)* will rapidly decay. Characters that come into contact with SCP-106 take 1D8 damage at the end of each Combat Round. This damage bypasses all forms of damage reduction and persists for six hours. This decay can only be stopped by severing any affected limbs.

Devastation Points



Immunities and Weaknesses

Immune to all Damage Elements except for Electricity. Although immune to the Light Damage Element, SCP-106 will flee from bright lights and Light-based attacks.

Attack	To-Hit Roll	Range	Damage	Damage Element
Kidnap	Dexterity + 4.6	1*	N/A	N/A

Special
Targets hit with Kidnap attack must roll STR + Break Free/Escape vs SCP-106's STR + Physical. If Target fails, SCP-106 will pull them into his pocket dimension.

Description:

SCP-106 appears to be an elderly humanoid, with a general appearance of advanced decomposition. This appearance may vary, but the "rotting" quality is observed in all forms. SCP-106 is not exceptionally agile, and will remain motionless for days at a time, waiting for prey. SCP-106 is also capable of scaling any vertical surface and can remain suspended upside down indefinitely. When attacking, SCP-106 will attempt to incapacitate prey by damaging major organs, muscle groups, or tendons, then pull disabled prey into its pocket dimension. SCP-106 appears to prefer human prey in the 10-25 years of age bracket.

SCP-106 is capable of accessing its pocket dimension through corroding walls, floors, ceilings, and any other large available surfaces. This corrosion appears as rot, rust, or general cracking along the surface, permitting SCP-106 and any subject it has hunted to travel through the corrosion freely.

SCP-106 cannot be reliably contained. Complex and irregular structures, water, and lead, do slow down and confuse it, while sudden and bright flashes of light can force SCP-106 to flee into his pocket dimension. None of these seem to damage it however, and SCP-106's ability to emerge from any solid surface prevents truly reliable containment.

Director Notes:

SCP-106 is the epitome of 'cat and mouse' characters. A hunter that pursues prey, catches it and, if it enjoys the hunt enough, might release the prey to continue the hunt. SCP-106 will generally stay localized to the area from which it escaped, so Directors are advised to prioritize using SCP-106 in confined spaces.

Interestingly enough, SCP-106 does have a notable list of weaknesses, and clever players with an awareness of SCP-106's past might draw connections to it (see The Young Man tale through QR code.) Directors are encouraged to explore these connections and express these weaknesses to players. Make them aware of how they can repel or at least slow down SCP-106 to give them a chance to retaliate.

SCP-303

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
EUCLID
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
VLAM

RISK CLASS:
CAUTION

"The Doorman" is based on SCP-303 by AJAlkaline: http://scp-wiki.wikidot.com/SCP-303



Description:

Witnesses describe SCP-303 as a nude, sexless, emaciated humanoid figure with reddish-brown skin. Instead of normal facial features, its head is dominated by an extremely large mouth, which bears a set of oversized human teeth. It continually vocalizes a wheezing noise, loud enough to be heard from the other side of most solid doors.

SCP-303 expresses the ability to materialize and dematerialize at-will. Seemingly at random, SCP-303 will materialize behind a door, gate, curtain, or other portal leading between rooms. SCP-303 will wait behind said entryway for an indeterminate amount of time, dematerializing only when it is about to be spotted, or at its own whim. When an entryway inhabited by SCP-303 has any transparent portions, 10 percent of SCP-303's body will be visible through it. It will use any means necessary to ensure no more than 10 percent is visible, even expressing the ability to manipulate fog and condensation levels in high-humidity areas to obscure its body. SCP-303 can not be viewed through modern camera systems as all high-complexity devices within its vicinity fail upon SCP-303's manifestation.

Subjects attempting to leave through an SCP-303-inhabited entryway will be struck with a paralyzing fear and rendered unable to approach the entryway, though they may flee through alternative exits such as windows or uninhabited entryways.

Recently, SCP-303 has taken up residence in (and denied all entry to) a storage closet in the site which it inhabits. Over the course of SCP-303's containment, it has taken to acquiring medical equipment, D-Class cadavers, and chemicals commonly used in alleviating mental illness and anxiety, as well as several classified objects.

Director Notes:

As a mysterious creature with many layers to its profile, SCP-303 offers many opportunities for Directors to capitalize on its presence.

As a small encounter meant to simply divert or distract players, SCP-303 offers an unorthodox challenge where players must find a more creative route, or decide to wait out SCP-303 and hope it eventually leaves.

When stationing players in a site with SCP-303 for long periods of time however, Directors would do well to explore the seemingly good-natured spirit of SCP-303. From its page, it can be inferred that SCP-303 likes to collect objects people want with the intention of bringing it to them, but for whatever reason, never approaches them.

Characters require a Cognitive Resistance level of 28 or higher in order to even attempt to resist SCP-303's ability. To resist, the Character rolls Willpower + Self Control difficulty 18. Succeeding in this difficulty allows the player to act against their terror for one combat round. If the player decides to open the door in which SCP-303 is behind, SCP-303 will flee to another location. Directors should then assign a permanent effect to the character, such as a streak of grey hair or sudden bursts of anxiety.

SCP-354

LEVEL 4
SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CRITICAL

"The Blood Pond" is based on SCP-354 by Dave Rapp: http://scp-wiki.wikidot.com/SCP-354



Suggested by backer Brian Stephen

Description:

SCP-354 is a pool of red liquid discovered in northern Canada. The liquid is of a consistency similar to that of human blood but is not of a biological nature. The pool does not have definite banks; soil mixes with the liquid until, at a certain point, there is more soil than liquid and the ground is mostly solid. The liquid becomes denser as one descends deeper into the pool; if the pool has a bottom, it has yet to be reached.

Intermittently, entities emerge from the pool and attempt to breach containment, often acting with outward hostility to all encountered personnel. On-site security personnel are to use the Area-354 security structures and catwalks to neutralize and contain any emerging entities. These entities seem to come from a dimension anomalously connected to our own through SCP-354 (see Log of Exploratory Mission 354 Alpha in the QR link for details.)

Containment of SCP-354 proves difficult, with every victory over an emerging entity being pyrrhic. Without fail, each entity attempting to escape, even with the surface of SCP-354 blocked off by concrete, successfully enters Area-354 and causes heavy casualties before successful termination. Additionally, in the one case in which Area-354 personnel attempted to drain SCP-354 itself, the following collapse of Area-354 command is assumed to have resulted from direct influence by SCP-354.

Director Notes:

A birthing pool for terrible monstrosities which invariably cause catastrophic damage. A portal to another world which drives regular people mad. SCP-354 provides danger, adventure, and intrigue, all neatly packaged with a bloody ribbon on top.

Directors should find great tales in players being in simple proximity to SCP-354. Its presence adds an air of danger to everything, especially as players come to understand it better and know what it is capable of. And if players ever attempt to neutralize SCP-354 themselves, they will surely have to fight the entirety of Area-354 to achieve the task as SCP-354 manipulates the minds of the area's leaders.

Due to the vast variety of monsters and entities that emerge from SCP-354, Directors should come up with their own stats for whatever monster they can imagine. Invent strange otherworldly abilities and try to keep the creatures unique. You don't have to write them all out either, just come up with whatever terror you can off the top of your head and estimate how many dice and HP the creature would have. All entities that come out of SCP-354 are capable of swimming out of deep, deep blood, so it's good to keep that in mind. Maybe some of the creatures drowned before they could make it out?

SCP-444-JP

LEVEL 4
SECRET

CONTAINMENT CLASS:
ESOTERIC

DISRUPTION CLASS:
KENEQ

RISK CLASS:
DANGER

"Dreamscape" is based on SCP-444-JP by locker: http://scp-wiki.wikidot.com/SCP-444-JP



Suggested by backer Researcher Seina

Description:

SCP-444-JP is a bloodstained, handwritten SCP document describing itself. While the document itself exhibits no anomalous properties, any individual who speaks the contents of SCP-444-JP or touches a piece of paper, parchment, or other writing medium doused in the blood of one afflicted with SCP-444-JP, will experience its anomalous effects.

When an individual reads the contents of SCP-444-JP aloud, they will fall unconscious and dream in the same way every time. The victims enter a lucid dreaming state, stuck in what they describe as an endless, open plain stuck in a never-ending sunset. Subjects who then write the words of SCP-444-JP in their dream are immediately released without further event.

Should a subject attempt to fly while in the dream, a large, bird-like entity hereafter referred to as SCP-444-JP-1 will pursue them and invariably consume the subject. Upon expiration, subjects will find themselves standing once more in the open plain with only fragmented memories of their previous experience in the dream. The physical bodies of subjects pursued by SCP-444-JP-1 will display signs of distress through wild flailing and vocalizations until the pursuit ends, or the subject successfully exits the dream by transcribing the contents of SCP-444-JP.

Subjects administered amnestics to combat the spread of SCP-444-JP will sometimes experience waking dreams, finding themselves back on the open plain as before. Tests are ongoing to determine whether the usual means of escape remain viable in these waking dreams, as well as how a subject consumed by SCP-444-JP-1 reacts in the physical world.

Director Notes:

As an infohazard with the potential to persist through amnestics, SCP-444-JP presents a moral dilemma to players of whether they wish to spread the phenomena, attempt to suppress it with experimental amnestics, or simply try to live with it.

As it presents no immediate effects to the afflicted, one could feasibly live with SCP-444-JP their whole life and never experience its anomalous properties, but the risk of spreading it to others through paper would be ever-present, prompting the Foundation and any other concerned groups to hunt down the afflicted.

If players are interested in a campaign where they are on the run, pursued by groups of interest, SCP-444-JP makes an interesting lifting-off point.

SCP-662

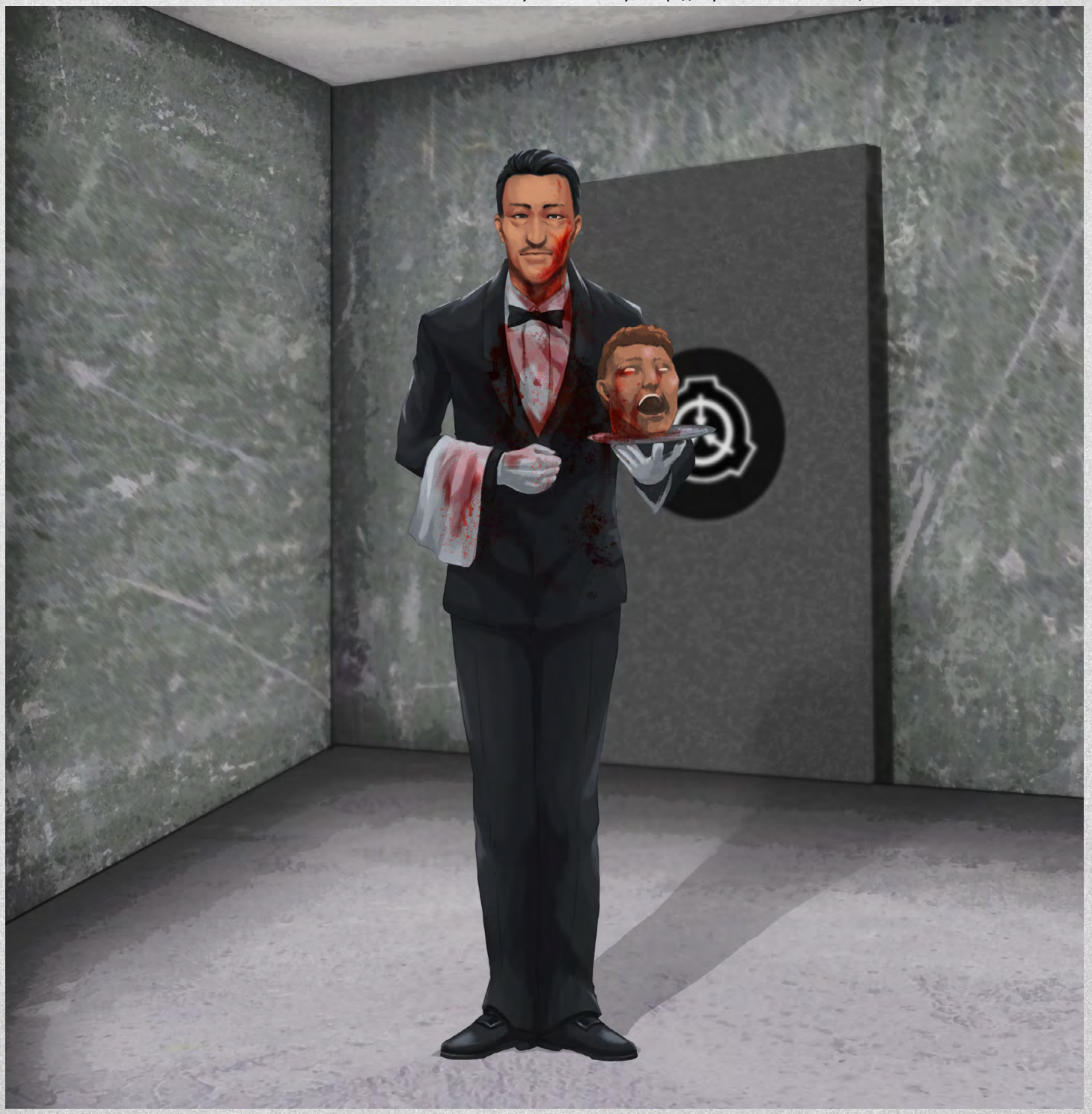
LEVEL 4
SECRET

CONTAINMENT CLASS:
SAFE

DISRUPTION CLASS:
VLAM

RISK CLASS:
NOTICE

"The Butlers Handbell" is based on SCP-662 by Rick Revelry: http://scp-wiki.wikidot.com/SCP-662



Suggested by backer Michael Kenzig



Description:

SCP-662 is a small silver hand bell, 4 cm tall and 2 cm in circumference. The bell is missing its ringer. Within the inside of the bell, an inscription has been etched into the silver, reading: "Forever Mine – S.J.W." The bell is susceptible to damage; however, given its safe nature, destruction has been deemed unnecessary. As it is made of very pure silver, it requires regular polishing to remain without tarnish.

When the bell is shaken as if to ring it, a soft chime can be heard (although this does not come from the bell). A short well-dressed Caucasian butler of self-proclaimed British heritage, calling himself Mr. Deeds (hereafter known as SCP-662-1) will appear from the nearest area not within line of sight, usually from around a corner. SCP-662-1 will address the ringer of the bell by their appropriate title & last name, and ask what it is they desire. Its knowledge of individuals' last names and titles is a mystery, as SCP-662-1 will purport.

SCP-662-1 will carry out nearly any command given by the ringer to the best of its ability. Requests for menial tasks will be carried out professionally and with near-perfection, while complex tasks will be undertaken to the best of SCP-662-1's ability. It does not display perfection in all proficiencies, notably shown when SCP-662-1 laundered and refitted clothing items with exceptional skill, but showed mediocre ability in providing haircuts.

When SCP-662-1 meets with a task considered impossible, it will simply decline the task. Such tasks have included the assassination of well-protected individuals, turning human bodily materials into food items, or acquiring extremely high-value and complicated items. SCP-662-1 will decline these requests in a very polite and professional manner.

The butler is not immune to ill actions taken against him while in sight. He has been killed or injured in multiple tests, and will remain either dead or injured until he is out of sight. Upon return with a ring of the bell, all previous injuries will have vanished and he will be groomed and well dressed in his uniform, and ready for the next order.

Director Notes:

A servant of undying loyalty who serves the holder of the bell, Mr. Deeds is an entity of great power in clever hands. Directors are advised caution when using this SCP. Players in possession of such an artifact might make their wildest dreams come true in indirect ways. Characters in possession of The Butler's Hand Bell will likely become reliant on it, having never to work for anything again. Characters (including PCs) will undoubtedly overuse its power- having one who might undertake all the dangers of the world for them while ensuring the wielder has access to infinite wealth.

Directors will likely find the best results by putting The Butler's Hand Bell into the hands of players for only short spans of time. In the hands of a dangerous NPC however, it becomes a potential looming danger over the heads of the players as they wonder when Mr. Deeds might return since they last dispatched him. The hand bell itself can be used as a great macguffin in your story.

SCP-682

LEVEL 5
TOP-SECRET

CONTAINMENT CLASS:
KETER

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CRITICAL

"Hard-to-Destroy Reptile" is based on SCP-682 by Dr Gears and Epic Phail Spy: http://scp-wiki.wikidot.com/SCP-682



HARD-TO-DESTROY REPTILE

POWER LEVEL: 5

Strength = **2D10 & 3D12**	Dexterity = **3D10 & 2D12**
Health = **1D10 & 5D12**	Intelligence = **3D10 & 2D12**
Perception = **2D10 & 2D12**	Willpower = **3D10 & 2D12**

Physical: 4.1 | *Mental:* 5.8 | *Social:* 4.7

HP: 750

Reaction Defense	Move Speed	Exertion	Actions Per Turn
10.6	2	8	2

Devastation Points

Abilities and Anomalous Traits

Rage-State: By spending 1 Devastation Point, SCP-682 can enter a "Rage-State." While raged, SCP-682 becomes extremely hostile and gains the following abilities for 10 Combat Rounds, or until it receives 100 damage or more.

1) Gains +1 Action Per Turn
2) Gains +5.0 to Reaction Defense
3) Add +2 to Physical
4) Restores 1 Exertion at the end of each Combat Round

Hunger: When SCP-682 *devours* a human or large animal, it will gain +100 HP and +1 Devastation Point. SCP-682 is also capable of eating tough matter such as rocks and concrete, though devouring this type of matter does not activate this type of regeneration.

Immunities and Weaknesses

SCP-682 regenerates 20 HP at the end of every Combat Round. This regeneration persists even in the case that SCP-682 is below zero HP as long as it still has it's core skeletal structure. SCP-682's core skeletal structure is immune to everything known by the Foundation. If SCP-682 receives 20 or more Acid damage from a single attack, it's regeneration will slow to gaining only 1 HP per Combat Round for a period of 1 hour.

SCP-682 can spend 1 Devastation point to become immune to all incoming damage for one Combat Round. SCP-682 receives Critical Hit attacks as normal, but will never die due to Mutilation occurrences. After a Critical Hit occurs, note the Damage Element. Additional attacks using noted element have the damage reduced by half, and Critical Hit rules are ignored. The one exception to this ability is the Acid damage element, which SCP-682 is unable to adapt to.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Bite	Dexterity + 4.1	1*	6D12	Impale	If Bite scores a Critical Hit, Target is *devoured.*

Description:

SCP-682 vaguely resembles a large reptile-like entity. Its physical characteristics are impermanent and change each time it is damaged. When heavily damaged, SCP-682 will use a variety of means to heal its body, from rapid cellular regeneration to reattaching nearby biomass to its primary mass. While few physical traits remain consistent on SCP-682, several persist through all forms such as immense size, formidable musculature, and a vaguely reptilian appearance. At this time, all attempts to destroy SCP-682 have failed. Given SCP-682's natural ability to alter its body to resist incoming damage sources, testing to destroy SCP-682 is intermittently halted to prevent its adaptation to damage sources used to contain it.

SCP-682's present containment procedures include full immersion in an acid bath in a 5m*5m*5m chamber of 25cm thick reinforced acid-resistant steel. Any attempts made by SCP-682 to move, speak, or breach containment shall be met with full force to further incapacitate SCP-682. Above all else, SCP-682 expresses an unquenchable hatred for nearly all life *(see Experiment Log T-98816-OC108/682 item 053 through the QR link.)* It must be destroyed by any means necessary.

Director Notes:

SCP-682, the hard-to-destroy reptile. A creature so immense in its power and adaptability that even the Foundation, with its near-limitless resources has as of yet failed to annihilate it despite its best efforts.

SCP-682 is a set piece or the focal point of its story. Wherever it goes, SCP-682 draws attention no matter what else is going on and, if it has escaped and isn't the players' focus, it will be soon. Be cautious when using SCP-682 as its escape implies a major shift in the world around it. When SCP-682 breaches containment it often causes a catastrophic failure across the entire site releasing all other SCP's held in the same locale. This can often set into motion events involving other escaped SCP's (and D-classes) to initiate a grander, more involved story.

Campaigns featuring SCP-682 might focus on fleeing, capturing, or experimenting on it, but it is never a creature of character and story. It destroys until it is contained. Use with caution.

