

FEAR IN THE FOUNDATION

PLAYER'S GUIDE



PRODUCTION TEAM

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Based on Concepts Originally Created by the various authors of the SCP Wiki

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INTRODUCTION

WHAT IS FEAR IN THE FOUNDATION?

Fear in the Foundation is a tabletop role-playing game set in the universe crafted by the authors of the SCP Wiki, a collaborative writing project focused on the exploits of the SCP Foundation. The SCP Foundation is a fictional shadow organization that captures and studies anomalous phenomena in the pursuit of shielding such things from the eyes of the public and keeping the world safe. “Anomalous” is a term for anything that defies scientific explanation.

WHAT’S A TABLETOP ROLE-PLAYING GAME?

First, let’s define a role-playing game (RPG). An RPG is simply a game where players take on the role of characters in a fictional setting, often playing the character(s) either by acting or through a complex system of structured character development.

A tabletop role-playing game (TTRPG) is a type of role-playing game where players perform actions by speaking them into existence, though there is often a set of formal guidelines dictating what they can and can’t do. Basically, it’s storytelling with rules. Often, these rules incorporate the use of dice. In order to perform certain actions, players must roll at, above, or below a certain number with their dice. The Game Master, or GM, is in charge of running the game and directing the players. They act as both a sort of referee and the game’s lead storyteller. In *Fear in the Foundation*, GMs are referred to as Overseers, in reference to the leaders of the SCP Foundation.

HOW DOES THE SCP FOUNDATION WORK?

As stated before, the SCP Foundation, also simply known as “The Foundation” is a secretive organization interested in the containment and study of entities, items, locations, and events that defy scientific explanation. The Foundation refers to these things as “anomalies.” Anomalies can range from a gigantic lizard that hates all life to a pistol that fires random foods. Not all anomalies are harmful, but the Foundation wants the world to maintain a sense of normalcy, in which people go about their daily lives without having to know that there are so many things out there that defy all logic.

Now, an interesting question is how the SCP Foundation actually functions. For one, it’s hard to fathom how an enormous shadow organization would be able to obtain enough resources to keep itself going. Secondly, how would such an organization manage to remain a secret from the majority of the world’s population? Someone would have to uncover it at some point, right? Well, that’s the thing. The Foundation hides in plain sight.

The Foundation collaborates with nearly every government, the United Nations, and a number of other entities to advance its own interests. These groups provide the Foundation with funding, manpower, and resources. The Foundation also owns a number of front companies, which it uses for surveillance, as well as bringing in revenue. Lastly, the Foundation employs a number of field agents, who act as spies in various agencies, organizations, and enterprises.

WHAT ARE PLAYERS TRYING TO ACCOMPLISH?

There are three main game modes in *Fear in the Foundation*. These are Containment Breach, Exploration, and Re-Containment.

Containment Breach Missions are set within Foundation facilities. In these scenarios, several SCPs have managed to break containment and are attempting to escape the site. Players take on the role of a Researcher, Security Officer, Field Agent, or D-Class and attempt to prevent anomalies from escaping while ensuring that the facility stays up and running.

Exploration Missions involve players taking on the role of a Mobile Task Force (MTF) Agent, Field Agent, or D-Class and, at least typically, going into relatively uncharted waters to study an anomaly that is of particular interest to the Foundation. The specific goals that players have in these missions can vary wildly, though the central goal is almost always to learn more about the anomaly in question in order to advance the Foundation’s research.

In Re-Containment Missions, players create MTF Agents and go out into the world in an attempt to capture an anomaly that managed to escape Foundation custody. These missions can be rather dangerous, as anomalies that were somehow able to escape Foundation custody are likely to be pretty difficult to deal with.

WHAT ARE THE GAME’S BASIC MECHANICS?

As mentioned earlier, many tabletop role-playing games incorporate the use of dice. To put it simply, dice rolls are used to add a degree of variability to a game. If players could do whatever they wanted with few restrictions, there wouldn’t be any suspense, and suspense is often one of the fundamental parts of playing a TTRPG.

Fear in the Foundation utilizes a d100 system. However, given that a d100 can be rather impractical, percentile dice are recommended for standard play. A set of percentile dice includes two d10s, with one die representing the tens place, while the other represents the ones place. For example, if a player rolls a set of percentile dice and gets a 30 and a 2, the result of their roll is a 32.

Each character has seven Abilities and sixteen Skills. Abilities are broad, overarching attributes, such as Strength, Agility, or Charisma. Skills, on the other hand, are more situational attributes, such as Deception, Machinery, or Technology. When making a character, players assign different scores to each of their Abilities, then use the *mean* of the score of two Abilities to determine the score of a Skill. For example, the value of a character’s Intimidation Skill is determined by adding up their Strength and Charisma scores and dividing by 2. So, if a character’s Strength is 40 and their Charisma is 60, their Intimidation Skill would be 50 ($40 + 60 = 100$; $100/2 = 50$).

So how do Abilities and Skills function in-game? Let’s say a character’s Agility is 50, and they want to jump over an obstacle. The Overseer asks the player to make an Agility Check. The player then rolls their d100 or percentile dice. In order to successfully jump over the obstacle, they need to roll a 50 or lower. They roll a 42, so their character successfully jumps over the obstacle.

A “Check” is triggered when a player wants their character to perform a certain action and the Overseer deems that performing said action requires the use of a particular Ability or Skill. Checks are typically used for both general actions and some combat actions.

DEFINITIONS

Now, before going any further, it’s imperative that we define many of the terms that are going to be used throughout the Player’s Guide.

SCP FOUNDATION-BASED DEFINITIONS

Amnesticization - A Foundation practice of using drugs or anomalous effects to wipe people’s memories

Anomalous - Means some phenomena defies scientific explanation

Anomaly - Some phenomena that defies scientific explanation

Cognitohazard - Anomaly that can affect people if it interacts with one of their five senses (Sight, hearing, touch, smell, taste)

D-Class - Prisoners that are used as guinea pigs by the Foundation

Field Agents - Foundation personnel that are tasked with infiltrating groups to look for and capture SCPs

Hazard - Shorthand used to refer to memetics, which can be divided into cognitohazards and infohazards

Infohazard - Anomaly that can affect people if they know about it

Memetic Agent - Cognitohazard or infohazard; can essentially be described as “infectious information”

Memetic Effects - The effects triggered by a Memetic Agent

Mobile Task Force (MTF) - A team of elite operatives that explore, combat, and play a part in capturing anomalies

Researcher - Foundation personnel that are typically tasked with studying and experimenting on SCPs

SCP - An anomalous phenomenon studied and sometimes contained by the SCP Foundation

SCP Foundation - A shadow organization that studies and contains anomalies. They’re named for their motto: Secure. Contain. Protect.

Security Officer - Foundation personnel that are typically tasked with protecting sites and assisting in containment

GAME-BASED DEFINITIONS

Ability - A broad attribute, such as Strength

Armor Class - The level of protection a character has against attacks

Attributes - A collective term for Abilities and Skills

Campaign - A full game of a TTRPG that is played in multiple sittings

Character - This refers to any living creature within the game

Check - A dice roll to determine if a character can perform an action

d(#) - d stands for “die,” which is followed by the number of sides

Encounter - An event where characters interact with non-party NPCs

Entity - Synonym for character; any living creature in the game

Feat-Based - Leveling up that is based on accomplishments

Hit Points - Used to determine a character’s full and current health

Mission - A particular campaign or one-shot

Non-Player Character (NPC) - A character played by the Overseer

One-Shot - A full game of a TTRPG that is played in one sitting

Overseer (OV) - The person that is running the game, commonly known as the Game Master (GM) in other TTRPGs

Party - Another name for a group of players that are working towards similar or the same ends in a game. Often stay together

Player - One of the people that is taking part in a Mission

Player Character - A character that is created and played by the Mission’s players, rather than the Overseer

Round - This is a cycle during combat that ends once every entity has had their turn. One round takes six seconds

Skill - A more situational attribute, such as Crafting

Speed - How far an entity can move during combat. This is measured in five foot increments, using the customary system

Status Effect - An effect that enhances or hinders a character’s abilities. Most hinder them

Target - The entity that a particular Check, attack, or action is directed towards

SECTIONS OF THIS GUIDE

For organizational purposes, this guide is divided into a number of different sections: Foundation Lore, Game Mechanics, Character Creation, Weapons & Armor, Clothing & Tools, Vehicles & Structures, and the Appendix.

Foundation Lore provides a brief description of how the Foundation operates, as well as some details about the universe that it exists in.

Game Mechanics describes the vast majority of the game’s mechanics, from basic ability and skill checks to the intricacies of combat.

Character Creation details all of the steps players should take when making a character, including how to fill out a character sheet, choosing a character class, and writing a backstory.

Weapons & Armor includes a full list of all the weapons and armor that players and NPCs alike can find and use in-game, along with all of their individual stats.

Clothing & Tools describes a good amount of the attire and tools that characters and NPCs will be able to use in-game. Essentially any object can be used as a tool, so this list isn’t all-encompassing.

Vehicles & Structures lists all of vehicles and structures in the game, and also explains all of the mechanics related to them.

The Appendix includes extensive lists of a few things tied to the Foundation, such as Mobile Task Forces and Groups of Interest.

FOUNDATION LORE



THE SCP FOUNDATION

According to the SCP Wiki, an online site that serves as the central hub for all things SCP-related, SCP is a “collaborative urban fantasy writing [project] about the fictional SCP Foundation, a secretive organization that contains anomalous or supernatural items and entities away from the eyes of the public.”

Essentially, within the writings found on the site and elsewhere, the SCP Foundation, often just referred to as the Foundation, is a worldwide shadow organization concerned with the containment and study of things that defy scientific explanation, or “anomalies.”

The Foundation often collaborates with world governments, intelligence agencies, law enforcement agencies, and other groups in order to advance its interests. Within the lore of SCP, there are other groups that interact with the anomalous world. This includes cults who worship otherworldly gods, corporations that sell anomalous products, and more. These are known as Groups of Interest, or Gols.

Articles on the site are written as if they are government documents, with a pretty standard format structured to allow the writer to include a great deal of important information about the anomaly in question. The anomalous entities, objects, events, or locations being recorded in SCP articles are referred to as “SCP-#” and a codename. For example, one of the highest rated SCPs on the site is SCP-049 - Plague Doctor. SCP files often include containment procedures, a general description of the anomaly, an account of how it was first discovered by the Foundation, testing logs, and addenda.

The site’s various entries, which include documentation of various anomalies, as well as short stories referred to as “tales,” typically lie in the realm of horror and suspense, but often feature various dramatic and/or comedic elements as well. For example, there is an entire section of entries known as SCP-J, which are SCPs written entirely for comedic effect, often mocking the Foundation. Given the room for creativity that comes with the premise of the Foundation, it makes sense that entries would dive into so many different genres.

There is no official SCP canon, so what is canon is really up to the individual. Everything on the site is simultaneously true and untrue. It’s ultimately the Schrödinger’s Cat of creative writing projects. However, there are some established canons on the site, such as the Broken Masquerade and the End of Death, which both focus on the Foundation adapting to a world-changing scenario.

The SCP Wiki has been around for over a decade, and features thousands of entries from hundreds of different authors. As of May 2021, the English SCP site is on its sixth series, with over 5,000 SCP articles and hundreds of tales. For anyone interested in seeing the thing that started it all, that would be SCP-173 - The Statue, which conveys both how SCPs are typically written and the overall tone of the project in a pretty effective manner.

The main SCP site is in English, but has official sister sites in many other languages, including Chinese, Czech, French, German, Italian, Japanese, Korean, Polish, Portuguese, Russian, Spanish, Thai, Traditional Chinese, and Ukrainian. It also has unofficial sites written in Greek, Latin, Nordic, Turkish, and Vietnamese. These sites include hundreds of translations from dozens of translators all around the world as well as unique works from members of these alternate sites.

SCP’S MAIN GOALS

The following is a message from the Administrator, who, in some canons, is known as the single most powerful person in the Foundation. Here, they detail the impetus for its creation:

“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 conclusion of this address is what the SCP Foundation is named for, and cover the three aspects of its official mission statement:

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 anomalies, as well as the anomalies themselves, until such time that the anomalies 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 a last resort, if they are to be too dangerous to be contained.

OBJECT CLASSES

All anomalous objects, entities, and other phenomena held by the Foundation are assigned an Object Class. This class is determined by a number of factors, with the primary being how difficult the item is to contain. An Object Class determines an item’s containment needs, research priority, and budgeting, among other considerations.

These are the five Object Classes often utilized by the Foundation:

Safe

These anomalies are easily contained. This often indicates that the Foundation has researched the SCP well enough that containment does not require significant resources or that the anomaly requires a specific activation or trigger. Classifying an anomaly as Safe, however, does not mean that handling or activating it does not pose a significant threat.

Euclid

Anomalies in this class either require more resources to contain or have containment procedures that aren’t always reliable. Usually this is because the SCP is insufficiently understood or inherently unpredictable. It’s usually safe to bet that an SCP will be this class if it doesn’t easily fall into the other standard Object Classes.

SCPs that are autonomous, sentient and/or sapient are generally classified as Euclid, due to the inherent unpredictability of an object that can think or act on its own.

Keter

These anomalies are exceedingly difficult to contain consistently or reliably, and often have extensive or complex containment procedures. The Foundation often can't contain these SCPs well due to not having a solid understanding of the anomaly or lacking the technology to properly contain or counter it. A Keter SCP isn't necessarily dangerous, but it is very difficult or costly to contain.

Thaumiel

SCPs in the Thaumiel class are specifically used to contain other SCPs. Even the mere existence of Thaumiel class objects is classified at the highest levels of the Foundation and their locations, functions, and current status are known to few personnel outside of the O5 Council.

Neutralized

These SCPs are no longer anomalous. This is often because they've been intentionally or accidentally destroyed or disabled.

There are a few other less common Object Classes:

Apollyon

This class is used for SCPs that are virtually impossible to contain or are about to permanently break containment.

Archon

This refers to anomalies that could be contained, but are best left uncontained for some reason. Archon SCPs may be difficult to fully contain or have adverse effects if put into containment.

Explained

These SCPs are either fully understood to the point where their effects are now explainable by mainstream science, or are regular phenomena once falsely thought to be anomalous.

Esoteric/Narrative

SCPs of this class do not fall into any of the above sections. They are generally only used once and are created to further the narrative of a particular SCP article.

SECURITY & CLEARANCE

Security clearances are given to all Foundation personnel, and represent the highest level of information they can gain access to. Having a given clearance level does not mean the employee automatically has 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 administrative staff overseeing their respective departments.

In *Fear in the Foundation*, there are no set mechanics concerning what security clearances characters have. Rather, this is something that players should simply talk to their Overseer about. Foundation personnel security clearance is often based on their position, experience, and which operations they often interact with.

Level 0 (For Official Use Only)

These security clearances are given to non-essential personnel with no need to access information regarding anomalous items in Foundation containment. Level 0 access is typically held by personnel in non-secured bookkeeping, logistics, or maintenance positions at facilities with no access to operational data.

Level 1 (Confidential)

These security clearances are given to personnel working in close proximity to anomalous objects or entities in containment, though they have no direct access to them. Level 1 security clearances are typically granted to personnel working in bookkeeping, logistics, or maintenance positions at facilities with containment capability or the ability to handle rather sensitive information regarding anomalies.

Level 2 (Restricted)

These 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 and field agents hold a Level 2 security clearance.

Level 3 (Secret)

These 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)

These 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 MTF Commanders.

Level 5 (Thaumiel)

These 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.

SECURE FACILITIES

The Foundation maintains and operates a large number of facilities worldwide, from small outposts with only a handful of staff to major sites with thousands of personnel.

Site

Foundation Sites are covert facilities, meaning that while existence of the facility is known to the public, such facilities are often disguised under government or corporate fronts. Sites are often built in locations in relatively close proximity to civilian populations, where facilities require such cover.

Area

Foundation Areas are clandestine facilities, meaning that civilians are not aware of their existence at all. Such facilities are often built far away from civilian populations and may contain extremely dangerous anomalies. The vast majority of Areas have extreme fail-safe measures such as on-site nuclear warheads.

Observation Posts

These are tiny facilities established in a multitude of locations worldwide. Often limited to small standalone buildings or single units within larger buildings, Observation Posts are typically used to monitor regional communications to watch for anomalous activity, as well as monitor nearby Foundation facilities. Many Observation Posts are also used as secure communications hubs.

All Foundation sites and areas are split up into specific sections, which serve their own unique purposes.

Sectors

These are sections of Sites or Areas that are designated for specific purposes, such as containment, research, or storage. The exact usage of Sectors varies from facility to facility and is dependent on the facility's primary purpose and size.

Units

These, on the other hand, are self-contained sections of Sites or Areas such as those containing Biological or Dimensional anomalies and are designed to self-seal in case of a breach or other catastrophic event. All personnel entering or exiting a Unit must typically undergo a full decontamination procedure.

Foundation facilities or facility sections may also be labeled with a prefix that is meant to properly describe their specific purpose.

Armed

This means that a facility or facility section has abnormally high physical security concerns, either due to containment of violent hostile entities or threat of outside attack. Such facilities typically have a large amount of military-grade weaponry and vehicles as well as a disproportionately large number of permanent security staff; in the case of a full facility, this typically entails a detachment of at least battalion or regiment strength.

Biological (Bio)

These containment facilities or facility sections deal with infectious/bio-hazardous anomalies and are both isolated and self-contained to prevent the escape of such anomalies.

Containment

These facilities or facility sections are primarily equipped and intended for the containment of anomalous objects or entities.

Dimensional (Dim)

These containment facilities or facility sections deal with other dimensions or anomalies exhibiting warped space-time.

Humanoid

These containment facilities or facility sections primarily deal with sentient, sapient human or near-human entities capable of understanding and complying with instructions. These are essentially analogous to a prison facility for anomalous entities.

Protected

These facilities and facility sections are “safe zones” kept free of anomalous influence. No anomalies are allowed in these facilities.

Provisional

These facilities are established or built around an immobile anomaly. They typically only contain a single anomaly.

Reliquary

These facilities or facility sections are designed for handling artifacts and objects of religious or historical significance.

Research

These facilities or facility sections are designed for either the handling and study of anomalies/anomalous materials or research and development of new containment schemes and methods.

Storage

These facilities or facility sections are intended for long-term storage of non-anomalous or inert anomalous objects incapable of any sort of autonomous movement.

MAJOR DEPARTMENTS

The following is a list of all the main departments that make up the Foundation, from the top of the hierarchy to janitorial staff.

Administrative Department

This department is headed directly by O5 Command and the Administrator, the highest-ranking members in the Foundation. It directs the organization's actions on all levels. This department includes all communication nodes and command centers. The department also has power overall of the Foundation's financial operations, like disposition of funds, budget planning, and the like. The record-keeping office also belongs to this department.

Department of External Affairs (DEA)

The DEA is responsible for a wide spectrum of operations: planting disinformation, eliminating traces of SCP and Foundation activity, D-class personnel enlistment, and recruiting new employees from military and civil institutions. The DEA is essentially the front line of the Foundation as it filters all potential employees and is responsible for maintaining high standards among recruits.

Engineering & Technical Service Department (E&TS)

This department is responsible for technical maintenance and everyday services in Foundation facilities, as well as the design and construction of new facilities and routes of communication. The department is divided into several sub-departments based on clearance levels and appropriations. Employees with higher clearance levels design and build containment chambers requiring high levels of secrecy and work on important equipment.

Ethics Committee

This is a small independent department responsible for reviewing containment procedures and checking conducted experiments for excessive waste or inappropriate use of D-Class employees and other resources. The Committee's existence is thought to be a joke by some, but it plays a significant role in Foundation operations.

Intelligence Agency

This agency is tasked with investigating, tracking, and capturing anomalous objects and gathering intelligence on Groups of Interest. Undercover cells of the Foundation Intelligence Agency exist in every major populated area, often disguised as civilians and non-anomalous institutions. Intelligence agents are usually recruited from various law enforcement agencies and special services all over the world.

Internal Security Department

This is a concealed “Foundation within the Foundation.” The ISD is a secret police force responsible for assessing the loyalty of Foundation personnel and handling security risks. The ISD is also responsible for the interrogation of captured enemies, although this role “officially” belongs to the Security Department. The ISD is strictly hierarchical, adhering to stringent investigative protocol. Usually, ISD agents keep their previous position in order to provide a first-hand account of everything happening in a department.

Internal Tribunal Department

This is the Foundation's institutional judicial authority. The tribunal hears cases involving actions that are prohibited by the Foundation's Legal Codex, including crimes against the Foundation, crimes against normalcy and humanity, significant disciplinary violations, preparations for K-Class event realization, state and corporate crime, and other major violations. The tribunal hands out sentences tailored to the specific violation. However, any of these judgments can be repealed by the O5 Council.

Logistics Department

This department is responsible for transferring natural, financial and human resources between Foundation facilities. Transportation is carried out via land, air, and water, as well as in space. There is a complex system for assigning transportation priorities; SCPs and the resources needed to contain them usually get top priority.

