SCP Universe Jumpchain



(By thenew, or u/Q-35712 on Reddit)

The SCP Foundation, more commonly called simply "the Foundation", is an international covert non-governmental organization.

They are responsible for the containment of anomalous objects that behave against natural scientific laws.

Their operational ability is expansive, covering scientific and military fields.

The Overseer Council, an enigmatic council consisting of 13 members with classified identities, heads their command hierarchy.

Yet, the Foundation is not the only group with an interest and investment in the paranormal and metaphysical.

There are many other groups in existence who possess, use, or attempt to create anomalous objects, either for their own personal gain or for the protection of humanity.

Rival organizations, some are splinter groups of the Foundation, trusted associates of the Foundation.

Some travelers may have seen the Foundation before, but there is a whole world outside of their walls.

And before you go, take this.

+1000 CP

Origins

In this world, many will want you. They will want your power, or your knowledge. Maybe they want you to believe in something. Maybe they think you can help them. Hear their words, and decide.

Researcher (The Foundation)

Operating clandestine and worldwide, the Foundation operates beyond jurisdiction.

The anomalies keep coming. Learn how they work, uncover their mysteries.

Secure. Contain. Protect.

We operate to maintain normalcy.

The worldwide civilian population can live and go on with their daily lives without fear, mistrust, or doubt in their personal beliefs, thanks to us.

Join us. For we need you.

Discover the secrets of the universe, for the laws we know, that the anomalies always seem to break, are incomplete.

Learn.

(You can start at any Foundation site.)

MTF (The Foundation)

Humanity must not go back to hiding in fear.

No one else will protect us, and we must stand up for ourselves.

For that mission, the Foundation exists.

Secure. Contain. Protect.

If we protect the world, who protects us? Who fights for the Foundation, if it fights for the world?

The Mobile Task Forces.

Mobile Task Forces (MTFs) are elite units comprised of personnel drawn from across the Foundation.

Mobile Task Force personnel represent the "best of the best" of the Foundation.

Will you fight for us? Will you fight in the darkness, so the world can live in the light?

(You can start at any Foundation site.)

Anartist (AWCY?/GAW)

What a beautiful sunset!

Do you know when art is true?

Many have claimed to know. They say this, this, and that, these things you make are not art…

Know that form of art is true. The paranormal, the anomalous, and the bizarre found a place in the world of art. It will not leave so easily.

Some fight for dead gods and forgotten empires.

Some cage and destroy the beauty of the world.

Choose something different.

With the power you hold, you can choose to make something beautiful.

Make art.

Are we cool yet?

(You start in New York City.)

Government Agent (IJAMEA/GRU-P/UIU)

Welcome to the second least popular division of your home nation.

Most of you are probably here as a punishment, because someone wants you out of their hair.

Any of you here because you told your superiors the truth, and they didn't believe it?

Of course, you get some really good bereavement benefits.

Yeah, most of the time, we're way out of our depth.

Do you want come with us?

(You start in your respective country's capital.)

Mekhanite (Church of the Broken God)

Have you considered that all of these "anomalies" may have something in common?

They have.

All of these little things you saw?

The things that break the very laws of reality?

They are merely shards of a much greater whole, a broken one.

Some of us call it MEKHANE. Wan. Fuxi. Many, many names for the Machine God.

We will rebuild its holy form. We will rebuild its holy mind.

Apart, we are Broken. United, we are God.

(You have no default starting location.)

Sarkite (Sarkic Cults)

Ahhh…

So you hear me?

Do you know what the oldest falsehood in the universe is?

The belief that the gods are good. Accepting this is the first step to understanding our ways.

If you seek to rule man through conquest and tyranny, then leave us now, return to the shadows of your own black ambition.

But should you wish to learn wisdom...

To shatter the chains of bondage and realize the potential of mankind…

I shall embrace you as blood and teach you the way of all flesh.

Listen to the words of our father Ion.

Spread the ways until the whole of the world knows our Truth.

(You have no default starting location.)

Militia (GOC/Horizon Initiative)

You are here because you want to know more.

You are here to help our species in its endless war against the dark. To you, I say: welcome.

We´ll crush these bastards, be sure of it.

We hold the survival of the human race against all threats as our highest mission, superseding all others.

As the existence of parathreats is in itself anathema to the survival of the human race.

No unnecessary risks are to be taken to ensure the survival of parathreats.

To those of you who would do harm to humanity, I say this:

Our armies stand ready to defend humanity against all foes.

Whether it likes it or not.

(You start in the Pentagon.)

Rogue (Serpent’s Hand)

Welcome. To anyone willing or able to read this: This is for you.

We are the Serpent's Hand. We are a movement, unified by a common belief:

That humanity and all the other peoples of the known worlds do not deserve to be kept in darkness and ignorance.

The anomalous is on the rise.

The Jailors and the Bookburners cannot hold back the future forever.

They are the monsters they are so afraid of.

Let go of your fear, and join us in the light.

We will free those they keep imprisoned. We will rescue those they try to kill.

The Garden is the Serpent's place.

We are the Serpent's Hand.

(You start in the Wanderer’s Library.)

Anomaly (Drop-In)

On the other hand, maybe you don’t want to join anyone.

Maybe you just want to live your life. Maybe you want to be left alone. Perhaps you just hate all of them.

Nevertheless, remember, you’ll always be different.

Different from everyone else.

(You start either in Three Portlands or in a Euclid containment cell at a small Foundation site.)

Locations

You can start in a specific location thanks to your Origin. You can also roll 1d8 for another location.

1. Three Portlands

A city-state located in its own pocket universe, with connections to the Isle of Portland in the United Kingdom and the cities of Portland in Oregon and Maine, it is the largest free port in North America. A haven for anartists, occultists, and parahumans, it has a population of at least 80,000. Under the terms of this policy, the United States guarantees the city's independence and status as a Free Port, while assuming responsibility for its security and secrecy. Execution of these duties falls to the UIU, which shares law enforcement jurisdiction with the local police.

2. Site-19

Site-19 is the largest Foundation facility currently in operation, housing hundreds of Safe and Euclid-class anomalies. Objects contained at this facility include SCP-055, SCP-131, SCP-173, SCP-387, SCP-668, and SCP-931.

3. Daleport, New England

This area, known as SCP-1936 by the Foundation, is the only Nexus without a mortal population, following an incident in 1997, where a cult in the town attempted to summon multiple cosmic entities in order to 'cleanse' the town. The ritual failed, and the entire town's population was decimated. Today, the Nexus is a hotbed of anomalous activity, including the apparition of disembodied limbs and voices belonging to the slaughtered townsfolk.

4. The Wanderer's Library

A great Library located outside of any other universe, accessible through portals called "Ways". The Library's catalog is massive, containing books that have already been written, have yet to be written, and will never be written, from an equally massive number of universes. Who created the Library, what purpose it serves, or where the books come from are all unknown, but many theories have been proposed.

