

Warped World

An SCP universe Dungeon World Supplement

Lucy Vin 2021

Table of Contents

Warped World	1
Table of Contents	2
Introduction	4
What you'll need to play	4
Content Warnings	4
A note on the SCP setting and Dungeon World	4
A note on player safety	5
Responsible roleplaying	5
Using this book	5
Attribution	6
Playbooks	7
Some setting background	7
Reality Bender	8
Names	8
Look	9
Stats	9
Starting Moves	9
Alignment	10
Gear	10
Bonds	11
Advanced Moves	11
Field Agent	13
Names	13
Look	13
Stats	14
Starting Moves	14
Alignment	15
Gear	15
Bonds	16
Advanced Moves	16
Anartist	18
Names	18
Look	18
Stats	19
Starting Moves	19
Alignment	20
Gear	20
Bonds	21

Advanced Moves	21
Thaumatologist	23
Names	23
Look	24
Stats	24
Starting Moves	24
Alignment	26
Gear	26
Bonds	26
Advanced Moves	26
Basic Workings	27
Advanced Workings	28
Researcher	29
Names	31
Look	31
Stats	31
Starting Moves	31
Alignment	32
Gear	32
Bonds	33
Advanced Moves	33
Optional Player Moves	35
Maintain a move	35
Tinker	35
Deceive	35
Glossary	36

Introduction

The ever-constant rain lightly taps against the window of a dimly-lit studio in some back corner of the city. Against the far wall, a person sits hunched over a heap of twisted metal. Sparks fly as they weld, lighting the room as though the storm's lightning was striking indoors. Maybe it was. A knock at the door startles the subject of our attention, who halts for a moment before ignoring the knocking and resuming work.

"U.I.U., open up!", calls a voice from the other side of the door.

The person stiffens, dropping their tools to the table. In a flash, they tear away their welding mask revealing a scarred, semi-robotic face twisted in a scowl. They grab a backpack off the bed as they race for the back door. There's one group no Anartist wants to deal with, and they're currently banging at the door.

Warped World is a Dungeon World supplement which takes place in the warped, darkly magical world of the SCP universe. This supplement's text focuses on the freeport location of Three Portlands, but the playbooks, items, and SCP creation guides can be used for any tale within the universe.

What you'll need to play

As this is a Dungeon World supplement, you will need the Dungeon World core rulebook. Additionally, you'll need:

- Dice (at minimum, 1d4, 1d6, 1d8, 1d10, 1d12). Most common roles in Dungeon World make use of a 2d6 roll, so having 2d6 will make life much easier.
- Pens and paper for note taking
- Character Sheets (printable from this book)
- Anart, Item, and Spell sheet printouts if you'd like to make things easier

Content Warnings

This book contains themes relating to distortion of reality, and mental manipulation.

A note on the SCP setting and Dungeon World

The SCP universe is inherently non-canonized. It inherently assumes that all multiverses are equally correct, simply reflecting different realities. This book uses a *version* of Three Portlands, and a *version* of the Broken Mask timeline for its campaign starter and setting.

Dungeon World is a roleplaying game that is centered on collaborative storytelling and emergent narratives. Nothing in this book is set in stone, and you are able to and encouraged to modify the setting, events, and rules of the world to fit your story best.

A note on player safety

The SCP universe can be host to horror, whimsy, and fantasy. You are free to explore these elements individually or altogether, but you should keep in mind your players' comfort when dealing with certain sensitive content. Some SCPs may need to be off-limits, or otherwise certain abilities modified to better suit player comfort. At the start of your session zero, begin by talking with your players about what sort of content and tone they feel comfortable with, and what is off limits.

If a player tells you something is off-limits, it is off limits. You are not entitled to a reason. Make a note of what they told you, and move on.

Tabletop Roleplaying Games should be a safe, fun, and positive experience for everyone. With a little bit of work up-front, and an awareness towards the sensitivities of the others at the table, it can be. In addition to a session-zero comfort check, it is encouraged that you make use of the X-Card system (<http://tinyurl.com/x-card-rpg>). At any time during play, a player may hold up an index card with an "X" on it (or whatever your group decides works best). When this happens, end the scene and move on. As before, you are not entitled to an explanation. Simply move the story along or change the scene. Using these tools, we can create a safe and enjoyable space for players and GMs alike.

Responsible roleplaying

Tabletop Roleplaying Games allow you to play mystical beasts, shapeshifting thieves, and every day humans of a myriad of backgrounds. With this freedom comes some responsibility. If you as a player choose to play a character whose background does not match your own, be mindful of the kind of marginalization people who come from those backgrounds face, and consider how you roleplay your character in response to that. Caricature and stereotype of a background you are not a part of can be alienating and hostile. You may as a group decide that certain backgrounds are off-limits to players who haven't experienced them, be that disability, gender identity, or race.

Using this book

Warped World provides the tools necessary to run a Dungeon World campaign in an SCP universe setting. It builds on top of existing systems and rules, and as such is fully compatible with the base game and can be easily incorporated into your traditional Dungeon World campaign, if you wish to do so. The resources provided within should be enough for you to play

your very own SCP adventure, but you are also welcome to extend and modify what you see here. As with the universe itself, nothing is set in stone. If you wish to run this supplement as a playtest, please consider providing feedback via the author's email, lucyvin@pm.me.

Attribution

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Playbooks

Some setting background

Most people in Three Portlands are human, or at least, human-ish. Many, especially those of the Church of the Broken God, have augmented themselves with mechanical and mechano-magical parts. As a city in a pocket dimension, you can never be entirely certain where exactly anyone is from. Aside from the humans of our reality, there are those from one where gravity was 20% weaker, and as such they are taller, and lankier. There are those from a reality where, through the course of human evolution, body hair growth never reduced. Beyond that, there are talking dogs and other fur-folk, androids, and ethereal beings.

Not everyone was born in Three Portlands. In fact, it's probably more certain that most people weren't. People find their way here in many ways. Some by accident, on the run from organizations like the SCP foundation. Others come for business, attracted to a safe-haven where the anomalous can be seen and sold in the public eye. Others still belong to mystical religions, scholarly societies, and corporations. Whatever reason you find yourself here, one thing is certain: Three Portlands is weird, and it *likes it that way*.