SCP-939

LEVEL 4
SECRET

CONTAINMENT CLASS:
KETER

DISRUPTION CLASS:
VLAM

RISK CLASS:
CRITICAL

"With Many Voices" is based on SCP-939 by Adam Smascher and EchoFourDelta: http://scp-wiki.wikidot.com/SCP-939



WITH MANY VOICES

POWER LEVEL: 3

Strength = **2D10 & 2D12**	Dexterity = **3D10 & 2D12**
Health = **1D8 & 3D10**	Intelligence = **3D10 & 2D12**
Perception = **4D8**	Willpower = **3D10 & 2D12**

Physical: 3.5 | *Mental:* 3.4 | *Social:* 1.3

HP: 175

Reaction Defense	Move Speed	Exertion	Actions Per Turn
13.1	2	4	3

Abilities and Anomalous Traits

Wall Crawling: SCP-939 is able to walk on almost any surface, including walls and ceilings.

Voice Mimic: SCP-939's are able to mimic the voices of all of its previous victims, regardless of weather or not the victim made any noise prior to being killed.

AMN-C227: SCP-939 breathes a Class C amnestic. Any Character that comes within 15 meters of SCP-939 will not remember having encountered the area or SCP-939 with a memory gap lasting 30 (minus Characters Cognitive Resistance) minutes before and after event. If the Character re-enters the area or comes into the vicinity of any SCP-939, they will feel a strong sense of Deja Vu.

Devastation Points



Immunities and Weaknesses

SCP-939 takes double damage from the Light Damage Element.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Claw	Dexterity + 3.5	1*	4D10	Slash	
Bite	Dexterity + 0.5	1*	5D8	Impale	If Bite scores a Critical Hit, Target always receives the *Limbloss* Mutilation.

Description:

SCP-939 are endothermic, pack-based predators which display atrophy of various systems similar to troglobitic organisms. The skins of SCP-939 are highly permeable to moisture and translucent red, owing to a compound chemically similar to hemoglobin. SCP-939 average 2.2 meters tall standing upright and weigh an average of 250 kg, though weight is highly variable. Each of their four limbs end in three-fingered claws with a fourth opposable digit, and are covered in setae which considerably augment climbing ability. Their heads are elongated, devoid of even vestigial eyes or eye sockets, and contain no brain casing. The jaws of SCP-939 are lined with red, faintly luminescent fang-like teeth similar to those belonging to specimens of the genus Chauliodus, up to 6 cm in length, and encircled by heat-sensitive pit organs. Eye spots, sensitive to light and dark, run the length of their spiny dorsal ridges. These spines may be up to 16 cm long and are believed to be sensitive to changes in air pressure and flow.

SCP-939 specimens retain a hitherto unexplained ability to mimic the voices of people it consumes. Specimens do not need to hear the voice of the consumed to mimic them, but exclusively speak in panicked voices with corresponding diction. These vocalizations are most often used to lure in prey, though one notable exception exists *(see Reproduction of SCP-939 through the QR link.)*

SCP-939 also exhales a Class-C amnestic compound referred to as AMN-C227 which, after a subject is exposed to it once, will draw the subject to it upon later exposure, citing a strange sense of familiarity.

Director Notes:

Given the varying depths to SCP-939's story, Directors may choose to allow it to play any number of roles in their games, big or small. When using SCP-939 as a main story point, Directors are encouraged to restrain most of the play area to a contained area, such as a Foundation site or underground complex, in which SCP-939 specimens are nesting. When applying SCP-939 to their games, Directors should consider involving NPC's whom the party cares for, as the hijacking of a beloved character's voice might drive player characters to engage more in the world and have greater investment in SCP-939.

When giving SCP-939 a lesser role in the story, Directors might find it to their advantage to designate a small area as the nest, creating a place of danger the party might pass through or investigate given the promise of gear or information. Keep in mind that since SCP-939 are pack-based hunters their power level will be increased by +1 for each additional beast you include.

SCP-1128

LEVEL 4
SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
VLAM

RISK CLASS:
CRITICAL

"The Aquatic Horror" is based on SCP-1128 by MrCobalt: http://scp-wiki.wikidot.com/SCP-1128



Suggested by backer DalKathos

Description:

SCP-1128 is an infohazard entity which manifests as a gargantuan aquatic predator to anybody given a detailed description of the entity's appearance. This phenomena may trigger from the information whether it is spoken to the subject, read, observed, or brought to their attention in any other way, though the phenomena may be cancelled by administering class-C amnestics to afflicted subjects.

Subjects who possess accessible knowledge of SCP-1128's appearance quickly develop hydrophobia which, while it starts mild, quickly turns more severe as time progresses. Proportional to the subject's hydrophobia is SCP-1128's final trait. When submerged in a body of water, subjects who possess knowledge of SCP-1128's appearance will fully submerge, even if the body of water utilized would not normally be enough to hold the subject. In the most extreme case to date, a subject 'fell in' to a glass of water. Their remains did not materialize.

Submerged subjects will find themselves in an undisclosed ocean, not terribly far from the coast. Swimming up to the surface will permit the subject to exit the body of water they entered through, while failure to exit will result in the subject's remains floating to the surface of the body of water.

While submerged, subjects will be met with the body of SCP-1128, which will attempt to attack them. It should be noted that SCP-1128 does not appear to swallow subjects despite having the size to do so, instead mutilating subjects and allowing their remains to float upwards. All attempts to damage SCP-1128 have failed.

Director Notes:

A ticking time bomb of an SCP, SCP-1128 is the kind of issue players can only avoid engaging for so long after becoming afflicted, having to decide whether they take amnestics, or eventually 'fall in' to a droplet of sweat someday.

SCP-1128 should be used sparingly, as those with the resources to combat it would find it to be more of an annoyance than anything, having to suppress memories regularly to combat the infohazard (though using SCP-1128 as an excuse to amnesticize somebody could make for an interesting tale.)

Directors are discouraged from actually sending players to engage SCP-1128 as its sheer destructive capability has proven excessively overpowering, even to anomalously reinforced materials. Conceptually, SCP-1128 is the kind of entity which makes one thing clear: once you've seen it, it's already too late.

SCP-1471

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CAUTION

"MalO" is based on SCP-1471 by LurkD: http://scp-wiki.wikidot.com/SCP-1471





Description:

SCP-1471 is a free 9.8MB application for mobile devices named "MalO ver1.0.0" in online application stores. SCP-1471 has no listed developer and is somehow able to bypass the application approval process to go directly to distribution. SCP-1471 is also able to avoid removal by other program manager applications.

After SCP-1471 is installed, no icons or shortcuts are created for the application. SCP-1471 will then begin to send the individual images through text messaging every 3-6 hours. All images will contain SCP-1471-A either within the background or foreground. SCP-1471-A appears as a large humanoid figure with a canid-like skull and black hair. During the first 24 hours following the installation of SCP-1471, the mobile device will receive images taken at locations commonly frequented by the individual.

After 48 hours, the mobile device will receive images taken at locations that were recently visited by the individual. After 72 hours, the mobile device will receive images of the individual in real time with SCP-1471-A appearing within close proximity to the subject.

After 90+ hours, affected individuals will begin to perceive SCP-1471-A out of the corner of their vision (and eventually perceive it in their line of sight,) noting SCP-1471-A's attempts to establish visual contact with visual gestures which largely have no discernible meaning. Despite the panic caused in most subjects afflicted by SCP-1471, SCP-1471-A has not caused direct harm to any subjects to date.

Director Notes:

Everybody experiences SCP-1471-A differently. For some, it is a presence which lurks around corners and in mirrors, giving gentle waves and gestures of friendly acknowledgement. For others, SCP-1471-A is an obsessive figure that never leaves their sight, following the vision of the afflicted to always be in their line of sight. For all who pass the 90-hour mark, SCP-1471-A, MalO, is a presence permanently present in their lives.

As a creature that exists exclusively in the mind and eyes of the afflicted, SCP-1471-A provides a unique opportunity to players. Being a relatively common anomaly, being afflicted with SCP-1471 gives players the opportunity to recognize the signs of affliction and choose whether or not to get rid of it. Directors are encouraged to tell the afflicted secretly if SCP-1471-A makes some notable gesture, making it something for that player to experience alone.

While SCP-1471-A has no direct effect on the afflicted, there are plenty of directions a Director could take it, using SCP-1471-A to comfort underconfident players, warn them to danger, lead them towards opportunities, and even interact with other SCP's in unexpected ways.

SCP-1472

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CAUTION

"The Multiverse Strip Club" is based on SCP-1472 by LurkD: http://scp-wiki.wikidot.com/SCP-1472



COSPLAY VELOCIRAPTOR

POWER LEVEL: **2**

Strength = **3D10**	Dexterity = **2D8 & 2D10**
Health = **3D10**	Intelligence = **1D8 & 2D10**
Perception = **1D8 & 3D10**	Willpower = **3D8**

Aggressive dinosaur that is extremely hostile to anyone that doesn't throw money at it.

Physical: 2.9
Mental: 1.5

HP: 50

Reaction Defense	Move Speed	Exertion	Actions Per Turn
12.7	3	4	3

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Scratch	Dexterity + 2.9	1*	2D8	Slash	Add +1D8 damage for each Meter traveled this round before attack
Bite	Dexterity + 0.9	1*	4D10	Impale	

Description:

SCP-1472 stands as a single-story, brightly-painted brick building set on a street corner in East St. Louis, Illinois, USA. The building's condition is clearly worn and deteriorating, but remains stable, appearing structurally sound enough to reasonably remain standing. Surrounded by a 3 meter (10 feet) tall chain-link privacy fence constructed by the Foundation, little containment is needed during SCP-1472's inactive period in which it remains for a vast majority of its time.

Every Saturday morning at 2:00 AM, SCP-1472 enters its active state. At this time, the normally empty building springs to life within, becoming a strip club playing host to any random assortment of 'dancers' (see Test Log 1472-011213-4 through the QR link,) from hustling velociraptors to dancing corpses, and even seeming distorted clones of existing SCP's. During this active time which lasts until 3:30 AM of the same day, the facility appears to be overseen by a creature with the outward appearance of an overweight human male, designated SCP-1472-1 who takes on the tasks of setting out signs during the active hours, bringing the signs in, and ensuring all 'dancers' proceed with their acts as intended.

Director's Notes:

SCP-1472 can serve as an excellent introductory SCP to players new to the game, and a valuable method of foreshadowing to story elements, SCP-related and otherwise. With the ability to seemingly summon creatures from different dimensions, as well as our own, SCP-1472 permits Directors to expose their players to creatures and characters they might not otherwise have the opportunity to encounter.

When bringing SCP-1472 into your game, it might be best to avoid overtly aggressive 'dancers,' as experiences like this can be used more as breathing room and rest time for the players, giving them a chance to bask in a world of strangeness and horror and feel like they've found a comfortable place in it. SCP-1472 may of course also be used to lull the players into a sense of security, only to test their awareness and readiness if the Director so wishes!

SCP-1678

LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CAUTION

"UnLondon" is based on SCP-1678 by AstronautJoe: http://scp-wiki.wikidot.com/SCP-1678



Suggested by backer Site Director Michael Atalay

Description:

SCP-1678 is a full-scale mirror-image reconstruction of the British city of London, located exactly one kilometer underneath the original city of London. Currently, only the Hyde Park district of SCP-1678 has been explored, but all buildings, at least within the explored district, correlate exactly to their surface counterparts in terms of location, as well as the exterior size and shape, although rarely in terms of architecture, building material, and interior layout. The city has been constructed to resemble the city as it was in the Victorian era, with constructions designed to resemble traditional gas lighting prevalent on the streets and with all modern buildings in the original city of London being represented in a Victorian style of architecture, most notably the skyscrapers of the Business district. Illumination is infrequent and unreliable, and it is unknown how SCP-1678 has acquired a steady oxygen and gas supply.

With the house of parliament considered the approximate center of SCP-1678, buildings and structures distanced further from the center of SCP-1678 display a number of flaws, the intensity of which directly correlates to distance from the center of SCP-1678. Structural flaws observed include but are not limited to the complete restructuring of materials used to construct buildings, the absence of the interior of buildings, and even street lamps missing their tops, instead housing anomalous orbs of light.

SCP-1678 holds several anomalous entities referred to as SCP-1678-A, SCP-1678-B, SCP-1678-C, and SCP-1678-D. Most notable is SCP-1678-A which imitate 'bobbies', Victorian-era british slang to refer to policemen. SCP-1678-A entities patrol the streets of SCP-1678, showing unwavering hostility to Foundation personnel *(for information on SCP-1678-B, C, and D, see the attached QR link.)*

Director Notes:

Directors using SCP-1678 may find it wise to encourage their players to create characters of British descent. Given SCP-1678's identical layout to Victorian London, player characters would have great familiarity with the area already and might seek out their homes/places of interest to see what becomes of them in SCP-1678.

Additionally, given that SCP-1678 specifically acts with hostility towards Foundation personnel, SCP-1678 is an excellent place to host campaigns in which players join (or leave) the Foundation, allowing them to see how SCP-1678 treats them differently based on their affiliations.

Directors should come up with their own logic behind the authority presiding over SCP-1678, and consider its goals and what information it might have. What other groups of interest does SCP-1678 display hostility towards? Is there room for bargaining? And how did the authority come to rule over SCP-1678?

SCP-1762

LEVEL 1
UNRESTRICTED

CONTAINMENT CLASS:
NEUTRALIZED

"Here Be Dragons" is based on SCP-1762 by OZ Ouroboros: http://scp-wiki.wikidot.com/SCP-1762



Description:

SCP-1762-1 is a plain, cardboard box that is 32 cm x 20 cm x 26 cm. It is spray-painted silver on the interior and exterior, and the words "HERE BE DRAGONS" are handwritten in black permanent marker on the lid of the container. Opening the lid of SCP-1762-1 when it is not in the process of a release reveals it to be empty.

SCP-1762-1 will infrequently open and initiate a release of SCP-1762-2. During this time, the box will briefly emit a large amount of black smoke that quickly dissipates; it takes an average of twenty seconds for SCP-1762-2 to emerge after the smoke clears.

SCP-1762-2 is the collective term applied to the beings that emerge from SCP-1762-1. All instances of SCP-1762-2 bear resemblance to various types of dragons, in both Eastern and Western depictions, albeit in forms similar to that of origami models. Analysis of SCP-1762-2 reveals that they are composed of Kami paper. After exiting SCP-1762-1, instances of SCP-1762-2 will fly together in large groups and interact playfully with any nearby personnel and each other.

Director Notes:

Directors are encouraged to read the full tale of SCP-1762. While SCP-1762 makes for a pleasant ambiance piece, filling a room with flying dragons made from colored paper, Directors looking to implement it as a focal point to the story should know the full story.

When a Director wishes to use SCP-1762 in their games, Directors should ensure their players know the type of story that is being told, and the kind of pacing to expect. SCP-1762 opens sporadically and, for the long intervals between activities, has exceptionally short periods of activity, but leaves those watching over it with a somber message after each display.

Directors should decide ahead of time whether they wish to use SCP-1762 in its current, 'neutralized' state (neutralization being up for debate as SCP-1762-1 appears to still have the ability to manipulate itself,) or if they wish to engross players in the story of SCP-1762 as it once existed before going dormant.

SCP-2006

LEVEL 5
TOP-SECRET

CONTAINMENT CLASS:
KETER

DISRUPTION CLASS:
EKHI

RISK CLASS:
DANGER

"Too Spooky" is based on SCP-2006 by weizhong: http://scp-wiki.wikidot.com/SCP-2006



Suggested by backer Brody Hallett

TOO SPOOKY

POWER LEVEL: 5

Strength = **3D10 & 1D12**	Dexterity = **4D8**
Health = **2D8 & 2D10**	Intelligence = **4D8**
Perception = **2D8 & 2D10**	Willpower = **3D8**

Physical: 2.7 | *Mental:* 0.7 | *Social:* 0.3

HP: 82

Reaction Defense	Move Speed	Exertion	Actions Per Turn
10.1	2	2	2

Abilities and Anomalous Traits

NOTE: STATS FOR SCP-2006 ARE FOR ITS "RO-MAN" FORM ONLY. IF THIS FORM IS "DEFEATED" IT REVERTS BACK TO A SPHERICAL BALL OF ENERGY WHEREUPON IT IS IMMUNE TO ALL FORMS OF DAMAGE.

Shape Shifting: SCP-2006 is able to change into any form it can imagine, and thereby adjusting all stats to anything it desires ***without limit***. This is a two turn extended action.

Devastation Points



Immunities and Weaknesses

SCP-2006 is immune to all damage while in its energy form.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Swat	Dexterity + 2.7	1*	3D8	Slash	

Description:

SCP-2006 is an anomalous spherical entity roughly 50 centimeters in diameter when in its default state. SCP-2006's stated goal is to cause feelings of fear and/or horror in as many humans as possible. To accomplish this purpose, SCP-2006 possesses the ability to change its shape, mass, volume, density, chemical structure, and voice to any form that it desires. Currently, there is no known way to damage SCP-2006. The extent of its shape-shifting abilities is unknown, and is currently thought to be unlimited.

Though SCP-2006 expresses that its primary intent is to scare as many people as possible, this only extends the first time it encounters a person per interaction. After an initial attempt to frighten an individual or individuals, SCP-2006 will become amicable and often partake in conversation with its previous target.

SCP-2006 may switch its form between any entity it has been previously exposed to, but prefers monsters and villains from low-quality horror films. This is a result of the Foundation conditioning SCP-2006 to believe these entities are truly terrifying to people so it will not adopt any truly terrifying or abstract form that might prove difficult to contain.

Director Notes:

The two primary ways a Director might present players with SCP-2006 offer two incredibly different types of gameplay.

Should a Director present players with SCP-2006 post-containment, players will likely find themselves set with the responsibility of ensuring SCP-2006 continues to believe it is indeed terrifying to people. For such encounters, Directors are advised to do away with dice rolls where possible, instead allowing players to act out their reactions and interactions with SCP-2006. The true challenge of containing and maintaining control over SCP-2006 is acting as though it is terrifying, and putting that in the players' hands (if they feel comfortable with it) makes the session all the more personal.

Alternatively, Directors might present players with SCP-2006 when it is escaped or before containment. In this case, Directors might find the most interesting stories originating from SCP-2006 witnessing the end of some catastrophic encounter which fills the players with terror or dread. In this way, a physical entity embodying that dread might follow the players, forcing them to overcome their fears and bravely stand up to SCP-2006. In doing this, SCP-2006 would assume its new form to no longer be terrifying, prompting it to return to a previous form.

SCP-2057-JP

LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
SAFE

DISRUPTION CLASS:
DARK

RISK CLASS:
CAUTION

"Rehatchlings" is based on SCP-2057-JP by nabes: http://scp-wiki.wikidot.com/SCP-2057-JP





Description:

SCP-2057-JP is an unknown number of baby chicks *(see Addendum 2020/06/10 through the QR link)* numbering 11 currently in Foundation containment. Each chick exhibits no anomalous properties (save for their inability to grow or mature) until time of death. Upon expiration, the expired SCP-2057-JP instance will 'rebirth' into a spherical object. No matter how many objects perceived to be spherical within range, SCP-2057-JP instances will always prioritize spherical objects within line of sight, including everything from molten balls of metal, to human skulls, and even astronomical objects. SCP-2057-JP instances hatched in this way have shown no upper limit to the spherical objects they are capable of inhabiting, but may not inhabit any object smaller than 3.2 centimeters.

After an incubation time equivalent to that of a normal chick, instances of SCP-2057-JP will hatch from their 'egg' as though it were a normal egg. During development, SCP-2057-JP instances digest the nutrients within the object until the exterior proves thin enough for SCP-2057-JP to free itself. SCP-2057-JP chicks emerge with a size proportional to the spherical object in which they developed, and remain at such a size until their expiration. These developing instances will not, however, hatch until the surrounding area reaches environmental conditions suitable to sustaining the life of an average chick.

Director Advice:

SCP-2057-JP poses a very difficult situation from a storytelling standpoint, and might be regarded similarly to such SCP's as 682 or 173, as one of the 'indestructible dangers.' Left as it is and properly maintained, SCP-2057-JP remains a relatively safe creature, but has immense potential danger. With several titanic instances already present in the surface of the moon (and potentially many more in the wild,) SCP-2057-JP can easily be used by well-informed NPC's to drive home in the player's minds the sheer magnitude of the dangers posed to the world by existing SCP's.

