

Friends of the Mask

An SCP-Themed
Savage Worlds
One Sheet



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Friends of the Mask



A Savage Worlds Horror One Shot By Kyle Carty

Not all masks are worn on the body.

This adventure is designed for Novice characters, though it is easily modified for more experienced personnel.

BACKGROUND

SCP-035, a Keter class object, takes the form of a mask of sometimes Comedy and sometimes Tragedy. The mask weeps a strange fluid that is capable of slowly degrading anything it touches with no way to counter or even slow this destruction. Worse yet, the mask possess an incredibly powerful psyche and can possess any human, or human shaped thing, that dons it. Hosts degrade, mummify, and are eventually destroyed. The Foundation has strict procedures in place for containing SCP-035, but interaction with SCP-035 are common amongst personnel and researchers of less importance to the Foundation.

Exposure to this charismatic, psionic mask has resulted in a large number of staff members being won over to its cause. SCP-035 wants out and it is going to make the most of its diverse human resources. Most notably, SCP-035 has worked its way inside the head of a Class A staff member, Dr. ██████████ Milieu. Due to the harsh restrictions of his position, Dr. Milieu has never been close to SCP-035 and only visited the containment site briefly several months ago. All it took was for the atmosphere of the facility to change when he arrived for SCP-035 to know that his mind was vital for its escape. With no knowledge of SCP-035's ability to interact with the minds of humans it is not attached to, this breach has gone completely undetected.

Now, Dr. Milieu has returned to the facility for murky reasons. He is accompanied by the same escorts he had previously. Unknown to the facility at large, SCP-035 has used Dr. Milieu and others to put its escape plan into action.

CHARACTERS

All player characters should be Class C personnel. They are not directly assigned to SCP-035 but work in the same facility. Players who are knowledgeable of the series are encouraged to select with Euclid or Safe SCP they are assigned to. Players who wish to play Class D personnel can do so but should be careful not to disrupt the game or make other players uncomfortable.

All Class C personnel begin the game with a standard, 9mm pistol and an extra magazine of ammunition. Class D personnel do not start the game with anything.

Secure

The personnel have spent the day performing their various duties. There is an atmosphere of tension in the air as all Class C personnel and above know that a Class A member of the Foundation is visiting the facility today.

Without warning, the unmistakable staccato of gunfire echoes throughout the facility. Previously locked doorways are unsealed. Screams ring out and are met in kind with gunfire. Something is horribly wrong.

Normal personnel form small groups of three to four and begin to pick through the facility together. These individuals search for survivors that are not sympathizers and require a Stealth roll to evade. Encounters with these kill teams occur in many places, but hallways and small rooms without places to hide are the most common. While the personnel evade and combat the sympathizers, Dr. Milieu and his team "liberate" SCP-035 and Dr. Milieu dons it.

Contain

The panic in the facility comes to an end as stillness fills the area. An electronic ding punctures the silence. If ignored, the sound, not unlike a ringtone chime, follows the personnel. The source of the sound is a small communication device used within the facility. When one of these pinged devices is answered, a voice on the other end expresses its elation that the personnel took the risk and picked it up. The voice refers to themselves as "the Operator." They've holed themselves up in a communications hub a few floors up. Before the Operator has time to go into any more detail, a group of sympathizers overhear the initial ringing or conversation and attack the personnel.

• Sympathizers (1 + 1 per personnel)

With the threat handled, the Operator informs the personnel that they must stop SCP-035's escape under any circumstance. The Operator does their best to explain SCP-035's capabilities and stresses the destructive nature of the fluid it exerts. The Operator has access to a fairly detailed map of the facility and is willing to lead the personnel toward anything they might need. Armories, haz-mat suits, observation decks, and medical rooms are all well documented on this floorplan.

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Meanwhile, SCP-035 and its sympathizers barrel onward and, quite literally, upward as they attempt to reach the exit to the subterranean facility. What security forces remain attempt to stop them, but they won't last forever.

