Character Sheet:

Bur + Min + Inv + Str + Qui +	Staff Title: Security Clearance: Actions: XP: Corruption:
HP: 14+ AC: 5 +	<u>Backgrounds:</u>

Items/assets:

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. They also have the duty of writing and submitting containment procedures to the foundation database.

stats:
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 chosen damage type

You can also choose before each mission a shield that gives +2 to AC for a certain damage type. The shield can be used by anyone.

Tactical Response Officer (TRO)

Response officers — or tactical officers — are highly trained and heavily armed combat agents tasked with escorting containment teams when dangerous anomalous entities or hostile Groups of Interest are involved and defending Foundation facilities against hostile action. Response officers are effectively military officers stationed at major Foundation facilities that are ready to deploy at a moment's notice.

stats:
AC+2 HP+4 Str+2

Assets: As a TRO you can carry 3 weapons. You also have command of a tactical response crew if they are present

Command aspect: (police/guards/military/SCP agents)
Gain +2 when using (order) action. A TRO can also use this action 3 times per mission

You have two actions per turn

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.

stats:
AC+2 HP+2 Inv+2

Assets: Has access to files, and 1 testing kit.
Can make 1 item that gains +1 to Inv for (visual/chemical/auditory) stimuli before the mission.

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

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 alone; once such an incident has been confirmed, field agents will work with containment task forces to Secure and contain the anomalous object.

AC+2 HP+2 Bur+1 Inv+1
Assets: can call in one favor per mission. Someone owes you a favor that you can ask for
Undercover aspect: (townsfolk/police/inspector/government agent/maintenance/safety personnel)
A Field agent can gain one of these before the mission starts
A field Agent gets +2 to the (guess) action

Handler

Handlers are specialists who have been designated a safe-class SCP for field use. The Foundation and handler have researched the SCP well enough that containment does not require significant resources or that the anomalies require a specific and conscious activation or trigger. Classifying an SCP as Safe, however, does not mean that handling or activating it does not pose a threat. Handlers should be on constant lookout for anomalous effects and be constantly monitored by the site director.

stats:
AC+0 HP+1 Min+2

Anomalys:
There are three types of anomalies that the handler can use.
Greater: supe up one 1 anomaly for 1 use after a rest
Minor: pick 1 anomaly for 2-3 uses after a rest
Lesser: pick 1 ability to use whenever
Adding flavor text is up to the player, and or GM, this makes gameplay more interesting.
Ex: (anomaly:pull) vines grow out of the top hat pulling all creatures toward its dark inside.

Corruption rolls: SCP's can use gained corruption to add to there rolls but gain 1 corruption for each of these.