5. Boring, Oregon

Located southeast of Portland, Oregon, Boring's main anomaly is the growth of almost all known varieties of anomalous fauna. Additionally, Boring is also headquarters to Wilson's Wildlife Solutions (WWS), an organization concentrated on the discovery and preservation of anomalous flora and fauna. Following the Boring Agreement, the Foundation, via Site-64, and WWS have agreed to support each other and not to interfere in each other's operations.

6. Sloth's Pit, Wisconsin

Named after the town's founder, Jackson Sloth, Sloth's Pit is a Nexus driven by its own narrative force. The number of anomalies in the town are many and some still unaccounted for. Many anomalies have emerged from the narrative force of Sloth's Pit. Despite its often goofy and friendly appearance, Sloth's Pit has also been host to multiple terrifying incidents, and has its own dark history.

7. Alagadda

A city located within a separate reality, Alagadda is a great dimensional nexus. Visitors feel as though they're running on dream logic: locations shift, time is hard to tell, and trying to read is headache inducing in spite of the universal translation available there. The Hanged King is inactive and the Ambassador is currently in another world. Better get out of there as soon as possible.

8. Free Choice.

Pick any place in the list or any other place that is not an SCP location.

Perks

100CP perks are free for their origins and other perks are discounted for the associated origins.

Undiscounted

K-Class Scenario Delay (Free)

You will not enter any doomed version of canon. None of the instant world-ending events that exist around this world will trigger during the jump. The Devourer's chains won't break, the GOC won't kill God, the Scarlet King will not invade, and reality won't just start to break down for no reason. For now you will be safe from all of that.

Metaknowledge (Free/100CP)

Any memetic, cognito or infohazardous dangers won't trouble you for this jump. You can use your knowledge without trouble. You can choose to pay CP to keep this Post-Jump.

Type-Blue (200CP)

You have the capacity to use EVE radiation, also known as mana. You can "bargain" with the universe, paying an equivalent price to gain things. You can teleport objects or people, create or disintegrate objects, and a truly massive spectrum of abilities can be accessed. However, you will need to pay an equivalent amount of EVE in order to achieve these feats. Some known means to obtain it is through human sacrifices, sexual and procreational acts, live body fluids of sentient beings, or direct extraction from ley lines.

Deerie (300CP)

Congrats Alumni! You have completed a dual-degree program at Deer College located in Three Portlands. The program has you pick one mundane and one not so mundane major to complete a dual Major degree, giving you knowledge and experience on those chosen subjects as well as credibility through the actual degree. If a Thaumaturgic field is chosen alongside Type-Blue than your magical abilities receive a small boost as a result. You can choose whether you actually attended the college or just have the skills and knowledge.

Paratech Engineer (200CP)

You have studied and established a decent understanding of paratech principles. Allowing you to create and build machinery and inventions that mundane science would gawk at.

While you aren't a master in the field you are qualified enough to get a decent position at any Paratech corporation of your choice. Much like Deerie, you can choose whether you simply have this knowledge or have a respective degree from a College such as ICSUT or Three Portlands Community College.

Researcher

Clearance Level (100CP)

You have a Level 2 Security Clearance. They are given to security and research personnel that require direct access to information regarding anomalous objects and entities in containment. Most research staff, field agents, and containment specialists hold a Level 2 security clearance. You can access SCP files regarding the anomalies you research. Outside of the jump, you can access similar files on anomalous beings you find in your travels through the Warehouse terminal. The higher your Clearance Level is, the more informative the files will be.

Amnestic Inoculation (200CP)

You are immune to all types of amnestic agents. Your memories cannot be erased, modified or corrupted by any means. CP-bought amnestics can still affect you if you choose to be affected.

Anomalous Specialty (400CP)

Choose a specific type of anomaly; it is now your specialty, which you study. You know very well how that specific anomaly type works and how to contain, combat and neutralize it. This also grants you Level 4 Security Clearance if you bought Clearance Level, and thus access to site-wide and/or regional intelligence as well as long-term strategic data regarding Foundation operations and research projects about that specialty.

Anomaly Disruption (400CP)

Through science, you can mess with anomalous effects around you. Nullifying their powers, causing them to go out of control, or just distorting them to suit your needs. You will need resources and preparation to create the disrupting devices. Post-Jump, this works with any supernatural phenomena.

Eigenweapon (600CP)

Just as the Foundation exploited some of their humanoid SCPs to create Pandora's Box and transformation SCPs to make Project Olympia, you can weaponize anomalies to create Eigenweapons. Unlike their attempts, it will not backfire horribly. You can reverse engineer, manipulate and figure out the mechanisms behind these anomalies, then use them to create powerful devices. But at the end of the day, if you had a truly, ridiculously massive budget, the same amount of manpower, and an anomaly to study, you could probably come up with something that could beat just about anything. Post-Jump, it still works: magic, demons, spirits… anything and everything is fair game.

MTF

Task Force Mission (100CP)

Mobile Task Forces vary greatly in size, composition, and purpose. You have a certain type of anomaly you are suited to either neutralize, combat, contain or capture. You are amazingly skilled at dealing with them. You know almost every trick and ability that kind of enemy has. This kind of enemy can be re-chosen every jump.

Search and Rescue (200CP)

Being prepared for any emergency demands knowing what to do in a variety of difficult situations. You gain knowledge of drills, safety measures and all kinds of procedures necessary to identify allies. You have basic medical, martial arts and vehicle training. You could be a very good firefighter with this set of skills.

Enemy Information (400CP)

When you fight a new opponent, a 'file' enters your consciousness. The file contains tips on what you should not do, the weaknesses of your foes and precise info on their abilities.

Military Support (400CP)

You can, with a simple voice command, summon a battalion-strength combat-oriented task force trained to deal with highly aggressive anomalous entities, consisting of hundreds of troops plus support personnel, vehicles, and equipment. Post-Jump, they scale to always be a strong combat force in their current world. They count as Followers.

Special Project (600CP)

You are a unique type of soldier, belonging to a very special task force. The Foundation made you to combat their enemies, and you gained several benefits.

This grants you access to the Task Force Builder Supplement’s Supersoldier category, or the powers of a Samsara soldier.

Anartist

Artist Talent (100CP)

You are either decent in some common fields of art (painting, singing, playing an instrument), or a true master in one field, no matter how esoteric. You can also buy this twice, boosting your skill at that field of art to legendary levels.

Nobody Gets It (200CP)

People always understand you. Your works, your words… there isn't a single person who won't "get it".

Inspiration (400CP)

With this perk, you inspire feelings and ideas in people. A book that makes one feel hateful. A painting that makes one decide to destroy capitalism. You can create this kind of memetic pattern.

Misters Against Jumper (400CP)

You can make parodies of other beings' creations. Gods, spirits, eldritch abominations. If they made something, then you can make either a shitty knockoff of it, or a very good parody. The parodies have powers, if the original had them, with their level of power. You can also parody the beings themselves, making people similar to the Misters Against Weed, or make parodies of multiple things at once, creating a mix of their powers.

