



Introduction:

Welcome, Jumper, to a world that appears healthy on the surface. One that appears normal and unaffected by the twisted shadows lurking in the darkness between worlds. But that is, in truth, old and diseased. Plagued by the otherworldly rot of magic, the divine and the inexplicable. In this world, all that stands out gets hammered back in, and only those with power to resist manage to survive. An intricate game of masks and charades is played between the secretive organizations, where the cost of loss is always blood.

Welcome, Jumper, to the SCP Mythos.

You will spend this jump as a member of a peculiar organization. One that most others abhor, and for good reasons. A faction that is often seen as one of the overarching antagonists for the entire setting.

The Sarkic cults.

Children of Yaldabaoth, followers of Ion, they engage in blood sacrifice, ritualistic cannibalism, and worship flesh, disease and death both within and without. Their ultimate goal is to use an anomalous bioweapon known as the Red Death to take over the world, with some additional goals depending on sub-factions. Important to note, however, is that none of the factions actually worship Yaldabaoth – to them, she is merely a progenitor that has no place in the world of man. In fact, a decently sized number of sarkites believe that Yaldabaoth can be overthrown or destroyed. But regardless, all of them are capable of altering their own bodies to some degree. You will spend the next 10 years as one of these Sarkites.

Good luck. Take this to help you on your journey:

+1000 CP

Time and place:

Sarkic cults have existed ever since man has first walked the earth. You may choose any of the following freely.

Classical Antiquity: the earliest mentions of Sarkic cults exist in relation to the mythical Daevite Empire, which they overthrew and took over in a slave revolt led by Grand Karcist Ion. Their ascension to a global power resulted in the First War of the Flesh. You may appear anywhere in the territory of modern-day Russia or central Asia at any time up to 5th century.

Middle Ages: during the Middle Ages, the sarkic cults were scattered, and their members either lived in secluded communities, or traveled the world, taking on roles as court wizards, alchemists and advisors. You may start anywhere in Europe between 5th and 15th century.

Renaissance: As hold of religion on society lessened, Sarkites managed to use their positions of power as court nobles to infiltrate high society and spread their beliefs, which were further perverted by the arrogant aristocracy. This was the birth of neo-sarkicism. You may start anywhere in Europe in 16th-17th century.

Industrial Revolution: wealthy and powerful sarkites have spread their influence over the world, resulting in a wide variety of cults all over the world, from Australia to North America. You can start anywhere in the world during 18th-19th century.

Modern Day: the sarkic cults are, while secretive, massively influential, and present an existential threat to the entire world. It is said that in this age, the Sarkic cults will use the great weapon left behind by Yaldabaoth to fight a war against the world. You may start anywhere in the world in 20th-21st century.



Origin:

As with most religions, over time there were a few schisms, and multiple subsections as a result. You may freely pick which you belong to. You may freely choose your age and sex.

Nälkä – an umbrella term to describe anyone practicing Sarkicism - that is, the worship and cultivation of flesh. Not necessarily tied to any particular set of beliefs or indicative of any particular cult, Nälkä is mostly the art of fleshcrafting. You start as a neophyte, or Orin – a practitioner that comes from outside the established bloodlines.

Daevite [Restricted: Classical Antiquity] – you are the oppressor, the blood mage. You are a Daevite – a citizen of the ancient empire that was overthrown by the Sarkic revolt led by Ion. Their civilization was based around blood sacrifice, entire armies of slaves and thralls, and vile magic. You start as a Daevite citizen who just finished their apprenticeship under a blood mage.

Thrall [Restricted: Classical Antiquity] – you are one of the oppressed. A slave, an object, you are a thrall in the Daevite Empire – or, if it is already gone at the time you appear, a slave or a serf in one of the many states that practices such things.

Proto-Sarkic [Restricted: Middle Ages and after] – you are a member of a secluded community that practice sarkicism. They are mostly techno- and xenophobic, practice... a lot of vile things, like cannibalism, incest, and alteration of their own flesh using various rituals. They see Grand Karcist Ion as a godlike figure, who they believe can help them ascend into godhood. But, in truth, proto-sarkics are not that bad – they believe in the sacrifice of the one for the good of the many, and their practices are not really hurting anyone, as they grow their own flesh to consume. You start as a member of an isolated proto-sarkic commune.

Warlock [Restricted: Middle Ages] – travelling practitioners of sarkic magic, they often find their way into courts of kings and nobles as advisors and court magicians. They start amassing their influence and propagating their beliefs and views. A lot of influential bloodlines descended from these warlocks. You start as a court member for either a noble or a king, or an equivalent of such for the region you start in.

Neo-Sarkics [Restricted: Renaissance and after] – a perversion of original sarkic beliefs, neo-sarkics practice ritualistic rape, murder, cannibalism, pedophilia and other such things, all in the name of amassing power to achieve apotheosis – ascendance to godhood, similar to what Grand Karcist Ion did. They are an antithesis to proto-sarkics – in their mind, to achieve godlike power is to overthrow Ion and take his place. You start as a scion of a powerful family who just received their significant inheritance.

Perks:

The meat (heh) of the jump. As usual, origins get their 100 CP perks for free, and a 50% discount on the rest of their perks.

Undiscounted

Child of Chaos [100] – change and strangeness are in your blood. You are mentally resilient, able to withstand the horrors of this universe with a straight face, and partake in them without flinching.

