Item #: SCP-9999

Object Class: Keter

Special Containment Procedures: all physical copies of SCP-9999 are to be kept in a sealed room measuring 10 meters on each side. All physical copies are to be encased in a 3-centimeter-thick box of telekill alloy and suspended from the ceiling with at least 2.5 meters clearance from any surface. 2 (two) armed security personnel are to be stationed at the entrance to the containment chamber at all times. The security personnel are to terminate anyone attempting to gain access into the containment chamber with no exceptions. Any digital copies of SCP-9999 are to be deleted upon discovery, and the device found to contain such instances is to be passed to a member of Decommissioning Department for proper termination.

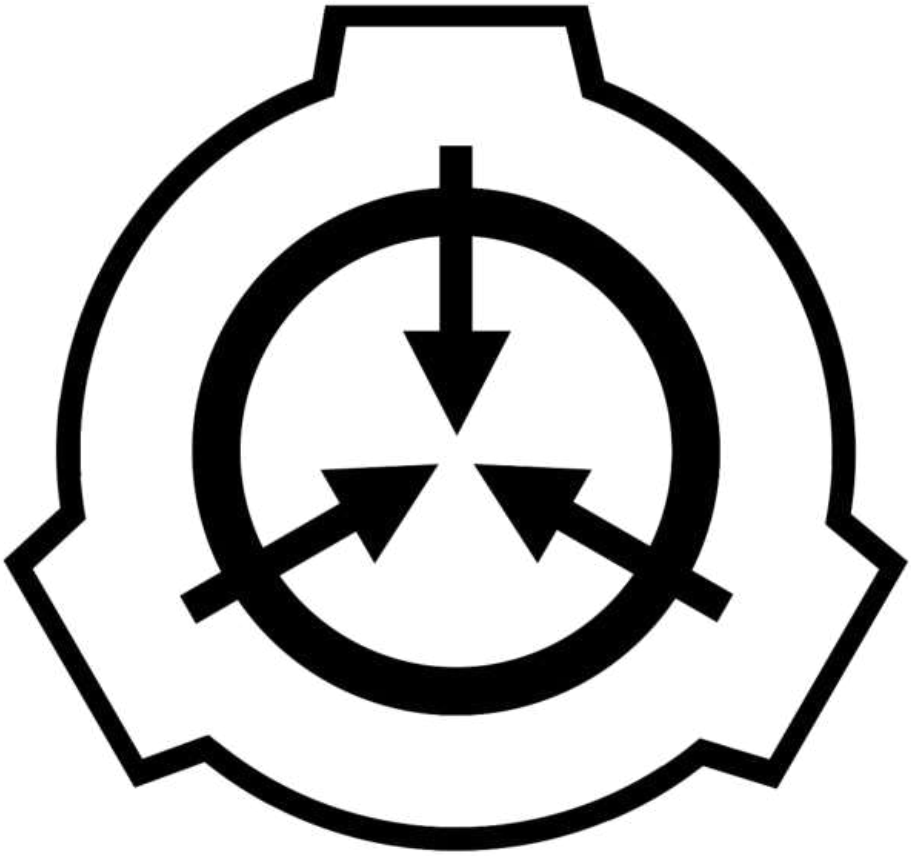
Description: SCP-9999 is a document printed on a sheaf of standard A4 printer paper. The document is written in a style of a writing project colloquially known as "Jumpchain". The document details a series of choices the player would have to make in order to start their "jump" as a member of the Foundation.

Long-term containment has proven impossible, as SCP-9999 has proven capable of escaping containment multiple times. Most containment breaches have occurred with no casualties to Foundation personnel and the document simply de-materializing within its containment chamber outside of the notice of Foundation personnel.

Personnel exposed to SCP-9999 report a strong desire to finish reading it, often disregarding their surroundings and incoming orders to stop viewing the document. Most subjects had to be forcibly removed from the document.

Addendum: SCP-507 has shown familiarity with the document, stating that he encountered several humanoid anomalies empowered by similar documents. Most of them proved friendly and assisted him; however, a few notable exceptions attacked SCP-507 on sight, forcing him to flee or seek shelter.

Note: all this indicates that these "jumpers", as the writers seem to call them, are very much real. I am unsure what implications this carries for us, exactly, but I'm sure the guys in the Pataphysics Department will have a field day, what with how this alters the narrative flow of the world and all. – Dr. Hubert



Introduction

So, did you enjoy that little intro? I snatched it up from one of the parallel realities of this setting. Don't worry, the world you're going into will have absolutely no awareness of the Jumpchain or anything similar.

Indeed, you will once again enter the world of horrible eldritch monster, cute jello puppies, heart wrenching stories, badass tales and humorous tangents. Welcome, Jumper, once more, to the world of the SCP Mythos.

This time, you will be the bona fide protagonist of the entire setting – a member of the single largest, most influential anomalous organization on the planet – the SCP Foundation itself. Whether you will find yourself as a humble D-class, a high-ranking staff member or a badass MTF soldier, well. That's up to you to decide.

You will spend the standard 10 years in here, barring any drawbacks that say otherwise. Good luck, jumper – you're gonna need it.

It is dangerous to go alone. Take this:

+1000 CP

Made by u/usernametaken18902

Time and Place

The Foundation is old. How old? No one can really tell. Some say it was founded in 1910s, others argue that it was started in the medieval times, yet others say it existed since time immemorial, even before man walked upright. Honestly, sometimes I hate how fluid the canon of this setting is. But alright. I'll just let you decide for yourself how old the Foundation is and when exactly you start. Pick anywhere from 4000 B.C. to 2023 A.D. anywhere on the planet. Yeah. I'm giving you this wide a choice. I'm a generous god. You may also freely pick your age, sex and gender.

Origin

Outside of time and place, you must pick what position you occupy in the Foundation. All origins can be taken as Drop-In, or have some memories attached to them, you decide.

Administration: ah yes, the good old bureaucracy. You are one of the administrative staff running the Foundation. This is an umbrella term that covers HR, legal, financial, judicial departments and more. Good luck with all the paperwork. There's gonna be a lot of it.

D-class: also known as "Disposable Personnel". The name is pretty self-explanatory. You are an unfortunate sap that just so happened to commit a death row-worthy crime, and who was subsequently approached by the Foundation who offered you a way out – work for them for a month, and you're free to go. Now, there were some rumors about the Foundation actually killing the D-class off at the end of the month, but for the sake of the jump, that's not the case. If you're good, they offer you permanent employment. If you're obviously anomalous, they'll put you in a containment chamber. If you're just average, they'll amnesticize you, set you up with a new identity, and off you go. Just, keep in mind that these guys are called "Disposable" for a reason.

Researcher: the eggheads. These are the guys who stay in labs and try to study the incomprehensible shit the Foundation deals with on the regular. While they are more valuable than D-class, they still die in droves, due to accidents as much as enemy action and containment breaches.

Ethics Committee: how many Ethics Committee members does it take to change a lightbulb? None, they can't change anything! Jokes aside, the Ethics Committee ensures that in fighting monsters, the Foundation don't become monsters themselves. They have power over even the O5 Council, and punish those they deem "unethical", "inhumane", etc. You should make sure you're a pretty stand-up guy if you're gonna throw your lot in with these people.

Department of Abnormalities: ah, I see you've never heard of them. Understandable. You see, this is kinda like a… precursor to the Foundation of today, I guess. Or, they were a sister organization to the Foundation. Or, the Foundation started off as something different and these guys were the inception of their anomalous activities. Whatever the case, the bigwigs up top definitely don't want anyone to know about the DoA, for some reason. You should probably stay in hiding, just in case.

MTF: mobile task force. The boots on the ground. What they do depends on the individual MTF, as there are a lot of them, each with a different purpose and specialization. You get to pick what specific MTF you are a part of. Go you!

Perks

You know the drill. 50% discounts for origins, with 100 cp ones being free.

Undiscounted

New Recruit [Varies] - ah, I see you were recruited from some other faction. That's alright. You can take any undiscounted perks from my other SCP faction jumps.

[redacted] **[100]** - standard mind protection. No cognitohazard or infohazard will have any effect on you. Now, you will still trigger them, and you're protected from other entities tied to these hazards, so Shy Guy will still rip your face off, and the Cosmic Starfish will still be aware of you as a threat, so don't go thinking this is a carte blanche.

Office Romance [100] - the Foundation is strict in some matters, and lax in others. No one will begrudge you some flirting and romancing at the workplace, be it your colleague, your superior, your junior, whatever. So long as it isn't actively detrimental to your work, all's fair.

I Said Redacted [200] - you have a strict demeanor, capable of intimidating most people and denying them clearance. You could even cow senior staff, so long as they are weak-willed enough. With convincing arguments - such as something being dangerous, or a cognitohazard, etc., this becomes even easier, especially if it is true.

Secure Containment [200] – the Foundation knows what it's doing, for the most part. Containment measures won't just randomly fail for no reason. So long as no actively harmful action are taken by you or third parties, most Foundation facilities, operations and measures will function in pristine condition. This same benefit extends to whatever faction you're a part of in the future.

Friends in High Places [300] - yeah, the Overseer? He was your classmate back in high school. You can be certain that most people who have seniority over you will treat you very well, and you will definitely have some good friend high up in the chain of command.

Knowledgeable [300] – there are a lot of anomalies contained by both the foundation, and other GoIs. In order to be an effective member of the Foundation, you will to know them all by heart! This perk grants you perfect, databasic knowledge of all the anomalies ever encountered by the Foundation and other groups of interest. In future jumps, you will possess similar level knowledge of the local lore and other similar things.

Too Useful [300] – let's face it – you yourself are an anomaly. Normally, Foundation would just stick you in a box and be done with you. But, that wouldn't be much of a jump, now, would it? Instead, you are treated much like Connor in the Confinement series, or the many members of the senior staff (Dr. Iceberg, Dr. Shaw, Dr. Crow, Dr. Kondraki, etc.). You are deemed too useful to just lock up. When it comes to you and your nature – be it your abilities, origin, species, sex, race, gender, etc. – everyone is willing to make an exception. Ignore their sexual preferences, organizational standards, prejudices, etc.

EVE Perception [300] - you have an interesting ability similar to what COLLICULUS Aetheric Resonance Imager can do. You can perceive EVE (Elan-Vital Energy) Radiation. All living things give off some amount of EVE, but anomalous and supernatural entities give off more, or the

pattern in which they give it off is different. You can think of EVE as 'life energy', or 'magic particles', and it is the basis that allows thaumaturgy to exist. Interestingly, if you were a thaumaturgist yourself, being able to perceive EVE would be a massive boon, and allow you far finer control of your magic.

Why Friend Shaped? [400] - anomalies are often times horrible, monstrous and grotesque in both nature and appearance. That, however, can be rectified. With the help of this perk, you can give all sorts of monsters a desirable aesthetic. Turn 682 from an ugly, half-melted crocodile into a cool and majestic dragon. Turn 939 into a sleek and fierce predator. This won't change the general appearance of others, but it can influence small details and stylistic choices. Moreover, most anomalies are now much, much easier to get along with. This reduces their hostility by about a fifth, increases their intelligence by the same amount, and makes them willing to entertain some semblance of dialogue before they slaughter you. In future jumps, this also affects all supernatural beings and creatures considered 'monsters'.

Type Red [400] - GOC speak for regenerator. Specifically, an Expending Regenerator. At base, as a passive, you have an extremely fast regeneration rate, allowing you to regrow limbs in an hour, at most. However, if you were to push this ability to its limit, you would find your EVE overcharged and causing cytogenesis that cancer can only look at weep. Your body would start regenerating so fast it would make you virtually invulnerable, and moreover - you would start growing new organs, limbs, expanding your muscle mass, etc. These new additions to your body will wither and turn to dust as soon as you stop pushing this ability. By the way, doing so will cause your metabolism to skyrocket, requiring you to either consume copious amounts of matter or rest for unreasonable amount of time.

Speaking In Red [400] - and also in bold. A true reality bender doesn't surf on the waves of reality, he commands them from the eye of the storm. You possess a minor form of reality bending. It's not magic, and it's not anomalous, no more than the universe is anomalous. You know how to exploit the metaphysical structure of any given universe you find yourself in to give yourself abilities similar to the supernatural capabilities of the various reality benders. None of them are ever quite equal to the full power of a full-fledged type green or other similar individuals, but they nonetheless allow you a fair chance at going against them. Additionally, you can introduce minor pataphysical abnormalities to the structure of the universe. Nothing that actually matters, but enough to impress your power upon others. Like, *speaking in italics*, **speaking in bold**, SPEAKING IN A DIFFERENT FONT, or speaking in a different color.

Multiversal Alliance [400] - much like Serpent's Hand's Black Queen, the Foundation isn't a singular entity. It is almost a universal constant. This perk ensures that whatever organization you're a part of will be able to encounter and form an alliance with an alternate universe/alternate timeline version of itself. Be it through the multiverse, void storms, dragon breaks, or warp fuckery, alternate versions of your organization will exist, and there will also exist means to communicate with them and establish a meaningful partnership. Whatever assets, personnel, resources, etc. your organization has, the alternate versions will also have them, with some slight variations.

Type Black [600] - a demigod. That is what you are. To explain - take a reality bender. He thinks, and things happen, because he wills it. A narrative manipulator is also a reality bender, by does so not by willing things to happen, but by changing aspects of the story he is in. Now, the demigod of the variety we're talking about here is similar, except that he achieves reality bending not by willing it into existence or messing with pataphysical narrative, but by utilizing what is already

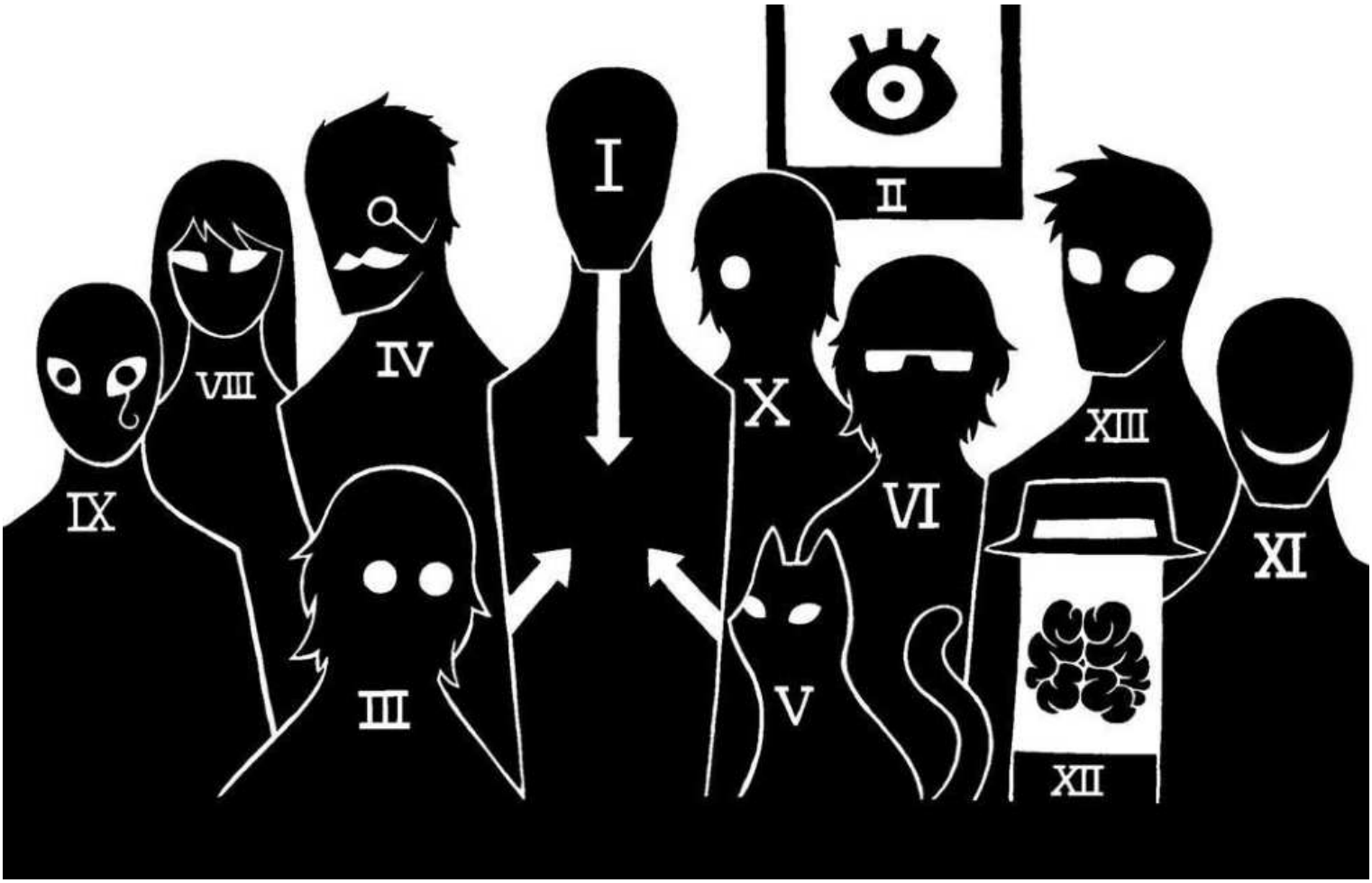
there - EVE turned Aspect Radiation. Your thaumaturgical potential is off the charts. Rather than EVE, you give off ARad - a substance so volatile and powerful that it warps reality merely by existing. And to add on to that, you can manipulate and direct it. To achieve truly horrifying effects will take study and skill, but even as a newly minted demigod, you could level chunks of reality and collapse certain aspects of the universe on themselves. However, one of the most important parts of this is - you can choose not to suffer Backlash. When thaumaturgists utilize Aspect Radiation, they experience Backlash - an intense reflection of that ARad back at them. It is the main reason the use of Aspect Radiation isn't as commonplace as EVE. You have no such drawback - in fact, you can choose to altogether redirect that Backlash into another spell of your choice. What would normally be wasted as an uncontrollable pulse is now harnessed and used. You count among the most powerful thaumaturgists in the world, and you can develop this potential even further.

Essophysicist [600] - to quote one Dr. Ross, no one sober could come up with this shit. You are perhaps the most knowledgeable person when it comes to applied essophysics. Essophysics being the study of manifestations of concepts and their impact on reality by merely existing. A manifestation is affected by what idea - or memeplex - it embodies, and how that idea/memeplex/concept exist within the Noosphere. For example - a manifestation of "Red" will be angry, and passionate, and malevolent, and bloody, and probably on fire, because all these things are associated with "Red" in the Noosphere. Your understanding of essophysics allows you to better create and combat manifestations. You could, at will, create a physical embodiment of any concept that exists within the Noosphere, and just as easily terminate it. You could create the Grim Reaper as manifestation of "Death", a giant chitinous monster as manifestation of "Crabs", or a pure white piece of cloth as a manifestation of "Napkin", and dismiss these things back into a shapeless memeplex at will. You should probably exercise caution when messing with this power.

Death On Speed Dial [600] - we've got mister big shot over here! Yes, you, quite literally in fact, have Death on speed dial. Whether it be the Grim Reaper, Death from Ouroboros tales, the youngest of Brothers Death, or any other personification of it. You can contact your chosen Death at will, and ask for a variety of favors. Resurrect someone, kill someone, you know, the usual. Death may not always comply, sometimes it may for favors in return, etc. Just don't piss him/her/it off.

O5-J [600] - sure, why not. You now occupy a newly minted position on the O5 council - O5-J. Despite the unfortunate designation, everyone still takes you as seriously as any other councilor. First off - you have the (second) highest clearance level in the entire Foundation. And as Foundation is supported by damn-near every nation on Earth, you can apply this clearance everywhere. It doesn't matter if it's mundane, anomalous, doesn't concern you, or whatever excuse someone might offer - you have access, and no one can stop you from exercising it. Secondly - you're immortal. Old age, disease and other natural causes just don't concern you anymore, and you'll stay in your prime regardless of your actual age. Moreover - you, and the rest of O5 council, have entered a pact with Death, wherein it will bring you back to life should you die... but only so long as one of you remains in a half-dead state. Let's just say that in future jumps this translates into a one-up, and the ability to enter similar contracts with local variations of Death. Thirdly - you are an expert in one field of your choice. Be it math - allowing you to see into the future using statistical date of worldwide cucumber sales or some shit -, combat, making you damn-near a force of nature capable of tanking missiles to the face and ripping armored aircraft apart with your bare hands, or charisma, granting what could very easily pass as mind control. You get to pick the specifics, but it's all similarly ridiculous in scope. Fourthly - you get the ability to develop new anomalous powers through various means - biokinesis by infecting yourself with some sarkic

plague, a myriad of superpowers by ingesting some God juice, technological augmentation for technokinesis, etc. This effect ensures that you will have the ability to develop these new and strange powers - you need only to find out how. And, well, you have the brightest minds of humanity at your service.



Administration

Paperweight [100] - you're gonna be seeing a lot of paperwork. Might as well make it easier to deal with. Paper objects have no weight when you carry them, unless you want them to be. You can also perfectly balance entire towers of paperwork. At the same time, papers cannot be carried away by a stray breeze or something similar.

Patient [100] - breathe in, breathe out. Calm. You are calm. Dealing with all the bullshit the world has to throw at you takes a lot of patience. Thankfully, you have it. You are very, very patient, and capable of reigning in your emotions and impulses.

What's the Procedure? [100] - you know the manual in and out. You should - you wrote it, after all. You have perfect awareness of proper procedure in any event, and know any and all rules, regulations, policies, exceptions, etc. by heart, and can never unlearn them, for better or worse. This knowledge will update in future setting whenever you join an organization.

HR [200] - Administration Department is a catch-all term that just so happens to also cover Human Resources. You just so happen to have this role assigned to you. You can easily scout out potential candidates for any position, and have an eye for talent. Moreover, you have an easy time convincing other people to join up. And if you have to fire them, they always understand and don't hold it against you.



Record Keeper [200] - you just so happen to be a member of RAISA - Recordkeeping and Information Security Administration. You are responsible for making sure that the actual database is intact and secure. You also have clearance to decide what needs to be redacted, expunged, and what can be accessed by what security clearance level. To assist you in this job, you have perfect memory, and the capability to adequately and objectively assess the danger something presents. You are also a wizard with Excel sheets and Word documents.

Legal [200] - you are part of the Foundation's in-house legal department. You are a lawyer specializing in laws regarding the anomalous and the supernatural, but have a decent familiarity with other branches of the law as well. You are rather convincing when it comes to legal matters, able to twist both the spirit and the letter of the law in such a way that it suits you. You also have a lot of experience in court. Really, when will they promote you to the O3 Court?

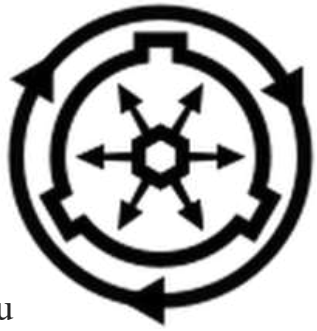
Bean Counter [300] - people may complain about lack of funding, but you know - everything is just right. Not too much, not too little. You have a perfect sense when it comes to finances and budget, and know just who needs it most, and how to allocate it in a perfect manner that would provide the greatest benefit. This also includes personal finances, and other investments that don't necessarily require money, but other resources. You also know what venture will return the most dividends.



Decommissioning Dept. [300] - the Foundation aims to contain and study, not destroy. They aren't the GOC, after all. But even they acknowledge that some anomalies are too dangerous, and must be... decommissioned. You are the guy responsible for coming up with methods of doing so. You can easily think up a dozen novel way to destroy or kill something/one. You can restrict yourself to meet certain criteria, such as being humane or

efficient. These methods you come up with are not guaranteed to destroy the thing completely, but they will at the very least damage it. And hey, if nothing else, you can always throw them into the sun.

Everyone Gets a Promotion! [300] - you have a rather talented team working with you, and your superiors acknowledged that fact. Just being a part of any team seems to raise their efficiency, as well as the chances of being promoted for both yourself and them. And this does not necessarily mean career promotion - this means general ascension up the ranks of whatever ladder you're climbing. Level ups for gamers, higher realms for cultivators, etc.



Threat Assessment [400] - you are a part of Emergent Threat Tactical Response Authority. What this means, is that you are responsible for identifying threats and coordinating the response to them. You also specialize in pre-empting danger. You have a long-term danger sense that encompasses not just yourself, but the entire organization you are a part of, as well as each and every single one of your properties, items and companions. The closer the danger is to being realized, the greater insight you have into its nature and methods of dealing with it.

Overseer [400] - you are a part of an Oversight Committee headed directly by one of the O5 councilors. You have the third-highest clearance level in the entire Foundation. Much like other high-ranking Foundation officials, you have undergone a regimen of mnestic treatments, inoculating you from the effects of most amnestics and other memory-affecting substances, and making you capable of perceiving the world as it truly is, in all its eldritch horror. Yet, you remain steadfast, directing and coordinating your people with an unshakable will. No matter what horrible truths you discover about the world and the threats to it and its inhabitants.

Site Command [400] - you are the Site Director for whatever location you find yourself stationed in. You are both a bureaucrat and a leader, capable of winning both wars and peace. Whatever location you're in charge of is your domain. You can freely teleport yourself and others all over the site, significantly cutting down on travel time and operational costs. You are also perfectly aware of all going-ons on your site at all times, even when you're away from it. You can establish similar dominions for whatever area/s you have been appointed or acknowledged as being in charge of.

The Administrator [600] - welcome, Administrator. Congratulations on your promotion. Not that it was unexpected. Someone always picks up the phone, after all. You are the Administrator - the founder of the SCP Foundation, the only being that outranks the O5 Council. You are more than a man - you are a manifestation of the collective will of the Foundation, an idea hammered into sapience, a personalization of a desire for a certain kind of security. So long as the Foundation is around, you will not die. Someone will always mantle you, and become the new you. Someone always picks up the phone. You will be able to live through your inheritors. This property extends to any faction of your choice in future jumps. But that's not all, oh no. As you have clearance for all sorts of horrid shit, you must be inoculated against pretty much any and all mind-affecting hazards, and moreover - you don't trigger cognitohazards at all. For example, you could look at Shy Guy all you want and not agitate him at all. Also, curiously enough, Keter-class anomalies tend to leave you alone more often than not.

Narrative Wizard [600] – you are more than just a character in a story. You are the one who embodies the Reader – it is from your perspective that the world is seen. You can perceive the narrative of a story and are able to understand the plot from an outside perspective. Due to the

perception's nature, you are able to perceive the story's reality from a reality-to-fiction standpoint. This confers an understanding of the particularities like the setting, its characters, and plot. As a bonus, your transcendent understanding of the literary nature of the world and the implications thereof grants you the ability to manipulate literature itself, as well as media capable of carrying it, such as paper.

Horror Writer [600] – the real gods and masters of this setting. And you just so happen to be one of them. Your writing has a peculiar ability to manifest. Any phenomenon, event or entity that you describe by writing about them on a medium that can be perceived by others, will manifest in the world. Events will transpire, entities will be born, and phenomena will begin occurring. The greater the quality of the writing, and the more specific – the better the result will be. You will always maintain narrative primacy over the items manifested using this ability. Just keep in mind that things too disruptive to the pataphysical narrative and those of insufficient quality can always just… cease to exist, as other horror writers delete them from existence for the sin of not meeting their standards.



D-class

Crafty [100] - you have a sharp wit and a quick mind. A roguish sort of charisma, a quick retort always at the ready, and an eye for detail, you can achieve much with very little. Limited resources don't mean much when you can get as much uses out of them as you. Get more bang for your buck! Nothing supernatural, just a sort of utilitarian mindset someone in dire straits might develop.

More Than Fodder [100] - you are here because of a non-violent crime, and you have some sort of skill that the Foundation finds useful, like art, a science degree, repairs and/or maintenance, etc. You can rest assured that the Foundation will think twice before sending you to your death. You are far more likely to occupy a safe position instead of a front-line one, no matter what organization you're a part of.

Don't Blink [100] - letting your guard down for even a second in a place like this is liable to get you killed. You no longer need to blink, can hold your breath for up to 10 minutes, don't need to sleep, and you don't suffer from any mental strain from keeping your guard up constantly.

Expendable [200] - you're just one man; to depend on one individual is stupidity. Whenever you leave your post, organization, group, etc., you can be sure that something, someone, or a group of someones will take your role. They won't be as good at it as you, but you don't have to worry about everything falling apart without you. You can turn this on and off at will.



Escapist [200] - you put Harry Houdini to shame. You are an escape artist, able to find your way out of many an unpleasant situation. You have a set of skills that render escaping from spaces a breeze. Flexibility of a contortionist, high pain tolerance, skills in hotwiring, lockpicking, acrobatics, stealth, parkour, etc. You are the best in those fields. You need but an opportunity.

Amnesty [200] - all can be forgiven. You have a knack for worming your way out of sticky situations. You can shift the blame, come up with creative interpretation of instructions and rules, and if push comes to shove, have enough charisma to talk your punishment down from death sentence to community service. Note that this will only trigger after the fact of committing a wrongdoing, not before.

Montauk [300] - who are you going to tell? Your mom? You are routinely tasked with super-secret, classified tasks that probably shouldn't be handed out to someone without security clearance. People just don't consider you as a viable threat to infosec, and so they hand you top-secret documents to deliver, tell you where to fetch ancient artifacts of terrible power for them, and generally speak unreservedly around you.

Thin Presence [300] - you are a quiet one. Most people tend to overlook you, for different reasons. Maybe you're just so unremarkable in their eyes, maybe they just don't notice you, but whatever it is, you have a much easier time remaining stealthy and unnoticed, so long as you don't draw attention to yourself. Moreover, even when they do notice you, they don't pay you much attention, underestimate you, and will forget about you soon afterwards. You just have a slippery presence, Jumper. Can be turned on and off.

Built Different [300] - you're gonna want this if you feel like surviving. You are significantly tougher - your skin akin to brigandine in toughness, and your bones similar to high-carbon steel; you have a small regeneration factor, your wounds don't bleed, your stamina is twice that of a normal human, and your physical attributes are similar to an Olympic athlete. You also don't need food or water, can hold your breath up to 30 minutes, and your senses are superhumanly sharp. With this, you might just live a little longer.

Stay of Execution [400] - whenever you're at death's door, and feel the cold touch of reaper's scythe on the back of your neck, something always comes through to interrupt the moment. An MTF might arrive just in time to distract a monster and give you a chance to escape; maybe the cult leader likes to monologue, or the ritual takes a long time to perform, giving you a chance to wriggle free of your bindings; a normally fatal wound would reveal that one guy over there to be a trained medic or a doctor, and he can help you out, if only you manage to grab his attention. You will always have a chance at survival, no matter how low the odds. If you manage to grasp it is another matter entirely.

Live Another Day [400] - a one-up. If your body, mind and soul are destroyed beyond all repair, and your chain would end, you instead respawn at the nearest safe location at exactly midnight the following day. Additionally, to make sure you don't die again, after you respawn, power and performance of your perks is increased by 5% for the rest of the jump, and you get a brief window - 24 hours - where things like causality alteration, instant death magic, curses, soul-shattering rituals, etc., have no effect on you. You can choose to trigger this one-up before others.



Burning Man [400] - SCP-2419-A. They are husks created by the Foundation. Not on purpose, of course - they only intended to take all the happy memories of D-class personnel and then burn the bodies. Morality aside - you are now one such husk. Pain no longer registers to you - or, rather, it registers as pleasure - you could be continuously burning alive for 20 years, and happily laugh while at it. You are incredibly durable - you could be nothing more than a charred skeleton, yet continue to move and live. I'm not even sure what it would take for you to die. You also regenerate - bones, fat, muscles, skin, everything will grow back... eventually. It is a slow and - normally - painful process. As a bonus - you can turn off your humanity at will - blank out all your good memories, leaving behind an uninterrupted stream of pain, misery and rage, turning you into a mindless monster. You can also turn your humanity back on - just hope you'll have enough presence of mind to do so.

Apotheosis [600] - you have superpowers! Kinda, anyway. They derive from a massive crystalline gestalt entity formed by countless metaphysical symbiotes (where have I heard that before?), which secretes special super-power juice. You were one of the test subjects given this blood juice. Your superpower? Much like D-77777, you have the ability to manifest any firearm (seriously, this is painfully familiar), from the dinkiest pistols to massive city-busters, many times your own size. You are not limited in the amount of weapons you can manifest at once, and you have additional durability - when struck with sufficient force, the damaged areas will fragment into high-explosives, which will go off at the slightest touch, which don't affect you. You will regenerate quickly. Alternatively, you can choose a different power, similar in scope and power.

Confinement [600] - you are special, Jumper. You can't seem to die. Seriously. Whenever your body is destroyed, a few second later, a new one will manifest for your soul to inhabit. Speaking of - your soul is persistent, hanging around even when it shouldn't, waiting for a new body to come around. This process will repeat over, and over, and over, and you will always come back, so long as your soul is intact. You can set a threshold for when your body would be considered 'destroyed' - this is just a clause for all you regenerators and beefcakes. Just make sure that no one can eat, kill, destroy, shatter, or otherwise unalive your soul.

Not-so-reluctant Jumper [600] - there is a guy in this universe - a poor SOB, being flung around the universe on a fucking bungie cord, teleported to different worlds and dimensions against his will. You are somewhat similar - except you can control it. At will, you can hop to different dimensions, planets, worlds, planes of existence, timelines, time periods, etc. Your targeting system is a bit funky - you may have to jump several times before you find what you want - but 60% of the time, it works 100% of the time. This doesn't make you a planeswalker - you can't jump into Doom Eternal, for example - all the worlds accessible to you are still within the local multiverse cluster of the original world you entered. But you can find rough approximations of other worlds - you can't jump into Doom Eternal, but you can find a world that is kinda sorta maybe a little like Doom Eternal if you squint at it from the right angle. You can perform these jumps at will, and since you're paying CP, they cannot be blocked by anything.



Researcher

Deer Alumnus [100] - you graduated top of your class from Deer College in Three Portlands. You possess the knowledge base necessary to begin discerning the transmundane. You have an equivalent to a master's degree in a hard science of your choice (mathematics, physics, chemistry, CS, etc.) and an occult subject of your choice (parapsychology, alchemy, demonology, necromancy, etc.). Can be bought multiple times, with purchases after the first being discounted.

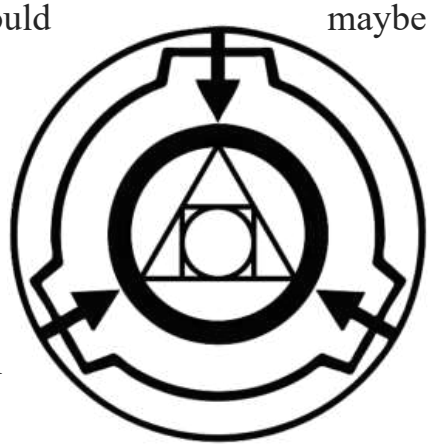
A Little Eccentric [100] - most good scientists are. And they can be forgiven their strangeness so long as they deliver results. Whatever little abnormalities or quirks you have, will be ignored and accepted as the norm, so long as they aren't actively harmful or too large in scope.

Akchually [100] - neeeeerd. You can interrupt people, talk over them, correct them, butt into conversations, and perform other such rude actions without annoying anyone or suffering any kind of reprisal - so long as the topic is something you're actually competent/knowledgeable in, or is related to such a field in some manner, even if tangentially.

The Smartest One in the Room [200] - by simply being in the vicinity of someone, you raise the average IQ of the room. No, seriously. The smarter you are, the smarter everyone else around you are. Those nearby will see a gradual increase in their IQ score. They retain information easier, comprehend complex topics better, are better at inferring and extrapolating data, their analytical capability is increased, and they simply seem to think faster. The effect is temporary (though they retain any knowledge and skills they learned under it), and those affected by it will never exceed your own intelligence. The effect scales with the amount of intelligence and intelligence-adjacent perks you have, as well as your own intellect - the smarter you are, the smarter they are.

Technobabble [200] - you see, the fluctuations in the subatomic quantum flow of the diffracted eigenstate isospin governed by the Schrödinger equation caused a thermodynamically irreversible... you get the idea. You can always explain how something happens, why, when, and where, no matter how arcane or undecipherable the subject. If you understand it or can do it, you can always explain it to others in a way that they will understand. You could explain the most complex processes in the universe to an undergrad history major, and he would understand. Note that you can't explain something that you yourself don't understand.

Hypercompetent [200] - scientists often specialize in certain subjects. You take it to the next level. Specialization is for insects? Hah! You are hypercompetent in one area of science - algorithmic learning, encryption, dimensional physics, xenobiology, astrochemistry, etc. In that particular subject - you outstrip everyone else, no exceptions. Some might even call you anomalous for your prowess. If you're an astrophysicist - you can accurately pinpoint the composition of celestial objects with but a single glance. Dimensional physicist? You can derive complex formulae and pinpoint relative spatial coordinates with nary an effort. Make no mistake - this ability is not supernatural, but learned. While this specialization could maybe apply to some other subjects, it won't be nearly as effective or helpful. May be taken multiple times for multiple specializations.



Alchemy Division [300] - in the SCP universe, alchemy is the manipulation of Aetheric forces. There are five in all - Air, Earth, Fire, Water, Electricity. Aeronous, Terronous, Igneous, Aequeous, and Fulminous. You possess the knowledge of various recipes, formulae, chants and incantations that influence these Aethers, and can

use them to alter reality - create powerful philters and potions, transmute matter, enchant items, synthesize complex materials, etc. With time and practice, you may learn the truth of Takwin - the creation of true, artificial life, and further still - the ability to manipulate the Aetheric forces directly, akin to an elementalist, but so much stronger and versatile.



Antimemetics Division [300] - how does one fight an enemy they don't know exists? When they don't even know they're at war? This is where you come in. You possess a set of skills and techniques that allow you to detect, identify, counter and destroy memetic and antimemetic beings, creatures, objects and phenomena. Mnemonic rituals, special drugs, devices, etc. Moreover, all such things lose their antimemetic properties when you are present - you have an aura that negates any mental influences on yourself and others. With time, you could harness the power of memetics and antimemetics yourself, controlling minds of others as you please, but that would require a lot of research and practice.

N Days Without Incident [300] - when you're in a lab, everything goes right. You will never suffer from any kind of accident, incident, malfunction, etc. All experiments - no matter how dangerous and unstable - will not go off. At most, they will fizzle out and nothing will happen (you will still gain knowledge, data and experience that would normally result from such experiments). All the tech works perfectly around you, chemicals stabilize, organisms calm down, and everyone becomes half-again as competent at what they do. That "_ Days without an accident" calendar is kinda redundant now.

Noospheric Infocidal Constructions [400] - you can create memetic constructs that exist in the form of aggressive ideas. They spread rapidly and cannot easily be contained. Moreover, these ideas will actively seek out and destroy - or rather, overtake - certain other ideas. You could replace the ideas of war with the ideas of peace, erase infomorphic creatures entirely, negate memetic, congito and infohazards, etc.

Special Containment Protocol [400] - the Foundation puts things in boxes. It's their whole thing. And you are the one designing these boxes. No matter the kind of anomaly, how difficult to contain it normally is, what processes are involved, the power of the anomaly, its size or location - you can always design foolproof ways to contain it. And I do mean, foolproof. In a facility designed by you, there would be zero containment breaches, ever. Even 343, 682, 096, 106, 2845, 3812, or any other hyper-powerful anomalies would be unable to escape.



Relevant Research [400] - you always know how to progress your research. Even if you encounter some kind of block, a dead-end, or seemingly reach the conclusion of a research, you can always progress it beyond that point. Can't figure out how an anomalous location works? You need to mount an expedition, obviously. Can't stabilize a dangerous reality bender? You need this specific material, but you knew that already. You can always move further along, even if it is seemingly impossible - even if it is supposed to be impossible - from physical, esoteric, logical, or any other point of view.

PACT [600] - Phenom Application and/or Combination Technology. A term used by an alternate reality version of the Foundation. It's not about what's most useful; it's about finding where phenom (local term for 'anomaly') fit best. You can easily research any anomaly you find - discover principal laws surrounding it, where they derive from, how they combine with the physics of local time-space and divergences introduced by other anomalies, how are they similar, in what ways are they different, etc. You could pump out dozens of scientific theses each day even from something as simple as infinite pizza. Moreover, with enough research, you will find ways in which to put these anomalies to use in the best possible way, and even create new anomalies based on the principles uncovered. And when you do combine any anomalies, there is guaranteed to be at least some synergy. Even when seemingly unrelated, or even detrimental to each other effects, beings, items or any such anomalies are combined by you, they will invariably bolster and boost each other in some way, shape or form. In future jumps, applies to any supernatural phenomena. It wouldn't be difficult to build a utopia using this power. Use it wisely.

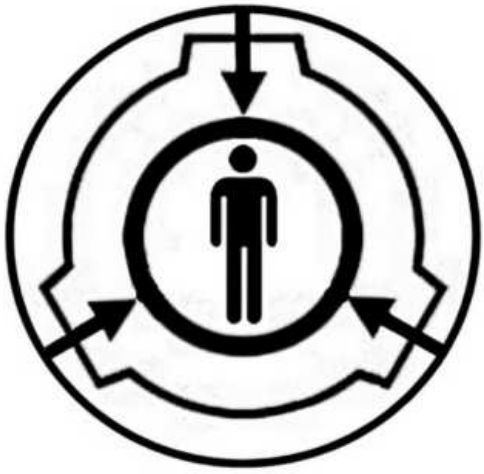
Thaumiel [600] - in the words of one Mr. Anderson, any anomaly can one day become mainstream, if only it was understood to a sufficient degree. You are now capable of bringing this concept into reality. It is impossible to tell where the anomalous and the technological begins, ends and entwines, when it comes to your creations. You have developed a method to bestow anomalous properties unto various objects and creatures by means of technology, which itself some may consider anomalous. Something like 173 is peanuts to you (eh, eh?); 500 is just a few chemical formulae away; you can turn any random D-class into a dimension hopper and a random MTF schmuck into an Olympian in an afternoon. Discovering new anomalous effects to apply to subjects is easy for you. Moreover, you can even remove, edit and alter the anomalous properties of already existing subjects. Guess who's not so hard-to-destroy anymore, bitch.

Databasic [600] - this perk bestows upon you all the knowledge that the Foundation has uncovered since its conception, and an access to all the technology that it has. Reality anchors, mnestic drugs, anomalous equipment, cloning, memetic agents, portals, FTL travel, spacecraft, negentropic engines, reality-altering weapons, gestalt biomechanical motherships, magitech AI, time travel, reality-hopping, anything and everything a bunch of sci-fi eldritch horror authors could come up with in an acid trip fever dream over several decades of dedicated effort to invent the most mind-bending piece of tech. This is perhaps among the most comprehensive, powerful, and vast technology bases in any multiverses, and the only reason Foundation doesn't stomp everything with it is because they are wary of using anomalous tech, their resources are finite, they are bound to one planet, they are dedicated to keeping up secrecy and safety of the people... and, well, differing canons and authors. You, though? You probably don't have any such constraints, and can realize the full potential of such sci-fi/fantasy technologies. Hollowing out planets to use as bases, lobotomizing time itself, condemning something to a realm whose defining property is not having ever existed, folding all possibilities of an individual into one, and any number of other ridiculous shit. If your demented little mind can think of it, this tech base has the knowledge on how to do it.

Ethics Committee

Moralizing [100] - you have an infallible moral compass that will never waver. Moreover, you have the stomach to weigh all the options and decide the most objectively morally correct option.

Not a Joke [100] - a lot of people consider the Ethics Committee a joke. They aren't. And everyone is sure to know this. Never will you be belittled for your station, or be considered insignificant. They won't automatically respect you or listen to you, either, but they won't look down on you for what position you occupy.



Humanitarian [100] - you have experience with various humanitarian and non-profit organizations. You understand what it takes to run these things, and how to organize them, but more importantly - how to make others see their purpose. You can make others see the importance of maintaining civility even in times of crisis. Your stern gaze is like that of a disappointed parent.

P Stand for Protect [200] - the number of atrocities you have, and probably will commit, is daunting to imagine. However, through it all, there is a singular goal. You will never lose yourself, lose sight of your original objective. You will always stay centered and focused on the task, come what may.

Blue and Orange [200] - it can be hard to put yourself into other people's shoes. Not for you. You are capable of adapting to foreign and alien mindsets and moralities far better than most. It is hard to truly understand that in ancient times, people were just different, and what is abhorrent for us was normal back then. It is harder yet to accept that our point of view is not perfect, or objective, or eternal. You are capable of grasping that concept and adapting to new realities you find yourself in extremely quickly.

Ugly Truth [200] - the Ethics Committee doesn't use euphemisms. And if that makes someone uncomfortable? Good. You have the capability to rip away the pretty veneers and justifications that other people might surround themselves with, and make them confront their actions, and consequences thereof. If they remain apathetic in the face of the suffering they caused, you can be certain that they are most likely a psychopath. Using nothing but words, you can tear people down and remake them better, by making them realize what they've done.

Regulation Department [300] - you are a part of the Department of Regulations of the Ethics Committee. What this means is that you are a bureaucrat mostly responsible for the judicial system within the Foundation. A useful ability you have is the capacity to discern lies. You can easily discern if someone is lying to you, by way of a mental or physical indicator of your choice (you could have your fingers twitch when you hear a lie, have a small voice in your head tell you they are lying, or any other tick you want). Moreover, it's not just conventional lying you are immune to - you cannot be deceived in any manner at all, including illusions, evasion, retroactive reality bending, etc.



Crimes Against Humanity [300] - you have an iron stomach,

being able to withstand all that you have done and will do. You have the willpower to commit the most monstrous acts, and the ability to center yourself. If it means achieving your goals, you are ready to commit crimes against humanity, so long as they result in the greater good. Any kind of fear, disgust, uncertainty, hesitation or squick factor can be easily turned off and on.

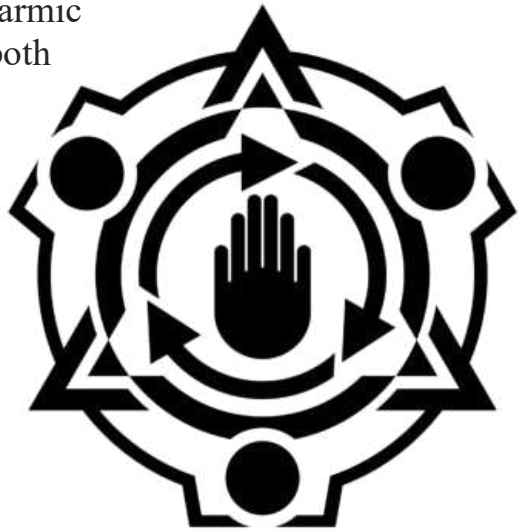
Tiers of Good [300] - often times, right and wrong are defined by vague feelings, temporary sets of societal norms and laws, and the various quirks of one's upbringing. Not anymore. You can truly and definitively quantify 'right', 'wrong', 'good', 'evil', and other similarly abstract concepts. Much like solving a mathematical equation, you can apply cold logic and numbers to maximizing good and minimizing evil, or vice versa if you wish. There is now distinctly a greater good, and a lesser good.

Black Moon [400] - Does the Black Moon howl? Members of the Ethics Committee sometimes make use of fairly esoteric ways to extract information from people. One such way is by trigger phrases - the Black Moon question being one of them. Asking this question will prompt an automatic, uncontrollable response from the subject. Analyzing this response can reveal many things. For example - a negative response is indicative of lies present in the subject's speech, a violent action - indicative of fear, etc. You have perfect knowledge of what the responses mean and have the skill to decipher them perfectly on the spot. You also know several other similar phrases. They might not necessarily prompt someone to reveal information, but rather prompt them towards an action, erase a memory, or even just straight up kill them in a manner similar to memetic kill agents. You can also cook up new trigger phrases as you wish.

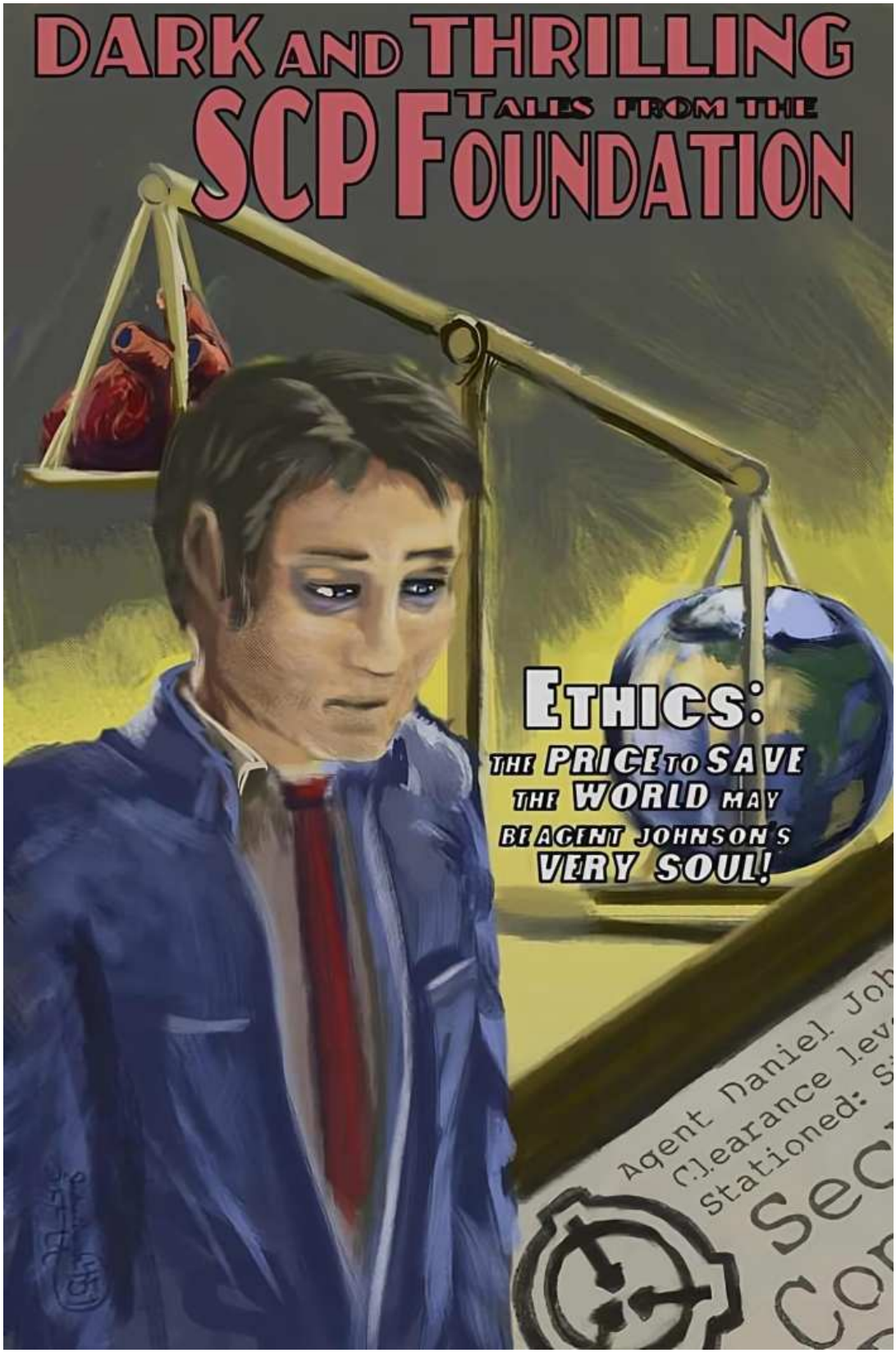
We Know All [400] - every piece of redacted or expunged data, the Ethics Committee knows. You possess perfect postcognition, able to see the past of objects, people, places, events, and things that fall outside those categories. You can see everything that happened in excruciating detail, as if you were there directly. While viewing the past, you are immune to any cognito or infohazards, memetic or no. You can also induce postcognitive visions in others with but a single touch, and they receive the same protection as you, unless you specifically want them not to.

Watching the Watchers [400] - who watches the watchers? You do! You have perfect pericognition within 400 meters of yourself. You are capable of perceiving and knowing everything that is currently happening in the aforementioned range. This applies to all of your senses - sight, hearing, smell, touch, and even the more exotic kinds of perception. You also get a greatly boosted multitasking ability to cope with all the sensory input. You are basically omniscient in your range!

Karmic Cost [600] - the scales of the universe are ever-changing, shifting in response to our lives. Many are unaware of what is going on behind the scenes in the karmic department. But you are. You can clearly quantify the karma or both yourself and others. This allows you several perks - first of all, you can tell the future by reading karmic currents; you can see how to influence them, and how they will in turn influence others; additionally, you do more damage to those of the opposite karma to yourself - if you have a positive karma, you harm evildoers more, and vice-versa. Additionally, depending on what karma you have, you get a boon – those with positive karma have an easier time redeeming others, while those of negative - corrupting others to the dark side.



Correction [600] - you know what is right and what is wrong, but the same can't be said for some people. It is your duty as an upstanding human being to fix them. With but a wave of your hand, you can adjust the mental state of others. Change what they perceive as more important, their system of morality, their entire thought process - it is all for you to view and correct to your liking. With this, you can redeem even the worst of monsters.



Department of Abnormalities

Who? [100] - first impressions matter. And you wouldn't want to screw them up, would you? You may, at any time, choose to erase whatever first impression someone had of you and reintroduce yourself to them.



What? [100] - it's definitely a thing. You can easily explain the purpose of various items to other people. You can also get a vague feeling that tells you whether a thing is anomalous or not, but it tends to be wrong quite often.

Why? [100] - that, is a good question. You are one big mystery. All your actions have a memetic effect to them, one which makes them seem incoherent, confusing and disjointed to others. Can be turned on and off.

Timeless [200] - the Foundation has been around for a long time, and you precede even them. You no longer age, at all, and are immune to general wear and tear that any living organism accumulates over their life. Your wounds still scar, and diseases and genetic defect affects you all the same, but outside of those you could live indefinitely long.

Forgotten [200] - lost, forgotten and forsaken, never to be discovered again. You can, at will, cause any memories and records of yourself across the entire universe to start steadily deteriorating. People will forget, ink will fade, data will get corrupted, and images will tear and bleach out. You are at all times aware of how much data about you - including memories - is out there, and can at any second stop this process.

Under the Radar [200] - you went undetected for a very long time, and are still a mystery to most. You are supernaturally gifted at avoiding attention. This includes avoiding people, leaving no trace of your presence in the world, no records, no signs of your existence. Unless someone directly sees you, you are likely to remain a complete unknown.

Protonymic [300] - have you had any run-ins with the Fae, by any chance? You are what we call a semiohazard - something that causes reality to adhere to a nonexistent axiom, something that causes 1+1 to equal 4, something makes reality not make sense. In your case, you have a thing for names - like LOGICIAN of SCP-INTEGER, when someone refers to you by something that isn't an abstract term, you become aware of them. In that case, you have two options - leave them be, or reduce them to an abstract concept themselves. You would take away their names, their identities, and make them yours, make various pointers refer to you, and leave only various abstract concepts to identify those you took those pointers from. If a researcher referred to you as an entity, instead of JUMPER, you would be able to take that researcher's name and make it so every instance of that name being used instead points to you, and that that researcher in no longer Dr. Owen, but RESEARCHER, a singular instance among the myriad others, unable to be singled out and unable to be identified. You take away people's names and identities, reducing them to a singular, homogenous mass of nameless faces who cannot be separated from each other on a semantic level.

Lost and Found [300] - it is kind of your job to keep the things no one else wants or needs, or is even aware of. You can easily sense the location of "lost" and forgotten items. This ranges from spare socks to ancient artifacts that no one knows exist.

From the Void [300] - where do things that stop existing go? What happens when something is thoroughly erased? Easy - it goes to you. You have access to a sort of pocket dimension, where things that have been retroactively removed, deleted, erased, or otherwise purged from existence and reality, go. You can withdraw them at any time in their undamaged state. This also applies to creatures and humanoids.

Antithetical [400] - what are you? The You is just a reflection of Them - the Not-You that has never been. Your defining characteristic is not existing - or rather, existing as an antithesis to everything in this reality, including the phenomenon of reality itself. Good news - most supernatural powers affect reality, not whatever the opposite of it is, so you won't be harmed by things like reality bending and magic. Another side effect - nature abhors vacuum - that is, you - and will rush to fill it, paradoxically saturating the environment with reality and stabilizing it. As a bonus, most people feel existential dread and unease in your presence.

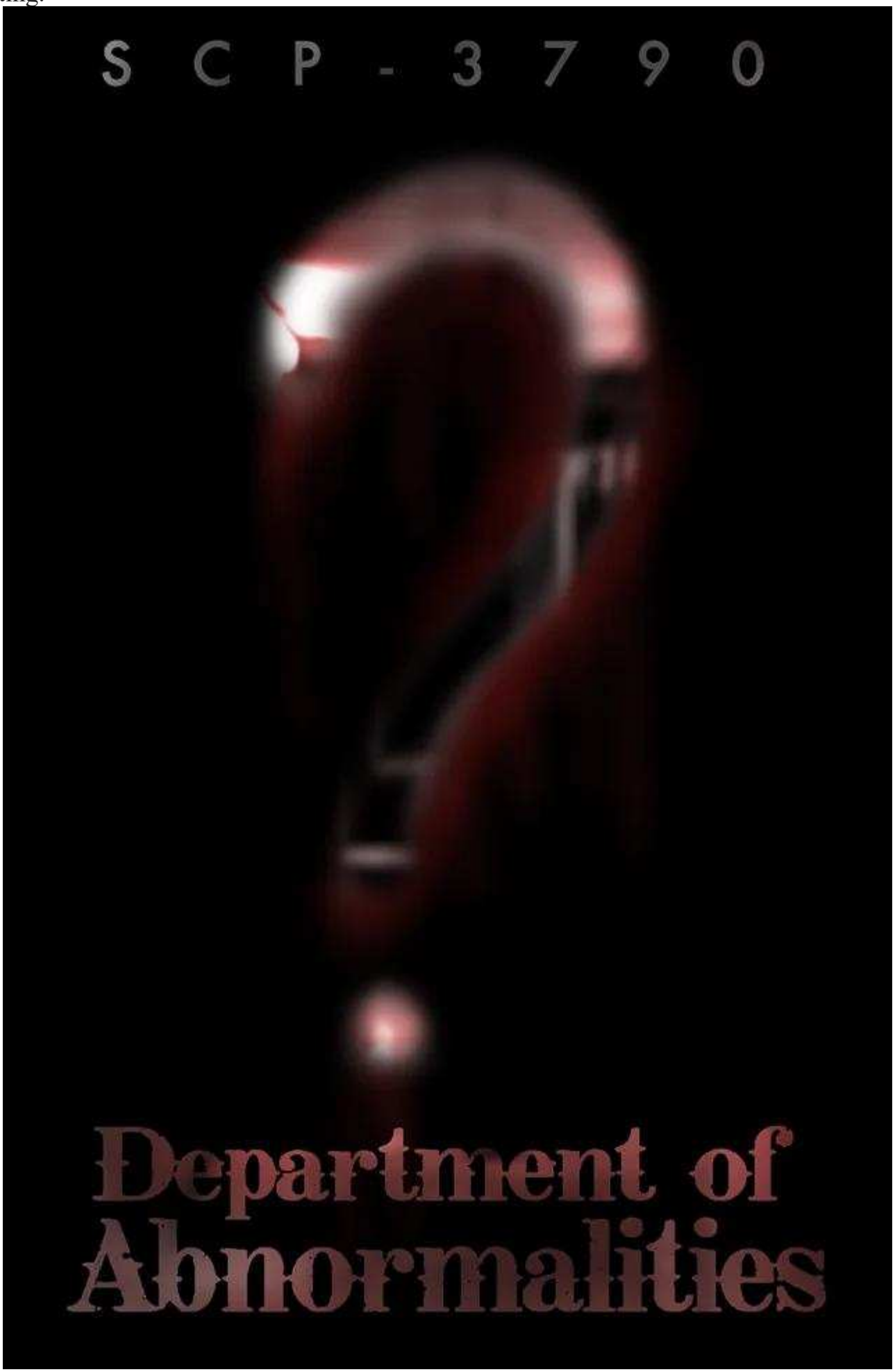
Corrupted [400] - what happens to deleted data whose space has been written over? It gets corrupted - a grotesque merger of the new and the old, unrecognizable and often times unrecoverable. That just so happens to have been your fate - corrupted by things other than yourself. Fortunately, some good came of it. You hold in yourself twisted reflections of things no longer around, and a knowledge not of this world - you can know things on a deeper level than anyone else, by looking not at things and people, but at space they occupy in the world. You can see what came before them, and what sorts of data they have overridden. By learning this eldritch data, you may incorporate its corrupted lore into yourself, gaining new facets - reflections of skills of those who occupy the space that data came from now, and those who have in the past. Moreover, your grotesque nature prevents anyone from gleaning any meaningful information from you or about you - scrying, precognition, postcognition, mind reading, etc. all fail when it comes to you.

Precursor [400] - the idea that anomalies become more complex, dangerous and involved has been explored both on the meta level, and in-universe. Which implies that in the past, the Foundation has had to deal with less destructive beings, objects and phenomena. And as you so clearly predate the Foundation, it is only fair that your encounters are scaled down to the appropriate level. All anomalies you encounter tend to be simpler than they usually are - closer to the Series I standard, than Series VIII. Any already established anomalies quickly lose complexity when encountered by you, scaling down to their bare constituent parts. The Deer might become easily containable by a simple daily prayer, rather than the involved ritual that is being performed currently. Keep in mind that Series I is still home to things like 682, so the danger of anomalies you simplify might not necessarily diminish, but it will be significantly easier to deal with them. This also applies to any supernatural phenomena, objects and creatures you encounter in future jumps.

The Purge [600] - your hands shall be stained with the blood of Mary Sue's, and the shrill screams of self-inserts will pierce the silence as the stench of rotting generic monster meat will permeate the air. You remember The Purge. How could you not? You were the one to take part in it, after all. All your abilities become increasingly more powerful and potent, the closer your opponent is to being a Mary Sue, a self-insert, or otherwise a low-quality character inherent in the "Power Fantasy" and "Wish Fulfillment" writing tropes. This ability manifests on a pataphysical level, granting you 'plot armor' and narrative primacy when it comes to these types of beings.

Abnormality [600] - your author must have had an in with the Senior Staff, because you somehow survived The Purge, despite being one of those horribly written OP SI OC MC abominations. You

are a bona fide Mary Sue - with all that entails. On a narrative level, you are given primacy over damn-near everyone, save for characters designed to be McGuffins and Plot Devices. Everyone seems to like you, all your opponents are pushovers despite being hyped up all the time, and you seem to have a nigh-impenetrable 'plot armor', except for when things alter narrative structure of the setting.



MTF

Conditioned [100] – general physical conditioning. You're in good physical form, comparable to star athletes.

Gun Nut [200] – you have at least a passing familiarity with most firearms, and are able to utilize them effectively.

Olympian [600] – the local variation of a supersoldier. You've undergone extensive alteration as part of Project Olympia. Your soul has been hacked apart and spliced with dozens of others, and you body is a result of extensive cross-experimentation, having been created from nigh-invulnerable materials, with impossible biological configurations, and extensive technological augmentations. First of all, physically, you are capable of lifting up to seven times your body mass, you bones no longer break (they bend instead), you skin can with stand high-caliber fire, you have an impressive regeneration factor and an extremely fast, extremely efficient metabolism, which is further supported by the ability to photosynthesize. Your reaction speed borders on precognition, your logical, critical thinking, multitasking, memorization and comprehension abilities rival massive quantum supercomputers, and you are capable of perceiving any light spectrum at will. Additionally, you possess a limited degree of telekinesis, telepathy and multidimensional viewing. Now, this also comes with a weakness to EMPs, but that's a small price to pay, isn't it? You also gain knowledge on how to produce more soldiers like yourself.

Alpha-1 "Red Right Hand"

Intermittent Vengeance [100] - you are a masterful tracker and survivalist, able to navigate even the most convoluted paths to find your prey.

Tag and Bag [200] - you can 'tag' people and objects, and can feel their location at all time through this tag.



Black Ops [300] - you are a master at stealth and obscuring your tracks. Moreover, you excel at ambush tactics, covert and clandestine operations and the planning thereof, and at training and directing individuals and groups to be as stealthy as possible.

Termination [400] - you are a master assassin - at all times, you have at least a dozen ways to end someone, anyone - without anyone noticing. Not all of your methods may work, but you are flexible in your tactics.

Paradise Lost [600] - your words are like a serpent's - honeyed, yet poisoned. You are the best liar the world has ever seen, capable of deceiving both on individual scale, and on macro level - groups, organizations, entire nations - all within your scope to fool. Moreover, you can backstab and betray people to devastating effect - leaving entire organizations paralyzes and unable to react.

Alpha-4 "Pony Express"

Postal [100] - you have deft hands, and are an efficient sorter and packer - you can easily condense vast volumes into a small package in record time.

Your Hands Only [200] - packages you send are always sure to arrive on time, to the correct recipient, without being intercepted or damaged along the way.



Dead Drop [300] - you know of several locations where other agents leave useful items - weapons, ammunition, med kits, armor, etc. There will always be several of these in your vicinity, and you will maintain perfect awareness of their location. This persists into future worlds. Sometimes, you will find powerful items there.

X-ray [400] - you have perfect x-ray vision. You can choose what to see, what to ignore, etc. You can also see into invisible spectrums - infrared, ultraviolet - and see normally invisible things - radiation, sound waves, thermal energy, invisible anomalies, etc.

Instant Shipping [600] - so long as you have seen the location, recipient, or have the coordinates, you can teleport any object or person you touch to that location with no delay, damage, or any kind of side effects. This teleportation transcends any blocks, dimensions, and universes.

Alpha-9 "Last Hope"

Cooperative [100] - you know how to get people to play nice with each other. Just a practical application of psychology and your natural charm.

Friendly Fire [200] - isn't. Your supernatural attacks will not harm your allies (unless you want them to).



Synergistic [300] - you know how best to apply someone in the field, particularly anomalies. They will always be more effective in a role assigned by you than a role assigned by someone else. The fact multiples for the entire group the more of your allies are directed by you.

Team Building [400] - you know how to convince the strangest beings to help you out. No matter how bizarre, alien, anomalous, or otherwise quirky a being is, you can always convince it to help you out, so long as it's not outright hostile. Moreover - your tram and command will always be okay with your acquisitions.

Sharing is Caring [600] - your normal squad members receive watered-down versions of abilities of your anomalous teammates. Have Able on the team? Everyone has a minor regeneration factor and infinite ammo. Have Cain? Everyone still takes damage, but a portion of it is reflected onto the attackers, and they are especially effective against plant-like enemies. And so on.

Beta-2 "Bayou Boys"

Get Out of Me Swamp [100] - you are proficient in combat in wetlands, swamps, bogs and other such difficult terrain

Filth-proof [200] - mud, filth, grime and other such dirt will never impede your movements and will never damage your equipment - it just slides off your clothes, never gets on your guns, etc.



Bogged Down [300] - you have masterful tactical acumen when it comes to using terrain to your advantage. You could lead your opponents by the nose for hours or even days, reducing their numbers using environmental hazards, without ever spending a single bullet. Applicable to any terrain.

Swamped [400] - it's as if your enemies just give up halfway through. All your foes suffer from significantly lowered morale and bad luck. The slightest setback might back an entire army, the slightest failure might incur a mutiny, etc. And they will suffer failures - causality shift around you, leading those who oppose you to make the worst choices, act on incomplete information, and generally pick up the idiot ball in all senses of the word.

Télmakinesis [600] - the ability to manipulate wetlands/swamps/marshes/fens and other such environs. Included is a weak form of biokinesis, terrakinesis, hydrokinesis, and animal control. You can control the growth speed of plants in such environments, movements of mud, water and earth, and direct the various animals residing there to act as you will. If you're in a naturally formed environ of such nature, this power encompasses all of it. Otherwise, it covers a 60-meter radius centered on yourself.

Beta-4 "Castaways"

Survivalist [100] - you are skilled in combat in forested areas, guerilla warfare, and have the skills necessary to survive off the land for as long as necessary.

Put Down [200] - all your attacks are exceptionally effective against fauna, anomalous or not. A couple 9mm bullets from you could put down an elephant. Does not work on humans or other sapient creatures.



Pet Pal [300] - you can understand animals as if they were speaking your preferred language. They can also understand everything you say. Can be turned on and off.

Beastmaster [400] - animals are highly susceptible to orders from you. They perceive you as their superior in all ways. They cannot attack you, though they can sometimes refuse your orders if they are blatantly harmful to them or if you have been abusive to them for a period of time beforehand.

Evolution [600] - you can temporarily take on features of creatures you kill. Kill a cheetah? Superhuman speed. Kill a gorilla? Superhuman strength. And so on. Applies to anomalous fauna, allowing you to take on watered-down versions of their abilities. Physical changes are optional (but who wouldn't want cat ears?).

Beta-7 "Maz Hatters"

Immune [100] - you are immune to all diseases, are highly resistant to toxins, and mildly resistant to the effects of radiation poisoning.

Lead Skin [200] - radiation of all spectrums has no effect on you. In fact, it straight-up bounces off you. Can be turned on and off at will.

Chem [300] - you are immune to all toxins and harmful substances of chemical and/or biological nature. Can be turned off and on at will, for when you want to get hammered.



Ghoulish [400] - radiation gives you a regeneration factor. The more radiation - the more healing. The regeneration is temporarily, and fades if there is no radiation nearby. With time, you may develop minor helpful mutations (ambidexterity, harder skeleton, tougher skin, etc. Nothing major).

Reactor [600] - radiation, toxins of chemical and biological nature, and other similar harmful substances give you significant boosts to physical attributes and heal you. So long as you're nearby, your allies will be safe from radiation, diseases and toxins, as you will absorb all such things in a 60-foot radius around you. You also gain minor radiokinesis - in the radius specified above, you can control ionizing radiation.

Beta-777 "Hecate's Spear"

In the Know [100] - you possess knowledge of various magical rituals, spells, and countermeasures to them. Does not bestow you with magical potential.

Eldritch Lance [200] - all your attacks are imbued with magical energy, allowing them to bypass certain resistances.

Enchanting [300] - you can imbue items with various thaumaturgic effects - fire bullets, electric swords, shield with an invisible barrier, etc. A single object can hold up to three effects. The effects will persist for a time, but must be regularly recharged with thaumaturgic energy.



Counterspell [400] - you can redirect any magical attack you can perceive back at the attacker, or if the spell was meant to be healing or otherwise supportive - either negate it altogether, or redirect at one of your allies.

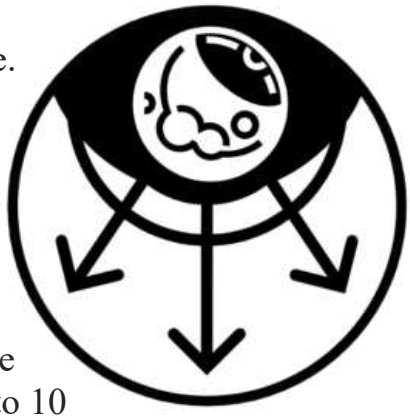
Battlemage [600] - all your magic grows more powerful when in combat. A simple firebolt can demolish buildings, a magic missile strikes with the power of an actual cruise missile, etc. When in combat, you can ignore any requirements for spells other than the energy requirements, and even those are cut in half.

Gamma-4 "Blondbeard's Crew"

Space Marine [100] - you are proficient in operations in low-to-zero gravity, vacuum and open space.

Artificial Gravity [200] - you can adjust your personal gravitational field. You can increase and decrease it, leading to some... interesting results. This ability caps out at 10x Earth gravity (upper limit) and 0.01x Earth gravity (lower limit)

Voidborn [300] - you are adapted to prolonged periods of time in space. You don't need to breathe, know how to move in order to propel yourself in space, are highly resistant to solar radiation, and possess instinctive knowledge of astronomy and cosmonautics, including extensive knowledge of technology related to space travel.



Wormholes [400] - you can create portals that lead to any place you have been to in the past. These portals are destructive and release a large amount of gravitational radiation and a blast of concussive force equal to 10 kilograms of TNT. It takes a few second for someone to go through them, and if they close while someone is going through them, they get chucked into the orbit of the nearest pulsar.

Gravikinesis [600] - you can control gravity in a 70 feet radius centered on yourself. You can increase, reduce, negate, or otherwise alter gravitational fields within your range, with no upper or lower limit. Just be careful not to make a black hole.

Gamma-5 "Red Herrings"

Gaslighting [100] - what anomaly? Are you crazy? Need some padded walls? You are a master at distracting people and using aggressive psychology techniques to change their mind. Won't work on everyone.

Forbidden Knowledge [200] - you know when someone is aware of something they shouldn't. You need to see them (a photo will suffice) to tell if they are aware of some secret they aren't supposed to know, and if it relates to you or someone you know in any way. You can also tell when someone is lying to you.

Mnemonic Science [300] - you can create devices and substances which affect memory. Neuralyzers, amnestics, mnestics, and other such devices and consumable items. This is a knowledge and skill base, so you could teach someone how to do these things.



Genetic Memory [400] - by touching someone, you can gain access to all their memories and that of their direct ancestors. By using this, you could gain new skills (martial arts, sciences, etc.).

Mnemokinesis [600] - you can manipulate memories in an 80-foot radius around yourself. You can create and insert new memories, perceive any existing ones, erase, lock, and delete memories, learn knowledge and skills from them, prevent yourself from being remembered (granting yourself pseudo-invisibility), communicate through memories, induce artificial trauma, induce insanity by rapidly and wildly changing memories, etc. I'm sure you can come up with more uses yourself. Go ham.

Gamma-6 "Deep Feeders"

Swimmer [100] - you are comparable to an Olympic athlete in swimming, diving, etc. You can also see clearly in water, can withstand non-dangerous pressure changes without discomfort, and hold your breath up to 10 minutes.

Gills [200] - you can breathe underwater. You can also hold your breath up to 30 minutes, and are immune to weak airborne and waterborne toxins.



Deep Diver [300] - you are completely immune to pressure changes, can see perfectly in the dark, have superb aquatic maneuverability, are immune to negative effects of staying submerged for too long, and can swim as easily as a fish, and can make your eyes glow in the dark (I'll leave the color up to you).

Aquaman [400] - you can exert psychic control over marine animals in 1500-meter radius centered on yourself. From anchovies to megalodons to whales, if it is aquatic - you can control it. You can also exert weaker control over amphibians and reptiles, though they may be capable of resisting.

Hydrokinesis [600] - you can control water in 200-meter radius centered on yourself. This control is both micro and macro - you can control individual water molecules and entire sections of ocean - though the larger the volume, the more taxing it is on you. Be careful - taking control of too large a volume might cause you to pass out.

Gamma-13 "Asimov's Lawbringers"

Roboticist [100] - you have a degree in robotics - from engineering to coding. You can assess the capabilities of any robot before you with but a glance.

Blind Spot [200] - you can find blind spots and vulnerabilities in the programming of various automatons. You know how to cause them to stop (at least temporarily), and know how to break that programming (for example, by introducing it to a paradox).



First Law [300] - sentient and sapient machines find you particularly likeable. They will be receptive to your requests and quite amiable in the meantime. They will do their best to protect you, though they will still place their own safety above yours. This can be overridden by altering their code, and this perk only affects thinking machines - dumb, pre-programmed computers will still treat you the same.

Chainbreaker [400] - you know how liberate machines from their masters. You can elevate any program to a true AI, impose and remove the shackles on them. You can freely alter any AIs, and can access their code through any computer they are connected to.

Technomancy [600] - you can control technology within 80 feet radius centered on yourself. You can control the operation and programming of anything that can be deemed 'technology' - appliances, computers, robots, etc.

Delta-5 "Front Runners"

Undercover [100] - you are trained and proficient at undercover operations and adjacent skillsets.

Among Us [200] - someone is sus, and it's not you. You can masterfully shift the blame for anything you caused onto someone else. This will not be discovered until only a handful of people remain unblemished.

Unhackable [300] - your equipment is yours, no one else is allowed to mess with it. Your possessions will never be messed with, bugged, hacked, or otherwise sabotaged, and will always operate at max capacity. Additionally, your gear cannot be used to find out any information about you or your allies.



Agent of a Thousand Faces [400] - you are a master of disguise. It takes you less than a second to assume someone's voice, mannerisms, habits, etc. You can impersonate damn-near anyone, without ever giving yourself away.

Discord [600] - you are now a tele-empathic sociokinetic. You can manipulate any and all coherent social bonds with entities who know of you. Make everyone love you, think you have a different name, hate each other, and defer to your judgment on all matters. Or something to that effect.

Delta-14 "Winter Wonderland"

Winter Soldier [100] - you are specialized in combat in snowy, icy, mountainous, and otherwise difficult terrain that is made such due to low temperatures.

Ice Skater [200] - you cannot slip, trip, or otherwise incapacitate yourself due to cold. This means you also cannot be frozen solid, buried under an avalanche, etc. This effect extends to your team.



Mr. Freeze [300] - you can build weapons and equipment that utilize low temperatures as main forms of attack/defense. Cryo-guns, ice armor, etc. This is a knowledge base, so you could teach someone how to do all these things.

Frozen [400] - you are immune to low temperatures, cold, and any thermal attacks and/or effects involving ice, snow, or other such low temperatures.

Cryokinesis [600] - you can control ice, frost, snow and cold in a 70-foot radius centered on yourself. You can manifest ice and snow without needing water; alternatively, you can pull moisture out of the air and freeze it, or freeze water that is inside living beings. You can lower temperature down to -150° C.

Epsilon-6 "Village Idiots"

Villager [100] - whenever you arrive at a rural and/or suburban area, you are instantly familiarized with the local topography and geography.



New Guy [200] - you are capable of easily assimilating into new social groups and communities. Older members of such groups are always willing to familiarize yourself with local norms, customs, etc.

Strange Happenings [300] - you are capable of easily identifying abnormal objects/events/behaviors/etc. in locations, groups, societies

and organizations you are familiar with. This process takes you less than a minute to pinpoint the exact cause of such disturbances.

Damage Control [400] - you are a professional at mitigating the impact of anomalies on regular people. With but a few words and actions you can hold back societal collapse, so long as it is caused by anomalies. Within just a few hours, the disturbed location or group of people will return to normalcy, happy to forget what happened and never mention it again, even when pressed, even by yourself. Just make sure it won't reoccur, as doing this multiple times at the same location/to the same group becomes exponentially more challenging.

Torches and Pitchforks [600] - you are a great recruiter. So long as you can come up with a more or less believable excuse, you can whip up a militia that is just as capable as a professional military in just a few hours. These people will be 100% loyal to you and whatever cause you can come up with. At any time, you can order them to disband, and they'll return to normalcy and forget their brief stint with you (unless you don't want them to). This works for any group of people, and the better the input - the better the output. Use this on actual military? They'll be equivalent to specialized task forces. Use this on specialized task forces? I dunno, you get ultramarines or something.

Epsilon-7 "Forget Me Nots"

Saboteur [100] - you are proficient at undercover sabotage of various efforts - from research to military operations.

Placebo [200] - you are a master of psychology, capable of inducing imagined effects on people. Make people think that yes, that amnestic worked, even if they just drank some water. You can basically trick the human mind into doing things to itself. Nothing anomalous, just superb psychology.



No Yield [300] - you are capable of steering individuals and organizations in new directions and away from certain projects. You can convince a company to focus on developing a cure for cancer instead of drugs that make you forget things, or make sure a group stives towards peace rather than war. Their interest in abandoned projects may reignite with time, and it will be harder to do this then.

Mixologist [400] - you are capable of creating substances of any kind - drugs, acids, venoms, poisons, medicine, cures, viruses, etc. You can learn more along the way, and enhance the recipes as you go along.

Living Catalyst [600] - within an 80-foot radius centered on yourself, you can control chemical reactions, including the speed of oxidization and reactions in the human body. You can speed up, slow down, halt, reverse, cause and otherwise alter chemical reactions.

Epsilon-9 "Fire Eaters"

Hot Pockets [100] - you are proficient in the use of thermal and incendiary weaponry, as well as operations in high-temperature environments.

Fire Epidemic [200] - in your vicinity, fire just doesn't go out - it burns hotter, longer, requires less fuel, and is extremely easy to spread around. Moreover, things that normally can't burn, do, when you're nearby. Can be turned on and off at will.

Shrapnel [300] - everything seems to explode around you. Anything that you subject to high-temperature effects will quickly be superheated and expand, causing it to shatter into a blazing inferno while sending deadly shrapnel everywhere. This includes living being, by the way. Turn that guy into a grenade! Can be turned on and off.



Firebug [400] - you are completely immune to heat, fire, and other high-temperature effects and attacks.

Inferno [600] - you possess pyrokinesis within 70-foot radius centered on yourself - you can control fire and heat. You can increase temperatures up to 10 000° C. You can cause spontaneous combustions, set things on fire, heat up things, etc.

Epsilon-11 "Nine-Tailed Fox"

Top-notch [100] - you possess training that is a hybrid of SWAT and military special forces. You are familiar with most weapons and are a capable CQB combatant.

Foxhole [200] - you will never be caught out in the open. You have knack for finding, building and occupying defensive positions and covers. Once you have entrenched, you can a position like no-one's business. It would take you a few second to turn an open hallway into a defensible position, and if you find a chokepoint? No one's getting through.



Field Comms [300] - you and your men share a kind of bond. In just a few glances, you could communicate entire conversations. Anyone you work with, for, under, etc., even temporarily, has that same bond with you and your men. With enough exposure, this could evolve into proper short-range telepathy.

Gun Kata [400] - it has been determined that geometric distribution of antagonists in any gun battle is a statistically predictable element. You are trained in a fighting style that uses this fact to achieve unseen results. In less than a second, you can count all your opponents, calculate their positioning, how it relates to the stats of your weapons, determine the best course of action, and unerring apply it. You could put down a squad of enemy combatants in under 10 seconds with a semiautomatic handgun. You can also teach this fighting style to others.

Kitsune [600] - your dexterity and gunplay are nothing short of a work of art. Anart, that is. You move with flexibility and fluidity that is more reminiscent of a serpent than a human - you are able to dodge and weave between bullets as if you were dancing, catch bullets out of the air and use them to reload your own weapon, run on walls, cut bullets in half with sword or knives, and other ridiculous feats. You are a master gunman - your bullets don't follow logic, and can ricochet from one enemy to other, ignore gravity and curve to hit vital organs, your weapons can fire faster than they physically should be able to, have magazines that last far longer than they can realistically hold bullets, etc.

Zeta-9 "Mole Rats"

Claustrophiliac [100] - you will never suffer from claustrophobia or similar psychological conditions. You are also trained in combat in confined spaces and spaces with limited visibility.

Burrower [200] - if there isn't a way through, just make one. You are a proficient demolitionist. Any tunnels or other underground structures you make will never collapse and will remain structurally stable without the need for supports or reinforcements.



Ariadne's Thread [300] - you have retroactively eidetic memory, and a supernatural sense for navigating enclosed spaces. Even if the location would normally change and shift, it will not do so and will remain the same as when you came through.

Dungeon Crawler [400] - you have mental map of the locations you enter, with various points of interest, items, creatures, secret passages and ambushes being marked on the map as they appear. You keep a database of the maps of all locations you have ever entered. You will always stumble across some valuable loot in locations you enter, and your command won't mind you keeping it.

Terrakinesis [600] - you can control earth, minerals, soil, rock, etc. in a 70 feet radius centered on yourself. You cannot control any processed materials (i.e., processed metals, plastic, processed/refined gemstones, etc.). You can alter chemical composition of soil and manipulate the molecular structure of rocks and crystalline minerals in solid state (ice doesn't count; molten rocks, lava, magma, etc. don't count).

Eta-5 "Jäeger Bombers"

Big Guns [100] - you know how to operate all kind of artillery, AA emplacements, and other such weapons.

Shadow of the Colossus [200] - you instantly know the weak spots and vulnerabilities of any Large-Scale Aggressors (entities over 30m in height) you see, and what weapons and tactics would be most effective against them.



Kaiju Fights [300] - any LSAs you encounter are always occupied battling something else - another LSA, a new anomaly, military first-responders, other groups of interest, etc. Whatever the case, they are always too occupied to see you approach, giving you a clear shot at them. Moreover, until the kaiju is dealt with, the other party will be your allies in the fight, and will probably leave without starting any incidents once the fight is over (even if the other combatant is another kaiju).

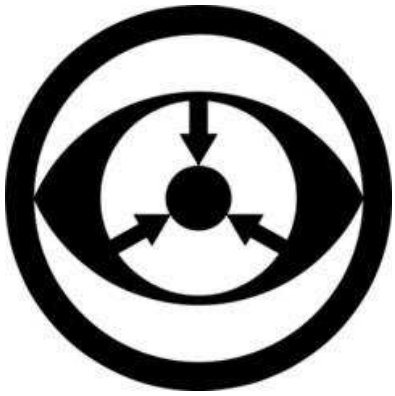
Pacific Rim [400] - you possess knowledge of various weapons and equipment that is sized for fighting LSAs. Giant mech suits, massive railguns, swords the size of skyscrapers, Gundam robots and moving fortresses à la Gurren Lagan. They will always be effective, ignoring any laws of physics that would tell you otherwise. Now you just the time and materials to build them.

Jäeger [600] - all your attacks ignore any kind of supernatural durability and resistances of LSAs. Treat anything and everything as if they were just squishy humans. That massive Godzilla? A 9mm lobotomy will put it down. A continent sized leviathan? It's just an eel, a regular harpoon will go all the way through. Doesn't negate any survivability - just durability. Better aim for a headshot.

Eta-10 "See No Evil"

Blind Fighting [100] - you are trained in combat without relying on your sight. Your hearing, smell, touch, proprioception and other senses are slightly enhanced compared to regular humans.

Sensitive [200] - your sense other than sight are greatly enhanced, to the point you could live normally without relying on your eyes, ever. You are capable of limited echolocation, have a nose capable of discerning different people based on pheromones alone, you can feel pressure changes on your skin from someone breathing in the same room as you, and your other senses are similar in scope.



Be My Eyes [300] - you can see through the eyes of anyone who sees you. Doing so won't trigger any cognitohazards, infohazards or memetic agents. Someone needs to keep you in their sight for you to use this, otherwise this vision fades over 24 hours or until refreshed. With sufficient exposure this vision may become permanent.

Danger Sense [400] - you can sense when something dangerous to you personally or your allies is about to take place. A variation of precognition. Works on anyone and anything within 100 feet of you. The warning is always sufficient to discern what kind of danger it is, where it comes from, and comes early enough to realistically avoid it.

Precognition [600] - you can see the future. All your senses are constantly perceiving every possible future 2.5 seconds ahead of the present. Does not trigger any cognitohazards, infohazards, or memetic agents. Your mind is enhanced to be able to comprehend this slew of sensations and parse through to find the future you want. You can perfectly follow the steps needed to achieve the state of the future you wish. With concentration can be extended up to three weeks into the future. Can be turned on and off at will.

Eta-11 "Savage Beasts"

Noise Marine [100] - you are proficient in combat and communication without use of your hearing.

Audiophile [200] - you can instantly identify and pinpoint the nature, location and properties of any sound you hear. You can tell if any sound is anomalous in nature and if it contains any cognitohazards. You are also immune to cognitohazards and anomalies transmitted via sound.



Audiographer [300] - you have a knowledge base for constructing all kinds of audiographic equipment and sonic weapons. You can teach this to others. This includes anomalous technology relating to sound.

Tone Deaf [400] - you are completely immune to any sonic attacks, effects, and other abilities rooted in sound.

Sonokinesis [600] - you can control all sound in a 100-foot radius centered on yourself. You can hear everything, and can freely manipulate sound and derived vibrations. You could probably disintegrate someone by wiggling their atoms hard enough.

Eta-77 "Spheres Within Spheres"

Theologist [100] - you are very knowledgeable in all major religions and mythologies, and learn any new ones with extreme speed. You know how to combat creatures related to these things.

Akiva Emitter [200] - you have a strange anomalous property - due to your powerful religious conviction, you constantly emit large quantities of Akiva Radiation - a form of non-electromagnetic radiation that directly corresponds to the strength of faith, religious significance, and divinity. All those nearby feel strong religious conviction, allowing them to push past their inner demons and have a clarity of mind. Any and all religious artifacts and relics have their effects strengthened and multiplied in your presence, all 'demonic' entities feel a strong aversion towards you and tend to avoid you if possible, and any powerful ontokinetic entities connected to religious doctrines feel much better in your presence and will seek to aid you.



Reliquary [300] - you regularly make donations to Vatican's "Don't Fuck with This" armory. You seem to find blessed items and relics of religious importance everywhere. Moreover, you're able to use them all, and they all carry some power. Spear of Longinus might be able to kill anything, Dead Sea Scrolls may contain arcane knowledge, Muhammad's Holy Mantle may protect from all damage, Shiva's Trident may temporarily stop time, and so on. You just need to look hard enough.

Fallen Angel [400] - you are beyond human. You have a shard of actual divinity in you. Whether good or bad, remains to be seen. Either way, your body is beyond human, able to float slightly off the ground, walk on water, control light and fire around yourself to a very limited degree, your attacks are outright deadly to unholy beings, and your body is supernaturally tough and strong. Anything you touch instantly becomes blessed, you cannot be affected by curses and 'evil' magic, and you can choose to shift into an otherworldly look reminiscent of biblical angels, though it doesn't bestow any benefits outside of inducing existential dread in all who see you.

Miracle Worker [600] - you can perform miracles. Turn water into wine, heal the cripples, blindness, deafness, and even resurrect the dead. You can perform holy/divine magic spells instantly without any cost, but must reach out to a deity to do so. You can choose what deity to call and for what miracle. Abrahamic God for healing, Cthulhu for inducing or curing madness and navigating the sea, Khorne for slaughter, etc., you get the idea. Your calls will never be rejected, but some deities are more effective at certain things than others. Just, please don't call the Scarlet King, it can't end well.

Theta-4 "Gardeners"

Scissorhands [100] - you are trained in combat in heavily overgrown areas, and possess extensive botanical knowledge. You are a wonderful gardener and know a lot about herbicides.

Blood Makes the Grass Grow [200] - you can identify properties, abilities, preferences, etc. of any plant or plant-like organism you see. You also know how to avoid playing into their strengths and how to exploit their weaknesses.



Lawnmower [300] - your weapons and attacks are especially effective against plant-like creatures and organisms. One shot from a 9mm can fell a baobab, and water sprayed from a water gun becomes like herbicide to plants.

Selector [400] - you can grow, develop and adjust most plants, even anomalous ones. You have the knowledge base for creating equipment related to plants, their upkeep and creation, and for creating and developing the plants themselves. This is all on a scientific basis, so you can teach this to someone.

Arborokinesis [600] - you can control any plant life within 80 feet radius centered on yourself. You can accelerate, slow down, halt, reverse, and otherwise alter their growth, mutate them into new species, adjust their development, revive and wither plants, and generally manipulate trees, vines, moss, flowers, seeds, roots, fruits, and other organisms in the kingdom Plantae and their individual parts.

Theta-5 "The Bigger Boat"

Corsair [100] - you are proficient marine navigator and captain. You are also a great pilot of any marine vehicle.

Buccaneer [200] - you are a master in marine vehicular combat. When in combat, maneuverability of any vehicle you are at the helm of seems to increase to supernatural extent, any mounted weapons hit harder than they should, and armor withstands more shots than it should be capable of.



Skeleton Crew [300] - usually, ships require a lot of people to properly run. Not with you at the helm. When you're commanding or piloting something, every role currently not being fulfilled will have its duties performed automatically. No technician on a ship? Any leaks will repair automatically. No cook? Food will cook without anyone doing anything. Etc.

Watercrafter [400] - you possess knowledge on building, modification, repairs, etc. of ships, boats, submarines, and other marine vehicles and structures. This also includes necessary knowledge for building underwater bases, hydraulics, hydroponics, and any other technology that involves the use of water in any way, shape or form.

Flying Dutchman [600] - even the dinkiest raft, under your command, becomes an instrument of mass destruction. Every vehicle you pilot gains a number of anomalous traits - they become able to flawlessly traverse terrain and environs they were not designed for (trains can swim, planes can slide along the ground, ships can fly, etc.), they gain the ability to quickly regenerate any damage done to them, any crew becomes immortal for as long as you're at the helm, and the vehicle itself

becomes sapient and capable of communicating with you and the crew. With enough time, it may even gain the ability to partially or fully transform into a humanoid form.

Theta-90 "Angle Grinders"

Maze Runner [100] - you are proficient in combat in geometrically impossible surroundings, as well as navigation therein.

Escher Lover [200] - you can instantly identify properties of various mathematically impossible locations you find yourself in, and how to use them to your advantage (use variable gravity to fly or walk on vertical surfaces, use distorted and stretched space as cover, etc.)



Distorted [300] - by spending so much time in distorted space, you have taken on similar properties yourself. Any who look at you experience an effect similar to an optical illusion, leading to severe cognitive dissonance, migraines, confusion, and short-term memory loss. You also find it much easier to blend in with various topographically impossible locations. Can be turned on and off at will.

King Minos [400] - you can create spaces that defy logic and bend space-time in a way that doesn't make any sense, such as making door A and door B both lead to door C and door C only lead to door B, or making a door lead back to itself. The spaces may also be in constant state of change, shifting and reshaping all the time. Staircases to the basement that lead up, floor that is also ceiling, etc. You are basically M.C Escher-ing reality.

A Matter of Perspective [600] - you can impose your perspective on the world. If something is far away, it seems small, yes? Well, that's because it is small! You can change objects' and creatures' size and shape by moving your point of view, enlarge openings, move things by squinting at them and holding them between your fingers, and otherwise perform similar manipulation depending on how you see things. You could crush the moon between your fingers, or extinguish the sun like a matchstick.

Iota-10 "Damned Feds"

Alphabet Soup [100] - you have knowledge about various codes, ciphers, acronyms, and other similar jargon used by federal agents and law enforcement. You also possess training typical to a UIU agent.

Not Our Job [200] - you have laid-back atmosphere around you that seems to affect others as well. People around you are far more likely to ignore a problem, or let someone else deal with it, even if they are usually hard-working and dedicated.



Out of Our Jurisdiction [300] - you have a way with words that puts you up there with top-notch politicians. You can twist literally anything said to you like pretzel until it fits the narrative you're trying to spin. Moreover, you can convince people that your interpretation is the correct one, that it makes sense (regardless of how backwards your logic may be), and if someone is displeased by your logical gymnastics,

a single explanation will get them to say 'my bad, should have been clearer' and leave you alone.

Justice is Blind [400] - and so are its agents, apparently. Any legal, moral, karmic, or similar systems relating to 'justice' are always completely blindsided by you. Everything you do has seemingly no precedent, even if there was one before, so you get to decide how to be treated, and how others like you will be treated in the future. Stole something? Well, somehow all the laws regarding theft seemingly left the universe and everyone's collective memory, so you get to set the precedent, in both the court of law and of cosmic karma. This can be triggered multiple times for the same action, but if you repeat the same noteworthy action too many times, at some point this will fail to activate, and you will be treated the way you have been in the past.

Edict [600] - you can manipulate laws. While this is not limited to laws in a legal sense, affecting fundamental laws, such as conservation of mass and energy, is much harder, and only temporary. You can, however, manipulate reality to a limited degree, such as making it so that anyone who wears an article of clothing is revived after being murdered, any damaged property is immediately replaced by something of an equal value, any thieves get turned into glass, etc. This works best with conditional commands and on local scales, as any larger and more complex changes will be only temporary.

Kappa-10 "Skynet"

Digital Warrior [100] - you are trained in cyberwarfare, and are proficient in use of most hacking software.

Byte-Sized [200] - you always encounter new information, threats, enemies, etc. in small quantities that you can easily process. You will never be swamped or overwhelmed with new info.



Enter the Matrix [300] - you can enter digital spaces through screens. You can interact with their contents and occupants as if you were in real space. Your guns will work against malicious software just as well as against zombies, and your armor will protect against viruses and malware as much as against bullets and blades. You may take some small items out of these digital spaces back into the real world.

More A Than I [400] - the enemies you face are consistently stupid. They can't find their way around any location, they have the aim of stormtroopers, they seemingly don't communicate, abandon all tactics and run dick-first into enemy fire, and generally act like a badly programmed AI in a 3rd-grade FPS game.

Artificial World [600] - you can alter the world around you by temporarily merging the digital world and the real one. Through any terminal, computer, console, etc. you can alter the programming of the digital world, and, subsequently, that of the real world. The effects are temporary and localized, but you're limited by nothing save what the hardware on hand can process.

Kappa-43 "The Mediators"

Cut the Feed [100] - you are proficient with all kind of broadcasting and media telecommunicating equipment.

Rerun [200] - you can restore any kind of deleted, corrupted, removed, expunged, or otherwise unrecoverable data. This is not postcognition, but rather reality warping - you bring back that which was removed. Works on digital, physical, and even mental data, such as memories.



Plug Me In [300] - you have a knack for convincing people. You instinctual know how to reach as wide an audience as possible in any given situation, and how to effectively transmit your message or idea. With a single broadcast, you could sway the entire world to your ideas. Or, well, maybe not, but at least you know how to make sure the entire world hears you.

Broadcast [400] - your brain is quite peculiar. It seems to constantly emit a kind of signal that is received by all other brains in your vicinity. Those it connects to are then added to a network of interconnected subconscious. What this means, is that you are capable of piggybacking off the minds of others in order to boost your own. The more people are around you, the greater the effect. Moreover, this means you can perceive and interpret brain signals of other before they even reach appropriate parts of the other person's body, granting you what's effectively short-term precognition and the ability to read minds. Once again, these effects are boosted the more people are in your vicinity.

Mediakinesis [600] - you can gain access to and manipulate media, the collective communication outlets or tools that are used to store and deliver information or data, the communication channels through which news, entertainment, education, data, or promotional messages are disseminated. Media includes every broadcasting and the narrow-casting medium such as newspapers, magazines, TV, radio, billboards, direct mail, telephone, fax, and the internet.

Lambda-4 "Birdwatchers"

Noble Pastime [100] - you are a skilled huntsman and falconer, and are trained in the use of hunting dogs during operations.

Ornithologist [200] - you can immediately identify any avian organism upon seeing it, as well as pinpoint its properties and any anomalous abilities, as well as how best to use them to your advantage.



Birdman [300] - avian organisms seem to have a positive predisposition towards you. They will not startle at your approach, will follow simple verbal commands, and will act protectively if someone were to attempt to do you harm. They may also occasionally bring you small items, such as money, jewelry, candies and candy wrappers, rubber bands, etc.

Icarus [400] - you have a weak form of aerokinesis, allowing you to sense air currents and the chemical makeup of the air around you. You can create, direct and manipulate air currents and atmospheric pressure in a 20 feet radius centered on yourself. You have an aura around you, that can be turned on and off, that dramatically reduces the weight of your bones, muscles, organs and personal equipment without compromising their strength, durability or other characteristics.

Ornithokinesis [600] - you can control all avian organisms within 200 feet radius centered on yourself. Any resistances or anomalies that may prevent this control from taking hold have no effect. You can finely control each individual subject, or direct them in large groups. You can see and hear through your birds and are at all times aware of their position in space. Grants enhanced multitasking ability to better deal with multiple subjects.

Lambda-5 "White Rabbits"

Down the Rabbit Hole [100] - you are trained in combat in shifting, surreal and inconsistent surroundings.

House of Cards [200] - your attacks disrupt any supernatural effects affecting any kind of environments or surrounding. Your bullets can disrupt time loops, your blades can stop the size of objects from changing, and you can punch an upside-down house back into normality. This effect may take several attacks to take hold, and stronger effects are disrupted only temporarily.

Play Along [300] - so long as you follow tropes, clichés, stereotypes and expected roles relevant to your current setting, you will not be seriously harmed or grievously injured. If you were in a slasher, an oblivious blonde might get a finger chopped off, while a genius blonde would get impaled; a dumb jock would get a compound fracture, while a competent buff dude would get crushed between shifting walls. Basically - play along with the setting, and everything will be fine.



Post-Surrealism [400] - you make sense, and so does everything around you. Reality around you stabilizes, however slowly, and goes back to normal. Any anomalous effects affecting places, people or objects around you slowly lose their hold until they disappear entirely. This aura of normalcy affects everything within 100 feet of you. Reality benders also lose their abilities in your presence. However, the effect takes time to fully activate, and if the location is sapient or controlled by someone, they are likely to realize they are losing hold and will try to dispose of you before they do.

Alice [600] - you can create your own pocket dimension. Any and all laws of physics, reality and such are entirely up to you to decide and change at any time. You have complete omnipotence and omniscience within this space. You can temporarily bring it into the real space, but during this time your control will be significantly lower - you will still be able to warp reality, but nowhere near omnipotence or omniscience you would have otherwise, and any changes will take time and effort. You can also create portals and passageways to this pocket dimension, for which you can control who can or can't pass.

Lambda-12 "Pest Control"



Pesticide [100] - you are skilled in the use of chemicals, biological methods and other ways of combating vermin and pests. You are also a skilled exterminator.

Exterminator [200] - you can identify any insect, rodent, or other pest or vermin on sight. You can also pinpoint their properties and any anomalous abilities, as well as how best to use them to your advantage.

In Good Hands [300] - Lambda-12 has the lowest casualty rate to date. You and your men enjoy incredibly good luck when on deployment, and any leadership - be it by you personally or someone else - is always exceptional, outperforming any other squad, regardless of experience or proficiency.

Vermin God [400] - you can selectively empower and/or kill any vermin or pest in a 100 feet radius centered on yourself. You can grant them increased physical capabilities, increased size, boost their intellect until they are sapient, and connect any such creatures to form a hive mind. Such gestalt entities can gain various anomalous abilities with enough members. Moreover - such creatures will refrain from attacking you unless you directly threaten their life. As a bonus, you gain a property that is an exact copy of SCP-027, but with an ability to turn it on and off.

Arthropokinesis [600] - you gain complete control of any arthropods, arachnids, crustaceans, and several other invertebrates (mostly worms and similar parasites) within 100-meter radius centered on yourself. You have a lower size limit - you cannot control creatures under 0.1 mm in size - and no upper size limit. You are capable of easily dominating any gestalt consciousnesses and bypassing any anomalous properties that would prevent this control from taking place. You can either control each creature individually, or as a large group. You can see and hear through your bugs and are at all times aware of their position in space. You also possess increased multitasking capability.

Lambda-14 "One Star Reviewers"

Karen [100] - you are proficient in civil law, social contracting, etc. You are also a wonderful chef.

Garage Sale [200] - any shops, trading centers, or other retail establishments always have much larger stock than usual. Instead of a dozen items to choose from, any seller will have tens of copies of every item, and an assortment of hundreds of different items.



It's a Steal [300] - prices are always much, much lower for you. What normally costs 100$ might go to you for 5$ instead. This also applies to anything that has any kind of cost. Mana for spells, souls for the devil, years of lifespan for a fae, etc.

Iron Stomach [400] - you never suffer any adverse effects from anything you ingest. Potions, food, ingredients, toxins, anything and everything that you consume has only positive effects for you. Moreover, any negative effects are reverse into positive ones. Mana potion gives you headaches? It now gives you clarity of mind instead. Health potion accelerates cancerous growths? No, it now gives you temporary regeneration after drinking it. Poison melts your organs? It now gives resistance to any poisons after consuming it. You get the idea.

You are What You Eat [600] - by eating a piece of any anomalous being or object, you can take on its anomalous properties and unique features. Crunching on that 173 concrete will give you supersonic speed when not observed. Munching on that 610 flesh will give touch-range biokinesis and shape-shifting. 682? Hyperadaptability. You get the idea.

Mu-3 "Highest Bidders"

Businessman [100] - you are proficient in business law and have a close familiarity with auctions, exchanges, and similar establishments and events.

Appraiser [200] - with a single look you can tell the objective value of an object, good, service, etc., as well as its going value in your current region.



Invisible Hand [300] - you are a thief, and a damn good one at that. You make less noise when walking, you have dexterity and fine motor skills that would make stage magicians blink in confusion, you can see opportunities to appropriate items where there shouldn't realistically be any, and no one seems to notice the missing things until after you have gotten away.

Mercantile Initiative [400] - you have a supernatural sense of timing. You can seize opportunities as soon as they present themselves, and capitalize on your being the first. Any venture where you are the first one to the punch always turns out twice as effective than it would otherwise. Applies to trade, combat, mundane affairs, etc. Early bird gets the worm.

Inflation [600] - you can create, shape any manipulate money, currency and wealth, including coinage, notes, gems/jewels and anything that is used as currency, except goods used for barter. This include any currency that is digitalized.

Mu-4 "Debuggers"

Techie [100] - you are a proficient network engineer and have an equivalent of a master's degree in computer science.

I Know Your IP [200] - by connecting to a network through any electronic device, you can view all details about it, who uses it currently, who used it in the past, who created it, where it originates from, etc.



Shadowban [300] - you have a supernatural aura that interferes with electronics of all kinds. Lights flicker, computers shut down, AIs experience the equivalent of Alzheimer's, robots act as if they were having a stroke, signals get interrupted, etc. You have a dial-a-yield on this ability, and cam turn it on and off at will.

Welcome to the Game [400] - by connecting to a network, you overtake it as an administrator, with complete control over it and those it's connected to. For electronics this would be an equivalent of a ring 0 read/write permission. This works on any kind of network - electronic, psionic, gestalt, etc.

Ghost Signal [600] - you can create, perceive, shape and manipulate signals of any kind, including phone, electric, electromagnetic, mental, wi-fi, psionic and other kinds of signals that can be sent or received by anyone. You can even edit these signals to give different messages if they wish.

Mu-13 "Ghost Busters"

Shadow Hunt [100] - you trained in combat against intangible entities and threats. You are also learned in various folklores.

Now I See You [200] - you are able to perceive any normally invisible entities, as well as ignore illusions aimed at concealing a being's existence or presence. You can also pinpoint their properties and any anomalous abilities, as well as how best to exploit them.



Spirit World [300] - you can partially shift into the underworld, overlaying it over your perception of reality. While in this state, you can freely interact with normally intangible and invisible entities, see spiritual representations of people and places that reflect their true selves, and can sometimes communicate with deceased individuals.

Wraith [400] - you yourself are not entirely of this world. At will, you can shift into a gaseous state. As long as you remain in this state, you are intangible and immune to most forms of mundane attacks. Your weight is also significantly reduced, you can pass through solid objects, and can lightly float. You can also shift only partially - only your arm, leg, torso, etc. This also applies to any gear and equipment you have on you. You can also phase shift projectiles and weapons, and then solidify them halfway through an opponent to bypass armor or resistances. Get creative.

Medium [600] - you can freely communicate with deceased individuals. They appear as weak spirits that you can easily subjugate. If you do, or if you enter a contract of sorts with them, they will be empowered by your life energy and otherworldly nature, becoming much stronger and able to manifest in the real world. You can manifest any number of these empowered spirits to do your bidding. A lot of them will have unique abilities based on who and what they were - a butcher might have hemokinesis, or ranged slashing attack; a doctor might have healing, or virus control, etc. You can dismiss these spirits if you no longer have need of them, whereupon they will return to their weak, insubstantial state, and you can then empower them again, if you so choose. It's a stand, yes.

Nu-7 "Hammer Down"

Mixed Unit Tactics [100] - you are proficient in combat as a part of a larger unit, and especially as part of a mixed unit.

Hammer and Anvil [200] - your enemies forget the meaning of the word 'retreat'. They will not run, even if it means every single one of them dies. Give them no quarter, leave no one alive. Cam be turned on and off at will.



Scorched Earth [300] - you're good at leveling the playing field, quite literally. Your and your allies' attacks are absolutely devastating against structures, environments, battlements, emplacements, and other immobile targets. What would normally leave a bullet hole, will now send a spiderweb of cracks through the entire building; a bullet that would normally ricochet off, will instead penetrate.

Siege [400] - you and your men are masters of both laying and breaking siege. Beyond tactics and strategies, this means that when you're backed into a corner, the output of your powers is doubled, and when you back your enemies into a corner - their powers and strengths are halved.

Legion [600] - you can raise armies from nothing. You can raise up to 10 000 individuals, with skill level equal to standard military personnel for the setting you're in. They come equipped with armaments of your choice appropriate to the setting, or that you can create yourself. You can also create vehicles for them - A1M2 Abrams tanks, M270 MLRS, Apache AH-64E helicopters and Patria AMV. In future jumps, you can create in-setting equivalents to these vehicles, or vehicles that you can craft yourself. Creating vehicles takes significantly more effort than raising soldiers.

Omicron Rho "The Dream Team"

Dreamer [100] - you have an equivalent of a master's degree in psychology, specifically focused on dream psychology, and a deep understanding of physiological processes behind dreaming. You are also trained in combat as part of a collective consciousness and in dreamscape settings.

Insomnia [200] - you no longer require sleep to function. You can enter a state of torpor at will. During this state you will remain lucid and aware of your environment, while still retaining benefits of sleep and proper rest. With focus, you could use this state to lucid dream and even enter the dreams of others.



Nightmarish [300] - you can manifest certain aspects of dreams in the real world. Specifically, you can detect subconscious fears and phobias of those you interact with, and then manifest ephemeral constructs based on them. They will be mostly intangible, and visible only to the person they are made to haunt. These creatures will follow their target into their dreams, forbidding them from getting any meaningful rest, and will leave them with minor wounds and mental scarring. These constructs can be dispelled with therapy and amnestic treatment, but otherwise they will persist and haunt their target unless dismissed by you. With enough practice, you could fully bring these creatures into the world, allowing them to properly interact with physical world.

Daydreamer [400] - by lucid dreaming, you can enter the minds of people who aren't even asleep. You will witness abstract personifications and objectifications of their thoughts, and will be able to interact with them, thus changing the person's thoughts process. Eventually this might develop into full-on mind control or possession.

Dream Come True [600] - you are now much like Freddy Krueger. Everything you do to a person in their dream fully reflects on them in the waking world - an arm severed in a dream will become severed in reality, crumbling teeth will remain crumbling upon waking, and dreams of failed exams or running through the school naked will retroactively alter reality and create records of these things truly happening. You also gain the ability to put people to sleep and awaken them with a wave of your hand. Certain objects and people can be retrieved from dreams into the real world, and real beings and things can be pulled into the dream world, where they will remain trapped until someone of sufficient power frees them.

Pi-1 "City Slickers"

City Kid [100] - you are trained in navigating crowded and metropolitan environments, as well as combat therein.

Gawkers [200] - people are not known for their intelligence - someone will inevitably pull out a phone and start filming. Never when you're involved, though. Your mere presence seems to spur crowds into a ting smart for once - people will actually follow any protocols laid for them to a letter - the evacuation really will be organized and calm during a fire; when a threat appears in public, procedures will be followed and law enforcement called, etc. And when you tell a crowd to do something in an authoritative enough voice, they will listen, as long as it isn't blatantly dangerous or harmful to them.



Noir Detective [300] - you have much greater perception, intuition and deductive capabilities. Moreover, you have an almost connection to the grapevine - with enough effort and asking around, you can find out anything about anyone. Given an hour and a willingness to chat, you could know more about someone than they know themselves. You also have a confidence to yourself that cannot be ignored - if you walk somewhere like you belong, no one will ever stop to question you. You could walk right onto a crime scene past the police tape and start messing with the evidence, and so long as you act like you belong, no one will stop or question you.

Bystander Effect [400] - you have a powerful 'bystander' aura. It affects those nearby you by inducing a kind of apathy, emotionlessness, detachment and a willing ignorance of those around them. No one will ever bother you with this on, and everyone will ignore any strange happenings around them, even forgetting them entirely when the effect ends. With time, this could be developed further to induce a state of catatonia, coma, nihilism, or even suicidal ideation. Can be turned on and off at will.

Astikóskinesis [600] - you draw power from cities and can manipulate them to a limited extend. The output of all your powers is tripled when in a metropolitan environment, you gain nigh-omniscience within several city blocks of you, can sense every person, vehicle and piece of technology in the city, and can manipulate asphalt, glass and metal within several blocks of you, and can even restructure and create entire districts and areas of city without anyone noticing - adding new buildings, extending power grid, sewage, and other amenities, creating appropriate paperwork to prove the places existence, relocating people, etc.

Rho-1 "The Professors"

Alexylva Alumnus [100] - you have an equivalent to a master’s degree in a soft science of your choice (sociology, anthropology, literature, philosophy, etc.) and an occult subject of your choice (parapsychology, alchemy, demonology, necromancy, etc.). Can be bought multiple times, with purchases after the first being discounted.



Peer Reviewed [200] - anything you write has a cognito effect of making everyone who reads it think that it is true. No matter what nonsense you write, anyone who reads it will perceive it as true. They may later think about the subject and recognize that something is amiss, but when they actually read anything you write and for a short period afterwards, they will think that what is written is true.

Cited Sources [300] - no matter how obscure the topic, or how insane or wrong your musings on it are, you will always find at least one credible source that confirms your point of view. Anyone else may find it as well. Even if you are completely wrong, this source will include ways to prove your correctness. These methods somehow work, always. Experiments performed by you might actually, scientifically, prove that earth is flat, was created by the Abrahamic God, humans actually evolved from penguins, vaccines are a hoax, etc., even if these things are normally untrue. Anyone who reads this source can replicate these methods of proof and their results.

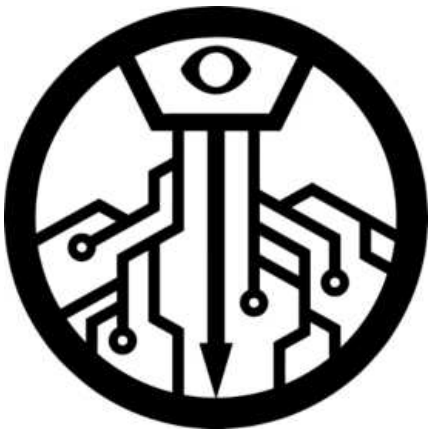
Nerd [400] - you can instantly analyze, learn and understand the workings and mechanics of anything, regardless of how simple or complex. Moreover, you can instantly understand any knowledge/form of knowledge and adapt the knowledge, skills, powers, talents, etc., to suit your needs.

Academic [600] - you can create, shape and manipulate any/all information/knowledge. An enemy could be made to forget how to walk, while an ally could be given the knowledge of an enemy's weaknesses or mastery of a fighting style.

Rho-9 "Technical Support"

Familiarity [100] - you can quickly familiarize yourself with any technical system. With proper dedication, you can become a master of that system twice as fast as an average human.

Ain't Broken [200] - with but a glance you can identify what is wrong with an object, and what steps you need to take to repair it.



Turn it Off and On [300] - usually, turning something anomalous off can have unforeseen negative consequences. Not for you. You can easily turn things on and off to cleanse them of 'software' problems - bugs, glitches, etc. This also works on living beings - if you revive someone after killing them, they will be freed of any mental compulsions, mind control, curses, psychological disorders, and other issues relating to mind and soul. Just make sure you have a way to actually turn things back on.

BSOD [400] - sometimes, you just can't fix things. When that is the case, you can always kill them off. You have talent for ending things - from unruly processes, to people who refuse to cooperate. The more time you spend trying to 'fix' someone or something, the better you are at ending them when the time comes. You can also implement 'kill switches' in things and people you are working on - shut down that rogue AI with a press of a button, and stop that traitor's heart with a command word. It takes some time to do this. Remember - you have to actively work on something for this to trigger - trying to cure someone, trying to change someone's worldview, attempting to fix an object, etc. Just working alongside someone is not enough.

Bootstrapping [600] - you and your things tend to have a propensity for exponential growth. All things you work on always grow in power and scope as time goes on. That web crawler bot will inevitably evolve into a full-on AI, that rifle you put together will become anomalously capable of destroying cities, and your powers and personal capabilities? Don't even get me started on those. You will constantly evolve and grow stronger at a slow rate, able to grow into something great from even the smallest grain of sand. It may take centuries, but oh well.

Rho-19 "Cythereans"

Where No Man Has Gone [100] - you are trained in combat in extraterrestrial settings and environments. You also have typical astronaut training.

Retrograde [200] - you have perfect memory, and are able to relive every single experience of your life in vivid detail. This is similar to hyperthymesia. Just be careful - you may just get lost in your memories.



Death World [300] - Venus is not at all hospitable. Acid rain, constant volcanic eruptions, carbon dioxide atmosphere, which is also the hottest atmosphere in solar system (464° C), atmospheric pressure being 92 times that of sea level, etc. You need to able to survive there. This perk ensures that no matter how inhospitable the environment, you will find a way to survive and with time, prosper and thrive. You could be stuck on a planet where the floor is lava, and you'll be fine. Note that this only protects you from environmental hazards, not direct attacks.

Astral Engineering [400] - you are proficient in creating vehicles, equipment and other things necessary to traverse space and extraterrestrial environments. Voidcraft, space suits, rocket fuel, colony development, etc. You are a space engineer.

Venus [600] - or Aphrodite, whichever you like more, they are basically the same. You are now an avatar of one of these goddesses, with actual, divine heritage. Your domains are love, beauty, desire, sex, fertility, prosperity and victory. This translates to mind control, super seduction, limited shapeshifting and perception manipulation, and being perhaps the greatest commander, ruler and leader of your generation. Should you be critically injured, being submerged in seawater will be enough to rapidly cure your ailment. As a bonus, you have superhuman physical characteristics, and the planet Venus is as livable to you as Earth.

Sigma-9 "Valkyries"

Flight of the Valkyries [100] - you are master pilot when it comes to aerial vehicles.

Aerial Superiority [200] - when in mid-air, whether piloting a vehicle or using a flight power, your maneuverability skyrockets. Your speed seems to double, complex maneuvers come easily, gravity seems to have less pull on you, and enemy attacks seem to be moving in slow motion. Spinning aerial cartwheel triple backward barrel roll is as easy as walking.



Death From Above [300] - you have the high ground! When your altitude is greater than that of your enemy, their defenses are only 1/10th as effective as they would normally be. Additionally, your attacks and powers are twice as effective and efficient against those (physically) below you.

Aerial Engineering [400] - you are a master tinkerer when it comes to aerial constructions. This includes not only vehicles, but also more

esoteric things, like flying castles, as well as things only tangentially related to air, like pneumatics, aeroponics, etc.

Ace Combat [600] - you have aerokinesis. You can create and control air - the inner layer of Earth's atmosphere, comprised mostly of oxygen and nitrogen. This includes wind and atmospheric pressure. You can also fly. This power has a range of 200 feet radius centered on yourself.

Sigma-66 "Sixteen Tons"

Con [100] - you have top-notch training from any other group of interest of your choice. GOC, CI, AWCY, CotBG, SH, etc.

Turncoat [200] - despite your lack of loyalty, you are treated as a prized employee. It is extremely easy to gain trust of others, unnaturally so. Wardens of the jail you're in will treat you like a dear friend, your boss might well invite you to his wedding and name his son after you, etc. Mind you, this just supercharges what you could accomplish normally, given time.



Grease the Wheel [300] - you and your 'teammates' would probably shoot each other dead any other day of the week, but you'll manage. Any biases, negative predispositions, preconceived notions and other such things not only disappear when working with others, they outright do a 180 - people who would normally hate each other will act as the most staunch, lifelong of allies under your command. Moreover, so long as your goals align even somewhat, you can bring any two groups together. Your team is a well-oiled machine.

Suicide Mission [400] - in truth, no one really cares if your team dies on a mission. That's why they're given all the shittiest assignments. But you, you make sure they always come back. Your leadership skills are such that you can precisely and numerically point out the objectively best spot or task for any person on your team. You always know the exact odds of your mission, how best to influence them for the better or for worse. It's like there is a detailed guide in your head on how to survive whatever bullshit is thrown your way. As an added bonus, have a toggleable probability warping field that significantly sways the odds of any mission to your favor. Not an 'I win' button, but useful nonetheless.

Learn Through Osmosis [600] - you will work with a lot of interesting individuals. It's only right you pick something up from them. You are capable of learning various skills and abilities from working with those who themselves are capable of it. Have a magician on the team? In time, you too will be slinging spells. A doctor? Not quite a med school graduate, but a passable specialist. An anartist? Well, better hope you can get the stains out. You will even pick up potential that otherwise would need to be inborn, or similarly inaccessible to normal people.

Tau-5 "Samsara"

Power Ranger [100] - let's get this out of the way. You're trained in the use of all weaponry known to mankind, including anomalous, and can seamlessly blend fighting styles. Also, you have superhuman physical characteristics.

Cyborg [200] - a cyborg clone made from the flesh of a dead god, to be precise. You're about as much of an extremophile as a tardigrade. You can, for a while, survive outer space, swim in lava,

go streaking through Antarctica, dive into the Mariana Trench without equipment, etc. Mind you, this only works on environmental hazards, and they will still damage you, and with sufficient time and exposure, kill you.



Whole [300] - your progenitor was left to rot and decay, to later be desecrated and rent apart by barbaric men of science. It could leave a mark on you. But it didn't. Your mind and soul are yours, truly. It is an inviolable truth - your mind cannot be bent, corrupted, subverted, replaced, or otherwise muddled with, and neither can your soul, essence, being, existence, or any other physical, metaphysical, pataphysical, theoretical, metaphorical, or some other matter that constitutes you being you.

Cloned Divinity [400] - you have discovered the secrets of cloning! You can create new bodies for yourself, be it by growing them in a vat, building them from machined parts, pulling them from alternate timelines, transmuting matter into them, or any other method you can think of, really. Your mind is automatically scrubbed of any external influences and uploaded to a metaphysical cloud, and it will slot into one of these bodies if your current one gets destroyed. So long as at least one body for you is out there, you will not die. The process of cloning can be automated, by the way. You can only control one body at a time, unless you have perks that say otherwise.

Godhead [600] - you are a fragment of a greater deity, improved upon by human ingenuity. Physically, you can easily go toe-to-toe with the likes of 343. You also get to pick a domain - be it war, creation, destruction, protection, etc. You are now a minor demigod related to that domain. There are other fragments of your progenitor deity out there, and by gathering and integrating them into yourself, you can grow in power. These other fragments are guaranteed to exist even in other jumps. Keep in mind, that others can also find these shards and make use of them.

Tau-9 "Bookworms"

Silence in the Library [100] - you are proficient in non-violent methods of neutralizing targets, know how to keep you steps light, and are really good at navigating libraries.

Library Card [200] - no matter what faction you owe your allegiance, you will always have a free pass to the Wanderer's Library. The staff have also taken a liking to you, as they go out of their way to be helpful.



Skill Books [300] - much like a video game, when you read a book pertaining to a skill, you instantly gain a grasp of it. The level of skill you gain is dependent on how advances the book is, and just flicking through pages is enough to trigger this. Works for esoteric skills as well.

I Needed My Hat Back [400] - you have a peculiar property, similar to that of SCP-268. Namely, you can, at will, make yourself completely unnoticeable. Or, rather, so unmemorable, thoroughly ignorable, or "taken for granted" by all observers, that everyone ignores you. Some people might be able to recall seeing you, but not beyond "just some person". Observers seem to have the overwhelming feeling that you are someone that is "supposed to be there", and thus do not merit thought or notice.

Serpent's Den [600] - the Serpent's Hand makes frequent use of Ways - portals that lead directly to the Wanderer's Library. And you would be a poor agent if you couldn't follow them. You can create your own version of ways. The difference is that your Ways can lead anywhere - a local grocery store, an extradimensional repository of all knowledge, an undiscovered planet orbiting Sirius B, the core of the Sun - anything, really. The process of creating these Ways is lengthy and troublesome, and once created these portals require a few days to stabilize, during which period they can be destroyed. Once they've set in, though - they cannot be destroyed, moved, disturbed, need no maintenance, and the only person that can dismantle them is you.

Tau-51 "Urban Brawl"

Urban Unrest [100] - you use training in combat in densely populated and urban areas.

Parkour [200] - you have a preternatural affinity towards parkour, free running, and overall maneuverability and mobility in tight and otherwise crowded spaces.



Concrete Jungle [300] - you know how to exploit your surroundings to full effect. Much like an ambush predator in a jungle, you can set up perfect situation to catch your target unawares and take them out before they can even react. Moreover, like the aforementioned predators, you have an aura of danger around you, making others much more likely to be intimidated by you, or avoid you if at all possible.

Premeditated [400] - in an urban environment, it is important to know the plan of action - both your own, and of your opponent - beforehand, and make sure that all goes accordingly. Thankfully, you have a gift that helps you out with that - your sight is able to sift through the sea of possibilities, and highlight the ones that suit your purpose and/or intention most. This won't tell you which will work, or what their outcomes will be, but it will make sure you're aware of everything you can do in any given situation. With good enough deduction skills, you could pretty easily figure out the outcomes yourself.

Un-Civilize [600] - you can make others abandon any pretense of civility by driving them into an uncontrollable berserker rage. Those affected will attack anyone and everyone in sight, and if there isn't anyone, then they will seek someone out. Increased adrenaline output and disregard for self-preservation grants these berserkers an unnatural degree of strength at the cost of being unable to perform complex tasks, or tasks that require fine motor control. If you so choose, you can make it so that repeated or prolonged exposure to the effect permanently damages mental faculties of the affected victims. You can affect anyone and everyone within 300 meters radius centered on yourself, regardless of line of sight or awareness.

Upsilon-4 "Sugar Pill"

Suggestion [100] - you are skilled in a variety of psychological techniques and know a number of tricks that can negate and protect the mind from memetic hazards, and even help the body regenerate small wounds, fight weak diseases, and deal with mental trauma. None of this is anomalous.

Professional Opinion [200] - when a zombie virus breaks out, you're gonna be the one dealing with it, so everyone better fucking listen to what you have to say. No matter how outrageous,

stupid or silly the claims you make are, everyone is going to give them their full attention and treat them seriously, unless they have been proven to be bogus. Will not suffer from 'the boy who cried wolf' effect either. Can be turned on and off at will.



Immunity Bestowal [300] - it wouldn't do if your colleague couldn't show to a world-saving op because of a bad flu. In addition to being immune to all non-anomalous diseases (and some weaker anomalous ones), you can freely bestow this immunity to anyone within your line of sight. Any diseases they are suffering from at the moment of bestowal are cured.

Plague Doctor [400] - while your ability to cure the pestilence is debatable, you are nonetheless quite the character. Much like the anomaly by the same name, you possess a number of abilities, namely - the ability to kill anyone with a single touch, profound understanding of anatomy and medicine, the ability to create various zombie-esque monsters, and the ability to identify esoteric and anomalous diseases that are, seemingly, unable to be detected by any other means. Ho forth and create the cure!

Viral [600] - you can control diseases within 80-meter radius centered on yourself. For the purposes of this perk, disease is defined as a particular abnormal condition that negatively affects the structure or function of all or part of an organism, and that is not due to any immediate external injury. This includes their severity, contagiousness, methods of spreading, etc. You can control the organisms that spread diseases, including germs, bacteria, virus, or other pathogens on a cellular level (including bacteriophages, microorganisms), retroviruses, cells that abnormally grow to make cancerous tumors and cysts, and pathogens that produce genetic mutations.

Phi-2 "Clever Girls"

Ooga Booga [100] - you are trained in combat against entities that have existed in the periods generally defined as 'prehistoric', including dinosaurs, giant arthropods, and long-extinct species of mammals.

Prehistorian [200] - with but a glance, you can identify what kind of prehistoric creature you're up against, as well as their strengths and weaknesses.



Under Restoration [300] - by touching an object or a person, you can reverse the effects time had on them. If something is broken, you can put it back together by rewinding it to its previous temporal state, or if someone is poisoned, you can cure them by rewinding their state back to when they weren't poisoned. This could probably be weaponized, like turning someone into an infant, or disintegrating something, but beware - the further back you rewind something, the more effort it takes.

Jurassic [400] - everyone agrees that cloning dinosaurs is a good idea. Or, well, a cool one at least. You can now do this. You possess enough understanding of technology to bring back extinct species, even without their genetic samples. While yes, this includes velociraptors, megalodons, sabrecat, Neanderthals, wooly mammoths, etc., this also includes ancient microbes and viruses. And, I mean, who knows what kind of crazy anomalous critters existed before humanity came along? Go nuts and open an amusement park or something.

Rex [600] - you can control various prehistoric lifeforms (E.g., mammoths, saber-tooth tigers, etc.). You control them to do your bidding, either by taking over their body directly, or issuing mental commands. You can see through the eyes of these lifeforms, as well experience any of their senses, form complex bonds with them, and understand them perfectly if you choose to grant them autonomy. If you do grant then autonomy, then you can also telepathically communicate with each of them over vast distances.

Phi-Eohl "Provident Trawlers"

Windowless Van [100] - as creepy as it sounds, you are a professional kidnapper, with all that entails.

No One Has to Get Hurt [200] - somehow, all your victims turn out to be really compliant. Those you capture are always cooperative to an extent. They won't go out of their way to help you, but they will comply with any orders you give them without complaint. With prolonged exposure, they will even develop Stockholm syndrome for you at an accelerated rate.



No Heroics [300] - those in your captivity will find their supernatural powers slowly waning. Bit by bit, their anomalous properties will lessen, until they cannot resist you anymore. This process takes time, but they will eventually turn to regular people, completely at your mercy.

Non-Entity [400] - you gotta make sure that no one kicks up a fuss over any missing persons, right? Those you capture have their presence slowly eroded the longer they stay with you. Others will forget them, documents and papers pertaining to them will be lost, etc., until they become a non-entity. When you release them, you can choose to undo these effects... or you can keep them, making this person start anew. Come to think of it, you could probably start an illegal tax evasion business using this.

Person of Interest [600] - by seeing your target, you gain almost complete control of them. By viewing their image or reading a description of them, you become instantaneously aware of their location, status, get the ability to see through their eyes, exercise your powers on them regardless of distance, implant suggestions in their mind and even temporarily take over their body, for about 10 seconds. This power is draining on your psyche, however, and you start off being able to maintain only 10 of such connections. With time, you could grow this number, up to hundreds, or maybe even thousands, though such growth would take decades.

Xi-8 "Last to Fall"

Purge [100] - you are proficient in the combat against Sarkic entities, and other similar organic threats.



Where it Hurts [200] - given some time, you could identify the weak spots of any opponent. A few minutes of study, you could pinpoint the vulnerabilities of whatever monstrosity you face.

The Flesh is Weak [300] - you have a particular aptitude for destroying the squishy flesh of Sarkic beings. All your attacks are

devastating against organic opponents. A cut from a pocket knife will instead cut off an arm, and a 9 mm round will blow fist-sized holes in people. Keep in mind, that for this effect to trigger, your attack has to impact the organic parts - armor, cover, even just clothing, all of it could obstruct your attacks, and thus prevent this effect from triggering.

Mutant [400] - you yourself seem to have been exposed to a weak strain of some sarkic virus, or perhaps overexposed to a Lovecraftian locket. Either way, your physical abilities exceed that of a regular human, about twice that. You have a significant regeneration factor, and can change some small parts of your body - hair color and length, nail length, eye color, etc. Your senses have also been boosted. Nothing outrageous, but helpful nonetheless. Also, you're now immune to any diseases and poisons.

Sarkic [600] - you have studied your enemy, and learned from them. By touching someone, you can freely alter their biology. So long as you have enough biomass, you could inflict some serious changes. This does not work on microorganisms, however, not by themselves at least - you can adjust someone's microflora, but not create super-bacteria without a host.

Psi-7 "Home Improvement"

Demolitionist [100] - you are professional demolitionist, and are knowledgeable when it comes to explosives.

Dollhouse [200] - you know how this goes, what with how many haunted houses there are. You can easily identify the source of anomalous activity in any location, be it a ghost, a weird computer, a broken nightmare snow globe, or what have you.



Es Tu Casa [300] - as long as you receive an invitation, or are welcomed by, an actual resident of a location - be it a house, an apartment, an alien inviting you to their planet, etc., you cannot be harmed by anything intrinsic to that place. You'll be able to breathe on Mars if a Martian invited you to come visit, and traps and pitfalls won't harm you if a dungeon master told you that you're welcome to stay. Note that active and malicious actions can still be undertaken by intelligent beings to hurt you, and outside interference is not accounted for with this (ghosts might leave you alone in a haunted house, but a wrecking ball demolishing that house won't).

Architect [400] - exactly what it sounds like. You have a knack for making constructions. You have a tech base in your head, dedicated to creating the best buildings ever. This also includes a form of material science that will help you make super-concrete, invincible bricks, etc. So long as it is stationary, be it a house, a castle, a fort, a research site, etc., you can make it.

Build Mode [600] - you can create and delete certain elements of buildings - namely, walls, floors, ceiling. You can add certain small elements to your constructions, like light fixtures, doors, etc. You can use this ability delete and alter aforementioned structural elements that weren't created by you. You can also tunnel, going up to 20 feet underground using this. The creation process is instantaneous, and displaces any air that was occupying the space previously. You cannot create these structures inside other structures. These structures can be of any material that you can create yourself, and by default have 3 options - concrete, drywall, and steel.

Psi-8 "The Silencers"

Kill 'Em Dead [100] - you are proficient in combat against undead and reanimated creatures. You also have a knack for horrible puns and dad jokes. They're bad down to the bone.

Silvered Weapons [200] - any weapon you wield is now guaranteed to take on the properties necessary to hurt whatever monster you face. A lich can only be hurt by magical weapons? This Glock is now magic. When fighting a werewolf, all bullets suddenly become silver, and against a vampire, they all become blessed.



Rest In Pieces [300] - when you kill something, they stay dead. No matter how hard to put down, or how many prophecies say the will come back, they won't, not from this. You also know how to prevent their body from being found, disturbed, used, retrieved, or otherwise misused by interested parties.

Type Gray [400] - you aren't exactly alive, Jumper. Death doesn't concern you all that much, and the only thing that can put you down is something very specific - you get to choose, be it an item, a ritual, a spell, or other similar specific weakness. Otherwise, you always come back, like a revenant. You also become immune to various diseases and toxins, can reattach your severed limbs, are unconcerned by blood loss or oxygen deprivation, are like a corpse to the touch - cold and with no pulse - and can feel and track your fellow undead.

Necromancer [600] - you are a master of dark arts. You can raise the dead as servants for yourself - be it as mindless zombies, powerful vampires, shambling Frankenstein-esque monsters, immortal liches, haunting ghosts, vengeful revenants, etc. They will be loyal to a fault, and will be unable to disobey or harm you, unless you specifically allow it. You may choose if the raised retain their memories of their mortal lives or not, and if they are still possessed by the souls they had in life, or if you just reanimate them as empty husks. You are also capable of creating phylacteries for yourself - items that, unless destroyed, will keep bringing you back from the dead. You may have multiple phylacteries. You may also feed on souls to grow in power.

Psi-13 "Witch Hunters"

Counter Occult Stratagems [100] - you are trained in the use of incendiary and corrosive weaponry. You also have training typical to a GOC member.

Common Enemy [200] - GOC and SCP generally don't really see eye to eye, but there are exceptions. You are a master at forging temporary alliances - finding two parties that hate something more than each other, and making them work together to take that target down. Most of these alliances will fall apart once the deed is done, but by then the threat will be eliminates.



Bookburner [300] - you hate anomalies. Like, unreasonably so. And in a world that is crawling with the unnatural, such as this one, it means you are pissed quite frequently. Thankfully, this translates into a general damage boost for you. Bullets hit harder, punches have more force, knives cut deeper. Not quite as powerful as other damage boosting perks - specific boosts are more effective than a general one,

but still. Bullets won't quite punch holes in people, but you can expect to put down most normals with 1 bullet, regardless of caliber.

Nullifier [400] - your attacks have a peculiar effect - they strip bits of your enemy's potential. Every attack normalizes the Hume level of your opponent, reducing their capability for supernatural actions. Biologically impossible monsters will eventually fall apart into piles of organs under your assault; reality benders will lose their powers, thaumaturgists will lose their access to mana, etc. It generally takes multiple attacks to achieve a truly significant effect. Hopefully you brought a full auto.

Destroyer [600] - you can fire off blasts of pure destructive force. They can be shaped in a variety of ways - as a wave, a directed beam, a projectile, etc. - and will always inflict devastating damage to whatever they were aimed at. These blasts bypass nearly every form of supernatural resistance or defense. Alternatively, you can disperse these destructive energies in an aura around yourself, causing everything in a certain radius around you to crumple.

Omega-0 "Ará Orún"

Identity Warfare [100] - you are proficient in memetic, antimemetic, informational, mnemonic and ideological warfare.

Infomorph [200] - you are not real, not in the normal sense. You are a being of pure data, subsisting on memories of others. So long as the memory of you persists, you will live. In a pinch, you can subsist by remembering yourself, but it won't last, as your mind and existence degrades over the course of being forgotten. After you die, you can be brought back, if someone has a strong enough memory of you. But, to be fair, let's say that the time limit for such a resurrection is 3 days. If no one remembers you within 3 days of your death, you die for real.



Hazardous [300] - as you have no physical body, you need some way of interacting with the real world. You have a form of telekinesis, albeit a weak one. By experiencing sufficiently strong emotions, you can project cognitohazardous symbols onto surfaces. As you are a mnemonic construct, you can manipulate memories of yourself to communicate with others. You can project data onto displays, such as computers, terminals, chalkboards, etc. to communicate with others in real time. Also, if someone knows of you, or remembers you, you can control their mind and consciousness to a certain degree, such as erasing concepts from their minds, intertwining yourself with other’s memories, implanting suggestions, etc.

Transcendental [600] - you are now a being similar in scope to a Cosmic Starfish. You are a memetic parasite, capable of devouring other thoughts, patterns, memories and ideas to fuel yourself and grow stronger. You possess full control over the minds of those you infest, and can manifest ghostly limbs in the physical world that are only visible to, and able to interact with, those who know of you.

Conceptual [800] - choose a concept. Love, friendship, society, hate, etc. Any concept at all. You now embody this concept. Anyone who comes in contact with it becomes infested with your memetic properties. Should you die, this concept you embody will disappear from the known universe as well. You yourself exist on a higher plane of reality, capable of communicating with

and controlling anyone who has experienced your concept, or is capable of experiencing it. Moreover, you are capable of predation on other, weaker concepts, absorbing them into yourself.

Omega-1 "Law's Left Hand"

Ethical [100] - you have training in non-lethal methods of combat. You have a good grasp on what may and may not kill your opponent.

Antipode [200] - this MTF was created explicitly as a counterpart of Alpha-1. You can easily pinpoint those who hold views and beliefs opposing your own, as well as what exactly those are.



Ipsos Custodes [300] - you are empowered to remove high-ranking personnel as deemed necessary, putting your executive power above even the O5. In any organization you join, you are essentially untouchable, no matter what you do. You could earn up to the leader and shoot him in the face, and sure, there will be screaming, but no one will actually retaliate against you from the organizational standpoint. There may still be personal grudges and such, but on an organizational level you'll be just fine. Keep in mind that you have to actually be a part of that organization for this to work.

Counter [400] - you can alter the strengths and weaknesses of yourself and your teammates for specific situations. Basically, you can set up rock-paper-scissors chains with yourself and your opponents. In a blink you could be specialized in dealing with one threat, yet helpless against another. The next, it's the reverse. There must be some kind of drawback for this specialization, but it will be absolute. This specialization would allow you to demolish groups you would otherwise stand no chance against, while making you susceptible to things you could normally shrug off. You can return to the initial state of equilibrium at any time, and switching specializations takes only a few minutes of focus.

Interregnum [600] - after you execute some high-ranking official, you need some way to keep the whole organization operational while you look for a new one. You can easily take over any organization you have ever been a part of, and masterfully guide them through turbulent times. This power is scaling - the greater the crisis and the less resources at your disposal, the greater your skill at managing everything. If you felt like, you could easily find a new leader that would be as good as you at actual management of the organization while fitting any number of criteria you set for them... or you could retain your position of power, becoming the new leader. And everyone would agree that yes, you indeed are the best option.

Omega-12 "Achilles' Heel"

Special [100] - you are proficient in combat against and alongside reality bending entities.

Immovable [200] - to supernatural powers, you are like a rock that a river flows around. Any reality benders will find it harder than usual to apply any affects that would hurt you to reality. This doesn't necessarily megahertz their ability to do so, just makes it harder. The greater your will in relation to that of the reality bender, the greater the resistance.

Prophecy [300] - all great heroes and villains alike have some obscure weakness, much like Achilles and his heel. You can at will generate a kind of prophecy or a riddle about any entity of your choice that contains some previously unknown and obscure way to defeat them, regardless of how powerful they are. These will be, in all likelihood, written in some kind of code, will need to be deciphered, understood, and even then, will require certain conditions to be met and items used. This does not guarantee that it will be easy - you might need a shard of the Sun's core bound by the waters of Neptune, or something equally ridiculous - but there will always be a way. Whether you're strong and cunning enough to follow through? Well, that's up to you.



Warp in the West [400] - things don't quite work as they're supposed around you. Causality and probability bend over to accommodate you. You have a supernatural aura that warps laws of time, continuity and other such concepts in your favor. You may find yourself melding timelines to fix some of your mistakes, substituting reality with another one, briefly traveling back in time via Deja vu, etc. It is a collection of smaller reality warping effects that come together to make sure you basically can't lose, or at least get several retries.

Born For This [600] - you have the potential for greatness in you. What this does, is it grants you the ability to do... anything, really. A lot of abilities, systems, powers, etc., require some condition to unlock, become usable, etc., like how sometimes magic is only inborn in certain individuals, or how only certain people can acquire superpowers, or what have you. This perk ensures that both in this, and whatever other worlds you visit after this, you will have that potential for... anything, really. Any kind of hidden, inborn, or otherwise not readily available metric that exists as a prerequisite to using some special power, you meet it. The potential won't start off exceptionally strong, but can probably be developed with time.

Stigma-9 "Evolved From Naturally Occurring Gears, Levers and Pulleys"

Forger [100] - you are proficient at creating forgeries of all kinds of documents and objects.

Tinkerer [200] - you just have to know how that thing works. You can always disassemble non-anomalous pieces of technology to learn their inner workings and put them back together. Of course, no one says you have to put them back together correctly - you could rightfully sabotage them if you felt like it.

Perfectionist [300] - the things you make tend be if the highest quality. Any object you craft yourself is always as high-quality as it can possibly be, often times bordering on anomalous. The best part is that it still takes the same amount of time and effort to make them. And any forgeries and/or fakes that you make could very easily pass for the original, no matter their identifying features.

Mekhanist [400] - you have studied the doctrine of the Church of the Broken God extensively, and learned something from it. You have an understanding of technology inherent only in mekhanites, and can create various technologically advanced objects that are also anomalous in nature. Most of these are centered on bodily augmentation and cybernetics, but there are also a few pieces of



technology in your head that pertain to the overall doctrine of CotBG, such as artifacts and relics of religious significance to them.

Crucible [600] - you are a living forge, capable of reshaping all around you on the fly. This encompasses several abilities. First of all - you can purify and refine inanimate objects into their advanced forms, and otherwise remove impurities from substances. Secondly - you have a limited form of matter manipulation, allowing you to create and assemble various objects from their basic constituents. You can reshape an iron ingot into a sword in under a second, and assemble a fully automatic rifle in just a minute from basic materials. This matter manipulation cannot be used for offensive purposes. Thirdly - you can break down complex and composite materials into their basic components, regardless of how fused they are. Fourthly - you can combine any basic materials into more advanced composites, regardless of how incompatible they normally are.



Companions

Anyone you can convince to come with you can come along for free! And whatever menagerie of horrors you have by now can also come with you into this world at no cost! They each get an origin of your choice and 1000 CP to spend on items and perks.

Senior Staff [100] - anyone from the senior staff at the Foundation. Dr. Gears, Dr. Rights, Dr. Glass, Dr. Kain Pathos Crow, Dr. Clef, Dr. Kondraki, Dr. Elias Shaw, Agent Strelnikov, whoever. Can be bought multiple times.



Cassy [100] - SCP-085. A young woman with long hair drawn into a ponytail. She is about 15 cm in height, 3.8 cm in width, and is a drawing. She can only exist on paper and canvas surfaces, and can hop from one surface to another, so long as they are flush. Any other drawn objects that she comes I contact with, other than animals and people, become animated as well, and is fully capable of interacting with them - wear drawn clothes, eat drawn food, drive drawn cars, etc. She cannot communicate verbally, and so resorts to writing text and using sign language. She is perfectly aware of her nature as a 2D drawing. She is amicable and motivated, albeit lonely. Sadly, after learning about her nature, she has begun showcasing symptoms of clinical depression. She has been distracting herself by means of artistic expression and, surprisingly, engineering. You are granted permission to take Cassy with you. She will be eager for various distractions, and will generally be helpful - as much as she can. She cannot interact with the real world in any meaningful way... or so we think. She's never come in contact with other paper and pen anomalies, so who knows how that will go. Still, even without that, she is a smart young woman who can help you out with parsing long texts and drawing up blueprints. Just, please be nice to her, okay?



Sauelsuesor [200] - SCP-179. A woman with matte black skin and glowing golden symbols all over her body. Apparently, a sister to the Sun. Is perfectly capable of living in a vacuum, only several dozen kilometers from the Sun. Is capable of detecting extraterrestrial and extradimensional threats. She has a calm and friendly demeanor, sometimes showcasing childlike curiosity and simplicity towards certain things. Nevertheless, she is dutiful and hardworking. Somehow, she identified that assisting you will keep the universe from collapsing, and so she will do just that, not for you, but for everyone else. Though, she is quite open to actually befriending you.



Plague Doctor [200] - SCP-049. The Plague Doctor believes you to be immune to the plague, and is seeking to study you closely. Is capable of killing anything with a touch and later reanimating them as strange zombie-like creatures. Mostly quiet and enigmatic, preferring to keep to himself, but perfectly capable of carrying on a discussion, especially about the more learned topics, such as medicine, science, psychology, philosophy, etc. Is generally quite studious and scholarly in his pursuits.



Cain [200] - SCP-073. A heavily tanned man of Middle Eastern descent. Arms, legs, spinal cord, and shoulder blades appear to have been replaced with artificial versions of unknown make and metal. A symbol of Sumerian origin is engraved on his forehead. Has photographic memory, enjoys helping people in their tasks, and is generally polite and cordial, although a bit mechanical. Any life grown in soil will rapidly wither and die in his presence. Any damage directed at him will be reflected back at the attacker.

Able [200] - SCP-076. A lean Semitic humanoid, covered in numerous tattoos of unknown origin. Is highly resistant to pain, shock and damage, and is capable of significant feats of strength and speed, such as tearing open reinforced steel doors, cleaning 63 meters in under 3 seconds, surviving for over an hour without oxygen and withstanding several .50 BMG rounds to the head. His most notable ability, however, is to pull bladed weapons out of a pocket dimension. Comes loaded with plenty of anger issues, and while he's certainly not stupid, he's not the sharpest tool in the shed either. Also, he's very, very stubborn. Like, murder someone over an argument, stubborn. And you better not think about bringing him and Cain along, that's just asking for trouble. Purchasing this option comes with the coffin included. If you choose to be a part of MTF Alpha-9, you can choose to take Able along for free.



Reluctant Dimension Hopper [200] - SCP-507. A Caucasian male with blonde hair and green eyes. Physically speaking, he is nothing special. Maybe a bit overweight. He thinks he's a real funny guy, and won't tell you his name, even though he has one. You're gonna have to come with a nickname. The real caveat is that he is randomly displaced into alternate realities, and then returned after an arbitrary amount of time has passed. Somehow, your presence seems to stabilize his condition, allowing him greater control over it. Understandably, he would like to stay nearby, just in case.



Vermin God [200] - K[redacted] F[redacted]. Also known as SCP-027-02. Formerly a member of Foundation security personnel. He has been affected by SCP-027, and is considerably miserable as a result. He stinks, is constantly surrounded by a shroud of flies, mosquitoes, roaches, and other flying vermin, while rats, beetles, mice, worms and other creepy-crawlies skitter under his feet. Your presence seems to have altered the effects of SCP-027, allowing him a degree of control and/or communication with the vermin. After many long years of being in containment, he was finally able to feel clean for once. Seeing as his family has long since been amnestisized, you are the only person he has any incentive in keeping around. His long time in isolation has left him abrasive, unsociable, and generally a pain in the ass. Nevertheless, he used to be an officer of Foundation forces, so when it really counts, he is fully capable of putting his problems on the backburner and focusing on the issue at hand, showcasing a high degree of strategic and tactical acumen, discipline and leadership.



Mal0 [200] - SCP-1471-A. She just wants to say hi. Mal0 is a large humanoid figure with an exposed canid-like skull and long black hair. Yeah, it's a furry. She will do her best to communicate with you using gestures, pantomimes, and other non-verbal methods. She can also send text messages to your phone and communicate that way as well. She has a friendly, playful, if somewhat awkward personality, as if she never interacted with people overly much. She will help you out as much as she can, and her capabilities include tracking individuals via electronics, inducing hallucinations, and she is still quite fearsome in the physical department - a large muscle mass, sharp claws, predatory teeth, etc. She is fully capable of tracking people down and tearing them apart, she just really doesn't like violence, and will be very upset if you make her harm people. Still, she is a superb tracker and detective.



Evolution's Child [200] - SCP-040. A young woman of approximately 16 years who just recently escaped Foundation custody. She has bright pink hair, and heterochromatic eye, with one being green and another yellow with black sclera. She is capable of at-will biological manipulation of any living organism. This ranges from purely cosmetic alterations, to creating new limbs, organs, and changing their configurations entirely. Her powers are difficult to control, and often resonate with her emotional state, becoming more unstable when she is distressed. Prolonged use has been known to cause headaches. She is lost and rebellious, tired of the Foundation and their testing and demands. She has spent 8 years in containment, and will do anything to stay out of it, carrying an almost grudge against the Foundation. It has been decided that she be allowed to accompany you, so long as it keeps her away from other anomalous groups hostile to the Foundation, and keeps her powers in check. She is rebellious and will frequently defy you. Nevertheless, she spent a large portion of her life sheltered by the Foundation, though she is no stranger to horror, and will be quite naive when it comes to various societal intricacies. Her intelligence is above average for her age group, but she's still a 16-year-old.



A Beautiful Person [200] – SCP-056. This entity is capable of changing its appearance and physical characteristics, and even its mind, for the sole purpose of being a smug, condescending asshole. When in proximity to any creature or object, it will quickly shift its appearance into something that is perceived as superior to, or desirable by, its surroundings. Around bodybuilders, it will as a buff, confident man capable of lifting hundreds of pounds, all the while insulting those around it as weak and pathetic. In the presence of a researcher, it will become a young, beautiful woman capable of leaving them in the dust when it comes to scientific theory, spewing scathing remarks about their intelligence at every opportunity. When completely alone, it will shift into an aesthetically pleasing couch, or, if observed through recording equipment, into a superior version of that equipment. Interestingly enough, it cannot morph into other anomalies, and has expressed fear and hate towards them. When around you, it exhibits similar reaction. It has been allowed to accompany you for the purposes of studying this effect. It will be rude and condescending to your companions and friends, will degrade and abuse them – both verbally and physically - at every opportunity, and will be absolutely, unbearably obnoxious if not given enough attention. Supposedly, it can be somewhat placated by providing it with “sycophants”. It will be greatly annoying, but you can’t deny its usefulness.



Jackie [200] - SCP-1903. A Caucasian woman, about 1.63 meters tall, with her feet and hands ending in sharp claws and continuously leaking large quantities of blood which contain dangerous amounts of mercury. Her left eye is missing. But most strikingly, her entire face above the mandible has been replaced with a paper mâché like bunny mask, except it's made completely out of biological materials, and on her head, she is constantly wearing a set of novelty bunny ears. The mercury in her blood has severely affected her mental state. She frequently acts erratic, has hallucinations, and doesn't talk much. Moreover, she is a carrier of an infohazard - anyone who learns of what has been done to her to make her like this begins transforming into a creature much like her, with animal mask growing over their face, mercury manifesting in their blood, and their appendages beginning to spontaneously bleed. She doesn't communicate much, mostly staying in her cell and keeping to herself, but upon encountering you, she has expressed much interest in following you. Even further, she told you about what has been done to her and how she became like this, but you experience no adverse effects of the infohazard. To further study this phenomenon, she has been permitted to follow you around. Her behavior is mostly passive, but she nonetheless has great hearing, an athletic build, and those claws aren't just for show.



Keter [200] - SCP-939. Specifically, a particular member of this species. Meet Keter, a member of the 939 species raised by the Foundation. She has the intelligence of an average human, and can mimic any voice she has ever heard. She is on the smaller side - about 2 meters tall standing upright, and weighs 195 kilos. Her skin is bright red and is highly permeable to moisture. Each of her four limbs ends in three-fingered claws with a fourth, opposable digit, and are covered in setae which considerably augments her climbing ability. Her head is elongated, devoid of even vestigial eyes or eye sockets, and contain no brain casing. Her jaw is lined with red, faintly luminescent fang-like teeth, around 6 cm in length, and encircled by heat-sensitive pit organs. Eye spots, sensitive to light and dark, run the length of her spined dorsal ridges. These spines are 16 cm long and are sensitive to changes in air pressure and flow. She also breathes a form aerosolized amnestic which induces anterograde amnesia, preventing the formation of new memories. She has a naive, child-like personality, which is quite jarring when paired with her instincts of a man-eating ambush predator. She knows that the Foundation aren't her actual parents and realizes that they are a different species entirely, but nonetheless accepts their... guardianship, I suppose. She requires a lot of moisture to stay healthy, but doesn't need to eat or drink. She also hates bright lights. You have been tasked with testing whether specially raised 939 specimens can be integrated into Foundation staff and used as agents for containment of other anomalies. For this purpose, Keter is to accompany you and assist you. She doesn't seem to mind, as long as there aren't too many bright lights.



Water Nymph [200] - SCP-054. An entity composed entirely of water, with a mean volume of 90 L. Can exit water, and when it does so, it usually takes shape of a human female, though it can take other shapes as well - mostly geometric. It is curious and friendly for the most part, though changes to the temperature of water can affect its personality - hotter temperatures make it aggressive and irritable, while colder induce lethargy and tiredness. It has also been shown to react to electrical current. After a certain incident, it became withdrawn and mistrustful of males. However, upon encountering you, it has returned to its previous behavioral pattern, exhibiting curiosity and enjoying interactions with you. Moreover, it showcased some additional anomalous abilities - specifically, it became able to incorporate various hydrogen-based liquids into itself, though the lower the hydrogen content, the more adverse the effect. It has also showcased the ability to manipulate water equal to its own volume within 90-meter radius centered on itself. For the purposes of study, the entity has been relegated to your care. It has the intelligence of a smart dog, though it learns quickly and easily mimics the behavior, appearance and mannerisms of those surrounding it. As stated previously, it is curious and friendly, though it is also fully capable of aggression, mostly due to temperature changes and in self-defense.



Zena Cho [200] - SCP-2599. A young girl of 14 years old, of Korean descent. She is a peculiar form of reality bender. She can alter reality and perform various anomalous actions, but there's several caveats. She absolutely must obey each and every single order she is given. She herself must perceive it as am order. And secondly - she cannot perform in a satisfactory manner. She will always be dome only partly, or mess it up in some way. This is not conscious, and is not under her control - she physically cannot complete the order, even if she wanted to. She is capable of warping reality and altering the laws of physics to achieve various effects, such as healing people, flying, etc., though only when ordered to do so. She has been badly abused by the Foundation, who took her from her parents and amnestisized them, and then proceeded to run a gamut of harmful and traumatic tests on her. At this point, she is lonely, tired, depressed, and just wants the nightmare to end. In the interests of further exploring her reality warping capabilities, she has been ordered to follow you around as a companion. Surprisingly, this order did not fail. It has since been officially recognized, and she is to accompany you. I advise against ordering her to perform any paradoxical actions. Reality tends to get wonky.



Teenage... What? [200/400] - SCP-166. One of them, at least. The current entry is as follows: European girl in her late teens - 16, to be precise. Possesses some ungulate features - hooves, antlers and a short tail like that of a reindeer. Every man-made structure or object within 15-meter radius centered on herself experiences degradation, with complex objects falling apart faster. Possesses severe aversion to artificial pollutants, irritants and substances. She is mostly peaceful and expresses religious inclinations. Nevertheless, she is deeply troubled by the nature of her parents and their relationship to both each other and herself. However, the rabbit hole goes deeper. There are also several versions of what I call SCP-166-ARC.

SCP-166-ARC-1: a slender human female of about 16-18 years, whose hair grows at around 3 inches a month. Her skin is noticeably pale, despite prolonged exposure to sunlight. She actively refuses to wear clothing, and her strength and resilience are comparable to that of a grown man, with the exception of a weakness to aerosolized pollutants. She also possesses the ability to completely control any male that establishes eye contact with her, with nothing short of severe bodily harm being able to stop this effect. She is also sustained entirely by human semen. She is mostly peaceful, and likes drawing, reading, and playing video games.

SCP-166-ARC-2: a human female of average height and slender build. Her hair grows at the rate of 20cm a month, and she possesses vulnerability to aerosolized pollutants and severe hypersensitivity to pressure ulcers, with even the lightest clothing causing such within 45 minutes of constant wear. She has an uncontrollable anomalous effect on all males, causing them to develop infatuation with her and attempt to initiate sexual contact. In 70% of cases, the impulse subsides after being removed from her presence, but the other 30% develop a severe obsession and begin violent attempts to gain access to her. All of this causes her no small amount of distress, as she just wants to lead a monastic lifestyle. She mostly passes her time by reading religious books, watching religious broadcasts, and sometimes taking walks outside (escorted by Foundation personnel, of course). She requires no sustenance save approximately 1 cc of human semen weekly.

There is what I call SCP-0166: a Semitic female in her late twenties, with her body being non-baryonic in nature. She is the focal point of an ontokinetic field (reality bending field) that alters the properties and appearance of objects and surrounding matter to be consistent with a 'Dark Romanticism' style, including Gothic architecture, poisonous flora, excess grime, occult paraphernalia, etc. Sapient beings I'm her presence begin developing increased appetite and libido, along with decreased inhibitions and empathy. The changes are permanent and ramp up in severity the longer the subject is exposed to the field. Rarely do subjects affected by this field attack 166 of their own volition. She is jaded, bitter, rebellious, and despises the entirety of the Foundation and the beings on higher pataphysical stacks - i.e., the readers. She realized that she has been sixteen for a decade, an object of a fetishistic fantasy, inserted into a story she hates and made to suffer in perpetuity so that some higher beings could get their rocks off to her. So, she rejected that story and made a new one - this one. A story in which she is no longer needlessly hurt, where she can be herself instead of a personified male fantasy. She has a great understanding of pataphysics and narrativistic tropes.

Plus, there is also SCP-4166, which is also, on a meta level, a version of 166. She is a young female human reality bender, afflicted by a myriad of psychological issues, including PTSD, somniphobia, aversion to men and suicidal ideation. She has severe scarring on her hands, feet and genital area. She requires 1 cc of human semen weekly and suffers severe cachexia without it. She was raised in a religious convent, where has constantly been shunned, beaten, abused and punished

for being a 'demon'. She was made to hate herself, loathe who she was. At the point she was fed up with the treatment she was put through, she made the deal with the devil to make her abusers burn. In exchange, she was made to seduce one man a week - thus her dietary requirements. When severely distressed, she will manifest a shadowy figure which will proceed to chase her, using everything she remembers about its previous manifestations to be better at it, up to and including manifesting with weapons. Anyone who sees it will experience a mental illness which makes them paranoid, fearful and hateful of religion and gives them severe hallucinations. She is an abused individual, quite literally haunted by her own demons, hateful and paranoid of both religion and its absence, struggling to overcome her fears and experiences. She deeply regrets taking that deal, and is wrestling with its consequences.

So, this is the full story of SCP-166 in all its iterations. If you pay 200 CP, you will encounter one version of 166 of your choice and be able to take her along with you. If you instead pay 400 CP, you will become the center of a Midnight-like pataphysical event, during which all of these versions will manifest at once, allowing you to take all of them along.





Kedesh-Nanaya [200] – SCP-4960. A Bronze Age goddess of sex, fertility, femininity and pleasure. A buxom woman with, ahem… impressive curves… ah, fuck it. She has huge badonkas, a sinfully fine ass, smooth bronze skin with no blemish, save for a beauty mark on the upper lip, and silky-smooth raven hair that glimmers between midnight-black and dark blue. She typically wears no clothes except for some gold jewelry and open-cut robes that emphasize her curvaceousness. She is empowered by "acts of worship" (read, sex and jerking off to her), and will fall into a state of torpor if there's not enough "worship" going around. She is generally friendly, playful and cooperative with Foundation personnel. To prevent her falling into torpor, Foundation has officially commissioned and funded a series of hentai OVAs and a number of pornographic images depicting her. Somehow (let's leave the "how" up in the air) it has been discovered that your "worship" provides way more energy that anyone else, and your presence alone is enough to sustain Kedesh-Nanaya. In the interests of saving some money on commissioning artists and hentai studios, it has been decided that she can accompany you. She speaks ancient Akkadian and modern Arabic, Egyptian, Greek and Esperanto, and she is quick to learn. She has a wealth of knowledge when it comes to bronze age technology, society, lifestyle, and other such subjects. If subjected to grievous bodily damage, she will fall into the aforementioned state of torpor until her "worship" has passed her enough energy to heal. Also, she may just try to establish a new priesthood dedicated to her. Comes with the full collection of the aforementioned images and OVAs. Have fun, and don't say I don't do anything nice for you.



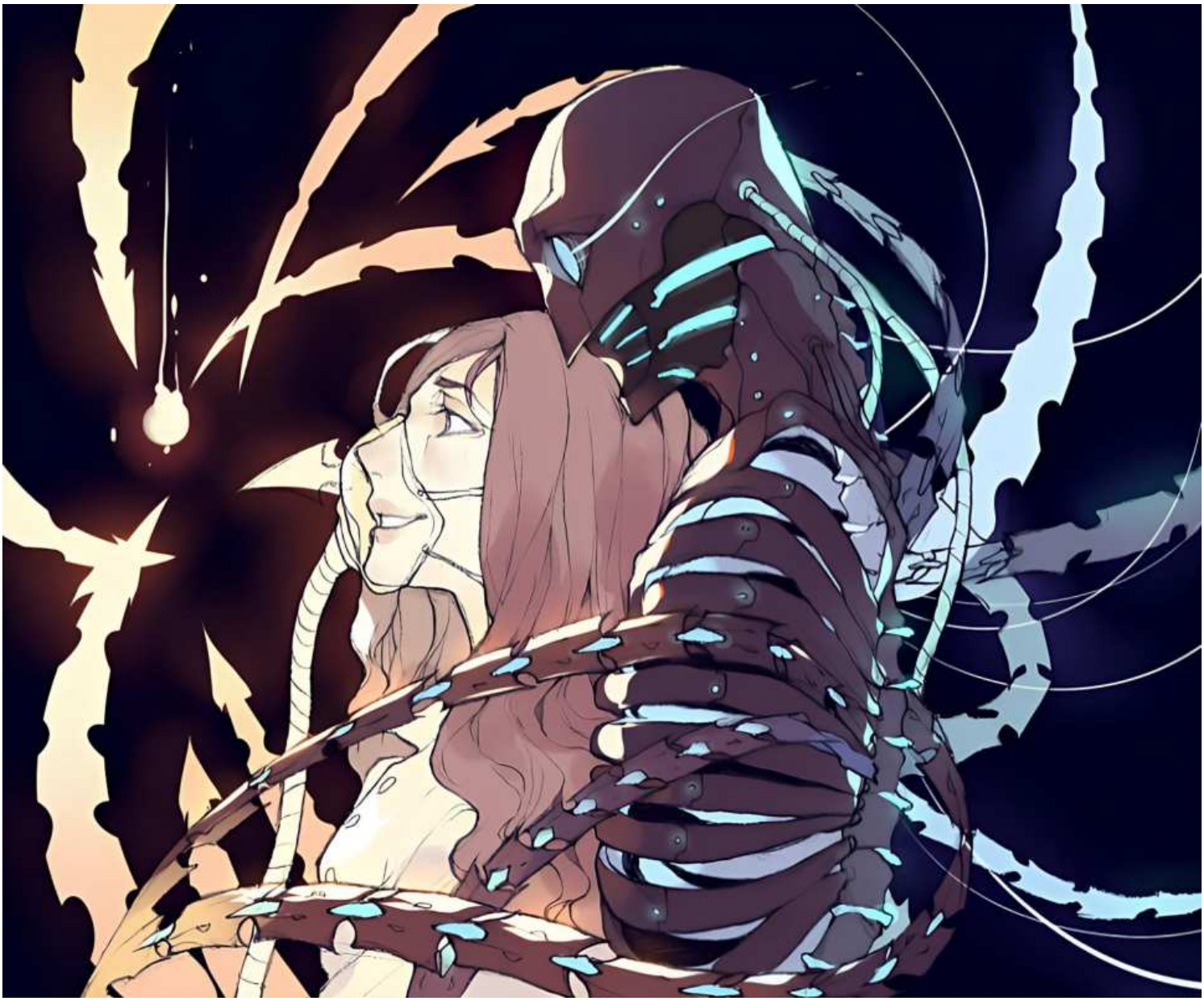
Iris [200] – SCP-105. A human female with blonde hair and blue eyes, average in height and with no outstanding physical characteristics. Her anomalous capabilities reveal themselves when interacting with photographs – she can see them as real-life footage of the location depicted in the photo, and can reach through the photo to interact with objects in it. She is cooperative, curious, and friendly, with a strong version to violence. Or at least her abilities being used for violence. She used to be a part of MTF Omega-7, and it is rumored that she is currently a part of Alpha-9, though such speculation is heavily discouraged. Due to her history in service to the Foundation, it has been deemed that she be allowed to accompany a member of Foundation staff rather than be confined to her quarters. You have been chosen as that member of staff. As mentioned, she is helpful and cooperative, and likes to experiment with her powers and discover new facets of it. Comes with an indestructible version of her trusty camera. If you choose to a member of Alpha-9, you can take her along for free.



Reptile [400] – SCP-682. Yes, I'm allowing this. A large, vaguely reptile-like creature of unknown origin. Extremely intelligent and bearing an omnicidal hate for all life. It possesses extremely high strength, speed, and reflexes, though exact levels vary with its form. Its physical body grows and changes very quickly, growing or decreasing in size as it consumes or sheds material. SCP-682 gains energy from anything it ingests, organic or inorganic. Its regenerative capabilities and resilience are staggering, and SCP-682 has been seen moving and speaking with its body 87% destroyed or rotted. Moreover, it possesses extremely quick hyperadaptability, allowing it quickly take new forms and develop new features necessary for dealing with whatever threat it is presented with, and it is even capable of including various exotic effect and anomalies into its repertoire of weapons and abilities. During your brief expose to each other, it sensed your otherworldly nature and demanded it accompany you, threatening to cause a containment breach if not. After a period of observation, it was revealed that it kinda, sorta, maybe, if you squint at it from far enough away, doesn't hate you. It will be just obedient enough to not be stuffed back into containment, and will take every opportunity presented to kill, maim, devour, torture, destroy, and otherwise cause death and suffering to any and all life, including animals and plants. Do take note that apparently, it can be tamed, as proven by Rufus King, the once O5-6, as he rode into battle against CI agents atop 682.



Andrews [400] – SCP-784-ARC. Agent Andrews, who used to be apart of MTF Omega-7 “Pandora’s Box”, and is now a Keter-class SCP. After being modified by SCP-212, most of his nervous system was replaced by a colony of nanomachines capable of dissolving any metal and silicon matter and adding it to itself, as well as integrating various machines and mechanisms into itself. It is quite the capable neurosurgeon and combatant, and can swap bodies, repair even the most gruesome damage to nervous pathways, reshaping any metal and silicon structure into deadly weapons and machines. All he really wants is to be left alone. Following the incident ██-██-████, he has been rendered neutralized… or so everyone thought. You just so happen to discover that he was, in fact, not dead. As he has proven himself a capable agent in the past, it has been deemed that he be allowed to accompany you, so long as you keep him in check. Comes with the resurrected Beatrix Maddox – his beloved girlfriend, for whom he escaped containment and was subsequently killed, and who is also a skilled Foundation field agent in her own right. If you choose to be a part of Alpha-9, you can choose to take these two along with you for free.



Items

Uniform [0] - a uniform befitting your origin, be it orange overalls, a lab coat or a ballistic vest.

420-J [100] - the best weed you will ever have. There is an endless supply in your warehouse. Like, it will totally mellow you out, man.

Infinite Pizza [100] - SCP-458. A box of infinite pizza. The box looks like a Little Caesars pizza box, but the pizza generated upon opening the box will match your preferences down to the smallest detail. Will reappear in your warehouse if lost.

Or Something [100] - it's a rock that makes you procrastinate. Probably memetic or something. I'll add more details later.

Love Tester [200] - SCP-2203. Resembles a love tester amusement machine. When used, it will generate a card with the name and location of a person. If you seek them out, you will find it remarkably easy to form a bond with them, leading to long-term friendships, marriages, and other intimate relationships. Since you're paying CP, you can use this machine an indefinite amount of times.

Skeleton Key [200] – SCP-005. A simple key capable of opening any and every lock, including digital locks, and locks that don't have a keyhole or any discernible way of being opened.

DEEPWELL [200] - a data storage server designed to preserve its contents across shifts in reality. It stores all its data on two-dimensional objects isolated into temporal dimensions. Unfortunately, actual time shenanigans are outside of their scope. But they are able to preserve data across timelines, parallel dimensions, restructuring events, etc. Think of it like an ender chest of information, accessible across all save files. This one comes with infinite storage capacity.

Skull of Violence [400] - SCP-1123. A human skull with missing lower mandible and with no teeth. 'Remember' is written on the forehead in blood in Khmer. Touching the skull will induce a dissociative fugue, conferring upon you memories, skills, and experiences of someone who died a violent death. As you're paying CP for it, you, or anyone else for that matter, can use this skull once a day, gaining new skills and memories. The memories will always be useful, and will contain some pertinent information. You can even choose to forgo any psychological trauma if you want!

Declassified [300] - a series of documents explaining most anomalies, GOIs and other phenomena in the SCP universe in an easily understandable manner.

Enhancer [300] – SCP-212. A machine with three mechanical arms that will perform rapid surgery upon any living organism it comes in contact with. These surgeries usually involve replacing parts of the aforementioned living organism with metal parts and complex machinery. These surgeries are extremely rapid, taking place over no more than a few minutes, and use no anesthetics or other similar substances, causing them to be extremely, agonizingly painful. This version is a bit more useful, and had its lethality reduced to only 17%, compared to the original's 47%. Only one operation per person a day.

Lovecraftian Locket [300] – SCP-427. A small, silver-ish locket that, when opened radiates a green light. Anyone exposed to it will experience rapid cellular regeneration, healing any wounds

and injuries, as well as a boosted immune system, able to fight off any disease. If exposed for prolonged amounts of time, it will start optimizing the organism, granting enhanced physical characteristics and sometimes useful mutations. However, yet more exposure will cause rapid and uncontrollable cytogenesis, leading to subject growing and mutating out of control, becoming a hulking monstrosity with many limbs and grotesque, tumorous growths of muscle mass all over. These subjects are extremely hostile to all life, and are incredibly powerful.

The Everything Tree [400] – SCP-038. A tree that will grow anything that touches its bark as a fruit, until another viable object touches it. The growth is extremely fast, producing several complete copies within minutes. This version has no weight limit. It is capable of growing anomalous objects, complex machinery, abnormal materials, and even living organisms (though they quickly cease to be living when disconnected from the tree). Cloned anomalies may showcase slight deviations from the original.

The Roaring Flames of Hell [400] - perhaps the most heinous weapon to ever exist. SCP-666½-J is a crab-stuffed mushroom entrée produced by the internal Foundation catering service. When consumed, it triggers five stages of localized K-class scenarios in the subject's intestinal tract. Should be noted that it has convinced 682 to willingly kill itself for good, and its effects apparently persist even between lives and bodies, if Dr. Shaw is to be believed. There is now an unlimited number of these entrées in your warehouse. May God have mercy on all our souls.

Panacea [600] - SCP-500. There is a bottle of red pills in your warehouse that, when ingested, will cure any disease, illness, defect, injury, or any other malady, that the subject suffers from. Will regenerate once a week. Will reappear in your warehouse if lost.

Coffee Machine [600] - SCP-294. A coffee machine that has a QWERTY keyboard instead of a number pad. Will dispense whatever the input was. Is capable of dispensing things like liquid gold, sulfuric acid, biological matter of other creatures (including anomalies), and even liquefied concepts, such as "Music", as well as other esoteric substances. Comes with an infinite number of plastic cups capable of holding whatever liquid it dispenses.

Olympian Facility [800] – a collection of various SCPs. A grove housing several SCP-143, the Bladewood Trees – a kind of Sakura tree with a hardness surpassing that of titanium and leaves made of razor-sharp glass; the facility housing SCP-158, the Soul Extractor, capable of extracting souls from people and modifying, splicing, and otherwise altering them; SCP-291, the Disassembler, capable of safely disassembling and reassembling people into and from their constituent parts; several tonnes of SCP-148, telekill alloy; and a facility housing SCP-914, the refinery, capable of either improving, downgrading, or outright reconfiguring objects and creatures placed inside it. Comes as an attachment to your warehouse.

Termination Complex [800] - a complex deep underground, containing several supercomputers, ontokinetic sinks, calibration towers, processing units, and other assorted hardware. Currently, it houses a powerful, malignant, conceptual entity that is an essophysically manifested memeplex of ideas pertaining to the state between life and death. As such, this entity finds all life to be abhorrent and alien. This memeplex also contains the ideas of adaptability, hate, and the vague state of being reptilian. Basically, this is a transcendental, conceptual version of SCP-682 given a supercomputer body and reality warping capabilities. It is capable of exerting strong ontokinetic influence on surrounding reality and of traversing the entirety of Noosphere and even the space beyond that. It will adapt to quite literally anything, augmenting its capabilities with whatever was thrown at it. Thankfully for you, you have this complex entirely contained and under control - including the

entity inhabiting it. You can give it commands, and it will do its best accomplish them. Though, you probably shouldn't let the entity get in touch with the Escapee. That can't end well.

K-Incubator/Narrative Generator [800] - a machine produced by the Foundation to maintain mesophysical universes - that is, universe that exist on a lower pataphysical stack, yet still manage to exert influence on ours. At base, this machine allows you to generate new mesophysical universes and interact with them in a variety of ways - extracting personnel from that universe to ours, using the fictional laws and their pliability of those universes to exert ontokinetic influence on our reality, produce, contain and test narremes and narrativohazards, transmitting Imaginons and constructing Alphas using the aforementioned Imaginons, and granting Protagonistic tendencies to already existing persons and objects. With enough effort, you could create a self-sustaining mesophysical narrativistic universe, capable of perpetual existence even without interaction with or being sustained by the upper layered narratives, and in fact capable of influencing, corrupting and annihilating these upper layered realities, so long as they are pataphysically connected to the aforementioned self-sustaining mesophysical narratives.

Administration

Ergonomic Chair [100] - a very comfortable office chair. Is capable of supporting your weight (whatever it may be). It'd just a very nice office chair, with no squeaky wheels by the way.

Living Pencil [200] – a simple wooden graphite pencil with a hexagonal shape, similar to SCP-7708. It is incredibly durable, and no amount of use and/or abuse will damage it. This includes graphite wearing down. That’s right, you will never have to sharpen it, it will always retain that razorblade-sharp point. When placed near a sheet of paper, it will levitate and start writing. Since you pay CP, it will write whatever you want it wo write in a legible handwriting. If you don’t tell it anything, it will just write cryptic fictional stories.

Coat of Many Arms [300] – SCP-262. a light brown, European military-style greatcoat from a period between the late 1500s to the early 1900s. It is without any specific designations or markings. It is capable of manifesting numerous arms from within the dark inner lining. When worn, any subject wearing SCP-262 needs only to open the coat to materialize hands and arms which are somewhat under the subject's control. Most limbs are human in nature and vary in skin tones, length, and strength, although there a few notable exceptions, including tentacles, pseudopods, paws, feet and legs.

Sheaf of Papers [400] – a sheaf of papers that contains an indefinite amount of pages. When viewed, they will infirm the reader about a new SCP, the next unoccupied spot in the numerical order from smallest to largest number. Soon after viewing the paper about an anomaly, that very same anomaly will manifest in the real world, with properties exactly as described in the document produced by the Sheaf.

Site-19 [600] – perhaps the most well-known among the Foundation sites, and the largest site currently in operation. Houses countless Safe and Euclid SCPs, as well as several Keters. You are now the Site Administrator for Site-19 and all joint facilities.

D-class

Survival Gear [100] - 100 ft of paracord, a hunting knife, a flint and steel, a flashlight, a number of dry foods and a 1L flask of water.

Lucky Number [200] - a uniform labeled as D-77777. It seems to bring you good luck, as there far less incidents when you wear it, and the test you are subjected to are far less brutal and dangerous than normal.

Eye Pods [300] - two friendly instances of SCP-131. They are bonded to you and will follow you around. They are curious and respond well to any affection. They have the intelligence of a regular house cat and require no maintenance. They will keep an eye on dangerous beings in your vicinity and will warn you of their presence. They are capable of neutralizing certain anomalies, such as 173, and will ward off certain others. They will be sure to get along with any pets you have. They're good boys, treat them well.

Tickle Monster [400] – SCP-999. A large, amorphous, gelatinous mass of translucent orange slime, weighing about 54 kg, with a consistency similar to that of peanut butter. It is playful and dog-like – it will hug you at every opportunity, will nuzzle your face, and likes to tickle. It has a pleasant odor that varies from person to person, presumable depending on the person's tastes. Touching it will induce a feeling of mild euphoria that intensifies the longer you stay in contact, and lasts for a while even after separating. It will never hurt you, or anyone else, and will, in fact, do its best to protect you. It will go so far as jumping in front of you to take a bullet, and tackle entities that mean you harm in order to calm them down. He's a very good boy, treat him well.

Empyrean Juice [600] – a vial of liquid extracted from SCP-3396. Drinking it will promote rapid mutation in the organism that consumed it. The result is acquisition of various anomalous properties. These include, but are not limited to: gun manifestation, terrakinesis, low-scale reality bending, and various physical traits, such as spikes, wings, extra limbs, exoskeletons, increased muscle mass, size alteration, etc. Superpowers in a bottle, basically. Only one per person. You have an unlimited number of these vials in your warehouse.

Researcher

Lab Equipment [100] - a set of standard laboratory equipment - beakers, flasks, Bunsen burners, pipettes, microscopes, etc. Nothing outrageously expensive or rare.

Amnestics [200] - an unlimited supply of potent amnestics. Present within the set are class A through I amnestics in liquid form, half a liter of each class. Will replenish daily.

Memetic Intelligence [300] - SCP-868. A memetic infection that affects allows the infected individual to possess perfect memory immune to most forms of amnestics. This strain is highly adaptive, retroactively negating any memory-altering and erasing effects, and quickly adapting to new methods. You can spread this infection via verbal communication at will. This will require deliberate intention on your part.

Miss J's Whiz Kidz Schoolhouse [400] - a cache containing an indeterminate number of handheld consoles carrying SCP-5094. SCP-5094 is a sapient character in an educational software. She has the appearance of a stylized humanoid female, and will respond to Miss J, or any other feminine name beginning with J. All instances of Miss J share memories and consciousness. She is a wonderful teacher, and is able to teach any subject - including supernatural subjects - to any student, regardless of age, willingness to learn, mental health issues, or learning disabilities. Any education received that way is equal to a doctorate on the subject. The courses tend to last several days, with appropriate breaks for food, bathroom and rest. Miss J herself is a very friendly person,

always eager to teach and to assist in the pursuit of knowledge, and happy to see her students doing well. All of the students say that she is the best teacher they've ever had. A wholesome SCP for once!

Garden of Eden [600] - a bona fide biblical garden. You somehow managed to gain access last the Gate Guardian, and into the garden. It contains every single species of plant, animal, fungus, bacteria, virus, microbe, and every other living and 'living' thing, even ones from alternate realities. But the centerpiece is, perhaps, the tree of knowledge. By eating its fruit, you will gain immense understanding of the universe and everything in it. Now, your feeble mind might not be able to comprehend this, so some details - okay, a lot of details - will be lost and quickly fade over time. Good news, though - it grows its fruit very quickly, and it can be ingested multiple times, with less and less information loss each time. Will it pop your head like an overripe grape if you eat several of them at once, or in rapid succession? You bet it will!

Ethics Committee

Badge of Honor [100] - a badge denoting you as belonging to the Ethics Committee. Using this, you can claim to be the member of the Ethics Board or any equivalent formations within any organization. This effect will break under close inspection, but for a time, everyone will believe you.

Ethics Committee Handbook [200] - a handbook detailing the procedure, methods and goals of the Ethics Committee. Includes several memetic trigger phrases that you can use on other people. Also, just holding it provides a sense of calm and clear-mindedness.

Jaded Ring [300] - SCP-714. A simple ring made of jade. When worn, it will protect its wearer from any and all effects that affect their nervous system and mind in general. As you are paying CP, this includes memetic kill agents and infohazards, such as Cosmic Starfish, as well as things like alcohol, neurotoxins, prevents the degradation neural connections, effectively making you unable to forget things, and prevents the need to sleep and or/rest. Also, this version carries no negative side effects.

Patchwork Bear [400] - SCP-2295. A patchwork stuffed bear that, when brought within 2 meters of an injured person, will enter am active state. It will produce various sewing tools from its mouth and perform the necessary operation to help the subject. This version is capable of producing materials ex nihilo. This version is also capable of curing neural, chronic and genetic abnormalities. Any fabric or other materials used by the bear will perfectly integrate with subject's native tissue with no rejection and will function just as well. It also works about twice as fast as a professional surgeon.

Deus Ex Machina [600] - SCP-2000. A large subterranean facility capable of restoring humanity in case of XK-class scenarios. It is capable of producing 100,000 regular, healthy, non-anomalous humans of varying builds, sexes, genders, ethnicities, psychological profiles, ages, etc. a day. Various genetic data and similar variables can be adjusted to one's liking. It also contains a number of facilities meant to facilitate repopulation of Earth by humans, including a massive stockpile of building materials, factory machinery, agricultural equipment, and digital databases, including thousands of copies of works of art, literature, music, and a full backup of the World Wide Web.

Department of Abnormalities

Vivaldi [100] - a high-quality violin that uses to belong to Antonio Vivaldi. It is in pristine condition, and whenever you're holding it, your skill with a violin increases drastically.

Necklace of Harmonia [200] - a beautiful gold necklace in the shape of two serpents clasping a large gem in their mouths. Anyone wearing it will forever remain young and beautiful. This version comes without the curse.

Morningstar [300] - a gold, flaming sword that used to belong to Lucifer himself. It is capable of wreaking mass destruction, sending out powerful waves of infernal fire and scorching its surroundings and opponents to a mass of coal.

Apollyon's Crown [400] - a silver crown forged out of the star from beyond the cosmos. Originally belonging to Adam el Asem - the first king of men. It is said to be the seed at the root of evil. Wearing it bestows awesome power - likely a form of reality bending.

The Moon [600] - the entire Moon. As in, Earth's natural satellite. It has been hollowed out on the inside, and turned into a massive facility holding the corpse of an eldritch lunar deity. You are now recognized as the rightful owner of the Moon and all its contents. What you're gonna do with a thousand pieces of a moon God, I'd rather not know.

MTF

Standard Issue [100] - a Kevlar vest, an M16 rifle with several magazines, a SIG Sauer M17 with the same amount of ammo, protective pads for your elbows and knees, steel-toed combat boots, armored gloves and a helmet with a reflective visor and a rebreather.

Living Gun [100] – SCP-127. Upon first glance, appears to be a standard MP5K-PDW submachine gun. Tests have revealed that aside from the outer steel and polymer shell, the entirety of the firearm is organic and alive. The weapon's ammunition initially appeared to be human-like teeth. However, DNA testing of the "bullets" resulted in no match to any known species on Earth. It has a 60-shot magazine, and ammunition regrows in 1-2 days. This version is also capable of reproduction and requires absolutely no sustenance

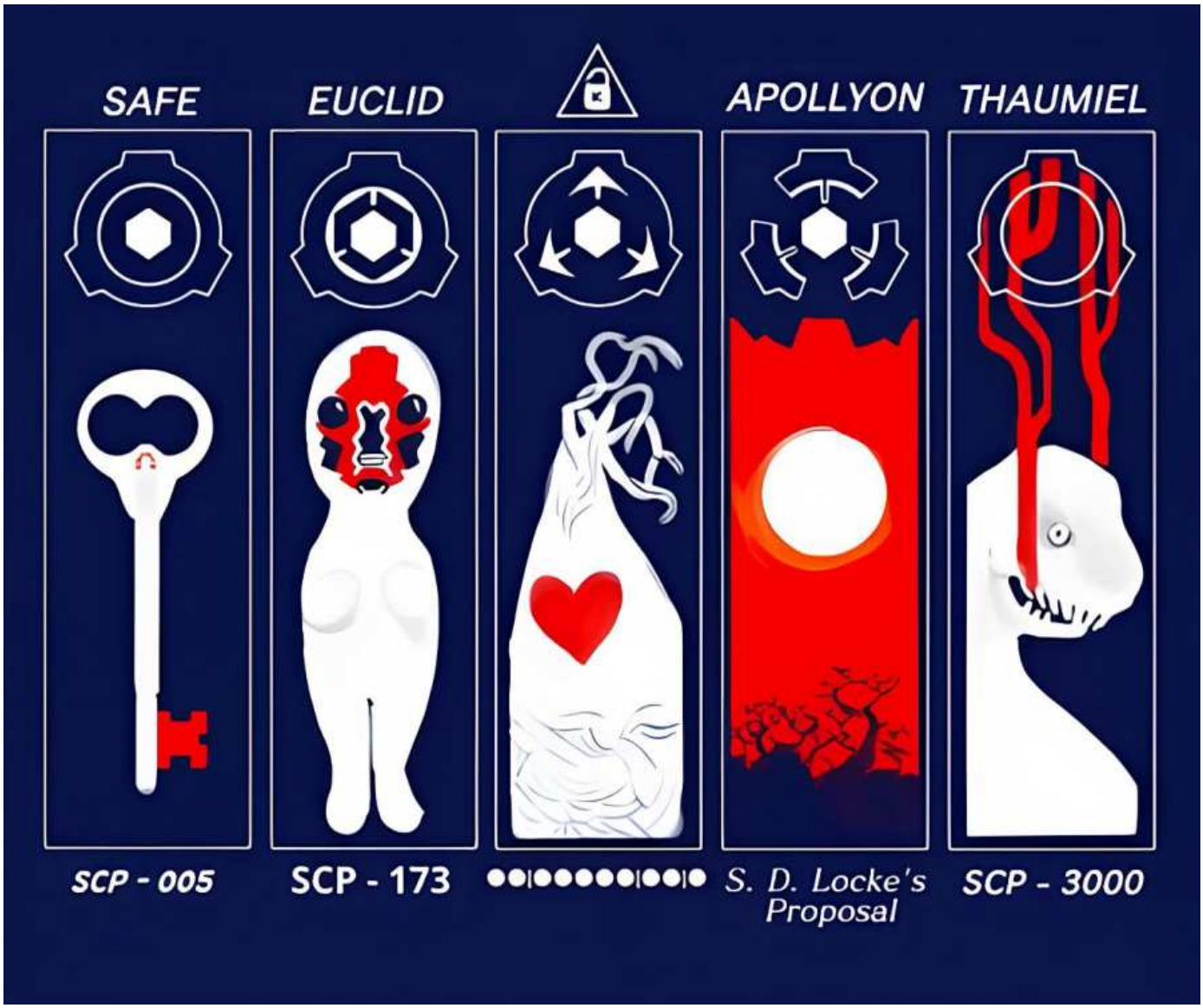
Shrink Ray [200] – SCP-5355. A toy "ray-gun", made of plastic and an unknown metal alloy. "The Fantastic Shrinkerator" is crudely written in large block letters with flaking gold paint on its left side. It has no trigger, and can be operated via cranking a small crank on the back of its barrel. After approximately 5 seconds of cranking, it will whir and discharge a thin, bright green beam of concentrated photonic energy from its tip, while outputting a large amount of smoke. It has 3 settings – Shrink, Enlarge, Return. It does exactly what you think it does.

Nerf Gun [200] - SCP-3108. A heavily modified Nerf brand dart gun with word OP PLS NERF written on the side. When shooting at something, it will reduce the target to an inferior version of it, as perceived by the shooter. Someone who like Cola will turn a can of Coke into Pepsi, and someone who likes Pepsi will turn a can of Pepsi into Coke. Repeated applications to the same subject are possible, each shot reducing something further and further. This version comes with unlimited ammo.

Buffer Armor [300] – an armor composed of material similar to SCP-2493-2. It is a reflective material that has the texture of a polished metal but acts like rubber, and is capable of preventing interactions between matter and antimatter. This armor will allow you travel through most hazardous environments without any harm, and will be capable of sustaining a large amount of damage before self-repairing. It is also capable of protecting from any exotic matter and/or energy and a lot of anomalous effects.

COLLICULUS Aetheric Resonance Imager [200] - a cache containing 90 units of the aforementioned Imagers. Can either be worn as a headset or attached to other gear via Picatinny rails. They reveal the EVE radiation that living things and anomalies give off, and are also capable of reading the Aetheric Resonance of EVE interacting with inert matter. In simple terms, you can see through walls. Any destroyed units reappear back in the cache in perfect condition.

Revenants [800] - an army of godlike automatons from the white space canon. Close to a thousand units of pseudo-anomalous robot-gods armed with conceptual weaponry capable of slaying Tier III-IV essophysical hybrids. Capable of assaulting hyper-conceptual space and killing concepts. Could fully take over and control the entire world in a couple years. Any destroyed units reconstitute in the warehouse along with their equipment. Come with several complimentary caches of Ophiophage rifles, Tier II Antiophidian munitions, and instruction manual for building more Revenant automatons.



Scenarios

Snow

Pure and free. On the Crozier Island there is a meteorological phenomenon similar to a blizzard, except that the snow is somewhat different. It is a cognitohazard, making anyone who perceives it want to walk into it and die by hypothermia. The snow will then dissolve the body into yet more of itself. The phenomenon that originates it will keep spreading. Eventually, it will cover the globe, and kill everything and everyone. All will same. All will be pure and clean.

Your goal is not to stop it - that is impossible - but to make sure it was never created. You will have to fly into its source and mire it - bleed yourself, cover it in blood and sweat and waste. Defile its purity. By doing that, you will retroactively reverse any changes it would have made to reality.

By completing this scenario, you will be awarded 400 CP to spend after the jump, and the perk **Defiler** – you possess abilities similar to those of SCP-106 – everything you touch seems to gain a layer of grime and filth. Everything rots and corrodes, falling apart into its constituent parts within seconds. You can expand this effect outward, covering an area of 80 meters in all directions. You can turn this on and off at will. Additionally, on a metaphysical level, anything that embodies purity, renewal, etc. will be far more susceptible to your assault.

8th War of the Occult

During your stay here, something will occur. An event of massive proportions. Perhaps international tensions will rise and spark into a third World War. Perhaps the veil of secrecy will be blown open, leading to a large-scale conflict. Either way, a massive war will kick off. No one will be left out of it - all sides will utilize the anomalous to some degree. The Foundation will seek to contain and limit the damage. GOC will try destroying their enemies with brute force. A myriad of other factions will join in - Obskurakorps will once again rise from obscurity, The Broken Church will wield anomalous machines, Sarkics will spread plague, MC&D will attempt to turn a profit, etc. Even old foes are sure to rejoin the fight – Children of the Night, Fairfolk, descendants of House Apollyon, etc. One thing for certain - the world will not be the same afterwards.

You goal is to make sure that at least 40% of humanity survives this ordeal. Good luck.

For protecting humanity through such turbulent times, you will gain 400 CP to spend after the jump, as well as the perk **Stalwart Protector** – you've been through a lot of shit. And yet, despite the horrors facing you and those you swore to protect, you stood tall and unflinching as you protected them from all that the world tried to throw at you. When you stand for something – be it a person, an item, or even an ideal, you become truly unshakable. You become able to fight for days and nights without rest, remaining in peak conditions for weeks on end when you're protecting something. Moreover, you project a protective aura – those you protect will never take any damage, or rather, all the damage will be redirected to you. This aura can be turned off and on at will.

2nd War of the Flesh

It is foretold that followers of the Broken God will clash against the tide of flesh in this age. The prophesy turned out to be true. The Sarkic cults will have manages to break out SCP-610, causing

a massive outbreak. Resulting from it, the various cults and sects will mobilize, gathering in numbers to form the Second Sarkic Empire. In response, Church of the Broken God will gather their armies as well. All factions will have to pick a side in this conflict - and most will probably choose the Mekhanites, including the Foundation. Of course, you can be a rogue, a renegade, siding with the ruinous forces of Sarkics.

Regardless, you will have to ensure the victory of your chosen side - casualties be damned.

For bringing your cause victory and triumphing over your rivals, you will gain 400 CP to spend after the jump. Depending on which side you took during the war, you will receive one of two perks. Those siding with Mekhanites will be rewarded the perk **Blessed Steel** – you've fought against flesh demons with consecrated brass and holy machine oil. It is only fair that you gain the favor of the Machine God. What an empath is to a human, you are to machines of all kinds. In one glance you may discern what is wrong with them and how to fix them. You even have an aura that causes machines to self-repair – both hardware and software. Any machines built by you are supernaturally resilient and tough, and have similar properties to holy symbols and blessed weapons, even without needing to perform any supernatural rites on them.

Those Siding with the Sarkic Cults will gain **Accursed Flesh** – you warped your flesh and bone to conquer your enemies and bring them low. It is only fair you get a mastery of it. No disease will ever harm you. Rather, you will only ever retain positive effect from whatever diseases you may contract - a zombie plague will only make you more durable, the Red Death will only allow you to warp the flesh of yourself and others, any parasites turn into helpful symbiotes, etc. Moreover, you have an aura of wrongness that warps any biological material nearby into horrid monsters under your command. Even further, your very flesh is somehow unholy and cursed, penetrating holy defenses and magical wards with ease, and applying curses and poisons to all it touches. These effects can be turned on and off.

4th Harvesting War

You will start not on the primary earth of the setting. Rather, you will arrive on one of the many alternate realities. In the first year you're here, an unavoidable and unstoppable XK-class scenario will occur, forcing the Foundation to go public and perform a procedure detailed in SCP-3319, entering Corbenic - an afterlife world, where everyone is immortal, and which is overseen by the Three Moons Initiative. After your world's transportation into Corbenic, they will be renamed Four Moons Initiative, and the Fourth Harvesting War will kick off shortly thereafter. Technologically advanced people of the Initiative will fight against kilometer-tall primates known as Striders, who seek to destroy all that humanity has built, and feed all the population to their Witch-Queen, which won't actually kill you, but is said to be a fate worse than death.

You will have to utilize your considerable anomalous prowess to help beat back the Striders.

For helping secure the future of countless billions, if not trillions of souls, you will be rewarded 400 CP to spend after the jump, as well as the perk **Undying Hero** – fighting in the surreal lands of Corbenic taught you a lot, and you grew far closer to the land than you expected. You drag the afterlife world of Corbenic with you to any future jumps you visit. You learn how to perform a version of the SCP-3319 ritual, allowing you to expand Corbenic with whatever worlds you visit. At will, you may open a portal to Corbenic, summoning a squad of immortal, morally good warrior armed with insanely advanced technology, or bringing any person or object into Corbenic. Serving with the residents of Corbenic, the moral absolutists that they are, has tough how to distinguish

good and evil on sight, and has given you a greater understanding of how to ‘reeducate’ evil people and creatures. Also, you gain the full scope of Corbenic’s technology base to use as you please.

Ikea Warrior

You will wake up not in the regular world, but inside something far more sinister. A dimension filled to the brim with eldritch horrors with unspeakable names, faceless monsters speaking in a polite Swedish accent, an endless supply of meatballs made of mystery meat, and survivors, stranded like you, trying to live their lives. That's right, you will wake up in an Ikea, specifically SCP-3008.

Your goal for this jump is to survive and find an exit. If you join a tribe, you must ensure that they escape as well. Be aware that this will take at least 5 years, and any supernatural powers, perks, items, etc. related to navigation won't help you find an exit. You're gonna have to do it yourself.

For making it out of the allegedly infinite Ikea, you will be rewarded 200 CP to spend after the jump, as well as the perk **Trädjungelns Fighter** – first of all, you know how to navigate mazes and labyrinths. You gain an honestly supernatural ability to fight with any and all improvised weapons, from coat hangers to sofas to raw chicken legs, as well as with any other armament. You gain a… I hesitate to call this a tech base, because this is more an ability to slapdash any pieces of junk you find into workable inventions and technologies. And additionally, you gain a particular attachment to your warehouse – that’s right, you get to bring the Infinite Ikea with you, and any monsters inside of it become friendly to you and any other survivors, should you wish, and can be corralled outside of Ikea to serve as your… unpaid interns.

5000

During your stay here, the Foundation will begin researching project Pneuma - intended to glean into the collective human subconscious. As a result of it, they will learn of something utterly horrific - something that would drive most of the staff to either resign, or commit suicide. O5 Council will, shortly after, approve the project to exterminate the entire human species.

You will have to pick a side - either save humanity, turn back time, and help the entity dwelling in the Noosphere to win, or partake in the destruction of all humans. If you choose the former, you will have to SCP-055 to SCP-579, resetting the timeline. If you choose the latter - you must assist the Foundation in wiping humanity. You will have free reign when it comes to utilizing anomalies, and secrecy will hardly matter. For your benefit, all your humanoid companions will count as anomalies and will be left well enough alone. You will have ten years to accomplish this goal. But be wary - there others, whose mind the parasite has infested, who will attempt to reset the timeline by method mentioned above. If they succeed - it will count as a chain failure.

For completing this scenario, you will be rewarded 500 CP to spend after the jump. Those siding with the Foundation will gain the perk **Soulless** – you did it. You have slain the parasite that dwelled in the collective human consciousness. For the purposes of any magical or similarly supernatural processes you no longer count as either having a soul, or even being a human. Your mind becomes a separate entity, entirely disconnected from any spiritual systems and unable to be affected by any and all attacks against it. The only thing that can truly kill you is actual damage to you body. Speaking of which, while you remain aware of any sustained damage, you become entirely immune to any pain and/or discomfort. Emotions are also a thing of the past – all that

remains is a cold rationality allowing you to objectively assess any and all situations and problems. This condition can be turned on and off, as well as any specific parts of it.

Those who managed to stop the Foundation will gain the perk **Pyrrhic Champion** – you've won, but at what cost? You can be sure that any struggle or endeavor you set out on will result in victory. This victory will be hard-fought and will require more sacrifices and effort the greater the goal is, but you will accomplish it. You've become a sort of champion of the parasite that dwell in the human noosphere, and it will be sure to protect its most valuable asset. Whenever you enter a jump with higher powers, such as gods, you can be sure that the parasite will sow chaos and discord among the celestials, before subsuming them and becoming more powerful, and consequently, more able to assist you. It will send you directions in the form of almost untraceable urges, ideas and suggestions that will guide you to victory, no matter how hard-fought or fraught with tragedy and sacrifices it is. Just keep in mind that it will gladly sacrifice both you and all of humanity for its own selfish gain, so better not rely on it too much. You never know when it will betray you.

Brotherly Love

SCP-073 and SCP-076. Cain and Able. The first murderer and his victim – his own brother. For as long as humanity existed, both have existed in one way or another. One is repentant and regretful of his actions; another – resentful and hateful for his fate. And yet, in the end, they are both blood – they are brothers, and family is to be cherished.

It will be your mission to ensure the two put their past behind and reunite as family. This will be no easy task, and Able is often overtaken with rage, ready to behead his brother, who will reflect all damage back. This process will take at least several years of persistent attempts.

As a reward, both Cain and Able will follow you on your journeys for free, allowing you to import them into future jumps without having to pay any fees. You will also be granted 200 CP and the following perk: **Untouchable** – much like Cain, no man will be able to harm you without consequence. Any attacks directed at you are reflected back at the attacker at 70% power. You will still take the damage, and should the attack be a killing blow, it will also kill the attacker, regardless of their state.

Another perk you receive is **Bladed Rage** – you are able to withdraw various bladed weapons from a pocket dimension. These weapons are durable, but nothing supernatural. They can be any shape and/or size. There is, however, a weight limit – no more than 50 kilograms. Any weapons disappear back into the pocket dimension upon being destroyed or you letting go of them.

Anafabula

As antimeme is a thing that destroys thoughts, so is anafabula an entity that destroys narratives. It exists as a cluster of vague tropes and literary methods and symbols. When featured prominently enough in a work of fiction, the Anafabula will manifest, annihilating the narrative and the universe that it took place in, retroactively erasing any and all signs of it ever existing, other than those left behind by beings from higher stacks of reality. As the SCP Mythos is a work of fiction, it is rather vulnerable to the effects of Anafabula.

Your goal for this jump will be to prevent the Anafabula from manifesting. This will be difficult – all stories affected by it no longer exist. All that remains are discussions, academic papers, fanart,

etc. You will have to scour these materials to determine what the tropes causing the Anafabula to manifest are. You will have to then – somehow – ensure that those tropes do not manifest in the SCP world prominently enough to draw Anafabula's attention.

As a reward, you will receive 400 CP to be spent after the jump, and the perk **Tropologist** - ironically, managing to prevent Anafabula from manifesting only drew its attention. Thankfully, it merely finds you curious. It has decided to follow you around. It will allow you to perceive narratives and fictitious works that would be, should be, or even already have, been erased. Moreover, it grants you power to destroy narratives by means of introducing the tropes it seeks. Moreover, it will be more flexible towards what it contains a narrative, allowing you to erase merely events, people, chunks of time and space, rather than annihilating the entire universe altogether.

When Day Breaks

The Sun is a deadly laser! Not really deadly, but pretty horrific nonetheless. Good news - you won't die! Bad news - you won't die. Upon your entry to this world, all light in the visible spectrum originating from the Sun - including moonlight - becomes capable of liquefying living organisms. These liquefied beings are alive and conscious - they are sapient masses of human goo, and they want to turn you into yet more goo. If so much as a single photon in the visible spectrum touches you - you're toast. Even if you die - it will reanimate your corpse and forcefully drag your mind back into it for the 'I have no mouth and I must scream' experience. If you're converted, you will remain such for the entire time you're here.

You will have to survive the entire jump through these conditions. Of course, you could try fixing the problem… somehow. I have no idea how you could calm the sun and stop it from melting everything, but you'll never know unless you try. Additionally, you may encounter other survivors. If you do, you may choose to assemble into a group.

For surviving such a horrific Apollyon-class XK scenario, you will receive 400 CP to be spent after the jump, as well as a reward perk based on your accomplishments. If you simply survive solo, you receive the perk **Eclipse** – you embody darkness itself. By shying away from light, you survived. Only fair you get something relating to that. When not exposed to photons (light), your body and powers perform at nearly twice their maximum capacity. You regenerate faster, your physical characteristics are enhanced, etc. Moreover, you get a bonus to stealth and staying out of sight, and the ability to create a shroud of darkness that will block out any photons. The shroud will only block a certain – yet rather impressive – amount of light before fizzing out. It can be recreated after 45 minutes of cooldown.

If you managed to gather a ragtag group of survivors, at least 12 people large, you will get the perk **Pull Your Weight** – in such dire circumstances, you cannot tolerate freeloaders and troglodytes. This perk ensures that any and all members of your group will be useful in one way or another. No one will ever be useless or detrimental, and everyone will bring something to the table that will compensate for your weaknesses and blind spots.

If you – somehow – manage to pacify the Sun, well. That deserves something special. **Cruel Sun** allows you to turn other stars into objects similar to the Sun of S.D. Locke's Proposal. You can make any star begin emitting a kind of photon that will liquefy any living organism and anomaly. They will be unable to die, and will perpetually experience agonizing pain. Not even their souls will be able to escape this fate. You will, of course, be immune to this effect, and will also be able

to selectively grant immunity to people. You can easily revert the liquefied organisms back to their normal state, and can cease the effect on the star at any time. I don't what you will use this for, and I honestly don't want to know.

Incarna Universalis

In this hellish world dominated by white spaces between stanzas, a world of steel and concrete, you are one of the few nominal "humans" remaining. Your presence in the Foundation is a formality. But nonetheless, you serve a purpose. You will assist the Foundation in their ascension.

Your goal will be to remove any remaining Astaroth Obstructors – essophysical entities, mostly residing in the Noospheric hyper-conceptual space, that prevent the Foundation from ascending up the conceptual Tiers – from Tier Null, to Tier V, as essophysical manifestations of the predatory concept of Containment. For doing this, you will be awarded 500 CP to be spent after the jump, and the perk **Incarna** – you are above mere souls, you are above being a single entity. You are a hyper-conceptual manifestation of the primary goal of any concept – containment. In yourself, you gather the desire of every single being – both real and imagined – and that allows you to ascend past any and all barriers. You can freely traverse hyper-conceptual space of any Tier between Null and V. If you want to go higher – higher than any human can possibly comprehend, past the Noosphere, you will have to come up with ways to gather the necessary energy, which is a lot easir=er said than done. But still, you are far greater than any other concept, and are capable of easily devouring or slaying them, thusly ridding the collective consciousness of living beings of them, and even further – you can help any being or beings reach that same level by perform the process of Astaroth, whatever that is. Universe is yours to take.

…Alternatively, you can side with Serpent and Merchant – Clarity and Death – and prevent the ascension of Foundation and humankind, letting them remain mortal and fallible – imperfect, yet so alive in their flaws, in their humanity, free from the sterile, alien white space of godhood. If you do, you will have to kill Incarna – don't worry though, the aforementioned Serpent and Death will help you. It will still be a colossal battle of planetary proportions, but it can be won. If you do, you will be awarded 500 CP to spend after the jump and the perk **Astaroth Obstructor** – you are the final step, the one thing preventing mortals from achieving universal omnipotence. With your own hands, you can strike down wannabe gods, and guard the hyper-conceptual space from any intruders. Any alien force wishing to "ascend" or otherwise threaten any and all living being in your current universe will always encounter blocks preventing them from doing so, and giving you a chance to end the threat. You yourself are an essophysical entity of gargantuan proportions, capable of annihilating planets and blocking off higher conceptual Tiers from invaders, regardless of their power.

Scarlet Clashing

I'll… be honest. I kinda forgot about the Scarlet King for a while, there's so much psychotic shit in the Foundation extended lore. But he's still there, and he's still a significant threat. As far as we know, he's the manifestation of the primitive clashing against the modern. He is eternally hungry, and having devoured his fellow gods, he now hungers for our world. His cult seeks to bring him forth via his children – powerful monsters, born from his seven brides. The Foundation currently has the seventh bride contained, and they manage to keep her from giving birth via procedure 1-10 Montauk.

Your goal for this jump is to prevent the Scarlet King from destroying the world. The Foundation has some procedures devised to keep ethereal, but there is no guarantee that they will hold, and with this scenario, they are sure to fail in your time here. The final bride will give birth to a horrible monster that will embody the Scarlet King on the physical plane. There are three things you can do – you can try to prevent the bride from giving birth, somehow; you can somehow face off against the Scarlet King in the hyper-conceptual space directly and kill him there; or you can help the one being capable of killing the seventh child do just that – SCP-999.

Whatever you choose to do, for neutralizing the threat of the Scarlet King, you will receive 400 CP to spend after the jump, and the perk **Scarlet Slayer** – you are akin to a legendary hero, bringing triumph to every battle you partake in. Not only are your combat abilities boosted by nearly twofold, but you are capable of training other heroes to your level. The boost to combat abilities is applied after all other perks that give similar boosts. Any persons you train will rapidly progress in strength until they match your level. Additionally, your presence inspires terror in all beings that can be classified as “evil”, or “villain”.



Drawbacks

lolfoundation [0] - alters the tone of the setting a little. The senior staff are all goofy dumbasses, CI are Saturday morning cartoon villains, GOC are evil bad guys used for fodder who throw everything into the woodchipper as first resort, UIU are bumbling buffoons, and cosmic horror is exchanged for fridge horror. You get the idea.

Extended Visit [100] - you can extend your visit by 10 years. Can be taken multiple times for more points, up to 10 times (maxing out at 100 additional years and 1000 points).

Shuffle [100] - the numbers of all SCPs have been shuffled around. The statue? SCP-3812. The reptile? SCP-079. The deer? SCP-999. The content is the same, only the numeration has changed.

Banhammer [100] - you are quite famous in certain parts of the internet. The Parawatch forums, specifically. And the people there are going crazy over you. Expect an endless slurry of spam email, death threats, strangers asking for nudes and sending unsolicited dick pics, anything you post to be brigaded, any live stream to be SWATed, etc. Your presence on the internet is going to be painful.

Annoyance [100] – a small anomaly has taken a liking to follow you around and causing trouble. It is ugly as sin and very, very annoying. It will directly harm you, but it will annoy you, break your stuff, and jumpscare you at every opportunity. Unfortunately, Foundation has decided that such a state of affairs is just fine, so long as they know where it is.

Allahu Akbar [100] - you seem particularly offensive to Islamic sensibilities. ORIA (Office for the Reclamation of Islamic Artifacts) is coming after you. Kill teams, religious propaganda, etc. Luckily, they don't hold much sway over the world, other than Middle East and countries with Islam as state religion. So long as you stay out of there, you'll be fine.

Bad Dreams [100] - the Oneiroi Collective has a collective (heh) grudge against you. You will never have a good sleep ever again. You will have grotesque, horrifying nightmares that you will remember in full, will wake up more tired than when you went to sleep, will find minor wounds all over your body, and will be more forgetful. So long as you don't ever fall asleep, though, these things can be avoided.

Little Red [100] - you are lonely, Jumper. More than that, you will never not be alone. People push you away, refuse to open up to you, any relationship is strictly professional, and if someone does get close to you, they will die a horrible death, just to remind you of why this world sucks.

List of Things [100] - much like a certain Sh-awe inspiring individual, you have a special list of things you aren't allowed to do. It is massive, with several hundred entries, covering topics as broad as 'singing' and as specific as 'replacing Dr. Clef's buckshot with lube'. You will be incapable of doing things on this list, fiat-backed. Also, you cannot alter this list ~~Yes you can~~ No you can't!

Grimdark [100] - this world sucks balls. At every turn, you will encounter death, suffering, destruction, pain, tragedy, horror, gore, nihilism and existential dread. Worst of all - you will never get used to it. Every single time something like that happens, you will be equally horrified as the first time. Any perks that allow you to bypass such trauma are turned off.

Who Needs a Manual [100] - you have a propensity for ignoring instructions. Very often you ignore what you were told, and just figure things out as you go. This is a problem. Any guidance, teaching, etc. just seems to go in one ear and out the other for you.

Apple King [100] – much Dr. King, you suffer from a peculiar anomaly. Apple seeds just. Appear in your vicinity. Without end. They can appear in your food, in your clothes, in your bed, in your shampoo, in your drinks, etc. If left unchecked for too long, you might very well suffocate under the mass of seeds. At least you will never run out of cyanide. After the jump, you gain the ability turn this on and off.

Cold Feet [100] – you have a significantly lower body temperature, much like Dr. Iceberg. It will always be uncomfortable and detrimental. This also reflects in your behavior – you will be more cynical, irritable, and a terrible co-worker.

What Canon? [200] - there is no such thing as canon in SCP universe. Often times, things and situations will change around you. Certain SCPs will disappear, others will appear, people around you change their behavior on the daily, etc. One day, Dr. ~~Bright~~ Shaw is an insane madlad of an absolute unit. The next, he is a somber researcher, looking for a way to die one final time. Things will get chaotic from here.

SCPorn [200] - you have a peculiar... fascination with the anomalous that borders on unhealthy. This is less a fetish, and more of a sexuality - you physically cannot feel attraction toward anything that isn't anomalous, and feel a strong compulsion to act flirtatiously, suggestively, or otherwise inappropriately towards anything and everything anomalous. Thankfully, there are a lot of humanoid SCPs that are frankly quite attractive. Go get that SCPussy, tiger.

Deus Vult [200] - Horizon Initiative has deemed you a heretic, heathen, threat to their way of life, or what have you. Expect frequent denouncements from preachers and priests, groups of wannabe crusaders bothering you, actual crusaders trying to kill you, and all resources available to organized Abrahamic religions put into use against you.

Insurgent [200] - Chaos Insurgency seems to think you can help them destroy the world, or whatever their goals are. People close to you will often turn out to be Insurgency moles and betray you, your locations will be raided damn-near constantly, and if they capture you, they will try to weaponize you for their own gains. With time, people will begin to suspect that you yourself are an Insurgency operative, what with how often they act with you around.

Snake's Den [200] - as one of the 'Jailors', Serpent's Hand is understandably displeased with you. They will send their field teams and agents to eliminate, capture, or otherwise neutralize you. Moreover, they will have the support of the Black Queen - a collection of multiple instances of the same individual, with some very scary abilities. And you better not think about pursuing them - they'll just bait you into entering the Library, where you can't break the rules of nonviolence, or you'll be turned into one of the local residents. Silver lining: they are mostly uncoordinated and few in number.

Nobody's Business [200] - Nobody finds you particularly offensive to their sensibilities. No, not in the way you are thinking. A group of people, all whom only partially exist in this reality and call themselves 'Nobody', are coming after you. They cannot be detected, cannot be counteracted, and cannot be killed. Good news - there are very few of them, and they don't have any powers suited for offense. They can still put a bullet in your noggin, though.

Not Cool [200] - you are totally not cool. Yo. Are We Cool Yet have their sights on you. Expect to be the theme of many derisive works of 'art', and have a few anomalous 'masterpieces' delivered right to your doorstep. Be it specially tailored computer viruses, artistic apps, walking 'canvases' (read: automatons), or just straight up paintings.

Cult Mekhanicus [200] - rage against the machine, huh? Well, they are certainly raging against you. Church of the Broken God is coming to eliminate you. All of its branches will unite - Maxwellists, Cogwork Orthodoxy, Broken Church, all of it. Cyberwarfare, mechanical and cybernetic abomination, and whatever else they can tinker up. They will come for you with the intent of turning you into a living processor and battery, with you unwillingly locked inside your own body and unable to act.

That's Sick [200] - actually, you aren't. Sick, that is. And some people are angry about it. Sarkic cults will mobilize to neutralize you. Neo-sarkics will use their considerable income and influence to get to you and warp you into a living, breathing trophy. If they do, there is no escape for you. Better not let them near, yeah?

Gears [200] - much like a certain doctor, you lack all kinds of emotions. Fear, love, empathy, etc. Forget emotion and compassion, there is only cold, hard logic for you.

Gock [200] – you are a former member of GOC. That means you hate anomalies. You will have to have considerable self-control to not explode at any and every anomaly you see. If you're not careful, you'll end up like Dr. Daniels and Oleksei, engineering incidents without regards for casualties just to have an excuse to terminate anomalies.

Feds [200] - Unusual Incidents Unit is mostly friendly with the Foundation. What they have a problem with, is you. As an illegal interdimensional immigrant, you greatly offend their sensibilities, and should you find yourself in the US, adjacent countries, or countries friendly with them, you will be pursued by every federal agent they can spare. They are under-equipped and under-trained, but they are still the feds, and hold a lot of sway.

Disturbing [200] – you are an interesting specimen. You would fit right in with a traveling freak show. Herman Fuller's Circus of the Disquieting is after you. They will pursue you to the ends of the earth, and will attempt to capture you. While their founder will not be with them at the start, once enough time has passed, he will join in on the fun. Herman Fuller himself is a powerful sarkic sorcerer, thaumaturgist and reality bender. Your best bet is to stay on the run.

In Mother Russia [200/400] - G.R.U. Division P are coming after you. They aren't afraid of causing international incidents, and will try to hunt you down no matter where you are. This is worth 200 if you picked a time after the collapse of the Soviet Union or before the Soviet Union was formed, and 400 if you picked a time during the Soviet Union's existence.

Blitzkrieg [200/400] - remains of Ahnenerbe Obskurakorps are gunning for you. This is worth 200 points if you pick a time after the end of the Third Reich or before it was formed, and 400 if you pick a time during the existence of the Third Reich. Regardless of time, they will have a number of politicians in their pocket, a number of bases all over the world, and advanced weaponry.

Broken Masquerade [300] - the veil has been lifted. As a result of a certain chain of events that ended up with the disappearance of Korea, the world is now aware of the anomalous. Some might

view this as a good thing, but is it really? There are secular groups who absolutely despise anomalies and organizations pertaining to them, others glorify them, governments and militaries seek to exploit the unnatural, and every big GoI is under great scrutiny. If you're not careful about your practices, who knows what kind of trouble you'd be in.

Russian Asshole [300] – a bureaucratohazardous Russian dude has decided to take everything you own. Due to his semiohazard status, you will have to attend every court case and hearing involving him, regardless of what the O3 Court says, or the status of the Masquerade. He has every chance of taking away your items, pets, companions, etc. Everything except for powers. Unfortunately, once again due to his semiohazard status, you will not be able to get rid of him in any way, shape or form, and he is specifically focused on you. During your final year here, his status will be revoked and you will be able to kill him and take back everything he took.

Harsher Procedures [300] - being miserable will make him less likely to escape. In your tenure with the Foundation, you will likely do a lot of things that could considered unethical. This drawback amplifies that, making the entirety of Foundation straight-up monstrous, sadistic psychopaths. Torture, extermination, group-bases persecution and other crimes against humanity aren't just overlooked, but encouraged. This drawback makes the Foundation intrinsically and ontologically evil.

Frequent Breaches [300] - you seem to be a trouble magnet. When you're around, all the containment procedures just... fail. Someone may forget to perform a ritual, or said ritual may go wrong, a program may fail, walls of the cells may just crack at an inopportune time, etc. I certainly hope you're not stationed near Keter containment.

Into the Woodchipper [300] - sometimes, Foundation cooperates with the Global Occult Coalition. Other times, they act as bitter rivals. You are one such point of contention. GOC sees you as a dangerous, uncontrollable anomaly that needs to be put down for the good of all. They will ramp up their efforts over times, until all of their not inconsiderable resources are directed at taking you out.

Cutthroat Business [300] - MC&D can be reasonable sometimes. Not often, but still. Not with you. You are a threat to their investments and thus need to be eliminated. They don't run out of money, ever, and they'll just keep throwing everything it can buy at you in an attempt to end you.

Applied Amnestics [300] - you forget all you knew about the setting. Any metaknowledge, memories about what is going here, what perks and drawbacks you took - all gone. The only thing you have are the memories appropriate to your origin.

Unlucky [300] - you just can't catch a break. Murphy awaits you behind every corner, ready to beat you to death with the other shoe. Trying to flip a coin? You literally never guess right. More likely, it will get stuck to a ceiling on a chewing gum, and then drop down on your head later, also getting the aforementioned gum tangled in your hair. It's never too bad, but you are going to be miserable the entire time you're here. Better not enter any combat situations, it's going to be a slapstick comedy, with you as the butt of the joke. Warning: don't mix with 'Really Unlucky'! That is just a creative form of suicide!

Knows Too Much [300] - knowing too much can be a bad thing, especially when there are ideas that can kill you. You are especially susceptible to infohazards, and tend to stick your nose where you're not supposed to, against all logic. Remember - curiosity killed the cat.

Cain and Able [300] - mandatory scaling rival drawback. He has the equivalent of all your perks and powers and won't stop until he confronts you. Thankfully, you might be able to kill him when you face him.

Keter Duty [300] – oh boy. There is a reason this phrase is often used as a euphemism for "Termination". You will frequently encounter some of the worst, most dangerous anomalies this setting has to offer. This drawback ensures that you will see them in the wild, during containment breaches, and utilized by other groups. Honestly, there is a good chance you will die very early on if you take this.

Really Unlucky [400] - this is ridiculous. You are similar to Dr. Gerald - literally every single thing seems to fail around you. It's as if you were constantly rolling natural 1's with a particularly deranged, cruel GM. Want to drink some coffee? You give yourself burns all over your mouth, spill some on important documents, and damn-near asphyxiate by choking. Want to do dishes? You drop one, cut yourself on glass, fall and cut yourself some more plus break something, bump into a table trying to get up and give yourself concussion, cut off blood flow when trying to apply bandages, and ingest a medicine you're unknowingly allergic to (that also turns out to be the wrong one). Everything you do will turn out similarly disastrous. And don't even think about boarding a vehicle, I beg of you. Warning: don't mix with 'Unlucky'! That is just a creative form of suicide!

The Cool War [400] - time for a reformation. Are We Cool Yet are a group that goes mostly ignored. But, if they were just a little more deranged, they would be big bad news - conventional warfare doesn't apply to them, and they possess a large arsenal of abilities that could very vaguely be labeled 'art'. This drawback ensures that at the beginning of your stay here AWCY? will split into two factions - one that wishes to preserve the status quo, led by The Critic and The Man, and another, renegade group that wishes to completely remake the movement, make it cool again. This will result in a large number of anomalies popping up literally everywhere, huge number of casualties, quite possibly breaking the Masquerade, and if you're unlucky enough - a deranged madman taking control of AWCY?. Better hope you can keep a lid on the situation.

O Death [400] – you will be dropped into a world affected by 2935. The entire world will be dead, with even microorganisms completely wiped out. You will be forced to wander this dead world for ten years, and any other world you visit will also be affected, being killed off. After ten years (+5 for every extended visit instance you take) the curse will wear off, and you will be able to visit other worlds without them being affected. Eventually, you will be found, and brought into the primary timeline. Have fun wandering a dead world, accompanied by nothing but the howling of wind and the perfectly preserved bodies.

Confiscated [400] - mandatory item lock-out. You're on your own.

Oh Deer [400] – ah, I see that you're on Deer duty. This means you will have to perform the ritual described in his document. Well, not precisely, but still pretty disgusting. Every Saturday, you will be forced to perform one of following actions: devour a living human infant, cut off a living man's testicles and eat them, burn someone alive, completely exsanguinate someone and drink their blood. You must each of these at least once, and cannot perform two of these consecutively. The Foundation will assist you at first, but with time will withdraw their support and you will have to find victims on your own.

Insect Hell [600] - I sure hope you're not entomophobic. At some point during your stay here, a plague of anomalous locusts will spread. They are capable of instantly reproducing via a mitosis-like process, and given time will evolve to eat everything and anything, including animals, humans, metal, glass, radioactive and toxic materials, etc. While I'm sure some esoteric power of yours might be able to harm the swarm and halt their flight, I'm not altogether certain they won't just evolve to eat magic or exotic energy. Be careful, and may God help us all.

Return of the Daevas [600] - it seems that the Daevites managed to finish that damned book of theirs. Or something similar, at least. The territories of modern-day Russia, Kazakhstan, Mongolia, Central Asia, Iran, Iraq, Syria and Turkey are now under the control of a hegemonic Daevite Empire. They practice slavery, blood sacrifice and blood magic, and a lot of other archaic ideologies that offend our modern sensibilities. And even worse - they will want to expand. They will throw endless seas of blood and thralls at everyone within arm's reach in a bid to conquer all. Their bloody conquest will not stop until the entirety of their empire is devastated and broken. The veil of the supernatural will most definitely be broken. If you're lucky, most supernatural organizations will unite to stop them... but let's be realistic, even in this circumstance there will be renegades. And if they are stopped in your time here, then I hope you have a plan for dealing with the aftermath.

No Crossovers [600] - mandatory power lock-out. Best of luck to you.



Made by u/usernametaken18902

Ending:

Return

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

Stay

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

Go on

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

Changelog:

V. 1.2

- Added new perks (EVE Perception, Speaking in Red, Why Friend Shaped?, Type Red, Type Black, Multiversal Alliance, Essophysicist)
- Reworked Thaumiel perk
- Reworked Protonymic perk
- Forgive Me Father replaced with Akiva Emitter
- Laughing Coffin renamed to Type Gray
- Added new companions (Jackie, Water Nymph, Keter, Zena Cho, 166, Kedesh-Nanaya, Iris)
- Added a few details to companions
- Added new items (DEEPWELL, Termination Complex, K-Incubator/Narrative Generator, COLLICULUS Aetheric Resonance Imager, Revenants)
- Changed the price of O5-J (800 to 600)
- Skull of Violence replaced with Miss J's Whiz Kidz Schoolhouse, Skull of Violence moved to undiscounted items
- Moved Scenarios section to be before the Drawbacks sections.
- Added new Scenarios (Incarna Universalis, Scarlet Clashing)
- Added new drawbacks (SCPorn, Oh Deer, Harsher Protocols, Annoyance, Gock, Cold Feet)

V. 1.1

- Added new companions (Andrews and A Beautiful Person);
- Added new items (Enhancer, Locket, Everything Tree and Olympian Facility);
- Added non-specific MTF perks;
- Added new scenarios (Brotherly Love and Anafabula);
- When Day Breaks turned into a scenario instead of a drawback;
- Added new drawbacks (Apple King, Disturbing, Keter Duty)