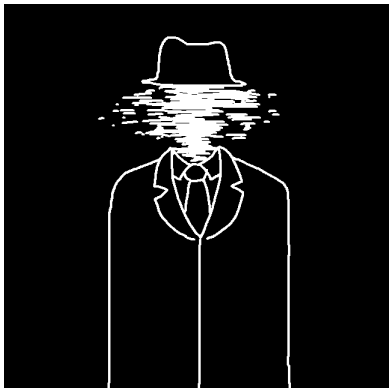


Under the SCP mythology exists many anomalies that could threaten the world and even the universe.

organizations around the world, superheroes, and even God's do their part protecting what they must: but one of them stands out the least.

A Nobody, a staple and (un)known figure in the universe.
This doc will explain some of his abilities but more his intellectual showings and feats.


***Who Is Nobody***

***How Smart Is Nobody***


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## *Who Is Nobody*

*Nobody is no one.*

*They aren't simply a person, but a title.*

*individuals bestowed with the moniker of "nobody" have shown extreme similarities with each other. Examples being but not limited to;*

No more than one nobody being present at the same time (Alreast by the foundation's records)

Anyone can be a Nobody, and can vary in looks.

Anti-Memetic abilities
(Memetics are information that spreads, like an infectious mental illness. Anti-Memetics are the opposite, Anti-memetic information is different as it affects the brain 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)

*Overall, Their goal is similar to the foundations; they want to protect mankind from its dark side and anomalies whilst trying to resist their nature as an anti-memetic force and give their existence meaning*

*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 all nobody's have the same clothes (Black Business Suit/Cloak, Black Fedora, ect), the same face, 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.*

*(Fun info: 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.)*

*Every Nobody 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.*

Source - SCP "Nobody" Hub

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## *How Smart Is Nobody*

*For this, I'll highlight a specific category for a full scale scope as "smart" is too vague.*
*Here are the sections.*

Each category will have a specific color and internal link to that section to make things easier. If you see a text that has an outline (example) then it's an internal link to a specific section

Without further ado.

Have fun :)


Full Scale IQ

Full Scale EQ

Full Scale SQ

Intelligence

Planning

Strategy

Manipulation


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## Full Scale IQ

Nobody minds can potentially withstand, process, memorize, comprehend, and understand all possible and impossible outcomes and potential futures in the universe.
It's safe to say that nobody's consciousness was visualizing and comprehending all of those possible and impossible timelines and potentially memorizing them.

Source - To The Vast Of Eternity

VCI + PRI + WMI + PSI + VSI + CPI

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Nobody's mind contains an infinite library that contains everything (imo, this likely refers to all universes with a nobody, which is "all world's that exist" - Verbatim from the man in white)

This library inside nobody's mind holds infinite information and knowledge in an endless catalog.
Nobody not only read and reread the infinite books, but memorized each book, each page, each word, every small detail of the books, ect.

Even books with lost languages, Nobody was even capable of remembering how long he'd been doing this for (five billion years to be specific)

Pair that with the fact that he scanned the infinite library and books to find out who his tormentor was via the motives he currently knew.
which is consistent with a nobody's mind being infinite.
Source - A Place Called Nowhere
+
Source - You Would Think Cataclysm Could Shake the Feeling That Change is Slow
VCI + PRI + WMI + PSI + VSI + CPI + FRI

---

Nobody was able to figure out that the 05 council were cheating in poker by almost immediately noticing their weird behavior and figured out they were using a form of code to talk with eachother (such as slight twitch movements with the mouth, shifting in their seats, and all other mundane actions)

he tried cross-referencing their actions with every known and yet-to-be-known code ever created. Even after checking four more times in the span of seconds, he found nothing. It was only after the first round, when he saw the hand of all the overseers after his victory, that he was able to decipher their code.
He won by always knowing their card while they didn't know his.
Source - Nobody's That Good at Poker
PRI + WMI + PSI + CPI +VCI

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*Full Scale EQ*

Nobody was Experienced in the concept of emotions and how humans are emotional creatures.
He used this to his advantage by befriending a man and getting to know him. Through the process of 3 years, nobody entertained and spoiled the man to the point of the man thinking they were "best friends"
Source - How to Be Me
Emotional Understanding + Emotional Perception + Engagement

---

Nobody played a game against reality Warper named DR Wondertainment (This was before Nobody openly stated they were here to kill)

The game was essentially a mind game, a poker face with the liar losing a card when caught in a lie.
DR Wondertainment was experienced, usually reading his opponents like open books and seeing their doubts, insecurities, desires, ect (this is credible as we've seen with the slightly twitch, he can figure what someone's thinking and their motive)

But he couldn't do that with nobody, as he claimed nobody was impossible to read, "A Blank Page"

Not only did he fail to read Nobody, but Nobody could read what Dr Wondertainment was truly thinking, feeling.
Nobody's tone showed no malice, he was calm and simply saw through the masks and facades.

