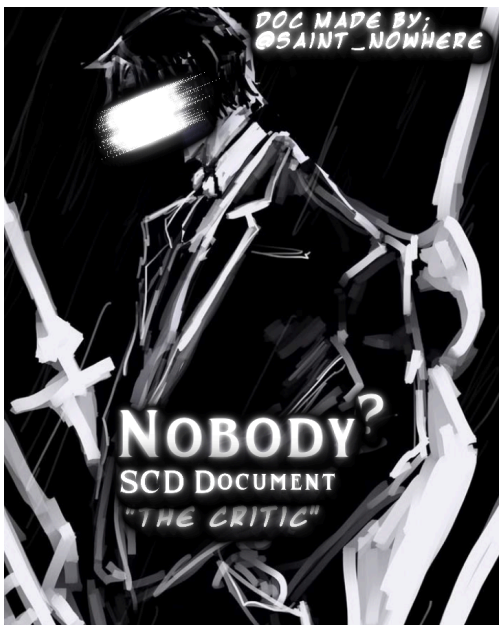



I've read and documented every article and tale as of (Mar 21 2025) and I plan on updating it as new Nobody tales come out. This document covers a lot of different nobody feats so it's best to take this as a "Comp Nobody" type of doc: But even if you don't, I still analyze every nobody's feats.This document is meant to explain and go in depth about Nobody's exploits and what makes them so impressive whilst also giving an outlook on the SCP Mythos.

I'll mainly log these and their sub cats

Full Scale IQ

Emotional Intelligence

Social Intelligence

Adversity Quotient

Strategy

Planning

Manipulation

Deception

Thinking

Reasoning

Intelligent concepts

Field Skills

Setting Traps & Trap Evasion

# Nobody | SCP Mythos (SCD Doc)

"From the depths and layered inked world's—whatever could be imagined and unimagined put their effort into conquering what was never there's, or nowhere's but the unified workings of those cannot be reached. While many gods and guardians, even humans have tried to protect their home but out of its many protectors, a simple nobody is most effective"

## Introduction

### "Who Is Nobody?"

Using the Nobody hub and everything connected to it; Nobody is consistently portrayed as a pseudonym used by numerous entities (most often humans) across the multiverse that have lost their identity in a literal sense; Fingerprints and anything that could be tied to who they were are erased from existence. In short, Nobody is No One. individuals bestowed with the moniker and abilities of “nobody”

Points to remember about nobody are:
– No more than one nobody being present at the same time (least by the foundation's records)

– Anyone can be a nobody and can vary in looks.

– Anti-Memetic nature
(Memetics is information that spreads like an infectious mental illness. Anti-Memetics are the opposite, it affects the brain/psyche and makes that information extremely hard and near impossible to notice and remember)

– Helping the foundation without authorization or request (in other cases, hindering the foundation and lessening its effectiveness)

– An Urban Legend To Foundation Rookies

– Extremely intelligent and Generally non-hostile towards foundation personal (atleast to their knowledge)

– Lack of a conceptual identity (Messiah of non-existence)

–A nobody is impossible to remember for long due to their anti-memetic nature and even down to their clothes are unable to be described.

– Almost nobody has the same clothes (Black Business Suit/Cloak, Fedora, ect), and the same interests.

– By a nobody's known words, “Nobodys can get to any place they want. They're usually very smart and coordinated; they're anti-memetic in nature and can't be known for too long”

– Every Nobody has access to “The HUB”, a region of space in an Extradimensional realm only accessible to Nobody’w across tales and articles. (this takes the form of a long horizontal building.
Inside this space is an amalgamation of places. It's an infinite building with wooden walls. There's bar’s, casino's, bowling places, and anything close to these three. Nobody’s usually uses this space for relaxation, drinking, gambling, ect.)

– Nobody’s is the Messiah of non-existence. Reality would collapse without a nobody, a world without a nobody didn't exist.

– They're the collective idea of contradictions and what doesn't exist, the universe punishing them for its own mistakes, leaving a constant nobody.

