STRATEGY AND PLANNING —> YELLOW
MANIPULATION, DECEPTION, SETTING TRAPS, TRAP EVASION —> RED
REASONING, THINKING, FORESIGHT --->BLUE
FSIQ, EQ, SQ, INTELLIGENCE, PSYCHOLOGY —> GREEN
MISCELLANEOUS —> PURPLE
SCP SPECIFIC CONTENT—> ORANGE (Nobody has a wide array of access to SCPs and various abilities. Any feat that is contributed to by a SCP directly will be given this tag.)



Description: Nobody is a character in the SCP wiki who is defined by his lack of a real identity. Often, Nobody is not an individual, but rather a role that others fill. Memory and abilities are the same for all Nobodys, although personality traits and behaviours can be influenced by the host. Nobody is incapable of being described, nor can their appearances be remembered. They frequently have no idea who they were before becoming Nobody and are typically dressed in a grey or black suit.

This doc aims to expand upon Nobody's presence within the SCD community and display why he deserves to be among the top tiers in scaling.

Written By: XDwasGone

Note: This is a preview of the Nobody doc and only contains the parts that I deem to be ready to be published. Of course everything here is subject to change, I merely am releasing this short preview as a sample of the full doc. The full doc will be much longer than what is here as of current. (Cats haven't been done yet because I am lazy)

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^ Not done yet either

General Feats

Due to the nature of the SCP wiki, there are numerous feats and statements that are not necessarily exclusive to any one article but are commonly referenced across the site. This, of course, also extends to Nobody. This section provides a general overview of some commonly occurring feats for Nobody to prevent unnecessary repetition across different articles analysed.

Nobody Isn't Real: It is a common belief among Foundation field agents that Nobody is not, in fact, real. The origin of this belief is that certain agents began using Nobody as an excuse whenever they needed to explain a failure, rash decision, or something else that might draw ire from their higher-ups. This practice was passed down to new recruits and eventually became known among lower-ranked Foundation employees. It later spread beyond this group, with many now believing that Nobody isn't an actual figure. This belief was effective because Nobody's actions were always unknown in motive to the Foundation, and higher-ups were more willing to accept something they would ordinarily have disapproved of if they believed Nobody was involved. Nobody not only allowed these rumours to continue but also propagated the belief.

Allowing the belief to continue is beneficial for Nobody's operations because it allows him to act with relative anonymity. Even if his actions are reported, a large portion of the anomalous community will doubt the accounts due to their predisposition to believe that Nobody is a myth. This disbelief provides a cover that enables Nobody to continue his activities without drawing significant attention or scrutiny and always has people second guessing his actions/sightings.

Nobody is Unreadable: Nobody is often described as unreadable. Due to the properties of his anomaly, individuals are unable to maintain a lasting impression of his face or any details regarding his character. When he chooses, it is also almost impossible for others to recognize or perceive his facial expressions or emotions.

Nobody's Influence: Nobody is known to have a vast network of connections to various facets of the anomalous world and, in some instances, assumes the leading position of certain groups. At a bare minimum, he possesses a vast array of resources such as safe houses, cash flow, and more, which allow him to be on par with various organisations themselves.

Nobody Knows Anything About Nobody: Despite the attempts of various organisations, such as the SCP Foundation, which have worldwide influence, Nobody conceals his actions in a way that has prevented any group from getting any concrete information about his motives or actions. Despite the resources spent looking for Nobody, no group knows much about the individual and is often left confused by his actions, unsure of his goals.

Good Fences Make Good Neighbours

SCP Foundation Site Location Feat: In the tale "Good Fences Make Good Neighbours" from the Palisade project canon, Nobody is able to identify a disguised foundation site just from observation. Without entering the building even once, Nobody deduces that the foundation has a small site located within the rundown building by analysing the people who enter and exit it. When he enters the building, he is immediately able to locate the hidden elevator and point out several issues with the Foundation's attempt to conceal their site in plain sight.