Handcrafted [100] – you have been remade, rebirthed. Your skin is smooth and glowing and soft like velvet, like that of a newborn child; your muscles are strong like steel cables; your senses are knives. You will not grow old, and will remain in your peak condition even through years of sloth and gluttony.

Shielded Mind [100] – your mind is protected from the many hazards of this world. You are immune to memetic, cognito- and infohazards. This does not, however, protect you from direct applications of powers that would alter your mind, like illusions or direct mind control. Be careful out there.

The Tongues [200] – you’ve got something going for you, Jumper. A sort of charisma, or maybe just eloquence, that ensures that when you speak, people listen. They won’t necessarily be swayed, but they will hear you out and take your opinion into consideration. As a bonus, you can now speak additional 3 languages of your choice, and your... ahem, oral skills, are impeccable. What, I was talking about tongue twisters, get your head out of the gutter.

Lingering Gaze [200] – your eyes... there’s something special about them. Your gaze has an almost addictive quality to it, drawing those who look in your eyes to you like moths to a flame. You will find them more agreeable, friendly, welcoming, eager to please even. In time, this effect will wear off, or the person might grow resistant to it, and it won’t make people treat you any better if you’re actively being an asshole to them. This is just something to grease the wheel, so to say.

Antidysmorphic [200] – you... how should I describe you? You are never out of sync. Your mind and your body always perfectly adapt to each other, instantly. Any alternative forms, any body modifications, any alterations to your mind, thought patter, etc. are always perfected upon acquisition. No matter how alien your new parts are, you can use them as if you were always born with them. Forget physical therapy, forget adjustment periods, forget acclimatization. You are a master of yourself.

Kaijumancer [300] – a school of magic created and perfect by a subsect of Serpent’s Hand. It is what is sound like – the art of making use of monsters. You are a beast

master, capable of taming any kind of fauna, anomalous or otherwise. This works especially well if the fauna in question is unusually large. Finding and taming the Loch-Ness Monster? An afternoon walk. Becoming friends with Anantashesha? Easy. Pet Leviathan? No biggie. Also, any mundane animals that you tame seem to grow and develop at a greatly accelerated rate, even growing beyond what is normally possible for their species.

Halcyon Reminiscence [300] - you remember, don't you? You can delve into the memories of others. You need to be able to touch them, and when you do, you can enter a trance, wherein you're transported into the mind palace of the person you're touching. You can access their memories, viewing them as scenes playing out in front or around you, and can interact with them, altering what the person remembers. You can withdraw symbolic items and people into the real world, but doing so will greatly damage the person you're taking them from.

Onomancy [300] – a form of magic intrinsic to the fae. It is reliant on knowing the name of the subject. Once they have told you their name, you can do all sorts of thing to them – alter their personal history, change their memories, bind them to a place, curse them to bad luck, etc. You can even switch your places in the weave of fate – if you're destined to die by an ancient prophecy, for example, you can substitute yourself with the person whose name you know.

Serpent Hole [400] - the Wanderer's Library is a curious place, and many anomalous groups are barred entry for their transgressions. Surprisingly, the Sarkic cults are not among those groups. You can enter the Library through any door you open. Inside the Library, except for the obvious wealth of knowledge, are many other exits, leading to different places and worlds. You may ask the staff to help you navigate, and may use these exits to enter parallel universes. An ocean world full of monstrous kaiju? A technological utopia? A technological dystopia? A wild-wild wasteland populated by sapient half-fish chimps? Anything is possible. Just remember that you're not the owner of the Library – merely a visitor.

Pattern Screamer [400] – what have you done? You are an existence similar to Pattern Screamers, embedded in reality, existing as a form of pure consciousness. Your body is merely a conduit through which you can be perceived, and the more people perceive you – the greater your strength. By being perceived, your existence, your reality, is solidified, allowing you to warp the surrounding region of the universe. Even if you die, you can rebuild your physical body, so long as enough people are aware of you to grant you reality-warping powers.

Pataphysicist [800] - pataphysics is a difficult concept to grasp, and an even harder one to practice. Not for you, though. You suddenly realize the fakeness of your existence, the insignificance of your being in the greater scheme of things, your own unreality. The fourth wall breaks down, and then the fifth wall. You learn how to peek beyond the veil.

Your author allows you to. You can rewrite the very fabric of reality, like words in a story. You use your own fictitiousness to change your prose; yours is no longer a tale; it is a cooperative quest between you and your author.

Nälkä

Hunger [100] - the flesh is baying to be fed, to consume. You can devour anything, regardless of toxicity or composition, and derive useful components from it. Eating an ingot of iron may allow you to cover your skin in iron; drinking acid will allow you to spit it out as an attack. So long as the substance is non-anomalous, you can find a use for it.

Phagia [200] - you gain access to a pocket dimension that you can shunt your mass and other substances into. You can use this shunted biomass to instantly heal injuries, create weapons, etc. You can create small portals to this dimension, through which parts of your hidden body can exit, but nothing can enter. The only way for something other than yourself to enter this pocket dimension is through your mouth.

Spawn [400] - your progeny will be strong, of that there is no doubt. You can create creatures made of your own biological material, by either gestating them within yourself, or by splitting a part of your biomass off and letting it grow by itself. Those grown within yourself will be like extensions of yourself, allowing you to form a kind of gestalt, but those grown apart will be far stronger. All of them will see you as their parent and will follow all your commands.

