

SCP



Secure, Contain, Protect





INTRODUCTION

Hello, new recruit, and welcome to the SCP Foundation. The SCP Foundation exists for one purpose, and one purpose only: to keep anomalous items out of the public eye. You might be wondering, "Well, what is an anomalous item?" You'd have a good question if you did.

The short answer to that question is we don't really know. The long answer is that anomalous items are things that we cannot explain with modern science. We call these SCPs, which stand for Special Containment Procedures. An SCP can be anything. It could be as simple as a ball that bounces twice as high as it first did, or it could be as complicated as a spaceship stuck on another planet in our solar system that is able to repair itself, has a limitless supply of energy, advanced shielding, and advanced weapons currently on an unknown mission which involves earth. We are here to secure these objects if possible.

What do we do once we secure an SCP? We contain it. We lock it up to make sure nobody can take advantage of it. Sometimes even so that it can't take advantage of itself. Many SCPs have the potential to become dangerous weapons if used. Some SCPs can wipe a city off of the map as if it wasn't even there. In the wrong hands, certain items will, not "can possibly", destroy our world, and possibly our entire universe. Multiple universes in some cases.

Why do we contain these SCPs? To protect the masses from them. Most of the time, however, it is to protect them from themselves. Imagine how the public would react if they were to know exactly what is out there? Global panic would ensue, that's what. Humans are exactly as a famous quote from a movie I'm sure you've seen by now said, "A person is smart. People are dumb, panicky, dangerous animals and you know it." While that quote was referring to extraterrestrial life, the same rings true here. People fear what they don't understand.

Our, and now your, mission is to Secure, Contain, and Protect. A sort of unofficial-official motto here in the foundation. While doing this mission, you might encounter some groups who either oppose or hinder our mission. Hell, you might already be in them, our background checks aren't perfect. These groups are almost constantly clashing with us and each other. We have all of the information we currently know about them documented, information you currently might not have access to.

Anyways, this is where my time explaining the very basics of the foundation comes to an end. You'll learn the rest as you go through your assignments and jobs, as it all becomes pretty easy to understand if you disregard the things that are defined by what we don't know about them.

+1000CP



This world has many major groups, all of which have their own rules and guidelines. How many? Too many to name here, but all of which deal with the anomalous.

D-Class:

You are disposable. That's not an insult, it's in the name. Disposable-class. You will be the figurative cheese for the sometimes figurative rat, as you'll be continuously put in front of an SCP with instructions, sometimes suicidal instructions, as the Foundation likes to throw the likes of you at whatever they don't want to waste researchers or security guards at. Alternatively, you could pay 100CP to be a Chaos Insurgent, granting you freedom from the Foundation.

Researcher[100CP]:

You are now marginally more important to the foundation than the D-Class, as you have enough knowledge to become important to them. You will still be put in dangerous situations, but not outright suicidal ones, or at least ones known to be suicidal. Pray that you are not assigned to any dangerous SCP, because that will probably lead to the end of your chain, one way or another. If you pay 100 more CP, you will now be a Head Researcher, granting you more access and safer jobs, however you will be expected to work harder than the average Researcher does, as your jobs are generally more important.

Security[100CP]:

You are now just a glorified security guard. While your job is essential, it is tireless and thankless. Don't expect much recognition even from your peers unless you do something that could be classified as superhuman. And even then, you could be called into questioning if you show anything even remotely anomalous, including abilities from your past jumps.

Special Containment Procedures(SCP)[200CP]:

Instead of the ones trying to understand the anomalous, you ARE the anomalous. You are currently being carted off to a cell to be poked and prodded at like an animal while people in lab coats and glasses try and understand what exactly makes you as strange as you are. The Security will constantly be on edge, hoping to god that you don't break out, even if you're classified safe, and D-Class will be extremely jittery, following their orders down to the dot (usually) and hoping that you don't see them as the researchers see you.

Now, let me remind you, jumper, that this is no excuse to sit on your ass for ten years, because you are entertainment, delegated to be less than human by forces even above the ones shown here. You are expected to attempt to breach containment, or at least cause trouble, regularly. Alternatively, you can pay 100 more CP to be an undocumented SCP, free to roam the world as you see fit, just as long as you don't attract the attention of any group involved with anomalous objects.



Non-SCP Foundation Identities[Varies]:

These next identities are not exactly associated with the SCP Foundation, and as such, you will completely disregard the "Location" segment of this jump, as you have no logical reason to be in any of the Sites and Areas of the Foundation.

Global Occult Coalition[100CP]:

Get your head in the game, soldier. You are now part of the Global Occult Coalition, An organization dedicated to destroying any and all anomalous objects. As such, your group is constantly butting heads with the SCP Foundation. You are out on the front lines, fighting an unknown war against the not understood. This is one group you do not want to show any previous powers to, as they are not against killing one of their own for the larger goal. You start in a militarized base owned by the GOC.

Church of the Broken God[100CP]:

You are now part of a church. One where they look to reassemble the broken corpse of their mechanical god, Mekhane. While they do want to reassemble a powerful being that may or may not exist, they do not want to harm society in any way, in fact, they want to advance technology farther than we ever could on our own, at least that is what they say. You start in one of the Church's bases, hidden away from any prying eyes.

Sarkicism[100CP];

Welcome to one of the most dangerous groups in the SCP Universe. You are now part of a cult called Sarkicism, a cult that wishes to bring the world back into what is essentially the Pre-Stoneage, a time where humans only relied on instinct to survive, a time where humans only acted like animals. You are now an enemy of almost every faction out there. You start within one of their cult Churches, ready to receive orders from a higher-up.

Marshall, Carter, & Dark[100CP]:

Anything for the money, huh? You are a Marshall, Carter, & Dark agent now, tasked with going out into the world and acquiring anomalous objects that your superiors want, and potentially auctioning them off yourself. Some would call you scum, others would call you an opportunist, however, you only consider yourself a businessman. You start off sipping coffee (or whatever you drink in the morning) right before one of your superiors approaches you with a new assignment. You can choose whether this takes place in an office, in a cafe, or whatever appropriate meeting place you prefer.



Serpent's Hand[100CP]:

What do you seek by joining the Serpent's Hand? Do you crave knowledge, or do you wish to educate? Well, we welcome you with open arms. Just know that we don't work like any of the other groups shown here. We aren't as organized, we aren't one collective group. We are a collection of knowledge-seekers and potential teachers, ones who, like you, either desire knowledge or wish to unveil the anomalous to the public eye. You may start anywhere on earth, due to the Serpent's Hand not really being an organization, just a group of people with the same visions.

Wondertainment Worker[200CP]:

Are you down on your luck? Do you ever realize that your life is as boring as everyone else's? Do you wish to change that? Well, jumper, you're in luck, because Dr Wondertainment has your back! We here at Wondertainment Inc. Understand that as a Jumper, you will get bored, so we will be here to educate you on how to have fun while working! Whatever you want to be, a delivery man, a warehouse worker, or even an inventor, you will be guaranteed to have FUN!™ You will start off in a Wondertainment warehouse, about to get orders in your first assignment as either a deliveryman or worker. The option of inventor only comes available with the purchase of a certain perk under this Identity.

Thaumaturgical Practitioner[200CP]:

As a man (or woman) of Magic, you must hold up your own ideals. And you do that to an extreme degree, but not without its' benefits. You have an innate knowledge of magic, able to do wondrous things with it, many of which people would gawk at if they saw, although you might want to hold back on that if I were you, the Foundation doesn't like people who openly show their Anomalous nature. Due to your knowledge of magic, the perk A Bit Like Wondertainment is discounted by 200CP. You start off either in your own home, or with a group of people like you, wherever in the world you want, although it has to be nearby civilization.

Syncope Symphony[200CP]:

The history of the world is a long and complicated one, one more complicated than even most within the SCP Foundation know of. You, by some miracle, survived through a world-ending scenario, and endured the worldwide amnestic that SCP-2000 produced once its' job was done. You remember. You remember all of it. You want others to remember as well, and have found a group that agrees with you. You will make people remember exactly what has happened, and will make some damn good music while you're doing it. Your starting location is a hidden place in a random location. You do not get to choose your location, just like how you didn't get to choose to remember.



SCP-3325-1 Instance[200CP]:

A failure, a reject, an experiment. You are all three, as you were given sapience when the ones who created your kind only wanted obedient animals. Thankfully, none of the other SCP-3325-1 instances sees you as anything but one of them. However, the Foundation will notice soon enough that you act differently to the others unless you have impeccable acting skills, and will probably throw you in a box to poke and prod at you. You can choose between the five "normal" variants of your kind, and in the case of SCP-3325-1d, you can choose what type of animal would make sense there, like a snake or slug. Obviously, you start off within SCP-3325, and you will most likely want to escape the facility. How you do this is up to you.

Drop-In [200CP]

A Drop-In option, costing points? Is this a mistake? No, it isn't, because being of no faction gives you flexibility to become anything. However, you start with no prior history in this world, and this is both a blessing and a curse. This is a blessing because you will not have to do anything, nor will you have any memories to influence you. This is a curse because a being with no history in this world does not have any influence, nor do you know where any organization is based. As you'll come to find out, that information is extremely important for many purposes.

To reflect your flexible future, you do not gain your own Perk Tree. Instead, you gain one free 100CP perk, and a discount on one 200, one 400, and one 600 perk. These discounts do not extend to the SCP Perk tree, however. You may start anywhere on earth that is civilized.



Roll 1d8 in order to choose your location, or pay 100CP to choose yourself.

If you are an SCP, you can choose between Humanoid Containment Site-06-3 and Biological Research Area-12 at no cost

Full list: <http://www.scp-wiki.net/secure-facilities-locations>

1. Site-06-3:

Humanoid Containment Site-06-3 is located in Lorraine, France, and employs a multi-national staff, housing numerous low-risk human and humanoid entities, many of which were former Foundation personnel. Objects contained at this facility include: SCP-069, SCP-706, SCP-1669, and SCP-1702.

2. Site-19:

The largest foundation facility currently in operation, Site-19 houses hundreds of Safe- and Euclid-class anomalies. Objects contained at this facility include: SCP-055, SCP-131, SCP-173, SCP-387, SCP-668, and SCP-931.

3. Site-23:

Site-23 houses a number of metamorphic or transfiguring biological objects and entities. Objects contained at this facility include: SCP-038, and SCP-113.

4. Site-36:

Formerly a Provisional Site, this facility is located in India and serves as both a regional containment site and support facility for local field personnel. Objects contained at this facility include: SCP-089, and SCP-1135.

5. Site-66:

Originally a Provisional Site built around SCP-1479, Bio-Site-66 was eventually expanded to contain and research biological and organic anomalies. Objects contained at this facility include: SCP-478, SCP-569, SCP-646, SCP-806, and SCP-886.

6. Area-12:

Built to contain and research both live specimens of anomalous biological entities as well as samples of biological or biohazardous anomalies, Biological Research Area-12 was built on remote federal land in the Mid-Western United States. Objects contained at this facility include: SCP-143, SCP-153, SCP-214, SCP-811, and SCP-939.



7. Area-14:

Used as a dedicated containment facility for large-scale, dangerous, and/or hostile anomalous entities, Armed Biological Containment Area-14 is located in Nevada's Ruby Mountains. It is staffed with a regiment-strength security detachment and heavy weapons, armored vehicles, and air support. Objects contained at this facility include: SCP-058, SCP-082, SCP-165, SCP-939, and SCP-940.

8. Free Choice:

You get your pick of anything from the full list at the link presented above.



Perks are everything, as I'm sure you've surmised before coming here. This world is very dangerous, so choose wisely. 100CP perks are free for related origin, the rest are discounted.

General Perks:

No origins gain any freebies or discounts here (Except for Drop-Ins)

Clearance Level Upgrade[100CP]:

No matter which group you are put in, your background explains how you (somehow) got SCP security credentials, with or without the Foundation knowing. You start off with clearance level 2, leaving you with only a small sliver of the database and facilities to scour through. This perk can be purchased multiple times, each purchase giving you higher access credentials, up to clearance level 4. If you are not supposed to have this level of clearance, your credentials will allow anonymous database viewing, however entering a room you're not supposed to will raise heavy suspicion. Your clearance level keycard works in whatever organization you join, allowing you to gain all but the highest level of access to whatever secrets they hold without much question.

Clearance Level 5[200CP, Requires Level 4 Access]:

How did you even get this? You somehow either got hold of or created Clearance level 5 access. Either way, anytime you use this, the Foundation will know unless you wipe your access records anytime you use this. Just don't look around too deep, you might get a faceful of memetic agent if you look in the wrong areas without proper protection. This 05 keycard gives you free access to everything in any organization you are allied with, however they don't know this, so you might want to hold knowledge of this close to your chest.