The Flow (600CP)

You shake reality. In the process of channeling your thoughts, through your emotions, ideas, and, eventually, create something. You may even find yourself to very little control over what is happening, with only your subconscious at work. Your creation will override local reality and can have any purpose or power of your choice. You can also teach others how to access this power and make their own anart. As a minor side effect, this will also help them find out what truly brings them happiness. The power of the anomalies is directly proportional to how much time effort you put in the piece. The more you use this power, the more freely you can use it. If at the beginning you needed weeks to sculpt a living dragon, eventually you can learn to make it form from clay with a mere look.

Government Agent

Hey Skipper (100CP)

Sometimes, you'll receive a message. An e-mail, a phone call, a letter, it can be almost anything. That message will always contain the words "Hey Skipper". Pay attention. This message will reveal to you the location of some kind of artifact in the area around you.

Beneath Notice (200CP)

The major powers in the world are inclined to ignore your presence. People will regard you as a joke, and will severely underestimate you. Post-Jump, you will be ignored by the main factions, unless you make a very noticeable action.

Keeper of Law (400CP)

Many anomalous states are policed by the UIU. With this perk, you have authority similar to a high-ranking lawkeeper within the realm you reside. No one will ever question that authority.

Government Contacts (400CP)

You have ties to your nation's government. That gives you a large budget, friends in high places and access to privileged info. Obviously, if the nation does not know something, you won't find it in their files. If things go bad, you can call the military, and they will listen. If things go very bad, you have authority to even call on *nuclear strikes.* Post-Jump, this still works, and at the start of the jump, you can choose a nation.

Not Just a Joke (600CP)

Sometimes, a pebble stops a landslide. Probability shows favour to you. A cut that might have caused a deep wound will nearly miss, leaving only a little scratch, a shot will miss its mark by a single inch and so on. However, it is only when facing a foe much greater that this power truly shines. Every time the cards are stacked against you favour, you chances skyrocket. Million-to-one chance of killing that demon? No problem!

Mekhanite

Parts of a Whole (100CP)

You instinctively know put things back together. With machines, this perk becomes much stronger. This acts both as a booster in any mechanical skills you already had, and as a guide, subtly whispering the knowledge you would need to perform the repairs inside of your mind.

Break the Flesh (200CP)

You can weaken regeneration. This takes time, but the more times you hit your enemy, the weaker its regeneration will become. There will be a point that it will be just completely gone. Be wary, however, that it might take some time to hit that point.

Closer to God (400CP)

You have the capacity to build the Church's trademark enhancements and surgical knowledge to implant them. You can give anybody, given enough materials and time, many different types of augmentations, from organ enhancements to artificial limbs, reinforced skeletons communication chips, data storage, networking capabilities, and sensory enhancement.

The Design of God (400CP)

You can mass-produce paratech. This does not give you any power to improve it, though you can try, but you can easily figure out how to mass-produce any kind of anomalous technology. Post-Jump, this expands to advanced designs you might find somewhere else.

Our God is Unbroken (600CP)

The Broken God has gazed upon your journey, and it approves of you. Once every ten years or once per Jump, whatever comes sooner, you can summon the parts of the Broken God the Foundation would later recognize as a SCP-001 proposal.

This monstrous, flaming, acid-spitting mishmash of giant guns, wires, engines and clockwork grows larger by consuming metal. You give it a single mission upon calling it into the world and it will obey that directive, though it will seek metal to consume.

Even its early forms take a significant chunk of skyline. After consuming an entire city, which it can certainly do, it becomes large enough to devour entire mountains in a matter of minutes, simply by shoveling them into its flaming maw, and it can grow even more after that. Once it has completed its mission, it will crumble into dust, vanishing entirely.

Sarkite

Pseudo-Nadox (100CP)

This grants you knowledge of Sarkic lore and on the inner workings of most lifeforms existent on your planet. This knowledge is inserted into your memories. Post-Jump, you also gain similar knowledge of most common animals and plants in every world you enter.

Valtaanok (200CP)

You are a wanderer, seeking to attain truth. Every sarkic group will accept and teach you their ways, with the sole exception of the Neo-Sarkites. Post-Jump, this applies to any isolated group or community similar to the Sarkites.

A Greater Self (400CP)

You can manipulate your own body on a cellular level. You can slowly give yourself all sorts of upgrades, being capable of granting yourself new organs and limbs through cautious, slow manipulation. You can only have six upgrades at once. You also possess regeneration, to the point that you can recover destroyed limbs or vital organs in matter of hours. You need to consume biomass to fuel these abilities.

Shepherd the Flesh (400CP)

You can make all sorts of chimeras, flawlessly combining genes of many beings into a single animalistic creature. Unless you will it so, they will unconditionally obey you.

Karcist (600CP)

You belong to the Karcists, the spiritual and secular leaders among Sarkic organizations. This enhances your other perks.

Pseudo-Nadox: Your knowledge is now expanded to all non-anomalous creatures in your current world. This library is expanded with every jump. Your Sarkic knowledge is now much deeper.

Valtaanok: You will be accepted into basically every community smaller then a city; and isolated groups will not kick you out for messing around.

A Greater Self: Your regeneration is now strong enough that you heal from almost every injury in seconds and you don't have an upgrade limit beyond what your body's size can hold. Your biomass needs are drastically reduced.

Shepherd the Flesh: You can also create entirely new lifeforms, give them self-awareness and all the powers that A Greater Self offers. This is a biological capacity, not a perk.

Militia

The Golden Rule (100CP)

Never work alone. In your journeys, unless you actually want to be alone, you will always find comrades and allies to fight in your side.

Legacy of Ukulele (200CP)

How does one deal with a reality bender? A Type-Green? In the words of Alto Clef:

"Kill that motherfucker before he knows you're even there."

You know how to deal with reality alterations and what to do if the laws of physics go sideways without warning. In addition, you are very good at ensuring your kills stick. You know how to exploit the element of surprise and bring just enough firepower to kill your target before it even finds out you exist.

108 Member Organizations (400CP)

You have a very special talent. Just like the Coalition, when it invaded the magical community, killing anything that didn't accept its worldview, you can subsume other organizations into your own. Corporations, alliances and even nations: any group you command or are connected to can swallow them up and force them to join, whether they want it or not.

Fourth Mission: Destroy (400CP)

Isn't it annoying when you kill something and then you find out it was keeping reality stable, so the universe is doomed? Or when you throw that anomalous chair in the shredder and it comes back as a furious cloud of teleporting wood splinters? When you would kill or destroy something that is serving an important role in reality, that role instead naturally slides to another, less problematic target, preventing it from going unfulfilled. In addition, when you kill or destroy something that has a failsafe that activates when it is killed or destroyed, that failsafe will usually not activate, or misfire in a way that renders it mostly harmless to you.