Manufacturing Department

This department is responsible for fulfilling any material requests that arise during Foundation processes. The Manufacturing Department has several Sites and Zones wholly devoted to constructing a wide array of items. The design and manufacturing of these items is often done on-site for security reasons, and manufacturing sites are heavily guarded.

Medical Department

This department is responsible for keeping employees in good health. Due to the nature of the Foundation, medics often encounter highly unusual wounds, trauma, infections, and disorders. Some Foundation medics specialize in secondary areas of treatment expertise such as memetic influences, psychological trauma, and so on.

Scientific Department

Efficient scientific work is the cornerstone of the Foundation's existence. The Scientific Department is responsible for studying anomalies, developing countermeasures for containment breaches, and assisting the Manufacturing Department with the design of various devices. Personnel in this department are recruited from among the best and most promising scientists in various fields.

Security Department

This department is responsible for protecting all Foundation facilities, regardless of priority. SD personnel are trained to counteract containment breaches, intrusions, natural disasters, and other emergencies. Newcomers are given general training before being assigned to an object or facility. However, training for working with a given object is performed on-site after assignment.

INTERNAL STAFF

Foundation personnel operate in a wide array of fields, which is necessary in order to keep Foundation facilities running.

Regular Staff

Communications Agents - Intelligence Department

These agents are responsible for regulating communication within their facility, as well as overseeing communication between their facility and other Foundation apparatuses, such as the O5 Council.

Conduct Personnel - Administrative Department

Agents in the Conduct Department work closely with the Foundation's Ethics Committee in order to assure that facilities follow standard protocols and procedures. They are responsible for filing reports of misconduct to the Ethics Committee.

Containment Specialists - Scientific Department

These personnel have two main responsibilities. First, containment teams are often summoned to respond to confirmed cases of anomalous activity, where they secure and establish initial containment over anomalous phenomena and transport them to the nearest Foundation containment site. Second, Foundation containment technicians work alongside Researchers to devise, refine, and maintain containment units and schemes for anomalous phenomena in Foundation facilities.

Counterintelligence Agents - Intelligence Department

Agents in the Counterintelligence Department work to ensure that the Foundation is kept a secret from the general world population, as well as gather intelligence on Groups and Persons of Interest. They also help organize the amnestization of people outside the Foundation that encounter anomalies, to maintain normalcy.

D-Class - Scientific Department

These employees are used as test subjects for the experimentation of various anomalies, including the exploration of anomalous areas. They are also often responsible for the care and maintenance of anomalies that require upkeep, whether these anomalies are safe or dangerous. The Security Department and Engineering & Technical Services Department work to maintain these employees.

Field Agents - Intelligence Department

These agents are responsible for field surveillance, as well as reporting and sometimes attempting to capture anomalies they discover. They often go undercover, embedding themselves in corporations, government agencies, non-profits, small businesses, and the like using Foundation connections and resources.

Horticulturists - Engineering & Technical Service Department

Personnel in Foundation Horticulture are responsible for growing food for Foundation sites, as well as taking care of certain plant-based anomalies. Food is often shipped to Foundation sites through the Logistics Department, but Horticulturists help save Foundation resources, as well as keep an extra stock of food for emergencies.

Human Resources Personnel - Department of External Affairs

These staff members are responsible for tasks associated with the hiring, training, transfer, and termination of Foundation personnel. Human Resources Agents do all of the paperwork involved in all of these processes, which involves keeping extensive records.

Maintenance Personnel - Engineering & Technical Service Dep

Staff in the Maintenance Department work to keep Foundation sites and areas running. Maintenance personnel act as janitors, plumbers, electricians, computer technicians, mechanics, groundskeepers, and more. Essentially, if there's any sort of maintenance to be done at a Foundation facility, Maintenance personnel are on the case.

Medical Staff - Medical Department

Foundation medical staff are responsible for maintaining the health of site personnel, as well as more agreeable humanoid anomalies. This means that they have extensive access to medical resources, and that they keep track of the medical records of all Foundation personnel at the facility they happened to be stationed at.

Psychologists - Medical Department

Foundation psychologists help employees maintain their mental health, which can be quite a daunting task. Psychologists are also responsible for evaluating Foundation staff and assigning their Psionic Resistance Index (PRI) after they perform a series of psychological tests. Psychologists keep these results on record.

Records Personnel - Administrative Department

Personnel in the Records Department are responsible for maintaining all Foundation records. Though other departments keep records of their own, these staff members compile all records at their given facility and ensure that they are being maintained properly. Additionally, they tend to Foundation archives, ensuring that confidential information is kept safe and secure.

Researchers - Scientific Department

These staff members study and analyze the various anomalies that the Foundation encounters and/or contains. They engage in direct experimentation with anomalies, which includes physical tests of an anomaly's abilities and interviews with those able to communicate. Researchers also assist containment specialists in the development of containment procedures for anomalies.

Security Officers - Security Department

Often simply referred to as guards, these staff members are tasked with defending site personnel and assets, acting as prison guards for D-Class personnel, and generally keeping order within Foundation facilities. They are experts in hand-to-hand combat and have extensive training with the various weapons the Foundation uses to contain dangerous anomalies. Additionally, they are responsible for surveillance within their respective facility.

Tactical Response Operatives - Security Department

These agents are part of elite strike teams that are stationed relatively close to Foundation facilities. They mobilize when it seems like their facility is in danger, usually due to a containment breach or an attack from a hostile Group of Interest. These operatives are largely combat-based, assisting MTF agents and security officers in countering threats to a facility's security.

Administrative

Communications Director - Intelligence Department

This is the head of the Communications Department. They preside over all communication within the facility they're stationed in, as well as between their facility and other Foundation apparatuses.

Counterintelligence Director - Intelligence Department

The head of the Counterintelligence Department is generally in charge of coordinating counterintelligence efforts and reporting the department's findings to other related departments.

Ethics Committee Member

This is an administrative department with the specific duty to enforce regulations meant to guide all personnel. It also has the power to deem certain containment procedures and practices unethical and discontinue them. The Committee can ultimately hold trials and hand out punishments, such as demotion and termination, for violation of protocols that it sets forth. However, it still answers to the O5 Council, as all of the Foundation does.

Field Agent Director - Intelligence Department

This person leads the Field Agent Department. They often have some say in where field agents get assigned and what agents go on specific missions that fall under the department's jurisdiction. They also play a part in coordinating field efforts, which means they often interact with Mobile Task Force Commanders.

Maintenance Director - Engineering & Technical Service Dep.

This administrator is in charge of the Maintenance Department. They coordinate maintenance efforts and ensure that all structural parts of the Foundation facility that they preside over, such as its plumbing, temperature controls, and filtration systems, are in proper order. They are required to write a weekly report on the status of maintenance efforts at their respective site.

O5 Council Member - Administrative Department

This refers to members of the committee full of the highest-ranking directors of the Foundation. The O5 Council oversees all Foundation operations and directs its long-term strategic plans has complete access to all information regarding anomalies in containment. Due to the sensitivity of their positions, O5 Council members must not come into direct contact with anything anomalous. The identities of all O5 Council members is classified, and they are referred to only by their numeric designation (O5-1 through O5-13). Many of the Council are anomalous themselves, which explains their legendary longevity.

Psychology Director - Medical Department

This is the head of the Psychology Department. They have power over which patients are assigned to which psychologists, and generally direct all efforts within the department, including Psionic Resistance Index examinations. Foundation psychologists typically give this administrator weekly reports detailing their endeavors.

Site Director - Administrative Department

This is highest-ranking personnel at a Foundation facility. They are responsible for the continued, safe operation of the station and all its anomalies and projects. All major departmental directors report directly to the Site Director, who in turn reports to the O5 Council.

Senior Field Agents - Intelligence Department

These are field agents that have reached a senior position within their department, through experience and merit. These agents often help train new field agents, as well as consolidate field reports from a number of agents and present them to the Field Agent Director at their respective facility.

Senior Researchers - Scientific Department

These researchers have reached a senior position within the Research Department, typically due to their skill and expertise. They generally supervise other researchers' projects, meaning that researchers are required to provide the senior researcher assigned to the project with updates on its current status. Senior researchers also have some say over which researchers get assigned to which projects, though this can be overridden by the Site Director.

Security Director - Security Department

This is the head of the Security Department. They are responsible for all security and surveillance within their respective facility. The Security Department itself has a military-like structure. Regular security staff are referred to as officers, staff at the second level are sergeants, third are lieutenants, and the fourth are captains. The Security Director presides over all of these personnel, and ultimately directs all efforts within the Security Department.

MOBILE TASK FORCES

Mobile Task Forces (MTFs), are elite units composed of operatives from all around the Foundation. They are typically deployed to deal with specific issues that exceed the operational capacity or expertise of regular field personnel, such as field agents. Task forces are often relocated to different facilities and locations so they can be where they are needed. MTF agents represent the "best" of the Foundation.

Mobile Task Forces can vary greatly in size, composition, and purpose. A combat-oriented task force trained to deal with highly aggressive anomalies may be made up of hundreds of troops, as well as dozens of support personnel, vehicles, and equipment. However, an MTF can also be a small, specialized force of less than a dozen personnel focused on intelligence-gathering.

While in the field, MTF Agents are often disguised as emergency responders, local or federal law enforcement, or military personnel. Mobile Task Force Commanders are able to request the assistance of local field agents or personnel stationed at nearby Foundation facilities in order to accomplish their goals.

Most Mobile Task Forces follow a standard naming convention. This leads to task forces being referred to as MTF [Greek Letter]-[Number] ["Nickname"]. For example, there are task forces named things such as MTF Iota-4 "Dream Hunters" and MTF Sigma-6 "Hellsingers."

Organization

Each task force is structured in a way that best suits their intended purpose. While combat-oriented forces may follow a military-style hierarchy, smaller units may have an informal chain of command. As such, the jobs of Mobile Task Force Commanders (MTFCs) can vary greatly. Commanders of larger units may be responsible for deploying multiple teams to deal with separate issues, while commanders of smaller units may join their forces out in the field.

The cohesion of each unit varies as well. Some MTFs consist of personnel who have trained and worked together for many years or even decades, while personnel in MTFs formed at a moment's notice may know very little about each other.

Creation

Task forces are commissioned as it is deemed necessary by the Foundation's Director of Task Forces, often with the direct approval of one or more members of the O5 Council. Many MTFs are created to deal with specific anomalies that standard containment or response teams are unable to effectively handle, though many are created to account for specific types of threats.

Deactivation

MTFs created with the goal of containing a particular anomaly are typically deactivated once the anomaly is contained or containment is no longer deemed necessary. Occasionally, one of these task forces still remains in operation if it seems that their expertise may be useful for future incidents, but otherwise it will be disbanded and its members will be returned to their previous posts. Very rarely, an MTF is also deactivated if it suffers enough casualties to render it incapable of operating any longer. In these scenarios, if it seems the expertise of the MTF is still necessary, a new task force will be commissioned to replace it.

A list featuring a number of important, currently standing Mobile Task Forces, such as Alpha-1 "Red Right Hand," Eta-10 "See No Evil," and Pi-1 "City Slickers" can be found in the Appendix.

GROUPS OF INTEREST

In the SCP universe, the Foundation is not the only group with an interest in anomalous phenomena. There are many other groups within the universe who possess, use, or attempt to create anomalous objects and entities, either for their own personal gain or to further some other pursuit. Some of these groups compete with the Foundation, while others work closely with it. Each of these organizations is commonly referred to as a Group of Interest, or GoI.

A list of all of the major Groups of Interest found on the SCP Wiki's English site, such as the Chaos Insurgency, the Three Moons Initiative, and the Church of the Broken God, can be found in the Appendix.

GAME MECHANICS



BASIC ROLLING MECHANICS

The game primarily utilizes a d100, or 100-sided die. As stated earlier, the d100 *can* be impractical, so percentile dice are recommended. These dice are used to make Ability and Skill Checks, which make up the vast majority of rolls in the game.

When rolling an Ability or Skill Check, players want to roll *equal to or lower* than the value of the respective Ability or Skill. For example, if a player decided they wanted to shove something over, the Overseer would most ask them to make a Strength Check. If the value of their character's Strength was 60, they would need to roll a 60 or lower in order to succeed.

Aside from the d100/percentile dice, the game makes use of the d4, d6, d8, d10, d12, and d20. Essentially, all of the dice that are commonly found in an RPG dice set. The d4, d6, d8, d10, and d12 are often used for damage rolls, while the d20 is typically used for more situational rolls, such as those tied to some anomalous effects.

When rolling for damage, players are *generally* trying to roll high, as they are often trying to do the highest possible amount of damage to an adversary. Situational rolls, however, are more varied. For example, the Overseer may ask a player to roll a d20 before they encounter an SCP who has wild mood swings. In this circumstance, the roll will determine how the entity is feeling when the party first encounters it. A roll of 10 or below will result in the SCP being angry, while a roll of 11 or more will result in it being happy to meet them.

CRITICAL ROLLS

Most dice rolls result in normal successes or failures, which lead to the completion or incompleteness of a particular task. *However*, landing on certain numbers can be the impetus for fantastical or catastrophic events. These are known as Critical Successes and Critical Failures, which each have a 5% chance of happening on any particular Ability or Skill Check.

If a player rolls a 1-5 on an Ability or Skill Check, the roll results in a Critical Success. A Critical Success allows the player to perform some sort of amazing feat. For example, if a player rolls a 3 on an Investigation Check, they may find some useful item they wouldn't have found otherwise, or learn some piece of information that will radically change their approach to a particular problem.

If a player rolls a 96-100 on an Ability or Skill Check, the roll tragically results in a Critical Failure. A Critical Failure is worse than a standard failure, typically causing something exceptionally bad to happen to the player or someone else in their party. For example, if a player rolls a 98 on a Charisma Check, the person or entity they are trying to charm may actually start to *severely* dislike them.

The nature of critical rolls are largely up to the Overseer. There's no set rules on what a Critical Success or Failure actually means in any specific instance, aside from attack rolls. That's covered in more detail later, in the Combat Mechanics section.

ADVANTAGE & DISADVANTAGE

In normal situations, players only roll once to attempt to pass a Check. However, certain circumstances can either give them an edge or make things more difficult for them. This is how Advantage and Disadvantage come into play.

Advantage allows a player to roll twice and take the lowest number as their result. The reason a player has Advantage is usually due to some form of extenuating circumstances. For example, say a Researcher had to make an Education Check involving a subject they studied a few weeks ago. Because of this, the Overseer gives the player Advantage on that Check. The value of the Researcher's Education is 70, and he rolls a 78 and a 36. Because the player has Advantage, he takes the 36 as the result of his roll, and passes.

Disadvantage forces a player to roll twice and take the highest number as their result. As with Advantage, a player usually has Disadvantage due to some relevant circumstances. Let's say a player wants to tie some things together in order to make a trap, but one of their character's arms is heavily injured. The Overseer asks them to make a Crafting Check with Disadvantage. Their character's Crafting value is 45, and they roll a 22 and a 47. They must take the higher number as their result, so they fail the Check.

Double Advantage and Double Disadvantage are also possible. With Double Advantage, a player rolls three times and takes the lowest value. With Double Disadvantage, they roll thrice and take the highest. If anything ever gets to the point where a player would have Triple Advantage, they pass without having to roll. In the same way, if a roll seems like it would have Triple Disadvantage, it just fails.

ASSISTED CHECKS

A player can attempt to assist another on a Check by rolling that same Check themselves. If they succeed, the player they are trying to assist gains Advantage on their roll. However, if they fail, the player they are trying to assist will have Disadvantage on the Check.

Let's say a character wants to intimidate another. In order to assist them, an ally jumps in and tries to say something intimidating themselves. This ally then rolls their own Intimidation Check. In this case, the helper's Intimidation is 60 and they roll a 56, meaning they succeed. The player who received help now has Advantage on their own Intimidation roll.

CHALLENGE LEVELS

Challenge Levels are a way of adding difficulty to rolls without having to invoke Disadvantage. Essentially, instead of having a player roll twice and take the worst result, the Overseer states that the player must pass the roll by a certain number, such as 10, 20, or 30.

For example, say a player wants to intimidate a rather hardy Security Officer. The Overseer *could* have them roll with Disadvantage, but deems a Challenge Level more appropriate for the situation. So, the Overseer asks the player to roll an Intimidation Check and tells them that they must succeed by 20 in order to succeed. Since the player's character has an Intimidation value of 65, they must roll a 45 or lower in order to pass the Check.

Though Challenge Levels can be used as an alternative to Disadvantage, the two are not mutually exclusive. An Overseer could give a Check a Challenge Level while also making a player roll at Disadvantage. Doing such a thing could be a little cruel, but could also be appropriate for a given situation.

GENERAL ROLLS

General Rolls are used for atypical rolls that don't involve Abilities, Skills, or attacks. These rolls typically utilize the d100 or percentile dice, though, theoretically, any die could be used. For this type of roll, the Overseer asks the player to roll a d100 or other die in order to determine a particular outcome.

One way of handling this sort of roll is to have half the possible results lead to a good outcome while the other half lead to a bad one. For example, a General Roll with a d100 could succeed if the result was 1-50 and fail if it was 51-100.

A Fortune Roll is one type of General Roll. These rolls determine if entities are fortunate in certain situations. For example, let's say a player is hoping that a piece of equipment they dropped is still in the same spot. The Overseer could have them roll a d100. In this case, the equipment will only still be there if the player rolls a 50 or below.

ENCOUNTER ROLLS

This optional mechanic is a way of adding a level of unpredictability to when and where players have Encounters with NPCs. An Overseer makes an Encounter Roll by rolling a d20. Typically, if the result of the roll is 11 or above, the players have an Encounter.

Overseers can plan out when to make Encounter Rolls or make them randomly. There are some good times to roll for Encounters, such as when the party enters a new area, after they've finished a Rest, or as they're attempting to complete a time-intensive task.

As a note, Encounters don't always have to be negative. Though some Encounters involve life-threatening combat with an eldritch horror, others simply result in a party running into someone who needs help or is trying to offer the group some sort of new task.

OPPOSED CHECKS

Opposed Checks take place when two entities have a vested interest in overcoming each other, or one is interested in preventing another from performing an action. During these types of Checks, there is always an aggressor and a defender. The aggressor, who initiates the Check, is actively trying to overcome the defender.

There are two types of Opposed Checks: *Proactive* and *Reactive*.

In a *Proactive* Opposed Check, the aggressor rolls first. Examples of these Checks include an entity trying to escape a Grapple or a person attempting to Disarm an opponent.

For *Reactive* Opposed Checks, the aggressor rolls second. Examples include an entity trying to be more persuasive than other by rolling Opposed Management or an individual searching for a stealthy target by rolling Perception or Investigation against their Espionage.

Rules for Opposed Checks
If the aggressor fails the Check, the defender automatically wins
If both pass the Check, whoever rolled the lowest number wins
If the aggressor passes and the defender fails, the aggressor wins
If two character both pass and tie, they re-roll the Check

Many Opposed Checks involve the aggressor rolling the same Check as the defender. However, some require the defender to use an Ability or Skill that differs from the aggressor's. For example, in order to foil another entity's successful Deception Check, a player must initiate an Opposed Check using their Intelligence.

Check	Opposed Check
Charisma	Power
Deception	Intelligence
Espionage	Perception
Intimidation	Power
Management	Power

ABILITIES

Strength (STR) - Physical power and force

Agility (AGI) - Physical dexterity, speed, and flexibility

Endurance (END) - Physical durability, stamina, and resistance

Intelligence (INT) - Cunning and comprehension of logic

Education (EDU) - Knowledge gained through formal instruction

Charisma (CHA) - Ability to appeal to others; general likability

Power (POW) - PRI (Psionic Resistance Index), mental strength

Luck (LUC) - A resource players can use to pass failed checks

SKILLS

Crafting (CRA) - Building and shaping tools, traps, etc.

Deception (DEC) - Used to trick or lie to other entities

Espionage (ESP) - For stealth, tricking entities with disguises

Firearms (FIR) - For attacks with Firearms & Misc. Projectiles

Intimidation (IND) - Persuasion/deterrence through physicality

Investigation (INV) - Trying to find something or learn more

Machinery (MAC) - Operating heavy machinery, such as vehicles

Management (MAN) - Persuasion through knowledge or logic

Medical (MED) - Used to restore Hit Points or patch up wounds

Melee (MEL) - For Unarmed Strikes or attacks with Melee Weapons

Nature (NAT) - Identifying/understanding organisms & terrain

Occult (OCC) - Using anomalous objects; performing rituals

Perception (PER) - Recognizing things in one's surroundings

Sciences (SCI) - Understanding/using scientific knowledge

Special Ops (SPO) - Anything that doesn't fit in another Skill

Technology (TEC) - Understanding/using computers, etc.

PROFICIENCIES

While making a character, players get to choose two Skills out of four possible options, which are tied to their character's class. Their character then becomes "Proficient" in these Skills. Players get to add 10 to the values of the Skills that their characters are Proficient in.

The purpose of a Proficiency is to give a character a bit more of an advantage when it comes to certain Skill Checks. Unlike the automatic bonuses tied to each character class, players have the opportunity to choose which Skills their characters are Proficient in.