Not only did he do this, he was playing a master of mind games, he kept calm and answered his own nature, his motives, and who they were.
He didn't lose.
Source - Who Am I to Look into a Mirror?
Self Regulation + Self awareness + Empathy

---

For Billions of years and uncountable cycles in a time-loop, Nobody was able to keep his true emotions calm and collected while understanding and manipulating the man who did this to him via their small talks over those years.
Source - A Place Called Nowhere
Emotional Management + Emotional Perception + Emotional + Understanding + Empathy + Composure + Engagement

---

*Full Scale SQ*

Nobody easily became associated with a man. He entertained and spoiled to the point that he considered them as "best friends"
Source - How to Be Me
Social Skills + Relationship Management + Charisma

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Nobody was capable of getting the SCP foundation, Sarkic Cults, Chaos Insurgency, CEO's, politician's, and Global Economy in his favor.

he do this to create a big complex plan that needed their information and physical assistance

Source - Almost A Century In The Making

Influence + Info Gathering + Relationship Management + Influence Building + Leadership + Integration

---

Nobody waited for the right moment for a guard to fall asleep and wake him up. To enter a building, not only did he forge fake credentials, but he emotionally gaslighted the man. He did this by using his acting abilities and giving the guard the impression that he was sincere and in his own best interests.

Source - Nobody Came To Help

Social Skills + Social Awareness + Social Awareness + Social Integration + Composure

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Even at gunpoint and the fact he knows he's surrounded by Mobile Task's Force, Nobody was capable of keeping his cool and showing no reaction whilst being a able to hold a conversation to someone holding him at gunpoint like a close friend.

Source - A Nice Waffle Dinner

Composure + Social Skills

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*Intelligence*

Nobody's mind contains an infinite library with infinite knowledge in the form of books to which he'd use to defeat his tormenter and escape a five billion years loop (which repeated it's uncountable times) by reading the infinite books and deducing who'd it be by their hatred And pettiness from the many enemies he made (The foundation, creatures, gods, ect. All across different realities)

He read infinite books, memorizing every book, page, and word.

Source - A Place Called Nowhere

Crystalized thinking + Crystalized Reasoning + Crystallized Cognitive Abilities + Critical thinking +
Adaptive + Memory + Knowledge + RVIP + Information Processing + Logical Deduction + Deductive Reasoning + Reasoning + Abstract Reasoning + Abductive Reasoning + Hot Reading + Associative Thinking + Processing Speed + Lateral Thinking + Application Thinking + Rapid Visual Information

---

Nobody's mind can visualize all possible and impossible timelines in the universe

Source - To The Vast Of Eternity

Crystalized Knowledge + Crystalized Intelligence + Abstract Thinking + Abstract Reasoning + Spatial reasoning + Memory + Rapid Visual Information Processing + Information Processing + Knowledge + Processing Speed

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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.

Nobody was also 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 realized 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.

He tried cross-referencing their actions with every known and yet-to-be-known code ever created. Even after checking four more times in the span of seconds, he found nothing. It was only after the first round, when he saw the hand of all the overseers after his victory, that he was able to decipher their code and realized they made up a new one.

While doing that, Nobody with a single glance was able to memorize 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 randomizing 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.

Source - Nobody's That Good at Poker

Fluid intelligence + Fluid Thinking + Reasoning + Crystallized intelligence + Adaptive + Pattern Recognition + Memory + Problem Solving + Rapid Visual Information Processing + Information processing + Analysis + Critical Thinking + Lateral Thinking + Perception + Abductive Reasoning + Deductive Reasoning + Inductive Reasoning + Abductive Reasoning + Abstract Reasoning + Cold Reading + Knowledge + Memory + Critical Thinking + Associative Thinking + Processing Speed

---

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 analyzing 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.

Nobody is later kidnapped and 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 the sense that they necessitate high-level perception for an individual to recognize that they are being affected or that someone else is using them.

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 even states 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.

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.

Source - Good Fences Make Good Neighbors

Reasoning + Crystallized intelligence + Adaptive + Pattern Recognition + Memory + Rapid Visual Information Processing + Information processing + Analysis + Critical Thinking + Perception + Deduction + Deductive Reasoning + Inductive Reasoning + Abstract Reasoning + Cold Reading + Knowledge + Memory + Critical Thinking + Associative Thinking

---

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 realizes 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.

