

# Player Options

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This work is based on the information on the Security Clearance Levels page of the [SCP wiki](#). These options replace the background and starting gear steps from Liminal Horror. Players should refer to the Liminal Horror character creation [rules](#) to determine [Ability Scores](#) and [Character Traits](#).

## Notes for the Facilitator

Depending on the setting have the players generate a character from an appropriate option table. For situations where the players are on the ground dealing with an unknown SCP in the field consider using Civilians, Cultists, D-Class, and field personnel with Level 2 or lower. Limiting the classification level of the player reduces the amount of information that a player has access to. In containment breach scenarios have players select from D-Class and Site Staff with a at most Level 4 clearance for the Site Director. A player with a high clearance level should be given about the anomalies in the facility and the known containment strategies. Also consider adjusting the player assignments, weapons, and investigative tools to match the desired story. Players without weapons will have difficulty fighting and will need to avoid combat.

## Civilians

The unfortunate people who were living there lives and have to deal with anomalies.

### Civilian Background

Background (d20)

Roll	Background
1	Journalist
2	Store Clerk
3	Private Investigator
4	Priest/Cleric
5	Medic
6	Archivist
7	Artist
8	Athlete
9	Criminal
10	Drifter
11	Old Money
12	Author
13	Professor

Roll	Background
14	Very Online
15	Lawyer
16	Gig-Worker
17	Trades
18	Social Work
19	Finance
20	Hospitality

## Civilian Starting Gear

All Civilians start with:

- Phone (roll 1d6): 1-3 is a flip phone; 4-6 is a smart phone
- Starting Cash (\$3d10 x 3d10 )
- Notebook and pen
- Normal clothes, a civilian top and bottom

Weapons (d20)

Roll	Background
1	Armored Vest
2-7	Improvised or Crude Weapon
8-17	Dagger, Baton, Taser/Mace or Pistol
18-19	Rifle or Shotgun
20	Anomaly

Investigative Gear (d20)

Roll	Background
1	Night Vision Goggles
2	Zip Ties
3	Binoculars
4	Chain & Lock
5	Ancient Tome
6	Handcuffs
7	Grappling Hook & rope

Roll	Background
8	Body bag
9	Tactical Flashlight
10	An ivory necklace (+1 Stability)
11	Flashbang
12	Directional Microphone
13	Glass cutting tools
14	A box with no seam
15	Lockpicks
16	Spray paint
17	Laptop & Printer
18	Kevlar rope
19	Good Camera
20	Bolt Cutters

## Memento (d10)

Roll	Background
1	A note from a lost love
2	An item from your background
3	A business card with a number written on the back
4	A piece of jewelry carved from bone
5	A will
6	A letter in a language you cannot identify
7	A book filled with names (in another's handwriting)
8	A voice recording
9	A heavily redacted file
10	A small, old figurine

## Bonus Item (d20)

Roll	Background
1-5	Memento
6-13	Investigative Gear

Roll	Background
14-19	Weapon
20	Anomaly

## Cultists

Catch all classification for non-foundation people who work with or have connections to anomalies.

### Cultist Backgrounds

Background (d20)

Roll	Background	Extra Starting Items
1-5	Cult Sympathetic Civilian	Cult Related Memento
6-14	Cult Follower	Cult Related Memento
15-17	Cult Enforcer	Armored Vest or Pistol
18-19	Cult Inner-Circle	Talisman (+1 Stability)
20	Cult Leader	Anomaly

### Cultist Starting Gear

All Cultist start with:

- Phone (roll 1d6): 1 no phone; 2-3 is a flip phone; 4-6 is a smart phone
- Starting Cash (\$3d10 x 3d10 )
- Notebook and pen
- Normal clothes, a civilian top and bottom
- Cultists may also take a set of cultist dress/robes either as a top and bottom, or as a *bulky* coverall.

Weapons (d20)

Roll	Weapon
1	Armored Vest
2-7	Improvised or Crude Weapon
8-17	Dagger, Baton, Taser/Mace or Pistol
18-19	Rifle or Shotgun
20	Anomaly

Investigative Gear (d20) Roll from [Civilian Investigative Gear](#)

Memento (d10) Roll from [Civilian Memento](#)

Bonus Item (d20) Roll from [Civilian Bonus Item](#)

# D-Class

Expendable personnel of the Foundation for testing and handling hazardous anomalies.