LIMITS OF VALUES

There are limits on how high or low Ability and Skill values can be. For NPCs and anomalies, they can range from 10 to 90. However, for player characters, these values cap at 80.

Since *Fear in the Foundation* relies on a d100 system, rolls, or at least rolls without any modifiers, can only fall between 1 and 100. The limits placed on Ability and Skill values ensure that these natural rolls have between a 10 and 90% chance of success.

USING LUCK

Luck, though it is considered an Ability, is more of a resource. Players can use Luck points to pass recently failed Checks.

Let's say a player wants to roll an Espionage Check to sneak past a foe who is unaware of their presence, and the value of their Espionage is 45. They roll a 48, so they fail the Check. The player expends 3 points of Luck, making their roll a 45 and passing the Check. After this, they subtract 3 points from their total Luck.

Players can choose to expend 10 Luck points to have their character overcome one of their Fears during an Encounter. However, this sudden burst of courage will only last for the duration of that single Encounter. The next time the character encounters something that triggers that Fear, they'll be Frightened once again.

At the start of a campaign, all player characters get 100 points of Luck. At the start of a one-shot, they get 25. There is only one way for characters to restore Luck points, which is the Inspiration mechanic. When an Overseer determines that a player has come up with an exceptionally creative way of solving a problem or has made a decision that shows true dedication to playing their character, they may reward that player by giving them 5 or 10 more Luck points.

POWER MECHANICS

This section details the way Power functions in-game. Power largely functions like a normal Ability, but is a bit more complex than things like Intelligence or Charisma. Power represents a character's mental wellness and Psionic Resistance Index, or PRI. This is a measure of a person's ability to resist mind-altering phenomena.

The SCP Foundation has a number of classifications for anomalies capable of affecting people's minds. For example, memetics are anomalous effects capable of spreading through communication or a physical sense, such as hearing or sight. These effects are divided into two main categories, known as cognitohazards and infohazards.

A cognitohazardous anomaly affects entities when they register it with one of their five senses. One such anomaly is SCP-592, a history book titled "Chronicle of the 20th Century." This book includes an accurate account of historical events from January 1, 1900 to June 15, 1956. Past that point, all information in the book is increasingly inaccurate. If any human reads anything past the date of June 15, 1956, they will believe the inaccurate events mentioned in the book are true, and typically experience confusion and bouts of paranoia when met with any accounts that contradict their new beliefs.

An infohazardous anomaly has an anomalous effect that triggers when it is described or referred to. SCP-2193 is an infohazard that spreads through documents related to the Foundation, referencing the existence of a non-existent practice: the "Monthly Termination" of D-Class employees. 2193 spreads through various Foundation documents, "infecting" them with this false information.

Another type of mind-altering anomaly is an antimeme. This is an idea with self-censoring properties. In other words, it's an idea which, by its very nature, discourages or prevents people from spreading it. For example, SCP-2517 are anomalous psychedelic mushrooms. If people are exposed to its effects for long enough, they will start to believe that their friends and loved ones have disappeared, and will quickly become incapable of perceiving them.

Whenever characters first encounter an entity or object with a memetic or antimemetic effect capable of influencing them, they must roll a Power Check. If they fail, they'll be subject to the anomaly's effects. For example, if a character is reading SCP-592 and reads past June 15, 1956, they have to make a Power Check. If they succeed, they'll likely think that the events recorded past June 15, 1956 are a bit odd, but it won't have any effect on them. If they fail, they'll start to think that the false events they've read are true, and will be subject to the fits of mental distress that 592 causes.

In most cases, characters will only have to make one Power Check for a particular anomaly, such as when they first detect a cognitohazard. However, some anomalies have effects that override this, such as SCP-3000. SCP-3000 is a giant eel that gives entities around it feelings of unease and paranoia. When encountering this anomaly, characters have to make a Power Check for every time they draw any closer the entity, once they are within a certain range of it.

Power can also operate as a sanity meter. Some failed Power Checks will result in a character's Power value lowering, making future Power Checks more difficult. Characters can lose 5, 10, or 15 Power from these failed Checks. The level tied to a particular Check is determined by the Overseer. Most Power Checks that can cause a character to lose Power are related to an instance of extreme mind-melting horror, a near-death experience, or a gruesome manifestation of one of the characters' Fears.

Let's say a character goes through a near death experience. The Overseer asks the player to roll a Power Check. They fail the Check, causing their character to immediately lose 10 Power. If a character loses all of their Power, they will become Insane. The full effects of this are covered in the Status Effects section.

Lost Power can be restored through the use of Amnestics, which are covered more in the Amnestic Mechanic section. To put it simply, Amnestics restore Power, but can have some negative side effects, which are determined by a d100 roll.

FEAR MECHANICS

Many entities in *Fear in the Foundation* have Fears. These include things like autophobia, the fear of being alone. During character creation, players select two to three Fears to give their characters.

When entities encounter something that triggers one of their Fears, they become Frightened. This is a Status Effect, such as Disoriented or Prone. Characters become around the source of one of their Fears, and may try to retreat from it.

Though some Fears are added during character creation, characters can also develop new Fears by failing Power Checks in certain situations. Ultimately, an Overseer determines whether a failed Power Check results in the development of a new Fear.

Let's say a player encounters an insect-like SCP that nearly kills their character. The Overseer asks them to make a Power Check. They fail, so the Overseer prompts them to subtract 10 from their character's Power value. After this, the Overseer informs the player that their character has developed Insectophobia, the fear of insects.

RESTS

In order to avoid becoming Fatigued, relieve Fatigue, or restore Hit Points without having to make any Checks or use any resources, characters can take a Short or Long Rest. While resting, entities cannot take any actions or roll any Checks without interrupting the Rest and canceling out its effects.

Long Rests take 4-6 hours and restore 3d8 of HP, which characters roll themselves. During Long Rests, characters sleep. Because of this, they group may need one or more people to act as look outs. Look outs only receive the benefits of a Short Rest.

Short Rests take 1-3 hours and restore 3d4 of HP, which players roll themselves. During these Rests, characters can be awake or asleep. If awake, characters can still talk and interact with one another, but they can't move outside of the room or area they are currently in.

Many Class Bonuses note that they can only be used "once per Rest." This means that once they have been used during play, they cannot be used again until the character has taken a Rest.

While characters rest, things still happen in the background, including the movement and actions of NPCs and SCPs. Overseers can choose to roll an Encounter Check while characters rest. For a Short Rest, they simply roll a standard Encounter Check. For a Long Rest, they should roll an Encounter Check with Advantage. The Encounter can start in the middle of the Rest or at the end of it.

MEDICAL CHECKS

Medical Checks are a way for characters to heal entities and restore Hit Points without having to use any medical resources, such as Medicine or medically-beneficial SCPs. One such SCP is SCP 500, a bottle of pills capable of healing any injury or ailment.

Successful Medical Checks restore 2d4 of HP, which players roll themselves after passing the Check. On a Critical Success, Medical Checks restore 3d4 of HP. These Checks can be done in or outside of combat. During combat, they count as an action. A character can only perform or receive one Medical Check following an Encounter.

There are a number of ways players or an Overseer could describe a successful Medical Check, though it isn't really necessary. For example, a player could say they're putting pressure on an area to stop the bleeding or carefully removing a projectile from their skin.

MEDICINE

The game takes place in a universe where the Foundation has successfully studied medical anomalies such as SCP-500, leading to the creation of anomalous medication that gives entities temporary regenerative abilities. This medication either comes in the form of small white pills that a subject ingests or syringes that inject it directly into the subject's bloodstream.

Medicine restores 4d4 of HP without the need for a Medical Check. Additionally, it ends the effects of any poison, unless the specific poison overrides the effects of Medicine. The regenerative abilities it provides can heal wounds such as bone fractures, bruises, burns, cuts, dislocations, organ injuries, and the like. However, unlike some medical anomalies, it does not have the ability to kick-start the regeneration of lost limbs or organs.

Players can take Medicine for themselves or give it to another entity. During combat, doing one of these things counts as an action.

AMNESTICS & MNESTICS

Amnestics are a way to restore lost Power or cancel out the effects of memetic hazards. Amnestics are similar to Medicine, and either come in the form of small yellow pills that a subject ingests or syringes whose contents can be injected directly into the bloodstream.

Each Amnestic restores 10 lost Power. In a way, they can be thought of as Medicine for the mind. They have the ability to bring a character back up to the full value of their Power, but not beyond it.

Amnestics also have a primary side effect. Every time an entity takes an Amnestic, the person controlling them has to roll a d100. If the result is lower than 50, the entity will lose a minor memory, such as what they ate for breakfast that morning. If it's higher than 50, they will forget something major, such as an event or place that is important to them. Critical successes on these rolls result in the character not forgetting anything, while critical failures lead to them forgetting something incredibly salient, such as an important person in their life or an event that shaped them as a person.

Entities can take an Amnestic themselves or give them to another entity. During combat, doing either of these counts as an action.

Mnestic also come in the form of small pills or liquids that can be put into syringes. Their purpose is to counter antimemes. To reiterate, an antimeme is an idea with self-censoring properties. For example, SCP-055 is an object that can be observed and interacted with, but as soon as SCP-055 is outside of a entity's view, they forget all details about its appearance and nature.

In other words, an entity taking Mnestic is able to remember things they typically wouldn't be able to. The effects of a single Mnestic lasts for 1 minute, or 10 turns of combat. An entity can take multiple Mnestic at once, and the effects stack.

The use of Mnestic has possible side effects. For every Mnestic an entity takes, the person controlling them must roll a d100. If the result is 50 or below, the entity will remember a minor thing that they would rather forget. If the result is above 50, they will be Disoriented for 1 minute. On a critical success, the entity will not have to deal with any side effects. On a critical failure, they will become Disoriented for 1 minute and become re-affected by some memetic agent previously cured by an Amnestic.

SEDATIVES

Sedatives can be used to knock characters and NPCs Unconscious. However, a target's HP has to be at or lower than 1/4 of their Maximum HP in order for them to be susceptible to Sedatives.

Sedatives come in the form of pills or syringes that can be used once. Attempting to use these during combat counts as an action. Users must succeed on an Agility Check in order to inject their target with a Sedative. After a target is injected, they have to make an Endurance Check at Disadvantage. If they fail, they fall Unconscious.

CHARACTER INVENTORY

All competitors have a maximum number of items they can carry. This is known as their Inventory. These items are divided into two categories: Weapons and Tools.

Characters have a total of four Weapon Slots. Each weapon they equip takes up one or more of these slots. Typically, the stronger a weapon is, the more slots it occupies. A baton takes up one slot, while a shotgun takes two. If a character's Weapon Slots are full, they must drop a weapon in order to pick up a new one.

Some weapons do not take up an entire Weapon Slot. For example, up to three frag grenades or flashbangs can fit in the same slot. However, each type of weapon must be allocated to its own slot. If a character has one frag grenade and one flashbang, they have to be in two separate Weapon Slots.

Characters also get four Strike Slots. These slots can only be used for Unarmed Strikes. When making a character, players choose a number of Unarmed Strikes to occupy these slots. These selections can be changed every time the character levels up.

The last component of a character's Inventory is the number of Tools they can carry. Typically, characters have a total of six Tool Slots. Tools include things such as flashlights, keycards, and pens. Medicine, Sedatives, Amnestics, and Mnestic also fit in this category.

Medicine, Amnestics, Mnestic, and Sedatives are much like frag grenades, when it comes to a character's Inventory. Up to three instances of any of these things can fit in a single Tool Slot, but separate types cannot occupy the same slot.

MOVEMENT MECHANICS

In *Fear in the Foundation*, movement is largely unrestricted while outside of combat. Still, characters have to abide by the laws of physics. They cannot shift through physical barriers or fly. These things could be achieved through the use of certain anomalies, but characters cannot do them on their own, as normal human beings.

The laws of physics also apply to movement during combat, which has some additional complexities. All movement during combat is tied to 5 ft squares, and movement between these squares involves a character's Speed. For example, if a character's Speed is 25 ft, they are able to move up to 5 squares during one of their turns during combat. Movement is considered separate from a character's actions.

During combat, there is no penalty for one entity attempting to pass another by entering the space that entity is occupying, unless the individual being passed wishes to prevent the movement of the other. If any entity wants to stop another from getting past them, they may initiate an Opposed Agility Check against that individual. This applies whether the two entities are hostile or friendly.

Some beings in the game have the ability to fly. If an individual wishes to prevent a flying entity from getting past them, they can initiate an Opposed Strength Check to attempt to pull them down, assuming they are able to reach the entity.

While crawling, climbing, or swimming, entities move at half their normal Speed. If the number is odd, it rounds down. For example, since 25 ft divided by two is 12.5 ft, an entity with a Speed of 25 ft would have a speed of 10 ft while crawling, climbing, or swimming.

ARMOR CLASS

Every entity in the game has an Armor Class, or AC, which determines how difficult they are to damage. Armor Classes are only actively used by the Overseer. When players make their attacks, they roll a d100, and hit as long as they pass the Check related to the attack.

Attacks made by SCPs and other NPCs work differently. For one, their attack rolls are made by rolling a d20, and aren't tied to any Skills. In order for an NPC's attack to hit, they must roll *higher* than the target's Armor Class. Say a character has an AC of 13. In order for an NPC to hit them, the Overseer must roll a 14 or higher with a d20. These attacks critically succeed on 20s.

INITIATIVE

Once a combat encounter has started, every character must roll Initiative. The game utilizes turn-based combat, and Initiative is used to determine in what order characters take their turns during a combat situation.

As with most rolls in the game, the lower a character rolls, the better. If two players tie, they simply roll against one another until one gets a lower result. On the other hand, if a player character and an non-player character tie, the player character always wins.

As stated in the Initiative Bonus section, characters get a bonus to subtract from their Initiative roll, which depends on the value of their Agility. NPCs do not get this same bonus, so their Initiative is just a standard d100 roll with no modifiers.

NATURAL STATS

A standard human character's natural vision in normal lighting is 50 ft, or 10 spaces, their sight in low lighting is 25 ft, or 5 spaces, and their vision in darkness is 5 ft, or 1 space. Standard human characters cannot see through solid obstructions, such as walls.

Hearing has a wider range than vision. A human character's natural hearing, without any obstructions, is 80 ft, or 16 spaces. When there are moderate obstructions, it's 40 ft, or 8 spaces. When there are heavy obstructions, it's reduced to 20 ft, or 4 spaces.

INITIATIVE BONUS

Initiative determines the order entities take their turns during combat. It is covered more extensively in the Initiative section. The goal is to roll the lowest possible number.

A d100 roll is used for Initiative. Characters get a bonus depending on the value of their Agility. They subtract this bonus from their roll. The table below includes the values associated with these bonuses:

Agility Value	Initiative Bonus
0-30	0
35-50	-5
55-70	-10
75-90	-15

If a character has an Agility of 60, the player should subtract 10 from their Initiative roll. This means that a 58 would become a 48.

DAMAGE MODIFIERS

Each attack does some amount of damage. For example, a normal shot from a pistol does $2d4 + 2$ damage. Most Blunt Force and Piercing weapons, as well as Unarmed Strikes, do $1d6 + SB$ or $1d8 + AB$, where SB stands for Strength Bonus and AB stands for Agility Bonus.

Each character has a Strength or Agility bonus tied to the amount of damage certain attacks do. The range of these bonuses is as listed:

Strength or Agility Value	Damage Bonus
0-30	0
35-50	+1
55-70	+2
75-90	+3

If a character's Strength was 65 and they made an attack with a Baton, which does $1d4 + SB$, the amount of damage would be $1d4 + 2$.

COMBAT ACTIONS

There are a number of actions entities can perform during combat. Attacks are the most standard, but there are a number of other things characters can do. As stated earlier, an entity using their Speed is separate from their combat actions. An entity can move before, in-between, and after their actions, and don't have to use all of their Speed at once.

Typically, entities can only perform one action during their turn, unless they have a trait that allows them to take more than one, or their sheet specifically states otherwise.

Attack

There are two types of attacks player characters can make. Those requiring a Firearms Check, and those requiring a Melee Check. Attacks require a Firearms Check when they involve the use of a Firearm or Miscellaneous Projectile. Meanwhile, attacks require a Melee Check when they involve the use of a Blunt Force Weapon, Piercing Weapon, or Unarmed Strike.

Attacks that require Firearm Checks have Disadvantage if the attacker is within 5 ft of their target.

Brace

All attacks made against a bracing entity have Disadvantage, at least until the start of the entity's next turn. In-game, this results in the entity bracing for attacks or attempting to dodge incoming strikes.

Dash

This allows a character to move up to double their Movement on their turn. If a character's Speed is 30 ft, they can move up to 60 ft by taking a Dash. It's possible for characters to take other actions, such as attacks, while in the middle of a Dash.

Disarm

By doing this, a character attempts to take a weapon out of another entity's hands. The aggressor rolls a STR or AGI Check, depending on the situation, and the target opposes using the same Ability.

Disarms don't damage the target. However, the attacker takes the target's weapon and can either use it for themselves, assuming they have enough free Weapon Slots; throw it up to 15 ft away; or hand it off to an ally. These are all considered part of the Disarm action.

Grapple

In order to Grapple a target, a character must succeed on an Opposed Strength Check against them. Grappled entities are considered Restrained.

A Grappler can drag the grappled individual along using their Speed, but must make a Strength Check before doing so. If they succeed, they can take their full Speed, dragging the grappled entity along with them. If they fail, they can only take half of their Speed.

Grappled characters can escape if they or another entity succeeds on an Opposed Strength Check against the grappler. The grapple also ends if the grappler is Incapacitated or removed from the entity in some way.

Additionally, attacks against a grappled character have Advantage, while all of their attacks are made at Disadvantage.

Heal

In order to Heal, a character must roll a Medical Check. If they are successful, the target of the Heal gains 2d4 of HP, or 3d4 on a Critical Success. The healer rolls this.

Help

This is an Assisted Check made during combat. By taking this action, a player is trying to give the target Advantage on whatever Check they are trying to make. The helper rolls the associated Check themselves. If they succeed, the target gains Advantage on their roll, but if they fail, the target's roll has Disadvantage.

Hide

In order to Hide, a character must break their opponents' line of sight, find cover, and pass an Espionage Check.

Assuming these criteria are met, the character can Hide for one or more rounds. However, their opponents make Perception Checks whenever they do anything draws attention to themselves, and can make Investigation Checks if they are actively searching for them. These Perception or Investigation rolls are considered Opposed Checks against the Espionage of the hiding character.

Hiding characters can pop up to hit unaware foes. Once they reveal themselves, they are no longer hidden.

Reaction

By choosing this action, a character is saving one of their actions for later in the round. Reactions can be taken between other people's turns, but not during them.

Reactions can take the form of any other action. For example, say a player wants to attack someone who is currently out of range, but may be in range later in the round. By choosing to React, they can wait to make their attack.

The player taking a reaction does not need to state their intent before doing so, or even know what their reaction will be. They can simply choose to React and save an action for later in the round.

Ready

Readying an action gives a character Advantage whenever they decide to take it, or cancels out any Disadvantage they may have had without readying first.

Let's say a player wants Advantage on a Rifle shot. By taking a Ready action, they take an extra second to focus and aim their weapon, giving them Advantage. The readied action does not have to be taken in the same round as the Ready action itself.

Reckless Attack

A Reckless Attack follows most of the rules mentioned in the Attack section, with a few notable differences. For one, Reckless Attacks *have* to be made within 5 ft of the target, and are taken with Advantage. The main drawback is that the next attack on the entity making the Reckless Attack will have Advantage. For every Reckless Attack a character makes, another attack has Advantage on them. This does not carry over to other Encounters.

Search

This allows a character to attempt to find something in their surroundings. Depending on the nature of the search, the Overseer will ask the player to make an Investigation or Perception Check.

Throw

Individuals can Throw items during combat. The thrower must pass a Strength Check in order to throw the object well, while the receiver has to pass an Agility Check in order to properly catch it.

A Throw's range is typically 15 ft, though it can vary depending on the weight of the item and the strength of the thrower. The farthest range of a Throw should be 30 ft, while the shortest should be 5 ft.

Use Tool/Object

This action allows an entity to use or interact with a Tool or other item during combat. Some tools or objects will be SCPs, which may require a Check, such as an Occult Check, in order to use properly.

COVER MECHANIC

Cover is any sort of barrier that protects characters from attacks or damage. A character could take cover by getting under a table or bracing behind a bookshelf, for example. All attacks made on a target that is behind some sort of cover have Disadvantage.

CRITICAL ATTACKS

If an attack critically succeeds, the attacker adds an extra die to every die worth of damage involved. The damage modifier, however, is not affected. Attacks that do damage without the use of hit dice, such as Unarmed Strikes, have their damage increased by 50%.

For example, if an attack's standard damage was 1d10 + 2d4 + 2, the Critical Success damage would be 2d10 + 3d4 + 2. Meanwhile, a Takedown that normally does 4 damage does 6 on a Critical Success.