If you wish to create a campaign involving SCP-2057-JP, consider exploring the difficulty posed by destroying a creature with such a convoluted means of rebirth, or how the existing threat of such a creature might be reduced by player intervention.

SCP-2265

LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
NEUTRALIZED

"Dinner with Andrew" is based on SCP-2265 by ObserverSeptember: http://scp-wiki.wikidot.com/SCP-2265



Suggested by backer Reload

Description:

SCP-2265 was a localized time-loop affecting a twenty-square meter area of Mario's, a defunct Italian restaurant located in an undisclosed city in California. SCP-2265 was impermeable and self-containing; no items could enter or exit the time loop, including SCP-2265-A and SCP-2265-B. SCP-2265-A and SCP-2265-B are Masahiro Goto and Andrew Verit, two history professors visiting each other before presenting a lecture at a nearby university. During the time period in which SCP-2265 was active, neither SCP-2265-A nor SCP-2265-B were observed to age through the iterations of the loop. Both SCP-2265-A and SCP-2265-B were unaware of any changes in the environment surrounding SCP-2265, perceiving it as being unchanged from its state at the beginning of the time loop. SCP-2265-A demonstrated an awareness of the time loop, its previous iterations, and its inability to exit it; SCP-2265-B did not.

Director Notes:

SCP-2265 itself is neutralized, but the phenomena itself is not. This phenomena holds a number of peoples in a finite time loop, reliving the same time period until such a time that, by unknown circumstances, the phenomena decides to cease.

SCP-2265 poses two distinct possible purposes in a campaign:

Firstly involves NPC's caught in a time loop. In this situation, players encounter SCP-2265 and observe the individuals, unaware of players' presence, discussing things and carrying out the same actions repeatedly. In this instance, Directors might use the situation to have players unravel a mystery surrounding the two characters. Directors using this scenario should consider having the day leading up to the phenomena having some significance to the players' situation. Perhaps SCP-2265 is simply one anomaly that saved several individuals from their city being annihilated, or it guides players to the homes of those trapped within so they might investigate further.

The second possibility is trapping the players within SCP-2265. In this instance, Directors might use the opportunity to progress time, allowing players to play out the time loop once before they all suddenly awaken sometime in the future. Alternatively, the players might be lucid here, made aware of the time loop only by NPC's who repeat the same words and actions over and over at the end of each loop. This scenario forces players to think it through, perhaps trapped until some arbitrary rule is fulfilled, such as a truth coming to the group's attention.

In either scenario, Directors are strongly encouraged to avoid making some characters aware of the time loop while others are 'reset' by it. Unless a player distinctly states otherwise, their involvement in the encounter should not be any less than that of the rest of the party.

SCP-2273

LEVEL 3
CONFIDENTIAL

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
VLAM

RISK CLASS:
WARNING

"Major Alexie Belitrov" is based on SCP-2273 by Agent MacLeod: http://scp-wiki.wikidot.com/SCP-2273



Suggested by backer Jedidiah "slappy" Camden

MAJOR ALEXEI BELITROV

POWER LEVEL: 5

Strength = **5D12**	Dexterity = **1D10 & 3D12**
Health = **5D12**	Intelligence = **3D10 & 1D12**
Perception = **5D12**	Willpower = **5D12**

Physical: 5.8 | *Mental:* 3.7 | *Social:* 2.8

HP: 275

Reaction Defense	Move Speed	Exertion	Actions Per Turn
17.8	3	8	2

Abilities and Anomalous Traits

Use Weapon: Because SCP-2273-1 is a human male with a military history, it is capable of weilding any weapon it is given. Directors should use standard Dexterity + Physical for To-Hit rolls, and treat both Melee and Projectile Multipliers as being **x7**.

260° Vision: Compound-lensed eyes provides SCP-2273 a 270° field of vision and 90° of binocular vision.

Integrated Transceiver: SCP-2773-2 has a fully functional organic radio transceiver capable of transmitting both encrypted and unencrypted audio messages over a wide bandwidth.

Devastation Points



Immunities and Weaknesses

Reduce all incoming damage by 20.

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Punch	Dexterity + 5.8	1*	5D10 + 5D12	Bash	

Description:

SCP-2273 is a 2.1 meter tall humanoid entity believed to be of extra-universal origin that consists of two parts. SCP-2273-1 is believed to be a non-anomalous male human that shares a symbiotic relationship with an anomalous organism, SCP-2273-2. This organism completely covers SCP-2273-1, leaving no epidermis exposed.

SCP-2273-2 appears as a chitinous exoskeleton roughly insectoid in structure, with many features resembling those of the genus musca domestica including compound eyes, a feeding proboscis, and the aforementioned exoskeleton. This exoskeleton appears fused to the body of SCP-2273-1, having their nervous and circulatory systems intertwined. SCP-2273-1 is capable of perceiving through SCP-2273-2 as though its sensory organs were SCP-2273-1's own, and does not appear inhibited by the carapace.

SCP-2273-1 is to be contained in a standard humanoid containment cell with proportions and furniture that can accommodate SCP-2273's large size. SCP-2273 requires approximately 8,000 calories of food each day to remain healthy. SCP-2273 is a sapient anomaly who is to be provided access to music and literature which may be revoked at any time. Additionally, due to accumulating stress and mental illnesses likely related to SCP-2273's time spent as a soldier, ongoing psychiatric care is advised.

Director Notes:

A veteran soldier from another dimension, SCP-2273 offers the opportunity for players to hear how they might not be so different from SCP's.

Directors are advised to use SCP-2273 as a story-telling SCP, and not as a creature for combat. While outfitted for battle, SCP-2273 expresses through its mental illness a fatigue from war, and likely an unwillingness to go back to it. If players press the point, explore SCP-2273's mind with the players. Explore how it feels about conflict as a whole, as well as those who pursue it. SCP-2273 is an opportunity for Directors to present players who have more violent playstyles with a being built for war, but who does not desire it, forcing these players to consider the circumstances and their own actions.

Alternatively, Directors may choose to allow SCP-2273 to fight. In these cases, keep in mind that SCP-2273 is likely to have great advantages against anomalous beings in combat, given that SCP-2273 comes from a universe which underwent a Lifted Veil scenario. In such cases, SCP-2273 might jump to the aid of players who acted kindly to it in the event of a containment breach, or use the presence of less kindly players to facilitate its own escape.

SCP-2999

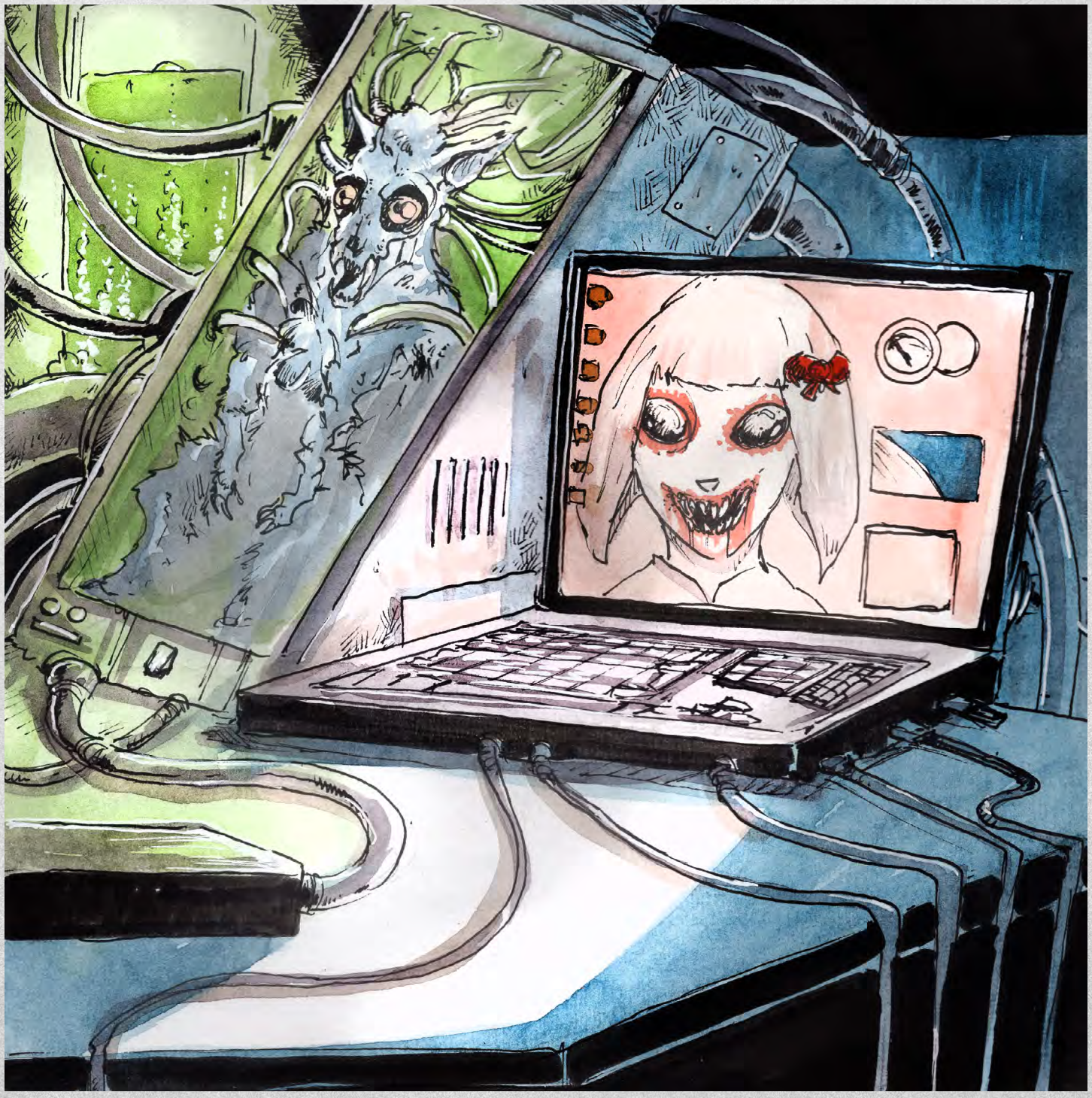
LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
EUCLID

DISRUPTION CLASS:
EKHI

RISK CLASS:
NOTICE

"The Black Cat and the White Rabbit" is based on SCP-2999 by Fantem: http://scp-wiki.wikidot.com/SCP-2999



Suggested by backer J.E.R.



Description:

SCP-2999 is comprised of two entities: SCP-2999-A and SCP-2999-B. SCP-2999-A is a 5.17 KB collection of files stored on a laptop manufactured within the past 5 years as anything older than that supposedly causes SCP-2999-A discomfort. SCP-2999-A is capable of replicating, altering, and adjusting access on any and all files on an affected computer system, taking 24 hours to fully bend any system's internal files to its whims and gaining the ability to lock out any users from accessing the computer's contents, should SCP-2999-A so wish.

SCP-2999-B is a taxidermied, sapient skeleton of a black adolescent house cat. Held together by leather straps, tape, strings, glue, and yarrow, SCP-2999-B has the ability to cause alterations in video equipment, both conscious and unconscious. SCP-2999-B will cause visual distortions in any subject filmed within frame at the same time as SCP-2999-B (a comprehensive list of alterations remains on the full profile available through the QR code.) These changes are unconscious, but SCP-2999-B retains the ability to cause subtitles on live-feed video containing SCP-2999-B to appear and type SCP-2999-B's thoughts. This is the primary means of communication between SCP-2999-B and Foundation staff.

All that is known at present is that SCP-2999-A used anomalous means to reanimate a deceased feline with the personality and memories of one late Foundation personnel, Dr. Stuart Hayward, likely utilizing characters included in its files which are known cognitohazards.

Director Notes:

SCP-2999 is an excellent example of an SCP whose intrigue comes not from its anomalous properties, but from the story behind them. With little information on SCP-2999, players and the foundation are left to wonder the intentions and psychological state behind Dr. Hayward and the A.I. How much of what they say is true? Is this all a ploy by the A.I. and it has controlled the cat this whole time? And why did the cat choose Hayward and act so amicably to begin? The directions their stories can take are limitless, exploring the likely deep wells of knowledge SCP-2999-A holds and coaxing out its true intentions (or being fooled by its cunning tricks.)

Serving as the foil to SCP-2999-A, Dr. Hayward provides an emotional anchor to the players. Players love to latch on to tragic characters, especially those surrounded in mystery, and Dr. Hayward has plenty of mystery and past to offer. Being such a knowledgeable man, he also serves as a resource to Directors, potentially guiding players through the more nuanced anomalous entities found throughout the world.

If a Director takes an interest in SCP-2999 they should consider sending Dr. Hayward with the players early in their journey, to serve as a fragile friend and mentor as they start out.

SCP-3000

LEVEL 5
TOP-SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
EKHI

RISK CLASS:
CRITICAL

"Anantashesha" is based on SCP-3000 by A Random Day, djkaktus and Joreth: http://scp-wiki.wikidot.com/SCP-3000



Suggested by backer Ethan Severson



Description:

SCP-3000 is a massive aquatic entity strongly resembling animals of the Muraenidae family, save for its unfathomable size. The full length of SCP-3000 is impossible to determine, but is hypothesized to be between 600 and 900 kilometers long. The head of SCP-3000 measures roughly 2.5 meters in diameter, and sections of the body proper are as large as 10 meters in diameter. SCP-3000 is typically a sedentary creature, only moving its head in response to certain stimuli or during feeding. The majority of its body is located in and around the Ganges Fan and rarely moves at all outside of feeding and exposure to certain stimuli.

Due to its immense proportions and the difficulty involved in reliably containing such a creature, Foundation personnel patrol the waters above and around SCP-3000 at regular intervals, turning away approaching civilian vehicles at all costs. Should any individual be discovered to have made contact with SCP-3000 without Foundation approval, they are to be contained and quarantined for further evaluation.

SCP-3000 excretes a valuable chemical compound classified as Y-909 (see Addendum 3000.2 through the QR link) through its skin. This viscous, dark grey substance emerges only after consuming prey, and has outstanding amnestic functions. Individuals who directly observe SCP-3000 or come into contact with Y-909 experience inexplicable head pain, paranoia, general fear and panic, and memory loss or alteration.

Director's Notes:

SCP-3000 should not be used as a creature or interactable 'character' in your games. Outwardly it expresses itself as a mindless animal which eerily sits deep beneath the waves, but it spreads dreams, mind-altering chemicals, and long-lasting mental effects to any who interact with it too frequently. With these resources available, a Director could put any number of twists on the story as players experience dreams, hallucinations, and sudden compulsions to act in a certain way as they approach the proximity of SCP-3000.

When utilizing SCP-3000, a Director would do well to warn players that they are approaching something significant, but use the special properties of SCP-3000 to draw the players in. Giving them visions of some leviathan entity, whispering divine words into their ears, or even tying in these dreams to other plots of your story are excellent uses of SCP-3000, though the sheer shock factor of coming face-to-face with such a terrible creature is valuable on its own.

Given the complexity of SCP-3000's ability to interact with PC's, and how shocking making contact with it is, it is advised that Directors regard SCP-3000 as they would a God or mountain. Certainly there are ways to overpower (or even kill) it, but the undertaking is so great that an entire campaign might be needed to do so! When not the center of its own story, SCP-3000 is best used as a catalyst to set events into motion, or to push forward a plot. Dreams and visions are powerful things, and nobody knows the true extent of SCP-3000's intelligence or control over those affected by Y-909.

SCP-3008

LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
VLAM

RISK CLASS:
DANGER

"The Infinite [REDACTED]" is based on SCP-3008 by Mortos: http://scp-wiki.wikidot.com/SCP-3008



STAFF

POWER LEVEL: **2**

Strength = **3D8 & 1D10**	Dexterity = **2D8 & 2D10**
Health = **1D8 & 3D10**	Intelligence = **2D8**
Perception = **3D8**	Willpower = **3D8 & 1D10**

Faceless humanoid that is aggressive towards anyone in store after hours.

Physical: 2.7
Mental: 0.1

HP: 30

Reaction Defense	Move Speed	Exertion	Actions Per Turn
5.5	2	3	2

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Swat	Dexterity + 2.7	1*	3D8 + 1D10	Bash	
Grapple	Dexterity + 2.7	1*	N/A	N/A	See page 43 "Detain" rules

Suggested by backer Andrew Piazza

Description:

SCP-3008 is a large retail unit previously owned by and branded as [REDACTED], a popular furniture retail chain. A person entering SCP-3008 through the main entrance and then passing out of sight of the doors will find themselves translocated to SCP-3008-1. This displacement will typically go unnoticed as no change will occur from the perspective of the victim; they will generally not become aware until they try to return to the entrance.

SCP-3008-1 is a space resembling the inside of an [REDACTED] furniture store, extending far beyond the limits of what could physically be contained within the dimensions of the retail unit. Current measurements indicate an area of at least 10 sq-km with no visible external terminators detected in any direction. Inconclusive results from the use of laser rangefinders has led to the speculation that the space may be infinite.

SCP-3008-1 is inhabited by an unknown number of civilians trapped within prior to containment. Gathered data suggests they have formed a rudimentary civilisation within SCP-3008-1, including the construction of settlements and fortifications for the purpose of defending against SCP-3008-2.

SCP-3008-2 are humanoid entities that exist within SCP-3008-1. While superficially resembling humans they possess exaggerated and inconsistent bodily proportions, often described as being too short or too tall. They possess no facial features and in all observed cases wear a yellow shirt and blue trousers consistent with the [REDACTED] employee uniform.

SCP-3008-1 has a rudimentary day-night cycle, determined by the overhead lighting within the space activating and deactivating at times consistent with the opening and closing times of the original retail store. During the "night" instances of SCP-3008-2 will become violent towards all other lifeforms within SCP-3008-1. During these bouts of violence they have been heard to vocalise phrases in English that are typically variations of "The store is now closed, please exit the building". Once "day" begins SCP-3008-2 instances immediately become passive and begin moving throughout SCP-3008-1 seemingly at random. They are unresponsive to questioning or other verbal cues in this state, though will react violently if attacked.

SCP-3008-1 is known to have one or more exits located within, though these exits do not appear to have a fixed position, making it difficult to leave SCP-3008-1 once inside. Using any other door besides the main entrance to enter the structure or breaking through the walls of the retail unit leads into the non-anomalous interior of the original store.

Director Notes:

SCP-3008-1 is a world of its own with potential countless mysteries. Many peoples from across seemingly endless realities inhabit this space, living night-to-night against the dangers of the Staff and starvation. A reliable means of escape is to date undiscovered. A means of safely surviving every night without fear of the Staff remains nonexistent. SCP-3008 stands as a testament to existential dread without conventional horror, setting characters in a place that remains familiar, yet robs them of the comforts and utilities they have come to rely on.

Directors utilizing SCP-3008 may approach it from any number of angles, three of which will be explored here:

Beginning in the store means bringing a group of varied player characters with wild potential in their backstories together. With each likely coming from a slightly different dimension, players would likely approach each other warily. Directors starting players in SCP-3008-1 are encouraged to plan with their players plot-twists and differing perspectives that might add more spice to interactions as the players learn about each other.

In such a vast realm, any number of things might be lost or hidden. Given the means to detect something, characters who have proven themselves competent might be sent into SCP-3008-1 to retrieve something of vital importance. This could be an opportunity for Directors to cut off players from their lifelines and force them to fend for themselves for a time, or perhaps have them eventually return to an Earth they don't quite recognize.

Concluding a campaign with a trip into SCP-3008-1 means the players came to die, or to face their final challenge in escaping together. With skills and talents built up over their journey, players would need their wits, cooperation, and a good deal of luck to escape SCP-3008-1 without the aid of a randomly-appearing exit. This time in silence, facing unknown peoples and deciding how to approach those in need, presents levelled-up characters with the great final challenge of escape, or find a climactic end.

SCP-3300

LEVEL 2
RESTRICTED

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
KENEQ

RISK CLASS:
CAUTION

"The Rain" is based on SCP-3300 by rumetzen: http://scp-wiki.wikidot.com/SCP-3300



Suggested by backer ItsLemon

Description:

SCP-3300 is an annual event in which the populace of Clear Water, Montana (henceforth SCP-3300-1) disappears and is replaced by a new set of citizens. The SCP-3300 event typically occurs in the mid-portion of June and lasts six to eighteen days. The first 48 hours of each event are marked by a light, continuous rain over the entire city. The rain is stationary and appears regardless of the weather in the surrounding area.