Neural Censor[400CP]:

You have a special brain, one that will automatically filter out any and all memetic agents, whether visual, auditory, or anything else, allowing you to look at anything (except cases like 096) without worry of anything happening to you. You can imagine how useful this is in a setting like this. This will even extend to magic or abilities similar to magic that require you to see something in order to be affected. Feel free to look a sharingan user in the eyes with this perk!



PERKS

A Bit Like Wondertainment[600CP]:

I see you have an eye for the incredibly useful, as you can now create anomalies. Yes, even living ones! One of the strongest abilities in this universe, you can create objects that rip the laws of physics in two, barring anything that is able to destroy a city or more with its intended effect. If you make an effect that isn't intended to destroy a city, but can, well... The time and effort needed to create an object depends on how complicated and/or how powerful that object will be. Creating something like SCP-018 will take maybe a week of minimal effort, however very complicated and/or powerful objects like SCP-069, however, will take months if not years of back-breaking effort on your part. Your objects will inevitably have unintended effects, and removing these effects will take at least five times longer than creating said object did. Keep in mind it is significantly easier to make an object that has an effect related to its appearance.

Shut up, Scarlet King[FREE]:

Going into this, you might be hesitant, as there are numerous forces looking to destroy the world or even the entire multiverse. This perk stops that. Nothing that can instantly end the world, kill all of humanity at once, or even something more powerful, will ever do that while you're here. The lowest level you could stretch this to is something along the lines of the Broken God SCP-001 proposal, or SCP-2399.



D-Class Perks

I Can't Tell What[100CP]:

God, how long has it been since you were thrown into this hellhole? How many years of your life have you spent sitting in a white room, only to be called out and used as test fodder? At least all of this time doing that has given you one thing. You are able to instantly tell if someone or something is not what it appears to be, and after a couple of seconds of observing, know exactly what is wrong with it. Not many here learn to do that, so you must somehow be special, right?

That's an SEP[200CP]:

What? Strange? You must be seeing things, Jim, that guy is perfectly normal. Anything you do will be considered completely normal by anyone observing you. Unless you do something like suddenly grow wings, or visibly use something you're not supposed to, like Level 5 Clearance access, nobody will find your actions odd in any way. This grants you many freedoms as a D-Class. And yes, this does work through cameras.

Druggie[400CP]:

Wrong kind of druggie. Due to the highly potent stuff the Foundation pumped into you, you are now completely immune to any harmful drugs or poisons, and build that immunity much quicker. You could be bitten by a rattlesnake, have a fever for about an hour, and then be completely immune to it for life. You could even survive the Antiaris Toxicaria, although you'll be bedridden for a couple of days, if not a week.

Uprising[600CP]:

The Foundation never treats the D-Class with any form of respect, and because of that, many have considered revolting. However, nobody has given them the chance. You can be that chance. This perk comes with two abilities. The first is the charisma to convince people to join your cause, and even have people from the opposing side switch over, although this is rare. You are now a natural leader, able to rally against pretty much anything with a decent-sized following. The second ability is a guarantee that your movement will last long enough for you, and only you, to take advantage of it, whether that be getting what you want, or, in the case of a D-Class, allowing you to escape. After that, there is no guarantee. This perk does not help with the clearly impossible, but is very useful regardless.



Researcher Perks

What Could Possibly Go Wrong?[100CP]:

You've been in here too long, and it shows. You have a knack for just knowing when something could go wrong right before it happens, and will always have a chance to either stop it, or get the hell out of there, depending on the situation. Because of this, you have become one of the most respected scientists in the foundation, and if you aren't a head researcher already, you'll find it won't be hard to become one. This only applies to situations where you are there physically.

Soulless Scientist[200CP]:

You've all but lost your sense of humanity, treating others as if they were just another variable. Sure, you might show that you care, but do you really? You know exactly when too far is too far, knowing how to push the limits of another without killing them. And the more you teeter on that tightrope, the quicker and more effective your results are. Sure, this does extend to experiments, but this could also apply to things like training and teaching, if you so choose.

Analysis Completed[400CP]:

Your skills of analysis, even when in a tense situation, are astounding. It doesn't take long for you to find an effective way to contain an anomaly, making escape effectively impossible. Of course, this ability takes longer the stronger or more complex the item is, but you will eventually come up with an effective idea within a couple of months at max. This also works in fights, only needing about a minute of seeing an opponent's strategy to find an effective counter to it.

Inventor[600CP]:

Ah, the perks of working in an advanced workspace. Mainly because you get to work with almost futuristic technology. You are one of the ones tasked with creating this. Mostly as a side-job, though. You learn extraordinarily fast when what you are learning involves creating technology more advanced than anything past 2010 Earth's. Right now you can only make things from that era, but with enough time you can learn to create downright mind-boggling pieces of tech, stuff that would make even Tony Stark gape in awe. However, this is decades down the line. But you have time, right?



Security Perks

Death Approaching[100CP]:

By this point, you've probably looked death in the face and spit on it. You realize you're probably going to die someday while working in this deathtrap disguised as a Foundation, and have come to accept it. While you aren't suicidal, you no longer have any fear of death, meaning you can make decisions mid-firefight with a clear head, one not clouded by fear of being shot in said head. And that's just one example.

Long Hours[200CP]:

By this point, you've had days where you just stand by a doorway and guard it while barely any people pass by, with nobody posted nearby to talk to. So you've found a way to make that time go by faster. You can mentally shut off the "active" parts of your brain, allowing you to go on autopilot while you do some mindless task or do nothing at all. This state will keep on going until you complete that task or until something needs your attention.

Just Another Day[400CP]:

There will be some times where some dangerous SCP decided they didn't like their current living conditions, so they escaped. You've dealt with this many times, so many in fact you developed a mental ability to focus on the task at hand, without care of what's happening around you, unless that thing is important too, of course. This ability can be applied to anything, not just combat.

Trooper[600CP]:

You've been to hell and back, you've seen the worst of the worst, and you've seen the strangest things this world has to offer. Hell, you've shot at most of them, too. Your mind and body have adjusted to show just how much shit you've been through. Your mind is geared for combat, with you doing pretty much everything except telling yourself who or what to shoot subconsciously. You make some of the weirdest yet most effective combat decisions, like rushing towards the deadly creature looking to find out just how tasty humans are when others would run, just to do some crazy maneuver and shove a grenade down its' throat. Your body, if it wasn't already at or past it, is peak human performance. Your strength, speed, flexibility, endurance, and durability are some of the best humanity has to offer. You are, as the name suggests, a trooper. All because you took some strange job when your time serving the army was up.



Global Occult Coalition Perks

Group Work[100CP]:

Your work constantly involves working with others, and as such you work better within one. More notably, when you work withing a group, the entire group's effectiveness in whatever the group increases by a factor of 2, and as your experience and teamwork improve, your effectiveness will increase to a cap of 4, making your group run almost like a machine. God save what monstrous fucks you hunt in this jump.

Dead On[200CP]:

How many SCPs have you killed at this point? Dozens? Hundreds? Thousands, even? In any case, you now have an ability to know just where to shoot something in order to do the most damage. Whether it be a rabbit or an extradimensional being, you know where the most fragile parts of a living thing is. Just remember that some things can regenerate, and regenerate quickly.

Instant Kill Defense[400CP]:

While working under the GOC, you most likely have narrowly dodged death a couple dozen times. This perk might've been the reason for that. Any instant-kill abilities do not work on you, meaning that anything that would ordinarily end your existence either misses or just doesn't work on you. Normal, mundane things, like being shot in the head, still will kill you if you don't have sufficient defenses. Futuristic tech becomes a blurry line, so fanwank it if you wish.

Anomaly Assassin[600CP]:

When the GOC needs an assassin they usually choose you. Your experience dealing with reality warpers and things that have failsafes upon death has given you an almost supernatural ability to accidentally survive or kill what could either negate what you tried to do or would kill you post-mortem. Your murder attempts on these types of anomalies, if properly hidden, will always somehow breach past their defenses, and anything that would kill you as a failsafe will either not happen or fail in a way that is harmless to you. Is it luck? Who knows, you just know you somehow do it every time.



Church of the Broken God Perks

Will of Iron and Steel[100CP]:

You have a belief. And nobody can shake that. When you want something, you can put everything you have and are into doing or getting that thing. This perk does not change your chances of doing or getting that thing, but it will allow you to put more of yourself into it, therefore raising your chances by proxy.

Broken Dreams, Broken Goals[200CP]:

As a part of the Church, your dreams are constantly shattered by the other groups out to either contain or destroy the parts of your god. This doesn't shake you, however, as even the complete destruction of your dreams doesn't ever break your spirit. You just pick yourself back up, change your dreams a bit, and continue on. No matter how long it takes, no matter how much is needed. You will persevere.

Broken Yet Repairable[400CP]:

You, as part of a church looking to "repair" a broken god, have gained a supernatural ability to repair things. Even abstract things can be repairable, like restoring a lost spell, or figuring out lost knowledge. However, this isn't perfect, and nothing you "repair" will ever compare to what was created originally, nor can you "repair" anything you don't have a single piece of. This process is much easier for mechanical objects.

The Unbroken Gear[600CP]:

You have gained the favor of the broken god, Mekhane, and it has granted you a piece of itself, even in its broken, slumbering state. Your body has changed as such, showing how loyal you are to repairing what has been broken for millennia.

Your form has changed, becoming a machine, meaning smooth interlocking plates covering gears, wires, circuitry, and other miscellaneous tech. This form allows you to seamlessly integrate tech into yourself, bringing it out for use upon a whim. Due to the broken nature of Mekhane, any technology you integrate will be inferior in a clearly noticeable way, such as guns being just inaccurate enough to not be reliable, or a cell phone being unable to call anything. Of course, due to the mechanical nature of your body, you are extremely durable, able to take multiple tank artillery before going down. Your body, being made up of part of the broken god, does regenerate, albeit at a slower rate than a human's. This rate of regeneration does not change. If any part of you is left, it will regenerate, even if you are reduced to just a head. Post-jump, this becomes an alt-form. Make Mekhane proud.



Sarkicism Perks

Animalistic Knowledge[100CP]:

You have been gifted a small gift of knowledge from Yaldabaoth: the knowledge of any and all non-sentient life on earth. It also seems this knowledge is universal, as this knowledge is transferred to any universe you travel to, the knowledge automatically imparting itself upon you at the beginning of every jump.

Instinctual Rage[200CP]:

The rage of a cornered animal is not to be underestimated. Once per day, you can fly into a mindless rage, ignoring pain while fighting to the best of your ability. However, you can barely control your bloodlust while in this state, only being able to direct which enemies to attack and which ones to not attack. Only after you kill all of your enemies or pass out from exhaustion, whichever comes first, will you go back to normal.

Genetic Freedom[400CP]:

Due to dealing with the many tools of Yaldabaoth, your genetic code has been permanently altered, leaving you with something not quite human. Your genetics are easily altered, with any changes to your genetics, no matter the intention, will always adapt and change you for the better. Even if someone tries to completely destroy your genes, your body will find a way to twist that in order to build upon what was there and make your genes that much tougher. How your body deals with certain changes is up to you.

Consume[600CP]:

You have found and consumed a sacred piece of Yaldabaoth, one completely animalistic in nature. You have overcome and dominated this piece, however it has changed you.

Your body has changed to a visage not dissimilar to SCP-610, with your body inflaming and becoming fleshier, and growing claws, multiple rows of razor-sharp teeth, a sharp-tipped tail, and mouths emerging all over your body. Your bones have also become thicker, your muscles stronger, faster, and more durable, and your senses have honed to the point of absurdity. Due to these changes, you can also fight quadruped if needed. However, you still strongly resemble your previous form due to you dominating the urges and keeping some form of reasoning and sanity. Your regeneration is boosted too, where you can heal from a bullet wound completely in a couple of days, and a severed limb in a couple of months. Post-jump, this becomes an alt-form.

Take the Animal drawback for 0CP.



Marshall, Carter, & Dark Perks

Courier[100CP]:

You've been doing this for years, and it shows. You know just how to handle a dangerous object within transport so that it doesn't freak out on you, and you have a knack of keeping the anomalous effects of items in check. What this means is that you can somehow temporarily dull or even nullify the anomalous/magical effects of things in your possession, or even things you are transporting. This only works on things you either own or are moving in some way, although your view of "moving" may vary.