The playbooks in this supplement do not suppose your character's appearance or reality. It is entirely possible to play an SCP foundation researcher from a reality where fur-folk are normal. Feel free to be as creative as you'd like in this regard. Consider how your character has found themselves in the city. Are they here on business? Do they live here? Are they associated with any groups that might influence their experience here? Keep these questions in mind as you go through your session-zero character creation.

Note: because the people of the SCP universe are largely just normal people, the pre-gen names are just random normal names. You are encouraged to use whatever name you want.

A note on Groups of Interest

While some archetypes' playbooks refer to specific groups in their backgrounds, there is no strict binding of these archetypes to those groups. It is perfectly possible to play a Reality Bender working for the U.I.U., an Anartist who's a Foundation researcher, or any other such combination. For instance, the Field Agent archetype describes someone whose training and specialisation is AS a field agent, for the purposes of combat and gameplay. However, they can work for anyone or no one. Simply put, these archetypes only serve to best describe the specific terminology that closest describes a character's function "in the field", and not their particular affiliation or occupation.

Reality Bender

The door slams shut behind the well-dressed Mx. Feiris. "You've gotta work with me here, Chuck," they demand of a flushed man sitting across the room. "I'm not exactly brimming with patience right now. I've got two U.I.U. agents breathing down my neck and an angry Spectre thug with a price on my kneecaps, so I'm gonna cut right to the chase. You're going to tell me who's leaking Anartist names. That's not a request -- you WILL tell me. Have you ever heard of a type green, chuck?"

The man opens his mouth to speak, but decides against it. Furrowing his brow for a moment, he starts again "Reality bender? Big whoop. This building is protected by reality anchors. You've got nothing."

Mx. Feiris smiles. "Sure, the Academy's research building is reality anchored. But, Chuck," they continue, "I have a question for you, how did you get here?"

The man's face falls as he scours his memory. Confusion twists into fear as he fails to recall.

"You're not in the Academy, Chuck."

The walls begin to warp and contort. The pristine white of the Anomalous Research Institute disappears, replaced by the dingy basement walls of a Portlands makerspace.

"Now talk."

Reality Benders, also known as Type Greens by the G.O.C., possess an innate ability to warp the world and minds around them. They are expert manipulators and can wield immense power. With the capability of influencing people's whims and realities, Reality Benders make excellent spies, special agents, and salespeople. Play a Reality Bender if you want to make people question the world around them.

Names

Michel, Star, Harry, Samael, Martin, Lux, Ash, Jainus, Perry, Keri, Monty, Nancy, Alistair, Jerome, Maelle, Antoine, Piotr

Look

Choose one of each:

Bald, silver-haired, unkempt, neat

Sunken eyes, wild eyes, dead eyes, piercing eyes

Tired, well-kept, disheveled, casual

Stats

Your maximum HP is 4+Constitution

Your base damage is d6.

Starting Moves

Choose a background from below

Mind Bender

When you successfully **Mind Warp**, take +1 forward on your next **Mind Warp**

Space Warper

When using **Distort Reality**, take +1

Shapeshifter

You start with **Shapeshifting**

You start with these moves:

Mind Warp

You can distort people's perception of reality, shape their will, and manipulate their emotions.

Roll + INT, on a 10 or above, pick 2:

- Your target believes what you describe to be true
- Your target's desires align with what you describe
- Your target's memory of an event is warped to your description
- Your target's emotions are warped as you describe

On a 7-9, pick one. The effect is mostly as described, but it is not perfect.

On a 6 or below, your target is aware of your manipulation and is able to resist it. Take -1 forward on the next roll.

Distort Reality

You can bend the fabric of space and time around you, as long as you perceive it. Roll + INT, on a 10 or above, pick 2:

- You are able to manipulate the appearance of an area around you (30ft + 10/level) to appear as you describe for as long as the effect is maintained
- You are able to manipulate the tactile quality of an object near you as you describe for as long as the effect is maintained
- You are able to manipulate the weight and gravity of an object near you as you describe for as long as the effect is maintained
- You are able to manipulate the location of an object near you as you describe for as long as the effect is maintained

On a 7-9, pick one. It happens mostly as described, but is not perfect.

On a 6 or below, you fail to cause the effect to happen. Take -1 forward on the next roll.

Gifted Speaker

Your reality-bending abilities have latent effects. When you **parley**, take +1

Alignment

Chaotic

Permanently alter reality for uninvolved passers-by

Neutral

Utilise your abilities to gain immense riches, fame, or influence

Good

Utilise your abilities to permanently change the course or mindset of a would-be evil doer

Gear

Your load is 6+STR. You start with rations (5 uses, 1 weight). Choose your clothing:

- Anomalous Suit (1 armor, 0 weight)
- Anartist t-shirt (0 armor, 0 weight, confusing)
- Field kit (2 armor, 1 weight)

Choose your weapon:

- Knife (hand, thrown, steel, +1 damage, 1 weight)
- Pistol (near, loud, +2 damage, 2 weight)
- Thaumaturgical Explosives (thrown, loud, 2 weight)

Pick one:

- Employer badge
- Portable reality anchor (thrown, near, 1 weight)
- Reality Stability Monitor (held, 1 weight)

Bonds

_____ knows about my past with [MC&D, U.I.U., SCP Foundation]

_____ can never know about my abilities

I am skeptical of _____ because they have resisted my abilities

_____ does not trust me

Advanced Moves

When you gain a level from 2-5, choose from these moves

Shapeshifting

You don't just warp reality around you, you manipulate yourself. Roll + INT, on a 10 or above:

You change form as you describe until your concentration is broken (take +2 to rolls to maintain)

On a 7-9:

Your shapeshifting isn't exactly as you describe, you change form but it is uncanny or not entirely convincing. You hold this form until your concentration is broken.

On a 6 or below:

You fail to shapeshift correctly, choose one:

- Your figure is distorted for 1d4 hours
- You are stunned by your failure, take -2 forward

Resist Reality

Trap yourself in a bubble of your own making. Defend your mind from another reality bender, anart, or memetics. Roll + CON, on a 10 or above:

You successfully resist reality, you are spared from the effects of any anart, reality bending, or memetics

On a 7-9:

You manage to distort the new reality, you are partly saved from its effects.

