

Introduction:

Welcome, Jumper, to a world of opportunity. A world of the weird and the mysterious. Of unexplainable anomalies, and the fools trying to explain them. A world overflowing with an abundance of strange phenomena and otherworldly beings trying to exploit us regular mortals.

Welcome, Jumper, to the world of SCP Mythos.

In this world, that is so full of eldritch anomalies, there are, of course, countless groups of interest that have to do with these anomalies. Ancient cults, dogmatic religions, skeptical researchers, militant destroyers, foolish activists… cunning merchants. You are bound to join the latter. A mysterious group of individuals with seemingly no goal other than profit. A group considered antagonistic, yet cooperative; ruthless, yet reasonable.

I am, of course, talking about “Marshall, Carter & Dark, Ltd”.

You will spend the next 10 years in the world of SCP, as a part of MC&D Ltd. They only employ 100-200 individuals at any one time, and run a very efficient operation. So, you better not mess up, as the corporate world can be quite… ruthless.

Take this, it’ll come in handy:

+1000 CP

Time and place:

MC&D has a long history, with some records that reference them dating back to 300 AD. You may start anywhere in the world at any time in history between 300 AD and modern day. The only requirement is that the place you choose as your starting point have some established human civilization.

Origin:

There are several positions you may occupy in MC&D. Most of these come with different responsibilities, roles, importance and resources available to them. Pick carefully, as inter-departmental migration rarely ever takes place. You may enter any origin as either a drop-in, or with pre-existing memories and history.

Administration Department - the people who take care of paperwork, sit in luxurious offices, and run things from afar. Given the scope of MC&D operations and the fact that they have only about 100-200 employees, there's a good chance at least some of them are anomalous.

Sales Department - the people who actually realize the products. The salesmen, traders and merchants. It is your job to convince the rich assholes that they want your magic doodads, and that they want to pay you many, many millions for them.

Acquisition Department - to sell anomalies, you have to have anomalies in the first place. This is what you take care of. A field agent of sorts, it is your job to scout some interesting items or individuals, and make sure they are in your possession just in time for the next auction.

Outreach Department - a little different, this one. You're going to be assigned to another of the many, many anomalous groups out there, as a representative. Anderson Robotics, Chaos Insurgency, Global Occult Coalition, Dr. Wondertainment, The Factory, Are We Cool Yet, etc. It is your job to ensure the relations between the two stay amiable and open for business.

Private Contractor - fun fact: MC&D might only have 100-200 employees, but private contractors don't count! That's right - they still have a private army of mercenaries, corrupt officials, criminals, mobsters, agents from other groups of interest, etc. You're going to be one of them.

Perks:

Undiscounted

Ad Worthy [100] – mandatory appearance boost. You're a solid 7/10, 8 on a good day.

Memetic Me [200] – the standard memetic immunity perk. No cognitohazards or infohazards will ever harm you.

End of Death [300] - you poor, naive child. You are now immortal. As in, unable to die no matter the injury. You could have your brain reduces to a smoothie by a mad scientist using a blender, and you would still be alive. Should be noted that otherwise - you still follow the laws of biology, and do not have any kind regeneration or healing factor, nor do you stop aging. Meaning, someone will have to put you back together. So, before you take this, consider if perpetually drowning, burning alive, or decomposing, all while aware and conscious, is worth it. As a bonus, you know the recipe for coma pills - that is, capsules that, when consumed, will put you in a deep, sleep-like state for several years or decades.

Oneiroi [400] - you are a master of dreams. You are capable of entering a dreamscape - a plane of reality that is entirely comprised of dreams of the collective human species. You can find specific portions of it that belong to specific individuals, and can shape and manipulate them. This in turn, changes the dreams of the individual. Alternatively, you can lock the individual consciousness in the dream, while you possess their body. By manipulating dreams, you can create various mental effects, such as memory loss, intense feelings of emotions, even help individuals learn various skills. You will get better at manipulating dreams as you practice. With enough time, you could even bleed over the dreams into real life, warping reality to a limited extent.