The Flooded [600] - your body is... wrong. The flesh is dead, yet not rotting; malleable - yet steely. You gain self-biokinesis that allows you to shapeshift and alter the form of your body. You can grow blades of bone, whips of sinew, grow teeth to spit out like bullets, new limbs and heads... you get the idea. Get creative. Note that you can only affect yourself.

Shaper [600] - your flesh is strong. Stronger than that of others. When you touch someone, you can order the fibers of your flesh to invade their body, overwriting it to your will. You can freely manipulate the biology of anyone you touch, and even after you let go, a certain amount of your tissue remains embedded in them, allowing you to control them and their biology over vast distances.

Daevite

Progenitor [100] - you aren't necessarily a sarkic, but you are the closest thing to their predecessor. Your flesh is resistant to any kind of biokinesis, unless you specifically allow it.

Ecdysis [200] - whenever your body is too damaged, you can undergo a sort of rebirth, bursting out of your old shell in a shower of gore. All your injuries are healed, uses of

special powers are replenished, and you feel energized. You can only do this five times a day, though, so keep count.

Hemomancy [400] – as a Daevite, you are proficient in magic catalyzed by bodily fluids, blood in particular. You can use rituals and spells that normally require mana or some other form of energy, and substitute it with blood. Moreover, you gain minor hemokinesis – the ability to control blood, up to 70 liters simultaneously. You also have intrinsic knowledge of magic required to make use of this perk.

Bloodborne [400] - there is power in blood. You can use blood and other bodily fluids of various creatures, be they humans, animals, aliens or anomalies, to create powerful tonics and potions. Healing blood, a mixture that temporarily turns the drinker into a werewolf, a formula that for a time unlocks an individual's anomalous potential. You could even make mnestic and amnestic if you wanted.

Alukite [600] – some ancient Daevite scripts mention something called the ‘Crime of the Sky’, which involves ritual murder and devouring of one’s own child. Those guilty of it are referred to as Alukites – monstrous half-men half-birds, feared by even the most powerful champions. You are now one such Alukite. Your talons can rend metal as if it were paper; your wings can glide between dimensions, allowing you to teleport; your body is nigh-on invulnerable to non-magical attacks and effects. You can also hide your monstrous nature by disguising yourself as a human. Moreover, you can phase out of this dimension, becoming entirely incorporeal and invulnerable as a result.

Continuance [600] – Daevite elite managed to preserve their mind even beyond death... by transferring it into different bodies. By using their blood magic, they managed to temporarily bond their mind to their ichor, and perform ritualistic transfusions to hand-picked slaves. You now possess similar skill – to cheat death by stealing bodies of others. You may choose what happens to the mind of the owner of the body – switch with it, suppress it and keep it in the back, or destroy it altogether. You need not perform any rituals for this action, it only requires you touch the victim.

The First Plague [800] – water is a source of life, it is what we humans came forth from. But sometimes, water is just not enough. By touching water or any other aqueous solution, you may freely convert it into blood. No energy is expended in the process. The volume of the water doesn’t matter except for how long it would take. This transmuted blood possesses the capability to convert any new water that comes in contact with it into more blood. The speed of transmutation is roughly 5 liters/second, and it speeds up as the volume of anomalous blood increases in proportion to water. You may choose to disable this property at will. Blood created this way is compatible with all blood types, is usable for any thaumaturgic rituals, and if you have the **Hemomancy** perk you may freely control this blood regardless of volume. Let the oceans and seas run red.

Thrall

Unyielding [100] - your body and mind endured abuse both physical and psychological. You are stubborn and determined, with a single-minded focus on surviving whatever it is you're facing. Even when your mind would be broken, your body acts on instinct to get away from danger.

Scars Have Scars [200] - your body bears the marks of hard life. You can speed up the growth and development of your own scar tissue, making it harder, stronger, denser and more resilient than normal. What would normally take months to heal, you can recover from in hours.

Karcist [400] - you are a master of the flesh, and a guide to your people. You can control creatures en masse using your anomalous biology. You can create within your body anomalous pheromones, that would normally be impossible to recreate. Induce mass numinous visions; plunge entire cities into murderous rage; reawaken an entire peoples' fighting spirit. In addition, you now possess a monstrous charisma that can suck anyone in, like a whirlpool.

Klavigar [600] - no longer are you bound by your mortal flesh. First off - you are immortal. Straight up, unless every single atom comprising you is destroyed, you will regenerate in full within seconds. Secondly, your biology is now capable of breaking physics - your synapses can transmit and receive signals using quantum entanglement; your flesh can phase shift into a different aggregate state; your skin can cause light to pass right through it to become invisible; and many other scientifically impossible features.

Ozirmok [800] - you have achieved true apotheosis. Your biology is no longer just scientifically impossible, it is straight up esoteric. Your claws can rip through multiple dimensions, your acid can eat away at target's skills or memories, your teeth can bite through souls, and your stomach can absorb and digest belief and prayer of your followers. You can manifest any number of mystical abilities using your biology. Let it rip.

Proto-Sarkic

Humble [100] - you are but a follower of Ion, a worshipper of your savior. Never worry about underestimating your opponents, or letting power get to your head. You will always remain grounded, and will remember that even the tiniest microbe can bring down the greatest civilizations.