Lawyer's Eye[200CP]:

Ah, so MC&D also hired you to fight some of their legal battles. Got it. You can almost instantly see any loopholes within an agreement, deal, contract, etc, and can create pretty vague or hidden loopholes within whatever you create for you to take advantage of. Some documents are written by experts like you, however, and might not even have any usable loopholes, or have loopholes you never even saw, or would take a while to see. One other minor effect that this perk gives is that you can never get bored looking at documents, and as such can pour your entire focus onto the papers in front of you.

Company Policy[400CP]:

How strong a team is relies solely of how strong the weakest link is. Maybe we can change that. With this perk, you are able to give some or all of your powers to your team when on a job, although these powers can only be used in the context of finishing the job. What a "job" entails is up to you, however it cannot be anything super vague, it has to be a tangible goal or task.

Devil's Dealer[600CP]:

You're an impressive deal maker, to the point where it's clearly anomalous. You are now able to make "Deals." Why did I put those quotation marks? The reason is simple: these deals cannot be broken by any means unless you want it to. Not by will, not by force, not by sneaking, unless a loophole allows it. Not even killing either side will end the deal, although they might have more freedoms if part of the deal involved doing or giving something to the other party involved.

However, there are a couple limitations to this: a deal cannot be made unless both parties agree, and no using hypnosis or something similar to force it, it has to be the actual person. A deal also cannot be made if one party cannot do what is listed within the deal. In other words, if it is impossible for one side to do the tasks listed, you cannot finish the deal. The final caveat is that you can make only one such deal a week. Other than that, go nuts.



Serpent's Hand Perks

Group Goals[100CP]:

How do you think a group like the Serpent's Hand stays up, even though it isn't all too organized? Well, it's not clear, even to the Serpent's Hand themselves. Sure, they might claim it's because of their goals being that important, but deep down they don't know how they have gotten that far. Any group you are in, no matter how minor, will never disband. Arguments and disagreements will still happen, but nothing will branch off, nor will anyone leave due to these disagreements. This perk only works when you actually want to be in an organization or group.

Mental Library[200CP]:

While you are in the Serpent's Hand, you will inevitably learn quite a bit. You are able to learn so much that a normal human mind couldn't handle it. Thankfully, your mind has ascended past that of a human's, allowing you to keep all of your memories, along with everything you have learned. No amnestics, mental powers, or cognitohazards can ever remove memories. People can still read it, but never alter or remove. I'm sure you don't mind, as knowledge should be free.

Sharing is Caring[400CP]:

Your group's goals is to give knowledge to the public, so that means that sometimes specific people need to know things. You are able to give other people perfect copies of your memories by making physical contact and focusing on a memory. This copy is then ingrained into the other person's mind, it is up to them to remember it. If you are able to clearly think of something, you are even able to give other people false memories.

The Jumper's Library[600CP]:

The Wanderer's Library. The best place in the multiverse to find what you want. The biggest receptacle of information in the SCP verse. And now you can access it. Using your warehouse key (or portal, whatever one you have) allows you to access the library at any time. An incomprehensible amount of books are stored here, luckily for you time flows differently, allowing you to travel for what seems like decades to whatever book you want, with little time actually passing. But how do you know where these books are? A librarian that lives here knows, and will show you where where the knowledge you seek is. The library even updates whenever you go to a new universe! However, there is one caveat. The only knowledge stored here is knowledge you could theoretically learn during your ten years within that universe. If a spell would take eleven years to learn, it wouldn't be here.



Wondertainment Worker Perks

Entertainment Worker[100CP]:

Ah, the work of entertainment is never over. You need the character to actually entertain as well. Whenever you look at someone, you immediately know ways to entertain, appease, or even just make them happy. You could use this for entertainment work (and you'd probably make a killing), but you could also use this for business deals, knowing a way to use your words to appeal to the other person in the deal.

Baby Driver[200CP]:

During your time as a driver for Wondertainment Inc., you will eventually be hounded by the Foundation. You have been trained by the best in the company to escape the Foundation, able to push whatever you're driving to the limits. You could escape a motorcycle with a golf cart if you so wish, and doing stunt jumps with any vehicle, including stuff like skateboards and bicycles, is child's play.

Factory Nut[400CP]:

Factory work: something that a lot of people dread. But not you. You love it, and your skill in doing factory work, specifically working on an assembly line, has given you anomalous abilities in assembly. Any time you are building something, you can place some of your own powers within that item. No matter what kind of powers you put in it, it will always twist itself to be beneficial. For instance, if you put illusion powers within a sword, that sword will cast illusions on whoever is cut.

Inventor[600CP]:

With all of Wondertainment Inc.'s products, you have to wonder who designs and invents them? Well, you, obviously. Along with the choice of designer in the Wondertainment Worker origin, anything you want to create will always do what you intended it to. Usually in a strange and roundabout way, but it will always work. This perk gives a discount of the A Bit Like Wondertainment perk.



Thaumaturgical Practitioner Perks

Student of Magic[100CP]:

This perk is pretty simple: you just learn anything related to magic faster. Yeah. But the definition of “magic” is pretty loose. “Magic” could be chakra, ki, reiryoku, etc. Basically anything that pertains to a separate energy source being used to fuel abilities can be considered “magic”. Or, you can just use the common definition of it. Not gonna force you.

Runic Knowledge[200CP]:

What practitioner of the arcane arts would be complete without at least a basic knowledge of runes? Well, not many, but you at least have that basic grasp. You can use runes to do many things to items, like make it levitate or combust under certain conditions. Most items can only handle one basic effect, you’ll have to create your own strange items in order to break this limit.

Nicholas Who?[400CP]:

Many of those into the arcane don’t learn a lot, as most of the knowledge isn’t very easy to find. Your luck must be impeccable, then, because you have a knack to just stumble upon lost or hidden knowledge, such as that spell only one magician used or research notes that were presumed lost. If you should have learned that knowledge is another matter entirely.

Opposites Mix[600CP]:

No matter how hard you try, some things within the arcane just can’t be mixed together, such as ice and fire magic. That was a lie, with this perk you can now do that. Anything you can think of can now mix, angelic and demonic, fire and water, whatever you want in fact. In most cases, it won’t be easy, but you can do it. Even “magical” abilities from other universes can mix together, as mind-bending as that though is. How these powers mix together is up to you. It can be the effects of both, a mixture of the two, or even a completely new effect, as long as it makes sense.



Syncope Symphony Perks

Symphony for the Silent[100CP]:

Countless people don't remember. But you do. You and your cohorts have the same idea. Remembrance. Some would call you a hive mind. You say it's just the music carrying all of you to your memories, the ones others have lost. You can extend this level of cooperation to any other group you are in, as long as it is a relatively small group, about 36 people or less. Impeccable timing. Stay connected to the rhythm. The beat will guide you.

Do you Remember?[200CP]:

Others want to sing the song of forgetfulness. You are unaffected by the lyrics. Nothing can alter, erase, or take your memories. It would take something on the level of the Scarlet King to even slightly alter what you have seen and heard. This also extends to time. You remember everything as if you were still in that moment. You will never forget them.

The Band Marches Onwards[400CP]:

The song of the universe must be heard. For their sake if not yours. Sometimes you need to physically alter them in order for their ears to hear the beautiful sounds. You now have an innate understanding of the human body, knowing how to alter and change things in order for them to do what you want. You still need to subdue them, and you still need the tools, but you can change them. They will remember.

We're Never Going to Forget You.[600CP]:

Why do you do this? Do you even remember why? Do you remember their faces? You remember. You will make others remember, by force if need be. The music you play has a sort of effect on people, allowing you to subtly influence their actions. After a number of days, and sometimes weeks if their minds are particularly strong, you gain control of their body. Things like forcing them asleep, slowing heart rates, moving their body, and even making them say what you want is not a problem. Their personality is still there, just held back by your music. Their body is just going with the beat. They'll understand soon enough that the music is beautiful, they just didn't hear it before.



SCP-3325-1 Perks

The next perks are locked to the SCP-3325-1 Instance origin, and there are no discounts.

Artificial Creation[Free]:

You, as a creation, have some strange powers in regards to your form. Whichever form you chose, you gain those abilities. SCP-3325-1a gives you strength enough to dent steel, and speed enough to run at 72 km/h. SCP-3325-1b gives you an ability to blend in with your surroundings, almost becoming invisible, and a small boost to strength and speed. SCP-3325-1c gives you claws and sharp teeth to maul with, and speed and strength about 3/4ths that of SCP-3325-1a. SCP-3325-1d gives you the ability to secrete highly corrosive slime able to eat through everything up to diamond, although harder materials take longer. SCP-3325-1e gives you a larger form, along with a voice able to disrupt the human's bodily systems, no matter if they are able to hear it or not.

Hunting Patterns[100CP]:

As something that hunts humans, you have an innate understanding of doing so. You can track using your now enhanced eyes, ears, and nose, able to track humans about a mile away. Hunting animals is still possible, but you don't have the instinctual knowledge like you do humans.

Abused and Scarred[200CP]:

Due to your abnormality, the ones who created you saw fit to make sure you didn't screw up. They did the same to the others, just to a much lesser extent. Due to this, you now have a pain tolerance far surpassing any human, you can have multiple limbs cut off and still fight as if nothing had happened. This does not give you any endurance, just the ability to push through.

You Were Supposed to be Entertainment[300CP]:

During your time within captivity of Real Characters Industries, you learned things. Things that no human should have discovered. But they did. And they made the mistake of showing you. You now know how to create beings like yourself, with the abilities shown in Artificial Creation. But you now know better. You know how to truly make them obedient. This takes a lot of resources, namely human parts, along with a good amount of time and effort, but you can create mindless animals, whether for entertainment or battle is up to you.



SCP Perks

This section will work a bit differently to the other perk sections. If you're an SCP, you get one Safe-class anomalous effect for free, and the rest of the Safe-class anomalies are discounted. The first Euclid-class and Keter-class perks are discounted, however following purchases are undiscounted, even for an SCP.

OBJECT CLASS:
SAFE



Anomalous Nutritional Systems[100CP]:

Your body somehow gains nutrition through unknown means. You no longer need to eat, drink, or sleep(although sleeping does help the brain, so you might want to sleep every once in a while). This is one of the most common Anomalous effects on a living being, so in the Foundation's eyes, you're nothing special.

OBJECT CLASS:
SAFE



Hunter's Vision[100CP]:

Your eyes have been altered, allowing you to switch between three different "settings," Normal Vision, Infrared, and Ultraviolet. These different "settings" allow you to, as the name suggests, hunt much better than any normal human.

OBJECT CLASS:
SAFE



Cosmetics[100CP]:

This perk allow you to change your appearance to anything that is vaguely humanoid. While you won't give yourself anything useful, like claws and a tail, you will be able to change your height, build, look, etc. You can become a rotting corpse or a man covered in bruises. Whatever form you create here ill become an alt-form if you choose at the end of the jump.



PERKS

OBJECT CLASS:
SAFE



Contortionist[200CP]:

Your body is incredible in that you can contort in ways that any normal animal's bones would have broken many times over. In the case of Ball and Socket joints, like the shoulder, they can move in a 360 degree field of motion. Hinge joints, like that of the elbow and knee, can move in a complete circle but not side to side. Rotational joints, like the one that rotates the forearm, can now rotate completely once before stopping. Your spine can now fold in on itself, bend in absurd ways, and twist completely once. Your muscles and organs don't get damaged by this, in mundane or anomalous ways, your choice, and your muscular system is modified to allow you to willingly contort this way, even though it appears just like a normal human's under the skin. The fingers, jawbone, etc. are not affected by this.

OBJECT CLASS:
SAFE



I Have No Eyes But I Must See[200CP]:

You do not need your eyes to see anymore. Your body constantly emits a high-frequency hum that no animal currently on earth can hear or even notice. Additionally, the hairs on your body react to this frequency, and only this frequency, giving you a mental image of what is around you from the sound bouncing off of things and returning to you. This does not stop people from recreating the frequency and disorienting you. Post-jump this ability is toggleable.



OBJECT CLASS:
SAFE



Deep Pockets[200CP]:

You now have your own personal Pocket Dimension. You can pull out or put in anything into this pocket dimension, and this pocket dimension has no upper limit, or at least that limit is unknown. However, you can only put in objects that fit into a "pocket." A "pocket" can be just about anything that only has to do with your clothing, whether it be an actual pocket, or under a jacket, or even a sleeve. You currently have nothing stored in this pocket dimension.

OBJECT CLASS:
EUCLID



Hive Mind[400CP]:

Your body has become the hive of a species of bug. Which species is up to you, and it could be anything from Hornets, Wasps, and Bees, to even bugs that don't normally have a hive, such as Flies and Mosquitoes. You can even create your own special species of bug. The bugs in your hive do not grow, but when a bug in your hive is destroyed that bug is anomalously replace within 24 hours of its death. Just to make sure you don't choose something too powerful, you cannot choose an insect larger than 3 inches in length and width, nor can it be too overtly venomous. You can choose whether to contain these bugs within your body or to have hives be built along your body.



PERKS

OBJECT CLASS:

EUCLID



Memetic Hazard[400CP]:

You are now a Cognitohazard. If you get within grabbing range and look someone straight in the eyes for about 5 seconds, that person will go into a catatonic state not many are able to get out of, only being able to have brief moments of conscious thought, and during those brief moments of lucidity they are only able to ramble crazily about a number of topics, mainly ones they were interested in before you got to them. This is an active ability, you can turn it on and off. Oh yeah, and those with strong wills and/or minds will not be affected by the full force of this ability, just shaken up a bit. These people are more common than you might think.

OBJECT CLASS:

EUCLID



Bloodsucker[400CP]:

Your body has become more like that of a mosquito, giving you a range of abilities. You are able to manifest an extremely sturdy spear-like proboscis from three areas: The palm, shooting it out from the mouth like a chameleon, or from the tip of your tail if you have one. You can quickly drain someone of their blood if you do this, only needing about 30 seconds to completely drain their body of blood, although they'd most likely be dead long before this. Whenever you suck at least 2 liters of blood, you gain a boost to your physical abilities, amplifying your strength, speed, durability, and endurance. Launching the proboscis from your mouth only makes it go about 10 feet, so people can still out-range you if they have a gun.

OBJECT CLASS:

EUCLID



Doll[400CP]:

You are now a Doll, being completely made up of a fleshy wool-like substance apart from your skin. You can cut open your body in order to manipulate these fibers in order to do a lot of things, like restraint or strangulation. However, you cannot regenerate, and must stitch up the cuts along your body if you don't want to show off your insides to the public. Additionally, due to what the inside of you is made up of, you are able to move and fold like a stuffed doll.

OBJECT CLASS:

EUCLID



Carrion[600CP]:

You have become the carrier of a virus, one you can control. What I mean by this is that you can control the effects, the power of those effects, how long they last, and if they affect certain types of people more or not. You can alter this virus to anything possible in our world, nothing anomalous in nature. However, you still have many freedoms in creating your virus, for instance creating a virus that ups adrenaline production, leaving them able to fight for longer, harder, and faster. Keep in mind that whoever you infect will not be able to spread your virus, and the only way you can spread this virus is by skin-on-skin, blood-on-skin, or blood-to-blood contact.



PERKS

OBJECT CLASS:

EUCLID



Anomalous Physiology[600CP]:

You're one of the toughest things to kill. Every part of your body is equal, as you don't really need anything. You only use your lungs to speak, and the only use of your blood is to keep you warm. Even if your head was blown completely off, you would still survive, your consciousness staying within the larger piece existing. You will lose consciousness, however, if the largest piece that is existing of you is the size of an arm or less. This perk only grants this, and does not give you any regeneration perks. You are also still vulnerable to mind and soul attacks, since this perk only affects your body.



PERKS

If you take any of these perks, and you are an SCP that is in Foundation custody, be careful. They will be watching carefully, and if you try and escape, they will try and terminate you.

OBJECT CLASS:

KETER



Gelatinous Form[400CP]:

You are able to shift between your regular, human form and that of a formless blob of gel. While in this form, you are able to squeeze through any gap, and let physical attacks go straight through you. However, you will barely be able to interact with anything due to being non-physical. Also, in this form you seem to be especially susceptible to electricity, however electricity will never kill you, just incapacitate if the voltage is high enough.

OBJECT CLASS:

KETER



Reach Through[400CP]:

You are able to push your body through a solid surface and crawl through to the other side instantly. This means that you could go into one side of a boulder and instantly come out of the other side. While this perk doesn't offer any protections, it does make it easier to flee when you need to. The only limit to this ability is that whatever you're going through cannot be thicker than the length of a football field.



OBJECT CLASS:
KETER



Of Many[600CP]:

You aren't one creature anymore. You're many put together in the shape of a human. Don't worry, you still keep your personality and mind, but you might find yourself occasionally referring to yourself as "we." You are made up of about 50 spider-like mammalian animals, able to almost perfectly imitate a human shape. Remember I said almost perfectly, as there are many signs that you aren't quite human. Barely noticeable seams in the skin, your body moving in extremely subtle ways that a human can't, that sort of thing. You can use these creatures individually or in small groups for many purposes, such as scouting, assassination, or even combat, as you can choose to see through the eyes of these creatures. These creatures have bone-like growths on their legs, and can fling these growths with deadly precision, a new growth appearing after a couple of minutes. You yourself can fling these growths as well while in "human" form, and can even completely split into the original 50 animals that you came from, with complete control over all of them like a hive mind. Your human form is still the same ability-wise, so don't go expecting to lift cars just because you took this perk. If one of these animals dies, another one is born immediately and will grow back to full size within a period of one to two months. I feel like I don't need to tell you what happens should all of them die. Oh yeah, and these animals can disguise themselves as clothing whenever you're in human form.

OBJECT CLASS:
KETER



Brothers' Lament[600CP]:

Choose from either SCP-073 or SCP-076. You gain their powers. 073 gives you an ability to redirect all damage you take to the attacker and an ability to corrode non-sapient life wherever you walk. However, your ability is not infallible. Eventually, the ability will weaken over the course of the battle, and you will be able to be hit by indirect damage. 076 gives you a warrior's mind and the ability to summon black blades from a portal. Your body is not of the same durability, strength, or speed as 076, but is still improved by a noticeable amount, i.e. being able to punch steel and dent it, and being fast enough to keep up with cars, and you do not revive after death. Can only EVER be purchased once, no amount of return shenanigans will award you both abilities.



Sometimes powers just aren't enough, and you need items and gear to help you out in what you need to do. Unless otherwise stated, if broken or stolen, any and all gear purchased here will replace itself in your warehouse within the course of a month.

OBJECT CLASS:
SAFE



Anomalous Item[50CP]:

There are many items the foundation has custody of that aren't important enough to be classified with a number, however still display anomalous effects. Such things are very easily contained by placing them in a box and leaving it be. Choose one item per purchase from the following list of anomalous items: <http://www.scpwiki.com/log-of-anomalous-items>

OBJECT CLASS:
SAFE



SCP-018[50CP]:

While this item might just look like an ordinary ball, you'll soon come to find out that this item is nothing ordinary, as this ball bounces twice as high after each bounce. While you might just think this is a hindrance, you can easily turn this item into a deadly murder weapon. For instance, you could just find a room filled with people you don't like, open the door, throw the ball in, and wait for the carnage to end.

OBJECT CLASS:
SAFE



SCP-2485[50CP]:

Taking the appearance of a green glass wine bottle, this SCP has one major ability: it can hold a seemingly infinite supply of any liquid within itself, or that limit has yet to be reached. When filled with a liquid, this bottle gains weight proportional to about half of the weight of everything inside. When pouring liquid out of the bottle, the liquid being poured will empty out at a normal rate, but the one who is pouring will feel a compulsion to continue no matter how much is stored within the bottle. Also, whenever a new liquid is introduced to the bottle when another different liquid is already within the bottle, the old liquid will forcefully shoot out of the bottle, with a maximum arc of 1.6m, and a highest recorded pressure of 1200 kPa.

OBJECT CLASS:
SAFE



Box of SCP-3147[50CP]:

What seems like a box of ordinary, if strangely packaged lollipops, is actually one of Wondertainment's wonderful creations. Each different lollipop, if two or more people have tasted a certain flavor lollipop within the timespace of ten minutes, will be able to control the mouth and throat of another. I hope you can see how useful this could be for untraceable communication, although not much else. This box is filled with 400 individual lollipops, 4 of each flavor, and the box regenerates at a rate of one per week. Each flavor has a very tasty, if strange, flavor.

OBJECT CLASS:
SAFE



SCP-1296's Number[50CP]:

This number has one purpose: Giving you a Llama anytime, anyplace. The price is seemingly random, except for the obviously expensive being expensive. You can pay with cash or credit.

OBJECT CLASS:
SAFE



Box of SCP-1079[50CP]:

These candies are yet another one of Wondertainment's creations. When eaten, the one who eats them will have about 40-70ml of blood be excreted through the skin as soap, cleaning whoever has eaten the candies. However, do not eat more than one, as people have been known to die when eating 4 or more from bubbles appearing within their blood system.

OBJECT CLASS:
EUCLID



The Full Wiki[50CP]:

You now have a tablet filled with the entire Foundation database. Including all of the memetic hazards. Hope you have protection.

OBJECT CLASS:
SAFE



Bottle of SCP-500[100CP]:

This bottle contains 50 miracle pills that cure any and all disease, no matter the severity or conditions, even anomalous diseases. This process happens over the timeframe of a couple of hours. This medicine does not work on the virus created by Carrion, but does work on others infected with said virus. This bottle refills at a rate of one every two weeks.



OBJECT CLASS:
SAFE



SCP-005[100CP]:

This item is called "The Skeleton Key," and for good reason. This key can open any physical lock, including but not limited to: Door locks, Electromagnetic locks, Hotel room door locks, and Car door locks.

OBJECT CLASS:
SAFE



SCP-170[100CP]:

This SCP is a strange yet simple one. SCP-170 is a tube of superglue. Its' anomalous effects come in when two objects are pressed together with this substance inbetween them. This substance allows the user to bond two objects together at the atomic level, going so far as to break the laws of space in order to do so. Like, you could make two pieces of gold into one denser, identically sized gold piece if you so wished. Or you could bond someone to an object, at the cost of their circulatory system being unable to pump blood there, unless you wanted to. Your version is slightly different, allowing you to bond living things to objects without any worry of circulation problems if you want to. This bond won't break, so don't worry about anyone or anything breaking off without severing something. This tube regenerates at a rate of 50mL per hour.



OBJECT CLASS:

EUCLID



A SCP-1498 Phone[100CP]:

A small rotary phone that is not connected to anything, nor can be disassembled or broken. When called, a voice on the other side will identify themselves as part of the Oneiroi Collective, and will as for the description of a wished dream. After conclusion of the call, the user will immediately fall asleep for 9 hours, experiencing said dream. The original SCP had a collection of wires that made up the form of a sheep, had a memetic effect that compelled the user to use it again, and would eventually turn the user into another instance of SCP-1498. Of course, all of this has been removed due to the nature of you being a jumper.

OBJECT CLASS:

SAFE



SCP-2149[100CP]:

A small infinitely moving grinder, this grinder will produce pure metal every midnight. The metal produced is random, and any material introduced into the hopper attached to the grinder will be seamlessly introduced to the metal. You could create better metals using this, or just create some weird combination of metal and some other substance. The only limit to this is your imagination. Of course, due to the nature of you as a jumper, there is a switch on the side in order to toggle if you want to have it produce metal every night or not.



OBJECT CLASS:
SAFE



SCP-2775-1's Phone Number[100CP]:

A piece of paper containing a phone number. When called, you will be redirected to the Human Mills Company, and will be asked for specifications on what human you want. When you specify what you want, you will be given a price, in whatever currency you want and hold enough of. When ordered, an appropriate amount of money will be removed from a banking account or just disappear from your stores. Within the next 24 hours, a human meeting your specifications will be delivered to your location. The Human Mills motto is "Dedicated to bringing you quality lab specimens anywhere, anytime, any dimension." That motto has shown to be completely true.

OBJECT CLASS:
EUCLID



SCP-1386[100CP]:

This SCP is a Good Humor ice cream truck, with modifications so that nobody can look inside the truck. This truck can vend any flavor of ice cream or frozen treat, even ones that don't exist. Once vended, the truck will give you a receipt listing the price of the ice cream, with change being dispensed as well if you pay more than what is listed. Make sure you pay this amount, cause the truck does have a way of collecting that you won't really like to experience. One small note is that the ice cream truck does have a sense of humor, and does like to play pranks on April Fool's. You can summon this ice cream truck once a day.

OBJECT CLASS:
SAFE



SCP-458[100CP]:

A relatively simple SCP, this item is a standard Little Caesar's Hot-N-Ready pizza box, with somehow indestructible cardboard. When someone opens the box, the box takes whatever the user wants from their thoughts, and creates a pizza containing the toppings. The toppings must be edible by a normal human, however.