On a 6 or below:

You fail to counter the effects of reality, and suffer them fully. Take -1 forward.

Master Manipulator

You've gotten good at manipulating people. When you use **Mind Warp**, you may target a small group of people (5 or fewer).

Wormholer

You've gained a mastery over time and space, and can use your powers to transport yourself a short distance (10ft + 10/level, max 60 ft). Roll + DEX, on a 10 or above, you teleport effortlessly, take +1 forward.

On a 7-9, you teleport, but (choose one):

- you are teleported to a random location 1d6 feet from your target
- you are disoriented by your rough travel, take -1 forward

On a 6 or below:

You blink out of existence, reappearing at a random point within your casting radius disoriented and tired. Take -2 forward.

Telekinesis

With careful manipulation of time and space, you can move or throw small objects like rocks, books, and dishes. You may treat the objects as a weapon with *near* and *thrown* tags. When you **volley** with an object, roll + INT.

Fear the unreal

Reality is hard to discern when the walls around you melt and you hear sweet voices in your ear. When you **Parley** while using **Mind Warp** or **Distort Reality**, take +1 forward.

[more to be added, stopping here for lvl 2 playtest]

Field Agent

A great roar tears through the air as Hayden scrambles through the dense trees of Forest Park. Its force rattles his frame. There is a brief silence before the sound of splintering trees and heavy stomping feet signal the skip's approach.

"Shit shit shit... SHIT!"

Ze digs through his field pack for the clip of memetic ammunition he packed just in case conventional munitions didn't do the trick.

"Fucking thaumaturge cultists,"

The rune-scribed 5.56 ammunition is designed to take down crazed reality-benders, not 10-foot anomalous beasts that can rip trees out by their roots. Ze isn't even sure this thing can be affected by memetics. Who resurrects an ancient demi-demon anyways? Fucking cultists, that's who.

Ze picks a position among the boulders and trees in the park, along a ridge below the hiking trail. Taking a moment to breathe and steady himself, he raises his rifle and waits. This better fucking work.

Field agents possess intense specialised training in order to deal with all things anomalous. Whether they're tracking down anomalous creatures, items for the wandering library, or running illicit goods for one of Three Portlands' gangs, a field agent is well-equipped for a fight. Play a Field Agent if you want to approach fights with tactical efficiency, and prefer guns and grit to manipulation and diplomacy.

Names

Davis, Marco, Julie, Anna, Pablo, Max, Cameron, Curtis, Samael, Raphael, Illiya, Octavia, Klaus, Vernon, June, Zarya

Look

Choose one of each:

Sharp, Stoic, Wild, Old, Cheerful

Solid, Thin, Muscled, Stout, Lanky

Scarred, Fresh-faced, Burned, Augmented

Stats

Your maximum HP is 8+Constitution

Your base damage is d8

Starting Moves

Choose your background from below

(for a sense of where different groups of interest fit into these backgrounds, a few examples have been listed for each below. Work with your group to determine which fits best for your chosen group of interest)

Defender (Serpent's Hand, U.I.U.)

You work for justice and morality, though, who's to say what's just and moral? When you **Discern Realities** or **Defy Danger**, take +1. On success (10 or above), take an additional +1 forward.

Profiteer (MC&D, Chicago Spirit)

Morality is useless, when it all comes down to it, money talks and the money is good. You are well acquainted with the anomalous and how to make them pay. When you **Secure and Protect** an object or anomalous being, you may add it to your arsenal or call on them for help, for a cost.

Hunter (Foundation, G.O.C.)

The anomalous must be contained, and you're perfectly trained to do it. When you **Secure and Protect** an object or anomalous being, take +1, and an additional +1 if you've encountered it in the past.

You start with these moves:

Secure and Protect

You are trained to work with the anomalous, and when necessary, make sure the anomalous can be safely contained. When you fight an anomalous being, or encounter an anomalous object or effect, take +2 on any attempt to kill, capture, or deactivate the target.

Trained Shot

You've spent years perfecting your marksmanship. When using a fired weapon with *near* or *far* tags, roll + DEX. On a 10 or above:

You hit the target with deadly precision, dealing 1d4+LEVEL additional damage. Additionally, choose 1:

- The target's anomalous effect is temporarily interrupted
- The target is stunned by the hit, and are unable to move or take action for a brief time

On a 7-9:

Your shot is off by a hair, it hits, but only deals normal damage + LEVEL

On a 6 or below:

Your shot misses its mark, choose 1:

- The target is hurt for normal damage, but is enraged or becomes focussed on you
- The shot misses entirely, and your morale is slightly impacted. Take -1 forward.
- The shot misses entirely, and your target notices. They take +1 forward.

Anti-Memetic Training

You've done your training and you've built up your mind to resist anything you might encounter in the field. When you discover a memetic effect that is targeting or otherwise affecting you, roll + INT. On a 10 or above:

You are able to use your training to resist its effects. This requires effort, and must be maintained. Take +1 when you maintain the resistance.

On a 7-9:

You are able to resist the effects, but they are strong and it is difficult. Choose 1:

- You resist the effect long enough to take an action without being influence by the memetics
- You partly resist the effect, but take -1 on maintenance rolls.

On a 6 or below:

You are unable to resist its effects, and have mentally exhausted yourself. Take -1 forward ongoing for 1d4*10 minutes.

Alignment

Lawful

Capture or destroy an anomalous being or object in order to address an injustice they have committed or enabled.

Chaotic

By any means necessary means just that, recklessly or destructively capture or otherwise contain an anomalous threat.

Good

Not all anomalies are created equal, and some things must be forgiven or ignored. Discover the larger picture and allow a target to slip through your fingers for the greater good.

Gear

Your load is 10+STR. You start with rations (5 uses, 1 weight). Choose your clothing:

- Anti-Anomalous Field Dress (3 armor, 2 weight)

- Heavy Ballistics Armor (4 armor, 3 weight, bulky)
- Light Armor Kit (2 armor, 1 weight)

Choose two weapons:

- Dagger (near, thrown, steel, +1 damage, 1 weight)
- Pistol (near, loud, +2 damage, 2 weight)
- Explosives (thrown, loud, 2 weight)
- Automatic Rifle (near, loud, +3 damage, 4 weight)
- Semi-Auto Rifle (far, loud, slow, +3 damage, 3 weight)
- Submachine Gun (near, loud, quick, +2 damage, 3 weight)

Pick one:

- Employer badge
- Portable reality anchor (thrown, near, 1 weight)
- Personal multidimensional radio

Bonds

I have an assignment and ___ is tangled up in it.

___ knows too much, and must be monitored.

___ saved my life in a past encounter.

___ and I have worked together in the past, and I don't trust them.

Advanced Moves

When you gain a level from 2-5, choose from these moves

Hand-to-Hand

It's not always guns, explosives, and scranton reality anchors. Sometimes you wind up in close-quarters combat, and you're well equipped to handle it. When you **Hack and Slash** at *hand* range, take +1.

Army of One

You've spent years carrying a full armory on your back. Your load is increased by 3, and you take +1 when attempting to move a heavy object.

No "I" in Team

You're used to drawing up battle lines and infiltration plans. When you **Defend, Volley, or Hack and Slash** with your squad at your side, take +1. If you roll 10 or above, pick one squad member and give them an additional +1.

The Best Defense

...is a good offense. When you catch an enemy off guard, gain significant advantage, or overpower an opponent, take -2 damage from their next attack on you.

Advanced Training

You've spent a lifetime dealing with the anomalous. When you encounter something anomalous and **Spout Lore**, take +1 to learn any relevant information that could impact you in a fight.

Tuck and Roll

Sometimes you've got to get the hell out of the way, and luckily you've spent a lot of time practicing this, both on the field and in basic. Roll + DEX, on a 10 or above:

You effortlessly roll out of the way.

On a 7-9:

You don't quite stick the landing. Take -1 forward.

On a 6 or below:

You hit a rock, or uneven floorboard, or a patch of slick mud. Whatever it was, your roll doesn't go to plan, and you find yourself in an uneasy situation. Pick one:

- You are behind cover, but knocked off balance. Take -2 forward.
- You are left out of cover and prone

[more to be added, stopping here for lvl 2 playtest]

Anartist

The bright red cloth covering Aidell's newest piece was the coup-de-grace for this whole project. Was it even actually red? That's what the seller told her, but the memetic fibers rendered it all but invisible to her eyes, save for the barely-perceptible gold embroidery along its edges. As far as anyone could tell, there was nothing there. Perfect.

She loaded the piece into the trailer attached to her bike, securing it with some bungee cords. The effect of the covering made it look such that her trailer itself was an art piece, with bungees stiffly strained by some invisible force. Nothing weird, for Three Portlands at least. She picked her route carefully, criss-crossing down minor spokes and rims on her way to the Deer campus, careful to avoid any of the more crowded shopping districts or office blocks.

"This'll show that snuff-sniffing bastard to fail me," she thought as she pushed her way up the street, "smug asshole."

As the students and professors made their way about the campus that Monday morning, Dr. Iverns was seen storming down the hallway from his office. His face was a shade of red best described as "beet". It wasn't until much later that they found him, sitting atop the courthouse square clocktower, shouting from the comfort of his decadently embroidered office chair about the failure of anart. It took three hours and a heavy dose of anti-memetic darts to call him down. He never did return to the campus, but faculty found a note on his desk as they cleaned out his office, "çeci ne pas une anart".

Anartists create works that impact the viewer and the world, in very real ways. Masters of memetic and anomalous creations, the avant-garde anomalous art movement seeks to create works that surpass the realms of traditional art. Some anart influences people to buy more pizza. Some cause the ground beneath it to liquify. Some have effects far too grizzly to mention. Play an anartist if you wish to *fuck* with people by making cool shit.

Names

Katte, L1z4, Adamm, KingNeko, Pierre, Ferale, Memelord, Jackson, Three Badgers in a Trenchcoat, Smart Alec

Look

Choose any combination of the following:

Dirty, Paint-stained, Unnatural, Absurd, Conspicuous, Average

Friendly, Shy, Attention-seeking, Pompous

Stats

Your maximum HP is 4+Constitution

Your base damage is d4

Starting Moves

Choose a background from below

Fine Arts Degree

You studied anart in college, probably Deer. You wrote at length about the merits of avant-garde anart and the limitations of conventional painting. You don't trouble yourself with small-scale work, you might not even make any anart yourself. You start with **Anart Collector**.

Street Anart

Anart is about confronting the public, and that's what your work aims to do. When you **Create Anart** in a public space, take +2. On a 6 or below, you are caught in the act and must escape.

Troll

You don't care about the merits of your work, or the impact. Anart is funny, and you've perfected the art of posting anart for maximum shock value. When you **Create Minor Anart** offensively, take +1. On a 7 or above, take +1 forward.

You start with these moves:

Create Minor Anart

You have the skills to create masterpieces, or atrocities. You can create small anart works on the fly, to flex if nothing else. Roll + CHA, on a 10 or above:

Your make quick work of your little project, choose 2:

- Your project's effect strong, it does as you describe, if it causes damage it does additional damage equal to 1 + LEVEL
- Your project is too eye-catching to look away from. Any character contesting its effect takes -2
- Your work is safe for you to handle or look at, you may transfer this safety to others by explaining how to handle the work
- You create your work stealthily, attracting no attention

On a 7-9, choose one of the above. It happens, but if there is a damage component it does not gain the additional 1 + LEVEL boost.

On a 6 or below, you fail to create what you intended, choose 1:

- It has the desired effect, but you are not impervious to it
- Its effect is unpredictable
- Its effects are minimal, but you are demoralized and take -2 forward

Create Anart

Go big or go home. When you create anart, you do it for maximum visibility. Roll + CHA, on a 10 or above, it takes only a few days, and pick 1:

- Your project's effect strong, it does as you describe, if it causes damage it does additional damage equal to 1 + LEVEL
- Your project is too eye-catching to look away from. Any character contesting its effect takes -2
- Your project has a safety mechanism, and it can be learned.

On a 7-9, it takes a long time, but you are able to create the work. Pick one effect from above, but the GM describes how its effect is diminished. If it deals damage, it no longer has the level bonus.