Interrogation Resistance Feat: After Nobody was detained by the Foundation, he was interrogated by two Foundation staff members to determine the cause for his being on the Foundation's site, which held classified information regarding Project Palisade. Nobody was able to deceive agent Mitchell into providing sensitive information about Project Palisade by subtly provoking him, while also using an anomalous compulsion effect. Nobody is then able to deduce that the other integrator was using antiperceptuals, which prevent people from having an impression of the user. These are similar to cognitohazards in that they necessitate high-level perception for an individual to recognize that they are being affected or that someone else is using them. Following the exchange, Nobody is drugged and interrogated for the next week. The SCP Foundation has access to some of the most effective methods of interrogation through the usage of anomalies and was actively using them in order to extract information from Nobody. Nobody also states that it was the most intensive interrogation he had ever experienced. Despite the constant interrogation and drugging, Nobody was able to maintain his composure for a week straight and not reveal any sensitive information to the foundation. During the period where he was drugged and interrogated, Nobody was able to effectively read the body language and facial expressions of his captors effectively, while also continuing to have a perfect memory of the entire week.

Memory Recovery Feat: After being interrogated by the Foundation, Nobody is released with having received amnestics. Amnestics are memory altering agents that are frequently employed by the foundation to suppress unwanted memories from individuals. Although Nobody was given these amnestics and initially had difficulties recalling the specific facts of the previous week, he was able to recover them completely in a matter of moments and was even able to recall periods of time when he was extensively drugged and tortured by the Foundation.

Site 19 Statement: While detained by the Foundation, Nobody states that he managed to successfully infiltrate Site-19 without being caught. Site-19 in the SCP verse is known to be one of the most secure locations under the Foundation's care, as it contains a vast array of both Keter and Thaumiel class SCPs. This is backed up by his previous statement regarding another Foundation site, where he claims he infiltrated it and stole anti-telepathy gear.

SCP-7043

Narrative Jumper Feat: The narrative jumper is a device that moves an individual up a narrative layer. In simple terms, narrative layers are a simple demonstration of reality fiction

transcendence. A character in a higher narrative layer would perceive everything underneath them as fiction. Lower narrative beings travelling to higher narrative layers are frequently overwhelmed by what they encounter and may go insane to some extent. The context above is a basic framework that is needed to understand Nobody's narrative jumper feat.

When Nobody entered the narrative jumper, it is stated that he saw "everything." It is further elaborated that this includes not only all pieces of information, but also platonic concepts such as nature, music, pain, relief, and death. Additionally, Nobody mentions specific events from various articles and tales, implying that he also witnessed all events that have ever occurred, not only within his own "universe", but everything in every single SCP and SCP-related content ever written. Not only did he observe all of this, but he also processed and analysed this vast amount of information. Nobody directly states that he was able to sort through this information and locate Murphy and himself amongst "everything". Given that even the lowest interpretations of the SCP wiki's collective cosmology are thought to be infinite, this should mean that Nobody was able to process an infinite amount of data in a finite amount of time, efficiently sort through the data, and make use of it. Additionally, ten months later, during his confrontation with Murphy, he was able to retain the information he had processed.

Upon entering the narrative jumper, Nobody briefly experienced a fleeting sense of being "somebody". This momentary feeling of significance served as the catalyst for Nobody's actions outlined in the SCP-7043 article. Given that individuals who take on the identity of Nobody are incapable of creating any concept of identity, this singular instance of feeling like somebody was the equivalent to a blind man to see for only a fraction of a second. Despite its brevity, this sense of joy spurred Nobody to create an elaborate plan involving manipulation of the O5 council and extensive preparation, all in pursuit of replicating that fleeting moment of happiness.

Self Realisation Plan: Self Realisation Plan: Nobody's aim for this plan was to be caught by Murphy. After entering the Narrative Jumper, he realised that to replicate the sense of identity he felt, he needed to create the most interesting story possible that would attract the most attention from the pataphysical entities on higher narrative layers. He decided a detective story would achieve this. For ten months, Nobody prepared his plan. His aim was to lose to Murphy but maintain complete control over the investigation and Murphy's actions.

Initially, Nobody presented a proposal to members of the O5 Council, which included the usage of the 110-Montauk procedure as a method in which the council could embezzle money. This initiative was done in order to begin exerting influence over the O5 Council's decisions and ultimately engineering a scenario wherein Murphy would uncover the conspiracy in the future. It was also used to build trust between himself and the specific council members he provided the proposal to.