Procedure Pizzicato (600CP)

When everything is going to hell, sometimes you have to bring out the big guns. When the situation hits the maximum level of danger, when things could not be worse and you are doomed, your powers all go into overdrive. Everything, even your items, all of them, start working at beyond maximum efficiency, its power massively increased to combat your foe, regardless of their current state- and all restrictions that would normally chain you are deactivated (your powers are never reduced by that removal). You will probably cause a lot of collateral damage with this. However, at when oblivion is at the door, no cost is too great.

Rogue

Abnormal Scholar (100CP)

Your time in the Library has increased your ability to research what others would consider beyond mundane.

Not only do you have general knowledge on the local multiverse but also your study speed in esoteric matters is increased threefold, as well as a boost in retention of what you learn.

Hidden in the Grass (200CP)

You are fantastic at avoiding the attention of large scale organizations and groups who would seek to do you harm. You have the skill and luck to stay away from prying eyes, when you don't want some Bookburner to ruin everything. While Beneath Notice would be a passive effect, this is active- granting you knowledge and skill to stay hidden.

Serpent's Nest (400CP)

While it's true the serpent hand has no real leadership, it does have members whose words hold more sway than others. That now includes you.

Not only do you have a more prominent say in such leaderless organizations organizations. But you also have the skills to back it up. You can choose to have or gain boosts in two of your abilities, or gain knowledge on specific subjects, such as True Names or Magical Guerrilla Warfare.

Gumiho (400CP)

You aren't human at all! Rather you are a Gumiho, not to be confused with a Kitsune. You're a member of an all-female species of magical fox that has multiple abilities alongside longevity.

See the Author Notes for more info.

Waymaker (600CP)

You have done what was considered by many to be impossible. Much like the Library itself you have developed an advanced ritual to create Ways. A sort of magical door between locations. These doors require a "key" or trigger in order to like having to wear a costume or playing a specific song.

To create a way requires complex a ritual on either location with some other rituals done to mark the exit. This becomes more complex and difficult if you want to create a way between dimensions. Especially pocket ones where the entity of such a realm may not take kindly to sudden intrusions. Given enough time you could even set up a friend or foe system to determine who is allowed through a way.

Anomaly

Unusual (200CP, First Free, further Discounted for Anomalies)

You possess anomalous properties. Buying this once gives you weak properties: either extremely situational things like having control over bronze locks made on Brazil or something that is merely weird, like floating 5 cm above the ground. Buying it twice gives you stronger powers, like touch-based happiness, laser beams or super strength. A third purchase puts you at the Keter level: a power that makes you very hard to contain, like teleportation or phasing through objects, or a memetic power. A fourth purchase gives you infohazardous or "meta" properties: if someone knows of your existence or refers to you, they will be affected by a damaging power of your choice, which can be Tier 2 at most, or you can choose to gain the power to modify and control any reference to you.

Containment Breach (400CP)

If somebody imprisons you or contains you, eventually you will find a chance to escape. You can never be permanently sealed in a can or pocket dimension like so many in this universe were. No matter how strong your chains are, a way to escape them will always come.

Unexplained (400CP)

Your powers cannot be copied, explained, reverse engineered or mimicked unless you will it so. Your power is yours and yours alone.

Wondermaker (600CP)

Choose a discipline. Unlike anartists, who can warp reality to create anomalous artifacts, you make yours by simply taking that discipline to the logical extreme. A chemist could make an acid that dissolves concepts, a bladesmith would make swords so good they can cut through the fabric of reality, an inventor would create tech so advanced it looks like magic. The best part? You never run out of ideas for your craft. You can always come up with a new and innovative creation. However, the most specific your craft is, the better it gets.

Items

100CP items are free for their origins and other items are discounted for the associated origins. Anomalies get two discounts and a free 100CP item.

You gain 300CP for buying items.

SCP-420-J (100CP)

Weed placed in SCP-914 on the "very fine" setting. You know what this does. Also comes with a lot of seeds, anomalous, quick-growing soil, and some special UV lights, so you can plant more.

SCP-3301 (100CP)

An ornate, silver box with a latch and silver key. It contains a magical game: the Foundation.

Once it begins, the game creates the players to a folded area of space in which they can play a wondrous game about the SCP Foundation!

(Read the Notes to learn more about the game.)

Kant Counter (100CP)

A device capable of measuring the stability of local reality. It can detect whether or not reality is being altered in the area, and pinpoint the location of whatever is causing the alteration. It reappears in your Warehouse if you lose it.

laundry and tan by jumper (100CP)

A completely mundane dual laundry and tanning service. Formerly owned by dado before he sold it to the Benefactor. A good source of income for a fine capitalist.

SCP-&#$%: ▓!&≈ƒ (100CP)

information redacted due to memetic hazard. Comes in a box. if deployed, it will be back in its box again when you go to a new jump. Whatever you're thinking of, it's actually worse than that. Why did you purchase this?!

SCP-662 (200CP)

A small silver hand bell. When rung, it summons a mysterious English butler named Mr. Deeds. He can complete many tasks within reason (such as retrieving food or a gold brick, doing chores, and murdering nearby targets). However, he has limits (unable to to retrieve sports cars and nuclear bombs, or assassinate high-profile targets). He can only complete tasks when allowed to completely leave line of sight, including security cameras.

SCP-294 (300CP)

SCP-294 is an indestructible coffee vending machine that can dispense anything in liquid form. It tends to interpret orders literally, but can also satisfy complex demands such as "the perfect drink" and "something that X would enjoy".

SRA Blueprints (100CP, Free Researcher)

These are Blueprints for making Scranton Reality Anchors or SRAs. They are powerful machines used to impede or otherwise nullify reality-warping effects. This still works post-Jump, but only with effects that are actually modifying reality. Magic or advanced technology tend to be mostly immune to them.

Supply of Amnestics (200CP, Discount Researcher)

A crate filled with pills, syringes and chemical agents that have the unusual property of erasing memories. They are separated based on their range. Some of them erase long-term memories, others erase short-term memories, and some erase everything. The crate contains 40 samples of each type of amnestic. They refill once per Jump.

SCP-963 (400CP, Discount Researcher)

You cannot use this anomalous necklace. It is an exact copy of Bright's, copying the mind of anyone who uses it into itself. It has a single use.

Containment Site (600CP, Discount Researcher)

A very large Foundation-inspired site, meant to contain and study anomalies. You are its director; you can imprison beings within it as you jump. The prisoners are fiat-backed to stay contained. It comes fully staffed by scientists, security, and manager followers and all that a site needs to operate indefinitely. You do not need to worry about food and water. It will follow you in your future Jumps, and you can enhance the Site with whatever you find in your journey.

MTF Gear (100CP, Free MTF)

This is a box. Inside, you can find body armor, a ballistic helmet with a gas mask, a bulletproof vest and an FN P90 submachine gun.

H.I.D. MK. I (200CP, Discount MTF)

An experimental weapon shaped like a rifle. It emits a powerful blast of energy that is strong enough to disintegrate a car.

