Roll stats	HP = 14 + class	Damage types
● Bureaucracy ● Mind ● Investigation ● Strength ● Quick Have up to 4 points to spend	AC = 5 + class	● Psychic ● Blunt ● Sharp ● Hot ● Cold ● Chemical

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) +1 or advantage when dealing with people of this sort.

Class Types

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: 2 goons with weapons can carry 3 weapons. Has command of fleet of people if they are present.
Command aspect: (police/guards/military/SCP agents)
Gain +3 when using (order) action. A TRO can also use this action 3 times per mission

Field Agent
AC+2 HP+2 Beu+1 Inv+1
Assets: can call in one favor per mission.
Undercover aspect: (townsfolk/police/inspector/government agent/maintenance/safety personnel)
A Field agent can gain one of these temporarily before the mission starts
A field Agent gets +1 to guess

<u>Researcher</u>
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)

<u>SCP</u>
AC+roll HP+roll Min+2
Anomalys:
Greater: supe up one 1 anomaly for 1 use between a 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
  - Hallucination creat a small hallucination
- 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 unaccessible

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

Items:
Items have tags that are associated with them 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
- Neer
  - ○ Effective at close range
- Fire
  - ○ Sets fire to things
- Ice
  - ○ Freezes things

Action/Effect Types:
- Attack
  - ○ Roll 2d6 to hit
  - ○ Roll 1d6+weapon
- Capture
  - ○ Roll 1d6+Cslots
  - ○ Cslots = adversary hurt + #exploited weakness + bait - scp class
- Sprint
  - ○ Move twice as far for one action while losing next action
- Incapacitated
  - ○ Cannot move, speak, use anomaly, or take any action
- Move
  - ○ Humans can move 30 ft per turn
- 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 -2 if 1d6≥4 or -3 if 1d6≤3
- Order
  - ○ Person does exactly what you say if you get 2d6≥11. This can only be used once during a mission
- 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

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

Corruption can be gained if:
You hide an SCP
Hide an exposed person
Use an anomaly for personal gain

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.

Includes: country bumpkin/ small town girl/ rich city folk/ pauper/ immigrant/ roamer/ megacorp/ service industry/ IT/ government/ gang/ transportation/ hospice/ soldier/ religion/ business person/ construction/ art/ medical/ emergency services/ play boy/ manufacturing/ hospitality.

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.

Rules:

Rolls:
2d6 based
Nat 1: complete failure
1-4: failure
5-8: mixed success
9-12: success
Nat 12: complete success

Aspects
NPCs are pre-set with dislikes and likes of certain aspects. Aspects can also be hidden, and may take investigation to find out.

Action duration: 6sec

Gameplay periods:
1. (Debrief) In this period information is given by the site director. In this period certain aspects of groups can be given to the agents. Info on the suspected SCP is also given.
2. (Research) This is where the agents follow leads and make a plan to secure the SCP.
3. (Secure,contain, protect) this has three sub-sections
   - Secure: you know where the SCP is.

- **Contain:** The SCP cannot move out of the area you want it in, and it's damage vulnerability type is used.
- **Protect:** all information about the SCP is only known by the foundation, and safe individuals.

If not all these things happen the SCP will reappear somewhere in the future.

4. XP stuff: has everything on the 3rd period been done? 1 XP for each of these done successfully. A critical failure gains 1 XP. Once an individual reaches 6 XP they can level up