This portion of the event ends when the rain transitions to a severe thunderstorm lasting for the remaining duration of SCP-3300. The interior of an SCP-3300 event past this point has never been observed. Any attempt by the Foundation to explore the event has ended in either a total loss of personnel/equipment, or a failure to even enter the phenomena. Several times, personnel entering SCP-3300 have emerged instantaneously on the other side.

When the SCP-3300 event ends, all previous SCP-3300-1 instances will have been replaced by new iterations with completely new appearances, personalities, and memories, though they will sometimes share traits with previous SCP-3300-1 instances. Additionally, any attempt to discuss the nature of SCP-3300 or the anomalous properties of SCP-3300-1 instances with individuals not native to the town of Clear Water will result in dismissal of the information unless the anomalous properties are brought to their direct attention.

Director Notes:

SCP-3300 as-is poses little interest to players, as it simply ejects or kills outsiders caught within, and restructures anybody native to its area of effect. However, given the seeming ritualistic manner in which SCP-3300 was created (see Addendum through the QR link) Directors might put their own spin on the behavior of SCP-3300.

Perhaps players are presented with the journal provided in the addendum and are tasked with finding the site of the ritual? This would allow players to explore not only the past of SCP-3300, but to understand how (and if) SCP-3300 would react to outsiders investigating it. Or Directors might see some outside force threaten SCP-3300, prompting it to send SCP-3300-1 instances out to fight off the threat, catching civilians in the cross-fire.

Directors are advised to consider the true nature of SCP-3300 and how it might react to external stimuli, giving players some degree of interaction with the phenomena itself.

SCP-3739

LEVEL 4
SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
CERNUNNOS

DISRUPTION CLASS:
EKHI

RISK CLASS:
DANGER

"Mind Milk" is based on SCP-3739 by KindlyTurtleClem and Lt Flops: http://scp-wiki.wikidot.com/SCP-3739



Suggested by backer Trey Adams

Description:

SCP-3739 is a cognitohazardous vector spreading into human perception via hidden advertisements, which target the worldwide paranormal market. SCP-3739 manifests from the human noosphere as the company Moosphere, Incorporated: A gestalt thought-based dairy corporation threatening an impending CK-Class restructuring event.

Moosphere uses microscopy technologies (ordinarily used to transmit images visible only at 300 microns) to produce invasive cognitohazardous catchphrases (designated SCP-3739-1). SCP-3739-1 instances are brand archetypes that anchor themselves onto symbols and signals already embedded in the consciousness of humanity. Transmission occurs when humans are unconscious: SCP-3739's archetypes and its related bovine motifs are only visible in REM sleep.

SCP-3739 displays the ability to physically alter subjects whose subconscious has been infiltrated by the aforementioned symbols and signals which manifest in subjects' minds as advertisements. Notable transformations for afflicted subjects include but are not limited to morphing to resemble a giant, sapient udder; alteration to survive without the cranial casing, permitting cranially-generated milk to be harvested with ease; development of a prehensile cattleprod-like prosthesis from the body.

All subjects afflicted with SCP-3739 will eventually begin to emit milk from the ears, with additional lactation sites appearing as severity progresses.

Director Notes:

SCP-3739's existence relies heavily on a broken-masquerade scenario, such being a canon in which the public is made aware of anomalous entities, and such things become commonplace in everyday culture. Directors intending to use SCP-3739 in their games should make certain their players understand the type of world and setting they find themselves in.

Directors are further encouraged to talk over SCP-3739 with their players before using it. SCP-3739 presents a very unique narrative in the types of developments players can expect, and Directors should ensure everybody involved is accepting of the kinds of themes presented here.

Regarding the use of SCP-3739, Directors should not approach it as the first SCP in a campaign. Being an anomaly centered around the idea of subliminal messaging and the loss of self-control over a long period of time, Directors should sprinkle propaganda from SCP-3739 throughout their game, hinting towards it and giving it a more prevalent role in the story (and the players' lives) as the game progresses.

SCP-3999

LEVEL 6
COSMIC TOP-SECRET

CONTAINMENT CLASS:
ESOTERIC
SECONDARY CLASS:
APOLLYON

DISRUPTION CLASS:
AMIDA

RISK CLASS:
CRITICAL

"I Am At The Center of Everything That Happens To Me" is based on SCP-3999 by LordStonefish: http://scp-wiki.wikidot.com/SCP-3999



NOTICE FROM THE FOUNDATION RECORDS AND INFORMATION SECURITY ADMINISTRATION

The following file contains a virulent infohazard. Due to this, it is imperative that all personnel accessing this file be certified as having a Cognitive Resistance Value (CRV) of no less than 14.5. Should you fail an automated CRV verification, please remain calm and do not move. ~~A member of your site's medical staff~~ Researcher Talloran will be with you shortly.

Description:

SCP-3999 is a benevolent idea. It spreads wisdom and understanding. It is the origin of all good. It is the foundation of the Foundation of the formation of the Foundation the of Foundation of Foundation The foundation the Foundation. The most advisable course of action is for Researcher Talloran, believed to be the focal point of SCP-3999, to remove himself from contact with all human populations to avoid further collateral damage to the Earth and its societies.

Doctor Talloran is to be contained in an unobserved apartment in Reims France. Doctor Talloran is to have his name and location broadcast to the world. Doctor Talloran is to suffer. Doctor Talloran is to enter a spiral of woe. Doctor Talloran is the key. Doctor Talloran must forever live and spread. ~~Researcher Talloran's family is to be summarily executed one by one. The process is to be carried out by trained agents selected from a variety of Mobile Task Forces including MTF Omega-8, MTF Lambda-12, MTF Psi-7, MTF Tau-5, and MTF Iota-10. These agents are to be re-trained in military tactics and Special Weapons and Tactics maneuvers. Agents assigned are to score above 30 on the Hare Psychopathy Checklist.~~

Clarification:

First off, an explanation. SCP-3999 is an ancient creature focused on two things: chaos and Doctor Talloran. The abilities of SCP-3999 lie in destruction. By some unknown means, it causes destruction around it, then warps whatever it has destroyed into something chaotic. It is also an infohazard, corrupting any documents that make mention of it and seemingly rewriting them, even expressing the ability to change the text at-will as its own article directly references the reader. Characters with a Cognitive Resistance level of 14.5 or higher are able to read documents about SCP-3999 with more accuracy.

The other focus of SCP-3999 is one Doctor Talloran. It can be inferred that Doctor Talloran is an individual whom has grappled with SCP-3999 for a great length of time, if any part of the article is to be believed, making Talloran an ancient individual possibly prolonged in life by being tethered to SCP-3999.

Director Notes:

Given the fact that SCP-3999 wrote its own article, there are many directions a Director could turn with this SCP! Whether spun as an actual creature stuck to one Doctor Talloran who exists in your world, or being an infohazard that made up Doctor Talloran as a fictional character to misdirect readers, SCP-3999 poses a great focal point for mystery to be researched by clever players.

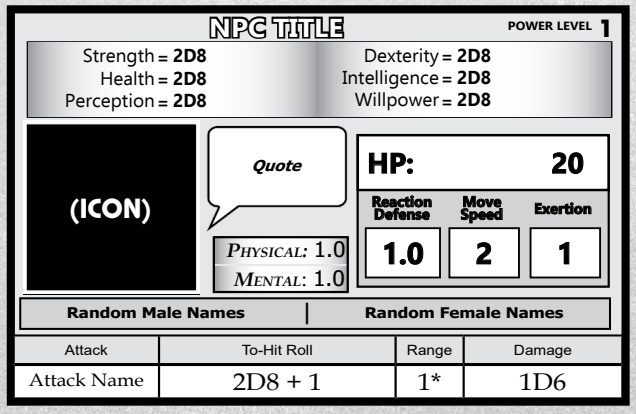
It is advised that use of SCP-3999 be reserved for more experienced players who understand the concept of infohazards and how to work around the dangers they pose to the group's resources. It does, however, also create a new resource for the Director, creating one wizened NPC for the players to interact with, one Doctor Talloran (if he does indeed exist.)

CHAPTER 14: NPC DATA

The following pages contain statistical dossiers of populace commonplace with interactions of Foundation staff (i.e. NPC stats).

Not all NPCs require an entire character sheet. Directors should use a standard character sheet for important NPCs, but random encounters with various characters can be summarized in a smaller format. Please note the following changes.

- NPCs are named via stereotype. This will oversimplify the character, typically by listing a career.
- HP, Reaction Defense, Move Speed, and Damage are not calculated based standard rules. Directors may decide these levels as they see fit when creating their own NPCs
- Charisma and Fate attributes are not used with the NPCs. Directors may simply decide how lucky the character is. Social rolls are not necessary for most NPCs. If a social roll does come into play, use Intellect + Mental (see below).
- Instead of listing all proficiencies, the NPC list only uses Physical and Mental. Treat these two categories as encompassing all proficiency rolls respectively.
- Instead of listing all purchased dice an NPC will have for each Attribute, it will instead list exactly what dice are rolled for that Attribute.
- The NPC Power Level is a rating between 1 and 5 which reflects how good the characters stats are. Typically a 5 star NPC will be harder to defeat in battle.
- Each NPC will list one basic attack in case combat is initiated. To simplify, we will list exactly what to roll for To-Hit and exactly how much damage the attack would deal. *(Attack options for NPC's are simplified so that Directors do not need to incorporate weapon keywords or firearm stances if they so choose.)*
- When Directors need to calculate how much damage a different weapon would deal, assume that the characters Melee and Projectile Multipliers are always 1.



Directors use basic logic when determining Damage Element (Guns = Impale, Punch = Bash, etc.)

ACTOR

POWER LEVEL 3

Strength = **4D8**
Health = **4D8**
Perception = **2D8 & 2D10**
Dexterity = **1D8, 2D10 & 1D12**
Intelligence = **2D8 & 1D10**
Willpower = **3D8**



"Autographs are five credits each."

HP: 48

Reaction Defense	Move Speed	Exertion
6.8	2	1

Physical: 2.4
Mental: 2.8

(Male) Dekker Slade, Max Prowlers | (Female) Gloria Star, Jackie Trinx

Attack	To-Hit Roll	Range	Damage
Punch	2D10 & 1D12 + 2.4	1*	2D8

AMBASSADOR

POWER LEVEL 2

Strength = **3D8**
Health = **3D8**
Perception = **4D8**
Dexterity = **2D8**
Intelligence = **3D8 & 1D10**
Willpower = **2D8 & 1D10**



"I come in peace."

HP: 36

Reaction Defense	Move Speed	Exertion
5.5	2	2

Physical: 1.2
Mental: 3.5

(Male) Consuelo Cruz, Moises Mora | (Female) Mitzi Greene, Marquita Blake

Attack	To-Hit Roll	Range	Damage
Punch	2D8 + 1.2	1*	2D8

ART ENTHUSIAST

POWER LEVEL 3

Strength = **3D8**
Health = **2D8 & 2D10**
Perception = **1D8 & 3D10**
Dexterity = **3D8**
Intelligence = **2D8 & 2D10**
Willpower = **3D8**



"I think I must be cool now."

HP: 38

Reaction Defense	Move Speed	Exertion
6.5	2	1

Physical: 1.9
Mental: 2.5

(Male) Charles Buyer, Blake | (Female) Yevonne Morrison, Alexandria Flowerbed

Attack	To-Hit Roll	Range	Damage
Punch	3D8 + 1.9	1*	3D8

BLACK OPS

POWER LEVEL 5

Strength = **1D8 & 3D10**
Health = **3D10 & 1D12**
Perception = **1D8 & 3D10**
Dexterity = **2D8 & 2D10**
Intelligence = **3D8 & 1D10**
Willpower = **3D10 & 1D12**



"Kept you waiting, huh?"

HP: 75

Reaction Defense	Move Speed	Exertion
15.6	3	4

Physical: 2.9
Mental: 2.5

(Male) Grady Charlton, Ronaldo Osborne | (Female) Gabriela Macleod, Maariyah Morrison

Attack	To-Hit Roll	Range	Damage
AK-47	2D8 & 2D10 + 3.9	15	5D10

BOUNTY HUNTER

POWER LEVEL 5

Strength = **2D8 & 2D10**
Health = **3D8**
Perception = **3D8 & 1D10**
Dexterity = **1D8 & 3D10**
Intelligence = **3D8**
Willpower = **3D8 & 1D10**



"Yeah, I can do that....for money."

HP: 50

Reaction Defense	Move Speed	Exertion
6.5	3	1

Physical: 3.1
Mental: 2.4

(Male) Arthur Blade, Mr. Ex | (Female) Nara Sumas, Tammy Flax

Attack	To-Hit Roll	Range	Damage
Glock 19	3D10 + 3.1	5	5D6

BUSINESSMAN

POWER LEVEL 1

Strength = **3D8**
Health = **3D8**
Perception = **3D8**
Dexterity = **3D8**
Intelligence = **3D8**
Willpower = **3D8**



"Greetings, citizen!"

HP: 32

Reaction Defense	Move Speed	Exertion
7	2	1

Physical: 1.2
Mental: 1.2

(Male) Todd Hudson, Porfirio Goodman | (Female) Lennox Kidd, Bridget Morales

Attack	To-Hit Roll	Range	Damage
Punch	2D6 + 1.2	1*	3D8

CHILD

POWER LEVEL 1

Strength = **2D8**
Health = **2D8**
Perception = **2D8**
Dexterity = **3D8**
Intelligence = **2D8**
Willpower = **2D8**



"Are you my mum?"

HP: 15

Reaction Defense	Move Speed	Exertion
12.3	1	1

Physical: 1.1
Mental: 0.3

(Male) Billy Greenwol, Timmy Smith | (Female) Mary Shire, Jane Hansen

Attack	To-Hit Roll	Range	Damage
Punch	3D8 + 1.1	1*	2D8

COMMANDER

POWER LEVEL 4

Strength = **3D8**
Health = **3D8**
Perception = **1D8 & 3D10**
Dexterity = **2D8 & 2D10**
Intelligence = **1D8 & 3D10**
Willpower = **2D8**



"At ease."

HP: 60

Reaction Defense	Move Speed	Exertion
8.8	3	1

Physical: 2.2
Mental: 2.8

(Male) Abraham Tudor, Titus Snyder | (Female) Luis Parsons, Eder Glenn

Attack	To-Hit Roll	Range	Damage
Lugar	1D8 & 2D10 + 2.2	5	4D6

CONSPIRACY THEORIST

POWER LEVEL 3

Strength = **3D8**
Health = **2D8**
Perception = **1D8 & 3D10 & 1D12**
Dexterity = **3D8 & 1D10**
Intelligence = **1D10 & 3D12**
Willpower = **2D8**



"It's all connected!"

HP: 40

Reaction Defense	Move Speed	Exertion
8.3	2	1

Physical: 2.6
Mental: 4.0

(Male) Marven Snake, George Seeker | (Female) Amy Farsource, Lidia Carter

Attack	To-Hit Roll	Range	Damage
Punch	2D8 &1D6 + 2.6	1*	3D8

COOK

POWER LEVEL 4

Strength = **2D8 & 1D10**
Health = **3D8**
Perception = **3D8**
Dexterity = **4D8**
Intelligence = **3D8**
Willpower = **4D8**



"Of course it's edible!"

HP: 38

Reaction Defense	Move Speed	Exertion
4.5	2	1

Physical: 2.3
Mental: 1.3

(Male) Danny Coleman, Jamie-Lee Blackmore | (Female) Kristy Bloggs, Jace Pritchard

Attack	To-Hit Roll	Range	Damage
Sharp Fork	3D8 + 2.3	1*	4D8

CRIME BOSS

POWER LEVEL 4

Strength = **1D8 & 3D10**
Health = **3D8**
Perception = **2D8 & 1D10**
Dexterity = **2D10**
Intelligence = **1D8 & 3D10**
Willpower = **3D8**



"I'd like to make you an offer you can't refuse."

HP: 80

Reaction Defense	Move Speed	Exertion
9.8	2	2

Physical: 2.6
Mental: 1.9

(Male) Max Esposito, Chester Blood | (Female) Margo Byson, Veronica Python

Attack	To-Hit Roll	Range	Damage
Glock 19	2D10 + 2.6	5	5D6

DOCTOR

POWER LEVEL 4

Strength = **3D8**
Health = **4D10**
Perception = **3D10 & 1D12**
Dexterity = **3D8**
Intelligence = **2D10 & 2D12**
Willpower = **1D8 & 3D10**



"Take two of these and call me."

HP: 60

Reaction Defense	Move Speed	Exertion
12.5	2	4

Physical: 2.2
Mental: 4

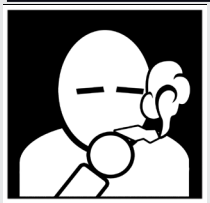
(Male) Rylee Winter, Kendrick Dyer | (Female) Petra Parsons, Lila Leonard

Attack	To-Hit Roll	Range	Damage
Scalpel	3D8 + 2.2	1*	2D6

DRUG ADDICT

POWER LEVEL 2

Strength = **3D8**
Health = **1D8**
Perception = **3D8**
Dexterity = **3D8**
Intelligence = **2D8**
Willpower = **2D8**



"Y'all got any more of that?"

HP: 18

Reaction Defense	Move Speed	Exertion
4.5	2	2

Physical: 2.2
Mental: 0.3

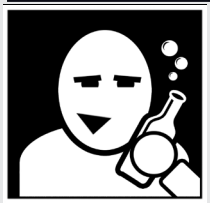
(Male) Sidney Galloway, Myles Rosario | (Female) Christy Leal, Mira Avalos

Attack	To-Hit Roll	Range	Damage
Punch	2D6 + 2.2	1*	3D8

DRUNKEN FOOL

POWER LEVEL 1

Strength = **4D8**
Health = **2D8**
Perception = **2D8**
Dexterity = **1D8**
Intelligence = **2D8**
Willpower = **2D8**



"I could go for a drunk."

HP: 22

Reaction Defense	Move Speed	Exertion
5.5	2	1

Physical: 1.0
Mental: 0.5

(Male) Redd Weathers, Scruffy | (Female) Jane Margol, Rachel White

Attack	To-Hit Roll	Range	Damage
Broken Bottle	2D4 & 2D6 + 1	1*	2D8

ENGINEER

POWER LEVEL 3

Strength = **3D8**
Health = **4D8**
Perception = **4D8**
Dexterity = **4D8**
Intelligence = **1D8 & 3D10**
Willpower = **4D8**



"Hand me that duct tape, would ya?"

HP: 35

Reaction Defense	Move Speed	Exertion
7.5	2	1

Physical: 1.9
Mental: 2.6

(Male) Lukas Carr, Vance Spence | (Female) Rowena Gillespie, Tia Bradford

Attack	To-Hit Roll	Range	Damage
Wrench	3D8 + 1.9	1*	2D8

FARMER

POWER LEVEL 4

Strength = **3D8 & 1D10**
Health = **3D10**
Perception = **2D8 & 2D10**
Dexterity = **3D8**
Intelligence = **4D8**
Willpower = **4D8**



"Lotta history down that road..."

HP: 50

Reaction Defense	Move Speed	Exertion
7.1	2	1

Physical: 3.8
Mental: 1.4

(Male) Brooke O'Gallagher, Wilton Mcgee | (Female) Piper Moore, Jannah Mcguire

Attack	To-Hit Roll	Range	Damage
Pitchfork	3D8 + 3.8	1*	3D10

GANGSTER

POWER LEVEL 3

Strength = **2D8 & 2D10**
Health = **2D8**
Perception = **3D8**
Dexterity = **3D8 & 1D10**
Intelligence = **3D8**
Willpower = **3D8**



"Take the gun, leave the cannoli"

HP: 40

Reaction Defense	Move Speed	Exertion
8.6	2	1

Physical: 2.8
Mental: 0.5

(Male) Bevan Ashton, Davis Lutz | (Female) Ariel O'Connor, Shannon Parkes

Attack	To-Hit Roll	Range	Damage
Glock 19	1D8 & 1D10 + 3.8	5	4D6

GLUTTON

POWER LEVEL 2

Strength = **4D10**
Health = **2D8**
Perception = **2D8**
Dexterity = **2D8**
Intelligence = **3D8**
Willpower = **1D8**



"You gonna finish that?"