## D-Class Background

Background (d20)

Roll	Background
1-5	Convict (violent crime)
6-10	Convict (non-violent crime)
11-15	Convict (wrongful punishment)
16-19	Amnesiac
20	Anomaly involvement

## D-Class Starting Gear

- Phone (roll 1d6): 1-3 is a Foundation walkie talkie; 4-6 is a Foundation smart device
- Notebook and pen
- D-Class orange jumpsuit, a *bulky* coverall.

Weapons (d20)

Roll	Weapon
1-2	Armored Vest
3-16	Improvised Weapon
17-19	Dagger, Baton, Taser/Mace or Pistol
20	Anomaly

Investigative Gear (d20) Roll from [Civilian Investigative Gear](#)

Memento D-Class personnel are not given any mementos.

Bonus Item (d20)

Roll	Background
1-5	Report about an anomaly
6-13	Investigative Gear
14-19	Protective Gear (+1 Armor)
20	Anomaly

# Site Staff

General staff assigned to work at a Foundation facility (non-D-Class).

## Site Staff Assignment and Background

Assignment (d20)

Roll	Assignment	Extra Starting Items
1-3	Maintenance	Basic Toolkit
5-12	Researcher	Report about an anomaly
13-15	Containment Specialist	Anti-memetic Wristband (+1 Stability)
16-18	Security Officer	Facility map or Book of passwords
19-20	Tactical Response Officer	Body Armor

Background (d20) Roll from [Civilian Background](#)

## Site Staff Starting Gear

All Site Staff start with:

- Phone (roll 1d6): 1-2 is a flip phone; 3-4 is a smart phone; 5-6 is a Foundation smart device
- Starting Cash (\$3d10 x 3d10 )
- Notebook and pen
- Keycard with Level 1 access
- Foundation clothes, a assignment appropriate top and bottom

Weapons (d20)

Roll	Maintenance	Researcher	Containment Specialist	Security Officer	Tactical Response Officer
1-2	Armored Vest	Armored Vest	Armored Vest	Armored Vest	Improvised Weapon
3-5	Improvised Weapon	Improvised Weapon	Armored Vest	Improvised Weapon	Improvised Weapon
6-7	Improvised Weapon	Improvised Weapon	Improvised Weapon	Improvised Weapon	Dagger or Pistol
9-10	Improvised Weapon	Knife or Baton	Knife or Baton	Baton or Taser	Dagger or Pistol
11-12	Knife or Baton	Knife or Baton	Knife or Baton	Baton or Pistol	Dagger or Pistol
13-15	Taser	Taser	Taser	Baton or Pistol	Rifle or Shotgun
18-19	Pistol	Pistol	Pistol	Rifle or Shotgun	Rifle or Shotgun

Roll	Maintenance	Researcher	Containment Specialist	Security Officer	Tactical Response Officer
20	Anomaly	Anomaly	Anomaly	Anomaly	Anomaly

Memento (d10) Roll from [Civilian Memento](#)

Bonus Item (d20) Roll from [Civilian Bonus Item](#)

## Field Personnel

Foundation staff for research, recover, or eliminate anomalies (non-D-Class).

### Field Personnel Assignment and Background

Assignment (d20)

Roll	Assignment	Extra Starting Items
1-10	Field Agent	Report about local region
11-19	Researcher	Report about an anomaly
20	Mobile Task Force Operative	Armored Vest

Background (d20) Roll from [Civilian Background](#)

### Field Personnel Starting Gear

All Site Staff start with:

- Phone (roll 1d6): 1-2 is a flip phone; 3-4 is a smart phone; 5-6 is a Foundation smart device
- Starting Cash (\$3d10 x 3d10 )
- Notebook and pen
- Keycard with Level 1 access
- Foundation clothes, a assignment appropriate top and bottom

Weapons (d20)

Roll	Field Agent	Researcher	Mobile Task Force Operative
1-2	Armored Vest	Armored Vest	Improvised Weapon
3-5	Improvised Weapon	Improvised Weapon	Improvised Weapon
6-7	Improvised Weapon	Improvised Weapon	Dagger or Pistol
8-10	Knife or Baton	Knife or Baton	Dagger or Pistol
11-12	Knife or Baton	Knife or Baton	Dagger or Pistol
13-15	Taser	Taser	Rifle or Shotgun
16-17	Pistol	Pistol	Rifle or Shotgun

Roll	Field Agent	Researcher	Mobile Task Force Operative
18-19	Rifle or Shotgun	Rifle or Shotgun	Rifle or Shotgun
20	Anomaly	Anomaly	Anomaly

Memento (d10) Roll from [Civilian Memento](#)

Bonus Item (d20) Roll from [Civilian Bonus Item](#)