



WARNING: THIS FILE IS

CLASSIFIED

ACCESS BY UNAUTHORIZED PERSONNEL IS STRICTLY PROHIBITED PERPETRATORS
WILL BE TRACKED, LOCATED, AND DETAINED

The Foundation

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.

<p>Roll stats</p> <ul style="list-style-type: none"> • Bureaucracy (Bur) • Mind (min) • Investigation (Inv) • Strength (Str) • Quick (Qui) <p>players have up to 3 points to spend on stats</p>	<p>HP = 14</p> <p>AC = 5</p>	<p>Damage types</p> <ul style="list-style-type: none"> • Psychic • Blunt • Sharp • Hot • Cold • Chemical
---	------------------------------	---

Staff Titles

The Foundation is made up of numerous personnel, each one bringing individual skills and abilities to the floor. Outside of the Foundation, there are thousands of people living in and around anomalous communities. Anarchists, magic users and extradimensional beings are but a few instances of what the Foundation has encountered. Your job as Foundation personnel is to Secure the knowledge of SCPs, Contain them in safe locations, and Protect the public from their influence.

Containment specialist

AC+4 HP+2 Str+1 Qui+1

Assets: 1 car, can roll for items in car. Has command of fleet of cars if they are present.

Resistant aspect: (psychic/sharp/blunt/hot/cold/chemical)

Take half damage from that damage type

Tactical Response Officer (TRO)

AC+2 HP+4 Str+2

Assets: You have 2 goons that do most of what you tell them

Command aspect: gain +1d6 when dealing with a group of (police/guards/military/foundation personnel)

Gain +3 when using (order) action. A TRO can also use this action 3 times per mission

Field Agent

AC+1 HP+2 Bur+1 Inv+1

Assets: can call in one favor per mission.

Undercover aspect: (townsfolk/police/inspector/government agent/maintenance/safety Staff)

A Field agent can gain one of these temporarily before the mission starts

A field Agent gets +1 to guess

Researcher

AC+2 HP+2 Inv+2

Assets: Has access to files, and 1 testing kit. Can make 1 item before the mission.

Specialty aspect: (xenobiology/botany/chemistry/history/physics/technology)

Handler

AC+0 HP+1 Min+2

SCP: as a handler you have control of an SCP with three anomalies of your choosing

Anomalys:

Greater: supe up one 1 anomaly for 1 use between rests

Minor: pick 1 anomaly for 2-3 uses after a rest

Lesser: pick 1 ability to use whenever

Anomalys:

These can be used naturally by SCPs be placed on objects, or occur naturally. When using an anomaly you will roll 2D6+Mind to determine what happens.

- Hallucination
 - Creat a small hallucination (chose tactile/visual/auditory)
- Migrain
 - Give one person a headache
- Thrall
 - +1 to bureaucracy when convincing
- Fear
 - room/area becomes cold and dark
- Pull
 - Can pull a small object 15ft away, to yourself
- Morph
 - A part of your body becomes another object
- Bull
 - +2 to strength
- Duplicate
 - Makes another of an object that fits within a 4×4×4 inch cube.
- Burn
 - Make a small flame that burns hot or bright
- Push
 - Push a small object within 10 ft up to 15 ft away
- Float
 - Make on object float up to 20 ft in the air
- Change
 - The material of an object turns to another material
- Unseen
 - An object cannot be seen
- Rot
 - The structural integrity of an object fails
- Confuse
 - The target is unsure where things are
- Freez
 - The target is frozen in its current state
- Grow
 - An object grows in size
- Path
 - The target is placed in another spot
- Meld
 - You fuse two or more objects together
- Tremor

- The ground around you shakes
- Channel
 - Your influence is pushed through a network
- Delete
 - Information on you is deleted, scrambled, or inaccessible

Anomaly Effect table:

9-12: works as intended

5-8: (PC choses) Draws attention, Damages an object, You're held for the next action, Lose focus on next action

1-4: (GM choses) Harms you, Harms an agent, Harms a civilian, Lose a piece of yourself, Take 1 corruption

Item Tags:

Items have tags that are associated with them partially describing what they do, items can also have **Anomalies** associated with them.