It was also confirmed by the author and implied in the article, that Nobody had only proposed the embezzling scheme to only around half of the O5 council members, and convinced those who were aware of the embezzlement to keep the information hidden from the council members that were unaware. Nobody purposefully chose to keep O5-13 in the dark as he predicted that O5-13 would be more willing to reach out to Murphy to assist in the investigation. The O5 members selected for the proposal were chosen because they had the highest likelihood of accepting the plan. The O5 Council often used the embezzled funds to finance holidays, and Nobody was able to deceive the unaware members into believing that no malicious activity was involved in obtaining these funds for their vacations.

Subsequently, Nobody killed O5-7, anticipating that O5-13 would seek the aid of Murphy to investigate the incident without the knowledge of the other council members. The O5 council are the leaders of SCP Foundation and possess vast resources and are often composed of the most intelligent individuals on the planet. They have access to vast amounts of anomalies and weaponry of destroying the world and rebuilding it in their own image, and in most canons are protected by the most effective security on the planet. Not only are they well protected, but their locations and identities are often kept hidden through layers of falsified documents and purposeful misinformation campaigns. Nobody being able to successfully contact them is an accomplishment in and of itself, but expertly manipulating them to achieve his own aims and even planning their deaths is an exceedingly impressive act to perform.

Once O5-7 is murdered, Dr. Patra and her team at Site-19 open an investigation into the disappearance of the body that O5-7 stole. Dr. Patra also learns about the recent break-ins that occurred in the pataphysics department.

Following the murder of O5-7, Nobody made sure that the crime scene was devoid of any evidence that could lead to any actual identification, only leaving behind planted pieces of information that would be used to subtly control Murphy's investigation. These clues, including a traceable card connecting to a foundation front company, directed Murphy to Foundation Site-19 and to learn about one of several aliases created by Nobody: Nolan Boddy. Prior to the murder, Nobody retrieved the body from Sasha's Cleaning Products. A month before this, he ordered various cleaning supplies under the name Nolan Boddy, ensuring his name was on the ledgers. This setup was crucial. When Murphy arrived and learned that O5-7 had checked the ledger, he would request to do the same. Seeing the name Nolan Boddy would later help Murphy deduce that Nobody was behind the events of SCP-7043.

After Murphy departs from Sasha's Cleaning Products, the now suspicious clerk calls Site-19 to report that an individual with high-level clearance had requested sensitive information. Nobody had predicted this response, intending to draw the attention of O5-5, a member involved in the embezzling of funds and someone Murphy had prior experience with. Nobody ensured this sequence of events, where Murphy meets O5-5, so that Murphy would become suspicious of O5-5 and, by extension, the rest of the O5 Council, which would play into his plan later.

When Murphy arrives at Site-19, he is greeted by O5-5 and immediately becomes suspicious of her, deducing that she is hiding something. Following their encounter, Murphy travels to the investigation division of Site-19 and spots Dr. Patra. He is immediately intrigued by Dr. Patra and is drawn to a photograph of the body bag that O5-7 stole. Through a conversation with her, he learns more information about the case.
By planning these events at the particular time period he did, Nobody ensured that Murphy would encounter Dr. Patra alone and discover the break in of the pataphysics department 10 months prior. Dr. Patra specifically mentions how she was the only member of her team who continued to work despite the holiday, implying that Nobody, in addition to planning the meeting with Dr. Patra, ensured that his plan would take place during a time when only Dr. Patra was present.

It is important to note that there is no indication that Nobody had any influence over O5-7 obtaining the body in question. This means that Nobody predicted O5-7 would eventually take this action and created the entire plan in anticipation of it. He also predicted that O5-7 would steal the body during a Foundation employee holiday and that Dr. Patra would be the only one remaining at the site despite the holiday. Nobody also predicted that Dr. Patra's team would be assigned the case and that Dr. Patra would have photos of the body bag that O5-7 had stolen. He also anticipated that she would be informed about the break-ins at the pataphysics department and the possible connection to the Children of the Scarlet King. This also remains true for the ledger, where Nobody had predicted that O5-7 would choose to view the ledger and that Murphy would be interested in said ledger.