Nobody also knew that a Chaos Insurgency spy would be 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 observation alone despite the other employees having no idea that there is a spy.
Source - Nobody's Observations on Temporal Displacement, Family, and Waffles
Perception + Deduction + Abductive Reasoning + Analysis + Critical Thinking + Associative thinking + Deductive reasoning + Observation

---

*Planning*

Nobody needed someone to perfectly pretend to be him to fake his death. so he made a "friendship" with a man and He used his knowledge and experience about Emotions to gaslight the man, entertaining and spoiling him to the point he thought they were best friends.
This wasn't the end, intentionally and unintentionally, he wiped memories from the man's mind of his family. It started small with taking pictures, then personal belongings like glasses and phone chargers.
He put amnesiac's in their food and making them forget each other (after that, he killed them)

After all of this, he gaslight the man into believing his family and everything never existed, that he was becoming a Nobody, ersed his memory of his phone and pictures, swapped his clothes with the classic nobody suits, and drove the man near suicide.

Once all of that was done, he offered the man a new chance. Nobody reconstructed the man's personality, physicality, memories, and made him think he was a nobody.

What's impressive is that not only did this take 3 years (1 for the gaslighting and manipulation, and 2 for turning him into a nobody) but he made the man a perfect replica

of himself so nobody didn't have to keep an eye on him and he'd do exactly what nobody would've done.

For a contingency if anything went wrong, He didn't just do this to 1 person, he did this to 5 in that three year period (everything I've listed, nobody planned at the beginning. He did all of this to test a person he knew, but didn't meet)

Source - How to Be Me

Long term + Preparation + Formulation + Coverage + Contingencies + Invincibility + Steps Ahead

---

Nobody made a deal with Marshal, a leading figure of Marshal Carter and Dark, an organization that sells SCPs to the highest bidder. The deal was that if Nobody could procure two artifacts, 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 organizations 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 organization'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 organizations 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 organization grew suspicious, he had embedded himself in a way that would be detrimental to remove him.

Afterwards, Nobody needed to grow each organization'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 favor of both groups. He spent the next 50 years destabilizing regions opposing each group and funneling resources into advantageous areas.

Once both organizations reached an acceptable stage, he began diplomatic engagements. He had spent years shifting each organization'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:

Utilizing 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.
Analyzed 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 favor by orchestrating a successful prison break for Chaos Insurgency operatives and retrieving a Sarkic artifact.

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 Organizational Power:
Planted allies in key positions to subtly manipulate the economy in favor of both groups.
Destabilised opposing regions and funneled resources to strengthen the Sarkics and Chaos Insurgency.

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

7. Deal:
Proposed enticing uses for each artifact 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.

Source - Almost a Century in the Making
Long Term + Short Term + Coverage + Preparation + Formulation + Shielding + Specialized Strategic Requirements + Cognitive + Disruption + Resource Allocation + Problem Solving + Intricacies + Assess, Identify, and Mitigate + Risk Calculation's + Foresight + Steps Ahead

---

Nobody met a man, a "Man in a white suit" if you will. This man was composed of every nobodies abandoned pieces of identity.

The man in the White suit trapped nobody in a cycle, forced to find a realm that doesn't exist, learn his own nature, have his memories erased, and do it all over again.

Nobody from their first meeting had a hunch his mind was being wiped, so he had a plan.

Over those uncountable cycles, little by little, he'd cultivate an idea that would disable the man's abilities, leaving him open for an attack.
In order to avoid suspicion, he locked himself in his consciousness, pretending to be emotionally broken and puzzled.

But in reality, he planned the man's very action, thought, emotion, breath, and everything in the cycle.

Source - A Place Called Nowhere

Long Term + Short Term + Preparation + Formulation + Shielding + Specialized Strategic Requirements + Coverage + Adaptability + Recursive + Cognitive + Counter-intelligence + Disruption + Crisis Management + Problem Solving + Assess, Identify, and Mitigate + Steps Ahead + Foresight + Forecast

---

Nobody formed a plan to break into the foundation site. First, he broke into the foundation server, Then, broke into a MTF guard's house and drugged his flask with psilocybin.

Once they met at a Waffle House, Nobody knew the guard would be there, and had previously studied him to know he'd never come without reinforcements.
He told him that he'd become a nobody like him and he'd be his successor and ect ect.

All of this was a lie, nobody timed everything and psilocybin kicked in right in time.
Once he got him to believe that he was becoming nobody, nobody used him to break into the foundation site and (which he made arrangements in advance)
His next plan was to get waffles from waffle House but they were closed, and ect ect.