On a 6 or below, you are unable to create your work. Additionally, pick 1:

- You are experiencing art block, take -2 on the next **Create Anart** or **Create Minor Anart**
- The work's failure has caused an unexpected effect on you

Cognitohazard Resistance

You often work in memetics and cognitohazards, and are well acquainted with their ins and outs. When contesting cognitohazard effects, take +2.

Alignment

Chaotic

Good anart is confrontational. Use your abilities to cause social upheaval, disruption, or fervor.

Evil

Not all anart makes people think. Some makes people crumble. Use your abilities to cause large-scale destruction or harm.

Lawful

Lawful anart is corporate anart. Use your skills to significantly enrich a business, corporation, or private holding.

Gear

Your load is 4+STR. You start with rations (5 uses, 1 weight). Choose your clothing:

- Paint-stained civvies (dirty, 0 weight, 0 armor)
- Maker's smock (worn, holding, 1 weight, 0 armor)
- Homemade suit (fine, confusing, 0 weight, 0 armor)

Choose 1 weapon:

- Paint knife (hand, 0 weight)
- Switchblade (hand, thrown, +1 damage, 0 weight)

- Hammer (hand, thrown, +2 damage, 1 weight)
- Arc Welder (hand, +1 damage, 2 weight)

Choose 1 of the following:

- Painting kit
- Notebook and pencils
- Pocket projector
- Origami paper
- Mouth organ

Bonds

___ has stolen my ideas.

My anart unveiling was ruined by ___.

I hate ___'s work.

___ has inspired my own work.

Advanced Moves

When you gain a level from 2-5, choose from these moves

Anart Collector

Anart can be dangerous, but you know how to store and protect it. Some might look down on this practice, but that's their problem. During the course of the game, you may acquire anart pieces by purchasing or stealing them, and store them in your collection (up to 3+1/level). In preparation for certain encounters or missions, you may take items from your collection to be held in your gear.

Anart Forger

You've studied the greats and have gained an understanding of the mechanisms they use.

When you **Create Anart** or **Create Minor Anart**, you can draw on this knowledge, taking +1 if you've seen the effect you're trying to create before.

Memetic Speech

Art extends to language, and so does anart. You may spout a memetic phrase to try and cause effect to those who hear. Roll + CHA, on a 10 or above, its effects are as you describe, additionally, pick one:

- Your team is spared the effects
- Your words deal damage equal to 1d6 + CHA
- Your words affect you and only you

On a 7-9, your desired effect occurs, but it is slightly flawed.

On a 6 or below, pick one:

- Your team is affected by the phrase
- Your words cause damage to you equal to 1d4
- There are no effects, but this confuses you. Take -1 forward.

Anart Weapons

Once per day, you may create 1d6 small anart pieces, with a specific predetermined effect. When you create these. Roll + CHA on a 10 or above they have the described effect, and pick one:

- They are well made, and can be retrieved and used again one more time
- If their effect deals damage, they do an additional +2
- They are destroyed completely on use, allow an effect to be heavily targetted and hard to trace

On a 7-9, they have the desired effect and one of the above, but one breaks in creation (minimum 1 created).

On a 6 or below, only one is able to be created, unless you rolled a 1 on the creation stage, in which case none are made.

Brutal Putdown

Anartist's words can be more than biting, they can shake someone to their core. When attempting to gain leverage to **Parley**, roll + CHA. On a 10 or above, the effect of your words causes your target to lose confidence, gaining you leverage.

On a 7-9, the target is not fully affected, but their morale is weakened, and additional conversation may lead to leverage.

On a 6 or below, the attempt fails, and the target is angered or on edge by the interaction.

Guerilla Anartist

Placing anart works in public often requires acts of stealth. When you attempt to sneak through a location, roll + DEX. On a 10 or above, you proceed unnoticed. On a 7-9, you aren't seen, but you make a noise or otherwise risk being caught if you're not careful. On a 6 or below, you fail to be sneaky.

Maker

You often work in sculpture, metalwork, and technology. When you **Tinker**¹ on something, take +2.

[more to be added, stopping here for lvl 2 playtest]

¹ See **Optional Player Moves**

Thaumatologist

“Breathe. Just breathe,” Maia reminded himself as beams of light shot from the walls of the basement into the sigil on the floor.

“Focus. Focus and breathe.”

After what felt like an eternity, a figure began to appear in the center of the sigil.

“Yes! Okay, just a little bit more...” he continued aloud, scrunching his small face with strained concentration.

The figure shifted and grew. First from a shadow, to a blob, and soon to a human-like form devoid of detail. With a flash of light, the working finished and finally, after recovering from the blinding effect, Maia could see his friend standing there, clear as day.

The figure, no longer a shadowy form but instead a fully corporeal human, spun to look at Maia with glee-filled eyes. “It worked! Maia you did it! I’m so proud of you,” they called. Taking Maia into a big hug, they spun him around like a parent seeing their kid after a long business trip. “I knew you could do it, it was only a matter of time.”

Maia nodded as best he could, still pressed firmly into his friend’s chest. “Yeamf, I figured out the --” he started into their shoulder. They let him down and he continued, “I figured out the issue with my portation working. The components I was using were all right, but they were out of balance.”

“That’s great, what comes next?”

“Now, we work on saving Dima.”

Thaumatologists -- wizards, by another name -- channel anomalous energy into powerful workings to aid in their lives. From teleportation and summoning to enchantment and fireballs, thaumatologists wield absurd power gained from ancient studies. Play a thaumatologist if you want to blast your foes with unimaginable energies, or you just think wizards are fucking cool.

Names

Tamir, Louis, Vera, Angelice, Jaime, Stripov, Carmen, Alex, Harrison, Bradley, Zach

Look

Choose one of each

Academic, Shifty, Crazy, Battle-scarred

Young, Ancient, Adult, Middle-aged

Stats

Your maximum HP is 4 + CON

Your base damage is d6

Starting Moves

Choose a background from below

Academic

Thaumatology is a science, despite what some people might say. People of the past called them wizards, but the science never changes. You've spent years researching the ins and outs of thaumatologic working, and know how to optimize the process. You may select one extra

Working.

Naturally Gifted

You were born surging with magical energy, and have spent your life making good use of it. Your pool of **Thaum Energy** is increased by 1+LEVEL.