SCP-500 (400CP, Discount MTF)

A can with 50 red pills, which serve as a perfect panacea, with the sole exception of being unable to bring back what was lost. Two pills are regained every year.

Radio (600CP, Discount MTF)

This is a radio. It gives you perfect knowledge of any MTF unit that exists in the SCPverse, and the capacity to call them through it. They will then teleport to your location and assist you until you no longer need them, and then disappear. It has a cooldown of two weeks.

Art Supplies (100CP, Free Anartist)

A pile of art supplies: paint, clay, brushes, tools and many other things. You will always find what you need for your art in this pile.

Flow Studio (200CP, Discount Anartist)

A small art studio that follows you across your travels. Any work of anart that you make here will have its power doubled.

Art Installation (400CP, Discount Anartist)

An installation for works of art that follows you across your travels, any work placed here will never deteriorate, and there are several humanoids meant to show people the works around here.

SCP-3108 (600CP, Discount Anartist)

A Nerf pistol, with infinite bullets, that when shot at something turns the target into something seen as worse than its current state to the shooter. A Coke could turn into Pepsi and human turn into a Neanderthal.

Badge (100CP, Free Government Agent)

The badge is the most recognizable piece of ID carried by federal agents. FBI, CIA, and DEA agents all carry badges specific to their respective agencies. Thus, the badge is the first thing to look at when attempting to verify a federal agent's credentials. You now have one of these, plus all of the credentials to identify you as an agent of the government.

Desert Eagle (200CP, Discount Government Agent)

This is a Desert Eagle pistol, loaded with .50 bullets. It anomalously holds 1296 rounds.

GRU Anomalous Helicopter (400CP, Discount Government Agent)

An experimental helicopter, one of the few remaining after the collapse of the Soviet Union. It never runs out of fuel, and possesses a pair of energy Gatling guns suited for a military helicopter, plus a cloaking system.

Anomalous Contacts (600CP, Discount Government Agent)

This is a small, black, indestructible terminal. It possesses various numbers, which correspond to numerous anomalous suppliers. Through it, you can purchase anomalies from MC&D, Wondertainment, the parapharmaceutical supplier dado, and even the extinct Prometheus Laboratories. The product will be delivered in 1 day inside the Warehouse. The terminal accepts any currency.

Supply of Repair Parts (100CP, Free Mekhanite)

A crate filled with parts to repair and maintain any machine. The crate increases in size to match the machine and goes empty after the machine is fixed. Refills every week. The parts cannot be used for anything else.

SCP-217 (200CP, Discount Mekhanite)

A canister filled with a virus possessing 100% infectivity and no cure. It can infect all living beings, including humans, animals, insects and other living organisms. Any physical contact with SCP-217 will result in immediate infection, but the process is very slow. When infected, all organic material in the body will be converted into clockwork. The canister refills every three months and has enough to infect forty people.

SCP-914 (400CP, Discount Mekhanite)

An attachment to your Warehouse, this room can be used just like the original: it has the classic five settings and comes with a manual that will teach you to use it, repair it, and even replicate it.

Mekhanite Colossus (600CP, Discount Mekhanite)

The Foundation possesses a broken example of these colossal war machines, SCP-2406. It is of Mekhanite manufacture, stands at 90 meters tall, and weighs approximately 210 tones. It can be controlled by a human pilot, and it is equipped with extensive life support mechanisms to keep the pilot's needs fulfilled. It possesses colossal strength, immense durability, nuclear fission reactors and a self-replenishing tank of anomalous greek fire that can be fired through its right hand. For an additional 100CP, it gains a pair of wings, which allow it to fly up to 4 km in the air, and a rocket-powered hammer suited for its size. You gain a new section of your Warehouse dedicated to housing it. Nothing else can be placed in that section.

Akuloth (100CP, Free Sarkite)

This white worm can burrow inside of a human, acting then as a secondary immune system and giving him low-end regeneration capable of healing minor wounds in a few hours, plus the capacity to control his hormonal production. Also comes with set of ceremonial robes suited for a member of the Sarkic faiths, plus some bone knives, spears and a helm.

The Black Forest Codices (200CP, Discount Sarkite)

These six codices are a collection of ancient texts written in an unknown language that is perfectly understood by anyone who tries to read it. They can be used to teach anyone the techniques of Sarkic fleshcrafting, plus very advanced knowledge of biology and genetics.

The Judgment (400CP, Discount Sarkite)

This vase can be used to seal a person inside, as a punishment for a crime they committed. It cannot be activated if the person is innocent of that crime. The amount of time they spend inside the vase is proportional to how horrible the act was and how much remorse they feel for doing it.

Darkwater Lodge (600CP, Discount Sarkite)

This mansion will follow you to future jumps. It is always close to a murky river, staffed by many homunculus that serve as butlers and house cleaners, and is an ideal breeding ground and laboratory for your experiments on flesh shaping. However, its true power resides on its heart, where a blob of flesh resides. You can, one per jump, use it to revive yourself through a host. Your keepers can mark a human with ritualistic tattoos, then, after you die, use it as a host for your soul, resurrecting you with all your powers.

PHYSICS Division Field Manual (100CP, Discount Militia)

This manual contains notes on many different supernatural phenomena the GOC knows of, contains descriptions and explanations on magic and paratech, and an easy to comprehend guide on their various classifications and types of gear. It updates every jump.

Mk. VII Standard Field Dress (200CP, Discount Militia)

A form-fitting ballistic-fiber undergarment worn next to the skin, made of special nanofibers, with various capacities. Can stop rifle rounds at a distance of 20m. Also contains micronized communications gear located in the collar and cuffs of the garment. In addition, it has an augmented reality system with secure and untraceable internet connection integrated into eyewear.

Everhart Resonator (400CP, Discount Militia)

This device be used to provide the necessary energies for performing magic. It allows for the conversion of electrical energy into magical energy. Post-Jump, it can be configured to transform electricity into any kind of magical energy equivalent from any universe you visited. If lost, destroyed or stolen, it reappears in your Warehouse after a week.

Mk. III Ultra-Heavy Engagement Chassis (600CP, Discount Militia)

Designed for situations in which the enemy possesses extreme destructive potential, this heavy powered suit possesses all of the capacities of the Standard Field Dress and much more. Its durability is vastly superior to the mundane military's strongest tank plating.

Equipped with cooling systems, exo-musculature, ceramic plating, liquid extinguishers, a secondary shell that is even tougher hen the first, plus parachute systems and full environmental hazard protection, and even toxin filters and rebreathers.

The Ultra-Heavy holds the most powerful form of attack of all the GOC suits the "Firestorm" explosives, consisting of a series of nuclear directional mines mounted on the exterior of the unit which can be set to detonate at the command of the operator, causing no damage to the suit or the pilot.

Library Card (100CP, Free Rogue)

A Wanderer's Library card. A newer version, so you don't have to worry about theft as it will always return to you when lost.