FALLING DAMAGE

Entities take Falling Damage whenever they fall from a height of 10 ft or greater. For every 10 ft the entity falls, they take 1d4 of damage. The maximum damage that an entity can take from a fall is 20d4.

Entities fall at a rate of 200 ft per round of combat. So if entities are falling more than 200 ft, they may be able to take an action in the middle of their fall. The actions entities will be able to make are limited and are likely to be highly situational.

HALVING DAMAGE

In some scenarios, such as those involving Resistances, the amount of damage characters take will be cut in half.

If damage is halved and the resulting number isn't a whole number, the number rounds down. For example, if an attack does 15 damage and is halved, it ends up doing a total of 7 damage, rather than 7.5.

UNAWARE TARGETS

All attacks on targets that are unaware of the attacker's presence have Advantage. If combat has not already started, the target gets the opportunity to make a Perception Check.

If the unaware target succeeds on their Perception Check, everyone who could potentially be involved in the incoming combat rolls Initiative. However, if the unaware entity fails their Perception Check, the attacker gets one surprise attack, which is taken with Advantage. After this, all entities roll for Initiative.

KNOCKING UNCONSCIOUS

When making an attack that could knock a target's HP to 0, the attacker can choose to knock them unconscious rather than kill them.

In the case of player characters, knocking their HP to 0 without attempting to use deadly force sends them into Consciousness Checks, but not Survival Checks. In the case of NPCs, they're automatically knocked unconscious if HP is reduced to 0. This is assuming they're capable of being knocked unconscious.

SPECIFIC TARGETING

It's possible for a character to aim their attack at a specific part of their target's body. This is typically done in order to exploit some sort of weakness. To successfully target a particular body part, a character must succeed on the related Check by at least 10. If they fail, the attack simply misses. The Overseer can choose to increase the amount that the player must succeed by, up to 50.

For example, if an entity has one leg that is naturally weaker than the other, a character may want to target that leg in particular. In this case, they must pass their Firearm or Melee Check by 10 or more. If they fail, their attack completely misses the target.

TIME DURING COMBAT

Each round of combat lasts 6 seconds. This is mostly used to determine the duration of certain Status Effects. Disoriented and Frightened are examples of effects that last for a set period of time.

If an attack specifies that all hit targets will be Disoriented for 18 seconds, this means they will be Disoriented for 3 rounds of combat.

TYPES OF DAMAGE

The game includes twelve different types of damage. Damage types are largely important for Immunities, Resistances, Weaknesses, as well as choosing different pieces of Armor, such as Vests and Helmets.

<i>Damage Types</i>	
<i>Anomalous Damage</i>	From non-memetic anomalous effects
<i>Blunt Force Damage</i>	Being struck by blunt objects
<i>Chemical Damage</i>	Being struck with dangerous substances
<i>Cold Damage</i>	From intense cold and ice-based attacks
<i>Electric Damage</i>	From lightning and electricity-based attacks
<i>Explosive Damage</i>	From explosions and explosive weapons
<i>Firearm Damage</i>	Being struck with projectiles from Firearms
<i>Heat Damage</i>	From intense heat and fire-based attacks
<i>Light Damage</i>	From being exposed to intense light
<i>Memetic Damage</i>	From memetic effects, often affects the mind
<i>Piercing Damage</i>	Being struck by sharp objects
<i>Sound Damage</i>	From loud sounds; those at certain frequencies

Many types of Armor grant their wearers Resistance to certain types of damage. For example, the Edged-Bladed Vest makes the wearer Resistant to Piercing Damage.

Additionally, SCPs can be naturally Immune, Resistant, or Weak to certain types of damage. If players know which damage types their foes are strong or weak against, this gives them room to strategize.

TYPES OF WEAPONS

There are six types of weapons in the game, which are divided into three distinct categories. Each weapon has its own individual stats.

<i>Projectile-Based Weapons</i>	
Firearms	
Miscellaneous Projectiles	
<i>Melee-Based Weapons</i>	
Blunt Force Weapons	
Piercing Weapons	
Unarmed Strikes	

Miscellaneous Weapons

Weapon SCPs

Projectile-Based Weapons require Firearm Checks, while Melee-Based Weapons require Melee Checks. A Miscellaneous Weapon can require a Firearm Check, Melee Check, or Occult Check.

On another note, it's possible for characters to craft weapons, such as the Shiv or Zip Gun. These weapons are made by collecting a number of components and joining them together with a successful Crafting Check. Craftable weapons aren't limited to those seen on the Weapons List, but must always fit into one of the preset weapon categories, and require either a Firearms, Melee, or Occult Check.

TYPES OF ARMOR

There are three primary classifications of armor. Helmets, vests, and full body. A character can only wear one instance of each type of armor at a time. For example, in order to put on a new helmet, an entity must take off the one they are currently wearing.

Many pieces of Armor increase the wearer's Armor Class, while some also grant other bonuses. For example, while wearing the Ballistics Vest, the user is Resistant to all Firearm damage.

Additionally, some pieces of Armor have drawbacks in exchange for bonuses that they provide. The Dark View Helmet is one such piece of Armor. While the helmet makes the wearer Resistant to Light Damage, it decreases the value of their Perception by 5.

STATUS EFFECTS (SE)

These are effects that enhance or hinder characters' abilities in some way. The effects of these statuses do not compound. For example, if an entity is Disoriented and Poisoned, they have Disadvantage on all Checks, but not Double Disadvantage on them.

A number of conditions last for a set period of time. If an effect "lasts for 6 seconds," this means that it afflicts the affected entity *until the end* of their following turn.

Blinded

These entities are unable to see and automatically fail any Checks that require sight. Their attack rolls have Disadvantage if they are unable to hear their target, and attacks against them have Advantage assuming they are unable to hear the attacker. Blinded entities are also Immune to sight-based damage and memetics.

Charmed

A Charmed entity becomes unable to attack the charmer or directly harm them in any way. Additionally, the charmer has Advantage on any Check needed to socially interact with the charmed entity.

Deafened

These entities are unable to hear, meaning they fail any Check that requires hearing. They attack with Disadvantage if the target is out of their line-of-sight. In the same manner, attacks against them have Advantage if they are unable to see the attacker. Lastly, they are Immune to hearing-based damage and memetics.

Disoriented

This causes entities to have Disadvantage on all Checks and attacks. They have trouble interpreting what is going on in their surroundings, as they are experiencing some kind of sensory impairment.

Dominated

A Dominated individual is at the will of another entity, typically due to certain mind-altering effects, such as a cognitohazard.

Dominated entities can often only be freed if the thing affecting them is destroyed, they are effectively separated from it, or someone gives them Amnestics to reset their memory. It all depends on the individual mechanics tied to the dominating entity.

Fatigued

These entities have not had any Rests in more than 24 hours, or haven't had any Long Rests in more than 48 hours. For every 6 hours a Fatigued individual goes without sleeping, they gain another level.

<i>Levels of Fatigue</i>	
1	Speed is cut in half (rounds down)
2	Disadvantage on all Ability Checks
3	Disadvantage on all attack rolls and Perception Checks
4	Maximum HP is cut in half (rounds down)
5	Speed cut down to 0, entity must make Consciousness Checks
6	The entity immediately enters Survival Checks

The effects of Fatigue add up. For example, an entity at level three can only move half their Speed, has Disadvantage on all Ability Checks, and has Disadvantage on attack rolls and Perception Checks.

Entities can alleviate fatigue by taking a Rest, eating certain foods, or using some sort of anomalous device.

Frightened

These entities have Disadvantage on all actions and Checks while the source of their fear is within line of sight or hearing range. Entities typically have to fail a Power Check in order to become Frightened. These checks are triggered by a character's Fears, a successful Intimidation Check, or some sort of horrific event.

Characters can also utilize Luck to overcome this effect. Doing this uses up 10 Luck.

Incapacitated

An Incapacitated entity is *typically* conscious, but unable to move or take any actions. They automatically fail all Checks involving any form of physical movement. Attack rolls against them have Advantage, and every attack that hits is automatically a Critical Hit.

Insane

A character becomes Insane once they've lost all their Power. Insane entities do not work with others. They are prone to fits of madness, rage, neurotic behavior, enduring paranoia, and hallucinations. They are unpredictable and often a danger to themselves and others. A player can choose to continue to play an Insane character, or allow the Overseer to take control of them.

Insane characters *can* have some of their Power restored, which will end the effect. However, this can only happen if other individuals force them to take an Amnestic. This will automatically restore the value of the entity's Power to 10.

Petrified

A Petrified entity is transformed, along with any non-anomalous items that they are carrying, into a solid inanimate substance. They cease to age and are largely preserved within the substance, unless they are killed. The entity is unable to take any actions, cannot move or speak, and is completely unaware of their surroundings.

Attacks against a Petrified entity have Advantage. However, they only take half damage, since they are encased in a substance. Anomalous poisons and memetic effects are able to affect the entity.

Poisoned

Poisoned characters take damage over time relative to the specific poison, and may develop other Status Effects, depending on the effects of the poison. Poison can have a set duration or affect an entity perpetually until its effects are nullified. This can be achieved through the use of Medicine or some sort of medical SCP.

Prone

Entities are often knocked down after being hit with a certain attack, such as a Charge or Takedown. These entities are consider Prone. Prone entities can only move up to half their normal Speed, which they do by crawling. If the value of their Speed isn't a whole number after being halved, it rounds down. Attack rolls made against a Prone entity have Advantage, while their attacks are taken at Disadvantage.

Standing up ends the effect, but uses half of the entity's Speed for that turn of combat. Standing up does not count as an action.

Restrained

A Restrained character's Speed is 0. Since they're trapped, they aren't able to take any actions that require Speed, and all attacks made against them have Advantage. Additionally, every attack that they make has Disadvantage. They can be freed through a successful STR or AGI Check, depending on how they are being Restrained.

Unconscious

Entities are often rendered Unconscious when their HP reaches 0 or they are affected by Sedatives. Unconscious entities are unable to take any actions, cannot move, and are unable to speak. Attacks against them have Advantage. When an entity is first knocked Unconscious, they drop whatever they are holding and fall Prone.

Vanished

This typically happens to entities due to the effects of an anomaly. Due to the considerable variation in anomalous effects, a number of things may happen to individuals that vanish.

In some instances, the entity will eventually return to the exact spot they were in before they Vanished. However, individuals could be teleported to a new location and have no way of getting back.

IMMUNITIES & MORE

Entities can be Immune, Resistant, or Weak to certain types of damages or Checks. There are particular rules for each.

<i>Rules for Damage</i>	
<i>Immune</i>	The entity cannot be affected
<i>Resistant</i>	The entity only takes half damage
<i>Weak</i>	Every hit of this damage type is a Critical Success

For example, if an individual is Immune to Heat Damage, no attack that exclusively deals that damage type will be able to hurt them. However, if an attack does two separate damage types, such as Chemical and Heat, the entity will still take half of the damage.

If an entity is Resistant to Heat Damage, they only take half of the damage from Heat-based attacks. If, after being reduced, the amount of damage is not a whole number, it rounds down. If an entity Resistant to Cold Damage takes 11 Cold damage, it'll be reduced to 5.

On the other hand, if an entity is Weak to Heat Damage, any Heat Damage-based attack will be a Critical Hit. So, if an entity is Weak to Fire Damage and hit by a Flame Thrower, the attack will deal a total of $2d10 + 2$ of damage, rather than the standard amount: $1d10 + 2$.

<i>Rules for Checks</i>	
<i>Immune</i>	All related Checks automatically fail
<i>Resistant</i>	All related Checks have Disadvantage
<i>Weak</i>	All related Checks have Advantage

For example, if an entity is Immune to Charisma Checks, these Checks will never be effective against them.

Resistances and Weaknesses to Checks are pretty straight forward, simply utilizing standard Advantage and Disadvantage mechanics.

SURVIVAL CHECKS

Once a character's HP hits zero, they must make an Endurance Check. If they fail, they will be rendered Unconscious. This is referred to as a Consciousness Check. If a character succeeds on this initial Endurance Check, they will temporarily remain conscious.

Characters have to make a Consciousness Check at the start of all of their turns during combat, as long as their HP remains at or below 0. If not in combat, they still have to make Consciousness Checks periodically. These Checks are prompted by the Overseer.

Each Consciousness Check is more difficult than the last. For the initial one, a character just needs to pass a standard Endurance Check. For the next, they need to succeed by 10 or more. For the one after that, they must succeed by 20, and so on.

Once a character fails a Consciousness Check and is rendered Unconscious, they have to start making Survival Checks. In order to succeed, they must roll a 50 or below using a d100/percentile dice. Two successful Survival Checks result in the character regaining 2d6 of Hit Points. Additionally, the character regains consciousness and are at the start of their turn, meaning they are able to take actions. However, they are still Prone.

On the other hand, two failed Survival Checks result in a character's death. Though some anomalies may be able to revive them, it's likely that they'll be gone for good.

Characters can be hit while in Consciousness or Survival Checks. If a character is at 0 HP and hit, they accumulate negative HP. If a character ends up having as many negative Hit Points as their Maximum HP, they automatically die. If a character's Maximum HP is 26, they will automatically die if their HP is knocked down to -26, regardless of whether or not they are still conscious.

It's possible for an attack to knock a character's HP below 0. The damage a character receives from an attack does not stop if their HP hits 0 and there is damage left over. For example, if an attack does 13 damage to a character with 7 HP, the character will be knocked down to -6 HP. From this point, they will enter Consciousness Checks.

An ally can stabilize a character with 0 or negative HP by giving them Medicine or making a successful Medical Check. A conscious character can also stabilize themselves. If a character is unconscious and stabilized, the process of being stabilized causes them to regain consciousness. Any Medical Check or Medicine given to a character making Consciousness or Survival Checks acts as if they are at 0 HP, even if they have accumulated negative HP.

LEVELING UP

Like many other tabletop role-playing games, *Fear in the Foundation* offers a system through which characters can become stronger.

The system for leveling up characters is feat-based. This means that the Overseer determines when characters level up by deciding when characters have achieved enough to reach a higher level. Great feats can include things such as defeating a particularly difficult foe, completing a number of challenging tasks, or finishing a major arc within the overall story. If players believe they should level up after accomplishing some feat, they can make their case to the Overseer.

The max level for both player characters and NPCs, which can also level up, is 6. The only thing in the game not able to level up are SCPs, who maintain their standard properties throughout Missions.

There are a number of bonuses that come along with leveling up. These bonuses are dependent on what level a character has reached.

Every Level

For each level that a character gains, they gain one d4 of Hit Points, plus the modifier that is tied to their subclass. For example, an Explorer gains 1d4 + 2 of Hit Points after leveling up, while a Brawler gains 1d4 + 4.

Only on Even-Numbered Levels

When characters reach level 2, 4, and 6, they add 5 points to the values of two separate Skills. During this process, 10 points cannot be added to the same Skill.

Only on Odd-Numbered Levels

When characters reach level 3 and 5, they add 5 points to the values of two separate Abilities. As with Skills, 10 points cannot be added to the same Ability during this process.

CHARACTER TRAITS

A character's traits help define who they are as a person, including their outlook on life and how they react to certain situations. They're divided into Alignments, Personality Traits, Ideals, Flaws, and Fears.

An Alignment typically underscores how a character conforms to Foundation protocols and to what extent they're willing to stick their neck out for others. For example, a Devoted Good character is likely to follow protocols even if it gets in the way of their goals, and risk themselves for the good of others. Meanwhile, a Rebel Evil character isn't likely to follow protocols, especially if they can get away with it, and is unlikely to put themselves at risk for the sake of others.

Personality Traits really make up who a character is and how they act. They provide players with a general outline of how to role-play as the character. When playing a TTRPG, players are trying to put themselves in the headspace of their characters. If, in a particular situation, they struggle to determine how their character would think or act, referring to the character's Personality Traits could be useful.

Ideals define what a character values about most. They may also play a role in determining what the character truly wants to accomplish during a Mission. For example, a character that values glory may try to make a name for themselves by attempting to perform some kind of extreme action they wouldn't do otherwise.

Flaws are a character's weak points, from a role-play perspective. These can affect how they come to the conclusions that they do, as well as how they interact with others. Flaws can also be a source of conflict. If a character is violent, they may get a party into combat that they could have otherwise avoided, while if they're a coward, they may not assist the party during crucial moments during combat.

Fears, as mentioned earlier, define what a character is really afraid of, which tie into other game mechanics. There are a number of things that can go into a character's fears. They could be tied to past experiences. A Fear could come from a dark place within a character that they are afraid to confront. For example, a character afraid of failure may have had a difficult upbringing and been mistreated in their youth. Throughout the course of the Mission, they could find a way to confront that feeling and overcome it. Characters may be able to gain new Fears during a Mission, but they can lose them as well.

As a disclaimer, the number following each header indicates how many of each trait a player should choose when crafting a character. For example, a player should give their character two to four Ideals.

Character Alignment (1)

Devoted Noble - Follows most protocols, often selfless
Impartial Noble - Follows protocols if necessary, often selfless
Rebel Noble - Doesn't follow most protocols, often selfless
Devoted Impartial - Follows most protocols, morally fluid
True Impartial - Follows protocols if necessary, morally fluid
Rebel Impartial - Doesn't follow most protocols, morally fluid
Devoted Corrupt - Follows most protocols, often selfish
Impartial Corrupt - Follows protocols if necessary, often selfish
Rebel Corrupt - Doesn't follow protocols, often selfish

Personality Traits (5 to 7)

Absent-Minded	Adaptable	Adventurous	Aggressive
Appreciative	Assertive	Benevolent	Calm
Caring	Cautious	Calculating	Charming
Cheerful	Competitive	Confident	Considerate
Cooperative	Courageous	Curious	Decisive
Detached	Disciplined	Dramatic	Easygoing
Energetic	Farsighted	Firm	Flexible
Focused	Forceful	Forthright	Friendly
Generous	Gentle	Hardworking	Helpful
Heroic	Honest	Humble	Humorous
Idealistic	Independent	Individualistic	Kind
Magnanimous	Mature	Methodical	Meticulous
Objective	Optimistic	Organized	Outspoken
Passionate	Patient	Perceptive	Pessimistic
Polite	Practical	Principled	Protective
Proud	Prudent	Pure	Rational
Realistic	Relentless	Respectful	Reserved
Selfless	Self-critical	Sensitive	Serious
Sociable	Stoic	Stylish	Suspicious
Tolerant	Tough	Trusting	Understanding
Vivacious	Warm	Wise	Witty

Ideals (1 to 3)

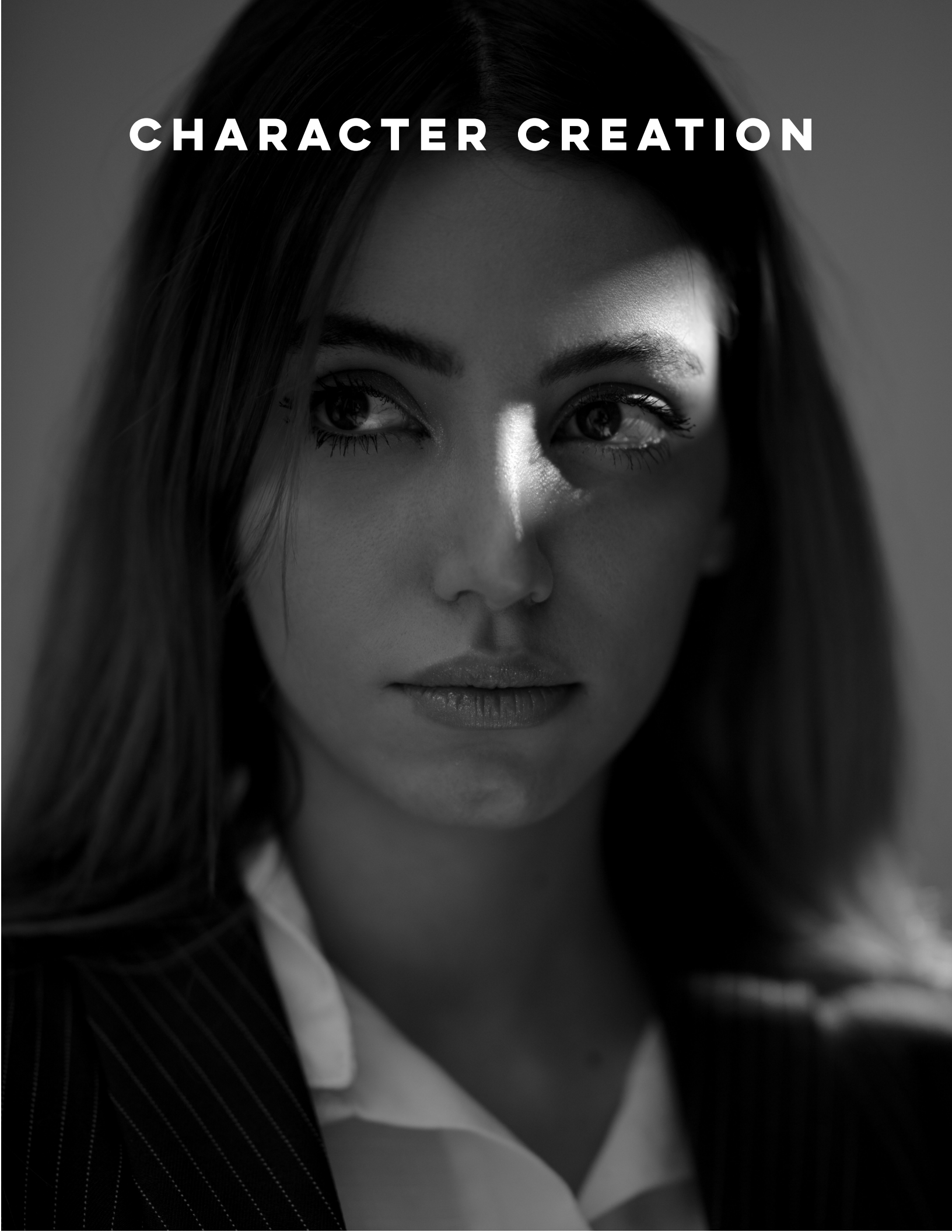
Aspiration	Balance	Charity	Community
Connection	Contentment	Creativity	Fairness
Faith	Freedom	Generosity	Glory
Honesty	Honor	Independence	Justice
Knowledge	Loyalty	Nature	Obligation
Peace	Power	Punishment	Rationality
Responsibility	Respect	Self-improvement	Survival
Sincerity	Success	Teamwork	Wealth

Flaws (2 to 3)

Aloof	Antagonistic	Apathetic	Argumentative
Arrogant	Authoritarian	Bull-headed	Brutish
Callous	Careless	Charmless	Childish
Cold	Conceited	Cowardly	Clumsy
Crass	Crazy	Cynical	Deceitful
Delicate	Dependent	Desperate	Destructive
Dishonest	Distractable	Dogmatic	Domineering
Egocentric	Envious	Erratic	Faithless
Fanatical	Fearful	Foolish	Forgetful
Gullible	Hedonistic	Hesitant	Hypocritical
Impatient	Impulsive	Indecisive	Insecure
Insensitive	Judgmental	Messy	Morbid
Narcissistic	Neurotic	Nosy	Obsessive
Oblivious	Overconfident	Overcautious	Paranoid
Partisan	Power-hungry	Reactionary	Resentful
Rigid	Sadistic	Selfish	Shallow
Shortsighted	Stubborn	Submissive	Tactless
Tasteless	Thin-skinned	Thoughtless	Underhanded
Unfair	Vacuous	Vindictive	Weak-willed

Fears (2 to 4)		
Accidents - <i>Dystychiphobia</i>	Amphibians - <i>Batrachophobia</i>	Anger or becoming angry - <i>Angrophobia</i>
Angina or choking - <i>Anginophobia</i>	Animals - <i>Zoophobia</i>	Ants - <i>Myrmecophobia</i>
Bald people - <i>Peladophobia</i>	Bats - <i>Chiroptophobia</i>	Bacteria - <i>Bacteriophobia</i>
Beards - <i>Pogonophobia</i>	Beautiful women - <i>Venustraphobia</i>	Bees - <i>Apiphobia</i>
Being alone - <i>Autophobia</i>	Being bound or tied up - <i>Merinthophobia</i>	Being buried alive - <i>Taphephobia</i>
Being forgotten - <i>Athazagoraphobia</i>	Being hypnotized - <i>Hypnophobia</i>	Being laughed at - <i>Gelotophobia</i>
Being robbed - <i>Harpaxophobia</i>	Being smothered - <i>Phnigophobia</i>	Being stared at - <i>Scoptophobia</i>
Birds - <i>Ornithophobia</i>	Blind spots - <i>Scoptophobia</i>	Blood - <i>Hemophobia</i>
Bulls - <i>Taurophobia</i>	Cats - <i>Elurophobia</i>	Celestial space - <i>Astrophobia</i>
Cemeteries - <i>Coimetrophobia</i>	Certain fabrics - <i>Textophobia</i>	Chemicals - <i>Chemophobia</i>
Childbirth - <i>Lockiophobia</i>	Children - <i>Pedophobia</i>	Clocks - <i>Chronomentrophobia</i>
Clowns - <i>Coulrophobia</i>	Cockroaches - <i>Katsaridaphobia</i>	Confined spaces - <i>Claustrophobia</i>
Cosmic phenomenon - <i>Kosmikophobia</i>	Criminals - <i>Scelerophobia</i>	Crosses and crucifixes - <i>Staurophobia</i>
Crowds or mobs - <i>Ochlophobia</i>	Darkness - <i>Achluophobia</i>	Daylight and sunshine - <i>Phengophobia</i>
Death and dead things - <i>Necrophobia</i>	Decaying matter - <i>Seplophobia</i>	Dental surgery - <i>Odontophobia</i>
Dentists - <i>Dentophobia</i>	Disease - <i>Pathophobia</i>	Dirt - <i>Mysophobia</i>
Doctors - <i>Iatrophobia</i>	Dogs - <i>Cynophobia</i>	Dolls - <i>Pediophobia</i>
Double vision - <i>Diplophobia</i>	Dreams - <i>Oneirophobia</i>	Failure - <i>Atychiphobia</i>
Feet - <i>Podophobia</i>	Fever - <i>Febriphobia</i>	Fire - <i>Pyrophobia</i>
Firearms - <i>Hoplophobia</i>	Fish - <i>Ichthyophobia</i>	Flowers - <i>Anthrophobia</i>
Flying - <i>Aerophobia</i>	Fog - <i>Homichlophobia</i>	Frogs - <i>Ranidaphobia</i>
Germs - <i>Vermiphobia</i>	Ghosts - <i>Phasmophobia</i>	Gods or religion - <i>Theophobia</i>
Growing old - <i>Gerascophobia</i>	Halloween - <i>Samhainophobia</i>	Heaven - <i>Ouranophobia</i>
Heights - <i>Acrophobia</i>	Hell - <i>Hadephobia</i>	High speeds - <i>Tachophobia</i>
Holes - <i>Trypophobia</i>	Horses - <i>Equinophobia</i>	Hospitals - <i>Nosocomephobia</i>
Human-like figures - <i>Automatonophobia</i>	Ice or frost - <i>Pagophobia</i>	Imperfection - <i>Atelophobia</i>
Insanity - <i>Dementophobia</i>	Insects - <i>Insectophobia</i>	Itching - <i>Acarophobia</i>
Kissing - <i>Philematophobia</i>	Lakes - <i>Limnophobia</i>	Large things - <i>Megalophobia</i>
Lice - <i>Pediculophobia</i>	Light flashes - <i>Selaphobia</i>	Loud noises - <i>Ligyrophobia</i>
Love - <i>Philophobia</i>	Meteors - <i>Meteorophobia</i>	Mice - <i>Musophobia</i>
Mirrors - <i>Catoptrophobia</i>	Monsters - <i>Teraphobia</i>	Moon - <i>Selenophobia</i>
Moths - <i>Mottophobia</i>	Muscle in-coordination - <i>Ataxophobia</i>	Narrow spaces - <i>Stenophobia</i>
Needles/injections - <i>Trypanophobia</i>	Night - <i>Noctiphobia</i>	Nosebleeds - <i>Epistaxiophobia</i>
Nudity - <i>Nudophobia</i>	Oceans - <i>Thalassophobia</i>	Open spaces & crowds - <i>Agoraphobia</i>
Outer space - <i>Spacephobia</i>	Pain - <i>Algophobia</i>	Parasites - <i>Parasitophobia</i>
Plants - <i>Botanophobia</i>	Pointed objects - <i>Aichmophobia</i>	Poison - <i>Iophobia</i>
Pregnancy - <i>Tocophobia</i>	Priests & sacred things - <i>Hierophobia</i>	Punishment - <i>Mastigophobia</i>
Puppets - <i>Pupaphobia</i>	Rabies - <i>Kynophobia</i>	Radiation - <i>Kynophobia</i>
Razors - <i>Xryophobia</i>	Reptiles - <i>Herpetophobia</i>	Riding in a car - <i>Amazophobia</i>
Rooms full of people - <i>Koinoniphobia</i>	Schools - <i>Scolionophobia</i>	Serious injury - <i>Traumatophobia</i>
Sermons - <i>Homilophobia</i>	Sexual love - <i>Erotophobia</i>	Sexual perversion - <i>Paraphobia</i>
Shadows - <i>Sciophobia</i>	Sharks - <i>Selachophobia</i>	Shellfish - <i>Ostrakonophobia</i>
Sinning - <i>Hamartophobia</i>	Skin lesions - <i>Dermatophobia</i>	Slime - <i>Blennophobia</i>
Small things - <i>Microphobia</i>	Snakes - <i>Ophidiophobia</i>	Snow - <i>Chionophobia</i>
Spiders - <i>Arachnophobia</i>	Social evaluation - <i>Sociophobia</i>	Spirits - <i>Pneumatiphobia</i>
Stars - <i>Siderophobia</i>	Stealing - <i>Kleptophobia</i>	Stings - <i>Cnidophobia</i>
Suffering - <i>Panthophobia</i>	Surgical operations - <i>Tomophobia</i>	Tornadoes & hurricanes - <i>Lilapsophobia</i>
Thunder & lightning - <i>Astraphobia</i>	Trains - <i>Siderodromophobia</i>	Trembling - <i>Tremophobia</i>
Tyrants - <i>Tyrannophobia</i>	Voids or empty spaces - <i>Kenophobia</i>	Vomiting - <i>Emetophobia</i>
Wasps - <i>Spheksophobia</i>	Witches and witchcraft - <i>Wiccaphobia</i>	Worms - <i>Scoleciphobia</i>

CHARACTER CREATION



QUICK CHARACTER GUIDE

INTRODUCTION

The following is a quick guide on building a character, and walks players through every section of the game's character sheet.

NAME OF CHARACTER

This section is rather self-explanatory. This is where you write your character's full name. Of course, you can always include nicknames, code names, and the like.

LEVEL

This indicates the level a character has reached. Missions usually start characters out at level 1, but this isn't always the case. If you're unsure of what level your character's at, talk to your Overseer.

LANGUAGES

These are the languages your character can speak. Characters should be able to speak at least one language. A starting character can only speak up to three languages, but can learn more over the course of their Missions. There's no maximum for the number of languages characters can learn during Missions.

CHOOSING A CLASS

When making a character, one of the first things you need to do is choose a class. The class you're able to choose depends on the what type of Mission you're going to play. For a refresher on the game's three different types of Missions, please refer to back to page 2.

Type of Mission	Recommended Classes
Containment Breach	D-Class, Field Agent, Researcher, Security
Exploration	D-Class, Field Agent, MTF Agent
Re-Containment	MTF Agent

A character's class determines their Starting HP, Starting AC, Speed, and some of their Class Bonuses. After choosing a class, you should choose your character's subclass. Your character can be in any subclass regardless of their class.

ARMOR CLASS

Your character's Armor Class (AC) is determined by their natural armor and any pieces of Armor they're able to wear. A character's natural Armor Class is determined by their Class. For example, D-Class have a natural Armor Class of 12.

SPEED

The Speed of your character is determined by their class. Like Armor Class, the number listed for most classes is their natural Speed. Remember, Speed is divided into five foot squares, so a character with a Speed of 40 ft is able to move up to 8 squares on their turn during combat, without the use of a Dash.

CURRENT HP

You should use this space to record your character's HP when it's been knocked below its maximum. This typically occurs because the character has been struck or affected by an anomaly.

MAX HP

This space is used to record your character's Maximum HP. Their starting maximum is determined by their class. As your character reaches higher levels, they will gain more and more HP.

SURVIVAL CHECKS

This is where you mark your character's survival checks. Remember, two successful Checks lead to the character regaining consciousness and 2d6 of HP, but two failed Checks result in the character's death.

CURRENT STATUS EFFECTS

This is where a player marks down any Status Effects that their character is currently afflicted by, such as Frightened or Poisoned. Players can indicate how many seconds or turns the Status Effect has left by putting the number in parentheses, like (12) or (2).

ABILITY & SKILL VALUES

Step 1: Assigning Ability Values

Players assign a value to each of their character's Abilities, aside from Luck. They start off with a pool of 350 points. From this, they select numbers ranging from 20 to 70. These numbers must be in tens. This means that players can assign a 20, 30, 40, 50, 60, or 70 to each of their Abilities, and that the total value of their seven starting Abilities cannot exceed 350.

Step 2: Ability Bonuses & Negatives

One of the major facets of subclasses/roles are the scores they add to particular Abilities. Each class adds 10 to the value of two Abilities and subtracts 10 from two others. After assigning a value to each Ability, players factor in these bonuses and negatives.

Step 3: Determining Skill Values

Skill values aren't chosen from a point bank. Rather, they are determined by adding up the value of two Abilities and dividing the resulting number by 2. In other words, *finding the mean*.

Skill	Formula
Crafting	Strength + Agility
Deception	Intelligence + Charisma
Espionage	Agility + Intelligence
Firearms	Strength + Agility
Intimidation	Strength + Charisma
Investigation	Intelligence + Power
Machinery	Strength + Education
Management	Education + Charisma
Medical	Endurance + Education
Melee	Strength + Endurance
Nature	Intelligence + Education
Occult	Education + Power
Perception	Agility + Power
Sciences	Intelligence + Education
Special Ops	Endurance + Power
Technology	Intelligence + Education

Step 4: Choosing Proficiencies

Players should choose 2 of the 4 options available for their character's Proficiencies, then add 10 to the value of these Skills.

Step 5: Adding Luck

The amount of Luck a character has is determined by the type of Mission they are going to be a part of. Characters entering campaigns get 100 Luck, while characters going into one-shots get 25 Luck.

COMBAT BONUSES

Damage Modifiers

Each character gets a bonus to the damage of certain attacks, which is tied to the value of their Strength or Agility. This bonus is mostly used for Unarmed Strikes and Melee Weapons.

Strength or Agility Value	Damage Bonus
0-30	0
35-50	+1
55-70	+2
75-90	+3

Initiative Bonus

There is also a bonus tied to a character's Initiative rolls. This bonus is *subtracted* from the roll, rather than added.

Agility Value	Initiative Bonus
0-30	0
35-50	-5
55-70	-10
75-90	-15

ARMOR

This is where you list the pieces of Armor that your character currently has equipped. It can be useful to list all of the effects of the Armor, such as the number it adds to the character's Armor Class and other effects it has on the character.

TOOLS

This is where you list all of the tools and items your character has in their possession. Characters can usually only carry up to six tools, unless they have a backpack or some other item that increases their carrying capacity.

CLASS BONUSES

These are special attributes that your character gets. Every character gets *all* the Bonuses attached to their class and subclass. For example, a Researcher has Bystander, Experienced, Geek, and Uptight, and The Brawler has Berserker, Durable, Slayer, and Warrior.

FEARS

This is where you list all of your character's Fears. You can select Fears from the Fear table or make up ones of your own. Starting characters should have two to four Fears. You can also use this space to explain how each Fear's origin and how it manifests.

ATTACKS & ACTIONS

This is where you list all of your character's current weapons and strikes. Make sure to add each of their names, range, hit bonuses, damage, how many weapon or strike slots they take up, and traits.

As a reminder, weapons are acquired, while strikes are selected during character creation. You're able to change any of your character's strikes while in the process of leveling up.

Additionally, each character has four Weapon Slots and four Strike Slots. Each strike only takes up one Strike Slot, but Weapons can take up more than one Weapon Slot, if they're strong enough.

CHARACTERISTICS

These describe things such as your character's appearance, gender, sexuality, and age. These are mostly meant as shorthand to describe your character's appearance and a few of their other aspects.

BACKGROUND

This includes your character's backstory and what they're interested in. How did they grow up? What experiences shaped who they are today? What are their passions? A character's backstory tells you how they got to where they are today, while their Miscellaneous Traits and Hobbies tell you more about who they are and what they like to do.

One of the important things you might want to include in a character's backstory is why they have chosen to join and stay with the Foundation. Different characters often have vastly different experiences with the anomalous world and the world as a whole.

PERSONALITY TRAITS

For this section, you should choose Personality Traits, Ideals, and Flaws from their respective lists. Basically, you can use these as shorthand to remind yourself of what your character acts like, how they think, and how they would respond to certain stimuli.

RELATIONS

Think of the people who play a major role in your character's life. Their parents, siblings, mentors, friends back home, co-workers, and more. Who do they have the best or worst relationships with? Who means the most to them? Do they have any rivals?

Relations can be useful for world-building and give your Overseer more ways to incorporate your character's life into the Mission.

MISSION NOTES

You can use this space to take notes while playing. Throughout your campaign, your Overseer is likely to tell you a number of things that you'll need to know later. This section can also be a nice spot to put things that you weren't able to fit in different areas of your sheet.

LEVELING UP

The max level for both player characters and NPCs is 6. There are a number of bonuses that come along with leveling up. These bonuses are dependent on what level a character has reached.

Every Level
For each level that a character gains, past first level, they gain one d4 of Hit Points, plus the modifier that is tied to their subclass. For example, an Explorer gains 1d4 + 2 of Hit Points after leveling up, while a Brawler gains 1d4 + 4.

Only on Even-Numbered Levels
When characters reach level 2, 4, and 6, they add 5 points to the values of two separate Skills. During this process, 10 points cannot be added to the same Skill.

Only on Odd-Numbered Levels
When characters reach level 3 and 5, they add 5 points to the values of two separate Abilities. As with Skills, 10 points cannot be added to the same Ability during this process.

If Additional Class Bonuses are being used, players gain them when they reach even-numbered levels. Specifically levels 2, 4, and 6.

CLASSES/OCCUPATIONS

An entity's class is typically synonymous with their occupation or the part they play within their organization. All of the classes below are for characters who work with the SCP Foundation. However, there are many NPCs who work for other anomalous Groups of Interest.

The classes that players can use are typically limited to the type of Mission they're going to be playing. D-Class, Field Agents, Researchers, and Security Officers can be used for Containment Breach Missions; while Exploration Missions are limited to D-Class, Field Agents, and MTF Agents; and MTF Agents alone are used for Re-Containment Missions. Though three classes are listed for Exploration Missions, only one class is typically used for any individual exploration. However, this isn't always the case. Some could feature a joint team of two or more of the listed classes.

	Starting HP	Natural AC	Speed	Class Bonuses
D-Class	28	12	40 ft	<u>Energetic</u> - You have Advantage on Initiative rolls <u>Runner</u> - You may use the Dash action as a free action once per Rest <u>Slippery</u> - You have Advantage on Opposed STR Checks while trying to escape Grapples <u>Survivor</u> - You have Advantage on Medical Checks when attempting to heal yourself
Field Agent	30	13	30 ft	<u>Active</u> - You get two actions per turn during combat <u>Colleague</u> - You may use the Help action as a free action once per Rest <u>Elusive</u> - You have Advantage on Espionage Checks while taking Hide actions <u>Friendly</u> - You have Advantage on Charisma Checks directed towards allies
MTF Agent	34	15	30 ft	<u>Active</u> - You get two actions per turn during combat <u>Prepared</u> - You may use the Ready action as a free action once per Rest <u>Surgeon</u> - You have Advantage on Medical Checks when healing allies <u>Tracker</u> - You have Advantage on INV or NAT Checks when tracking living things
Researcher	26	12	35 ft	<u>Bystander</u> - You may use the Hide action as a free action once per Rest <u>Experienced</u> - You have Advantage on Investigation Checks concerning anomalies <u>Geek</u> - You have Advantage on SCI or TEC Checks while using Foundation equipment <u>Uptight</u> - You have Advantage on Management Checks directed towards allies
Security Officer	32	14	25 ft	<u>Active</u> - You get two actions per turn during combat <u>Sergeant</u> - You have Advantage on IND Checks against humans and humanoid SCPs <u>Thick-Skinned</u> - You can gain Resistance against an attack's damage once per Rest <u>Warden</u> - You have Advantage on Perception Checks to avoid surprise

SUBCLASSES/ROLES

A character's subclass often indicates the particular niche that they fit into. The Brawler is a tough, durable close-range fighter. The Explorer is nimble and looks out for the party. The Marksman specializes in combat from a distance. The Occultist is well-versed in the strange and anomalous. The Showman is a charismatic powerhouse. The Technician is a wizard when it comes to technology. Oh, and no matter what class a player chooses for their character, they can choose any of the subclasses listed below. If they want to build a brawling Researcher, they can feel free to do that.