Bright Minds Think Alike [600] - much like doctor Jack Bright, you have an extraordinary power to copy your mind and soul and transfer them to other bodies. Your consciousness automatically transfers to the nearest possessed body if your body is destroyed. Alternatively, you can choose to transfer yourself if your current body sustained enough damage.

Lucky [600] - there is a particular member of the Foundation - one Dr. Wettle. He is unlucky. In fact, he is so unlucky, he became a probability sink. You are the opposite - you are lucky. Stupidly, ridiculously, comically, cosmically lucky. You can soak up the good luck of others - they become very unlucky, you become more lucky. It takes a few minutes to drain someone of their luck. There is no upper limit. If an enemy kill squad was sent after you, they would find black mambas in their boots and brown recluses in their helmets, their van randomly targeted by terrorists with a car bomb, their equipment literally falling apart in their hands, half of them would turn up with a food poisoning,

another half with hangover, their path covered in banana peels, cops detaining them for questioning, and other such ridiculous shit. You can choose to turn this off and on at will.

MCD&J [800] - no longer are you a grunt, no longer are you a clerk. You are now one of the big boys. You aren't the 1%, you are the one who tell the 1% to make your shoes shine, and make it quick. You stand alongside Marshall, Carter and Dark themselves in terms of mystical ability, influence and personal wealth. Firstly, this lends your name weight. By simply revealing who you are and with a few quick words, you could start a thermonuclear apocalypse. You are, legitimately, the secret ruler of the world that conspiracy theorists talk about. Second - you are rich. No, that is an understatement. You could purchase the entire globe and everyone and everything on it five times over with the amount of personal wealth you have. Crashing global economy is such an insignificant task for you that you could do it with a single press of a button. Third - this absolutely smashes every single glass ceiling or restraint you might have had in regards to your powers. As long you live, your abilities will improve. You will find their strength and scope growing slowly, but surely. You can speed this process up by training, of course. And lastly - this serves as a capstone booster. Enjoy.

Admin Dept.

Efficient [100] - when others talk about paperwork, it's usually with groans and disdain. Not you. You actually enjoy paperwork. When you have a workload in front of you, you just go into a trance, and by the time you wake up from it, everything seems to be done. Paperwork that would take someone else multiple hours is filled out in minutes. Weirdo.

Byzantine Bureaucracy [100] - you have the uncanny ability to navigate the labyrinthine world of bureaucracy. You always know who to speak to get something; who is in charge of what; if something has certain prerequisites. You always know who has what, and what it would take for them to part with it.

Dot the i's [200] - you often describe yourself as detail-oriented. Others just say you're a pain in the ass. You always notice the smallest discrepancies, the tiniest details, and are smart enough to make correct inferences based on what you learn. You would make a believable Sherlock Holmes impression.

Cross the t's [200] - if you ever get into a fight, that stick up your ass will come in handy. You always stick to the rules. In fact, some would go so far as to call you a rules lawyer. You can always find loopholes, misinterpretations, blank spots, etc. You could probably trick a devil out of his horns and a fey out of its name with nothing but clever wording. As a bonus, you can always keep track of all your uses of insufficient rules coverage.

Creative Bookkeeping [400] - you know how to lie. You're really good at giving yourself unfair advantage over others, in any way possible. Cheating at games, slightly fudging the numbers on financial accounts, using 'dirty' fighting techniques, etc. Not only that, you

know how to do all these things without ever getting caught or suffering your well-deserved consequences. In turn, you are also immune to any form of 'lying' - you can discern when someone is deceiving you, when the evidence is planted, when you are under effects of illusions, and any other things that obscure reality or alter it in a dishonest or untruthful way. As a bonus, you can have immunity to all forms of mind control.