Allows you to check out books from the library open some ways without a key. And shows you are a member of the anomalous community at large and not a Bookburner or Jailor. Outside of this jump, it gains the ability to shift into a similar symbol of membership of magical organizations.

Archivist Library Card (200CP, Discount Rogue)

A library card gifted to valued patrons of the library usually in return for some favors. This card allows you to access the archives of the Wanderer's Library as well as giving you immunity to a number of environmental hazards like Fire and Heat or Water pressure and lack of oxygen. Other patrons will respect you more for having one of these. This replaces your normal card, but you can buy another to give to someone.

It also allows you to create a Way to the Library itself, even outside of this jump, though you can't access any other place through the Library.

Sacrificial Fang (400CP, Discount Rogue)

This white quartz dagger was made to combat the enemies of the Library by predecessors of the Hand. When used to claim sacrifices to any kind of ritual, the price is lessened- a ritual requiring the sacrifice of a human would only require its blood and so on.

SCP-3688 (600CP, Discount Rogue)

This is a series of documents and instructions, plus the ability to perfectly use and teach what is in them.

They contain a series of dance moves that, when performed in sequence and with a sufficient degree of accuracy, causes the performer to become functionally invincible for the duration. This invincibility is achieved via the violation of a number of fundamental principles of physics.

The movements required by SCP-3688 for successful activation of its properties are complex, but are structured in such a way that once started they can be repeated indefinitely. Successful activation of SCP-3688 begins once the first nine to ten seconds of the sequence has been accurately completed, and can then be continued for as long as the performer is able. You'll still need sustenance while you're dancing, and the dance can get you exhausted.

For an additional, undiscounted 400CP, you can get five more documents teaching five more dances that cause new effects: a force field, experiencing time more slowly, and sense enhancement, physical clones of the dancer and annihilation of non-living matter around the dancer.

Imports/Exports

Companion Import (50CP/300CP)

This is the standard companion import option. Imports gain an origin and 600CP to spend on perks and items, plus the stipend. You can buy the full package of eight companions instead, for 300CP with that same deal.

Personnel Recruitment (100CP)

With this, you can recruit a person belonging to any of the factions around, with the exception of SCP objects. You get a guaranteed encounter with them. If belonging to the same group as your friend, you also get a favorable view from them. You still have to convince them to come with you.

SCP Recruitment (100CP)

This option allows you to recruit any sapient SCP, as long as you can convince them to join you of their own free will, with the only requirement being that you will have to break them out of containment or convince the Foundation to allow them to come with you, if they are contained. You cannot pick 001 Proposals. You can purchase this multiple times.

Task Force Recruitment (100CP)

This allows you to take an already existent Task Force with you as followers. They need to agree and you need to be a member. This makes it impossible to use the Task Force Builder supplement.

Unique Companions

Agent Sophia Ward, Multi-U (100CP)

The Foundation is mildly wary of dimensional wanderers, and decided to send someone to keep an eye on you. This agent was the chosen one, not because they wanted to get rid of her or anything. She has experience dealing with dimensional travel, and is a skilled diplomat. She is also an elite sharpshooter.

She is extremely loyal to the Foundation, and will send weekly reports to them through a special artifact. Uptight, obsessive, often not eating or sleeping in favor of finishing tasks. Also has a tendency towards hiding and suppressing her emotions. She's perfectly well adjusted and has committed no crimes, no matter what the Site Director or the O5 Council might say. She's also very good at hiding evidence, by completely unrelated reasons.

Alexander Gary, the Maxwellist (100CP)

This guy is a member of one of the branches of the Church of the Broken God, the Church of Maxwell. He has multiple implants granting him echolocation, superhuman strength, stamina and speed, thermal, infrared and ultraviolet vision, plus electrical weapons hidden inside his fingers.

He is mute by choice, preferring to broadcast his thoughts and emotions through his implants. He is otherwise absurdly good at what he does, is kind of a cynical asshole and is almost certainly going to go through a major mental breakdown at some point and drive a car into someone's window.

Black Queen Tyr (200CP)

One of the many versions of Allison Chao, the daughter of Dr. Gears, existing across the dimensions. She can ask her Little Sisters, other versions of herself, for assistance. Whether or not they will come is another question.

Tyr is a very lonely individual, thanks to her traumatic upbringing and her emotionless father. She can be very clingy, and the discovery of her alternate selves caused a severe blow to her mind.

Tyr, sometimes, will suffer radical shifts in personality to match one of her Sisters. Some other times, these shifts will come with some strange quirks, like speaking in binary or in reverse, or even screaming complex algebraic equations around. This is a result of herself and the other Black Queens "coming closer" for some time, blurring the barriers between their minds.

AIC Unit (100CP)

An AI created by the Foundation. They are very skilled in electronic warfare and has all of the natural benefits that any AI has. They come with a personality drive, which you can use to design their initial personality.

Mark Ross, Ará Orún (100CP)

One of the Saints of MTF Omega-0, an informational construct with the memories of a dead Foundation agent. He can move through the Internet and most electronic devices. He can possess machines, and protect you against informational threats and entities.

Mark is a master of keeping his feelings hidden beneath a mask of stern disapproval. After a few weeks, you may get the impression that this uptight facade is just that, a facade, and behind it, lies a heart of gold.

A few weeks after that, you will probably realize that no, actually, there really isn't actually a heart of gold under that surface after all. Or any kind of heart or personality whatsoever. The process for making Saints tends to leave some stuff behind.

One of his favorite pastimes is watching paint dry. Every Saturday night, he goes into an apartment with two buckets of grey paint and doesn't come out until it's all gone.

Legate Mai, the Metal Warrior (100CP)

A devout follower of the Broken God, Mai is a cyborg. More than 80% of his body consists of beryllium bronze alloy that made him bulletproof and gives him superhuman abilities. He also possesses several internal weapons: hidden plasma guns, rocket launchers and thrusters allowing him to fly at speeds reaching up to Mach 3.

Generally affable, but it's really just well veiled contempt unless you're either a talented scientist in a relevant field, or are a person of steel as well. It's not that he hates those less blessed, you see, but they are just always a risk in the war effort.

If he does like you, whether because of having spent enough time with you, or because you fit his classifications, he will be enthusiastic about sharing his many machinery-based hobbies with you, whether it be gaming, drone piloting, or trying to upgrade his body further.

He will also spend a lot of time trying to convince you to join the Cogwork Orthodoxy and get some implants. He can get annoying with that.

Vainken, the Karcist (200CP)

A Karcist who finds you and your journey very interesting, and decided to tag along. She has every perk from the Sarkite perkline, and an incredible wealth of knowledge from her long life.

She's honestly a fairly nice gal, very suave, dignified and charismatic, if a little too enthusiastic about fighting and murder. If there's no one nearby to fight, she will create beasts from her flesh and proceed to fight them in a battle to the death. She then consumes the remains of these creatures. I would recommend not ever eating lunch near her.