HP: 68

Reaction Defense	Move Speed	Exertion
2.5	1	1

Physical: 0.3
Mental: 2.2

(Male) Eman Khan, Manual Alvarado | (Female) Ivie Farrell, Jacqueline Poole

Attack	To-Hit Roll	Range	Damage
Punch	2D4 + 0.3	1*	4D10

GYMNAST

POWER LEVEL 5

Strength = **1D8 & 3D10**
Health = **4D12**
Perception = **2D8 & 2D10**
Dexterity = **3D10 & 1D12**
Intelligence = **2D8 & 1D10**
Willpower = **2D8 & 2D10**



"Look what I can do!"

HP: 75

Reaction Defense	Move Speed	Exertion
8.5	4	3

Physical: 3.5
Mental: 2.4

(Male) Kevin Holloway, Vicente Richmond | (Female) Fox Ellis, Susie Skinner

Attack	To-Hit Roll	Range	Damage
Kick	3D10 & 1D12 + 4.5	1*	4D10

HERMIT

POWER LEVEL 3

Strength = **4D8**
Health = **2D8**
Perception = **4D8**
Dexterity = **3D8**
Intelligence = **3D8**
Willpower = **3D8 & 1D10**



"Nobody's home!"

HP: 35

Reaction Defense	Move Speed	Exertion
5.2	2	1

Physical: 2.6
Mental: 3.2

(Male) Woody Hills, Broderick Yang | (Female) Rachel Ramsey, Barbara Drew

Attack	To-Hit Roll	Range	Damage
Punch	2D8 + 2.6	1*	3D8

HIPPY

POWER LEVEL 3

Strength = **3D8**
Health = **1D8 & 3D10**
Perception = **2D8 & 2D10**
Dexterity = **2D8 & 2D10**
Intelligence = **3D8 & 1D10**
Willpower = **2D8**



"Let's make love, not war, man!"

HP: 40

Reaction Defense	Move Speed	Exertion
5.4	2	1

Physical: 0.6
Mental: 0.4

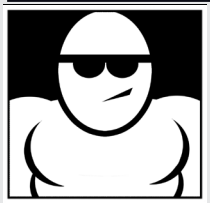
(Male) Sampson Wells, Brian Angels | (Female) Sarah Resterson, Patty Smyth

Attack	To-Hit Roll	Range	Damage
Punch	2D10 + 0.6	1*	3D8

HUNK

POWER LEVEL 4

Strength = **4D12**
Health = **4D10**
Perception = **3D8 & 1D10**
Dexterity = **1D8 & 3D10**
Intelligence = **3D8**
Willpower = **4D8**



"Do you even lift?"

HP: 65

Reaction Defense	Move Speed	Exertion
7.8	3	1

Physical: 4.0
Mental: 0.8

(Male) Abobo Strongarm, Bruno Jacks | (Female) Abby Greene, Lacy Voltsmith

Attack	To-Hit Roll	Range	Damage
Uppercut	3D10 + 3.0	1*	4D12

JANITOR

POWER LEVEL 3

Strength = **1D8 & 3D10**
Health = **3D8**
Perception = **4D8**
Dexterity = **2D8 & 2D10**
Intelligence = **4D8**
Willpower = **3D8 & 1D10**



"..."

HP: 40

Reaction Defense	Move Speed	Exertion
6.2	2	1

Physical: 3.2
Mental: 2.2

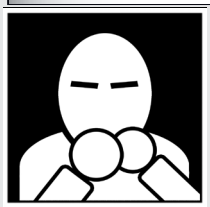
(Male) Nathan Small, Rene Reed | (Female) Betty Montgomery, Emelia Howe

Attack	To-Hit Roll	Range	Damage
Mop	1D8 & 2D10 + 3.2	1*	3D10

LACKEY

POWER LEVEL 2

Strength = **3D8**
Health = **3D8**
Perception = **2D8**
Dexterity = **3D8**
Intelligence = **2D8**
Willpower = **2D8**



"I'm just following orders."

HP: 25

Reaction Defense	Move Speed	Exertion
5.5	2	1

Physical: 1.8
Mental: 0.2

(Male) Jesse Lang, Drake Chang | (Female) Asia Rose, Liana Gregory

Attack	To-Hit Roll	Range	Damage
Punch	3D8 + 1.8	1*	3D8

MEDIA REPORTER

POWER LEVEL 2

Strength = **3D8**
Health = **3D8**
Perception = **2D8**
Dexterity = **3D8**
Intelligence = **3D8 & 1D10**
Willpower = **3D8**



"Can I quote you on that?"

Physical: 0.8
Mental: 2.8

HP: 25

Reaction Defense	Move Speed	Exertion
7.7	2	1

(Male) Nick Bronson, Peter Siggs | (Female) April O'Riley, Helen Thomsons

Attack	To-Hit Roll	Range	Damage
Punch	3D8 & 1D10 + 0.8	1*	3D8

NINJA

POWER LEVEL 5

Strength = **1D8 & 3D10**
Health = **3D10 & 1D12**
Perception = **2D8 & 2D10**
Dexterity = **2D10 & 2D12**
Intelligence = **4D8**
Willpower = **4D10**



"Oops, sorry- Didn't see me there!'

Physical: 4.2
Mental: 3.8

HP: 75

Reaction Defense	Move Speed	Exertion
10.6	3	5

(Male) Rygel Sharps, Zenn Pearcer | (Female) Midnight, Domino Chapman

Attack	To-Hit Roll	Range	Damage
Katana	3D10 & 1D12 + 4.2	1*	5D8

OFFICER

POWER LEVEL 4

Strength = **3D8 & 1D10**
Health = **1D8 & 3D10**
Perception = **2D10 & 2D12**
Dexterity = **3D8 & 1D10**
Intelligence = **3D8 & 1D10**
Willpower = **4D8**



"Sir, step back please."

Physical: 2.0
Mental: 2.3

HP: 50

Reaction Defense	Move Speed	Exertion
12	3	1

(Male) Kiefer Robins, Jeromy Ortega | (Female) Micah Rawlings, Lesley Lambert

Attack	To-Hit Roll	Range	Damage
Glock 19	2D8 & 1D10 + 2	5	6D6

PRIEST

POWER LEVEL 2

Strength = **2D8**
Health = **3D8**
Perception = **3D8 & 1D10**
Dexterity = **2D8**
Intelligence = **4D8**
Willpower = **4D8**



"Fate is more important than Health."

Physical: 1.4
Mental: 2.6

HP: 25

Reaction Defense	Move Speed	Exertion
6.5	2	1

(Male) Paul Ahmed, Dominic Murray | (Female) Mehak Barry, Nola Reeves

Attack	To-Hit Roll	Range	Damage
Punch	2D8 + 1.4	1*	2D8

PRISONER

POWER LEVEL 3

Strength = **3D8 & 1D10**
Health = **2D8 & 2D10**
Perception = **4D8**
Dexterity = **2D8 & 2D10**
Intelligence = **3D8**
Willpower = **3D8 & 1D10**



"What about my phone call?"

Physical: 3.2
Mental: 1.4

HP: 40

Reaction Defense	Move Speed	Exertion
5.5	2	1

(Male) Mylo Dejesus, Santiago Hinton | (Female) Kylie Evans, Denise Phillips

Attack	To-Hit Roll	Range	Damage
Shank	2D8 & 2D10 + 3.2	1*	3D8 + 1D10

PRIVATE DETECTIVE

POWER LEVEL 5

Strength = **2D8 & 2D10**
Health = **4D10**
Perception = **3D10 & 1D12**
Dexterity = **3D10 & 1D12**
Intelligence = **4D8**
Willpower = **4D10**



"Please, don't call me Dick."

Physical: 3.2
Mental: 3.6

HP: 65

Reaction Defense	Move Speed	Exertion
10.2	3	5

(Male) Jason Gold, Peter Ace | (Female) Kasey Burns, Ray Shields

Attack	To-Hit Roll	Range	Damage
M1911	3D10 & 1D12 + 4.2	5	4D10

RACE CAR DRIVER

POWER LEVEL 3

Strength = **2D8**
Health = **3D8**
Perception = **2D8 & 2D10**
Dexterity = **3D8 & 1D10**
Intelligence = **1D8 & 3D10**
Willpower = **3D8 & 1D10**



"Show me your moves!"

Physical: 2.8
Mental: 3.6

HP: 40

Reaction Defense	Move Speed	Exertion
9.4	2	2

(Male) James McCloud, Rick Wheeler | (Female) Jody Summer, Kumiko Getter

Attack	To-Hit Roll	Range	Damage
Punch	3D8 & 1D10 + 2.8	1*	2D8

SCIENTIST

POWER LEVEL 4

Strength = **2D8**
Health = **3D8**
Perception = **2D8 & 2D10**
Dexterity = **4D8**
Intelligence = **4D12**
Willpower = **3D8**



"Trust me, I'm a Scientist."

Physical: 0.5
Mental: 4.6

HP: 35

Reaction Defense	Move Speed	Exertion
12.6	2	1

(Male) Dawson Nunez, Drew Bean | (Female) Jayda Cortes, Stacy Arnold

Attack	To-Hit Roll	Range	Damage
Punch	4D8 + 0.5	1*	2D6

SECRET AGENT

POWER LEVEL 5

Strength = **2D8 & 2D10**
Health = **4D10**
Perception = **2D10 & 2D12**
Dexterity = **4D10**
Intelligence = **3D8 & 1D10**
Willpower = **4D8**



"Stirred, not shaken."

Physical: 3.2
Mental: 3.2

HP: 70

Reaction Defense	Move Speed	Exertion
13.2	3	1

(Male) Markus Coulson, Carter Hooper | (Female) Dayna Storey, Marisol Baxter

Attack	To-Hit Roll	Range	Damage
Silenced PPK	4D10 + 4.8	5	5D6

SHOPKEEPER

POWER LEVEL 5

Strength = **1D8 & 3D10**
Health = **3D8**
Perception = **4D10**
Dexterity = **2D8 & 2D10**
Intelligence = **2D8 & 2D10**
Willpower = **2D8 & 1D10**



"Buy somethin' will ya!"

Physical: 1.6
Mental: 2.7

HP: 85

Reaction Defense	Move Speed	Exertion
13.7	2	2

(Male) Jeffrey Hull, Hyman Ayala | (Female) Reeva Singh, Priscilla Barker

Attack	To-Hit Roll	Range	Damage
Sawed-off Shotgun	1D8 & 2D10 + 3.6	-	5D8

SOLDIER

POWER LEVEL 5

Strength = **3D10 & 1D12**
Health = **2D10 & 2D12**
Perception = **1D8 & 3D10**
Dexterity = **3D10 & 1D12**
Intelligence = **3D8**
Willpower = **4D10**



"SIR! YES, SIR!"

Physical: 3.2
Mental: 3.3

HP: 75

Reaction Defense	Move Speed	Exertion
14.9	3	5

(Male) Rudi Harrison, Brendon Salinas | (Female) Juliette Norton, Heather Kane

Attack	To-Hit Roll	Range	Damage
AK-47	3D10 & 1D12 + 2.2	15	6D8

SURVIVALIST

POWER LEVEL 5

Strength = **1D8 & 3D10**
Health = **2D10 & 2D12**
Perception = **4D12**
Dexterity = **3D10 & 1D12**
Intelligence = **2D8 & 2D10**
Willpower = **1D8 & 3D10**



"Aye, she's a bute!"

Physical: 3.3
Mental: 2.6

HP: 80

Reaction Defense	Move Speed	Exertion
12.5	3	4

(Male) Ryder Sanders, Victor Ward | (Female) Aeryn Griffiths, Cheri Dennis

Attack	To-Hit Roll	Range	Damage
Machete	3D10 & 1D12 + 4.8	1*	6D8

TEENAGER

POWER LEVEL 2

Strength = **3D8**
Health = **2D8**
Perception = **3D8**
Dexterity = **4D8**
Intelligence = **3D8**
Willpower = **2D8**



"You're not my DAD!"

Physical: 1.8
Mental: 1.1

HP: 18

Reaction Defense	Move Speed	Exertion
8.8	3	1

(Male) Fredrik Collier, Sean Andrews | (Female) Trinity Gillespie, Ariel Coleman

Attack	To-Hit Roll	Range	Damage
Skateboard	2D8 & 1D10 + 1.8	1*	4D6

THIEF

POWER LEVEL 4

Strength = **4D8**
Health = **2D8 & 2D10**
Perception = **3D10 & 1D12**
Dexterity = **2D10 & 2D12**
Intelligence = **3D8 & 1D10**
Willpower = **3D8 & 1D10**



"Oops! Didn't mean to bump into you like that."

Physical: 3.7
Mental: 2.3

HP: 55

Reaction Defense	Move Speed	Exertion
12.3	3	1

(Male) Jules Carter, Brenton Gordon | (Female) Kieran Lucas, Eva Gates

Attack	To-Hit Roll	Range	Damage
Survival Knife	2D10 & 2D12 + 5.7	1*	1D8 + 1D6

UNDERGROUND HACKER

POWER LEVEL 2

Strength = **2D8**
Health = **2D8**
Perception = **1D8 & 3D10**
Dexterity = **3D8 & 1D10**
Intelligence = **1D10 & 3D12**
Willpower = **3D8**



"We never forgive. We never forget."

Physical: 0.9
Mental: 3.8

HP: 25

Reaction Defense	Move Speed	Exertion
6.3	2	1

(Male) Ralph Furguson, Que Nargels | (Female) Trixy Bocar, Rose Parker

Attack	To-Hit Roll	Range	Damage
Punch	2D6 & 1D8 + 0.9	1*	2D8

YUPPIE

POWER LEVEL 1

Strength = **2D8**
Health = **4D8**
Perception = **3D8**
Dexterity = **4D8**
Intelligence = **4D8**
Willpower = **3D8**



"You realize that all meat is murder, right?"

Physical: 1.8
Mental: 1.7

HP: 25

Reaction Defense	Move Speed	Exertion
6.4	2	1

(Male) Jake Wyler, Redgie Ray | (Female) Linda Baker, Ashley Goldsmith

Attack	To-Hit Roll	Range	Damage
Slap	2D10 + 1.8	1*	2D8

CHAPTER 15: SITE-093

This chapter provides a sample site for Directors to use and modify as they wish. Site-093 was created along with for the SCP Table-Top Roleplaying Game. Here we will provide you with Site-093 maps, and optional NPC's.

The purpose of Site-093 is initial containment, meaning that anomalies are first brought to Site-093, studied, and then transported to a more appropriate Site. This will work well in a role-playing setting as it will expose your players to a wide variety of situations and SCP classifications.

QR Link for high resolution maps
Or visit:
tinyurl.com/SITE093

On the opposite page you will see the base map to Site-093. Directors can expand the size and scope of Site-093 by creating additional floors. Not every floor would require a detailed map. Directors could say that one floor is full of personnel quarters, another be all SCP Containment cells, or even an entire entertainment floor. (see the following page for an optional floor you may add). It is up to the Director as to the location of Site-093. It could be disguised as a prison, deep in the heart of a city, or tucked away in a ghost town. Directors may include the Outdoor Base Camp map if they would like to expand the scope and size of Site-093. The basecamp map is a large compound hidden away in a mountainous dessert. It is entirely up to the Director how large they would like their Site to be, it's purpose, and location.



Site-093 Outdoor Base Camp (sky view)

Site-093 Indoor (Floor 1)



Site-093 Outdoor Base Camp (top view)

Site-093 Indoor (Sub-Level 1)



Site-093 Lounge (Sub-Level 1)

The following pages will list several NPCs that Directors are free to use within Site-093. These NPCs will list simplified stats and a brief description about the character. Directors are free to utilize as many or as few of these characters as they please.

- Site-093 NPCs will list the following notes to help Directors
    - **Common locations:** Places that the NPC is commonly found at.
    - **Motivations/Personality:** General notes about the nature of the NPC and what drives them.
    - **Backstory:** A brief history about how the NPC ended up working at Site-093, and where they came from.

- Charisma and Fate attributes are not used with the NPCs. Directors may simply decide how lucky the character is. Social rolls are not necessary for most NPCs. If a social roll does come into play, use Intellect + Mental (see below).
- Instead of listing all proficiencies, the NPC list uses Physical, Mental, and Social. Treat these categories as encompassing all proficiency rolls respectively.
- Instead of listing all purchased dice an NPC will have for each Attribute, it will instead list exactly what dice are rolled for that Attribute.
- Each NPC will list one basic attack in case combat is initiated. To simplify, we will list exactly what to roll for To-Hit and exactly how much damage the attack would deal. *(Attack options for NPC's are simplified so that Directors do not need to incorporate weapon keywords or firearm stances if they so choose.)*
- When Directors need to calculate how much damage a different weapon would deal, assume that the characters Melee and Projectile Multipliers are always 1.



ALEXANDER WASHINGTON

Strength = **2D8 & 1D10**	Dexterity = **3D8 & 1D10**
Health = **4D8**	Intelligence = **3D8 & 1D10**
Perception = **3D8**	Willpower = **4D8**

Age: 22

Staff Title: Security Officer

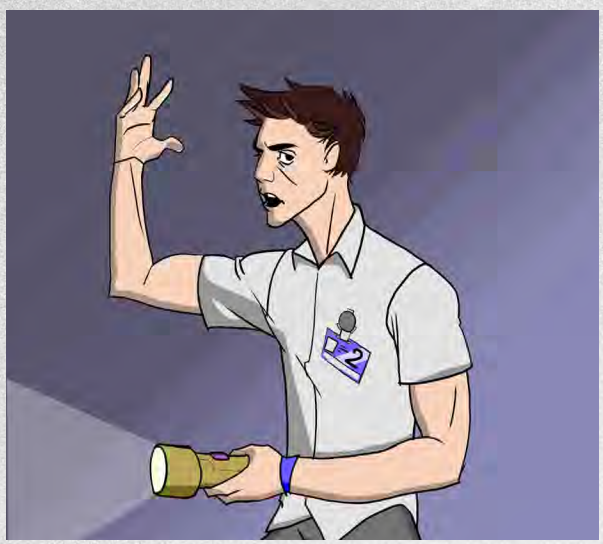
SCP — Secure. Contain. Protect. — Security Level 2 — Merit Count

HP: 32

Reaction Defense	Move Speed	Exertion
3.4	2	1

Physical: 3.5 ***Mental:*** 2.4 ***Social:*** 2.6

Attack	To-Hit Roll	Range	Damage
Glock 17	Dexterity + 2.5	5	2D6+1D8+3



ALEXANDER WASHINGTON

Strength = **2D8 & 1D10**	Dexterity = **3D8 & 1D10**
Health = **4D8**	Intelligence = **3D8 & 1D10**
Perception = **3D8**	Willpower = **4D8**

Age: 22

Staff Title: Security Officer



HP: 32

Reaction Defense	Move Speed	Exertion
3.4	2	1

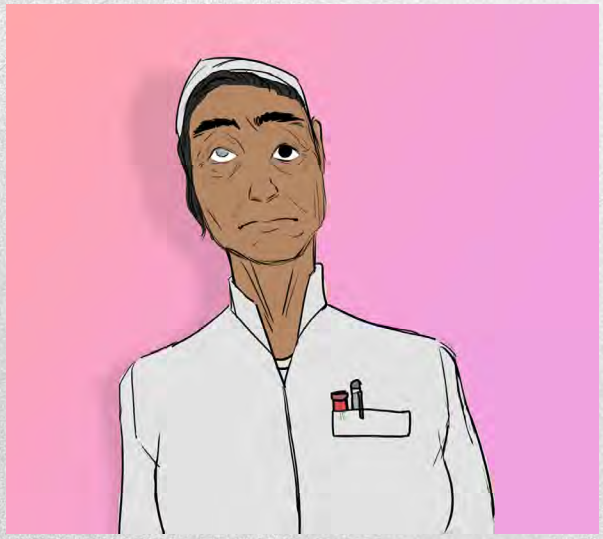
Physical: 3.5 | ***Mental:*** 2.4 | ***Social:*** 2.6

Attack	To-Hit Roll	Range	Damage
Glock 17	Dexterity + 2.5	5	2D6+1D8+3

Common locations: Lunchroom, Security Checkpoint B, or avoiding staff in Weapons Storage

Motivations/Personality: Alex always seems to be tired and bored. Alex speaks sarcastically quite often and gives the impression that everything is a hassle and inconvenience. Although he usually is good at whatever task is assigned to him, it doesn't stop him from whining or expressing his frustration with his job. When Alex is around Annabelle Spudis, his attitude changes to become quiet, respectful, and submissive.