– Nobody's have varying levels of anti memetic natures; Dome are hard to notice and remember while others are completely invisible

Now let's begin…

# (To The Vastness of Eternity/Who Am I To Look Into a Mirror/If The Glove Fits/I See You)

This Nobody has been on a rampage, killing certain members of organizations. It took time but he started with killing the director of the Unusual Incidents Unit, James Hodge. The only thing worth mentioning here is this nobody's form of clairvoyance. Nobody showed him his mind; showing not a future,  but every future. Infinite possibilities and infinite impossibilities stretching across infinite endless timelines, every conceivable choice and consequences creating its own. This was the mind of Nobody and it shattered the psyche of the director, killing him from circumstances unknown. This feat shows that nobody's mind can process, perceive, and understand infinite conceivable outcomes ranging from possibility and impossibility at a rapid and simultaneous rate (PSI) with this relating to his memory, seeing as he can maintain this information but also hold onto and manipulate it (MWI) | This also benefits his VCI/VSI, (seeing as he's assessing a EMR/MWI universal model on a visual and verbal level) and CPI for almost the same reason—

This also shows off his intellect in terms of gardener's theory in verbal linguistics, logical mathematics, spatial, musical, and naturalistic, all with the reasoning his mind was focusing on a modal interpretation universe/multiverse.

Across the globe, he's also been compromising assets and from Europe to South America, Key figures have disappeared or have died, he made sure the UIU couldn't find any leads yet still noticed it wasn't a coincidence. He  goes after Dr Wondertainment next and is just as confrontational, if not more this time. Meeting him calmly and announcing he was next to die. Wondertainment challenges him to a game for the right to kill him, Nobody proceeds to bite. The game goes like this; they each had three cards and would ask each other's questions. They'd have to give a truthful answer, if they're caught in a lie, they lose a card. A game of liars, Liar's game.

Things start with Wondertainment asking about what drives Nobody and his purpose for killing members of the UIU and stealing their goods. Nobody answers that he's driven by curiosity. When Wondertainment mocks him for how little ambition and meaning, Nobody doesn't mind. Even with Wondertainment's ability to read his adversaries like books; their doubts and insecurities and desires—he couldn't read Nobody, claiming it an impossibility. This is insane as Dr W has amazing observation is, to the point of immediately picking up subtle clues on a person's subtle movements and cold reading. This shows off Nobody's Adversity Quotient, specifically his impulse management and perseverance, unreadable to someone whose cold reading and observation on an experienced and subtle level. It was Nobody's turn, he asked what he regretted most, Wondertainment answered Deflected, saying regret is for people who fail and he's never failed. Noticing the faintest twitch from nobody, he could tell he didn't believe him, another example of Dr W's observation and cold reading: to which Nobody saw past his giant grin and laughter, seeing something even wondertainment wasn't willing to see or acknowledge. Dr W claimed how curiosity is dangerous and can lead to dark paths and Nobody points out Wondertainment deflecting the question and Wondertainment bites and says he regrets trusting too many people. Nobody calls this out as a lie, calling him out for deflecting and avoiding the truth, showing off his emotional perception and understanding. Back to Wondertainments turn, asking what Nobody's biggest failure was and what's the one thing he'd change. Nobody exclaims he has no failures, and when Wondertainment tries to call him out, saying everyone has failed at something and that he's lying. Wondertainment suddenly lost the second round and Nobody revealed he's never failed as he's to finish. Even with Wondertainment's shocking cold reading and observation, he couldn't tell if he was lying. Nobody's turn, he asks Wondertainment fears losing the most, and when he claims to have nothing, he's called out again as a liar and loses another card. No matter how big Wondertainment's intellect and wit was, his over a million years of knowledge and over eons of experience, he was losing to nobody. He wasn't prideful, arrogant, nothing but unshakeable calmness, further expressing his AQ. To ensure victory, Wondertainment through billions of riddles, complex philosophies that encountered dilemmas, moral quandaries that had stumped the world's greatest minds. From the depths of his mind, he asked him…

"if you were to know the outcome of all things—every possible future, every conceivable choice and consequence—what would you choose to change? If you had the power to rewrite existence itself, what would you alter?"