Edward Duny, the Anartist (100CP)

This anomalous painter finds you and the whole Jumpchain thingy to be an amazing fuel for his art. He wants to come with you, and can make some amazing anart paintings based on your travels. He has the “Artist Talent” “Inspiration” and “The Flow” perks.

When he realized his obsession with his art was causing him to lack sleep, food and water, he completely overreacted and transferred his consciousness to a golem.

He still has that tendency to overreact and carries his own desiccated corpse around, stuffed in a backpack. The golem body gave him superhuman strength and endurance, and he can repair himself from minerals.

Daniel Hallies, the Detective (100CP)

This UIU operative wants to come with you. He has “Not Just a Joke”, plus two “Unusual” purchases.

The first thing you should know about him is that he is definitely not secretly an anomalous time-traveler. This will be made very clear to you, as he will take you aside and explain to you in great detail how he is definitely not an anomaly, not evil, certainly not one in disguise and if he occasionally blurts out something about timelines or breaks out into maniacal laughter, then it's because he's just a very eccentric individual. And definitely not any kind of anomaly. Specially a time-traveling one.

Rose Slate, the Suit Pilot (200CP)

Rose pilots one of the GOC’s Ultra-Heavy Engagement Chassis, and is very experienced with them. She gets one of them free.

Rose’s Strike Team went through hard times. Everything went bad, and twice she has been the only survivor after all of her friends were slaughtered by anomalies. Now, that event has made her has become incredibly paranoid. She tends to hoard weapons, ammo, food and water.

She has also been occasionally thinking the suit has been giving her pointers and bits of wisdom, and has gotten a bit attached. She spends most of her free time tending to it fanatically. That won’t impede her effectiveness in battle, but she would rather chop her own limbs off than lose the U-HEC.

Ae-Chan Yoon (100CP)

An always cheerful gumiho, Ae-Chan appears as a blonde female with foxlike ears and tail. She has the “Type-Blue”, “Gumiho” and “Hidden in the Grass” perks. Ae-Chan was raised by Hoya, the leader of the Korean branch of the Serpent’s Hand and a strange human-gumiho hybrid, among the denizens of the Library.

Though Ae-Chan doesn’t share the malevolence of her grandmother, SCP-953, due to being raised by humans, she still has a taste for human flesh, specially the liver. She’s also an eternal optimist that wholeheartedly believes in the Hand’s ideals of freedom.

Mr. Companion (100CP)

Wow! You have just found yourself a very special Little Mister! A limited edition model, from Dr. Wondertainment! Made to be the perfect Companion, Mr. Companion is a must-have for any Jumper!

Mr. Companion has the Anomalous origin, plus 600CP to spend in anything. You can decide their gender. He was designed to be a good Companion, possessing the ability to coordinate and plan well with the Jumper. He also knows how to make good builds to best support the Jumper, while also being adaptable to their specific Jumper's personality in order to best get along with them, assuming the role that would work best, whether that be romantic, bodyguard, friend, or servant.

He is a fast learner, unnaturally proficient at anything he can master through practice, and he can teach anything he learns this way with the same level of skill.

Mr. Companion likely is a bit vague and generic at the start, but over time, he develops more likes, dislikes, and personality traits. Maybe even appearance changes.

Pets

Rust, Amoni Cat (50CP)

Created by an ancient city-state connected to the Broken God, Amoni, this clockwork cat was meant to serve as a sort of companion to an artisan. He possesses a sophisticated AI that makes him a very smart kitten. He possesses self-repair protocols and a greek fire launcher inside his mouth.

Rust doesn't need to eat, but he enjoys it nonetheless.

Samael, the Witch-Hound (50CP)

This excitable creature was made by a Proto-Sarkic community, and descended from modified wolves. Although their behavior differs little from a normal dog, they look absolutely nothing alike.

His appearance is rather strange: leathery red skin, chitinous white plates and scales, a thick mane of white feathers, and a row of prehensile tendrils along its spine. His head resembles a skull, and he has a mouth that opens along multiple axes, and his six legs provide excellent locomotion with feet that resemble a cross between talons and hooves.

Samael is completely loyal to you, and will always seek to defend you from all threats, though he will listen to you.

Huginn & Muninn, the Sorcerer-Birds (100CP)

These two ravens have been living inside of the Library for centuries, and the strange environment has affected them.

They generate EVE radiation, being living Everhart Resonators capable of absorbing any kind of energy, then converting it into magical power for their own use. They can't do anything really subtle or complex, as their magic is entirely instinctual.

They are still normal, if immortal, ravens, and still have all of their species' habits.

Evans, the Ghost Serpent (100CP)

This anomalous, spectral snake was in Foundation custody before escaping in a containment breach. It is a fickle being, possessing teleportation capacities.

The anartist that created it made it mainly to screw around with people, and that echoes in its personality. It enjoys the sight of distressed humans, though the creator was wise enough to make it detest true despair and suffering.

It teleports around and always leaves a trail of multicolored ink. It can also phase through objects.

It was never truly tamed.

Mr. Doggo (100CP)

Mr. Doggo is a small doggo of the Shiba Inu breed, possessing a collar that appears to be irremovable, which reads "Mr. Doggo, by Gamers Against Weed". Mr. Doggo, when barking, sounds like a human saying "Bork". Mr. Doggo can only be referred as a doggo.

Drawbacks

Nothing is Canon (+0CP)

With this, you can decide what is canon and what is not. If you visited any other SCP jumps, you can decide if their events are or not canon here. However, you cannot significantly reduce or outright remove the danger from the setting.

SCP-XXXX (+100CP)

You start in a containment cell. You get an SCP number, Euclid class and a comfortable cell in a site. By cooperating with the researchers and site staff, you can get your hands in some privileges. For doubled points, your class is Keter and security is heavy.

Shuffled (+100CP)

All of the SCP numbers have been shuffled. Also applies to MTF designations. This will disrupt your metaknowledge a bit, but as the SCPs remain the same, it won't be an apocalyptic threat.

Lesser Annoyance (+100CP)

A small anomalous entity is following you, and they want to annoy you as much as possible. Their powers are limited to teleportation and intangibility, but killing them is not an option.

Serpent's Fang (+100CP)

Cannot be taken by Rogues

The Serpent's Hand does not like you. You can't access the Library (if you started there, re-roll) and their members won't even talk to you. The GOC now has you marked as a possible asset if you weren't one already.

Damn Tickers (+100CP)

You will frequently hear ticking sounds coming out of your body. That can and will get annoying with time.

A High Price (+200CP)

Marshall, Carter and Dark are gunning for you. Whether they want to sell you to the highest bidder, disembowel you then sell your guts instead, brainwash you to serve as an agent or something worse is anyone's guess.

Fleshed Out (+200CP)

You have been partially infected by SCP-610, the Flesh that Hates. Your flesh is going to sometimes rebel against you, and mutate randomly. You will have to find a way to keep these mutations in check. If you are a Sarkite, the mutated flesh will become impossible to control or manipulate.

