



# The Warehouse

*A TTRPG **really** freely inspired by the SCP Foundation*

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Historian, Soldier, Linguist, Chemist... whatever your job is, you're a specialist. And you're desperate.

Welcome at Clockwork Incorporated. You never sent your curriculum but we've heard of you and wish to offer you a job. Seven figures salary, full health insurance, personnel accommodation, a car... An offer you can't say no to, right?

Clockwork Inc. is an extra-governmental society whose purpose is to go around the globe to find "anomalies". Objects, people, places, entities... Those anomalies will be Secured, Contained and the populations Protected.

The players will be received in an anonymous building of glass and steel. They know nothing of Clockwork Inc.'s mission and believe they're a more... classic company. A woman whose name ends with an "A" will ask them to follow her. The clickety sound of her stilettos, sounding like a clock ticking will make them fall asleep. They'll wake up in a gigantic Warehouse.

The Warehouse seems to have no limits. It's meandering corridors are divided into cubes of different sizes. Their translucent walls look immaterial. They contain objects, people and other sleeping things. Books, dogs, children, teardrops, roses, houses... you can find everything and anything in the Warehouse.

A multitude of perfectly identical women with a name ending with an "A" (nicknamed the "Miss A's") will inform the characters of their new mission: they now bear the mark of Clockwork Inc. (a tattoo on their arm, looking like a cog-shaped clock with its hands on the twelve) and have to Secure, Contain and Protect. They'll become heroes... If they survive.

Each mission starts the same way. One of the "Miss A"s gives them their objective, their gear (plus their specialty gear) and transports them anywhere in just a few seconds. And in a bizarre way (on an alpaca, in a merry-go-round... let your imagination do its job).

The players then try to find, understand, secure and contain the anomaly so that Clockwork Inc. can transport it to the Warehouse.

The generators are here to help the GM but can be ignored. You can use them as you please: picking your favorites or using dice for a more random game.

## LOCATION

1. An isolated village	11. The ISS
2. A big city	12. A flying plane
3. The midst of a forest	13. A working train
4. An abandoned factory	14. A castle
5. A mall	15. The sewer
6. A cellar	16. The top of a mountain
7. Deep into the ocean	17. A desert
8. The heart of a volcano	18. On a boat
9. A preschool	19. At home
10. Above a lake	20. In a washing machine

## MISS A NAME GENERATOR

1. Ursula	11. Amanda
2. Sandra	12. Laura
3. Oihana	13. Samantha
4. Rajah	14. Isabella
5. Sabrina	15. Elisa
6. Theresa	16. Sarah
7. Helena	17. Nina
8. Andrea	18. Zita
9. Johanna	19. Paula
10. Martha	20. Lisa

## ANOMALY TYPE

1. A dollhouse	11. An eye
2. A child	12. 13:61 pm
3. A river	13. A tissue
4. A plant	14. A scream
5. A toaster	15. A keyhole
6. A monk	16. A book
7. A clown	17. A chewing gum
8. A software	18. A dentist
9. A pastry	19. A being
10. A bedroom	20. An entity

## GEAR

1. Weird weapons
2. Strange info source
3. Bizarre armor
4. Two of the three
5. All three
6. Nothing except specialty gear

### PROBLEMS CAUSED

1. Slows down	1. The body
2. Distorts	2. The mind
3. Changes	3. Space
4. Destroys	4. Time
5. Accelerates	5. The body and mind
6. Corrupts	6. Space and time

### DANGEROUSITY LEVEL

1. Annoying but okay	6. Strong danger on a large scale
2. Moderate danger on a small scale	7. Strong danger on a planetary scale
3. Moderate danger on a large scale	8. Deadly danger on a small scale
4. Moderate danger on a planetary scale	9. Deadly danger on a large scale
5. Strong danger on a small scale	10. Deadly danger on a planetary scale

## *To create your character sheet, it's easy!*

1. Choose your name, your age, and your specialty (job).
2. Then roll your stress level. It's 1D100. Then add 30 to the result. You can roll twice and choose the biggest result.

The stress is an add-on that you don't have to use. When the GM thinks their players are experiencing a horrible situation, they can ask their players to roll a die (between 1D6 and 1D10). They then subtract the total to their max level. Under 20, the character becomes psychologically unstable. At 00, they're mad and out of the game.

3. Then, fill your characteristic chart. There are 07 of them, easily understandable
  - a. Perception: The ability to see details in a place or on someone; to perceive danger coming or to feel unsease.
  - b. Intelligence: The way a character will logically analyse a situation or an information. To understand how to use a complex/unknown object. It also helps to get out of wild situations.
  - c. Charisma: The ease with which the character interacts with people or is perceived by them.
  - d. Strength: The muscular power of the character. Whether it be to punch or lift.
  - e. Agility: Indicates if the character can jump, slither or shoot.
  - f. Cunning: If a character is cunning they can use an object for a different purpose or commit small crimes (like opening doors in... an original way).
  - g. Specialty: It's how good you were at your original job.

To fill that sheet, you will have 7 figures to place, that will indicate how good you are. The higher, the better. You have to put:

- a. One 4
- b. Two 3
- c. Three 2
- d. One 1

Those numbers give you the amount of dice you will have to roll to do something. The game uses D10s.

Exemple: You have a 4 in Perception. The GM asks you to try and see if a foe approaches. You will roll 4D10 plus 1 (don't forget the plus 1!). So 5D10 total.

*For your roll to be a success, you need at least one die to reach or be above the difficulty bar placed by the GM. If it's 7, you need at least a die to roll between 7 and 10. The more dice roll like that, the better your success is. If no dice pass the bar, it's a fail. If you get a 10, it's a critical success, giving you positive consequences. If it's a 1, it's a critical failure and it cancels a successful die. If you have more 1s than you have successes, you are doomed to face negative consequences for your critical failure. A 10 can cancel a 1 and turn it into a simple success.*

*On an action where multiple characters act together, the 10s and 1s count for all the party. So you can save your friend from their 1s with your 10s... or they can doom you with their 1s.*

*Sometimes, the GM will add bonus dice to a roll if they consider the situation is good for you. But be warned, they can also subtract dice too!*

*4. Background and avatar are optional but fun.*

NAME:

AGE:

*Your Picture Here*

SPECIALTY:

STRESS:

Perception: +1

Intelligence: +1

Social: +1

Strength: +1

Agility: +1

Cunning: +1

Specialty: +1

Background: