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In: Characters, Trevor Henderson Creations, Rep., Peanuts Comments Share SCP-173 is a redrawing made by Trevor Henderson. Notes that it is not originally Trevor Henderson's, he simply remade it in his image Description SCP-173 is a sculpture built of concrete and fittings with wing-brand spray paint. It is capable of moving at high speeds and will kill either by clicking at the base of the skull or suffocating. SCP-173 is unable to move when in line of sight. The line of vision should not be broken at any time with it. Trivia SCP-173 was the first SCP ever written, somewhat similar to what it was the first SCP that was implemented in the game. SCP-173, along with other members of the SCP Foundation, appears in SCP: Containment Breach. SCP-173 is not Trevor Henderson's work, it is owned by Japanese artist Izumi Kato, but is mostly known for its appearance in the SCP community. Although usually stated to be the plagiarism of Doctor Who crying Angels, SCP-173 was actually published a few months before the release of Blink. Fans gave him the nickname Peanut because of its visual resemblance to the peanut and peanut trend meme when you're not looking for Source 1 flash gallery Original image of SCP-173 by SCP FoundationAdd photo in this gallery of Trevor Henderson's Characters Creations Reprises Peanut Community Content available according to CC-BY-SA, unless stated. More Trevor Henderson Inspiration Vicky SCP-173-D Smith was the perfect agent of the Foundation. Methodical, quite moral, rather immoral, and undoubtedly loyal. However, he felt strangely reluctant about what he was going to do. It was a standard decommissioning. The foundation had a reputation as a bunch of pacrats, collecting every piece of garbage or a pile of dirt that didn't fit into their understanding of the world. Looking it up forever under the notion that they are somehow doing the world a service. However, from time to time, the gears bureaucracy will turn, accountants will crunch some figures, researchers will analyze the data, and the object will be slated for destruction. Decommissioning is what they called it. And SCP-173 will soon be SCP-173-Decommissioned. SCP-173, Euclid Class, Autonomous, Ectoentrop, Observations, Sculpture, By all rights, your swamp anomaly, a piece of art that kills you if you look at it wrong. Probably created by some bixbie just from art school. Smith didn't want to think too much about it. He wasn't paid to think. Or at least not at the moment. No, the moment he was paid to smash. However, he was hesitant. SCP-173 was not special. Of course, it was one of the few files open to the public, but that's probably because it had so little to hide in the first place. Of course this is one example of SCPs they have in this package they new employees, but this better serves as a testament to the evidence its general character. Of course, everyone in the 19 site knows someone who knows someone who has died to have a thing in some containment violation or another. Smith himself attended several funerals because of this. But it doesn't deserve much recognition. Not from Smith, not from the Foundation. And yet he felt that he was going to do a disservice to the world. Whirr Characteristic drone Scranton Reality Anchor filled ears. Okay, now he's set up. It was a signal for him to start swinging. Thwack He started with a face. Thwack's rough caricature of a man's visage at 173 in a bulbous head looked strangely accusatory today. Thwack Why did he have to do it manually? Thwack Budget Problems? Thwack Since when money is questioned? Thwack He didn't have to worry about things about living in the middle of a swing. Twak had an entourage to make sure that didn't happen. Thwack He felt wrong doing it in front of an audience. Thwack is better than the alternative, he suggested. Thwack Was it some kind of memetic effect? Thwack No, the foundation is careful about screening for cognitohazards. Thwack of course, it was someone's life work, but he was not one for art, much less art with a murder count. Thwack Maybe he's been at the Foundation too long. Thwack long enough to get too attached to these killing machines. Thwack He briefly asked if this particular killing machine was alive. THWACK Briefly. Thwack Well, now it doesn't matter. That's it. The statue was now a suspension of blood and stone on the floor. It was a magnum opus of some unknown, starving attention artist who invested part of himself in his work. He spent decades in deterrence. He killed hundreds of people. The foundation has spent thousands on its maintenance. His face was adorned in the minds of thousands of D-class, alive and dead. Nowadays it was an