Through the interaction with Dr. Patra, Nobody deliberately directed Murphy to the pataphysics department, intending for him to discover the existence of the narrative jumper. While there, Nobody also plans for Murphy to uncover another of his aliases when it is mentioned that an individual named "Norridge Bolly" had recently broken into the

department. Furthermore, Nobody ensured that Murphy would acquire the files for SCP-271-3 and subsequently travel to Former Site Director August's mansion.

Once Murphy left the pataphysics department Nobody anticipated that Murphy would travel to Former Site Director August's Mansion and planted evidence that would lead Murphy to discovering the embezzlement that was occurring through SCP-231-7 and also planting false records of a meeting place between O5-6, O5-7, and O5-8. Nobody had intentionally planted a sheet of expenses and a drawn question note at the bottom of the page that would allow for Murphy to deduce that embezzlement was occurring through SCP-231-7. This was done to manipulate Murphy into confronting the O5s in this fabricated location, who had already been informed by Nobody of Murphy's actions. Nobody also was the one to have signed off on August's retirement as "Noah Dee," another false name. This means that he had prior already infiltrated the foundation and was able to deceive leadership into believing he was a high ranking member of the foundation.

Nobody engineered the situation so that the O5's that were present would attempt to use the SRA v7 to contain Murphy. He orchestrated a scenario in which the O5s were led to believe they could effectively contain Murphy, when in reality, their efforts were destined to fail. Nobody did this as he knew that the attempt would fail and would cause the death of said O5 council members while also effectively framing Murphy for all the crimes he committed. The reason behind wanting to frame Murphy for all the crimes was to make the finale more "dramatic." Nobody successfully predicted the entire outcome of the scenario, including Murphy's anomalous abilities, and positioned himself strategically to be seen by Murphy after the act, ensuring that Murphy would seek him out.

After Murphy killed O5-6, O5-7, and O5-8, Nobody left behind one of his two gloves in the position from where he was watching the encounter, which possess the anomalous ability to enhance his luck. He allowed Murphy acquire one of his gloves as it would cause Murphy to seek assistance from Dr. Patra in tracing its origin. Upon doing so, Murphy discovered that the glove belonged to the organisation Marshal, Carter, and Dark, and had been stolen when one of their delivery trucks was overturned. At the location where the truck was found, it is revealed that a notebook belonging to Nobody was at the scene of the crash. After hearing the name, Murphy connected the various aliases Nobody had used and deduced that an individual named Nobody was behind all the events. He then called Sasha's Cleaning Products and learned from a staff member that Nobody disclosed that he worked at the Aria. Throughout the entire investigation, Nobody had been leaving pseudonyms that sounded like the word "Nobody." He knew that at this exact moment, when Dr. Patra mentioned his name for the first time in conjunction with the revelation to Murphy that there was an outside force at play, Murphy would realise he was responsible for all the actions. This was the precise outcome Nobody desired.

Nobody had planned for Murphy to uncover his identity at this precise moment, effectively manipulating Murphy throughout the entire investigation. When Murphy first hears the name "Nobody," he calls Sasha's Cleaning Products and asks to read their ledger. Once he hears Nobody's alias, he connects all the small hints and clues Nobody deliberately placed throughout the investigation. Nobody planted these clues to ensure Murphy would arrive at that exact outcome and realisation at that precise moment, accurately predicting how Murphy would interpret and react to each new clue presented.

When Murphy finally arrived at the hotel where Nobody was staying, Nobody once again anticipated his arrival and had ensured a big win in gambling the previous day before checking in. This was done because Murphy knew that Nobody had a probability-affecting anomaly, and Nobody wanted to lure him to his room in a manner that made it seems as if Murphy was catching Nobody off guard. When Nobody finally meets Murphy, he has successfully manipulated the entirety of Murphy's investigation and actions to lead to this specific encounter.