Garden of Flesh [200] - you are proficient at creating and growing structures using biological material. You can cultivate various plants, fungi, and even patches of flesh and skin into functional structures. Buildings, walls, houses, etc. Given a patch of living flesh, you could probably grow an entire village in a few months.

Halkost [400] - your flock, your hive, your Halkost. You can form a kind of hive mind with those around you. All participants must be willing. Consciousness of the participants can freely travel between bodies. The Halkost has a kind of collective reality-warping capability - the more participants there are, the stronger the effect. The Halkost can summon creatures from outer dimensions, transmute matter, manifest their collective visions in the physical world, and, naturally, control organic matter.

Needs of the Many [600] - sacrifice of the one for the good of all. You can partition your powers into various sections of your body, before separating them from yourself. Those who ingest your body part that has been infused with a power will gain the ability to use that power. Meanwhile, you will lose the ability to use it. You can relinquish these powers if they have been used to harm you or those allied to you. Body parts sacrificed this way regenerate much slower than is normal for you.

Warlock

Sitting pretty [100] - you have a knack for finding powerful people you can influence. Greedy nobles, indecisive kings, lustful maidens, grieving widows. You just so happen to stumble upon people you can sway with your words. Just be careful - if you keep making promises without delivering, they might just get rid of you.

Hiding potential [200] - sometimes you just gotta stay low-key. You can suppress your powers and abilities, perfectly. No amount of poking and prodding will make you slip up or reveal that which you don't want to reveal. No supernatural abilities will see past your lies about this subject. Wouldn't want the inquisition on your tail, would you?

Wicked Witch of the Woods [400] - sarkicism is all about flesh, but there is plenty more organic matter out there. You learn how to apply the principles of sarkicism to other kinds of organic tissue, and control plants. Vines, trees, flowers, etc. You gain complete biokinesis over flora. Have fun.

The Ambassador [600] - there are tales and legends of an ancient kingdom, floating in the sky, and of its ambassador - the man of 1000 faces, the crawling chaos. You are now much like this ambassador - capable of presenting yourself as the best, most impeccable creature to ever walk the earth. You can gain intimate knowledge of any kind of power structure and dynamic with but a glance, and learn how to leverage its weaknesses. But most importantly - you learn how to turn men into gods. The power of belief is powerful indeed, and by using it, you can turn even the weakest individuals into all-powerful beings. You know just what to say, just how to speak and act to incite belief in those you interact with. This belief will then reflect on those whom it concerns. If the people believe their king to be capable of slaying dragons with bare hands - he will grow to match this myth. The same is true of the opposite - if they think him weak and shriveled, his appearance and strength will wane. Of course, you can always apply this principle to yourself. Go forth, and make your own gods.

Neo-Sarkic

Scum [100] - that is you. You participate in the most vile, disgusting activities known to man, and you revel in them. Not only that, you know how to lure others into them, and corrupt them into enjoying them as well. Your social club will learn the baser pleasures of the flesh, and they will have you to thank for it.

Desire [200] - ...is the measure of all things. Now, whenever you look at a person, you can know their measure. Their desires, their wants and needs, their pleasures and cravings, from the surface to the darkest, deepest recesses of their mind - you will know it all. Give them what they truly want, and you might just earn their undying favor.

Freak Show [200] – there is a man named Herman Fuller. He was very proficient in creating... disturbing creatures. Not outright dangerous, or malicious, but very unnatural. Apparently, you used to know him, as you also know how to do that. You can merge multiple creatures into one to create chimeras. Clownfish you can milk like cows, flying monkeys, worms with dog limbs and snake venom. You can pick and choose what features from what creatures are retained in the chimera. A bug the size of a hippo? A crocodile the size of an anchovy? Anything goes. The animals can be of the same species. Humans also count as animals, for this perk.

As You Will [400] – ‘Do as you will, to whom you will’ is a core concept of the neo-sarkic doctrine. You can now apply in practice. No amount of supernatural protection can protect anyone from your powers. Immunities and resistances mean nothing to you, and you can bypass any restrictions that would render your powers ineffective against someone. Additionally, when you kill something, it will stay dead.

Mimic [400] – you can consume other people. By instantly engulfing them in your flesh, you learn all their memories, skills, and gain the ability to shapeshift into their appearance near-instantly. Whenever you take their form, your behavior is automatically adjusted to be similar to that person.

Technocyte [600] – neo-sarkics do not share their counterparts’ prejudice against technology and innovation. In fact, they make often use of the gifts of civilization. When combined with their mastery of the flesh, they learned to do quite interesting things. You can now warp your body into complex machinery, like chainsaws, firearms, biological computers, etc. Moreover, you learn how to affect machines with your flesh, interfacing with them, corrupting and subverting them to your purposes using your organism. Even purely digital lifeforms are not safe – should you spread to their hardware, you will be able to control them and their code as easily as you could someone else’s flesh. Technorganic fusion is upon us.

Body Mutations:

Sarkics grow, mutate and modify their bodies with reckless abandon. Here you can cultivate your flesh in the strangest of manners.

Autophagia [100] – you may grow organs and fruits out of your own body, and eat them for nutrition without any side-effects.

Tissue Conversion [200] – you may freely transmute one kind of tissue into others. Flesh into bone, bone into plant, etc. No energy is expended in the process.