The room was silent. Wondertainment held his breath. It was the kind of question that had no simple answer, a question that would force the figure to reveal something—anything—about themselves. A question that would often be impossible to answer truly, as one might not even know what they believe themselves. The silence broke when Nobody answered "Nothing"  At this point, they both knew the outcome. Nobody asked his final question, "What are you?" Wondertainment mentally broke from this question, ultimately staying silent and losing.  Anderson was next.

They met in a testing room in a facility, Anderson reveals he knew nobody would come for him eventually and that he'd have a proposal. A game, if nobody won, he could kill him and take a special package; lose and he walks away.  The game was simple, each one gets a rubix cube and two screens would show two sides. They'd need to recreate the full scramble only those images and whoever's the closest wins. Ten rounds, a draw meant both died. The screens above began a countdown from five, large numbers flashing in a vivid white. When the countdown hit zero, two separate faces of the same Rubik's Cube flashed for a few seconds before vanishing. Nobody glanced back at the cube in his hand—two faces, that was all he had to go on. It narrowed the possibilities, but there were still millions of combinations. Nobody knew that nothing in a computer was truly random. Random number generators worked off a seed-based system, each producing a unique number set. In the end, it was just math. This. The system had shown him the two faces first, which meant it had to use those as a base to generate the rest of the cube. If he could decode the pattern from those faces, he could isolate the potential seeds and predict the entire cube.

Nobody’s fingers moved in a blur, twisting the cube before placing the completed cube down in three seconds flat—slower than usual, he noted. Across the table, Anderson was still at work, his hands also a blur. Moments later, he placed his cube down with a quiet clink. Nobody noticed a faint shimmer around both cubes, suggesting some perception filter—an invisible barrier meant to prevent either of them from seeing the other’s solution. The monitors flickered back to life, displaying the answer. The correct cube appeared, and Nobody's solution was a perfect match. So was Anderson’s. It was a tie.  Nobody quickly realized in the first round that he was cheating, knowing even with Anderson augmentations, he'd never match him nor keep up with him in that game. Nobody saw the glitch that happened in a fraction of a second and began to figure they weren't regular malfunctions, Anderson’s machines were too brilliant and clever for that. He knew there had to be an interference, a case of observation, perception, and intuition. In the process of the next three rounds, he purposely solved the cubes with a square off to discover a pattern. The flickering on the screens got worse, a fraction of a second turned into a full one.  Likely rom his knowledge of Anderson and varying fields, he deduced how anderson was cheating, his augmented eyes could glare a short time into the future, the flicking glitches were a sign of that.

He knew Nobody would flawlessly solve each cube so he tried to match him, making it a tie and taking Nobody down with him.

To solve the problem of Anderson peering into the future, he used the rubix cubes turning and shifting in a sequence that caused a cognitohazard. Being seen in succession with future sight formed a pattern that burned the mind and caused Anderson to begin losing after the fifth round, the more he looked into the future and matched nobody, the more the pattern burned itself into his perception and distorting his ability to see clearly.

He left Anderson alive, leaving him with the fact he was outwitted. He didn't care about winning, just bragging to nobody and bringing him down with them

Next on the hit list was a man named Herman Fuller.

Now whilst his contacts and sources say he'll be at a circus away, nobody's intuition and knowledge about Herman from his studying found him and Herman in a cafe.

He's playing a game with Herman to have the right to kill him, but if he loses, he dies. (doctors game;Each round, one will act as the doctor. A patient will be presented, and that patient will either have a random ailment or no ailment at all. The doctor of that round will spend ten minutes with the patient alone. After the diagnosis is made, the opposing player will be given a detailed profile of the diagnosed condition, including symptoms and background. The opposing player must decide whether to call out the diagnosis as false. If the accuser correctly identifies a lie, the diagnosing player suffers the symptoms of their false diagnosis until the game ends, and they’ll lose three points. If the accusation is wrong, the accuser loses one point, and the diagnosing player gains five for a successful deception. A correct diagnosis awards one point, while an incorrect one costs a point. Points won’t be revealed until the game concludes. The game will have ten rounds),

Nobody immediately analyzed the man Herman diagnosed by a glance, from his eyes to his walking to his nationality. He reads the patient's file and whilst the diagnosis looks clear, Nobody suspects things aren't right. Even when looking on a molecular level and seeing past the dermis, the muscles, the cells, the fabric of the man’s existence, and even studying everything; he found nothing wrong with the diagnosis. Fuller’s diagnosis was spot on.