A simplified explanation of Nobody's plan:

1. Before the events of SCP-7043 took place, O5-7 stole a body linked to SCP-231-7 from Site-19, causing a case to be opened. Dr. Patra and her team are tasked with working on the investigation.
2. Nobody comes into Sasha's Cleaning Products under the alias "Nolan Boddy" and purchases a few packages of disinfectant and magic eraser sponges. He then discloses to the attendant that he works as a janitor at the Aria.
3. Nobody books a room at the Aria and ensures that he wins big in the lottery beforehand.
4. Nobody breaks into the pataphysics department once again, but this time leaves the pseudonym "Norridge Bolly."
5. O5-7 transported the stolen body to Sasha's cleaning products and specifically asked to see the order ledger.
6. Sometime between O5-7's death and Murphy's involvement, Nobody deliberately picked the body up from Sasha's Cleaning Products, causing it to vanish from Foundation records.
7. Nobody leaves a card from Sasha's Cleaning Products in O5-7's car, which is later discovered by Murphy.
8. Murphy informs the O5 council members about the embezzlement he is investigating further regarding SCP-231-7 and plants fake evidence within August's mansion, leading Murphy into a trap. He convinces the O5 council members that they will successfully contain Murphy, all the while knowing they will fail and the present members will die.
9. As Murphy encounters and kills the O5 council members, Nobody watches and ensures he is seen by Murphy. He then leaves one of his two gloves at the position where he had been.
10. Nobody waits for Murphy arrive within the Aria.

Nobody's That Good at Poker

O5-12 Body Language Feat: During the dinner that the O5 Council and Nobody attended, Nobody constantly analysed the body movements of every overseer present. While they were communicating through a code, Nobody still deduced their normal routines and actions. In the first round, Nobody immediately noticed that O5-12 had more relaxed mannerisms and tiny movements. He figured out this was because O5-12's cards brought familiarity to him. Based on the profile* he had made for O5-12, Nobody deduced that this familiarity was due to something personal. Nobody logically concluded that O5-12's cards were a two and a

three, as he was born on February 3 and those cards would be amusing to him and align with his value of life. Throughout the rest of the game, Nobody noticed that O5-12 continued these actions, leading him to believe that O5-12 continued to get hands that supplemented his starting hand. Based on O5-12's reaction to the cards on the table, Nobody deduced that O5-12 had a straight and knew the exact cards he had in his hand.

**Based on the background of O5-12, Nobody was able to accurately profile his personality traits and natural mannerisms. Knowing that O5-12 had previously worked with SCP-939 and observing his body language during the dinner, Nobody accurately profiled him as a man who was very strained, not easily trusting, and constantly vigilant.*

O5 Code Feat: Nobody was able to observe small actions that would typically go unnoticed by regular people. The O5 Council used minute movements to communicate with each other through a body language-based code. Nobody realised that these movements were not as mundane as they seemed and figured out that the O5s were communicating. Within a few seconds, Nobody cross-referenced every single movement the O5s performed with every known and yet-to-be-known code known to humanity. After failing to find any valid outputs, he did it four more times in the span of seconds.

After the first round, once Nobody saw the cards the overseers had in their hands, he immediately deduced that they were communicating what cards they respectively had. He then cross-referenced that information with the movements of the O5s to decipher their code.

Card Memorization Feat: After a the first round and a single glance Nobody was able to memorise the front and back appearance of every single card. He was able to distinguish each card by observing the tiny molecular differences that each card possessed and after the second was able to figure out which 23 were randomising each round. He was able to effectively know the value of every single card just by looking at the back of it and did so when he named the card nearest the Administrator.

Factory-Finding Mission

Factory Infiltration: Within this tale, Nobody seeks to gain entrance into the factory to procure some documents from an individual who is part of a group called "Tickers." Nobody anticipates that a Foundation agent would attempt to infiltrate the factory and predicts that the agent would get caught by the Ticker who holds the documents he needs and be chased to an isolated location. This indeed happens; the agent is caught by the fanatics at the factory and is chased, eventually arriving in a room where he hides. The Ticker, who has the documents Nobody needs, walks inside alone, and Nobody, who has been discreetly following the entire time without being noticed, uses the opportunity to incapacitate the Ticker and take the needed documents. Nobody also looks directly at where the agent is hiding, indicating that he knew exactly where the agent would hide. Nobody successfully infiltrates the factory, even though the agent, who is attempting to do the same, is almost immediately found out.

Nobody's Observations on Temporal Displacement, Family, and Waffles

Jonathan Location: Nobody was investigating an individual named Jonathan Stanford regarding the possibility of reversing his condition. He deduced that Jonathan would be at a branch owned by Winston's Wildlife Solutions, searching for a Doberman named Sampson, and predicted that he would arrive at exactly 2:15. His theory was confirmed when he found a lost dog poster created by Jonathan, which featured a photo of the dog. From a single glance, Nobody was able to abduct that the dog was not originally from this timeline and immediately suspected that it was a result of time travel*.