OBJECT CLASS:
SAFE



SCP-296[200CP]:

A fairly nondescript coffee machine, the only thing visually off about it is the keypad being a standard QWERTY keypad instead of being a regular coffee machine keypad. When 50 cents USD is entered into the machine, you will be prompted to type out what you want, and the coffee machine vends it. This machine can vend anything in liquid form. It can even vend abstract things or things up to interpretation, such as "My life's story" or "The best drink I ever had." The only caveat is that whatever physical thing that is vended must be able to come in physical form.

OBJECT CLASS:
SAFE



SCP-105-B[200CP]:

This SCP is, by all intents and purposes, a normal Polaroid camera. However, when you hold a picture made by SCP-105-B, that picture turns into a real-time feed of that location, in the position that the picture was taken. You can then reach into the picture and manipulate things there, your arm showing up at that location disembodied. This effect is tied to you, and nobody else can recreate this effect with the pictures. You do not have to take said pictures for the effect to work.



OBJECT CLASS:
SAFE



SCP-445[200CP]:

What's this? Just a normal stack of papers? Well, this stack of papers is actually Dr Wondertainment's Super Paper, and this paper certainly is super, as it is fireproof, waterproof, tear-proof, and glue or tape will not stick. Anything you fold this paper into, it gains the properties of that thing, and the paper can stick to itself if slight pressure is applied.. Fold it into a swan, it animates and acts like a very friendly swan. Fold it into a boat, and it speeds across the water, and if worn like a hat, will make the user seem more attractive than they are. Roll it into a tube, it becomes a telescope. Even drawing on it adds effects, although for these effects to manifest it needs to pertain to what it is folded into, like a megaphone having volume control, or a swan having facial features. A second purchase of this also grants you SCP-445-Alpha, which has a reddish tinge to it and everything that it is folded into is "aggressive," although this descriptor varies for each object.

OBJECT CLASS:
SAFE



SCP-5355[200CP]:

A shrink ray? Man, I know some jumpers who would kill for this, just because of how potentially handy this is. This strange-looking gun with many dials is able to shrink, grow, or return any object to a normal size. While the original would do this to any object it hits first, such as bacteria being hit before a human, yours only modifies the objects you intend it to, just so long as you actually hit the object. Your choice on whether or not this gun affects the mass and weight of an object or not.



OBJECT CLASS:
SAFE



Bottle of SCP-006[200CP]:

This two-liter bottle of water has a special effect when drunk: It repairs any and all DNA damaged by replication, essentially reversing age. This doesn't give eternal life like the original did however, but it does return someone to the prime of their life. It also speeds up regeneration by a considerable amount, with a couple of gulps allowing someone to recover a lost limb within seconds. This bottle is regenerating, with the full bottle being regenerated from empty within a year. Effects are diminished when used on mammals, and anything else not being affected at all.

OBJECT CLASS:
SAFE



SCP-117[200CP]:

This SCP is a multitool with no maker's mark or brand information. While it does contain the tools you would expect from a multitool, it has one very useful ability: Whenever you are holding this, and you have a problem that needs a tool you don't have, it will generate a tool that is perfect for the task. When closed, the tool is not found again unless you find yourself in a similar situation as before. The one drawback: this tool takes the minerals from your body in order to create these tools. Not enough to kill you after one or even five uses, but at least 10 uses in a couple-day period will leave you extremely tired, and 15 killing an ordinary human. But I'm willing to surmise that by now you are no ordinary human, right?



OBJECT CLASS:

EUCLID



SCP-1386[200CP]:

This SCP is a book adorned with ornate bindings, a lock and key, a pair of mechanical arms, and a small, semi-circular dial in the lower left corner for inputting numbers. This book can “consume” any other book via anomalous mechanical means, and can reproduce said book within its own pages via the number dial. When a book has not been reproduced, the pages of the book show an index, which lists all of the books currently “consumed,” along with a number associated with them which corresponds with which number is inputted into the dial to reproduce said book. The lock cannot be picked or destroyed, and only the key can open it. Said key will never leave your possession unless you will it, with it returning to your pocket after a couple of seconds should you lose it. Normally, this SCP would require a book every so often to keep it from forcefully finding and “consuming” one, but due to the long life you will most likely live, this book does not need a book every so often, and only “consumes” books when you want it to.

OBJECT CLASS:

EUCLID



SCP-143 Sapling[200CP]:

This sapling comes from The Bladewood Grove, which is a grove of anomalous Japanese cherry blossoms. These trees have pink, glassy, blade-like petals that are razor-sharp, and wood made up of the same materials, although the appearance of the wood is opaque and gray. These materials are no heavier than their ordinary counterparts, yet have a hardness that reaches 5,000 HB on the Brinell scale. For comparison, rhenium diboride, a synthetic material designed to get as close to the hardness of diamond as possible, only goes up to 4,600HB on the Brinell scale. These petals shed twice a year, however be careful handling them. This sapling comes with a written guide on how to do own-root propagation with a Bladewood tree.



OBJECT CLASS:
SAFE



SCP-1056[200CP]:

What looks like a kitchen timer strapped to a collapsible wire mesh stand is actually a resizing tool. The timer has numbers ranging from 0.25 to 4, and when an object is placed in the mesh screen and the dial is turned to a number, the item is resized by that amount. Even though the size changes, only the amount of cells/particles changes, so if a 5g block of iron was resized by 3, the grain size would stay the same.

OBJECT CLASS:
SAFE



SCP-1134[200CP]:

You now have a ten-gallon drum of anomalous paint. What is so anomalous? Well, the fact that this paint can resist up to 65,000 Newtons is one. It can deflect any type of bullet up to a .30 cal sniper rifle, and if flung, it will accelerate to the speed of a .357 magnum shot, ricocheting off of any inorganic surface until it comes into contact with a surface painted with 1137 or organic material. If coming into contact with the former, it just spreads the paint coat evenly. However, if it comes into contact with the latter, it acts the same way a bullet does, penetrating the object. It will change to any type of colored paint you want when you reopen the lid, even completely clear and completely black. This drum does eventually refill, although at a very slow rate, taking one year to refill completely from empty.



OBJECT CLASS:
SAFE



SCP-1898[200CP]:

This SCP is simple: it is an endless box containing instructions on how to make non-euclidean figures, and an endless supply of materials. This set allows the user to create seemingly impossible figures, although the user is generally unsure of how they did it by the end of the construction. This set allows for things to be made up to the size of the average house.

OBJECT CLASS:
SAFE



SCP-1958 Schematics[200CP]:

These schematics allow for the construction of an extremely advanced fuel cell that can be attached to any vehicle with manual transmission. It also includes instructions of how to render the interior airtight, creation of a chemical toilet and a water filtration system, and the construction of an atmospheric scrubbing system capable of removing carbon dioxide and giving oxygen created as a waste of the engine. You will have to work more to allow maneuvering, vertical launches, and speeds exceeding what the vehicle could do before.

OBJECT CLASS:
SAFE



SCP-3301[200CP]:

You've gotten your hands on Dr. Wondertainment's greatest creation: THE FOUNDATION! What is THE FOUNDATION? Imagine Jumanji, now get rid of the jungle setting and replace it with everything related to the SCP Foundation. Yes, that includes every single SCP, joke SCP, and 001 proposal. Honestly, this is one of the most fun games in the multiverse. Remember to thank Wondertainment for me.



OBJECT CLASS:
SAFE



SCP-1230[200CP]:

This small, unassuming green book is far more than what it appears to be. The only text contained in the book is "A Hero Is Born," on the front page. When anyone reads these words, they almost instantly fall asleep and wake up in a world modeled after fantasy novels, with dragons, knights, princesses and the like. This world is controlled by an old man who goes by the moniker "The Book Keeper," who is generally very amiable and helpful. In order to construct these worlds, the book can draw from the mind or minds of whoever is currently sleeping, and from books nearby. This book cannot be "eaten" by SCP-1386, however it can draw from it to create worlds, and is unaffected by any memetic affects laced within.

OBJECT CLASS:
SAFE



SCP-5000[400CP]:

Ah, it seems you've come into possession of an Absolute Exclusion Harness, one of the most effective stealth and recon suits the Foundation has created. This suit allows for mental control of all of its systems, turning them on or off, even deciding beforehand when or where to activate or deactivate. These systems are: A journal system in which the user can log with either their voice or mind, an anti-meme field that can activate at will, effectively allowing for complete invisibility, footstep mufflers, making your steps completely silent, and auto-combat capabilities, allowing you to let the suit fight for you, and the suit is above the level of most grand masters on the planet. The one difference to the original, other than this one being in pristine condition, is that you can reduce the suit to the size of a cell phone, and weighs about as much, although it isn't any less fragile or weak as a result. You can even doing this while wearing it, you being able to wear it as a necklace or bracelet, although the mental integration is slightly reduced as a result. You don't have to completely reduce it either, you can "remove" just the helmet, the arms, the legs, etc, or any combination. Just be happy that you're not in this suit's origin dimension, right?



OBJECT CLASS:
SAFE



SCP-914's Manual[400CP]:

What a handy book. This book, quite a thick one might I add, lists and details many instructions detailing SCP-914, such as construction, hooking it up to any utilities, and many things on what to do with 914, such as details on what each setting does, instructions on combining objects, and even how to repair and maintain 914 if it's damaged. Take care of this book, and make sure it doesn't get in the wrong hands.

OBJECT CLASS:
SAFE



SCP-662[400CP]:

What a fancy bell, but why is the clapper gone? And how does it still ring? Well, no matter, as this bell when rung summons a butler by the name "Mr. Deeds," who can do almost anything you ask of him, no questions asked. Don't feel bad for him, he actually quite likes doing whatever you ask of him, and is quite saddened when he cannot do something you ask of him. Even if you personally kill him, he'll gladly come back to serve you once more, if you ring the bell. However, he cannot give you complex items, like a car or a Faberge egg, and cannot do thing that are impossible to do, like assassinate someone heavily and constantly guarded. You are able to pull the bell out of any pocket you have, in perfect condition, even if it was destroyed beforehand. Mr. Deeds also is able to become the native species in the current setting if you wish.

OBJECT CLASS:
EUCLID



SCP-184[400CP]:

You need space? Well, you got space. Whatever room you place this small object in, it expands the inside of that thing, eventually adding rooms. After a certain point, these rooms have things made of weird and esoteric materials, such as a bed made of jade, or a toaster made of wood. These things still function normally, so don't worry about anything just not working after a certain point. This SCP doesn't work outside of a room or object, and doesn't work within the warehouse.

OBJECT CLASS:
SAFE



SCP-1785[400CP]:

Oh man, what a terrible mask. Despite all of the foundation's efforts to cover it up, you know exactly what this mask does, right? Is that why you're choosing this? This mask *changes* the face of anyone who wears it, just enough so that people know you by gut feeling, but will swear up and down that either you aren't who you are, and that you're some sort of impostor. I hope you have a really good reason to want this.

OBJECT CLASS:
SAFE



SCP-2814[400CP]:

Yet another mask, this one allows you to sculpt fire with a touch, as well as control it, with a radius of twenty meters, the ability to choose the temperature, and gives you immunity to flames. While this mask does give you incredible effects, it does produce a (now mild) memetic effect which suggests the wearer to test the mask's limits, breaking any moral standards while doing so. But now you know, and can hopefully counter or resist that urge to burn.



OBJECT CLASS:
SAFE



SCP-1147 Seeds[400CP]:

This SCP consists of five plum seeds which can be planted in anything. When planted, the fruit of the tree will take on the properties of whatever it is planted into, sometimes making the fruit inedible. Examples of this include Steel making the tree and fruit produced from it steel, water making the fruit contain potable water, etc.

OBJECT CLASS:
SAFE



SCP-2400[600CP]:

The Hyperbolic Time Chamber is cool, yeah? Well here, have the SCP Foundation's version of it. This door, attached to your warehouse, leads to a vast white expanse, filled with nothing. When in this white void, time slows down to 1/140 of how it normally flows. You cannot just stay in here for 10 years just to get out of an undesirable jump, however, and you cannot leave items within.

OBJECT CLASS:
SAFE



SCP-262[600CP]:

An unassuming coat, almost nobody who knows what this is would think that this item is strange. Those who do, however, will know to fear you, due to the potential you hold. This coat can manifest multiple arms of varying length, apparent age, and skin tones that the user can control. Don't worry, the age of the arms doesn't impact the strength, speed, or durability. When used creatively, this coat can be used to overpower even some of the strongest foes. This item has the ability to integrate into any clothes or armor you have, so long as it covers the area a shirt does, or has a form that does that, and you can separate it at will.