	HP Bonus	Ability Effects	Proficiency Options	Class/Role Bonuses
The Brawler	+4	+10 STR +10 END -10 INT -10 POW	IND MAC MEL SPO	<u>Berserker</u> - You have Advantage on MEL Checks when your HP is below 50% of its Maximum <u>Durable</u> - You can use this to gain Advantage on one Endurance Check per Rest <u>Slayer</u> - Your Strength and Agility Damage Bonuses are doubled on successful Melee Checks <u>Warrior</u> - You can use this to gain Advantage on one Strength Check per Rest
The Explorer	+2	+10 AGI +10 POW -10 STR -10 END	INV MEL PER TEC	<u>Adventurous</u> - You can go your full Speed while climbing, crawling, or swimming <u>Detective</u> - You can use this to gain Advantage on one Investigation Check per Rest <u>Lookout</u> - You can use this to gain Advantage on one Perception Check per Rest <u>Trapper</u> - You have Advantage on CRA, SCI, and TEC Checks when creating or setting traps
The Marksman	+3	+10 STR +10 AGI -10 END -10 POW	ESP FIR MED NAT	<u>Bullseye</u> - You can use this to gain Advantage on one Firearms Check per Rest <u>Dexterous</u> - You can use this to gain Advantage on one Agility Check per Rest <u>Punisher</u> - Whenever you hit with a Firearms attack, you add an extra d4 to the damage <u>Relentless</u> - You have Advantage on Investigation Checks when searching for hiding enemies
The Occultist	+2	+10 EDU +10 POW -10 STR -10 CHA	INV OCC NAT SCI	<u>Sage</u> - You can use this to gain Advantage on one Nature Check per Rest <u>Warlock</u> - You can use this to gain Advantage on one Occult Check per Rest <u>Void</u> - You have Advantage on all Mnestic and Amnestic Checks <u>Zen</u> - You only need a Short Rest to gain the effects of a Long Rest
The Showman	+2	+10 INT +10 CHA -10 AGI -10 EDU	CRA IND MED MAN	<u>Artisan</u> - You have Advantage on Crafting Checks when creating artistic displays <u>Omission</u> - You can use this to gain Advantage on one Deception Check per Rest <u>Rhetoric</u> - You can use this to gain Advantage on one Management Check per Rest <u>Smooth</u> - You have Advantage on Charisma Checks directed towards humanoids
The Technician	+3	+10 INT +10 EDU -10 END -10 CHA	CRA MAC SPO TEC	<u>Artificer</u> - You have Advantage on Investigation Checks when searching for Tools & Weapons <u>Engineer</u> - You can use this to gain Advantage on one Technology Check per Rest <u>Mechanic</u> - You can use this to gain Advantage on one Machinery Check per Rest <u>Resourceful</u> - You are able to carry ten Tools, rather than six

ADDITIONAL CLASS BONUSES

This is an entirely optional mechanic, consisting of extra class bonuses that characters take on as they gain levels. Many of these bonuses are actions that characters actively choose to use, rather than passive traits. These bonuses are dependent on the character's subclass/role, and gained at levels 2, 4, and 6. Players don't necessarily have to take on an additional class bonus that is on their level. At level 4, a player can choose to take on an additional level 2 bonus, as long as it's tied to the character's subclass/role.

Characters who make use of Feats are obviously way stronger than typical humans. To justify this, an Overseer could say that the players' characters are part of an elite group of Foundation personnel that possess limited anomalous abilities. These abilities are the results of natural inclinations combined with a great amount of Foundation testing. These anomalous employees could be found in every Foundation department.

THE BRAWLER	
Level	Additional Class Bonuses
2	Beast - Before rolling a Melee attack, you can choose to do 5 extra damage on a success, at the expense of adding 15 to the result of your roll. This, of course, makes it less likely that the attack will hit
	Perceptive - You are able to see and hear for a range of 10 ft, even when Blinded, Deafened, or in complete darkness. You have Advantage on Perception and Investigation Checks when an entity is Hiding within this range
4	Interference - Whenever an entity successfully attacks another entity that is within 5 ft of you, not including yourself, you can use a Reaction to decrease the amount of damage the entity takes by 1d8. Once you reach level 6, this increases to 1d12
	Protector - Whenever an entity attacks another entity that is within 5 ft of you, not including yourself, you can use a Reaction to impose Disadvantage on the attack roll
6	Enraged - As an action, you can invoke this ability, making all of your successful Melee attacks Critical Hits for a 60 second period. After 60 seconds, this effect ends at the start of your turn. You're able to do this twice per Long Rest
	Fortress - As an action, you can invoke this ability, increasing your AC by 4 for 60 seconds. After 60 seconds, this effect ends at the start of your turn. You're able to do this twice per Long Rest

THE EXPLORER	
Level	Additional Class Bonuses
2	Diver - When you hit the ground after a fall, you can roll 4d10 and reduce your falling damage by that amount. Per Long Rest, you can do this a number of times equal to your level
	Pathfinder - You have Advantage when making Perception or Investigation Checks to discover the nature of non-euclidean environments. You also have Advantage on Checks related to finding lost allies
4	Revenge - Once per round, when an entity successfully attacks you while you're Bracing, you can make a free attack on them right after you're hit. You make this attack with Advantage, and can add 1d4 to the damage on a success. At level 6, this increases to 2d4
	Steadfast - Once per round, when an entity successfully attacks you while you're Bracing, you can roll 1d8 and reduce the amount of damage you've taken by the result of the roll. At level 6, this increases to 2d8
6	Nimble - As an action, you can invoke this ability, giving you Advantage on Agility Checks for a 60 second period. After 60 seconds, this effect ends at the start of your turn. You're able to do this twice per Long Rest
	Sprinter - As an action, you can invoke this ability, doubling your Speed for 60 seconds. After 60 seconds, this effect ends at the start of your turn. You're able to do this twice per Long Rest

THE MARKSMAN	
Level	Additional Class Bonuses
2	Aim - You may specifically target a part of your target's body without taking any of the penalties. This typically means that you do more damage, and you may impede the target in some way. Per Rest, you can do this a number of times equal to your Level
	Spray - When you score a Critical Hit on an attack using a Firearm, you can choose to give up the extra damage in exchange for hitting up to four targets with the attack's normal damage. Per Rest, you can do this a number of times equal to your Level
4	Close Range - When you invoke this ability, you can make a Firearm attack on a target within 5 ft of you without invoking Disadvantage. Per Long Rest, you can do this a number of times equal to your Level
	Venom - As an action, you can load your Firearm weapon with a special Foundation-issued projectile. This projectile can do any type of damage, including Anomalous Damage. You can do this up to three times per Long Rest
6	Dead Shot - As an action, you can invoke this ability, making all of your successful Firearm attacks Critical Hits for a 30 second period. After 30 seconds, this effect ends at the start of your turn. You're able to do this up to twice per Long Rest
	Eagle Eye - As an action, you can invoke this ability, giving you Advantage on all Investigation and Perception Checks for 60 seconds. After 60 seconds, this effect ends at the start of your turn. You're able to do this three times per Long Rest

THE OCCULTIST	
Level	Additional Class Bonuses
2	Sacrifice - Every time you make a successful Medical Check on another entity, you can choose to roll a d8. If you do, you lose this number of Hit Points, transferring them to the target of the Medical Check. When you reach level 4, this increases to a d12
	Sorcerer - As an action, you can use a thaumaturgic rune to deal 2d10 Anomalous Damage to up to two targets within 20 ft of you. You must pass an Occult Check to hit with the attack, rather than a Firearm or Melee Check. Every time you use this ability, you take on one level of Fatigue. When you reach level 4, this increases to 3d10 damage
4	Confusion - As an action, you can use a thaumaturgic rune to force one target to make a Power Check. If they fail, they'll be Disoriented for 18 seconds. After 18 seconds, the effect ends at the start of the entity's turn. You can do this two times per Rest
	Hypnotist - As an action, you can use a thaumaturgic rune to force one target to make a Power Check. If they fail, they'll be Incapacitated for 6 seconds. After 6 seconds, the effect ends at the start of the entity's turn. You can do this two times per Rest
6	Beyond - As an action, you can imbue a weapon with thaumaturgic energy, converting all its damage to Anomalous Damage for 60 second. After 60 seconds, the effect ends at the start of your turn. You can do this once per Rest
	Shield - As an action, you can imbue an entity with thaumaturgic energy. For 60 seconds, the entity is Immune to Anomalous Damage, and Resistant to all other forms of damage. After 60 seconds, the effect ends at the start of your turn. You can do this once per Rest

THE SHOWMAN	
Level	Additional Class Bonuses
2	Sergeant - During combat, you can command a single ally to make an attack. You can do this once per turn, on your turn. This command does not count as one of your actions, and the attack does not count as one of the ally's actions
	Encouragement - When assisting allies on a roll or performing a Help action, you can roll Charisma, rather than the Check that your target is rolling. Per Long Rest, you can do this a number of times equal to your Level
4	Comrade - As an action, you can make a Charisma Check against an entity that's susceptible to them. If you succeed, the entity must roll Power at Disadvantage. If it fails, it's Charmed by you for 60 seconds. After 60 seconds, the effect ends at the start of the entity's turn. You can only use this action on an entity once. You can do this twice per Long Rest
	Monster - As an action, you can make an Intimidation Check against an entity that's susceptible to them. If you succeed, the entity must roll Power at Disadvantage. If it fails, it's Frightened of you for 60 seconds. After 60 seconds, the effect ends at the start of the entity's turn. You can only use this action on an entity once. You can do this twice per Long Rest
6	Spokesman - As an action, you can invoke this ability, giving a short speech that rallies up to four allies. These allies all gain Double Advantage on the next Check or attack they make. You can do this twice per Long Rest
	Rally - As an action, you can invoke this ability, giving a short speech that rallies up to four allies. These allies are cured of the following Status Effects, if they are affected by them: Blinded, Charmed, Deafened, Dominated, Frightened, Incapacitated, Poisoned. You can do this twice per Long Rest. Using this ability does not remove any of your own Status Effects

THE TECHNICIAN	
Level	Additional Class Bonuses
2	Armorer - During a Short or Long Rest, you can take time to buff a piece of Armor. You can increase its bonus to the wearer's Armor Class by +1 or make it Resistant to Blunt Force, Chemical, Cold, Electric, Explosive, Firearm, Heat, Light, Piercing, or Sound Damage, assuming it isn't already. You cannot do this to the same piece of Armor multiple times
	Blacksmith - During a Short or Long Rest, you can take time to buff a Weapon. You can give it a -5/+1 Hit Bonus, depending on the combat system being used (d100 or d20); or give it an extra d4 of damage. You cannot do this to the same Weapon multiple times
4	Hardened - On your turn, you can end one Status Effect that is currently ailing you, assuming it is one of these Effects: Blinded, Charmed, Deafened, Dominated, Frightened, Incapacitated, Poisoned. Whenever you do this, you'll take on one level of Fatigue
	Toolmaker - During a Short or Long Rest, you can take time to buff a Tool. Depending on the nature of the Tool, you can increase the range of its effects, some of its traits, or boost it in such a way that it gives the user Advantage or Double Advantage on any Check they are using it for. You cannot do this to the same Tool multiple times. The things you'll be able to do to the Tool are more varied than what you can do to a Weapon or piece of Armor, and more subject to what the Overseer will allow
6	Handyman - As an action, you can invoke this ability, giving you Advantage on all Crafting, Machinery, Science, and Technology Checks for a 60 second period. After 60 seconds, this effect ends at the start of your turn. You can do this twice per Long Rest
	Well-Rounded - As an action, you can invoke this ability, increasing your Speed by 20 ft and Armor Class by 4 for a 60 second period. After 60 seconds, this effect ends at the start of your turn. You can only do this once per Long Rest

CHARACTER WRITING

The Foundation works with almost every world government, as well as an extensive list of groups and organizations. As such, Foundation employees come from all over the world and have a wide range of different upbringings, personalities, and life experiences. This allows for a lot of variance when it comes to writing character backgrounds.

What follows is a description of each class's purpose, how they are recruited to the Foundation, and why they join and choose to stay.

RESEARCHERS - SCP'S BRAINS

Purpose: Researchers are the lifeblood of the Foundation. In order to accomplish its goals, the Foundation needs people to study and analyze all the strange anomalies they run into. Otherwise, the Foundation would have a much harder time containing anomalies. Researchers engage in experimentation with anomalies, including physical tests of the anomaly's abilities and interviews with anomalies that are able to communicate. Researchers are often experts in some areas of anomalous study, such as memetics.

Recruitment: Researchers are usually recruited from government agencies; anomalous organizations like Anderson Robotics, Deer College, or Wilson's Wildlife Solutions; or large corporations that work on scientific government projects.

Motivation: Like any other Foundation staff member, there may be a number of reasons researchers join and choose to stay with the organization. They may see the Foundation as a higher calling to defend humanity, simply enjoy studying the paranormal, appreciate the high amount of freedom the Foundation grants them in certain instances, or see their efforts as a necessary obligation.

SECURITY OFFICER - SCP'S MUSCLE

Purpose: Security officers act as the Foundation's shield. They are tasked with defending site personnel and assets, acting as prison guards for D-Class personnel, and generally keeping order within Foundation facilities. Security officers are experts in hand-to-hand combat and have extensive training on how to use the weapons the Foundation utilizes in containing certain highly dangerous anomalies.

Recruitment: Officers are typically recruited from government agencies and departments, such as the FBI, CIA, and the Department of Defense, as well as other agencies specializing in combating anomalies, such as the Global Occult Coalition (GOC). Many other security officers are military veterans. Due to the sensitivity of Foundation information, average police officers are not typically recruited to work for the Foundation, but can be in select cases, especially when the Foundation is low on manpower and resources.

Motivation: Security officers may join the Foundation for a number of reasons. Like researchers, some see themselves as heroes defending humanity, while others see it as a necessary obligation. Some enjoy the thrills that come with containment operations and containment breaches. A few officers have reported that they appreciate the challenge of securing anomalies and D-Class alike.

FIELD AGENT - SCP'S EYES AND EARS

Purpose: Field agents are responsible for surveillance, as well as reporting and sometimes attempting to capture anomalies that they discover out in the field. They often go undercover, and through the use of Foundation connections and resources, embed themselves in corporations, government agencies, non-profits, etc. Field agents are often the first to report anomalous activity when a new anomaly comes to light. These agents are versatile spies trained in combat, deescalation tactics, and conducting investigations.

Recruitment: Field agents are often recruited from government intelligence agencies like the Federal Bureau of Investigation, the Central Intelligence Agency, and M15. They are also drawn from security-oriented groups specializing in anomalies, such as the Unusual Incidents Unit (UIU), the Global Occult Coalition (GOC), and the Office for the Reclamation of Islamic Artifacts (ORIA). Some are former police detectives, though this is less common.

Motivation: Field agents often join the Foundation out of either a sense of duty and obligation, in defense of humanity, because they enjoy the paranormal, or because they enjoy the unique challenges and unpredictability that comes along with the job.

D-CLASS - SCP'S OUTSTRETCHED HAND

Purpose: D-Class are at the forefront of Foundation research. They are often used as test subjects in various experiments involving anomalies, and often play a role in the care and maintenance of anomalies that require upkeep. Due to this, D-Class have much higher mortality rates than other types of Foundation employees. Without D-Class, it would be much harder for the Foundation to study and contain anomalies.

Recruitment: D-Class are often hardened criminals that, at a federal or state government's discretion, are recruited by the Foundation from various prisons across the world. Most of them have committed violent or high-profile crimes, though, during times of hardship, the Foundation will recruit people who have committed crimes that are pettier in nature. Additionally, other Foundation personnel can be demoted to D-Class for particularly egregious and reckless actions or crimes.

Motivation: Typically, D-Class are told that if they work with the Foundation for a month, they will either be sent back to their old prison with various new privileges or be set free. However, D-Class are regularly amnestized to keep them from figuring out that they've been with the Foundation much longer than a month and eventually terminated by anomalies while in the line of duty. D-Class may do it in the hopes that they will be set free or get special privileges, but they can have other motivations as well. They may do it for the excitement or because it's something to do. D-Class that were formerly another type of Foundation personnel, of course, work to re-earn their former position.

MTF AGENTS - SCP'S CLENCHED FIST

Purpose: Mobile Task Force (MTF) Agents are part of elite forces that are considered the best of the Foundation. These agents are sent to deal with certain threats and situations that may exceed the expertise or resources available to standard Foundation agents. MTF units are often relocated to various facilities and locations, as they go where they are needed. These units can vary greatly in size, composition, and aims.

Recruitment: MTF Agents are typically recruited from places similar to those that security officers are recruited from, such as government agencies and departments, like the Department of Defense, as well as other agencies specializing in dealing with anomalies, like the Global Occult Coalition (GOC). Many MTF agents are former military officers and personnel, and some even have experience in elite special forces units.

Motivation: MTF Agents may join the Foundation for a number of reasons. Like researchers, some see themselves as heroes defending humanity while some see it as a necessary obligation. Some enjoy the thrills that come with the operations of Mobile Task Forces. Additionally, many appreciate the challenge that comes with securing, exploring, and possibly combating anomalies.

WRITING A CHARACTER'S BACKGROUND

There are a number of things to consider while crafting a character's personality and background. Ultimately, the goal is to establish who the character is, how they think, and how they interact with others.

Think about where the character was before joining the Foundation

Where did the character grow up? What was their family like? Did they go to college? If so, where did they go, and what did they study? What jobs did they have in the past? Did they have any encounters with the anomalous before becoming part of the Foundation?

Consider what their tenure with the Foundation has been like
Ultimately, why did they decide to join the Foundation? What have they done during their tenure? What is their take on the Foundation's mission? Do they enjoy being with the Foundation, or are they colder and more calculated? What are their motives and beliefs?

Think about the different aspects of the character's personality

How do they feel about the people around them? How do they treat those people? How do they feel about themselves? What things make them the most happy? Are there any particular things that make them really upset? What events from their past affect how they approach situations today? Who do they look up to, and why?

The character has a life of their own, including hobbies and interests

What do they like to do in their free time? Have any of their hobbies or interests affected their experiences in the Foundation? Do they affect their relationships with their colleagues? Remember, all Foundation personnel have complex, unique lives outside of work.

Consider who the character's friends and rivals are

Does the character have any close work partners? Who do they answer to? Did they have a mentor? Do they have any rivals in their field? Is there someone in the site they often bump heads with?

OTHER THINGS TO CONSIDER

The Overseer's Canon

There's no official canon in the SCP universe, so, when writing a character's backstory, players don't have to worry too much about getting exact details wrong or contradicting things on the SCP Wiki. However, if their character's backstory does involve things that amount to changes to the way the SCP universe works, they should discuss these things with their Overseer to make sure it doesn't contradict anything in the world the Overseer has crafted.

It's Okay to be Normal

It's perfectly fine to write a dramatic or tragic backstory for a character, but it's not always necessary. Often, Foundation personnel are pretty normal people who just happen to work with anomalous entities and phenomena that fundamentally defy the laws of reality.

Just Hanging Out

As a general rule, no player should make their character an Ally or Enemy of an administrative officer at one of the highest levels, such as a member of the O5 Council, a Site Director, or a Security Director, without first discussing it with the Overseer. This is largely due to the risk of potentially creating confusing contradictory information for the campaign. However, characters can be allies or rivals with members of any other employee class, which includes Counterintelligence or Communications Agents, as long as the Overseer plans to include that class in the Mission.

People are Complex

It's possible for a character's Personality Traits and Flaws to contradict each other. Honestly, this can make for a more interesting character. For example, there are plenty of real-life people who are calm and rational in most circumstances, but can be extremely childish and bull-headed in particular moments.

What Really Scares You?

There are a number of ways Fears can be interpreted. For example, if a character has hemophobia, the fear of blood, they could become Frightened when seeing any blood, or only when they see their own. Players should consider the different ways their character's Fears can manifest. Additionally, they should talk to their Overseer at some point so that the Overseer knows how their character's Fears are triggered and how they affect the character.

