SCP FOUNDATION
FOUNDATION ARCHIVE

FOUNDATION HANDBOOK CLD
LEVEL 0, OFFICIAL USE ONLY

Class-D Programme Handbook

Class-D personnel take part in tests the Foundation cannot run any other way. This handbook sets out how they live, what is asked of them and what they are owed.

DOCUMENT	**FOUNDATION HANDBOOK CLD**	CLASSIFICATION	**LEVEL 0, OFFICIAL USE ONLY**
APPLIES TO	**ALL CLASS-D PERSONNEL, AND THE SECURITY MEMBERS WHO MANAGE THEM**	KIND	**IN CHARACTER**
REVISION	**1**	ISSUED	**[redacted]**

1. Status

1. Class-D personnel are Citizens in the programme. They hold class D like every Citizen, no clearance, and a designation (D-4312) used instead of a name while they serve (Clearance Policy, Section 1A).
2. They come to the programme in one of two ways:
    1. **Drawn:** taken into the programme from the Registry, as set out in section 6.
    2. **Volunteers:** Citizens who sign up at a Registry Office or Application Centre, for the rations, pay and privileges the programme gives.
3. The programme is a federal department under the Head of Security. At each site the Security Chief, or at Site-09 the Class-D Programme Director, is its site lead.
4. Class-D personnel serve under the Foundation's authority and protection. They are fed, housed and treated by the Medical Department like all personnel.

2. Life in the D-Block

1. Class-D personnel live in the D-Block and leave it only under Security escort.
2. A daily schedule is set by the Security Chief: meals, work, rest and tests.
3. Good conduct earns privileges: recreation time, better quarters, and the trustee role (helping run the D-Block). Misconduct loses them.

3. Tests

1. A Class-D member is told what they need to know to take part safely, and no more.
2. Medical examines them before and after every test.
3. They follow the researcher's instructions during a test. Refusing is recorded, not punished beyond losing privileges.
4. Nobody may harm Class-D personnel outside what an approved test requires.

4. Rotation and release

1. Class-D personnel serve in rotations of one month. At the end of a rotation, each member is either re-assigned or released, as the Security Chief decides.
2. Released personnel are given amnestics under the Medical Department Handbook, leave the site and return to their zone as ordinary Citizens.

5. Escape

1. Class-D personnel who escape are a containment matter: Security raises a Yellow alarm.
2. Some escapees are recruited by the Chaos Insurgency. In roleplay, escaping and defecting follow both faction charters and the Roleplay Rules.

6. Drawing

1. A Citizen may be drawn into the programme, for a set number of rotations, by:
    1. a **sentence**: a Civil Administration hearing or an Internal Tribunal verdict, as a penalty;
    2. a **levy**: an order of the O5 Council when volunteers fall short;
    3. a **Site Director's order**, drawing Citizens of the zones their site protects when the site needs Class-D.
2. Every draw is recorded in the Registry with its authority, reason and length, and is subject to the Ethics Committee's veto.
3. A drawn Citizen may still leave the Registry, but leaving before their service ends is an escape (section 5): they become a fugitive, and Security raises a Yellow alarm.

7. Playing Class-D

1. Class-D is open to every new member at once. It is a way to learn the site, not a punishment.
2. Players of Class-D characters may move to any department through the Promotion and Transfer Policy.
3. The Roleplay Rules apply in full: no character is harmed beyond what their player agrees to or a Game Master rules at an event.

Revisions

REVISION	DATE	CHANGE
0	[redacted]	[redacted].
1	[redacted]	[redacted] are [redacted] ([redacted]), [redacted] by [redacted], [redacted] or [redacted], or [redacted]; [redacted] the [redacted] is [redacted]; the [redacted] under the [redacted] of [redacted].

Foundation Handbook CLD. Class-D Programme Handbook, revision 1. The official text is held in the SCP Metaverse repository; printed copies are uncontrolled.