Nobody then also figures out that the current owner of Sampson, Daniel, was actually related to Jonathan in some way. He deduced that Jonathan himself was from a different timeline. When Nobody eventually finds Jonathan, who is with Daniel and Sampson, a flash of light occurs and Jonathan disappears. Nobody immediately realises that the dog has lost its anomalous properties, which should be impossible to determine since the only way to confirm this would be to wait for the dog to bark, as the dog's anomaly is an enhanced bark.

The abduction here is impressive because the Doberman has no visibly abnormal properties, and Dobermans do exist in different timelines, including the current one. The ability to determine the dog's origin and the nature of the anomaly from such limited information showcases Nobody's advanced abductive reasoning skills.

Chaos Insurgency Spy: Nobody knows that a Chaos Insurgency spy is present within the branch but has no further details. When he arrives at the branch, he is immediately able to identify the spy just from observations, despite the other employees having no idea that there is a spy.

Almost a Century in the Making

90-Year Plan: Nobody made a deal with Marshal, a leading figure of Marshal Carter and Dark, an organisation that sells SCPs to the highest bidder. The deal was that if Nobody could procure two artefacts, one from the Chaos Insurgency and one from the Sarkics, Marshal would provide him with coordinates he was seeking. Both items were invaluable to their respective organisations and highly protected. Despite dedicating numerous resources to the task, Marshal failed to obtain either of the items on his own. Nobody agreed to the deal and created a plan spanning over 90 years.

The first stage of the plan involved Nobody gathering information on every operating member of both the Sarkic cults and the Chaos Insurgency. Using his contacts from both the GOC and SCP Foundation, he obtained extensive records of each organisation's known members. From these records alone, Nobody identified 1,430 members who would oppose his presence within their respective organisations. He then analysed every past operation from both groups and mapped out every future operation they would perform for the next 20 years. Understanding that each group punished members who repeatedly failed, Nobody ensured that the operations involving the 1,430 operatives in question would result in failure.

He did this over 20 years to maintain good diplomatic relations with both groups and to cull the more unwilling members without drawing attention to his involvement.

During these 20 years, Nobody also expanded his information network to encompass multiple informants for multiple groups, spies within organisations, and plants within the Parawatch forums. He specifically expanded into these areas to utilise this network in the future. Additionally, he created multiple false identities with extensive histories and credentials, varying in position and stature, with some even appearing to oppose Nobody himself. These identities were precautions in case an unforeseen event compromised his plans, allowing him to interfere without exposing an ulterior motive by assuming one of these identities and making it appear as if an unaffiliated third party intervened.

After 20 years, having successfully culled the organisations without drawing attention to himself, Nobody began the second phase of the plan: making himself a trusted and reliable asset to both groups. He introduced himself to both groups and provided each with actionable intelligence. He informed the Sarkics of a Chaos Insurgency supply route, which was real. When the Sarkics attacked it, they were easily repelled because Nobody had also informed the Chaos Insurgency of the Sarkics' planned raid. By doing this, Nobody built trust with both organisations. While the Sarkics did not succeed in their mission, they believed they had underestimated the Chaos Insurgency’s forces, and the Chaos Insurgency protected a valuable supply route thanks to Nobody’s information.

Next, Nobody continued to gain favour by freeing captured Chaos Insurgency operatives and retrieving an artefact for the Sarkics. For the prison break, Nobody coordinated with a third-party mercenary group and remotely disabled Foundation security systems. To obtain the artefact, he impersonated a Foundation employee and stole it from a Foundation site.

After all this, Nobody was seen as a valuable asset but needed to further elevate his status to that of a saviour. He spread misinformation to Foundation informants about a possible alliance between the Sarkics and the Chaos Insurgency. Predicting a preemptive Foundation attack, he fortified positions without informing the Sarkics or the Chaos Insurgency. When the Foundation attacked and was repelled with minimal losses, both groups credited Nobody’s intervention, boosting his status. Even if certain individuals within each organisation grew suspicious, he had embedded himself in a way that would be detrimental to remove him.