WEAPONS & ARMOR



WEAPONS

FIREARMS

Guns and bows can be used for melee. Range: 5 ft; -5 Hit Bonus; 1d4 + SB; Blunt Force Damage

	Range	Hit Bonus	Damage	Slots	Traits
Acid Thrower	15 ft	None	1d12 + 2	2	Chemical Damage
Bedpost Shotgun	5 ft	None	2d8 + 2	2	Blunt Force Damage, Craftable
Bolt Rifle	20 ft	None	2d6 + 2	2	Electric Damage; Hit target Disoriented for 6 seconds on failed END Check
Compound Bow	25 ft	None	1d10 + AB	1	Piercing Damage; For every +1 to AB the bow's Range extends by 5 ft
Double Crossbow	25 ft	None	2d6 + AB	2	Piercing Damage; Shots naturally have Advantage
Flame Thrower	20 ft	None	1d12 + 2	2	Heat Damage
Frost Thrower	20 ft	None	1d12 + 2	2	Cold Damage
Harpoon Gun	20 ft	None	1d10 + 2	2	Piercing Damage; Hit target Grappled if they fail a STR or END Check
Memetic Cannon	15 ft	None	1d8 + 2	2	Memetic Damage; Hit target Insane for 6 seconds on a failed POW Check
Photon Cannon	25 ft	None	1d10 + 2	2	Light Damage; Hit target Blinded for 6 seconds on a failed END Check
Pistol	50 ft	None	2d6	1	Firearm Damage
Recurve Bow	25 ft	None	1d10 + SB	1	Piercing Damage; Craftable; For every +1 to SB the bow's Range extends by 5 ft
Rifle	50 ft	None	2d8	2	Firearm Damage
Rocket Launcher	30 ft	None	2d12 + 2	3	Explosive Damage; 10 ft blast radius
Shotgun	20 ft	None	2d10 + 2	2	Firearm Damage
Sling	15 ft	None	1d8 + SB	1	Blunt Force Damage; Craftable; Requires stones or similar ammunition
Sniper Rifle	100 ft	None	2d10 + 4	2	Firearm Damage; Fired at Disadvantage unless a Ready action is taken first
Sound Cannon	20 ft	None	1d10 + 2	2	Sound Damage, Hit target Deafened for 12 seconds on failed END Check
Submachine Gun	50 ft	None	2d4 + 2	1	Firearm Damage
Zip Gun	20 ft	None	2d4	1	Firearm Damage, Craftable

MISCELLANEOUS PROJECTILES

The "blast radius" mentioned for some of these weapons is a sphere surrounding the square they detonate in

	Range	Hit Bonus	Damage	Slots	Traits
Acid Grenade	15 ft throw	None	2d8	3 in 1 Slot	Chemical Damage; 10 ft blast radius
Caltrops	15 ft throw	None	1d6	1	Piercing Damage, Does damage for every 6 seconds target is in same space
Flashbang	15 ft throw	None	1d12	3 in 1 Slot	Light & Sound Damage; 10 ft blast radius; Hit target Blinded & Deafened for 6 seconds on failed END Check
Frag Grenade	15 ft throw	None	2d10	3 in 1 Slot	Explosive Damage; 10 ft blast radius
Frost Grenade	15 ft throw	None	2d8	3 in 1 Slot	Cold Damage; 10 ft blast radius
Hellfire Grenade	15 ft throw	None	2d8	3 in 1 Slot	Heat Damage; 10 ft blast radius
Memetic Grenade	15 ft throw	None	2d6	3 in 1 Slot	Memetic Damage; Hit target Insane for 6 seconds on failed POW Check
Nail Bomb	15 ft throw	None	2d8	3 in 1 Slot	Piercing Damage; 10 ft blast radius
Pepper Spray	5 ft	None	1d6	1	Chemical Damage; Hit target Disoriented for 6 seconds on failed END Check
Pulse Grenade	15 ft throw	None	2d6	3 in 1 Slot	Sound Damage; 10 ft blast radius
Shock Grenade	15 ft throw	None	2d8	3 in 1 Slot	Electric Damage; 10 ft blast radius; Hit target Disoriented for 6 seconds on failed END Check
Tear Gas Canister	15 ft throw	None	2d4	3 in 1 Slot	Chemical Damage; 10 ft blast radius; Hit target Blinded & Disoriented for 6 seconds on failed END Check

BLUNT FORCE WEAPONS

Values in parentheses indicate the stats of these weapons when they are thrown

	Range	Hit Bonus	Damage	Slots	Traits
Baseball Bat	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Baton	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Book	5 ft (15 ft)	-10 (-5)	1d6 + SB (1d6 + AB)	1	Blunt Force Damage
Brass Knuckles	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Broom	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Cane	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Crowbar	5 ft	-10	1d8 + SB	1	Blunt Force Damage
Electric Baton	5 ft	None	1d8 + SB	2	Electric & Blunt Force Damage; Must take action to Ready; Hit target Disoriented for 6 seconds on failed END Check
Electric Shield	5 ft	None	1d6 + SB	2	Electric & Blunt Force Damage; +1 AC; Must take action to Ready; Hit target Disoriented for 6 seconds on failed END
Fire Extinguisher	5 ft	-5	1d8 + SB	1	Blunt Force Damage
Hammer	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Meal Tray	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Plate	5 ft (15 ft)	-10 (-5)	1d6 + SB (1d6 + SB)	1	Blunt Force Damage; Single use
Pool Cue	5 ft	-10	1d6 + SB	1	Blunt Force Damage
Riot Shield	5 ft	-5	1d8 + SB	2	Blunt Force Damage; +2 AC
Shovel	5 ft	-5	1d8 + SB	1	Blunt Force Damage
Sledgehammer	5 ft	-5	1d10 + SB	1	Blunt Force Damage
Staff	10 ft	-10	1d6 + SB	1	Blunt Force Damage
Wooden Plank	10 ft	-5	1d8 + SB	1	Blunt Force Damage
Wrench	5 ft	-10	1d6 + SB	1	Blunt Force Damage

PIERCING WEAPONS

Values in parentheses indicate the stats of these weapons when they are thrown

	Range	Hit Bonus	Damage	Slots	Traits
Bull Whip	10 ft	-10	1d8 + AB	1	Piercing Damage
Combat Knife	5 ft (15 ft)	-10 (-5)	1d6 + SB (1d6 + SB)	1	Piercing Damage
Handaxe	5 ft (15 ft)	-10 (-5)	2d4 + SB (2d4 + SB)	1	Piercing Damage
Machete	5 ft	-10	1d10 + AB	1	Piercing Damage
Meat Cleaver	5 ft (15 ft)	-10 (-5)	1d8 + SB (1d8 + SB)	1	Piercing Damage
Razor Whip	5 ft	-10	2d4 + AB	1	Piercing Damage; Craftable
Scalpel	5 ft	-5	1d6 + SB	1	Piercing Damage
Scissors	5 ft	-10	1d6 + SB	1	Piercing Damage
Shiv	5 ft	-5	1d6 + SB	1	Piercing Damage; Craftable
Spear	5 ft (15 ft)	-5 (-5)	1d8 + SB (1d10 + SB)	1	Piercing Damage; Craftable
Sword	5 ft	-5	1d12 + AB	2	Piercing Damage

UNARMED STRIKES

Reminder: These take up Strike Slots rather than Weapon Slots

	Range	Hit Bonus	Damage	Slots	Traits
Hook	5 ft	-10	2 + SB	1	Blunt Force Damage
Jab	5 ft	-15	1 + SB	1	Blunt Force Damage
Light Kick	5 ft	-15	1 + AB	1	Blunt Force Damage
Push Kick	5 ft	-5	3 + AB	1	Blunt Force Damage; Hit target is knocked Prone on failed AGI Check
Straight Kick	5 ft	-10	2 + AB	1	Blunt Force Damage
Takedown	5 ft	-5	3 + SB	1	Blunt Force Damage; Hit target is knocked Prone on failed AGI Check

WEAPONS & STRIKES ARRANGED BY DAMAGE

Damage Dice	Average Roll	Average Crit	Weapons & Strikes
Set value	N/A	N/A	Hook, Jab, Light Kick, Push Kick, Straight Kick, Takedown
1d6	3-4	7	Baseball Bat, Book, Brass Knuckles, Broom, Caltrops, Cane, Combat Knife, Electric Shield, Hammer, Meal Tray, Pepper Spray, Plate, Pool Cue, Scalpel, Scissors, Shiv, Staff, Wrench
1d8	4-5	9	Bull Whip, Crowbar, Electric Baton, Fire Extinguisher, Memetic Cannon, Riot Shield, Shovel, Sling, Wooden Plank, Meat Cleaver, Spear
2d4	5	7-8	Handaxe, Razor Whip, Submarine Gun, Tear Gas Canister, Zip Gun
1d10	5-6	11	Compound Bow, Flashbang, Harpoon Gun, Machete, Photon Cannon, Recurve Bow, Sledgehammer, Sound Cannon
1d12	6-7	13	Acid Thrower, Flame Thrower, Frost Thrower, Sword
2d6	7	10-11	Bolt Rifle, Double Crossbow, Memetic Grenade, Pistol, Pulse Grenade
2d8	9	13-14	Acid Grenade, Bedpost Shotgun, Frost Grenade, Hellfire Grenade, Nail Bomb, Rifle, Shock Grenade
2d10	11	15-16	Frag Grenade, Shotgun, Sniper Rifle
2d12	13	19-20	Rocket Launcher

ARMOR

HELMETS

	Effect on Armor Class	Other Effects
Audio Scramble Helmet	+1	User is Immune to sound-based Memetic effects
Dark View Helmet	+1	User is Resistant to Light Damage, -10 to Perception
Reinforced Helmet	+2	-15 to Perception
Riot Helmet	+1	None
Sound-Insulated Helmet	+1	User is Resistant to Sound Damage, -10 to Perception
Visual Scramble Helmet	+1	User is Immune to sight-based Memetic effects

VESTS

	Effect on Armor Class	Other Effects
Ballistics Vest	+1	User is Resistant to Firearm Damage
Edged-Bladed Vest	+1	User is Resistant to Piercing Damage
Flame-Resistant Vest	+1	User is Resistant to Heat Damage
Heavy Vest	+3	-15 ft to Speed
Light Vest	+1	User is Resistant to Blunt Force Damage
Multi-Threat Vest	+2	-10 ft to Speed
Rubber-Padded Vest	+1	User is Resistant to Electric Damage
Thermal Vest	+1	User is Resistant to Cold Damage

FULL BODY ARMOR

	Effect on Armor Class	Other Effects
Bomb Suit	+0	User is Resistant to Explosive Damage
Flame-Resistant Suit	+0	User is Immune to Heat Damage
Hardsuit	+0	User is Immune to Electric Damage
Hazmat Suit	+0	User is Immune to Chemical Damage
Rubber-Padded Suit	+0	User is Immune to Electric Damage
Thermal Suit	+0	User is Immune to Cold Damage

CLOTHING & TOOLS



CLOTHING

Each type of employee at the Foundation has a standard dress code they are supposed to follow while in the workplace. This provides the basis for disguises, which are a tool players can use to help them deceive and influence other characters and NPCs.

The Foundation stores a wide range of attire for Field Agents to wear out while assuming their positions out in the world, including the standard attire of members of several Groups of Interest, police uniforms, the uniforms of employees for numerous companies, etc.

ATTIRE BY EMPLOYEE CLASS

The attire of each class also applies to the administrative members of that class. For example, the Communications Director dresses like a standard Communications Agent.

Comms, Conduct, Counterintelligence, Human Resources, Records
Agents in all of these departments wear standard office wear. Typically, this means men wear a suit or dress pants with a collared shirt, a jacket, and loafers or oxfords. Ties are worn by some. Women often wear slacks, a blouse or shirt, a jacket or cardigan, and closed-toe pumps or flats.

Containment Specialists, Researchers
These personnel typically wear white lab coats with shirts underneath, semi-professional pants such as slacks or khakis, and semi-professional shoes underneath, though there is no strict dress code dictating what shoes they *must* wear. However, non-slick shoes are recommended. When dealing with anomalies more closely, Containment Specialists and Researchers wear protective gear that is relevant to the particular situation, which could include hazmat suits, flame-resistant coveralls, respirators, goggles, or gloves.

D-Class
As D-Class are typically considered prisoners, they wear orange jumpsuits and black running shoes. These jump suits include a patch on the left side of the chest, which includes the D-Class's particular designation (D-####). The back of the jump suit features a black SCP logo that says "D-CLASS" in black lettering underneath.

Field Agents
These agents typically dress like modern detectives, when not in the field. This typically includes an open jacket with a shirt underneath, slacks or similar semi-professional pants, and semi-professional footwear. When in the field, Field Agents wear whatever disguise is necessary for the role they're filling, such as a police uniform or professional corporate wear. Field Agent storage closets often have a number of these disguises on-hand and ready to go.

Horticulturists
Personnel in the Horticulture Department typically wear coveralls over denim pants, work boots, and gardening gloves. Though their dress code isn't particularly strict, they are encouraged to wear clothes that are optimal for gardening.

Maintenance
Staff in the Maintenance Department typically wear flame-resistant coveralls, denim pants, and industrial work boots. They may also wear hazmat suits, industrial shirts and pants, or other industrial clothing, depending on the job they are doing. These jobs can range from janitorial work to electrical repair.

Medical
Foundation Medical staff typically wear long-sleeved dress shirts and suit pants, with or without white coats, with black leather shoes.

MTF Agents
These Agents typically wear protective gear all over their body, including bulletproof vests, assault webbing, knee pads, gloves, black boots, and a helmet equipped with a visor for eye protection, along with a mic for communications. The color of their armor varies by what environment they are going into, though some MTFs consistently wear the same colors throughout all of their missions so that they can be easily identified.

Psychologists
Men in this Department often wear a collared shirt; dress pants, khakis, or slacks; and loafers or oxfords. Women in the department wear a blouse or shirt, slacks, and closed-toe pumps.

Security Officers
Foundation Security Officers typically wear gray and black protective gear all over their body, including bulletproof vests, assault webbing, knee pads, gloves, heavy black boots and a helmet equipped with a visor for eye protection, along with a mic for communications. Their armor typically has an SCP logo printed across each of the shoulders.

Tactical Response Teams
Agents on Foundation Tactical Response Teams typically wear protective gear all over their body, including bulletproof vests, eye wear, assault webbing, knee pads, gloves, heavy black boots, and a helmet equipped with a visor for eye protection, along with a mic for communications. The color of their armor varies from team to team.

OTHER CLASSES

Chaos Insurgency Agents
Strike forces under the banner of the Chaos Insurgency typically dress similarly to Foundation Security Officers, wearing black and red protective gear all over their body. Most of these agents typically do not have a Chaos Insurgency logo printed on their uniforms, but some may have the logo printed across the side of one of their shoulders.

Marshall, Carter, & Dark Agents
Strike teams that work for Marshall, Carter, & Dark dress much like Foundation Security Officers or Chaos Insurgency Agents. The primary way it differs is that their gear is typically all black with no physical indicators that they are employed by MC&D.

Humanoid Anomalies
SCPs that are humanoid in nature typically wear an orange jumpsuit and black shoes nearly identical to those worn by D-Class, unless noted otherwise. The jump suits these SCPs wear are properly crafted to fit their specific body dimensions.

Other Anomalous Entities
Some SCPs who aren't exactly humanoid are still able to wear orange Foundation jumpsuits that are specifically made to fit their body. These suits are typically produced by members of the manufacturing department. Some anomalous entities, such as SCP-1770, a man made out of metal chains, do not wear any clothing.

TOOLS

	Mechanical Uses and Guidelines
Amnestics	Used to restore Power and cancel out memetic effects. Up to three of these can fit in one Tool Slot
Backpack	Can be used to increase the total number of Tools players can keep. These Tools must be able to fit in the backpack
Beaker	Used for Science Checks involving chemicals, or to store chemicals for later use
Blindfold	Can help ensure entities are Blinded in situations where they may want to be, such as when facing entities that put off memetic effects triggered by sight
Camera	Can be used to record situations, as well as see anomalous phenomena that cannot be observed with the naked eye
Communications Headset	Used by personnel to communicate with Command or one another. Must be attached to a Helmet
Computer	Can be used to obtain information on anomalies, personnel, and Foundation operations. Can easily be used to advance one of the Mission's narratives or make a task or Encounter easier for the party
Durable Piece of String	Could be useful when trying to choke out an opponent once they are low on HP, tie two objects together, etc.
Earpiece	This is a less conspicuous form of communication than a headset. It doesn't need to be attached to a Helmet, but can be knocked out of the user's ear, which could be a problem
Exploration Line	Line attached to a harness at the wearer's waist. This is used to pull the wearer back from where they came from or help them find their way back after exploring certain anomalies
Fire Extinguisher	Could be used to put out fires the party encounters. Doubles as a Weapon
Flashlight	Grants 15 ft of visibility in darkness, but must be held. Can damage enemies susceptible to Light Damage - Does 1d4 of Light Damage for every turn the entity is exposed to the light
Flood Lights	Grants 25 ft of visibility in darkness. Can damage enemies susceptible to Light Damage - Does 1d6 of Light Damage for every turn the entity is exposed to the light
Handcuffs	Could be used to Restrain an entity that may be a bit suspect, or handcuff two entities together
Headlamp	Grants 15 ft of visibility in darkness, has to be attached to a Helmet
Keycard	Used to open Foundation doors. If an entity does not have a keycard, they must open a door in one of the following ways: They have to pass a Strength Check at Disadvantage to force the door open, make a Technology Check at Disadvantage if it has some sort of electric lock, or use some sort of anomaly, such as SCP-005 - The Skeleton Key
Laptop	Has the same uses as a computer, but great on the go. Don't want to get devoured while you're going through files
Lockpick	Can be used to open some locked doors if the user is able to make a successful Espionage Check. In sites, this method will typically only work on the doors of Storage Closets, Restrooms, and other low-security areas
Medicine	Has the ability to restore Hit Points. Specifically heals the recipient for 4d4 HP. Up to three can fit in one Tool Slot
Mnestics	Used to cancel out antimemetic effects. Up to three of these can fit in one Tool Slot
Night Vision Goggles	Grants 25 ft of visibility in darkness, but cuts vision to down to 5 ft if worn in normal light
Oxygen Tanks	Can be used in situations where there is not enough oxygen in the atmosphere. Each tank holds 1 hour of oxygen
Paper	Used to write things down, which can be particularly useful when facing SCPs that cause memory loss
Pen/Pencil	This is also used for writing. Could be used for Deception Checks, such as through the use of a forgery. Could also be used to help an entity remember something they may forget later
Personal Journals	Journals of SCP staff. Can help players get a better understanding of the Foundation, the site, and SCPs. Player characters may also have their own Personal Journals
Pocket Knife	Can be used for Crafting and Espionage Checks, among others. Doubles as a Weapon
Printed Documents	Used to obtain information about anomalies, personnel, and inner workings of a facility. Could also be used to advance a storyline or give players a better understanding of their adversaries
Recording Device	Can be used to record sounds. Some SCPs emit sounds that can only be heard using some kind of Recording Device
Research Journal	A Researcher's personal journal. Can be used to help a Researcher remember something they've worked on or took notes on, including technology, anomalies, etc.
Rope	Can be used to Restrain Incapacitated entities or perhaps capture an unsuspecting one. Can also be made into a lasso
Rations	These can be used to recover 1d4 of HP in certain circumstances, or alleviate a single level of Fatigue
Respirator	Grants the user Immunity to Chemical Damage from chemicals in the surrounding atmosphere
Scalpel	The user gains Advantage on some Medical Checks, such as when an entity needs a bullet removed from their body
Sedative	Used to render entities with low HP Unconscious. Up to three can fit in one Tool Slot
Simple Disguise	Characters can use a disguise to impersonate others, which can give them Advantage on Espionage Checks
Thermal Goggles	Gives entities Advantage on Perception Checks that involve entities that have a heat signature
Towel	Could be used to distract enemies. If a towel is over an entity's head, they may be Blinded
Walkie Talkies	Way to stay in communication with other entities, including other members of a player's party. Site personnel often use Walkie Talkies, especially when better forms of communication aren't available

BASIC RECOMMENDED LOADOUT FOR EACH CLASS

D-CLASS

Armor: N/A

Weapons: Shiv

Tools: Durable Piece of String

FIELD AGENT

Armor: Ballistics, Edge-Bladed, or Light Vest

Weapons: Pistol, Baton, Pepper Spray

Tools: Flashlight, Handcuffs, Keycard, Simple Disguise, Walkie Talkie

MTF AGENT

Armor: Ballistics, Edge-Bladed, or Light Vest; Riot Helmet

Weapons: Rifle, Shotgun, or Pistol; Baton; Flashbangs or Frag Grenades (3)

Tools: Amnestics (3), Camera, Communications Headset, Flashlight, Medicine (3)

RESEARCHER

Armor: N/A

Weapons: Baton, Pepper Spray

Tools: Keycard, Pen, Recording Device, Research Journal, Walkie Talkie

SECURITY OFFICER

Armor: Ballistics, Edge-Bladed, or Light Vest; Riot Helmet

Weapons: Rifle, Shotgun, or Pistol; Baton; Frag Grenades or Tear Gas Canisters (3)

Tools: Communications Headset, Flashlight, Handcuffs, Keycard

SAMPLE LOADOUTS, DEPENDING ON STYLE OF MISSION

BASIC COMBAT MISSION

Armor: Ballistics, Edge-Bladed, or Light Vest; Riot Helmet

Weapons: Rifle, Shotgun, or Pistol; Baton or Combat Knife; Frag Grenades or Tear Gas Canisters (3)

Tools: Amnestics (3), Communications Headset, Flashlight, Medicine (3), Sedatives (3)

INTENSE COMBAT MISSION

Armor: Multi-Threat or Heavy Vest; Riot Helmet or Reinforced Helmet

Weapons: Any one Firearm, one Weapon Slot of any Miscellaneous Projectile, any one Blunt Force or Piercing Weapon

Tools: Amnestics (3), Communications Headset, Flashlight, Medicine (3), Sedatives (3)

PURE EXPLORATION MISSION

Armor: Ballistics, Edge-Bladed, or Light Vest; Riot Helmet

Weapons: Pistol, Pepper Spray, Baton or Combat Knife

Tools: Amnestics (3), Camera, Communications Headset, Flashlight, Medicine (3), Recording Device