Battle Mage

You use your skills for combat, not parlor tricks. When casting a working with a damage component, take +1.

You start with these moves:

Thaum Energy

Workings require an input to produce an output. In the past, this was often channeled in complex and depraved rituals. Today, thaumaturses know how to channel and store energy from everyday life for later use. You have a pool of **Thaum Energy** equal to 8 + WIS. When you **Make Camp**, it is replenished fully. When you **Recover**, roll + WIS, and recover that much. Thaum energy allows for the quick use of a working. Without it, a working's **Thaum Energy** component must be met by other means, often requiring significant time.

Working

In the past we called them spells, today, we use the language of science. A **Working** requires delicate balancing of the energies needed to channel the resulting effect. As Newton's laws tell us, any action has an equal and opposite reaction, and without a sink to handle the energy of a working, dangerous backlashes can occur. Luckily, over the years, thaumatologists have developed numerous sigils to contain the energies of various workings. Select 3 workings from the basic workings list, you start with knowledge of these sigils. When cast, roll + INT, on a 10 or above: your working is successful, and there is no backlash. On a 7-9, choose 1:

- Your working is effective, but the backlash causes a noticeable effect which draws attention
- Your working succeeds and there's no backlash, but the effects are diminished
- Your working fails, but the backlash can be redirected or manipulated

On a 6 or below, the working fails, and the backlash is not controlled, choose 1:

- You are hurt by the backlash, and take 1d4 damage
- You are thrown back and off-balance. Take -2 forward
- Your working's side-effect causes instability in the thaum energy field, take -3 when casting another working within a short period of time.

Choose One of the Following:

Familiar

Your thaumatological pursuits have led to the conjuring of a being of magical energy. You are accompanied by a familiar which takes the shape of a small animal. It can follow simple orders, and helps to balance and control **Thaum Energy**. When casting a working, take +1.

Paratechnician

You use your thaumatologic knowledge in the creation of anomalous technologies. When you **Tinker** to create something, roll + INT. On a 10 or above, choose 2. On a 7-9, choose 1.

- Your creation is imbued with increased strength granting it +1 armor, when relevant.
- Your creation is instilled with functionality traditional technology can not create
- Your creation is especially light, or heavy
- Your creation is incredibly small or takes up less space than it otherwise could

On a 6 or below, your creation is not imbued with any additional anomalous properties, and its effect or quality is reduced as a result of the backlash.

Alignment

Chaotic

Cast a working, using backlash effects to your benefit

Evil

Use workings to hinder someone's attempt at justice

Good

Use a working to help someone in a quest for justice

Gear

Your load is 4+STR. You start with rations (5 uses, 1 weight), and a **Thaum Energy Store** (*worn*). Choose your clothing:

- Robes (0 armor, 0 weight, fine)
- Paratech armor (1 armor, 1 weight)
- Suit (0 armor, 0 weight, fine)
- Casual clothing (0 armor, 0 weight)

Choose 1 weapon:

- Ritual Dagger (hand, thrown, 0 weight, +1 damage)
- Pistol (near, loud, +2 damage, 2 weight)
- Throwing Knives (close, silent, thrown)

Bonds

_____ has hindered my studies

I have reservations about _____

_____ has purchased my services

_____ has been permanently scarred by my own failed working

Advanced Moves

When you gain a level from 2-5, choose from these moves, or learn a **Basic Working**

Capture Thaum Energy

When you are in the heat of a chaotic or energetic moment, you may attempt to channel the runoff energy into your **Thaum Energy** pool. Roll + WIS, on a 10 or above:

- If the moment is life-threatening, regain 1d8+LEVEL thaum energy
- If the moment is chaotic, uncontrolled, or dangerous, regain 1d6+LEVEL thaum energy
- If the moment is tense, but controlled, regain 1d4+LEVEL thaum energy.

On a 7-9, take half of the result (minimum 1).

On a 6 or below, you fail to regain any thaum energy.

Study Working

If you encounter a working on your adventures, you may attempt to study the components involved to determine how it works. Roll + INT, on a 10 or above, you have cracked the code, and can add the working to your list of workings if it is available at your level. On a 7-9, you think you get it, and are able to cast it once, with some reduced effect. On a 6 or below, you glean nothing.

Thaum Knowledge

You are well versed in all things thaumatology. When you attempt to **spout lore** about an anomalous device or thaumatologic working, roll + WIS. On 10 or above, you are able to recall the components or effects involved in, and learn something relevant from the GM. On a 7-9, you are familiar with the components or effect. On a 6 or below, you have no insight to gain from this.

Necromancy

Souls are a potent source of energy, if you know how to use them. You may harvest the souls of the recently fallen to power your workings. Roll 1d6 per soul and recover that much **Thaum Energy**, up to a maximum of 1.5x your total energy.

Basic Workings

You may select from this list at any level, instead of taking an Advanced Move

Minor Portation

(2 thaum energy)

You are able to teleport you or someone in your sight to another location within your sight.

Pulse Wave

(2 thaum energy)

You are able to gather the energy around you into a powerful pressure wave, pushing back the target up to 10 feet.

Stem the Flow

(1 thaum energy)

You are able to halt the flow of a liquid under light pressure or in a small vessel/channel/pipe, no bigger than a drinking glass.

Flames

(3 thaum energy)

You conjure forth a fire, roughly as big as a campfire. If it is conjured on a target, the target takes 1d6 burning damage.

Surging Strength

(3 thaum energy)

Your muscles surge with anomalous energy, allowing you to jump higher, run faster, or swing harder. If used during an attack, take +2 damage.

Minor Healing

(3 thaum energy)

Your powers aren't just for offense, healing sometimes comes in handy. Heal 1d4 HP for yourself or a target.

Rupture

(4 thaum energy)

You rend earth, tearing a rift in the ground at a targeted location, large enough for one to two people to fit into at one time. On solid earth, the rift extends for at most 6 feet. On a building floor similar platform, you open a hole into the lower floor.

Spirited Ally

(5 thaum energy)

Souls abound in most places in the world. After a few hundred thousand years, there's nearly always someone, or something, around. You can call on a spirit to aid you, performing a basic task like holding a door open or blocking a security camera's view.