When confronted, most likely in a place of the personnel's choosing, SCP-035 first attempts to win them over to its liberation. It promises such things and threatens much worse if rebuked. It knows that there's something "special" about the personnel. That they're somehow above the rank and file Extras that fill the facility. They're Wild Cards that it couldn't have possibly accounted for. If they stand in its way it orders its sympathizers to kill them.

- **Dr. Milieu, SCP-035 Host**
- **Sympathizer (1 + 2 per personnel)**

When all sympathizers and the current host of SCP-035 are defeated, SCP-035 makes one final attempt at liberation. The person nearest to the mask must make a Spirit roll at -2 or be compelled to put SCP-035 on. Those that fail immediately rush towards SCP-035.

Protect

With SCP-035's suggestions resisted, the Operator instructs the personnel to use something, even a simple stick, to move SCP-035 back to its container. With SCP-035 contained, the Operator thanks the personnel for their heroic and necessary actions.

The Operator is still incredibly frustrated at the domination and death of Dr. Milieu. The Operator guides the personnel to their hiding place where they finally meet face to face. The Operator informs the personnel that they have sent word for outside aid.

A security team breaches the facility not long after. They maintain contact with the Operator as they guide the team to the room. Unfortunately, the security team is not a rescue team. They are a clean-up crew. Through sheer numbers, brutal efficiency, and possibly surprise, the Operator and all surviving personnel in the facility are executed. SCP-035, is secure.

If the personnel want to go out in a blaze of glory, use the stats for Experience Soldiers from the Savage Worlds core rulebook. They all have M-16's and kevlar vests with inserts.



Dr. █████ Milieu, SCP-035 Host

Currently a mask of Comedy, SCP-035 wears the body of Dr. Milieu and wants nothing more than to escape. It can cut to the heart of a person in a matter of moments.

Attributes: Agility d6, Smarts d12+2, Spirit d12+1, Strength d6, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d6, Persuasion d12, Stealth d10, Taunt d10

Cha: +4; **Pace:** 7; **Parry:** 6; **Toughness:** 7

Edges: Command, Command Presence, Improved Dodge, Improved Nerves of Steel

Special Abilities:

- **Destructive Touch:** SCP-035 makes a Touch Attack. If it would cause a Wound, the target instead begins Bleeding Out and rolls on the Injury Table instead. Unlike normal Bleeding Out, a Raise does not stabilize the victim. The degradation spreads from the initial Injury result location and can only be stopped if the afflicted areas are amputated before they spread.
- **Fear (-2):** An SCP out of containment, especially a Keter class, is blood-chilling.
- **Indestructible:** Unlike its hosts, SCP-035 cannot be destroyed in any known way.
- **Possession:** Creatures within 5" of SCP-035 when it does not currently have a host feel an overwhelming urge to don it. This urge can be resisted with a successful Spirit check made at -2. Any creature that places SCP-035 to their face is instantly and irreversibly dominated by SCP-035.
- **Psychic Manipulation:** If SCP-035 succeeds with a Raise on an Intimidation, Taunt, or Persuasion check it can request the target do one of three things depending on the skill used: do nothing on its next turn (Intimidate), become its ally for its next turn (Persuasion), or harm itself immediately (Taunt). If it chooses to manipulate the target into harming themselves, the target rolls on the Injury Table.
- **True Pain:** SCP-035 is aware of all Hindrances and Edges possessed by a creature, as well as how that creature views itself and others, after observing them for a round. It uses this knowledge in its Psychic Manipulations.

Sympathizers

Staff members won over by SCP-035's considerable power, sympathizers have been steadily and discretely arming themselves. There is no reasoning with these individuals. They will die for SCP-035.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Gear: MP5 (2d6, 12/24/48, RoF 3, AP 1), 64 ammunition, Kevlar vest

Special Abilities:

- **Slavishly Loyal:** A sympathizer gains a +2 bonus on rolls to recover from being Shaken.