Tracked Down (+200CP)

The Foundation gave you a very important mission, and they implanted a small bomb inside your head to ensure you will accomplish that task. Said bomb is fiat-backed, and to prevent it from going off, you will have to locate and capture a Keter-Class SCP, and then give it to the Foundation so they can contain it. It will scale to your own powers, but will not be anything apocalyptic or something you cannot handle.

Sixteen Tons (+200CP)

Cannot be taken by MTFs

This Mobile Task Force, Sigma-66, is formed of captured members from other groups. Despite the lack of loyalty the Foundation expects from the assembled team, they find the members' expertise of value. You will have to stay on this MTF for some time, at least two years.

Coalition Damage (+200CP)

Cannot be taken by Militias

The Global Occult Coalition decided you are a possible threat to normalcy. They will constantly send operatives to keep an eye on, and possibly kill you if they decide that your existence is too much of a risk.

After the End (+200CP)

In this world you arrived in humanity is mostly gone. The Foundation is rebuilding them through SCP-2000, but it will take some time. 10 years, in fact. Good luck surviving on this dead world!

Gears (+300CP)

You don’t feel any kind of emotion, just like a certain researcher. This drawback also eliminates emotional responses like fear. People may think you are a robot, or a 217 victim.

Before the Storm (+300 CP)

During an event known as “The Purge” the SCP wiki purged all Mary Sues or Marty Stus from their archives, also making some severe changes to their site. A series of events happened in-universe to signify this removal of wish-fulfillment characters.

You enter this world, pre-Purge. Even if you stay far away from the Foundation, you still will not be safe: there will be characters on that style on every group.

DEEEER (+300CP)

The Saturn Deer likes you. That can be a problem, as he will constantly prank you, mess with your plans, request things from you and probably cause a lot of trouble. He’ll also sometimes demand rituals of some kind: nothing too disgusting or revolting, but if you fail to meet his expectations, be ready for some very embarrassing punishments.

DIE ANOMALY (+300CP)

You hate all anomalies with a burning passion. No exceptions You will always try to destroy them, no matter the consequences. For an additional 200CP, when you destroy them, they have a 50% chance of coming back after that. If they weren’t hostile before, now they are.

Traveler (+300CP)

Sometimes, you'll randomly teleport to some crazy dimension. Your stay there will only last a week at most and won't count for the Jump's time limit, but it will sure be inconvenient.

Death's Curse (+400CP)

Should you choose to challenge Death to a game of cards for your life, there is one thing you must never do.

Win.

Things will go wrong around you, in the worst way possible. That won't cause you trouble directly, as you will never be harmed in these accidents, but destruction and pain will follow you. You will be always seen as a herald of devastation.

You also have a compulsion to wander, so you can never hide from this curse.

Oh, Five (+400CP)

Cannot be taken by any Foundation-aligned Origin

A Foundation Overseer has their eyes on you, and they want you for themselves. Maybe this Overseer thinks you have knowledge they need. Maybe they think vivisection will reveal hidden secrets.

Expect for various miscellaneous MTFs to be sent to capture you. At some point, this Overseer will manage to convince the rest of the Council to send Alpha-1, "Red Right Hand" so they can capture you.

RAGE (+400CP)

Cannot be taken with Gears

Your emotions will be gradually replaced by rage. Initially, only one emotion. If you get into a situation you would feel it, you feel rage instead. The number will slowly go up, until you feel nothing but overhelming rage at everyone and everything in the world.

The Chains (+400CP)

You only have your Body Mod and your basic Warehouse for your time here, plus whatever you bought in this document. No items, no perks. You know the drill.

Unperson-55 (+500CP)

You'll be nothing for this jump. Nobody will understand anything you speak to them, as they will forget you seconds after they look a you.. You are an antimemetic being- and thus, any kind of social contact is impossible.

Threat Level Black (+700CP)

The Foundation wants you dead. For your entire stay, the Foundation is fiat-guaranteed to be competent. For an additional +500CP, the same can be said of *every Major GoI in this universe*. They'll work together with maximum efficiency and will bust out their strongest weapons.

Red Reality (+1000CP)

You will have to spend your entire jump in SCP-3001's dimension. Well, at least Scranton will be there with you! You are stripped to your body mod, as well. And you can't take any other drawbacks. After a while, Your body will begin to break down due to the void leeching away your Hume levels. Said in layman's terms, the "leeching of Hume levels" means your very existence is becoming a less and less "stable" thing, and you are slowly fading away entirely.

This won't kill you, but you'll feel every second of it, for ten whole years. At your sixth year in this void, Scranton will find a way out. He won't become SCP-106 and will be fully healed, returning to his wife. You'll know this, and you will stay in the void- this time, entirely alone.

Your stay here is over, and a choice awaits you.

Go Home

Did this place scare you? Well, you´re free to return home. Keep everything you collected.

Stay Here

Did you like this? You want to make this world a better place? Then you´re free to stay. You keep all of your perks and all drawbacks are revoked. Remember, the darkness in this world will stay just as strong as it was before.

Next Adventure

You wish to continue? Fine, let us move on from this world.

Author Notes

http://www.scp-wiki.net/scp-3301

(see this link for more info on the game)

Gumiho is basically this:

http://www.scp-wiki.net/gumiho

The dance moves:

http://www.scp-wiki.net/scp-3688

CHANGELOG

V0.2

Changed the wording of Enemy Information and Military Support

Added Anartist perks

V0.3

Modified Memetic Inoculation to be Amnestic Inoculation

Added Government Agent perks

Added Mekhanite perks

Added Sarkic perks

Added the Militia Origin

Added two general perks.

V0.4

Metaknowledge can be kept for 100CP.

Finished Karcist perkline.

Added Militia perks.

Added Anomaly perks.

Added Item/Companion Section.

Changed "Foundation Researcher" to just "Researcher"

V0.5

Added items for all origins

Changed price of 600 CP perks to 400CP

Changed price of 800CP perks to 600CP

Organized origins

V0.6

Added Companions

Changed small mistake: 100CP items had “discount” instead of “free”

Gave 300CP stipendium for items.

V1.0

Added Drawbacks

ICBM now is composed of three nukes

SCP-294 costs 300CP

Added SCP-662

(Document is jumpable!)

V2.0

Fixed some spelling mistakes and missing parts

Swapped SCP-963 and Crate of Amnestics’ prices

SCP-XXXX is now a drawback

Unusual was reworked.

Added post-Jump effects to some perks

Added The Chains drawback

Added fluff

Added Akuloth

Added Pets

Added An-Chan as a Companion

Added SCP-3301 and a memetic hazard

Replaced Ceremonial Robes with Akuloth

Added Rogue origin, perks and items

Moved Type-Blue to “general perks”

Added 108 Member Organizations

V2.1

New General perks

ICBM moved to Task Force supplement

Added Radio