Source - A Nice Waffle Dinner

Short Term + Preparation + Formulation + Forecast + Steps Ahead + Problem Solving + Execution + Assess, Identify, and Mitigate + Foresight

---

Nobody wants to gain entrance to part of a group called the "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

Source - Factory-Finding Mission

Foresight + Short Term + Formulation + Advanced strategic thinking + Complexity + Anticipation + Steps Ahead + Info Control + Preparation + ForeThought + Execution + Shielding + Strategic Planning + Coverage + Adaptive Counter-intelligence + Disruption + Crisis Management + Problem Solving + Assess, Identify, and Mitigate

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The narrative jumper is a device that moves an individual up a narrative layer. In simple terms,
Imagine an infinite grilled cheese sandwich. This infinite grilled cheese has infinite stacks of cheese, with each cheese manipulating its lower.
That's a dumbed down version of narrativistics.

Lower narrative beings traveling 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.
He witnessed all events that have ever occurred, not only within his own "universe", but throughout all others.

Not only did he observe all of this, but he also processed and analyzed this vast amount of information. Nobody directly states that he was able to sort through this information and locate Murphy and himself amongst "everything". It's common knowledge that universes in SCP are infinite in size, holding infinite information. He was able to sort out infinite information upon  infinite information and so on. Infinite sets of infinite knowledge upon knowledge.

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.

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 previously infiltrated the foundation and was able to deceive them 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 possesses the anomalous ability to enhance his luck. He allowed Murphy to 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 organization 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 realize 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 realization 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 version 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 to arrive within the Aria.

Source - SCP 7043

Long Term + Short Term + Predictive Planning + Forecast + Foresight + Info Management + Info Control + Analysis + Anticipation + Observation + Crisis Management + Formulation + Strategic Thinking + Complexity + Steps Ahead + Preparation + ForeThought + Execution + Specialized Strategic Requirements + Coverage + Adaptive + Recursive + Cognitive + Counter-intelligence + Disruption + Crisis Management + Problem Solving + Assess, Identify, and Mitigate

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*Strategy*

Nobody manipulated two organizations and used the knowledge that neither groups were forgiving and sabotaged operations with certain individuals.
(86,430 people to be exact)

He did this because those certain individuals could pose a risk to his plan and foil it. So in purposely having those individuals fail their mission, those organizations terminated them. Leaving nobody's plan without risk.

Source - Almost a Century in the Making

Crisis Management + Coverage + Specialized Strategic Requirements + Resource Allocation + Problem Solving + Shielding + Efficiency + Effectiveness + Risk Calculations

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Nobody met a man, a "Man in a white suit" if you will.

The man in the White suit trapped nobody in a cycle, forced to find a realm that doesn't exist, learn his own nature, have his memories erased, and do it all over again.

Nobody from their first meeting had a hunch his mind was being wiped, so he had a plan.

First, he'd made a deal with the devil to access his mind, essentially learning everything all over again.

Over those uncountable cycles, little by little, he'd cultivate an idea that would disable the man's abilities, leaving him open for an attack.

The man in white had a plan too, if nobody ever didn't get his mind wiped, he kept himself hidden and made false memories, each time meeting a new him.

Nobody deflected this. After their first meeting, nobody knew who exactly he was(he read every book in an infinite library and deduced who'd be petty and hateful enough to do this to him), what he'd do to become the new him, so he acted the fool and played dumb. Acting hurt, whilst he planned the man's very action, thought, emotion, breath, and everything in the cycle.

Source - A Place Called Nowhere

Specialized Strategic Requirements + Coverage + Counter-Strategy + Psychological Warfare + Shielding + Problem Solving + Effectiveness + Efficiency

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Nobody had a plan, he needed to kill a director of the foundation whilst taking a certain artifact.

His first step was emotionally manipulating a guard to allow him access.

Once he did, he cut the power, connections to other sites, AI systems, and turned down the back-up generators.

He then framed the same man he emotionally manipulated; Using his keycard to open prisoners from rival organizations, his body near a beaten and unconscious man (who he also manipulated into beating himself up to frame the same guard), and fingerprints on the guards gun that killed the director, as nobody has no fingerprints.

All of that simply didn't happen, no, those were nobody's thoughts before any of that, and everything still went according to plan.

He then deduced that by a direction of the camera, a director's office was in a certain direction and two guards were nearing the corner in just a few seconds before he shot them both.