Advanced Workings

You may select from this list at lvl 5 or above, instead of taking an Advanced Move

[more to be added, stopping here for lvl 2 playtest]

Researcher

Dr. Davidyan grimaced and shook his head. Maybe this case was above his pay grade. Maybe he should have just let the skippers² have it. It had been three weeks since the U.I.U. had gotten wind of the paratech AR headsets being sold to Portlanders, and it was quickly getting out of hand. He wasn't sure what mechanism was being used to cause this, but people who used the headsets for longer than 3 hours invariably became "stuck", intrinsically bonded to a golem roaming the streets. Without the ability to remove the headset and eat, drink, or take care of any other needs, the death toll was up to the hundreds. There was some debate over whether or not the remaining golems, seemingly still sapient and responsive, were truly the same people that had been controlling them before their original bodies had perished. Either way, something needed to be done.

So far in her research, Dr. Davidyan had managed to determine that the headsets consistently spoke to a server somewhere on the Portlanders' intranet, receiving persistent patches and commands. Where the server, or servers, were located was anyone's guess. Three Portlanders' geography is impermanent and fluid, finding the location might as well be like tossing a dart at a globe. If the servers were being hosted in a non-anchored building, he could at least expect to see the IP block change in a few years, whenever its hosting location passed beyond the borders of the city. Unfortunately, he didn't have years to wait, and that also assumes that the address was operating out of a building which was not anchored.

"Ilkay? I have an update for you," a voice called from the other end of the office. Dr. Davidyan's assistant researcher was leaning to look past their screens over to his desk.

"What've you got, Maddie?"

"Well, good news, bad news. The good news is, the IP block these headsets are talking to seems to belong to Deer college. Bad news is, Deer has no knowledge of any project like this."

"So some student or staff is running this service under the table on their systems?"

"Something like that, but the team at Deer can't seem to find any machines in their subnet that are actually using that address. It's like a ghost."

Ilkay frowned. A ghost process? That certainly adds a bit of extra complexity to the matter. "Sounds like we need to make a trip to Deer's nerd basement."

Researchers have a lifetime of study and knowledge of the anomalous to draw on. Experts in anomalous entities, paratechnology, and paramedicine, researchers are a vital tool in the arsenal of any group working closely with or on the anomalous. Play a researcher if you want

² U.I.U. slang for SCP Foundation personnel

some serious nerd cred, like the idea of playing an unhinged scientist, or you just really like writing long academic papers.

Names

Johnson, Irma, Fallon, Soña, Paulo, Elisabeth, Mio, Mansur, Rajesh, Hannah, Libi, Ingomar

Look

Choose one of each

Salt and pepper, flash of white, silvery, preppy, unusual

Old academic, young candidate, grad student, institutional star

Stats

Your maximum HP is 4 + CON

Your base damage is d4

Starting Moves

Choose a background from below

Academic Researcher

You have written paper upon paper on the anomalous and its inner workings, from thaumatology to memetics. When you **spout lore** about an anomalous effect, object, or event, take +2.

Additionally, your INT is increased by 1.

Forensic Anomalist

Academic papers are great and all, but what's research without application? You've honed your skills to use them, and what better way than unraveling anomalous mysteries for the foundation or the U.I.U.? You start with **Read Between the Lines**. Additionally, your WIS is increased by 1.

Bioanomalous Medicine

Anomalies are a double-edged sword, they can hurt or they can heal. Luckily, you've studied exactly how to do both. You start with **Paramedic**, and take +1 on any move that causes healing effects.

You start with these moves:

Anarmory

You have a deep, vast knowledge of the anomalous and can make use of it. When at a safe long-term location, you may spend your time to create or source a useful anomalous or paratechnical object. Roll + INT, on a 10 or above, you create the object you describe. If it is a weapon, and choose of the following set of tags:

- Thrown, near, +2 damage, 1 weight
- Thrown, area, near, +1 damage, 2 weight
- Close, +3 damage, 3 weight

- Hand, +2 damage, 1 weight
- Far, +2 damage, 4 weight

On a 7-9. Choose one from above, but damage is -1 or weight is +1.

On a 6 or below, you fail to create or source any useful objects.

Specialist

You've got the inner-workings of paratech and anomalies down pat. When you **Tinker** on an anomalous device or object, take +2

I'm an Expert

When you are speaking to a character about the anomalous, you are drawing on dozens of papers, classes, and lectures. You are an expert in the field, and you can **Parley** with +2.

Alignment

Lawful

Provide a useful clue in an investigation or legal matter

Chaotic

Steal or conceal an anomalous object or technology for your own personal use

Evil

Leverage your knowledge of the anomalous to mislead or harm someone

Gear

Your load is 4+STR. You start with rations (5 uses, 1 weight)

Choose your clothing:

- Lab Coat (0 armor, 0 weight, smart)
- Suit and tie (0 armor, 0 weight, fancy)
- Doctor's Scrubs (0 armor, 0 weight)
- Field Kit (2 armor, 2 weight)

Choose 1 weapon:

- Knife (hand, thrown, +1 damage)
- Pistol (near, loud +2 damage, 2 weight)
- Scalpel (hand, +1 damage)

Choose 1:

- Amnestics spray (close)
- Research notebook
- Thaumic Field Analyzer (1 weight)

Bonds

___ has participated in my research.

I was unable to publish a paper because of ___.

___ holds the key to my current topic of study.

I trust ___'s insight on the anomalous.

Advanced Moves

When you gain a level from 2-5, choose from these moves

Paramedic

You've studied medicine both biological and anomalous. As a result, you're well equipped to handle an injury, anomalous or not. Roll + WIS, on a 10 or above, choose 2:

- The target or yourself is healed 1d6 HP
- The target or yourself is alleviated of a minor anomalous physical effect (confusion, temporary blindness, etc.)
- The target or yourself is given +3 forward resistance to an anomalous effect or damage
- The target is stabilized from a major injury or anomalous effect

On a 7-9, choose 1 from above.

On a 6 or below, you fail to provide basic medical aid.

Read Between the Lines

As an anomalous researcher, you've learned the telltale signs of various effects and paratech. When you encounter evidence of a past anomalous activity and **Discern Realities**, take +2.