Afterwards, Nobody needed to grow each organisation’s power so they would be substantial enough for an alliance. He had planted allies in important positions, such as politicians and CEOs, to subtly manipulate the economy in favour of both groups. He spent the next 50 years destabilising regions opposing each group and funnelling resources into advantageous areas.

Once both organisations reached an acceptable stage, he began diplomatic engagements. He had spent years shifting each organisation's philosophy to be more accepting of outside aid. When diplomacy began, he ensured both sides had reasons to cooperate. Starting with weapon and information trades, he staged successful joint operations to build mutual trust.

Finally, Nobody proposed a deal involving both items. Knowing each organisation's goals, he offered the Sarkic artefact to the Chaos Insurgency to create a rebellion-inducing weapon and the Chaos Insurgency artefact to the Sarkics to create an avatar of their deity. Both groups accepted the deal.

Nobody acted as the middleman, planning the deal and the eventual ambush. He had chosen the island decades prior and built an entrance to a pocket dimension there. Using his information network, he spread word to UIU informants, the Wanderer's Library, and Parawatch forums about the exchange. The Foundation and GOC, believing in an alliance, mobilised their forces. Informants and the Wanderer's Library got the Serpent's Hand and UIU involved, sowing chaos as he planned for all groups to converge on the location simultaneously.

During the deal, Nobody began the exchange when all groups arrived to intercept. Amid the chaos, he escaped into the pocket dimension. The Chaos Insurgency and Sarkics blamed each other for the raid, resulting in a fallout. The intercepted groups covered up the events, framing them on the Chaos Insurgency and Sarkics. Nobody had anticipated this, reducing attention on him. Both groups believed him dead, further removing suspicion. Nobody successfully acquired both items without major suspicion. It was later stated that Nobody had anticipated and planned every event over the past 90 years.

Simplification of the plan:

1. Initial Information Gathering:

- Utilising contacts in the GOC and SCP Foundation, Nobody obtained records on all known members of the Sarkic cults and the Chaos Insurgency.
- Identified 1,430 members from both groups who would likely oppose his infiltration.
- Analysed past operations to predict future missions and ensured these 1,430 members consistently faced failures over 20 years.

2. Expansion of Information Network:

- Established a wide-reaching information network with informants, spies, and plants.
- Created multiple false identities with detailed backstories to protect his true identity and motives.

3. Building Trust:

- Provided each group with actionable intelligence, such as the Chaos Insurgency supply route.
- Gained favour by orchestrating a successful prison break for Chaos Insurgency operatives and retrieving a Sarkic artefact.

4. Establishing Himself as a Saviour:

- Spread misinformation about an alliance between the Sarkics and Chaos Insurgency.
- Predicted and fortified positions for a preemptive Foundation attack, resulting in minimal losses and increased trust in him.

5. Growing Organisational Power:

- Planted allies in key positions to subtly manipulate the economy in favour of both groups.
- Destabilised opposing regions and funnelled resources to strengthen the Sarkics and Chaos Insurgency.

6. Diplomacy:
- Shifted organisational philosophies to be more open to outside aid.
- Staged successful joint operations to build mutual trust.

7. Deal:
- Proposed enticing uses for each artefact to secure the deal.
- Acted as a middleman and orchestrated an ambush during the exchange.
- Spread information to involve multiple groups, ensuring chaos during the deal.

Faceless

Killing SCP-343: Nobody wished to kill SCP-343 due to its claims of being “God.” To infiltrate Site-17 without arousing suspicion, he allowed himself to be contained by the SCP Foundation as SCP-600. He stood still for several days on end, making the Foundation believe it was routine for him to remain motionless. This allowed him to loop the footage without drawing the attention of the guards.

Once the footage was looped, he moved towards SCP-343's cell. Nobody had perfectly predicted all the guards' movements and knew the routines and cameras so well that he could visualise their movements. He moved in a way that stayed within the cameras' blind spots and evaded the guards. Eventually, he arrived at SCP-343's cell and killed him without incident, without encountering any Foundation staff, and without setting off alarms.

He then took advantage of the ensuing chaos to return to his cell and continued to stand there as SCP-600, evading all suspicion from the Foundation.