- Clingy
 - Grips and holds things
- Messy
 - Spreads the target object on a surface
- Quick
 - This item can be used twice in one action
- Volatile
 - Can do damage to the user
- Loud
 - Easily noticed
- Heavy
 - Hard to carry
- Innocuous
 - Not easily noticed
- Unwieldy
 - Difficult to use or handle
- Ignore AC
 - Armor class is ignored when using this
- Far
 - Effective at long range
- Near
 - Effective at close range
- Fire
 - Sets fire to things

- Ice
 - Freezes things
 - Area
 - Effects all things within a 5x5x5 ft area
 - Weapon
 - Does some type of damage determined by the GM
-

Action/Effect Types:

Action duration: 6sec

- Attack
 - Roll 2d6 to hit
 - Roll 1d6+damage
- Sprint
 - Move twice as far for one action while losing next action
- Incapacitated
 - Cannot move, speak, use anomaly, or take any action
- Move
 - Walking (humans walk at 30ft per turn)
 - Burrowing
 - Flying
 - Swimming
- Held
 - Cannot move
- Repulse
 - Creatures who are aware of the individual repulsing cannot move closer.
- guess
 - Guess the aspect of a character and gain +1 when dealing with them, but if you guess wrong you get -1d6 when dealing with them in the future.
- Order
 - Person does exactly what you say if you get $2d6 \geq 11$. This can only be used once during a mission
- Convince
 - The person believes you
- Lose Focus
 - You roll +Mind and go or attack in a random direction if you fail, do nothing if you get a mixed success, and do what you want if you succeed.
- Poisoned
 - You lose 1 hp per turn until you save

Contain: Containing the SCP is one of the most important rolls in all the game you get a +1 for every one of the following tasks completed.

1. You know its damage vulnerability
2. You know all locations of its instance
3. You know at least one of its Anomalous Effects
4. All exposed people have been located

If this roll is failed the SCP will appear later when the GM deems fit.

Fights: Fights are periods that the GM deems dangerous to the agents or others, and wants to go turn by turn. Each agent has a movement action and a normal action during their turn. The movement can be swimming, climbing, flying, burrowing, or walking, the normal action includes everything else. Turns are decided by the GM.

Corruption: When 8 corruption is reached the PC is given to the GM

Corruption can be gained if:

You hide an SCP

You hide an exposed person

Use an anomaly for personal gain

An SCP convinces you

You see something horrific

Aspects: can be called on for a +1 to an action or advantage

Temporary Aspects: like aspects but have to be gained/earned with costumes, faked or stolen identification, or training. NPCs are pre-set with dislikes and likes of certain aspects. Aspects can also be hidden, and may take investigation to find out.

Backgrounds aspects: (country bumpkin/ small town girl/ rich city folk/ pauper/ immigrant/ roamer) +1 or advantage when dealing with people of this sort.

Job aspects: (megacorp/ service industry/ IT/ government/ gang/ transportation/ hospice/ soldier/ religion/ business person/ construction/ art/ medical/ emergency services/ play boy/ manufacturing/ hospitality/entertainment) +1 or advantage when dealing with people of this sort.

Factions: a faction is a group of people with the same aspects. Factions have likes and dislikes of certain aspects which are pre set by the Game Master.

NPC's:

Aspects: NPC's can be pre set with likes and dislikes of certain aspects.

Exposed: When NPC's are exposed to anomalous activity the foundation may chose to monitor this person.

Rests: A rest is when a person or thing sleeps for at least 7 hours to regain hit points and anomalies. You regain up 1d6 hp per rest. If you roll more than your max hp per rest you stay at your max.

Rolling:

2d6 based

Two Natural ones: complete failure

1-4: failure

5-8: mixed success

9-12: success

Nat 12: complete success

Saves

XP/leveling: Once an individual reaches 6 XP they can level up.

There are 3 ways to gain XP:

1. Getting a crit fail (1XP)
2. A successful contain roll (1XP)
3. All exposed individuals have been reported to the foundation (1XP)

Content relating to the SCP Foundation, including the SCP Foundation logo, is licensed under a Creative Commons Sharealike 3.0 licence with all concepts originating from <http://www.scp-wiki.net> and its authors.