Non-Differentiated Cells [100] – taking damage of a certain kind allows you to adapt to it, growing more resistant. Got burnt? Your skin regenerates more leathery and heat resistant, etc. Only areas that have been damaged grow resistant.

Crawler [600] – you now adapt to various damage types far quicker, and the changes are far more drastic. This ability is comparable to the one possessed by SCP-682. Does not react to any anomalous damage.

Hyperadaptable [300] – never mind. You can grow resistant to even esoteric and exotic damage.

Natural Weapons [100/200/300] – while you can use your abilities to grow various blades, claws, fangs and other murder-appendages, this option improves them significantly. Other than the ability to manifest them regardless of any nullifications, the first tier makes them as strong, durable and sharp as high-carbon blades. The second tier – makes them virtually impervious to damage. The third – grants them monomolecular edges.

Zombification [200] – you can breed pathogens in your body that affect the infected similar to a zombie virus. The infected are entirely loyal to you.

Sanguinare Vampiris [300] – you can create vampiric pathogens in your body. Create your own vampire clan.

Infestation [300] – you can create pathogens that can infect technological beings, such as robots, AIs, automatons, cyborgs, etc.

Cloning [200] – you can grow identical clones of yourself, creating a gestalt consciousness. They are exact copies of you, capable of the exact same feats and possessing the exact same powers. You can choose to either control outright, or allow them a varying degree of autonomy.

Nidus [300] – you can spread your biomass at a fast rate, creating a kind of gore nest, capable of expanding by itself and of spawning horrible monsters. May be stationary, or mobile – you get to choose. Crawling, swimming, flying, burrowing – you can grow massive creatures that also serve as living fortresses.

Moonlight Presence [300] – your biology responds strongly to day-night cycle. At night, all your abilities bound to your body grow progressively stronger. The closer to midnight it is, the greater the boost. If the moon is full, and it is midnight, you are damn-near godlike.

Strange Biology [600] – as a Jumper, you must have already accrued many unusual powers. This option allows you to convert them into biological processes, thus preventing any power nullifications from affecting them. You may purchase this option multiple times.

Devourer [600] – you may spew a kind of webbing that latches onto the very being of creatures. You can suck any unique powers of those you have captured through this link. This transfer can be interrupted, as it takes around 60 seconds to completely drain someone of their abilities.

Marker Signal [600] – you no longer need to touch someone to affect them. You can send out a kind of signal that resonates with all living organisms, allowing you to manipulate them from many, many kilometers away. Even if you're in space, you'll be able to affect entire planets with this kind of range.



Companions:

Anyone you can convince to come with you, you can take on your further adventures for free. And whatever menagerie you have amassed so far can enter this world for free also. The more the merrier! This world can't get any weirder than it is already!

Karcist Herzha [100] – a seemingly young woman with deathly pale skin, bald scalp, eight purple eyes, leathery horns, four tails that have mouths at the end, and wicked talons on her feet and hands – all seven hands (mind you, she still has only two arms). A priestess of Nälkä that has been alive for several centuries, she venerates her own flesh and routinely engages in cannibalistic orgies where the only participants are monsters of her own making. She greatly hates technology and civilization, and will happily aid you if it means bringing as much death and suffering into the world as possible. She speaks in an archaic manner, and loves laying around and indulging her hedonism. In combat, you can expect her to spawn many, many chimeras and monsters to do her bidding.

The Duchess [100] – an ancient Daevite noblewoman, who survived the Sarkites' purge by rapidly and repeatedly switching between bodies and, eventually, warping her own flesh using teachings of sarkicism. She has the lower body that is a mixture between a leech and a mosquito, is capable of flight using her insectoid wings, and is still a capable blood mage. Her hair is long and dark, and her skin is a tanned golden color. She loathes the sarkites and what they have forced her to become. She yearns to topple every single sarkic bloodline. She acts with a noble bearing, and often treats everyone as being beneath her.

Hound [100] – this... thing... is an amalgamation of body parts, misplaced tissues and appendages, with uncountable mouths and eyes. It is, nonetheless, sapient, and is surprisingly cheerful given its configuration. It doesn't bear any grudges, and is happy just travelling, propagating various diseases, and adding new, interesting parts to itself. It is willing to help you with anything you ask of it. Even when others try to kill it, it will try to talk them down from violence first, before engulfing them in a tide of flesh.

Wilbur J. Oswald IV [100] – once a wealthy oil magnate who made his fortune during the industrial revolution, he faded out of public memory several decades after his 'death'. In truth, he retired to become a patriarch of his own neo-sarkic cult, consisting mainly of his own family. He was exiled and nearly killed when one of his great-great-grandsons usurped his position. He now seeks vengeance on his entire family, and is willing to accompany you, so long you help him out. He has a wealth of contacts and acquaintances, as well as several secret stashes of money and anomalous artifacts. He is lazy, arrogant, and very, very angry.

Võlutaar Kaelia [100] – a young girl artificially grown in a proto-sarkic commune to be their leader. However, they miscalculated, and all their brain matter was assimilated into

her, instantly and permanently killing them all, while awarding her all their collective knowledge and skills. Alone, she wondered the world, until she encountered you. She was made to advise, and she is eager to do so. She has pale skin and short brown hair, with four cat-like eyes on her face, and rows upon rows of them on her forearms, and a large, gaping maw where her bellybutton should be. She is incredibly intelligent, but is painfully naïve. She is not weak, though, and is fully capable of cutting a bloody swathe through your enemies. However, she prefers using her powers for healing rather than killing.

Iz'orriss, Colossal Lord of Warped Effigies [100] – an avatar of a great, ancient evil that dwells beneath the earth, wrapped around the core of our planet for warmth as it lies sleepless. It created this avatar to explore the surface of the planet and gauge whether it is time for it to awaken, and it has chosen you as its guide. It speaks eldritch languages directly into your mind, as it doesn't know English and is refusing to learn. It is humanoid in appearance – 8 feet tall, with the skin missing and exposing raw muscle. It knows nothing about the world or the creatures that inhabit it, but often acts all-knowing, making up lies and trying to pass them off as truth. It finds the culture and entertainment of humans fascinating, and if you leave it alone, it will invariably go on a bender involving hard drugs, booze, sometimes video games, and almost always anime.



Items:

General

Clothes on your back [Free] - several sets of clothing appropriate for the time period you're starting in. They're all just regular, mundane, civilian clothing.

Cold and Hard [Free] - some money in a currency appropriate for your starting time and place. Not a lot, a 100\$ or their equivalent.

Nälkä

Biomass [100] - around 100 kilos of ethically sourced organic matter of unknown origin. Do with that what you will.

Ascaris [200] - a parasitic organism that nullifies supernatural abilities of those it latches onto. Will breed rapidly once it finds a host. Hosts rarely survive.

Helminth [400] - an amalgamated creature consisting of several organisms infected by various anomalous diseases. Can infect other creatures with different beneficial strains of the aforementioned diseases. Somewhat sapient, and has the intelligence of a particularly dimwitted dog.

Flesh that hates [600] - a strain of SCP-610. Is contained within a sealed container. Once released, another container containing a strain of it will reappear at your warehouse. Be very, very careful with it.

Daevite

Slaver's Paraphernalia [100] - chains, manacles, whips, collars, leashes, etc. Anything you might need to enslave someone and keep them in line.

Book of Blood [200] - a book containing every single application of blood and other bodily liquids known to the Daevite Empire. Alchemical uses, magic rituals, medicinal uses, etc. Also detailed within are properties of various kinds of blood - animal blood, ichor of insects, human blood, different blood types, etc.

Red Grail [400] - an ancient artifact taking shape of an ornate chalice filled with blood. It never seems to run out of contents. Those who drink it are said to become immortal, far stronger than any normal man, and come in possession of strange abilities, but become vulnerable to the sun, silver and religious iconography.

Unfinished Account [600] – a modern hardcopy book with an unremarkable black binding and an unknown number of white pages. Readers admit to feelings of paranoia, unease, and occasional nausea while reading it. If the book comes in contact with any fluid suitable for writing, it will expand the content, altering the history to make it a reality. You could bring back the entire Daevite civilization with this, change the entire course of history, and alter reality.

Thrall

Hidden Weapons [100] – a set of improvised weapons you can hide on your person without being detected. Shivs, chains, scissors, sharpened nails, etc.

Secret Messages [200] – a set of messages detailing a plan to topple a government, an organization or a power structure. It is applicable to any such thing you encounter, and is written in a cipher only you understand.

Inhuman Bondage [400] – a fleshy cloak that seems to have teeth which sink into your flesh whenever you put it on. It shifts protectively to block any incoming damage, and will repair itself over time. It boosts your regeneration rate, strength, speed, and any powers that depend on your biology.

Iron Gates [600] – a massive structure that locks away the Sarkic capital Adytum. It is made of iron and consecrated brass, and behind an army of Sarkic creatures rages and festers. Should you open it, this army will pour out in apocalyptic numbers. You can lock the gate again at any time. Those creatures you have freed will follow your commands.

Proto-Sarkic

Harvest [100] – a basket of fresh organs and limbs. They will stay fresh so long as they remain in the basket, and will be compatible with any tissue without triggering immunological reactions. It will replenish every day.

Protectors [200] – a few fleshy saplings, that, when planted, will form an underground root system. It will lash out at anyone nearby by growing tentacles that will whip and strangle the interlopers. There are always more saplings in your warehouse.

Red Field [400] - a patch of anomalous soil. Any human remains rapidly decay when placed on it. Soon after, a fleshy growth will emerge out of the field, holding a human infant that has all the memories and of the person whose remain were decayed by the field.

Kiraak [600] - a massive bioform created by ancient sarkics, originally used as a siege engine during the First War of the Flesh. Now, it is a massive building, over several kilometers in height, made completely out of flesh. It has several limbs it can use to move

around, and possesses multiple WMD-grade weapons. You can pilot it by giving it verbal commands. Will initially appear in your warehouse and can be summoned at any time.

Warlock

Luxury [100] - a wardrobe with an attached drawer. They contain a seemingly infinite amount of luxurious clothes and small creature comforts, all very expensive - authentic tea sets, spices, perfumes, cosmetics, etc.

Lodging [200] - a decently-sized manor, with a garden, 4 stories, and more room than you know what to do with. If damaged, it will repair itself. Can be accessed through your warehouse, or be attached to an existing property.

Feywild [400] - an anomalous forest that contains magical plants and animals. You can almost any kind of material in here. The forest has a mind of its own, and will attack intruders (you are not an intruder). You might just run into a fae.

Floating Kingdom [600] – there are tales of an ancient kingdom that was tricked by a god, floating through the sky, its citizen in a constant state of revelry. You are now the proud ruler of this kingdom – of Alagadda. Or rather, a copy of it that does not have the Ambassador in it. It is a great land of magic and revelry, where all inhabitants wear masks all the time, and partying never stops. It is capable of warping reality around itself, and producing powerful anomalous effects.

Neo-Sarkic

Moolah [100] – money. A lot of it. Several million dollars at least, though there is enough income that no matter how much you spend, it always replenishes within the day. It is all clean and legitimate.

Cannibal's Feast [200] – a set of tableware and dishes, consisting of 19 plates of various sizes and designs, and 21 goblets, champagne flutes, and other wineglasses. Several are ornately gilded, studded with diamonds and rubies, or made out of fine materials such as porcelain, china, and crystal. Whenever an edible solid is placed onto one of the plates or a liquid is poured into one of the drink vessels, the food will transform into human flesh, or the nearest equivalent organ, body part, or fluid. The change from one product to another seems to be based on similarities between color, smell, and composition, although vague symbolism and mental associations seem to be occasionally involved as well. For example, fleshy steaks will turn into cuts from the thigh, and red wine or juices into human blood.

Big Pharma Inc. [400] – world's largest pharmaceutical company is now under your thumb. It has holdings in damn-near every country, almost everyone uses their medicine, and they have a massive R&D department. And no one even suspects them of being tied

to sarkic cults. You also get to name them. Note that 'Umbrella Corporation' is probably taken.

Quiet Cliff [600] – an entire city perpetually shrouded in mist. Those who enter it rarely ever return. There is an entire system of abandoned sewers, tunnels, buildings, and seemingly an entire ancient city hidden beneath it. It is somewhat sentient, and is capable of warping local reality. It will manifest horrible monsters that are symbolically indicative of its residents' worst fears and phobias. If these monsters prove successful, it will keep making them. The city recognizes you as its owner, and will acquiesce to small requests, like directing its creation outside of it, or letting you and your team study them. Be smart about this, okay?



Scenarios:

Ikunaan:

The Sarkites desire to usher in a "new age of Flesh" by bringing back Ion, who would remake this "imperfect" universe into their ideal paradise, which they refer to as "Ikunaan", where humanity will finally know salvation and joy beneath skies colored in rose.

Your goal for this jump is to finally achieve this ideal.

You must eliminate all other supernatural organizations, instill the dominion of the New Sarkic Empire, and spread the religion of sarkicism through the entire world. Once you have achieved this, you will have to perform a ritual that will transform the entire Earth into a single, planet-sized organism. Good luck.

As a reward, you will gain additional 300 points to be spent after the jump, as well as the perk **Brethren Moon** – you are but an avatar of a far greater being, beyond one's comprehension. You can use the mass of your true body to warp gravity around yourself, allowing you to manipulate magnetism, electricity, and, well, gravity fields themselves. Additionally, most those who see you can be influenced into insanity, revering you as a kind of god. This reverence usually involves the words 'lä! lä!' or 'Tekeli-li'.

Theophagy:

Yaldabaoth may be the creator deity, but it is also a malicious force seeking to destroy all of humanity. All your dreams, aspirations and ambitions would be wiped from existence if it had its way.

It is your goal to stop it.

You must amass power, gain followers and allies. Eventually, you will have to perform a ritual that will free Yaldabaoth from the prison of Mekhane. You will be able to confront and kill Yaldabaoth then. Until you do, it will warp all flesh and wreak havoc upon humanity. When you kill it, you must then partake in its flesh to ascend to true godhood.

As a reward, you will gain additional 300 points to be spent after the jump, as well as the perk **Samsara** – by devouring the flesh of a god, you have become one yourself. The first benefit is, obviously, the power that comes such an existence. You can seed entire planets with life with but a wave of your hand and a few seconds, and see the history of an entire species by eating the flesh of a single member of it. Additionally, you perpetuate a cycle of your own rebirth – should anyone eat your flesh or drink your blood, they become your vessel, so that when you die, you can take over their body.

Drawbacks:

You can take as many or as little of them as you want. No limit on how many points you can get.

Extended Visit [+100] – extend your stay here for 10 years. Can be taken up to ten times, for a total of 100 years and 1000 CP.

Shuffled [+100] – all the numbers and designations have been switched around. The content doesn't change, just what it's called. Kinda confusing.

Annoying [+100] – a small, anomalous entity has taken to following you around. It is ugly as sin and very, very creepy. It can't actually harm you, but it will annoy you greatly, and take pleasure in doing so.

Famous [+100] – I hope you like the spotlight. Whatever you do, you will end up as meme of the week on Parawatch forums. It won't attract any negative attention and won't expose you to any paranormal organizations, but you will get laughed at. A lot.

Stinky [+200] – all that flesh manipulation... ew. You constantly smell of blood, rot, amniotic and cerebrospinal fluid, and of burnt hair. You cannot get rid of this smell, no matter what you do. Expect a lot of vomiting in your presence.

Papa Nurgle [+200] – yeesh. You don't look so good. You always look sick and diseased, your body is always morbidly obese, with flesh and flaps of fat hanging off everywhere, and some spots on your body have outright necrosis.

No Meta! [+200] – you lose all your memories of the SCP universe. The only things you remember pertain to the sarkicism and Yaldabaoth.

Religious Animosity [+200/400/600/800] – there are a lot of religious organizations centered on the anomalous out there. And they don't like each other. For 200, you earn the ire of Church of the Broken God – not much changes, but they will specifically aim for you and will be more active in general. Further, you can choose any of the following organizations to earn the enmity of: Church of the Second Hythoth – a blood cult worshipping an alien entity that supposedly protects our universe; The Fifth Church – not much to be said, at this point it's just one reality bender somewhere in the middle of nowhere; Horizon Initiative – a collection of all Abrahamic religions working together to destroy the anomalous, using the anomalous. Needs to be said that all followers of these religions will recognize your alignment on sight, and will act on it heedless of their surrounding or the danger such and act presents to themselves.

Chaotic [+300] – Chaos Insurgency has their eyes on you. They are the Saturday morning cartoon villains of this universe, but actually competent. They have a number of

weaponized anomalies at their disposal, and will try to hunt you down and make you into a walking WMD under their control. An equivalent organization will hunt you if you choose a time period before the CI was established.

Gears [+300] – you are a machine. You don't feel any kind of emotion, and the only thing driving you forward is cold rationality. Forget empathy, forget any kind of mercy or compassion, forget fear.

Flesh That Mates [+300] – you're making me blush, Jumper. To put it simply – you're horny. Very, very horny. In fact, any time you see anything that moves, your first instinct is to murderfuck it with your artificial 20 inch-long spiked venomous futa bitch-breaker. You can resist it, but it's gonna take a lot of restraint on your part. Go forth, and make Slaanesh proud!

Heretical Machine [+300] – you had to do it, you had no other choice. 60% of your body is mechanical, unable to be warped in any way. And it's not some super-cool augmentation either – it's below average in quality, and will often fail and malfunction, requiring maintenance to keep functioning.

Reluctant Jumper [+300] – every now and then, you will be randomly teleported into a parallel universe. It will always be scary and dangerous, and there is nothing you can do about it. You will cycle through several such universes before returning to your original starting point from which you were taken

Clockwork Legate [+300] - mandatory scaling rival drawback. A particular member of the CotBG wants you dead, badly. No matter where you are, they will track you down for an epic duel. They have the equivalent of all your powers, only based on self-modification using cybernetics. Luckily, you can kill them for good when you face them down.

Stranded [+400] – you lose access to all your items and your warehouse. You're on your own.

Into the Woodchipper [+400] – the Global Occult Coalition consider you a threat to normalcy, and will move to destroy, capture, or otherwise neutralize you. They have the backing of the UN and various occult organizations worldwide – Knights Templar, Illuminati, Church of Satan, etc. While they abhor the anomalous, they are nonetheless willing to use it to get to you. An equivalent organization will hunt you if you choose a time period before the GOC was established.

Unsecure [+400] – the Foundation sees you as a mild threat and will move to contain you. At first, they will kindly ask you to lock yourself away. If you refuse, they will use force, gradually pushing harder and harder. And boy, can they push. It is a question of when, not if, you'll be captured. If you're good, they may allow you to roam their facilities,

or even make you a part of their MTFs if you've proven your loyalty. An equivalent organization will hunt you if you choose a time period before the SCP was established.

Empire Reforged [500] – somehow, Church of the Broken God managed to amass enough influence to restore their empire. It occupies the entire Mediterranean, Eastern Europe and Middle East. They will move to restore their god and bring about the technological singularity for the entire human species. You better do something about it.

Anomalous No More [+600] – mandatory power nullifying drawback. You lose access to all out-of-universe powers you may have. Good luck.



Ending:

Return

So, you're ending it all here, huh? Fair enough, this universe can fuck anyone up. Good luck out there

Stay

Really? This hellhole? Alright then, supposedly you made this place better. Hopefully

Go on

Fare thee well, Jumper. May the light of Ion follow you wherever you go

Notes:

V 1.1 changelog:

- Added The First Plague perk
- Added Freak Show perk
- Minor grammatical fixes

brother ed-ward (I'm not sorry)

V 1.0 notes:

I'm sorry. I tried, I really, really tried, but there's only so many ways I can describe 'biokinesis' before it all starts feeling same-y. To clarify some differences between the many biokinesis perks here:

The Flooded – full control over biology, but only on yourself.

Shaper – full control over biology, but only over others. (Both of these only work on animals and such)

Hemomancy is blood magic, Bloodborne is alchemy;

Karcist – focuses on mind control using biology;

Klavigar – do sci-fi shit using your body;

Ozirmok – do straight-up magic shit using your body.

WWoW – control over plants;

Technocyte – fusion of technology and biology.

Pattern screamer – reality warping that scales with perception. You are basically a memetic hazard – the more people know about you, the more dangerous you are. If enough people know about you, you can survive being killed many, many times.

Needs of the many – you can give a lot of people your powers, not just one. If you have telekinesis and put into your arm, then anyone who eats a part of that arm gains telekinesis on the same power level that you had; could be 1, could be a 100.

Pataphysicist – this is basically the fourth wall breaking perk. It allows the jumper to speak directly to the author. How you implement this, I have no idea.

Halkost – basically reality warping that scales with the amount of people in your network.

On body mutations – I don't know what to say. The perks available in this jump allow you to warp your body in a myriad of ways, and I just don't know what to put there that wouldn't be redundant. So, you get basically some more perks that aren't affected by power nullifiers.