Backstory: Alexander is a newer staff member who was transferred from Site-551 five months ago. He was transferred due to an argument with the Sites' Director of Task Forces which led to a physical altercation.



DR. MEI CHEN

Strength = **3D8**	Dexterity = **2D8 & 1D10**
Health = **2D8 & 2D10**	Intelligence = **1D8 & 3D10**
Perception = **2D8**	Willpower = **3D8**

Age: 54

Staff Title: Chief Medical Officer



HP: 32

Reaction Defense	Move Speed	Exertion
7.8	2	1

Physical: 1.2 | ***Mental:*** 4.2 | ***Social:*** 2.7

Attack	To-Hit Roll	Range	Damage
Scalpel	Dexterity + 1.2	1*	1D6+1D8

Common locations: Medical, Research/Computer Lab, and ICHC Lab
Motivations/Personality: Dr. Chen still proves herself a notable asset to Foundation staff and research but this line of work has taken its toll. Mei's only visible abnormality being her clouded right eye, of which she is legally blind in.
Backstory: Dr. Chen was recruited by the Foundation 31 years ago as a graduate student for her exceptional accolades and work ethic. Dr. Chen exhibited anomalous traits after experiencing her first containment breach after SCP-[REDACTED] escaped its cell. Dr. Chen attempted to treat SCP-[REDACTED]'s wounds, but was attacked by it, having her right eye sustain irreversible damage in the process. SCP-[REDACTED] later succumbed to its wounds and a new SCP was assigned the designation. Dr. Chen now experiences intermittent trances in the presence of anomalous organic material and will attempt to consume it. Upon entering this trance, she will only break free from it with a Willpower + Mental roll difficulty 18. While Dr. Chen expresses herself as a non-anomalous individual, she has agreed to be continuously monitored for fear of her encountering organic tissue which might trigger a trance state.

ANDRE CHAPPEL

Strength = **2D8 & 2D10**	Dexterity = **2D8 & 2D10**
Health = **3D8**	Intelligence = **3D8**
Perception = **2D8 & 2D10**	Willpower = **3D8 & 1D10**

Age: 38

Staff Title: Janitor



HP: 29

Reaction Defense	Move Speed	Exertion
5.8	2	1

Physical: 3.8 | ***Mental:*** 1.9 | ***Social:*** 0.6

Attack	To-Hit Roll	Range	Damage
Mop	Dexterity + 3.8	1*	1D10 +2D8



Common locations: Often found in Maintenance or outside smoking Gauloises brand cigarettes, but Andre roams the entire facility.

Motivations/Personality: Andre is a careful man, he double and triple checks everything he does under the Foundation.

Backstory: Andre has been with Site-093 for about ten years now, and knows the staff very well. He's a quiet man and does not like to be distracted while performing duties, however if you catch him on a smoke break he will become quite talkative. First impressions of Andre give off that he is grumpy and rude, however once players warm up to him, they will notice he is a very kind and humble person.

ANNABELLE 'IGNIS' SPUDIS

Strength = **4D8**	Dexterity = **3D8 & 1D10**
Health = **3D8 & 1D10**	Intelligence = **4D10**
Perception = **3D8 & 1D10**	Willpower = **3D8 & 1D10**

Age: 37

Staff Title: Chief Security Officer

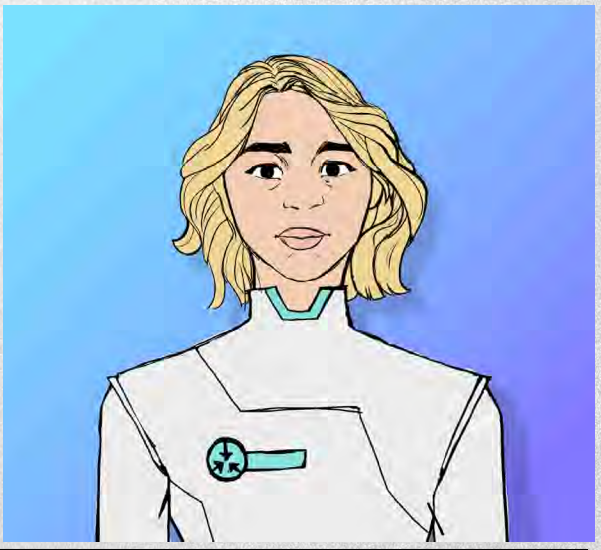


HP: 35

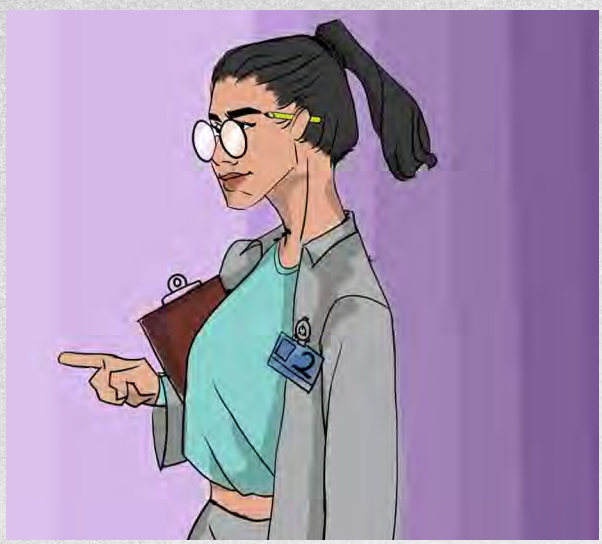
Reaction Defense	Move Speed	Exertion
3.4	2	1

Physical: 1.8 | ***Mental:*** 3.1 | ***Social:*** 1.7

Attack	To-Hit Roll	Range	Damage
C96	Dexterity + 1.8	5	7D8



Common Locations: Subterranean Keter Containment Chambers, Various Security Checkpoints
Motivations/Personality: A once-abrasive woman, now stone-faced and resolute in her duties, Chief Security Officer Spudis oversees enforcement of security and safety over Site-093 with an iron fist.
Backstory: Having a background in solo metalworking (in which time she came into contact with a classified anomalous material) Chief Security Officer Spudis was taken in as an engineer under Foundation control until she transferred over to security where she aids security staff in utilizing the most advanced pacification equipment available to the Foundation. She is not permitted to leave Site-093 however, as prolonged periods of time away from Site-093 result in Spudis returning to the violent outbursts common to her before she began working under Director Cage.



EMILY SCHWARTZKOPF

Strength = **3D8 & 1D10**	Dexterity = **4D8**
Health = **3D8 & 1D10**	Intelligence = **1D8 & 3D10**
Perception = **2D8**	Willpower = **3D8 & 1D10**

Age: 31

Staff Title: Scientist/ Researcher



HP: 40

Reaction Defense	Move Speed	Exertion
7.1	2	1

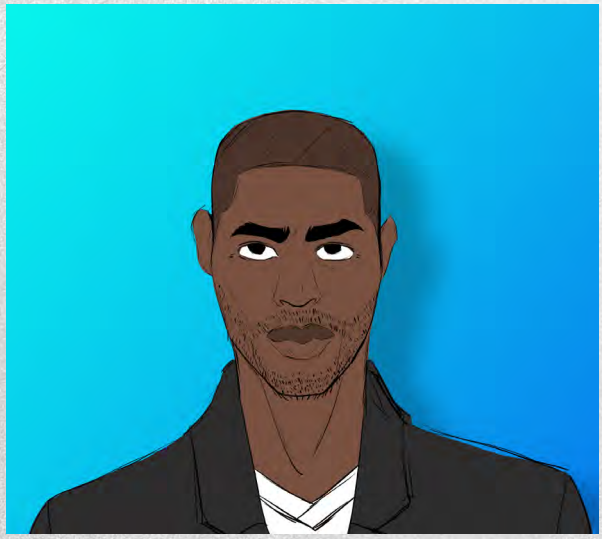
Physical: 1.4 | ***Mental:*** 4.1 | ***Social:*** 2.2

Attack	To-Hit Roll	Range	Damage
Walther PPK	Dexterity + 2.4	5	1D6+1D8

Common locations: All Lab locations, Directors Office and ICHC Holding Cells

Motivations/Personality: Emily is a little rough around the edges, and is very hasty when performing tasks. She does not like to be interrupted and usually only talks with someone while walking from one location to another. Although not guilty of misdoings, Emily is jumpy and easily startled. She is quite unsatisfied working at Site-093, and often argues with the Site Director.

Backstory: Emily used to work at Site-[REDACTED] where she fell fond of SCP-999. Due to a human resources issue she was reassigned to Site-093 last year. She misses SCP-999 and will become upset if the topic comes up.



CLAUS DEW

Strength = **1D8 & 3D10**	Dexterity = **4D10**
Health = **4D10**	Intelligence = **2D8 & 2D10**
Perception = **3D10 & 1D12**	Willpower = **4D10**

Age: 48

Staff Title: Director of Task Forces



HP: 50

Reaction Defense	Move Speed	Exertion
8.9	2	1

Physical: 3.6 | ***Mental:*** 3.9 | ***Social:*** 4.6

Attack	To-Hit Roll	Range	Damage
Desert Eagle	Dexterity + 1.6	5	5D12+10

Common locations: Director of Task Forces Office, Task Forces Station, and the Security Office

Motivations/Personality: Claus Dew is very approachable and charismatic. Do not mistake his friendliness for weakness, however. When push comes to shove Dew will shove hard. When dealing with combat scenarios, his demeanor changes to quiet and focused.

Backstory: Fifteen years ago Claus Dew became inadvertently involved in event C-9934-B. Upon attempting amnestic doses, Dew escaped Foundation custody and was hunted down by MTF and sustained life-threatening injuries. He was taken back to Site-093 where his wounds were treated and he was reassigned as D-Class. Agent Fallow promoted him to C-Class one year later and he proved an extremely valuable asset to the Foundation. Two years after his promotion he was promoted again as the Director of Task Forces. Dew exceeds most in stealth-based combat and working under pressure.

DERIK BURRILL

Strength = **3D8 & 1D10**	Dexterity = **1D8 & 3D10**
Health = **4D10**	Intelligence = **2D10 & 2D12**
Perception = **3D8 & 1D10**	Willpower = **4D8**

Age: 26

Staff Title: Chief Science Officer



HP: 68

Reaction Defense	Move Speed	Exertion
8.3	2	1

Physical: 2.3 | ***Mental:*** 5.3 | ***Social:*** 0.1

Attack	To-Hit Roll	Range	Damage
MP-40	Dexterity + 4.3	10	5D8+4D6



Common Locations: All On-Site Labs, Executive Meeting Room, Site-093 Lawn

Motivations/Personality: Timid and neurotic, Chief Science Officer Derik Burrill applies his broad understanding of the sciences to further Site-093's research. In the early part of his career Derik was very introverted. Regular talks with Director Cage led Dr. Burrill to express heightened confidence in the workplace. He is now speaking and acting with outstanding competence while performing his duties. Due to several mental illnesses stemming from a psychotic break following contact with a now-neutralized anomalous entity, Dr. Burrill is permitted access to a service animal *(a blonde labrador retriever named Liam.)*

Backstory: While knowledgable in all sciences, Dr. Burrill expresses a great fondness for geology and has identified the material composition of many SCP objects. Due to a severe case of chronic kleptomania, Dr. Burrill's person is to be searched for materials and lab equipment whenever he exits a testing facility.

EMERIC CAGE

Strength = **4D8**	Dexterity = **4D8**
Health = **4D8**	Intelligence = **3D10 & 1D12**
Perception = **4D10**	Willpower = **2D10 & 2D12**

Age: 39

Staff Title: Site 93 Director



HP: 37

Reaction Defense	Move Speed	Exertion
11.5	2	4

Physical: 3.1 | ***Mental:*** 3.5 | ***Social:*** 4.1

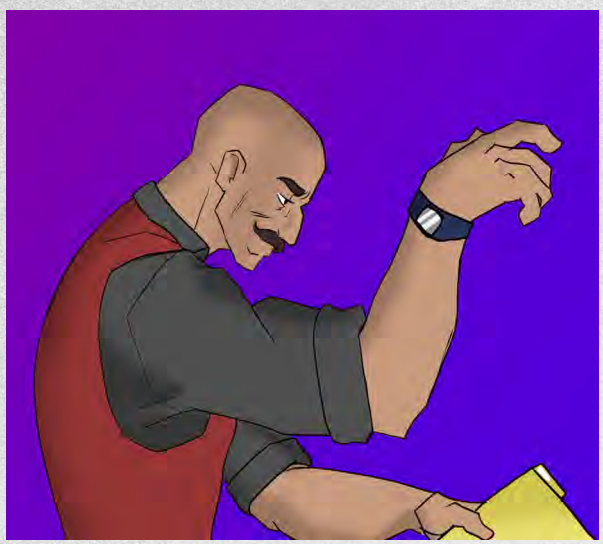
Attack	To-Hit Roll	Range	Damage
Phazer	Dexterity + 2.1	5	7D8



Common Locations: Director's Office, Lunch Room, Restrooms, Executive Meeting Rooms

Motivations/Personality: A kindly, cool-tempered man who matches every situation with an eerily calm smile, Director Cage prioritizes the wellbeing and attitudes of his people above all else. He often knows just what to say and who to talk to, to diffuse a situation, giving near-inhumane levels of discipline to the unruly and awarding the well-mannered with comfort and joy.

Backstory: Previously the leader of MTF unit Ice Breakers, Director Cage is a master of interpersonal communications, even with anomalous entities who prove difficult for others to communicate with. He was appointed as director of Site-093 after recovering from a classified injury. He may not leave Site-093. All other information regarding Site Director Cage is confidential, including alleged anomalous properties.



GAËL LUCIEN

Strength = **1D10 & 3D12**	Dexterity = **3D8 & 1D10**
Health = **2D10 & 2D12**	Intelligence = **3D8 & 1D10**
Perception = **4D8**	Willpower = **3D10 & 1D12**

Age: 35

Staff Title: Security Officer



HP: 82

Reaction Defense	Move Speed	Exertion
5.8	2	4

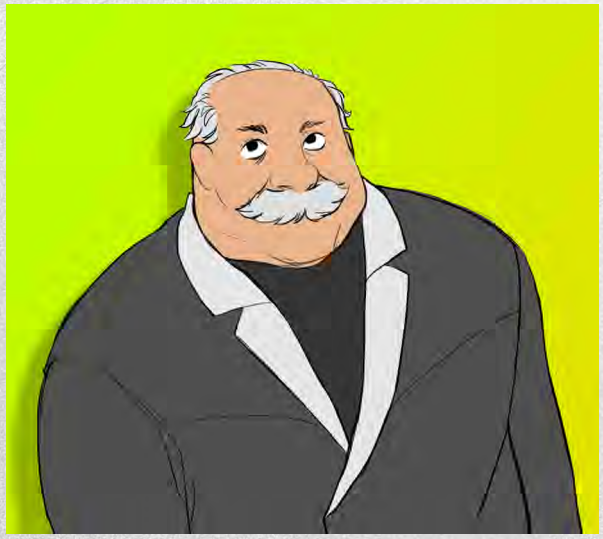
Physical: 4.8 | ***Mental:*** 2.4 | ***Social:*** 1.0

Attack	To-Hit Roll	Range	Damage
M16	Dexterity + 2.8	15	4D8+1D10+6

Common locations: Security Office, Security Checkpoint #1, Security Booth

Motivations/Personality: It's never difficult to locate Gaël due to his prominent voice and aggressive attitude.

Backstory: Gaël used to serve for the Légion Étrangère before being recruited by the SCP foundation. This is the extent of knowledge the Foundation has on him. Gael does not talk about his past whatsoever. When questioned about his life before the Foundation, he becomes hyper aggressive. This has led to several outbursts when dealing with HR and curious staff members. Gaël is very skilled at dealing with SCP containment breaches. So far he is directly responsible for handling seven situations involving escaped anomalies, and in three of these occasions Gaël controlled the situation single-handedly.



JAMES LEMON

Strength = **3D8 & 1D10**	Dexterity = **3D8**
Health = **3D8**	Intelligence = **3D8 & 1D10**
Perception = **3D8 & 1D10**	Willpower = **2D8**

Age: 44

Staff Title: Chief Maintenance Officer



HP: 39

Reaction Defense	Move Speed	Exertion
3.7	2	1

Physical: 1.4 | ***Mental:*** 1.7 | ***Social:*** 2.2

Attack	To-Hit Roll	Range	Damage
Crowbar	Dexterity - 0.6	1*	1D12+1D10

Common Locations: Lunch Room, Containment Facilities, Site-093 Wrestling Club

Motivations/Personality: A man once noted for lacking any work ethic or decency, Chief Maintenance Officer James Lemon showed the most remarkable improvement since the arrival of Site Director Cage. While still noted for poor health and laziness, Lemon now performs reliably and remarkably. Most noted for his exceptional understanding of several highly-complicated anomalous structures at Site-093, Chief Maintenance Officer Lemon has reduced the cost of upkeep of these structures in his time at Site-093.

Backstory: Having an outstanding natural resistance to memetic and mind-altering effects, Lemon provides remarkable service in working in close proximity to anomalous entities. Lemon shows signs of severe alcoholism, which led Dr. Chan to banning him from operating all vehicles without a breathalyzer test.

JANNET BROWNELL

Strength = **3D8 & 1D10**	Dexterity = **2D8 & 2D10**
Health = **4D10**	Intelligence = **1D8 & 3D12**
Perception = **4D10**	Willpower = **3D8 & 1D10**

Age: 38

Staff Title: Ethics Council



HP: 44

Reaction Defense	Move Speed	Exertion
13.9	2	2

Physical: 2.8 | ***Mental:*** 3.9 | ***Social:*** 2.8

Attack	To-Hit Roll	Range	Damage
C96	Dexterity + 3.8	5	8D8



Common locations: Human Resources, Directors Office, Security Office, Director of Task Forces Office.

Motivations/Personality: Jannet has a stark personality and often forces her opinions upon others, though she is not without compassion. Most discover that her strict ways are will save lives if followed correctly.

Backstory: Ten years ago, Jannet Brownell used to be the Director of Site-[REDACTED]. After three years of service, she was promoted into the Ethics Council where she has remained ever since. While she is responsible for overseeing half a dozen sites, she often visits Site-093. Although her primary position is that of ethical administration, Jannet also performs duties similar to that of Site Director. Early on, Emeric Cage was annoyed by this behavior but soon realized that her assistance was helpful and didn't extremely overstep her bounds. Now he welcomes her arrival.

JOHAN MATSON

Strength = **1D8 & 3D10**	Dexterity = **1D10 & 3D12**
Health = **2D8 & 2D10**	Intelligence = **2D8 & 2D10**
Perception = **3D8 & 1D10**	Willpower = **3D8 & 1D10**

Age: 32

Staff Title: Security Officer



HP: 49

Reaction Defense	Move Speed	Exertion
9.4	5	2

Physical: 3.4 | ***Mental:*** 3.4 | ***Social:*** 2.9

Attack	To-Hit Roll	Range	Damage
Black Eagle	Dexterity + 3.4	-	7D6



Common locations: Security Checkpoint #2, Security Booth, Weapons Storage

Motivations/Personality: Johan seems to keep to himself. He has a quiet deep voice and speaks slowly. He often seems lost in his own thoughts. Although he can come across as friendly to your face, he is renown for talking badly of nearly every co-worker behind their backs.

Backstory: Johan Matson was transferred from Site-[REDACTED] and has been with Site-093 for eight months. Foundation records of Matson display no exceptional incidents.