It was his turn to examine, he examined every detail and immediately realized nothing was wrong. He deduced this with how there were no mutations, just faint lines from stress and the mundane, a face with betrayed confusion rather than fear.

At the eighth round, Herman called out nobody for a lie when he noticed the patients fingers twitching, motor functions in their hands restricted, he recognized the symptoms of an ailment he treated before. Nobody visually staggered back, clutching his head as he groaned.

In the ninth round,  Nobody’s strained body, shallow breaths, and sluggish movements were made apparent, he called out the false diagnosis as a lie but was rejected by Herman, causing nobody to flinch. Stumbling, he reached the door to the tenth round and immediately came back with his diagnosis, deducing the patient has a mental illness that envisioned a parallel world: Only for Herman to immediately proclaim it a lie.

Nobody collapsed and his body darkened. Herman walked over and bloated before nobody straightened his posture, meeting hermana eyes with his voided face. Nobody unveils that the tenth round diagnosis wasn't a lie, he knew Herman had encountered it before and used that to his advantage. He had used hermans overconfidence from his experience as a doctor and the act of helplessness he had pulled.

He let himself fall and falter, knowing Herman would take the bait and seeing him as broken and struggling so he wouldn't look closer at nobody's turns.

Before Nobody had come to the cafe, he took counter-actions, he knew they'd likely meet and what kind of man Herman was. He called in a favor from a higher being and used that to alter the ailment that Herman was so confident about. Nobody used his intuition to anticipate all of this and let his countering do the rest.

Herman set up this entire game, it was made for him, yet he still lost to a nobody.

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FSIQ || VSI (Verbal Spatial Index), VCI (Verbal Comprehension Index), FRI (Fluid Reasoning Index), WMI (Working Memory Index), PSI (Processing Speed Index), AWMI (Auditory Working Memory Index, CPI (Cognitive Proficiency Index), QRI (Quantitative Reasoning Index), NVI (Non-Verbal Index),

FSEI || EP (Emotional Perception), EM (Emotional Management), EU (Emotional Understanding), EE (Emotional Engagement), EF (Emotional Facilitation), Self Regulation

FSSI || Info Gathering, General influence

FSAQ || Control, Adversity Control, Multitasking, Risk Taking, Field Skills

Strategy || Foresight, Shielding, Coverage, Risk taking, Strategic Intuition, Counter strategy, Forecast, Efficiency, Effectiveness, Forecasting Complexity, Miscellaneous

Planning || Coverage, Contingencies, Preparation, Formulation, Steps ahead, Coverage, Shielding, Disruption, Problem Solving, Foresight, forethought, Execution, Efficiency, Effectiveness, Creativity, Intuition, Formulation Speed, Memory, Decision Making, Risk Assessment, Knowledge, Knowledge Application, Intricacies, Fortitude, Building, Logistics, Safeguarding, Multi-Taskin, Miscellaneous

Manipulation || Emotional, Direct, Psychological, Individual, Gaslighting

Deception || Acting Skills, Disguise, Bluffing, Concealment, Misdirection, Feigning, Composure

Thinking || Creativity, Processing Speed, Analytical, Decision making, Associative, Perception, Convergent, Critical, Application, Lateral, Strategic, Observation, Seeing through people, Information processing, Deduction, Induction, Abduction, Cold Reading, Hot Reading, Profiling, Anticipation, Information Processing, Knowledge, Knowledge Application, Prediction, Analysis, Multi-Tasking

Reasoning || Deductive, Logical, Inductive, Abductive, Analogical, Deductive, Abductive, Logical, Perceptual,  Abstract

Intelligence || Fluid, General, Crystalized,

Setting Traps & Trap Evasion || Foresight, Settings up, Intuition, Countering, CounterAction, Steps Ahead, Trap Evasion, Overcoming Limitations, Unpredictability, Judgment, Multi-Tasking, Resistances, Composure

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# (How to be Me / Dead Since The Beginning / Dell'oro)

This one covers two nobody's, Nobody-A (who I'll address as TFM) and Nobody-B (who is addressed as 12) I'll use all of Nobody-B's feat and add them onto Nobody-A's for reasons you'll read about.