unrecognizable pile of rebar and human excrement. Smith loosened his grip on the sledgehammer. Smith weakened his position. Smith let out a sigh he was holding in. Did SCP-173 have any secrets? Always carefully, he crouched down to pick it up. He wiped it out of any bodily fluids. Desperate to answer, he unscrewed the lid and read the note inside. Are we cool yet? That's it? SCP-173, also known as Sculpture or Peanut is the main antagonist of the SCP - deterrence violation and the first SCP ever documented by the Foundation. The description of SCP-173 is built of concrete and rebar with traces of paint spray brand Krylon. SCP-173 is lively and extremely hostile, although the object cannot move while in line of sight. The line of sight should not be broken at any time with SCP-173. Staff assigned to enter the container are instructed to warn each other before blinking. The object is reported to attack by flicking the neck at the base of the skull, or strangulation. In the event of an attack, staff must monitor a dangerous Class 4 facility Procedures. The classification of SCP-173 is euclid, as previously said, personnel must comply with the procedures for deterring dangerous objects of Class 4. Staff report the sounds of scraping stone coming from the container when no one is present inside. This is considered normal and any changes in this behaviour should be reported to our HMCL duty officer. While in containment, SCP-173 is known to produce a reddish-brown substance on the floor, which was later identified as a combination of feces and blood. The origin of these materials is unknown. The case must be cleaned every two weeks. In the game SCP Deterrence Violation v0.6.4 - SCP-173 (Sculpture) Demonstration SCP-173 on v0.6.4. SCP-173 is the first SCP to be encountered by a player. After the intro scene, SCP-173 escapes into a large ventilation system. After breaching the containment, the SCP-173 appears in the next room, next to the containment camera. Security chief Franklin warns Agent Ulgrin that the SCP-173 is behind him and will slowly retreat from it, maintaining eye contact and running away from the only open door. Also, in another room, as soon as the light in the told room to go out, SCP-173 will fall from another large vent and kill the scientist and the cleaner trying to escape. Throughout the game, SCP-173 will follow and try to snap the player's neck. If the player does not blink or look away from him, SCP-173 cannot move. If the player blinks or looks away, the SCP-173 will either move much closer to them or open any doors that block their way if it can. SCP-173 often appears in locker rooms, catwalks, a small control room, and sometimes in metal corridors. By updating v0.8 SCP-173 can appear in the electric room, along with SCP-106. Because SCP-173 uses a ventilation system for travel, most of its spawning grounds have broken ventilation. The sound of scraping a stone or the player's vision becomes blurry and distorted means that SCP-173 is present. It is important to take note of this, as SCP-173 often hides in the corners of rooms to avoid detection. If MTF operatives encounter SCP-173, they will overwork it, completely ignoring the player if he is present. When the operative has to blink, they will announce it before doing so to prevent SCP-173 from moving. The operatives will then use a large cage to capture the SCP-173 and return it to the containment chamber. Trivia Even if the player's field of view is obstructed by a wall, SCP-173 will not move when the player looks in his direction. The weeping angels in the Doctor Who series are similar to SCP-173 in that they are statues that can only move when eye contact is broken. SCP-173 is the only SCP that has no animation and is a static model. However, in the older versions of the game SCP-173 was able to turn its head in different directions. The behavior of SCP-173 is similar to that of Boos from Super Mario Bros., is that he doesn't move when when One of his neck snapping sounds sampled from an old, rotting wood breaking. SCP-173 will often avoid the SCP-914 camera, so it is recommended to hide there when SCP-173 is hot on the trail after you. SCP-173 always moves, even if you look in its direction, if it is in another room. SCP-173 is captured by MTF units. The texture of SCP-173 when the Halloween mod is turned on. Label outside the SCP-173 deterrent chamber. Документ SCP-173. SCP-173 as it appears on the download screen. The phenomenon when 173 jump on the player's face. Image SCP-173 from Wikipedia. The old model SCP-173. Scp-173 Current textureAdd photo in this gallery gallery scp 173 moving sound. scp 173 moving in real life

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