OBJECT CLASS:
SAFE



SCP-963-1[800CP]:

Before I continue, no. This isn't as powerful as the original. That would be an instant win button for almost any jump. This version of 963 only allows the use of it once per jump, or once per 10 years, whichever comes first. It is unable to be damaged, and your soul and mind are unable to be forcefully ripped from the amulet. If this item is used twice within a jump, or twice within 10 years, your chain will end, with you being given the full thing when transported back to your home world. When you gain your spark, you will be given the full thing as well. Dr. Bright might want to have a look at you if he finds out...

Take the Morally Empty drawback for no additional points.

OBJECT CLASS:
SAFE



SCP-4840[2000CP]:

The flying city, Audapaupadopolis. The first city of man. The city that once held the first wielder of the iron crown and the spear of the disbeliever. But they are not here now. If they were, this item would not cost a mere 2000CP. The city of Audapaupadopolis contains many things, although only three are known to be notable. One of which is the grand library contained, which holds untold arcane knowledge, maddening to all but the strongest of minds. Two books are kept within the library, unable to be read until you ascend by gaining your spark: The book of Is, and the book of Is Not. The other two notable things are Seth, the old man living in the city, and the dead beast, invisible to all except heat imaging software, or infrared. These previous two are optional, yet don't cost anything. Upon purchase, the current city vanishes, and it is attached to your warehouse via a door that leads to an empty dimension, one in which nobody else can access, even gods. Seth will not question, in fact, he will seem happy, as the ones who wanted the knowledge for horrible purposes will not gain it.

Make sure you do not misuse this knowledge.



PETS/COMPANIONS

Sometimes you need a friend. Have some, for the right price, obviously. These are perfect copies, like the items.

OBJECT CLASS:
EUCLID



Import[100CP]:

It is just as the title states, you are able to import any companion into this world, with 400CP to spend on perks. Companions get the same backstory as you by default, and can give CP at a rate of 2CP per 1CP spent.

OBJECT CLASS:
SAFE



SCP-529[50CP]:

The front half of a cat. Capable of moving around as a normal cat does, but otherwise is completely unremarkable. Goes by the name "Josie." Will not age past a designated age if so chosen.

OBJECT CLASS:
SAFE



SCP-1370[50CP]:

A small little robot that hates all sentient life, and will constantly try and intimidate and/or kill anything alive and thinking. One problem for him, though, he is not built well, and will constantly fall over, and is small and weak. He will constantly make up new titles for himself, such as "Doombot," "Pesterbot," and other similar names. Can possibly be a constant source of entertainment.



PETS/COMPANIONS

OBJECT CLASS:
SAFE



SCP-2991[50CP]:

A very stylish scarf that has a mind of its own. It is single-minded, fun-loving, and intelligent. It is very friendly to you, and varies in length between .8 and 1.5m. It communicates by reshaping itself into words across a flat surface, although this is tiring. This scarf does regenerate itself if ripped and/or damaged, and will always be clean. Comes in a color or colors of your choosing.

OBJECT CLASS:
SAFE



SCP-1316[100CP]:

A small kitten that doesn't age past a couple of months, this SCP is able to receive and send messages over a certain radio frequency. Responds to "Lucy." Comes with a radio receiver and transmitter for the obvious.

OBJECT CLASS:
SAFE



SCP-111[100CP]:

18 small eggs, 3 of each kind, all contain a specimen of SCP-111. An SCP-111 instance is a snail that can breathe fire, due to a small sack that holds a small amount of methane being stored within their body. When placed in a warm area and allowed to hatch, an SCP-111 instance will bond to whatever animal is first seen, acting similar to a baby duck. Their diets consist of vegetables and some fruit.



PETS/COMPANIONS

OBJECT CLASS:
SAFE



SCP-040[100CP]:

I see you wish to give a young girl a better life than being caged like an animal. This little girl is able to mold organic matter like putty and create living beings with bizarre properties. She does need at least a good bit of living tissue, and it is hard for her to use plant matter, but other than that she is free to morph whatever she wants. Along with 040, you gain 3 of her creations as her pets. The first is SCP-040-1a, an organism that can change shape, color, and texture at will or in response to the environment, which serves as SCP-040's clothing. The second is SCP-040-1c, a spherical organism capable of flight and musical recitation, along with eleven limbs with digits. The third is SCP-040-1j, a quadruped organism with pink and blue fur, no eyes, and a broad mouth with blunt teeth which she uses for transportation. SCP-040, or whatever name you give her, sees you as either an older sibling or a parent, and all of the medical problems she had are now gone, while keeping the aesthetic changes of you so wish. This isn't a copy, and the Foundation won't relentlessly hunt you to get her back. Keep in mind she doesn't know much about the outside world.

OBJECT CLASS:
SAFE



SCP-191[100CP]:

As with the companion above, this is a small child locked up within the hole of the Foundation. This cyborg has been tested on, recreated, and experimented on in the name of a crazy man wanting to use his research for a higher purpose. 191 has had many augmentations, to the point where she's almost inhuman. She can wirelessly interact with computers, has ports for many modern and obsolete devices, such as USB, Ethernet, Firewire, etc., and is unable to either speak or intake normal food. You are given an infinite amount of the saline solution she needs, pulled out of a box that appears in your warehouse. You are also given some of the notes of the doctor that created her, listing some of her systems, not enough to immediately fix her, but enough to get started on it. Like 040 above, 191 sees you as either a sibling or parental figure, and her machine parts no longer inhibit her, except for those listed above, and they grow as she grows. Hopefully, if you wish, you can fix her. Again, like 040, she doesn't know much about the real world.



PETS/COMPANIONS

OBJECT CLASS:
SAFE



SCP-530[100CP]:

A small, constantly changing dog, this SCP goes by the name "Carl." Carl changes forms every so often, changing height, width, and length, as well as fur color, and even gaining additional parts. None of these changes are harmful, and Carl will always be about as large as a lap dog. Does not age.

OBJECT CLASS:
SAFE



SCP-2412[200CP]:

This SCP is a sapient, gynoid robot that answers any type of question you answer, so long as it is logical and can be answered. This version has errors due to the constant dimension hopping and can only answer questions that you have the information to answer, even indirectly.

OBJECT CLASS:
SAFE



SCP-1347[400CP]:

This small box can answer any question you write on a piece of paper and place in it. It's that simple. However, if it does not know the answer, it will manipulate events around it so that something happens to give the box the answer, no matter how morally wrong it is. Hope you don't regret this purchase.



PETS/COMPANIONS

OBJECT CLASS:
SAFE



SCP-2295[400CP]:

SCP-2295 is a small patchwork bear that does not show any sign of sapience, until someone with damaged or destroyed organs is within a 2m radius. SCP-2295 will then animate, anomalously produce scissors, white thread, and a sewing needle, and use surrounding fabric and stuffing to make an imitation organ. It will then anomalously replace said organ, with no complications, and work as expected of a normal organ. If no materials are nearby, SCP-2295 will use itself in order to make it. SCP-2295 anomalously replaces 1g of stuffing and fabric a day.

OBJECT CLASS:
KETER



SCP-1048[600CP]:

The "Builder Bear" is a small sapient teddy bear with a friendly disposition. When not creating instances of SCP-1084-[LETTER], it shows a very amiable personality, usually acting in an endearing way, such as showing affection by hugging the lower leg, drawing pictures that appear to have a childish quality to them, and dancing. SCP-1048 has shown the ability to create bears made up of strange and esoteric parts, such as human ears, or rusted metal, and have those become animate, although it doesn't constantly do this. Each instance seems to only last a couple of weeks at the longest before disappearing, but each bear has an incredibly potent and most likely deadly anomalous trait. The original eventually went and created additional instances by itself, but this one won't unless you ask it to or someone that isn't a friend or companion is aggressive or hostile towards it. How it collects materials to make a bear is unknown.



PETS/COMPANIONS

OBJECT CLASS:
SAFE



SCP-999[600CP]:

Weighing in at about 54kg, this little orange blob of happiness is called "The Tickle Monster." As the name might suggest, one of its favorite things is to completely envelop someone and tickle them until they ask to stop, but sometimes it goes on a bit longer. Its' diet consists of candy, and it does not like harming anything, going out of its way to help and protect anyone. Anyone contacting it will go into a state of euphoria, and prolonged contact will cure even the most severe of depression. He's the cutest little guy, isn't he?

OBJECT CLASS:
KETER



Dr. Wondertainment[800CP]:

What is this? Does the doctor want to join you? This is certainly surprising. Upon purchase of this companion, you are able to choose between having a human companion or a company follower. The human companion can do the obvious, create anomalous objects geared towards children, and have a decent grasp on martial arts and fighting, gender and age is your choice. The company follower does not take a companion slot, and will sell their products unhindered by the foundation, and for some reason not being questioned or having any bad accidents happen with their products. The profits they make will be free for you to use as you wish, to a certain extent because a company needs income.



DRAWBACKS

Take as many drawbacks as you want. If you can handle them, you deserve the points.

Separate Interpretations[+0CP]:

Look at the wiki. The lore of the SCP universe can be interpreted many ways, and many authors have done just that, creating entire stories that directly contradict others on the same site. You can choose which of these details are canon, such as if 999 is the son of The Scarlet King, or if the ritual for keeping the seventh bride from giving birth is really just reading a bedtime story.

Random Number Generator[+100CP]:

Whoops, I accidentally sent you to the wrong universe. Well, I'm too lazy to fix it. Every single SCP has had a numbers swap, so that means that you won't be able to rely on your knowledge to know what numbers mean what. 173 could be 4432, and 096 could be 004. The Full Wiki in gear does not list these, just the standard numbers.

MC&D Problems[+200CP]:

Marshall, Carter, and Dark want you. Why? To sell you to the highest bidder, of course? They have some of the best lawyers on the planet, and are known to hire Private Military Contractors to get what they want. If they get to you, whoever buys you is essentially random. It could be a slaver, or it could be Wondertainment. It's all up in the air, and that's why this drawback is relatively low-reward.

Animal[+200CP]:

Your behavior, has irreparably changed, becoming more animalistic and instinctual, unable to make logical decisions in battle and strategy, causing you to do what most would call suicidal tactics way more often. You also show a sense of bloodlust. While you won't actively go out to attack people who you think are strong, you will almost always attack first and ask questions later.

Morally Empty[+200CP]:

You are what most would call a "Sociopath," as you show no care for life. In the pursuit of science, you will do anything. If your goal's easiest path is through multiple people, you won't hesitate to pull the trigger. Even things like weeks or months of torture won't ever make you feel even a speck of remorse. While you do feel for your companions, anyone else is not important enough for you to feel even a speck of emotion towards them.



DRAWBACKS

Hey, Look Over Here[+200CP]:

You have contracted a severe case of ADHD. Or was it Asperger's? Eh, doesn't matter. You cannot focus on something you don't like for more than a couple of minutes, making daily life that much harder. You constantly want to show what you've done to the people around you, and you are insanely curious. In this world, this isn't a trait those in the land of the living have.

Writer's Nightmare[+300CP]:

In the early days of the wiki, the administration of the Foundation banned anyone writing a Mary Sue or Gary Stu, and changed almost everything about writing on the site, removing a whole hell of a lot of trash. You arrive in a world where that didn't happen. Your life will be hell, no matter where you are. The SCPs that were created after this change will be shittier and far less predictable, with effects that are added and changed on a whim, and personalities that can change even quicker. For instance, 682 could be normal one day, and then the next day, he could be a glorified dog. Prepare yourself.

Hunted[+300CP]:

Choose one major organization that isn't the one you're starting in. You are now their #1 priority, and they will relentlessly hunt you your entire time here. Unless you completely decimate them, which will be almost impossible by the way, There will always be at least one group after your head. This can be taken multiple times, with each additional group giving 100CP, up to a maximum of 600CP. Watch your back.

Containment[+300CP]:

The SCP Foundation somehow knows all of your abilities, not just the ones you bought here, and they want to capture and test on you. While they don't know any of your drawbacks or weaknesses, they will know what you generally can do, and they adapt to a situation blazingly fast. Take too many lives, and they won't want to just capture you anymore, as you will become an SCP that is pretty high up on the "To Be Terminated" list.

Cannot be taken if you are part of the SCP Foundation.