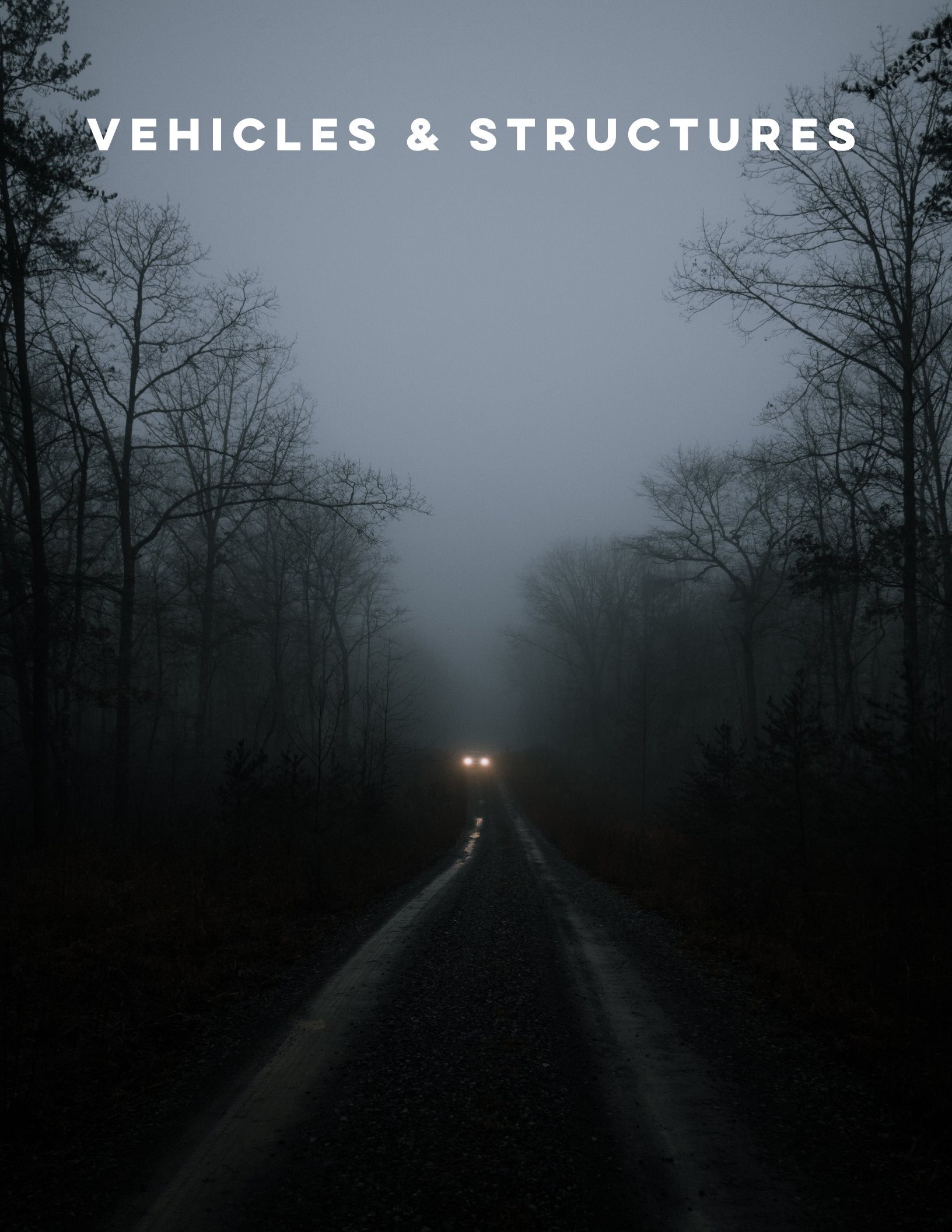
RESCUE MISSION

Armor: Ballistics, Edge-Bladed, Heavy, Light, or Multi-Threat Vest; Riot Helmet or Reinforced Helmet

Weapons: Pistol, Rifle, or Shotgun; Caltrops, Flashbangs (3), or Pepper Spray; Crowbar or Hammer

Tools: Amnestics (3), Communications Headset, Flashlight, Medicine (3), Rope

VEHICLES & STRUCTURES



VEHICLES

Vehicles in *Fear in the Foundation* have Hit Points, an Armor Class, a Speed, Passenger Slots, Cargo Slots, and relevant Attributes. Passenger Slots indicate the number of entities the vehicle can accommodate, while Cargo Slots indicate how many Weapons, pieces of Armor, or Tools it can hold.

During combat, a vehicle moves on the same turn as the driver. It's possible for the driver to take a Dash action using the vehicle's Speed. The vehicle's Speed is considered separate from the Speed of the driver, allowing the driver to jump out of the vehicle or stop and exit the vehicle after using its movement. Driving a vehicle normally does not require any sort of Check, but making evasive or unconventional maneuvers requires a Machinery Check, navigating through streets requires a Perception or Investigation Check, and using a weapon system attached to the vehicle requires a Firearms Check. The Other Forms of Injury table in the Overseer's Guide can be used to determine how much damage the vehicle or passengers take from a crash.

Land Vehicles

	HP	AC	Speed	Passenger Slots	Cargo Slots	Vehicle Attributes
Armored Vehicle	120	15	300 ft	4	6	Mounted Machine Gun (Weapon) - Range: 50 ft, Hit Bonus: None, Damage: 2d10, Traits: Firearm Damage
Bike	10	10	150 ft	1	0	Smooth - Driver has Advantage on Machinery Checks
Car	70	12	550 ft	4	4	Inconspicuous - Driver has Advantage on Espionage Checks
Motorcycle	40	12	700 ft	2	1	Versatile - Driver has Advantage on Machinery Checks when attempting to get around other land vehicles
Pickup Truck	90	13	450 ft	2	8	Inconspicuous - Driver has Advantage on Espionage Checks
Sport-Utility Vehicle	80	13	450 ft	6	4	Squeeze - Can fit up to 8 passengers, but exceeding 6 gives the Driver Disadvantage on Machinery Checks
Tank	150	16	200 ft	4	2	Tank Gun (Weapon) - Range: 100 ft, Hit Bonus: None, Damage: 6d10, Traits: Explosive Damage
Utility ATV	60	13	350 ft	3	3	Onward - Driver has Advantage on Machinery Checks while the vehicle is off road

Air Vehicles

All air vehicles must take one turn to take off or land, and all except the helicopter *have* to use their Speed on the driver's turn, if they are in the air.

	HP	AC	Speed	Passenger Slots	Cargo Slots	Vehicle Attributes
Fighter Jet	100	14	15,000 ft	1	1	Missiles (Weapon) - Range: 500 ft, Hit Bonus: None, Damage: 5d10, Traits: Explosive Damage
Helicopter	70	13	1,500 ft	6	4	Hover - Does not have to take its Speed on the driver's turn
Military Transport	130	15	3,000 ft	100	20	Lumbering - Driver has Disadvantage on Machinery Checks
Passenger Plane	110	12	5,000 ft	120	100	Lumbering - Driver has Disadvantage on Machinery Checks

Sea Vehicles

	HP	AC	Speed	Passenger Slots	Cargo Slots	Vehicle Attributes
Canoe	20	11	50 ft	2	1	Manual - Since the driver(s) use oars to propel the vehicle, they make STR Checks whenever they'd typically make MAC Checks
Cargo Ship	200	13	200 ft	12	2,000	Lumbering - Driver has Disadvantage on Machinery Checks
Cruise Ship	180	12	200 ft	3,000	1,000	Lumbering - Driver has Disadvantage on Machinery Checks
Fishing Boat	70	12	350 ft	8	6	Angler - Equipped with tools for catching fish
Jet Ski	40	11	450 ft	3	0	Versatile - Driver has Advantage on Machinery Checks when attempting to get around other sea vehicles
Speedboat	60	12	600 ft	2	2	Quick - Can go up to 800 ft, but exceeding 600 ft will cause the driver to have Disadvantage on Machinery Checks
Submarine	130	14	200 ft	120	40	Torpedoes (Weapon) - Range: 200 ft, Hit Bonus: None, Damage: 5d10, Traits: Explosive Damage

STRUCTURES

	Hit Points	Armor Class	Structure Attributes
Reinforced Wall, Floor, or Ceiling	60	6	Resistant to Blunt Force and Piercing Damage
Standard Wall, Floor, or Ceiling	30	6	Weak to Explosive Damage

APPENDIX



GROUPS OF INTEREST

Alexylva University

An organization that collects anomalies in a parallel universe where Greek and Latin cultures dominate the Western Hemisphere.

Ambrose Restaurants

A large restaurant chain that is responsible for producing a variety of anomalous foods and entertainment. They primarily operate in extra-dimensional locations, but have a number of public locations as well.

Anderson Robotics

A company that focuses on the creation of anomalous robots and technology, headed by the infamous Vincent Anderson. They are known to have close ties to Marshall, Carter, and Dark Ltd.

Arcadia

A drug-fueled video game company that created various anomalous objects. After the video game crash of 1983, they took a major hit. They have yet to return to their former prominence.

Are We Cool Yet?

A collective of anomalous artists, or “anartists,” able to obtain or create anomalous objects and entities to use in their art pieces. The phrase “Are We Cool Yet?” is usually incorporated into each piece.

The Black Queen

Very little is known about the Black Queen, aside from her hostility towards the Foundation. This is partially due to conflicting reports of her activities and motivations. She possesses unusual knowledge of the Foundation’s structure and projects, which she has used to cause several breaches and hinder Foundation efforts. She seems to have close ties with the Serpent’s Hand, and may even be their leader.

The Chaos Insurgency

A splinter group that broke away from the Foundation in 1924. It operates in a similar manner to the Foundation, but primarily aims to strengthen its power on the world stage. The Insurgency is openly hostile to the Foundation, and has caused several breaches in order to damage Foundation assets and steal various anomalies.

The Chicago Spirit

This was likely one of the largest anomalous criminal organizations to ever exist. It operated all across North America during the early-to-mid 20th century, and was full of humans with anomalous abilities.

The Church of the Broken God

A religious cult that wants to revive their “metal god,” Mekhane, by combining several anomalous objects held by the Foundation. They ultimately believe that technology will allow all of humanity to ascend to a higher state of being, and often attempt to steal SCPs that are important to their faith.

Church of the Second Hytoth

An extraterrestrial religion that has some cells on Earth, though its followers are scattered throughout the universe. The group is dedicated to preventing an extrauniversal entity from eating what they believe to be the second iteration of this universe, or “hytoth.”

Deer College

This is a university that attempts to combine mundane studies with the study of the anomalous. It is located in Three Portlands, an extradimensional location in the same space as Portland, Oregon. The school is officially sponsored by the FBI’s Unusual Incidents Unit.

Doctor Wondertainment

This is a mysterious person, or group of people, that make strange anomalous objects and entities that thematically resemble children’s toys. Many of these anomalies are currently in Foundation custody.

The Factory

Little is known about this group, other than that is capable of manufacturing dangerous anomalous artifacts that often involve a number of industrial components.

The Fifth Church

An odd cult that seems to want to bring all of humanity together as a single entity. Due to this goal, they seem to dislike the Foundation.

Gamers Against Weed

An unorganized group that primarily operates in online spaces and uses anomalies for satirical purposes, or to assist left-wing political organizations. They are often a thorn in the Foundation’s side.

The Global Occult Coalition (GOC)

Formed after WWII, this well-funded U.N. group destroys all anomalies they encounter rather than containing them. This contributes to their mixed relationship with the Foundation.

GRU Division “P”

A Soviet governmental organization that captured and studied anomalies during WWII and throughout the Cold War.

Herman Fuller’s Circus of the Disquieting

A circus known for putting anomalies on display. The Foundation has captured many anomalies related to the circus, but has never had any direct encounters with it.

The Horizon Initiative

This is a religious group that collects anomalies related to the three Abrahamic religions and destroys anomalies that seem to contradict their faiths. Though they often compete with the Foundation, they don’t often seem to be directly hostile.

The Imperial Japanese Anomalous Matters Examination Agency

Also known as IJAMEA, this organization captured, researched, and attempted to use anomalous objects to benefit the Japanese Empire. It had a good deal of power during the 1940s, and though it still exists, it has maintained very little of the influence it once held.

Manna Charitable Foundation

An international charity that attempts to use seemingly beneficial anomalies to try to help people in third world countries. The group has been responsible for several containment breaches in the past.

Marshall, Carter, and Dark Ltd.

A “club” that sells anomalous weapons and tools to whoever will buy them, which often includes governments and paramilitary groups. MC&D has been known to indirectly interfere with Foundation efforts, even causing a number of containment breaches.

“Nobody”

The Foundation does not know whether “Nobody” is an individual or a group. “Nobody” has been known to assist the Foundation in their efforts, though they sometimes hinder them as well. The entity or entities only ever appear to Foundation personnel as a Caucasian man dressed in a gray suit and a fedora.

Office For The Reclamation of Islamic Artifacts (ORIA)

After the Iranian Revolution in 1979, the Foundation was forcefully removed and ORIA took its place. ORIA is an Iranian governmental department claiming to be interested in acquiring anomalies thought to be related to Islam. However, the ultimate goal of the organization is to use anomalies to advance Iranian interests.

Oneiroi Collective

This group is thought to be a collective consciousness of dreaming persons or dream-based entities, though the Foundation knows very little for sure. They are mostly only known by the things they leave behind, and their goals are currently unknown to the Foundation.

Parawatch

A conspiracy website that is obsessed with the paranormal, but does not actually know about the existence of anomalies. The Foundation allows them to unintentionally misinform the public.

Prometheus Labs, Inc.

A multinational conglomerate that studied anomalies to create advanced technology. It often sold its technological creations to governments, militaries, and other Groups of Interest. Though it actively resisted Foundation oversight, it often worked with the Foundation in order to maintain normalcy. Prometheus Labs eventually fell apart in 1998 following severe financial decline.

Sarkic Cults

These cults follow the teachings of “Grand Karcist Ion,” and regularly practice human sacrifice, cannibalism, and the like. They believe that humanity is currently weak but can ascend to a higher state of being through disease and the manipulation of the flesh. They are at odds with the Church of the Broken God and their goals are a huge threat to normalcy, as well as the Foundation at large.

The Serpent’s Hand

This group is based primarily in the Wanderers’ Library, an infinitely large library that can be accessed through the use of various portals. They cause a number of containment breaches, and seem to be fond of using paranormal objects, particularly to free various sentient and humanoid anomalies that aren’t inherently dangerous. They are actively at odds with groups who destroy or mistreat anomalies.

Shark Punching Center (SPC)

The SPC seems to be a version of the Foundation existing in one or more alternate universes. The organization seems to be more unstable and militaristic in its efforts. However, the structure and tone of documents recovered from the SPC seems to vary wildly.

The Three Moons Initiative

An extradimensional human military organization based in a human afterlife. They made a deal with a deity in their dimension that has allowed them to act as a multi-dimensional security force to protect the human race. However, due to their strength and a load of internal problems, they sometimes do more harm than good.

Unusual Incidents Unit (UIU), Federal Bureau of Investigation

During the Cold War, the U.S. government started the UIU to utilize anomalies and prevent the Soviets from doing the same. Though they were initially given extensive resources and manpower, they have greatly declined since the end of the Cold War. The UIU is aligned with the Foundation and the two work together closely.

Vikander-Kneed Technical Media

A strange anomalous company that claims to be on the “bleeding edge of media and communications technology.” They also claim to want to better individuals and the world through “unbiased but aesthetically pleasing communications.” Despite all of this, most of the anomalies tied to Vikander-Kneed Technical Media are harmful to humans.

The Wandsmen

A group of extradimensional journalists and archivists who seek to explore the multiverse and uncover its mysteries. Since they aim to pre-severance existence so they can study it, they’ve attempted to work with the Foundation multiple times. Members of this group undergo a transformation that gives them avian features and anomalous abilities, which makes them a major threat to normalcy.

Wilson’s Wildlife Solutions (WWS)

A paranormal publicly-funded wildlife service that is closely aligned with the Foundation. The Foundation allows WWS to handle the containment of several Safe or Euclid plant-based anomalies under supervision from MTF Beta-4 “Castaways.”

MOBILE TASK FORCES

MTF Alpha-1 “Red Right Hand”

Alpha-1 reports directly to the O5 Council and handles situations that require the strictest operational security. This MTF consists of the Foundation’s best and most loyal operatives.

MTF Alpha-9 “Last Hope”

Alpha-9’s primary goal is to train and utilize humanoid SCPs in the field. Another MTF, Omega-7 “Pandora’s Box,” had the same goal, but was deactivated after a tragic event that resulted in the deaths of the vast majority of the unit’s members.

MTF Beta-7 “Maz Hatters”

Beta-7 specializes in the acquisition and containment of anomalies exhibiting biological, chemical, or radiological hazards as well as the rapid containment and cleanup of areas affected by such anomalies.

MTF Gamma-5 “Red Herrings”

Gamma-5 specializes in preventing the dissemination of knowledge of anomalous phenomena in cases where initial suppression efforts have proven ineffective, or in cases where public knowledge has reached critical levels. In these scenarios, they may deploy experimental amnestics and memory fabrication procedures.

MTF Delta-5 “Front Runners”

Delta-5 is made up of a number of autonomous deep-cover cells specializing in the identification and acquisition of anomalous objects and entities important to other Groups of Interest.

MTF Epsilon-6 “Village Idiots”

Epsilon-6 specializes in the investigation, containment, and cleanup of anomalies in rural and suburban environments.

MTF Epsilon-9 “Fire Eaters”

Epsilon-9 specializes in the use of explosive and incendiary weaponry, as well as operations in high-temperature environments.

MTF Epsilon-11 “Nine-Tailed Fox”

Epsilon-11 handles internal security for the Foundation, under oversight from MTF Alpha-1 “Red Right Hand.” They are a special ops force deployed to Foundation facilities when standard protocols fail and multiple containment breaches are imminent.

MTF Zeta-9 “Mole Rats”

Zeta-9 specializes in the exploration and containment of underground or enclosed areas exhibiting anomalous phenomena, particularly those with inconsistent topography or space-time.

MTF Eta-5 “Jäger Bombers”

Eta-5 specializes in the tracking, capture, and containment of Large-Scale Aggressors (entities over 30 meters in height). Deploys from and detains LSAs within Dimensional-Site-172.

MTF Eta-10 “See No Evil”

Eta-10 specializes in the investigation, acquisition, and initial containment of objects or entities exhibiting visual cognitohazards, or that otherwise require indirect observation to safely handle.

MTF Theta-4 “Gardeners”

Theta-4 specializes in the acquisition and containment of plant or plant-like anomalous objects and entities, especially in situations involving wide-spread infestations of such anomalies.

MTF Iota-10 “Damn Feds”

Iota-10 maintains undercover operatives in various international, federal, and provincial law enforcement agencies and specializes in facilitating the transfer of anomalous evidence and objects into Foundation control as well as the transfer of jurisdiction over anomalous locations from local law enforcement to the Foundation.

MTF Lambda-4 “Birdwatchers”

Lambda-4 specializes in the identification, tracking, and containment of airborne biological anomalies, especially those that are avian.

MTF Lambda-5 “White Rabbits”

Lambda-5 specializes in traversing unstable, surreal, and controlled reality, and containing potentially dangerous persons and artifacts capable of manipulating space and time.

MTF Lambda-12 “Pest Control”

Lambda-12 specializes in tracking, containing, and exterminating anomalous vermin. They are often mobilized as a first-response team when the Foundation is attempting to track anomalous organisms.

MTF Mu-4 “Debuggers”

Mu-4 specializes in the identification, tracking, retrieval, and containment of electronic devices and transmissions, especially anomalous computers and network-related anomalies. This includes the investigation of seemingly anomalous internet sites.

MTF Mu-13 “Ghostbusters”

Mu-13 specializes in the tracking, analysis, and containment of incorporeal or intangible manifestations and entities, particularly those believed to be sentient, sapient, or otherwise intelligent.

MTF Nu-7 “Hammer Down”

Nu-7 is a battalion-strength force consisting of special operations infantry forces, a light armored vehicle company, tank platoon, helicopter squadron, chemical-biological-radiological-nuclear (CBRN) platoon, combat engineer platoon, nuclear weapon specialist (NWS) squad, plus additional combat specialists and support personnel. Nu-7 is based primarily out of Armed Bio-Containment Area-14 and is tasked with responding to incidents involving loss of communication with major facilities under circumstances where a site-wide breach, enemy compromise, or other catastrophic event is suspected.

MTF Pi-1 “City Slickers”

Pi-1 specializes in the investigation, containment, and subsequent cleanup of anomalies in densely-populated urban environments, particularly in the New York metropolitan area.

MTF Rho-9 “Technical Support”

Rho-9 handles cyber security for the Foundation. Given all the dangerous anomalies lurking in the digital world, this is no easy task.

MTF Sigma-66 “Sixteen Tons”

Sigma-66 is formed of captured members from other Groups of Interest. Despite the lack of loyalty the Foundation expects from the assembled team, they find the members’ expertise to be of value.

MTF Tau-5 “Samsara”

Tau-5 consists of immortal cyborg clones created from the flesh of a dead god. This group utilizes experimental Foundation weaponry to investigate and contain thaumaturgic, magical, and psionic threats. They are one of the strongest task forces in the Foundation.

MTF Psi-7 “Home Improvement”

Psi-7 specializes in the undercover investigation, containment, and/or demolition of anomalous buildings or buildings affected by anomalies. This includes the acquisition or transfer of affected buildings to the Foundation as well as initial observation and documentation of such buildings.



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