It was all according to plan, after killing the director, he deduced he had two minutes left to reach the extraction point before more guards came.
he could practically Envision the entire large building and all its staff, completely and accurately.

Source - Nobody Came To Help

Long Term + Short Term + Forecast + Forecasting Complexity + Foresight

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Nobody figured it out, the self proclaimed SCP 343, also known as God, was a false shepherd.
In this universe, 343 was simply influencing and corrupting the human mind, and Nobody wasn't pleased.
He'd do the foundation a favor and kill this false 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.

Source - Faceless

Long Term + Short Term + Coverage + Shielding + Effectiveness + Efficiency

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*Manipulation*

Nobody needed someone to perfectly pretend to be him to fake his death. so he made a "friendship" with a man and He used his knowledge and experience about Emotions to gaslight the man, entertaining and spoiling him to the point he thought they were best friends.

This wasn't the end, intentionally and unintentionally, he wiped memories from the man's mind of his family. It started small with taking pictures, then personal belongings like glasses and phone chargers.

He put amnesiac's in their food and making them forget each other (after that, he killed them)

After all of this, he gaslight the man into believing his family and everything never existed, that he was becoming a Nobody, ersed his memory of his phone and pictures, swapped his clothes with the classic nobody suits, and drove the man near suicide.

Once all of that was done, he offered the man a new chance. Nobody reconstructed the man's personality, physicality, memories, and made him think he was a nobody.

What's impressive is that not only did this take 3 years (1 for the gaslighting and manipulation, and 2 for turning him into a nobody) but he made the man a perfect replica of himself so nobody didn't have to keep an eye on him.

For a contingency if anything went wrong, He didn't just do this to 1 person, he did this to 5 in that three year period

Source - How to Be Me

Direct Manipulation + Emotional Manipulation + Gaslighting + Deception + Verbal Manipulation + Acting Skills, Nonverbal + Verbal + Psychological + persuasion + Love Bombing + Emotional + Bluffing + Disguise + Bluffing + Concealment

---

Nobody needed to manipulate and be in good graces with two organizations. He knew that some members would heavily dislike him so he manipulated their missions and caused them to fail, which resulted in their termination.

He took his time becoming indispensable to them (non-important missions for both sides that could've tilted each side to win), and changed their philosophical views of each other because he knew they'd never work together to even attempt a trade.

Source - Almost A Century In The Making

Fabrication + Concealment + Psychological + Persuasion + Misdirection + Mind Games + Disguise + Mass Manipulation

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Nobody waited for the right moment for a guard to fall asleep and wake him up. To enter a building, not only did he forge fake credentials, but he emotionally gaslighted the man. He did this by using his acting abilities and giving the guard the impression that he was sincere and in his own best interests.

Once he did and was allowed access, he persuaded him to leave him alone long enough to cut the power, connections to other sites, AI systems, and turned down the back-up generators.

He then framed the same man he emotionally manipulated; Using his keycard to open prisoners from rival organizations, his body near a beaten and unconscious man (who he also manipulated into beating himself up to frame the same guard), and fingerprints on the guards gun that killed the director, as nobody has no fingerprints.

All of that simply didn't happen, no, those were nobody's thoughts before any of that, and everything still went according to plan.

It was all according to plan, A Nobody's Plan

Source - Nobody Came To

Acting Skills + Direct Manipulation + Emotional Manipulation + Persuasion + Empathy + Forgery + Fabrication + Mind Games + Deception + Disguise + Bluffing + Concealment + Setting Trap's

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Whilst trapped for billions of years and uncountable reset cycles, nobody was capable of manipulating his tormentor by pretending to be broken by the information he was telling him and being in a state of distraught. His memory was then reset, which he got back each

time without his tormentor's knowledge, then pretending all over again. He figured and planned everything out in the first loop.

Over those uncountable loops, each time they talked, he'd implant a small idea, an idea that would turn the tide of everything.

Source - A Place Called Nowhere

Deception + Mind Games + Acting Skills + Direct + Physiological + Concealment + Misdirection + Bluffing + Disguise + Setting Trap's

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*Overview;:*

*At the end of the day, it's important to remember that these feats were performed by different nobody's across different universes and all nobody's aren't as intellectually advanced as each other.*

*But there's a thing to remember, nobody's (like SCP 7043) have shown these can be cross referenced and used to regard certain nobody's.*

*In short, all these feats should be relevant to use Ina specific nobody or a "Prime Nobody"*

*By the way the SCP mythology works, a version of Nobody that outclasses all others most definitely exists, maybe that's a solution?*

*Anyway, this Doc Was made by me, Please Sub to My YouTube* 🙏


by PiNKpePpER