Russian Asshole[+300CP]:

Some random Russian man has found a way to take advantage of the law to possibly take everything you own. Your pets, items, and even companions won't be safe. While he can't take any powers you have, you won't be able to kill him nor will you be able to ignore anything he does. You will be required to attend any hearings he needs you in. Get a good lawyer. Don't worry, if he takes any items, you have a very short period during your last month here to kill him and take your shit back. Even if he didn't you can kill him just for kicks.



DRAWBACKS

War Of The Wills[+400CP]:

Oh god, I pity you. You have somehow been the next vessel of one Dr. Jack Bright, and he wants your body. Not like that, he wants to take it over. And somehow he's doing it without his necklace. If he takes over your body, your chain will immediately end. No ifs, ands, or buts. I sincerely hope you're confident in winning a war of wills against a man who has been doing this for decades. If you spend 400CP, Bright could just be a dude living in your head if you so wish. Either way, by the end of your 10 years here, if you so wish, he can be a part of you for future jumps, not needing a companion slot.

Scarlet Dreams[+400CP]:

Welp, you fucked up. People think you are somehow related to the big bad himself, The Scarlet King. While nobody will outright attack you from the start, if you so much as sneeze wrong people will throw as many troops as they can at you, or at least the GOC will. Who knows what the other groups will do. You get a discount on your apparent new brother, SCP-999, and this time it's the real thing. Have fun having little to no allies in this world. For an additional 400CP, People think you ARE the scarlet king. Remember how I said that nobody will attack you from the start? Yeah, throw that out of the window. Everyone, and I mean EVERYONE, will throw as many troops as they can afford at you as soon as they even think they know where you are. I wish you luck, jumper.

Humanity's Biggest Flaw[+500CP]:

You have been thrown into the world from where the original SCP-5000 came from, and the character that originally saved it is dead. You are now the one who must put everything back into order. You are given three free things: SCP-5000 for no cost, SCP-055, and protection from the thing that drove the SCP Foundation mad, and the absence of what is within Humanity's psyche. You are stuck in this jump until you send 055 to 579. You keep 5000 at the end of this, and it gets an upgrade: it can repair itself, even from complete annihilation, at a fairly quick pace. Save this world jumper, because nobody else can.

682's Wrath[+600CP]:

At the beginning of the jump, 682 catches wind of your scent. And it is the most disgusting thing it has ever smelled, so bad that it will do everything it can to kill you. While it will prioritize those that can and are taking off limbs at the very least, it probably won't spend long on those people, as its #1 goal is still your death.



SCENARIOS

You can only take one scenario per jump. Expect to lose a lot of your powers.

Duality:

This scenario discounts the SCP perk "Brothers' Lament." This discount does stack with the SCP origin discount. Must be taken with "Brothers' Lament."

You chose a brother, and you chose this scenario. What would be the purpose? Do you want the reward? The discount? Or maybe another reason? Well, either way, you chose this, and as such you will be rewarded if you complete your mission. Your mission varies depending on whichever brother you chose for your perk.

If you chose 073's abilities, you become him, and your only objective is to survive. That's it. However, it won't ever be that simple. 076 knows where you are, and is enraged by your existence. At least once a month, he will escape and make a beeline towards your current position. Having him try and home in on you like a fucking rocket is bad enough, however it gets even worse. He is guaranteed to at least escape his facility with most of his body intact, leaving you to either hope the Foundation is able to constantly hold him back, or take matters into your own hands, either constantly running from or combating 076, although the latter is ill advised.

If you chose 076's abilities, you once again become him, and you have to kill 073 before your ten years are up. Only your summoned weapons will be able to kill him, and you are able to reform back in your coffin almost instantaneously every time you die. However, the Foundation is at the same power as normal, and will soon ramp up the security keeping you in if you fail the first time you attempt to kill 073. This endeavor will be long and arduous if you weren't powerful already, and downright impossible if this is one of your first jumps.

The punishment for failing this scenario is intense, as you lose both Brothers' Lament and you fail your chain. Everything else you get to keep, so don't worry about that. However, if you finish this scenario, you get to choose between three rewards. The first choice is to gain the full powers of the brother you chose. This means that you now redirect all damage to whoever causes it to you in the case of 073, or enhanced strength and speed enough to deflect bullets and throw cars, along with a box that you can constantly revive from, although the time to reform ranges from 6 hours to 25 years, so you can still fail your chain due to Jump-Chan's boredom. The second choice is for you to absorb the powers of the other brother, you gaining the powers of the brother you didn't choose in Brothers' Lament. The third choice is for you to gain a companion, which is your choice between 073 or 076, both having the nerfed version of Brothers' Lament. You will only be able to play out this scenario once, as the gods in the SCP verse would smite you if I tried to let you do so.

This scenario cannot be taken with Humanity's Biggest Flaw, Scarlet Dreams, or Russian Asshole.



SCENARIOS

Containment Breach:

You ever played SCP: Containment Breach? Yeah, you have to reenact that. You get no perks, gear, or even drawbacks apart from your body mod. You are completely powerless. Don't worry, you'll get them back by the end of the jump (along with the points granted by drawbacks). You wanted a challenge.

You are a D class in the Foundation, about to be tasked with cleaning 173's cell. Something goes horribly wrong, and 173 breaks free, disregarding you unless you specifically catch its' attention. You, D-9341, will have to navigate the site, avoiding all of the dangers set free, or even setting them free if you want. All of these SCPs will be out for blood, so make sure you either escape or avoid them, as usually they can kill you pretty fast if you let them.

As you wander the facility, you will discover what happened to the facility: an Insurgency plant has set free SCP-106, and 106 has in turn set free almost every other SCP in order to further its plans. This plant will die, so don't even bother asking him for help. You will go around the site, collecting the tools you need to finally escape this hellhole and live your life free from the Foundation.

You have multiple options to end this scenario. First is if you don't capture SCP-106 and attempt to go through Gate A. 106 will attempt to escape, ignoring you in favor of freedom right in front of him. A squad of MTF will be there to greet him, engaging him and becoming distracted just long enough for you to slip to the stairs on the left, although not unnoticed. MTF will chase you, until some Insurgency agents will capture you and warp away, interrogating you and setting you free. If you do recapture 106, and go through Gate A, you will be recaptured by the foundation, although this does count as an ending. The second major path also splits into two, although both require you to negotiate with 106 in order for him to open Gate B. If you do not disable the nuclear warhead, and go through gate B, 682 will escape with the aid of 106, and the on-site warhead will detonate, killing everyone. If you do, 682 will escape, and MTF will swarm Gate B, gunning you down on sight. Both of these paths also count as endings, so don't worry. As we don't want this to be impossible, we will give you a small reprieve. You get 5 one-ups in this scenario, essentially giving you 6 chances to achieve one of the 4 endings.

Your rewards split depending on which gate you leave through, although both allow you to keep whatever you take from the Foundation. If you leave through Gate A, you gain the abilities of one of the SCPs contained within the facility, apart from 096, gaining their shape as an alt-form if you so choose. If you leave through Gate B, you gain a once-per-jump nuclear warhead, decimating everything within a large radius around you. You will survive, of course, but the same can't be said to everyone within a couple-mile radius. This survivability does not extend to allies or companions.



SCENARIOS

Surviving IKEA:

What a deceptively simple scenario, and it might be. Again, you lose all of your perks, gear, and drawbacks, apart from your body mod (again, you still keep the points granted by drawbacks).

You have to survive 10 years in SCP-3008, or the Infinite IKEA. Pretty easy, right? Wrong. You will constantly be hunted every night by the employees, faceless, mutated humanoids that take a whole lot of punishment before going down. Luckily for you, there are already entire cities of survivors, pretty small and desperate cities, but cities all the same.

How you survive in SCP-3008 doesn't matter, just that you survive for 10 years. These 10 years will be filled with hardship and desperation, with you and most likely an entire community struggling to find a way to survive for longer than a week. Find a source of food, find a reliable way to defend yourself, and either find or make a defended area and survive. It won't be that simple, however, as over time the employees will get more aggressive, leaving you to have to toughen up or die trying.

If you die, it won't mean the end of your chain, however you will lose whatever you bought in this jump. If you do survive for 10 years, and safely escape, you will be rewarded with the ability to call a swarm of SCP-3008 employees to beat your enemies into submission. SCP-3008 employees do not feel pain, and take far more punishment than a normal human. This power can only be used once a month.



SCENARIOS

Sarkite Paradise:

The world has ended. The Sarkites won. The world is ruled by instinct and animals. You lose any combat, survival, or disease-resisting powers.

You might have seen my message above. How has the world ended? Well, the Sarkites found out about SCP-2309, and threw their forces at it, helping the creatures and monstrosities that were behind that wall escape. The Foundation failed, and has gone into hiding in order to gather the materials needed to wipe everything living off the surface of the earth, and activate SCP-2000. This will happen in ten years, ten years you will have to survive.

Many inhuman creatures roam the earth, massacring what little human life dares stay above ground, and a good portion of the ones that lurk below. The only two “groups” that are notable are the creatures that were behind SCP-2309, and SCP-610. The things that lurked behind 2309 are (thankfully) visible now, and are extremely varied, ranging from quadrupedal beasts resembling actual animals, to humanoids with countless eyes and mouths, and even things that can’t properly be described, all hunting. SCP-610 is a virus that can spread through contact, and morphs human and animals into fleshy monstrosities that only serve to spread and cultivate itself.

Your ten years here will be harsh, with you being constantly hunted by the things that now rule the earth, along with the transformed humans and/or gods that control them. You only get one helping hand: SCP-610 can only infect you with direct touch by an infected being. If it’s just something that coats the wall or floor, or an instance sprays an aerosol version, or some giblets fly onto you, you won’t get infected. If you directly touch a rooted instance, however, you will still get infected.

Your roaming of a devastated wasteland has changed your biology. You have taken on some traits of SCP-610, and you are able to turn into a hideous creature you control the form of, and can quickly switch what you want this transformation to look like, as long as it resembles something created by SCP-610, or one of the things that were behind SCP-2309.

This scenario cannot be taken with MC&D Problems, Russian Asshole, Humanity’s Biggest Flaw, or 682’s Wrath.



SCENARIOS

The Night Children Rise:

A war approaches. You might want to stop it. You lose any mind control, luck, or strong charisma perks.

The Children of the Night, or SCP-1000, have been regaining their intelligence for a while now, and the Foundation has known that. However, it seems that your appearance in this world has accelerated the process by a significant margin. They are remembering how they were put in that position, and they are pissed.

A war is imminent, jumper. There are two options in order to complete this scenario: make peace with the two factions, or destroy the Children of the Night.

Making peace with the ones almost brought to extinction, and also made incompetent for the good portion of a couple thousand years, is going to be a difficult task, to say the least. You will need to find some compromise as to how both species are going to live together, or just have god-like luck or charisma. If you complete this monumental task, you will complete the scenario.

The second option here is to just up and kill every single one of the Children of the Night. I mean, it's a valid option here. If war is going to happen, why not just join a side and completely wipe out the other? You will need to completely eradicate the entire species, no exceptions. This can be either almost impossible, or extremely easy, depending on how powerful you've gotten. As such, the reward for this won't be as potent.

Or, you could just survive. Wait out ten years and live. While you won't complete the scenario, or gain any rewards for it, you will live to jump another day. Maybe you realized that this was a bit too tough for you to swallow? Or maybe you just wanted to see how it would turn out? Either way, you survive.

Your rewards depend greatly on which of the two completion criteria you hit. If you create an alliance with the two sides, you gain an innate understanding of the Children's bio-technology, enough so that you could be considered an expert, even for the Children. If you destroy the Children, you are now able to handle any man-made weapon as if you had been training with them your entire life, even things like missiles or nuclear weapons.

This cannot be taken with Humanity's Biggest Flaw.



SCENARIOS

Taming The Beast:

You need to do the impossible. Show the beauty of life to what wants to completely eradicate it. You lose any mind control, luck, or strong charisma perks.

There was always one SCP that the Foundation couldn't kill. Even in most tales about it, it always outlives, always persevered, always kept going. Of course, I'm talking about SCP-682. Your goal is simple: tame or otherwise convince 682 to not completely despise all life.

While your goal is simple, how you do it is not. How do you convince something that hates everything to live life like a human? As is hinted above, you are able to keep small, but not game-changing charisma perks. If I didn't allow this, 682 wouldn't even listen to you. At least you're able to get it to sit down and at least hear it out. Lucky you.

Your reward is just as simple as your goal: you get SCP-682 as a companion, with him keeping his ability to survive and adapt. As you can imagine, this is one of the most powerful beings in the multiverse, and that's why I kept this reward behind one of the hardest things to do. Good luck. If you take this with Humanity's biggest Flaw, you still absolutely have to finish that, or your chain will end.