JUSTIN ROBERT YOUNG

Strength = **3D10 & 1D12**	Dexterity = **4D10**
Health = **2D8 & 2D10**	Intelligence = **4D10**
Perception = **1D10 & 2D12**	Willpower = **2D8 & 2D10**

Age: 39

Staff Title: D-Class Prisoner



HP: 54

Reaction Defense	Move Speed	Exertion
10.3	2	3

Physical: 2.9 | ***Mental:*** 3.3 | ***Social:*** 3.7

Attack	To-Hit Roll	Range	Damage
Punch	Dexterity + 2.4	1*	3D10+1D12

Common locations: D-Class Cell #5
Motivations/Personality: Justin is contempt at being a D-Class and hopes someday to join the Foundation staff as a proper worker. He has a booming, charismatic voice and loves to talk about a variety of things, but takes particular interest in paranormal and political topics. Justin will never miss an opportunity to promote his *Patreon*, even though he's been in custody for well over six months.
Backstory: While investigating a paranormal event for his new podcast, Justin saw too much and was taken back to Site-093 for amnestic treatments. However before amnestics could be administered, Justin negotiated to be taken in as D-Class in exchange for not having his memories tampered with. While this certainly is not standard procedure within the Foundation, the deal was made because Justin said he knew the locations of several other anomalous objects. Director Fallow vehemently disagrees with promoting Justin to C-Class either due to his popularity or the fact that Justin assaulted him on their first encounter.



MICHELLE CRUES

Strength = **3D8 & 1D10**	Dexterity = **3D8 & 1D10**
Health = **1D8 & 3D10**	Intelligence = **1D10 & 3D12**
Perception = **2D10 & 2D12**	Willpower = **1D8 & 3D10**

Age: 44

Staff Title: Researcher



HP: 35

Reaction Defense	Move Speed	Exertion
13.6	2	5

Physical: 2.0 | ***Mental:*** 3.6 | ***Social:*** 2.3

Attack	To-Hit Roll	Range	Damage
Glock 17	Dexterity + 2.0	5	2D6+1D8+3

Common locations: Research Lab, Large Testing Lab
Motivations/Personality: Michelle is a kind man who keeps himself busy in his work. He only becomes talkative when scientific subjects arise.
Backstory: Michelle used to be a professor at [REDACTED] and was noticed by the Foundation for his vast knowledge of all sciences, and was recruited twelve years ago. Not much shocks Michelle. When introduced to the world of anomalous SCPs Michelle seemed unfazed, almost as if he expected such an orginization would exist. He maintains a calm composure even in the most terrifying and stressful situations.

SEAN FALLOW

Strength = **4D8**	Dexterity = **4D8**
Health = **2D8 & 2D10**	Intelligence = **4D10**
Perception = **3D8 & 1D10**	Willpower = **2D10 & 2D12**

Age: 62

Staff Title: Human Resources Director



HP: 44

Reaction Defense	Move Speed	Exertion
8.1	2	5

Physical: 2.2 | ***Mental:*** 3.1 | ***Social:*** 4.8

Attack	To-Hit Roll	Range	Damage
Cane	Dexterity + 2.2	1*	1D10 +1D8



Common Locations: Site-093 Recreation Facilities, Medical, Human Resources, Humanoid Containment Facilities

Motivations/Personality: Aged, weathered, and pensive, Personnel Director Rev. Sean Fallow guides the hearts and minds of Site-093 personnel to ensure their spiritual needs are met. A former squad member of Director Cage when they worked in an MTF unit together, Rev. Fallow's experience proves essential in easing the minds of those pressured and stressed by daily life working under the Foundation. Rev. Fallow occasionally attempts accessing personnel files and gather unnecessary gossip about personnel stationed at Site-093, and is often reprimanded for said behavior.

Backstory: Having worked as a priest for some years before recruitment to the Foundation, Rev. Fallow has expressed several minor anomalous traits since his childhood, including but not limited to an exceptional talent for soothing animals, and a mild ability to manipulate humans.



CHAOS INSURGENT

Strength = **1D8 & 3D10**	Dexterity = **2D8 & 2D10**
Health = **3D10 & 1D12**	Intelligence = **3D8 & 1D10**
Perception = **1D8 & 3D10**	Willpower = **3D10 & 1D12**

Age: 31

Staff Title: Chaos Insurgent



HP: 40

Reaction Defense	Move Speed	Exertion
7.6	2	4

Physical: 2.7 | ***Mental:*** 2.6 | ***Social:*** 1.1

Attack	To-Hit Roll	Range	Damage
M4A1	Dexterity + 0.7	5	4D6+3D8



D-RANK PERSONELL

Strength = **3D8 & 1D10**	Dexterity = **2D2 & 2D10**
Health = **2D8 & 2D10**	Intelligence = **4D8**
Perception = **4D8**	Willpower = **3D8 & 1D10**

Age: --

Staff Title: D-Class Prisoner



HP: 44

Reaction Defense	Move Speed	Exertion
8.9	2	2

Physical: 3.6 | ***Mental:*** 1.5 | ***Social:*** 1.7

Attack	To-Hit Roll	Range	Damage
Punch	Dexterity + 3.6	1*	2D8+1D10

CHAPTER 16:
THE BLACK GLASS LABYRINTH

This chapter provides one sample adventure. *The Black Glass Labyrinth*.
Directors are free to use it as a starting off point for their campaign as they are designed for fresh new characters. This chapter is for Directors eyes only! If you are a PC, do not continue to read this section as it will contain spoilers.

The Black Glass Labyrinth created by Rob Leigh
(Additional editing by Jason Keech)

This scenario is an introduction to the SCP RPG. It is intended to guide players and Directors through a typical Secure operation (if there is a typical example of such a thing). In this scenario the PCs are sent to retrieve an anomalous object that has appeared in a remote farming community and now threatens the local inhabitants.

Director Overview

Do not give away information: unanswered questions are a big part of the SCP Foundation.

The following information is for the Director when running this scenario. While this information is presented to give a complete understanding of the situation, Directors should be mindful that the PCs must work out the situation on their own. Never fully explain what the object is, or what it is doing. Let them draw their own conclusions and do not correct them if they are wrong.

Scenario Background

Twelve hours ago something crashed into the earth outside Langwood, a remote farming community in northern Kansas. The local authorities mistakenly believed it was a plane crash and responded as such, cordoning off the area and sending a rescue team to look for survivors. A short time later members of the team returned, injured and relating stories of people becoming catatonic while others turned on each other in fits of violence. Luckily an embedded agent in the local police force heard these reports and notified the Foundation. A team has been dispatched: the PCs.

Whatever crashed was not an airplane. It's origins are largely unimportant; what is important is its cargo: an anomalous object which survived the impact and is the focus of this scenario. The anomalous object is a sophisticated prison containing a hostile thought pattern entity. Damaged in the crash, the object has initiated an emergency protocol which allows it to use nearby humans as 'buffers' to contain the entity. It can use up to five people at a time as these buffers, rendering them semi-catatonic while their minds are uploaded to the object, and forced to play a deadly game of cat-and-mouse in a mental labyrinth with the entity. This labyrinth is a virtual world that exists in the mind. It's purpose is to keep the entity within distracted by chasing the buffers.

Optional: Upon receiving damage from the crash, the object sent out a psychic wave that spread out for miles. This signal randomly targeted five humans and compelled them to travel out to the crash site. Directors could have some or all the PCs start off residents of the town, who are seeking a lost relative. The relative could be one of the buffers the object reached out for. Then perhaps the PC sees a news broadcast about the plane crash and notice their relative wandering in the area. If the Director chooses to use this plot element, it could be a great way to introduce the character into a new job with the Foundation.

Due to the damage to the object, the thought pattern can escape for a short time by possessing one of the bodies of a catatonic victim (in the virtual labyrinth the entity catches a buffer, allowing it to possess a victim). During this time the possessed human attacks anyone nearby and moves in a way that is entirely inhuman. If the host body is killed the thought pattern is driven back into the object. Should the object run out of nearby humans to use as buffers the thought pattern may be able to escape containment entirely.

Even though the entity within is a "thought pattern," upon escaping containment it is able to take on a more physical form. This form is extremely deadly and could easily kill the entire party. The object is designed to prevent the entity from escaping, and in this emergency situation the rudimentary A.I. within the object deemed it necessary to psychically bond with five nearby humans and use their complex brainwaves to maintain the entity within it's prison.

The A.I. within the device is not intelligent enough to convey any of it's intent. It is simply carrying out its programming. *By the end of the adventure, your players should have a vague idea about these circumstances, but most of the background to this situation should remain confusing and unexplained. Directors should have a general understanding about the fundamentals of the situation, but can freely change any or all aspects to whatever they feel like.*

The Situation Now

When the PCs arrive the local police have sealed off the crash site, an area covering roughly a square mile of farmland and sparse forest. A number of local rescue personnel, media crews, and nosy civilians have collected around the cordon.

Inside the cordon is an expansive impact site, where something approximately the size of a small aircraft impacted the earth at high speed, strewing wreckage over a wide area. At the very center of the crash site, along with the largest pieces of fuselage, is the anomalous object. Five rescue workers stand around the object in a catatonic state, and the bodies of three more, killed when the thought pattern possessed a victim, lay nearby.

By the time the PCs reach the crash site several of the 'buffer' victims will be weakening from a combination of fatigue, injury, and psychological trauma.

Scenes

The scenario begins after the PCs are given the briefing by their overseer and arrive at the cordon. This scene is detailed below. After that the PCs can proceed as they see fit.
Key locations are described below, as well as some suggested scenes that can play out at those locations. The locations are described as the PCs should logically encounter them, but can be visited in any order depending on how the players proceed. The PCs may come up with their own paths of inquiry; if so Directors should use the information below as a guide as to how to proceed.

Briefing and Arrival

The PCs are summoned for an emergency briefing and are told they are needed to retrieve an anomalous object from a crash site in Kansas. Due to the involvement of local police, fire, and rescue services, as well as civilians, the retrieval of the object needs to be quick and effective.

Directors should read or paraphrase the following:
"Twelve hours ago local authorities reported the crash of a light aircraft outside the town of Langwood, Kansas. While there were no reported missing aircraft, the local rescue services responded and reported a large debris field and obvious signs of a high-speed impact. Shortly after that a Foundation agent embedded in the local police noticed reports from the crash site about anomalous events. Some of the rescue workers were apparently rendered catatonic by something in the wreckage, and others reacted violently to each other. There have apparently been some deaths. Our agent has managed to get the site locked down so that no one blunders in, but it's clear there's something there we need to secure."

The overseer can answer a few questions about the situation, and also hands the PCs a small data packet for them to read through on route to the crash site. In summary:

- The crash occurred 12 hours ago.
- Fire and rescue responded less than an hour later.
- An hour after first response several of the rescue workers returned to the edge of the area, reporting colleagues going catatonic, while others had apparently gone berserk.
- The area is now under lock-down by local police, who are keeping anyone out until 'backup' arrives.
- The PCs' cover story will be that they are government agents.
- The cordon covers roughly one square mile of farmland and forest.
- Satellite imaging shows an expansive debris field, supporting the responder's reports.
- The wreckage does not appear to belong to any known aircraft, but it does not appear to be extra-solar in origin either.

Little more is known about the situation; it is the PCs job to find out what is going on. Once they have an understanding about what the threat is, and have worked out how to secure it, they can call the Foundation to collect it or attempt to collect it themselves.

After the briefing the PCs should be given a short while to equip for the mission as they see fit. Directors may wish to allow the PCs to purchase a mission loadout at this point (see page 76). In addition, they are each given a fake ID which identifies them as a government specialist. These IDs will not hold up under detailed scrutiny, but are good enough to fool the local police and media.

The Disaster Response HQ

The PCs are taken to the crash site by helicopter. They arrive at night, landing just outside the disaster response unit HQ.

Directors should read or paraphrase the following:
"The helicopter touches down and you step out into the rotor wash. Ahead of you a sprawling cluster of vehicles takes up the side of the road, with several hastily-assembled plastic tents forming the command center of the disaster response unit. A mixture of floodlights and the flashing blue & red lights from emergency vehicles illuminates the area. A couple of media crews have set up and are recording reports, shouting over the sound of the helicopter as it takes off behind you. Behind the vehicles a cordon of yellow hazard tape flutters in the night air. It surrounds a field of maize and, amid the tall stalks, you can see the ploughed up furrows of earth that mark the edge of the crash site."

The PCs are met by Captain Walter Kent of the Langwood police department. He takes them into the command center and will give an overview of the situation as he understands it:

- The local police believe it is a plane crash.
- They have no records of a missing plane, so they assume it is a government craft (and also why the PCs are here).
- A crew of twelve people responded to the crash: two police, six firemen, two paramedics, and two local farmers.
- Of those twelve only four returned: two of the firemen, one of the paramedics, and one of the farmers.
- The eight others are apparently missing inside the crash site. From the reports of those who made it out, they believe at least two of the missing personnel are injured, if not dead.
- Captain Kent will give the PCs a list of names of the missing people.
- Apparently one of the firemen, Jim Alworth, went berserk when he neared the wreckage, and attacked the others with his axe.
- The police locked down the crash site eight hours ago after the 'government' (actually the Foundation) got in touch. Since then no one has been inside the cordon.
- Captain Kent suspects the 'plane' was carrying a government bioweapon or something. He will not voice this suspicion, but a Difficulty 12 Charisma + Psychology check will get him talking.

Making Things Interesting

Here are some suggestions for situations the Director can throw at the PCs during this scene.

Annoying media: There are two TV crews on site, trying to get interviews with the various police and rescue workers. If they see the PCs moving around the command center they might try to get an interview with them as well. Do the PCs play along? Scare them off? They ask a lot of annoying questions, especially about which agency the PCs belong to, and where the 'plane' came from. Directors might ask the PCs to make some Charisma checks to deal with them.

Concerned locals: A small crowd of locals have arrived and are watching the events. They're keeping back, worried that the plane was carrying something dangerous, but a few teenagers might get curious enough to try and sneak up and take some photos of the crash. Directors might ask the PCs to make a Perception check to notice this. How do the PCs deal with them?

They know too much: What do the PCs do about the four rescue workers who came back from the crash site? They are all traumatised by what they saw, and some are lucid enough to know something strange is happening inside the cordon. Did the PCs bring any amnestics? If not, how do they deal with these people?

The Crash Site

The crash site is spread out over a couple of fields and a small forest. The area is ringed with yellow hazard tape marking the boundary laid out by the police: no one has been inside this area for several hours. Due to the height of the maize growing in the fields, it is difficult to see into the area from the outside.

Directors should read or paraphrase the following:
"You duck under the yellow hazard tape and step over a small ditch ringing the field. Ahead of you maize plants sway in the gentle night breeze and, through them, you can see the crash site. A long, straight crater carves through the soft dark earth of the field, marking where something impacted at incredible speed. It stretches off into the darkness, and all around lay torn up crops and hummocks of earth. The air is thick with the smell of crushed vegetation and burning plastic. Pieces of metal wreckage lay everywhere, an indication of the violence with which the crash occurred. As you walk further into the field you have to use your flashlights to pick your way through the thick corn. An ominous quiet fills the air."

The main body of the craft lies roughly a quarter of a mile into the field. The wreckage looks somewhat similar to a small private jet, but it is clear on close inspection that it is not a jet made in the US, Europe, China or any other nation the PCs are familiar with. If the PCs pass a Difficulty 14 Perception + Awareness check they will discover the remains of two humans, apparently the crew of the craft. Both are so heavily burned and injured so as to be unrecognizable. Directors should leave the details of what exactly the craft is fuzzy: let the player's imagination fill in the blanks here.

At the center of the impact crater five figures can be seen standing around a strange object. The object itself is described in detail below. Other details around the crash site that the PCs might notice are:

- There are three corpses nearby. They match the descriptions and photos of three of the missing rescue workers. They appear to have been killed with an axe.
- The five people standing around the object are the other missing rescue workers. They are completely unresponsive, and are all staring at the object in an apparently catatonic state.
- Directors might ask the PCs to make an Awareness check to notice that the rescue workers occasionally whisper snatches of conversation:
    - *"Walls of black glass. So smooth all around, nowhere to hide"*
    - *"It's coming, it's coming, it's coming"*
    - *"It's eyes through the glass saw me can't get me but it's looking for me, oh god."*
    - *"Right, left, left again, then right. No, that's not the way. Left, then right…"*
- One of the people standing by the object, paramedic Sarah Wierzbowski, is showing signs of imminent collapse. She is extremely pale and shivering, all signs of extreme shock.

The Object

The object is a heptagonal containment obelisk composed of a partially opaque material resembling black glass. It stands 180cm tall, and 100cm in circumference. It utilizes a rudimentary artificial intelligence within its quantum computer to help contain an entity trapped within under any conditions and circumstances. Complex geometric shapes are visible inside the object, with some of these structures apparently moving between viewings. On one of the sides of the object is a readout or monitor, which displays a number of ideograms that seem to express urgency or alarm. The panel also shows five red pips or dots; currently one of the pips is blinking at a slowly-increasing rate.
A large crack in the structure of the object runs down one side, and several of the interior structures seem to be truncated in the immediate area beneath the damage.

- If a PC passes a difficulty 15 Intelligence + Technology check they can work out that some of the ideograms are warning that the object is damaged. Another icon seems to be showing something emanating from the object from within it.
- A difficulty 13 Intelligence + Intuition check will allow a PC to realize the five dots correspond to the five people currently standing around the object, with the blinking dot indicating Sarah Wierzbowski's failing condition.
- If a player tries to identify what the purpose of the object is, have them make a difficulty 18 Intelligence + Technology check. If they succeed, it will reveal that the object seems to be some type of technological containment obelisk that is designed to keep something imprisoned within, however due to its damage the object it is only functioning at about 75% efficiency.
- If at any point the object has lost connection with all buffers, the thought pattern entity will escape. Each time a buffer is separated from the object the display will flash red and a negative buzzer tone will be heard.

Why this Object Exists

This object could be from an alternate earth-realm. The inventors of this prison likely would have invented a universal language of sorts, as they would assume alternate realities don't speak the same language. The craft could then possibly be an interdimensional transport vehicle. Maybe this alternate dimension didn't want to deal with this threatening thought pattern anymore so they pawned it off into our world. Details about why this object came to our realm is entirely irrelevant to this adventure and could only be theorized by the Foundation. Directors are free to adjust the "why" of the object to whatever they choose.

Complications

Here are some suggestions for complications the Director can have arise during this scene. At least one, if not all, of these should occur to make the retrieval of the object a challenge for the PCs.

Each time one of these situations is successfully handled by a player, award that player a Reverence Point.

New Buffer Required: Sarah Wierzbowski suddenly collapses from shock. The object begins emitting a warning tone: if any of the PCs are within 10 meters of the object, it will try to enslave them. If no one is nearby, the other buffers will immediately begin exhibiting signs of increased stress as the object tries to share the load amongst them. Do the PCs work out what they need to do? If so, do they find a new buffer? Does one of them get pulled into the object?

From Within, it Devours: The hostile thought pattern contained in the object breaks free and possesses one of the buffers. It immediately begins attacking the PCs, and even the other buffers in an attempt to get free. If the PCs incapacitate the possessed buffer it will drive the thought pattern back into the object, but then they will be down a buffer. The object might try to enslave one of the nearby PCs to balance things out.

Like Us, But Different: Another group of 'government agents' arrives at the crash site and uses fake IDs to get past the police cordon. These agents are in fact members of a rival group such as the Chaos Insurgency, and they are here to take the object and kill the PCs. Do the PCs realize what's going on in time? Do they fight, or do they try and negotiate?

The Black Glass Labyrinth

This scene is entirely optional but can arise if one or more of the PCs is chosen by the object as a buffer.

Being Enslaved

The object requires five buffers to keep the hostile thought pattern optimally contained. If a buffer dies then the object will immediately try to find a new victim from any conscious human within 10 meters. If there are multiple potential victims within range, the object will try to enslave the character with the lowest Cognitive Resistance first. As the Director feel free to ask *"Who here has the lowest Cognitive Resistance?"* in a menacing tone.

When the object tries to enslave a PC they must make a difficulty 16 Willpower + Self-Control check. If they pass, they resist the attempt to enslave them as they feel a strong headache and nearly pass out. The player will know that the object is somehow to blame. If the roll is failed their psyche is immediately drawn into the object and their body becomes catatonic.

Inside the Object

The inside of the object is a metaphysical labyrinth designed by the object to contain the hostile thought pattern. The buffers act as both processors to create the labyrinth, and diversions to keep the thought pattern occupied.