Know the Weakness

As an esteemed researcher in the world of anomalous sciences, you've got a trick or two up your sleeve in a fight. Roll + INT, on a 10 or above, the GM should answer one of the following questions:

- What is this anomalous creature resistant to?
- What sort of ability does the anomalous creature possess?
- Does a counter to the anomalous effects of the creature exist?

On a 7-9, you may guess at an answer to one of the above questions, and the GM should tell you if you're correct or not.

On a 6 or below, you are unable to determine any new information about this creature.

Pop Parapsychology

Anomalous knowledge is more than just academic research and medical tests. You have knowledge of how the anomalous can affect the mind. You may attempt to address an anomalous psychological effect in a target. Roll + INT, on a 10 or above, the target is cured of a minor psychological effect, or temporarily relieved of a major one. On a 7-9, the target is relieved of a minor effect. On a 6 or below, you are unable to aid in resolving the issue.

Learned Fighter

Book learning isn't useless in the field when you're around. Your knowledge of the anomalous gives you an upper-hand when fighting with anomalous tools. When you **Hack and Slash** or **Volley** with an anomalous weapon, add +2 damage.

Field Lecture

Lecturing on the job? Sure, a classroom might be better, but sometimes you only have so much time. When a group is with you preparing to engage with an anomalous situation, you may give a quick lecture on the various anomalous effects they should expect and how to deal with them. Roll + INT, on a 10 or above, your group gains a +2 ongoing when dealing with anomalous effects. On a 7-9, they take +1 forward. On a 6 or below, they gain no benefit from your lecture.

Bureaucratic Worming

A lot of work gets tied up in bureaucracy, if you don't know what you're doing. Luckily, you've learned your way around a bureaucratic mess and know how to push something through to the top. When you deal with a bureaucratic business, organization, or situation, take +2.

Optional Player Moves

Dungeon World is a fantastic system for emergent fiction and covers most of its bases with respect to basic player and world moves, but it isn't strictly designed for a setting like the SCP universe. Below are some additional player moves you may elect to use, in order to make your game run a bit smoother. Listed with each optional move is any possible "vanilla" approach to the same problem, should one exist.

Maintain a move

Vanilla alternative: take negative ongoing for move duration

When a move is potentially interrupted by another character or by the original caster, Roll + the relevant move component. On a 10 or above, the move is easily maintained at full effect. On a 7-9, the move is maintained, but its effects begin to wane or it causes minor strain on the character, taking -1 ongoing. This state may occur twice, on a third occurrence the move begins to fail, but in a controllable way. If a 10 or above is rolled on subsequent maintenance rolls, the ongoing effect is not lost. On a 6 or below, the move's effect fails.

Tinker

Vanilla alternative: None

Build, fix, or otherwise manipulate technology and mechanical devices. Roll + DEX, on a 10 or above, you are quickly able to accomplish your task. On a 7-9, you accomplish your task, but there is a side effect. Choose one:

- The work is hasty, and will only survive one use. If it is mechanical or physical, it breaks. If it is code or otherwise non-tangible, it is caught by anti-virus or patched out.
- The work is not fully competent. Its movement, effect, or behavior is not exactly as expected.
- It fails, but you learn from this experience and take +1 on the next use of Tinker on this or similar devices or scenarios.

On a 6 or below, the task fails, and you can not Tinker on this particular device or scenario again.

Deceive

Vanilla alternative: Defy danger, Parley

Push a lie, tell an untruth, or otherwise deceive another character. Roll + CHA, on a 10 or above, your lie is believed by the character. On a 7-9, they need some convincing. On a 6 or below, you're caught in your lie, and take -1 ongoing for the rest of the interaction. This effect can stack.

Glossary

The SCP Universe is a fantastical and absurd place, and brings with it new words and definitions for existing words. Luckily, if you're unfamiliar with a particular concept, we've provided a helpful reference glossary to clarify things. However, as with everything else, the particular mechanisms that might make a concept, like **memes**, work are fluid and dependent on the author. We have done our best to provide the best abstracted definition without enforcing strict rules on the term's fine details.

Cognitohazard

A cognitohazard is a broad term which describes any thing which operates on the 5 senses, in an anomalous way. This could be a sound, texture, or text. For example, a strobe light which can cause seizures is not a cognitohazard, unless it unfailingly does so (as this would be anomalous). Cognitohazards vary in danger, but ultimately have an effect that is only experienced when the cognitohazard is *perceived*.

Meme (memetics, anti-memetics)

A meme is a concept or thought pattern, this is true both in SCP and the real world. However, in the real world, a meme is defined by its proliferation through a culture by way of repetition and adoption. In the SCP universe, things get a bit more fantastical. A meme is an infection, of sorts. It serves to perpetuate itself through spread from one host to another. In order to be affected by a meme, one must be exposed to it - typically by reading or hearing a phrase, or viewing an image. A meme imparts information in the subject's mind, and the subject should desire to spread that information. Likewise, something which is anti-memetic is designed to obliterate its own information. It, in a sense, desires NOT to be known. Viewers of an anti-memetic piece of art will typically forget the existence of the artwork, describing bare museum walls or forgetting visiting the museum entirely. It is theoretically possible, though quite difficult, to combat memetics with anti-memetics. By crafting an anti-memetic artefact which seeks to obliterate the information the memetic artefact spreads.

In-game example:

Kasper, an anartist, is attempting to obtain information from unwitting U.I.U. informants. In order to accomplish this task, they **Create Anart** with a memetic phrase, which contains the concept of a long-lost anomalous artefact that must be liberated. They place this work outside of a **way** commonly used by U.I.U. agents. Waiting at a nearby coffee stand, they listen as people repeat the phrase to each other, gambling that given enough time, an agent with personal knowledge of the artefact will encounter this memetic. If they get lucky, an agent might discuss with their partner what the security around that artefact's storage looks like, and how they could potentially beat it. If they get unlucky, they might encourage the destruction of the artefact as a result of widespread knowledge of and threat towards a U.I.U. stored artefact.

Way

Ways are rifts in dimensional space. They connect two locations in space and time, and are frequently used as a means of transit between far away or entirely inaccessible locations. Three Portlands is accessed entirely by ways, spread out over the city.