Oh yeah, and killing or ignoring 682 for 10 years will not give you anything. Just wanted you to know.

This cannot be taken with Humanity's Biggest Flaw or 682's Wrath.



SCENARIOS

Break The Masquerade:

The Foundation's goals are to keep everything secret for the sake of humanity. Make sure that doesn't happen. You lose any mind control, luck, or strong charisma perks.

Imagine a world where humans live alongside anomalies, obviously not without fear, but a world where they don't have to be caged like animals. This is your goal. You want to show the public the truth, the truth hidden by the ones in power. The truth everyone deserves to know. However, you need to tell the public this without them freaking out, or causing a global panic, somehow.

Whether you do this with force or not is inconsequential, as the ends are the same: anomalies living equal to humans, or as close to equal as possible. Again, this goal is simple, but how you do it is not. This will take many years of preparation, of planning, of slowly showing the fantastical and the anomalous. You need to find some way to stop almost every group that deals with the anomalous from interfering as well, and possibly even eliminate some. Amnestics will be your enemy, and possibly your friend in some circumstances.

Your reward for doing this previously thought impossible task is this: you now have the ability to instantly understand something at a glance. No matter how obtuse, how confusing, even if it actively tries to do so, you will understand it inside and out, if you don't instantly die while looking at it. This also gives you a complete protection against going mad with knowledge, and also gives you infinite "mental space" to store everything.

Cannot be taken with Humanity's Biggest Flaw, Scarlet Dreams, or Hunted.



SCENARIOS

The Ouroboros Cycle:

The Cycle will continue. You lose every single perk, item, and companion not purchased within this specific jump. You still keep your warehouse and body mod, although the warehouse is empty.

The Ouroboros Cycle. One of the most intricate tales within the Foundation's "lore." You will recreate this. You will now take the place of the main character of this long and arduous tale, Calvin, an agent within the Chaos Insurgency looking to kill every single one of the overseers. You will need the help of three agents, all of which you recommended. The first is Anthony Wright, an agent with a seasoned history and a dark secret. The second is Olivia Torres, a famous anartist that was chased to the Insurgency by the Foundation. And the final one is Adam Ivanov, a young and very inexperienced agent, although a prodigy at computers. You start off riding a boat to the island where O5-13 resides, along with necessary memories.

As you near the island, you all take a mnestic, negating the effects of the antimeme surrounding the entire island, although you'll have to be quick with your execution of the plan. You enter alone, executing your plan of ending the contract with death.

O5-13, otherwise known as "The Other Overseer," is a man formerly known as Dr. Felix Carter, head of the Department of the Occult Studies, is a man who made a deal with death in order to give immortality to all of the other overseers, at the cost of being left in a death-like state. You kill him by making him drink a vial of SCP-006, thus bringing him to full health and therefore breaking the contract with death. You then kill him normally, and after his death the real Death appears, in order to have a chat with you. He/She knows of your origins, your true origins, and wishes you luck in your journey. You return to the boat, informing your team of O5-13's death and its' significance. You all know that the element of surprise is now long gone, and you all go and prepare to hunt down O5-12.

O5-12, otherwise known as "The Accountant," is an african man with an unknown previous name, who runs the Department of Finance, and has the ability to predict almost anything using factors of pretty much everything within the environment around him. He doesn't do well with predicting isolated events, like what number someone is thinking. You encounter him in Tokyo, and a long battle of wits concurs. You eventually beat him to the punch, meeting him in his room with a gun, revealing that you based every choice you made via coin flip, and shoot him in the heart.



SCENARIOS

O5-11, otherwise known as "The Liar," is a person with no known origin, name, or even identity. O5-11 runs the Department of Public Awareness. They have the ability to switch between multiple personalities and appearances, and seems to previously be a man known as Sam Biel, an Insurgency agent before the Foundation found his body, still alive but without a personality, and placed multiple personalities within Sam's body. O5-11 is also able to exude an amnestic aura around themselves, making people forget things. O5-11 surrenders and kills themselves after an encounter with Olivia leads to the Liar remembering what happened to them, via a digital copy of O5-11's journal section.

O5-10, otherwise known as "The Archivist," is a woman previously named Diane Walters who runs the Department of Archives. She has strong connections to the Wanderer's Library, and a very strong desire for divinity. She also has records of everything that has happened ever since she joined the council, handy for SCP-2000. She is also known as the most dangerous person in the world by the journal's author. The Archivist is encountered within the Wanderer's Library, where you retrieve the Spear of the Non-Believer, and kill O5-10, who has turned into a serpent-like monster, believing herself to be a god. The actual Serpent arrives, along with his brother, hinting to your true origins.

O5-9, otherwise known as "The Outsider," is a woman previously known as Donna Whetu Taylor, and is essentially a civilian, surprisingly. She is the head of the Department of Technology, as she has been shown to be a very efficient researcher. O5-9 dies in her old family home, giving you a vision of how she would have lived had she not been recruited, slitting her own wrists with a switchblade.

O5-8, otherwise known as "The Lesser," is a man originally known as Baron Leeman Hoadley, head of the Department of Public Business, who first ran the foundation with the use of his great financial wealth, however was eventually superceded by the growth of the Foundation, and went into hiding, altering himself to survive from the other overseers due to his paranoia. He dies on his own, exploding due to O5-13's death removing the ability to not die due to his own bodily alterations.

O5-7, otherwise known as "Green," is a woman with an unknown name, and one of the most influential, feared, and powerful of the overseers. She sits at or below O5-1, possibly above in power. She is the head of the Department of General Affairs, and is encountered when you enter a country dealing with a civil war. She captures you, and tries to get away after she kills the leader of the rebellion, however the helicopter is hit with a rocket, and she walks out of the wreckage, melting, and tries to shoot you, however Anthony takes the bullet, severely wounding him, and dying shortly after. You attempt to give your second vial of 006, however he refuses, and dies shortly after.



SCENARIOS

O5-6, otherwise known as "The American," a bearded man known as a Civil war General named Rufus King, is possibly the oldest out of every overseer, and is the head of the Department of Applied Influence, he dies after trying to retrieve the spear from you, and setting loose 682 in response. You lead him to a city you knew was infected by SCP-610, killing his small army, along with crippling 682.

O5-5, otherwise known as "Blackbird," is a small jovial man who is completely different to the other members of the O5 council. He is the head of the Department of Paranormal Organization Review, and has heavily researched the existence of alternate realities. He is, in fact, every single version of himself, in every different reality all fused together, and you kill him after he tries to persuade you into giving up, however you are given a fishing rod and a bat by a mysterious figure that Blackbird knows, and you beat Blackbird to death. The Black Queen shows up, and reveals to Blackbird your jumper nature before he is beaten to death.

O5-4, otherwise known as "The Ambassador," is a man previously known as Jean Lemieux Bertrand, and is the head of the Department of Public relations. He attempts to surrender shortly after the death of O5-5, but is killed by the orders of O5-3.

O5-3, otherwise known as "The Kid," is almost unknown, however is in actuality an A.I. created by the use of a fetus, O5-2 and O5-1's child. The Child is the head of Recordkeeping and Information Security, and dies after capturing you and your team. You escape with a mix of skill, luck, and help from The Black Queen and the many-limbed entity from SCP-1730. You kill O5-3, but not before The Kid cripples Adam and Olivia. You give your second vial of 006 to Adam and leave, off to kill the remaining two overseers.

O5-2, otherwise known as "The Nazarene," is a woman, always seen with O5-1. She was the head of the Department of Morals (now the Ethics Committee), and killed herself before you got to O5-1.

O5-1, otherwise known as "The Founder," is Aaron Siegel, founder of the Chaos Insurgency. He is the head of the Foundation, and your final roadblock to your reward. You meet him, him revealing that he knows your soul overtook Calvin's, the you're just a body-snatcher, and he questions why you want to kill the Foundation. You give your reason, pull out the spear, and fight to the death against O5-1. You just barely win, driving the spear through Aaron's Heart, and you enter his office at Overwatch Command. The phone on his desk rings, and you are compelled to answer it. You do, and the true Administrator, SCP-001, The true nature of the Foundation, answers. He gives a short monologue before Jump-Chan intervenes, kills him, and gives you your reward.



SCENARIOS

Now that you've gone through this whole ordeal, through many hardships and challenges, you somehow came out on top. You went through one of the most gruesome and most taxing challenges of the SCP Universe, encountering multiple SCP-001 proposals, many reality-bending creatures, and you killed every single overseer on the O5 council. You are now The Administrator, and as such you gain the entirety of the SCP Foundation as followers, with the added benefit of being able to perfectly control or capture every SCP listed. You have the entire Foundation now at your fingertips, and can use it to your hearts' delight. Of course, you can choose whether or not the Foundation follows you into the Jumps you travel to, but even if it does, It will mostly stay out of sight, being able to almost completely keep itself hidden due to the entire Foundation's experience. Your O5 council is empty for now, but you can fill it up with whoever you wish, whether it be a companion, or just have that person become a part of the "followers" that are the SCP Foundation. Of course, your O5 council is ageless, but not immortal. Your second reward is the Spear of the Non-believer, able to kill gods as if they were mortal men. The spear isn't exactly a spear, it is the physical embodiment of the denial of immortality by the first thinking being, so at will it can change into whatever melee weapon you wish, so long as the size of the weapon is normal for that specific type of weapon. You would do well to take this reward with a grateful heart, as misuse can lead to terrible consequences.

Cannot be taken with Separate Interpretations, MC&D Problems, Containment, Russian Asshole, Scarlet Dreams, and Humanity's Biggest Flaw.



SCENARIOS

The Way it Ends:

...Or maybe this isn't the end? Maybe you wish to do more than just kill the O5 council, maybe you just want to fix everything. You are given back every single one of your perks and items, and are given the task to eradicate every single SCP and Anomalous creature or item.

There is no time limit, nor is there any way to fail unless you die or you finish. You will keep going until you finish reading the final page of this story.

You will eventually have to go up against powerful reality-benders like The Scarlet King, or The Hanged King, and even eventually Mekhane and Yaldaboath. You will end it all.

You will also be tasked with clearing out every other reality of anomalous items, too. Don't worry, if you can't hop realities yet we will give you the ability to once you clear this one. You will also get clarification on what's "anomalous" in whatever reality you're in.

This scenario represents the end of the story, the end of the SCP foundation, the end of the book, the final chapter.

You will be the one to close the book of this story, as I'm closing the book of this Jump, at least for now.

You lose The Ouroboros Cycle Scenario rewards, but instead gain something else. You gain the power of the old Administrator, the one Jump-Chan killed. You can embody something completely, something of your creation. It exists because of you. You exist because of it. If one exists, so does the other. If what you built is destroyed, but you live, you can rebuild it, even if it's an abstract idea, like a Foundation, you can bring it back to its' former glory. Even better, if given time. The ultimate reward, for the ultimate challenge. Take it, and cherish it. It is the only one of its' kind.

Can only be taken with The Ouroboros Cycle Scenario.



Credit for a good chunk of ideas, gear, and initial inspiration comes from [This Jump](#). If anyone can inform me of the original poster, please do so! Also, if you want to recommend any changes, you can do so [Here](#).

Version Changenotes

V1.0:

- PDF Created.

V1.1

- Added Marshall, Carter, & Dark origin.
- Created perks for the Marshall, Carter, & Dark origin.
- Grammar, spelling, and errors fixed.
- Added SCP-1230 as an item.
- Added SCP-5000 as an item.

V1.2

- Added SCP-445, SCP-5355, SCP-662, and SCP-184 as items.
- Added Dr. Wondertainment as a companion.
- Revised SCP-262 description.
- Added Brothers' Lament as an SCP perk.
- Added Scenarios section.
- Added Duality as a scenario.
- Added SCP-040 and SCP-191 as companions.

V1.2.5

- Removed duplicate items (Sorry lol)

V1.3

- Added Serpent's Hand origin.
- Added Dr. Wondertainment Worker origin.
- Added Thaumaturgical Practitioner origin.
- Added Syncope Symphony origin.
- Added SCP-3325-1 origin.
- Added Doll perk.
- Edited Brother's Lament and Duality.



NOTES

V1.4

- Added Containment Breach scenario.
- Added Surviving IKEA scenario.
- Added Sarkic Paradise scenario.
- Added The Night Children Rise scenario.
- Added Taming The Beast scenario.
- Added Break The Masquerade scenario.
- Added The Ouroboros Cycle scenario.
- Added The Way It Ends scenario.