Nobody-A or TFN-Nobody is special, predating the first man Adam and existing as the second nobody to ever exist was currently scouting Nobody-B.

His plan is multiplex and methodical so pay attention and not get lost.

The first step was falsifying a nobody, five to be specific, however it explains how he did this with Alan. Once he encountered Alan, he bonded with him; Diverging and indulging with him until Alan eventually considered them best friends. TFN-Nobody explains he's experienced in psychology and the way of manipulating emotions. Taking advantage of Alan's trust and fabricate a lie how the more he spends time with him, the more he'll materialize as a nobody (which isn't good)

Alan considers TFN-Nobody his best friend so obviously rejects the idea, and when nobody acknowledges this and further manipulates him by erasing the memory of his family every time the intentionally or unintentionally met whilst slowly taking pictures and polaroids of his family and letting Alan think he misplaced and lost them.

This was the first week, after that, he begins taking any valuables that could tie back to his family, whether glasses, blankets, phone chargers, ext; and slipping amnesiac's into their food and water so they'd eventually forget about everything and each other, before killing them on a daily scheduled period.

After that, aided with the amnestics, he gaslight alan into believing that those things were never real and gave him the false idea he was slowly becoming a nobody and with no way to stop it,
even if they parted ways. Taking advantage of his spiraling depression and self destruction, he erased his memories again and took his while, deleting every image.

All of this was in a period of a year.

He replaced his clothes with the standard nobody attire and just like that, Alan was on the verge of suicide. Once Alan abandoned his home and lived on the streets, not eating or drinking for weeks and on the brink of death, nobody met with Alan again who had long forgotten him and gave him a helping hand, giving him the hope that he'd fix his miserable life. Alan accepted without a second thought.

After all of that, TFN-Nobody rebuilt Alan's personality, physicality, memories and convinced him he was a nobody. The biggest to note was he influenced him to a vast degree that Alan was a perfect replica of TFN-Nobody, helping Nobody-A to not need to look over him.

This was in a period of two years.

Remember, he did the same to five people in case anything went wrong during this. He did everything previously listed and it only took three years to do.

Once all of this was done, he stopped stalking Nobody-12 and introduced himself(this is Alan,not TFN), explaining how he was embarrassed and disappointed with how sloppy and poor Nobody-12 was and wanted to teach and give him pointers.

The first lesson was about observation, deduction and reasoning.

TFN-Nobody first consults with the other nobody's and gives them the instructions the moment he enters to act normal, hoping for Nobody-12 to spot it. Then he signals a bartender nobody to get two drinks, one poisoned and one not. He planned for the poison to take the form of ice and let a planned bowling strike to mask to overshadow the sound of ice cubes being dropped as a contingency.

Whilst the bartender was spiking the drinks, (Alan) Nobody offered Nobody-2 a cigarette as a distraction, knowing well he doesn't smoke.

Nobody planned for the smallest details, even Nobody-12 deducing and figuring out the other nobody's planned actions, the spiked ice cubes that were waiting to be dissolved, timed strikes, offered cigarettes, and the bartender taking longer than needed for two drinks.

The final lesson was also a test of observation and induction. He snapped his fingers and every nobody went still, taking out a gun with one bullet and giving it to Nobody-12. He revealed to someone in this extradimensional building that someone here wasn't a nobody, and Nobody-2 needed to kill them.