When a PC is enslaved by the object, Directors should read or paraphrase the following:

"There is a blinding flash and an agonising pain in your head. When you open your eyes you find yourself in a strange landscape; no longer in the cornfield you were in. Around you tower walls of opaque black glass; the floor is the same material. Above you the ceiling is lost in a strange dim haze that reminds you of static on an old TV. It looks like you are in a labyrinth; the walls stretch off, opening into corridors and junctions seemingly at random. Weird, distorted sounds echo around you, seemingly from nearby and far away at the same time. Something suddenly catches your eye: a shape moving in the distance, refracted through the layers of dark glass around you. Whatever it is moves quickly, and you are sure that it is coming for you."

When a PC appears in the labyrinth they will have mental projections of any equipment they had on them in the real world, but they cannot 'imagine' any new equipment or abilities.

The thought pattern will hunt down anyone trapped in the labyrinth. If it catches them it will try and possess their body, consuming their mind in the process. This is treated as a combat encounter, and should be resolved as such using the thought pattern's stats below.

PCs trapped in the labyrinth might be able to encounter the minds of the other buffers. If so, they will respond like normal (if terrified and traumatised) people.

Despite appearing infinite, the labyrinth can be escaped. If a PC passes a difficulty 19 Fate check they can find their way out of the object and no longer be catatonic. If this happens the object will be unable to enslave them again. If the Hostile Thought Pattern is defeated within the Labyrinth, it will be inactive for two combat rounds (after which it will restore all lost HP.) When this happens the maze will shift it's pattern and the difficulty for the Fate Check will permanently be reduced by 2.

The thought pattern as it appears within the labyrinth. It appears as a towering, constantly-shifting swirl of interlocking geometric shapes. Several points of lambent red light flicker within it, like eyes.

HOSTILE THOUGHT PATTERN

POWER LEVEL: 3

Strength = **2D10 & 1D8**	Dexterity = **2D10 & 2D8**
Health = **1D10 & 2D8**	Intelligence = **3D8**
Perception = **3D8**	Willpower = **3D8**

HP: 85

Reaction Defense	Move Speed	Exertion	Actions Per Turn
7.3	2	4	2

The Hostile Thought Pattern is confused and angry while imprisoned. It will act erratic, and may randomly avoid combat encounters, or actively seek them out.

Physical: 3.6
Mental: 3.4

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Lash	Dexterity + 3.6	3*	3D8	Bash	Geometric shapes lash out at Target.
Exhaust	Willpower + 3.4	10*	N/A	N/A	Target rolls Willpower + Self-Control difficulty 16. If they fail they lose all Exertion points.

Conclusions

While there is no set conclusion to this scenario broadly speaking there are two possible outcomes; either the PCs successfully Secure the object and get it back to the Foundation, or they die in the process. A variation can exist if somehow all the PCs end up enslaved by the object, in which case maybe another Foundation team will have to clear up after them.

How exactly the PCs get the object back to the Foundation is down to the players and Director to work out. Do they call in a transport helicopter to carry the object and its buffers to a facility? Or do they perhaps get it onto a truck? How do they explain the missing rescue personnel they'll have to keep as buffers? If the PCs don't realize the buffers are required for containment and only take the obelisk, the thought pattern could escape or possess one of the players.

The party might fail entirely to secure the object, with the buffers all dying and the hostile thought pattern escaping. What then? Certainly this is a worst case scenario, but even this could lead to a fun game as a MTF is called in to deal with the nightmarish thought pattern now made manifest.

Rewards

Typically a PC should receive between 50 and 100 Experience for completing the scenario, depending on how well they performed during the mission. Each PC (assuming they are Security Level 02) should receive 3 Merit Points and 2 Reverence points if they successfully secured the object. If the Director is very impressed by roleplay, they may even award each player with a Drama Card.

POSSESSED VICTIM

POWER LEVEL: **2**

Strength = **3D8**	Dexterity = **1D10 & 2D8**
Health = **3D8**	Intelligence = **2D8**
Perception = **3D8**	Willpower = **3D8**

HP: 55

Reaction Defense	Move Speed	Exertion	Actions Per Turn
8.2	2	1	2

Possessed humans will attack anyone nearby. Though they will use nearby melee weapons, they will never use guns, even if they are holding them *(The entity possessing them is unfamiliar with earth weaponry.)*

Physical: 2.4
Mental: 3.7

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Claw	Dexterity + 2.4	1*	3D8	Slash	
Ax	Dexterity + 1.4	1*	5D8	Slash	Use this attack if victim finds a melee weapon

A buffer victim possessed by the thought pattern. While they look human, the way they move is alien, as if whatever is now controlling them is not at home in a body with our arrangement of limbs. They attack anyone nearby in a berserk fury.

If the PCs mess up and the thought pattern entity escapes from its prison, it will manifest into a physical form. This form is a mixture of geometric shapes in large humanoid form. If this entity is somehow killed without Foundation backup (unlikely) the PCs should be rewarded handsomely.

THE ENTITY

POWER LEVEL: **4**

Strength = **2D12 & 1D10**	Dexterity = **2D12 & 2D10**
Health = **1D12 & 2D10**	Intelligence = **3D10**
Perception = **3D10**	Willpower = **3D10**

HP: 400

Reaction Defense	Move Speed	Exertion	Actions Per Turn
14.6	3	8	3

The Hostile Thought Pattern has become The Entity. It will attempt to kill anyone it sees. If there is nobody within its view, it will attempt to flee the area unnoticed.

Physical: 4.6
Mental: 4.4

Attack	To-Hit Roll	Range	Damage	Damage Element	Special
Lash	Dexterity + 4.6	3*	4D10	Bash	Geometric shapes lash out at Target. *The Entity is not limited to one Melee Attack per Turn.*
Enslave	Willpower + 4.4	10*	N/A	N/A	*See below

Every other Turn, The Entity will attempt to *Enslave* a random character it sees.
If it chooses an NPC, no rolls are necessary. The NPC becomes a mindless zombie that obeys the will of The Entity.
If targeting a PC, have them roll Willpower + Self-Control difficulty 17. If they fail, The Entity rolls Willpower + Mental against the PCs Cognitive Resistance.
If The Entity scores a Critical Success, the players' character is now loyal to The Entity and the Character Sheet is handed over to the Director.

Security Level 05 Accessible Gear

All personnel that have obtained Level 05 Security Clearance are granted access to procurement of the following gear.

Note to the Director:
Allowing PCs to utilize SCP's anomalous traits can "break" your story. It should take a very long period of time for your players to obtain Security Level 05, and those that do can utilize SCPs for a brief period before Directors should encourage the player to retire the character. Directors can bring in SCPs for temporary utilization to lower ranked players for interesting interactions, but once a player gains 05 Ranking they will be allowed to interact/utilize with any SCP you have located on their Site of Operations. Players that have 05 ranking will not be able to "look online" for a great SCP to resolve their current story situation and ask to use it. SCPs are located all around the globe, and all 05 Ranking allows is access to your local SCPs, not *any* of them. 05 weapons and items can be very powerful utilities if you pit your players up against an insurmountable force. **Implement with caution!**
The example SCPs listed here illustrate how you could implement various SCPs into your campaign.
A5 Armor is purchasable by PCs that have Security Level 05 regardless of Site Location. (Armor is not anomalous)

A5 Armor



Power Armor for extreme SCP procurement situations.
Reduce all damage taken by 30 except from Electricity element.
You cannot catch fire or lose combat actions due to enemy attacks.
Critical hits no longer deal double damage to you.
You cannot be Mutilated.
When rolling Strength, Health, or Dexterity ignore the Rule of One.
Helmet includes Gas Mask
Helmet has Night Vision and Thermal Vision modes.
(It takes one Combat Action to switch between Standard, Night and Thermal Modes.)
Putting on or taking off suit requires 3 minutes.
Can not be combined with Helmet, Kevlar Vest, or Body Armor.
Fail-safe kicks in if A5 Armor is submerged in deep water for more than 5 Combat Rounds, and Armor will eject user.
Move Speed gets -1

Price
$10,000

SCP-500



Located on Site-23
SCP-500 is a small plastic can which contains forty-six (46) red pills. One pill, when taken orally, cures all diseases and restores the subject back to full HP. SCP-500 cures ALL negative status affects, diseases, and conditions, even if from an anomalous nature. SCP-500 is only allowed to be accessed by personnel with level 4 security clearance. Permission from Site-23's Director is required before acquisition of pills is possible.

Price (Per Pill)
N/A

"Panacea" is based on SCP-500 by far2: http://scp-wiki.wikidot.com/SCP-500

SCP-963



Located on Site-17
963 is an indestructible amulet containing the consciousness of Foundatin employee Dr. Bright. Anyone who puts on the amulet will have their consciousness replaced with Dr. Bright's. If the wearer of the amulet dies, Dr. Bright's consciousness retracts back onto the amulet. If a Character wears SCP-963 for a period of 30 or more days, their consciousness is permanently changed to Dr. Bright's, and the amulet maintains it's properties, thus allowing the duplication of Dr. Brights consciousness.

Price
N/A

"Immortality" is based on SCP-963 by AdminBright: http://scp-wiki.wikidot.com/SCP-963

DR. J. BRIGHT *s019* X
Is this some kind of sick joke?!
REPLY EDIT

Security Level 05 Accessible Weapons

*All personnel that have obtained Level 05 Security Clearance are granted access to any on-site SCP for use as offensive weaponry. 05 Clearance grants the right to use **ON SITE** anomalous items as offensive weaponry without Site Director or 05 Council approval. Obtaining SCPs from other sites to utilize as weapons requires both Site Directors approval or an 05 Council directive. The following SCPs have been utilized or theorized to be utilized as offensive items to help procure or subdue unruly SCPs. 05 Clearance personnel are instructed to use extreme caution when employing anomalous functions of SCPs. Credits are not required to utilize an SCP as a weapon, however the object must be returned to it's holding cell after a period of 24 hours, and cannot be checked out again until Containment Staff run standard testing to ensure no further anomalous properties occur.*

NOTE: Using SCPs as offensive gear and weaponry without a deep understanding of its nature is a prominent cause of death for 05 clearance personnel. Use SCPs with extreme caution.

Examples of weapon SCPs are listed below.
Due to the chaotic nature of SCP, some items are nearly useless while others are dangerously powerful.

SCP-572



Located on Site-19
Wielder gains a +8.0 bonus to Resist Distress.
Wielder automatically fails Intelligence checks and becomes recklessly overconfident.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range
Melee	-	0	-	-	-	-	2D8	3D8	Slash	1*

"Katana of Apparent Invincibility" is based on SCP-572 by DrClef: http://scp-wiki.wikidot.com/SCP-572

SCP-127



Located on Site-[REDACTED]
Keyword: ***Full Auto*** or ***Single Shot***
Fires teeth.
After ammo has been depleted, it takes 1D4+1 days before the clip is reloaded.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range
Submachine Gun	0	-	+2	+3	+4	60	5D8	2D6	Impale	10

"The Living Gun" is based on SCP-127 by far2: http://scp-wiki.wikidot.com/SCP-127

SCP-3108



Located on Site-64
Targets hit with SCP-3108 have their Proficiencies and Max HP perminantly halved, then transform into an inferior life-form based on the perpective of shooter. (Directors discretion)
Fires a single foam dart, which must be retrieved after firing. Affects Target one time only.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range
Hand Gun	0	-	-2	0	+1	1	1D4	-	Nerf	6*

"The Nerfing Gun" is based on SCP-3108 by Modern_Erasmus: http://scp-wiki.wikidot.com/SCP-3108

SCP-668



Located on Site-19
Characters with 15 or lower in Cognitive Resistance that touch SCP-688 must choose a Target Character within view. If no Targets are available, the next Character weilder sees will become the Target. Weilder will then be forced to attack Target using SCP-668. All Characters in the vicinity of SCP-668 that have a Cognitive Resistance of 18 or lower (including the victim) cannot take Combat Actions due to psionic apathy created by SCP-668.

Skill	Recoil	Melee	Hip	Ready	Aim	Clip Size	Base Damage	X Damage	Element	Range
Melee	-	+1	-	-	-	-	1D8	1D6	Slash	1*

"13" Chef's Knife" is based on SCP-668 by DrClef: http://scp-wiki.wikidot.com/SCP-668

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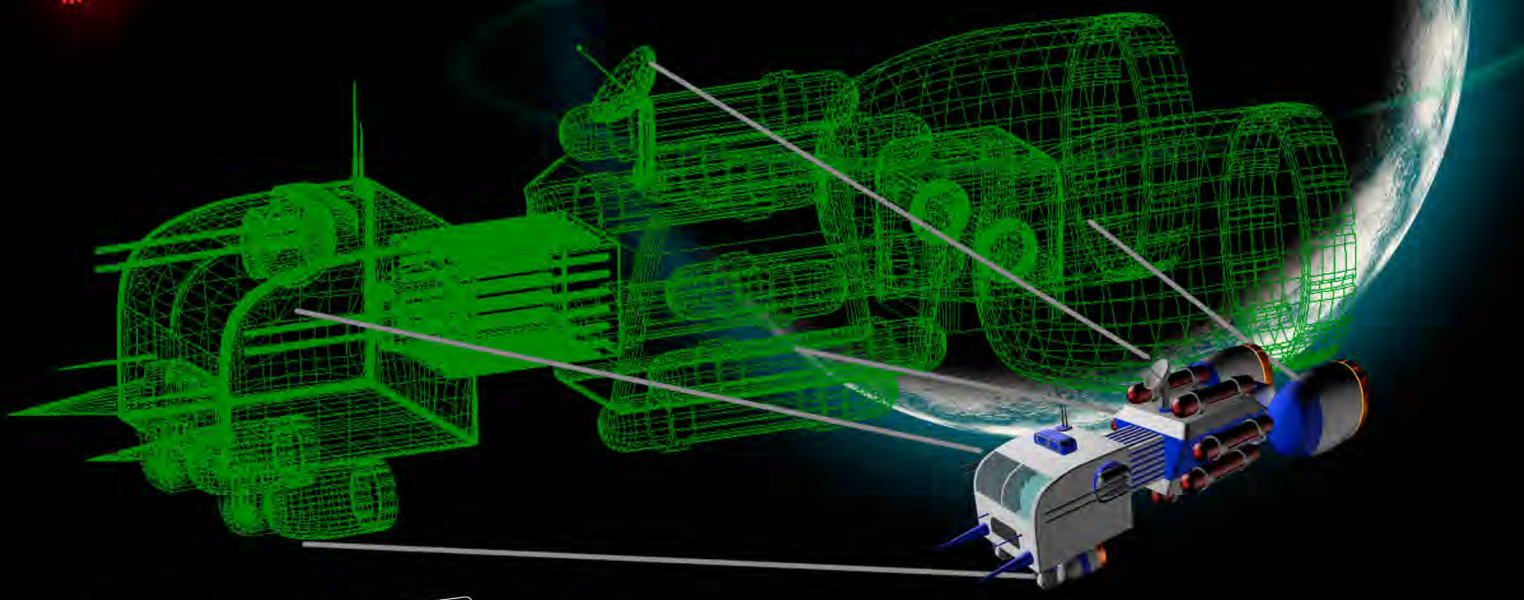
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Quick Reference Pages

This page provides a quick glance at several common rules that may come up in roleplaying.
They are displayed here for ease of access to help keep your game moving forward.

Attribute Checks

Determine what Attribute the Director would like you to roll. If no Attribute is specified, use the one associated with the Knowledge, Skill, or Ability on your character sheet.
Once determined, choose FOUR of the dice you have purchased in the Attribute and roll them.
If you have any Exploding dice, roll them as well.
After all dice have exploded look at your final Die Pool and then add ONLY the **top two** of all dice.
Finally add your proficiency to the end result and tell your Director your score.

Example: Brian has a Jump Ability at 1.3. Jump is associated with Dexterity. Brian has 5D8 and 1D10 in Dexterity. Brian rolls 3D8 and 1D10. One of his D8's roll an 8 so he gets to roll an additional 1D10. After all the dice are rolled, the top two dice are 8 and 9. He adds them together to get 17, then he adds Jump of 1.3 and tells the Director he scored a 18.3.

Calculating Damage (see page 52 for details)

Find the Base Damage for your weapon and roll it. Note the result.
If you are attacking with a Melee weapon find your Melee Multiplier.
If you are shooting a gun, find your Projectile Multiplier.
Now, multiply the "X Damage" by the appropriate Multiplier and add that result to what you rolled for Base Damage and tell the Director the total.
If you got a Critical Success when rolling To-Hit, you double your damage.

Example: James fires his M1911 at an enemy and succeeds, but does not get a Critical Hit.
The M1911 has a Base Damage of 2D8, so he rolls that and adds all the dice together and gets 10.
James has a Projectile Multiplier of x2. The M1911 has an X Damage of 1D10+3.
James now rolls 2D10+6 and gets 17.
James adds 10 to 17 and tells the Director he deals 27 damage.

Defense Score (see page 45 for details)

If you don't dodge an incoming attack, your attackers difficulty is your Reaction Defense, and nothing else. No dice are added to this number.
If you *do* dodge an incoming attack, you get to roll your Dexterity Dice and add your Dodge/Block to it. This will become your attackers new difficulty to hit you.
(If your roll is less than your Reaction Defense, instead use Reaction Defense as your Defense Score.)
Dodging costs you an action in combat.
You are allowed to declare a Dodge Action even if your turn hasn't yet come up in combat.

Firearm Stances (see page 50 for details)

Firearms have different bonuses depending on the stance of your character.
Changing stances costs an action in combat.
Recoil will reduce your stance after the gun is fired.
Out of combat, characters may declare they go into the Ready stance and still walk (but not run.)
(i.e. you may use one Move Action per turn. If you use two Move Actions *(run)* in one turn you go down to the Hip stance.)
You cannot go into the Aim stance unless you say *what* you are aiming at.

Proficiencies at 0.0 (see page 37 for details)

Each session players may add 1D8 to the decimal of a proficiency that is at 0.0.
If during play the GM asks you to roll a proficiency that is at 0.0, *after that roll is resolved* you get to add +1D6 to the decimal.

Weapon Range Modifiers (see page 70 for details)
If a weapon Range shows an asterisk (*) the weapon can only reach Targets within that distance. Otherwise weapon range applies the below modifiers **for each time** Target exceeds that range.
For example if a Target was 12 meters away from a weapon with a Range of 5, Target exceeds this range two times (5 goes into 12 two times evenly).

Target gets +2 to Defense Score. *Shooter gets -1 to Projectile Multiplier.*

(Shooting Sniper Rifles in the Aim stance will prevent your Projectile Multiplier from being reduced)

3-Round Burst (see page 72 for details)
When firing in 3-Round Burst mode with a gun, if you exceed your Targets Defense Score by 3 or higher, increase your Projectile Multiplier by 3. Reduce your clip by 3 bullets after firing.
Critical hits do not deal double damage.

Full-Auto Fire (see page 72 for details)
When firing in Full-Auto mode with a gun, subtract the Targets Defense Score from what you rolled To-Hit (round down) then divide the number by 2. Increase your Projectile Multiplier by this amount. Reduce your clip by 10 bullets after firing.
Critical hits do not deal double damage.

Shotguns (see page 71 for details)
Figure out how far away your Target is in meters. Then increase your To-Hit roll by that much, but also reduce the number of dice you roll for damage by that much as well.

Mutilations (see page 56 for details)
If you ever die from a critical hit, determine if you would have survived if it was not a critical hit. If you would have survived, roll (or draw) for a random Mutilation for a chance to survive.
Characters that take damage from explosives *(The Explosion Damage Element)* may choose to receive a Mutilation if they want to.

Rule of Speed (see page 43 for details)
Whatever Character acts first in the combat sequence, they are allowed to use the React Action for free *(i.e. act whenever they want)*, the Dodge Action gets a +2.0 modifier, and Counter Attacking is easier to score Critical Hits.

Study a Knowledge or Practice a Skill (see page 37 for details)
When the Director gives your characters some free time, you can dedicate that time to increase any Knowledge or Skill. *(Abilities and Skills may be raised by spending Experience Points. See page 37)*

Level of Knowledge/Skill	Time Required	Bonus to Decimal
0.0 – 0.9	1 Hour	+1D8
1.0 – 1.9	2 Hours	+1D6
2.0 – 2.9	5 Hours	+1D4
3.0 – 3.9	10 Hours	+1D2
4.0 – 4.9	1 Day	+0.1
5.0 or higher	1 Week	+0.1