Nobody-2 roamed the building and room but every nobody was identical, everything that was different from them was a dead end. Nobody-12 remembered the words of (Alan) Nobody *"Nobodys can get to any place they want. They're usually very smart and coordinated; they're antimemetic in nature and can't be known for too long; they always wear the same clothes and interests"*
*And used this to deduce that (alan) nobody wasn't a nobody. His reasoning was that since a nobody couldn't forget another nobody, then they wouldn't be a nobody in the first place. Nobody but a Nobody would know this and he didn't, so this had to be someone who wasn't a nobody.*

*After shooting him, the bartender pretended to be TFN-Nobody and spoke with Nobody-12. Once they finished talking and he sent Nobody-12 for another one of his plans, the real TFN-Nobody appeared beside them and gave them kudos.*

*After this, TFN-Nobody knew Alan wouldn't die and had another job for him and commissioned a nobody to fetch him.*

*While he sent Nobody-2 to break into site-35, he not only knows how long exactly it's gonna take for him to get there (two hours and twenty-seven minutes), but also have Alan healed and sent to immobilize Nobody-12 ( who wants to use a book that can alter reality by changing its logical systems so he can cheat the learning system + he pressured a nobody to pressure Nobody-12 into hating the beginning learning steps and steal the book, to which TFN-Nobody plans to use)*
*and have nobody-57 to give a weapon to Alan (he complicated Nobody-57's his way to the building so the timing would be just right that Alan would be awake and almost ready to go on the quest to capture 12, have someone pick up 27 who fell asleep at a train, playing around with the foundations warheads, set up Alan to capture 12 and with the destruction of site-35, the administrator would show himself, and making contingencies for the foundation. Even though he thinks his brainwashed unused false nobody's would be enough, he still decides to make a contingency for that just in case.*

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FSIQ || WMI (Working Memory Index) , AWMI (Auditory Working Memory Index) , CPI (Cognitive Proficiency Index) VSI (Verbal Spatial Index), VCI (Verbal Comprehension Index), PSI (Processing Speed Index), NVI (Non-Verbal Index), CRI (Crystalized Reasoning Index), CFI (Cognitive Flexibility Index) EFI (Executive Functioning Index),

FSEI || EP (Emotional Perception) EM (Emotional Management), EU (Emotional Understanding), EE (Emotional Engagement), EF (Emotional Facilitation)

FSSI || Leadership, Info gathering, Social Skills, Relationship Building, Engineering, Teamwork, General Influence, Build Up Influence, Charisma, Relationship Management, Cognition, Fortitude

FSAQ || Control, Adversity Control, Multitasking, Risk Taking, Adversity Reach, Adversity Endurance, Willingness To act, Field Skills

Planning || Coverage, Contingencies, Preparation, Formulation, Steps ahead, Coverage, Shielding, Disruption, Problem Solving, Foresight, forethought, Execution, Efficiency, Effectiveness, Creativity, Intuition, Complexity, Formulation Speed, Versatility, Improvisation, Hot Reading, Profiling, Unpredictability, Risk Assessment, Anticipation, Foresight, Prediction, Intricacies, Logistics, Safe Guarding , Multi-Tasking

Manipulation || Direct, Indirect, Phycological, Psychological Warfare, Individual, Emotional, Social, Logical, Love Bombing, Fabrications, Persuasion, Coercion, Emotional, Direct, Gaslighting

Deception || Guilt Tripping, Acting Skills, Disguise, Bluffing, Concealment, Misdirection, Bluffing, Verbal, Mind Games, Forgery, Sophistry, Fabrication,

Thinking || Creativity, Analytical, Decision making, Associative, Perception, Convergent, Critical, Application, Lateral, Strategic, Observation, Information processing, Deduction, Induction, Abduction, Cold Reading, Hot Reading, Profiling, Anticipation, Linear, Non alinear, Abstract, Information Processing, Analysis, Multi-Tasking

Reasoning || Deductive, Logical, Inductive, Abductive, Analogical, Deductive, Logical, Perceptual,  Abstract,

Intelligence || Fluid, General,

Setting Traps/Trap Evasion || Foresight, Settings them up, Intuition, Countering, CounterAction, Steps Ahead, Trap Evasion, Unpredictability, Judgement, Multi-Tasking, Resistances

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# (Almost A Century In The Making)