Devil's Advocate [400] - in conflict, the truth can be uncovered. When faced with opposition, you will be able to further your understanding of both yourself and them. You will be able to glean their abilities, weaknesses, motivations, history, and, eventually, learn their memories directly and even read their mind. For yourself, you can find new and creative uses for your skills, powers, abilities and techniques, find their weaknesses and ways to mitigate them, and refine them even further. As a bonus, you gain an uncanny ability to change people's mind and an affinity for verbal sparring that would allow you to win near every single intellectual debate.

Managerial Privilege [600] - when you're at the top of a corporate food chain, you are virtually untouchable. You take orders from no one, except maybe the big three themselves. When you tell someone to jump, they thank you for the privilege and ask how high. No one will ever disobey your orders, no matter what those are. You could order your men to walk into a hail of gunfire, and they'd do it. They won't be happy, but they'll do it. This isn't mind control, just a particular mix of charisma and authority. Not only that, but you will find that almost anyone will be far more courteous and respectful towards you - everyone becomes a kissass, basically. Third - the mere thought of harming you will inspire unprecedented terror in most people. This won't deter psychopaths, or those with strong enough will, but most people will throw down their arms and surrender rather than harm you. You may choose to turn any of these effects off and on at will.

[MCD&J] – you are truly untouchable. The mere thought of harming you will cause physical harm to the would-be offenders, and if they persist in their attempts, it will cause severe neurological damage, leading to death. Any order you give will be perceived as the best, most perfect course of action, even if it is utterly moronic.

2 + 2 = 5 [600] - the reports you fill often feel... falsified. Numbers appearing where there shouldn't be, productivity rates off the charts, ventures yielding twice the expected amount. But they're all true. When you're involved, expectations are blown out of the water, every single time. All productions always yield more than twice of what they had going in, profit margins are more than twice the expected amount, etc. An item was supposed to sell for 1 000 000$? Well, it sold for 3 000 000$ instead. An alchemist had two pinches of sulfur and a liter of blood? He somehow ends up with 3 liters of potion. A mining operation was supposed to produce 5 tons of material? It yielded 20 tons instead. Parts were to be used to construct a robot? Somehow, the same number of parts were enough to make three, with some leftover. Moreover, you seem to be able to apply this power to your supernatural abilities as well - increasing their efficiency and output, squeezing out those numbers seemingly out of thin air.

[MCD&J] – physics seem to break down around you. Anything you write down on paper seems to materialize in some way. If you wrote down that 2 + 2 = 5, local reality would distort in way that makes it so. The effects are temporary and localized, but you could use this to great advantage.

Sales Dept.

Snake Oil Salesman [100] - you have a peculiar ability to convince people about theusefulness of certain items, despite their actual quality and usability.

Auction Speak [100] - you speak like a hamster ODing on caffeine. The words come pouring out of your mouth at speeds that would leave jets in the dust. Funnily enough - the faster you speak, the more convincing you sound to those around you.

Elevator Pitch [200] - you know how to transmit information in the shortest amount of time and in the most efficient medium.

Customer Service Smile [200] - you can project a certain image. You can change your personalities like masks. "Cheerful salesman", "courteous assistant", "irreverent mercenary", "psychotic killer". You exude an aura that just clicks with your chosen personality, and makes those you encounter perceive in your desired manner. You would have to actively try to ruin this perception.

My Boss Gets a Dollar [400] - and so do you! Whenever you are given a task, you can be sure you will be rewarded appropriately. The amount and value of your reward for any kind of favor, quest, task, etc. is directly proportional to the amount of effort you put into its execution. You will never be undercut, underpaid, underappreciated, undervalued, and whatever other words there are for "cucked out of your fair pay". Funnily enough, you could probably scam someone out of their money by putting an unnecessary amount of effort into the most mundane, simple tasks.

Entrepreneur [400] - entrepreneurship is risky business. Well, lucky you - you know exactly how risky. You always know the exact odds of something happening - how likely is this thing to sell, how likely is it to rain, how likely is the coin to come up heads? You receive an answer to these questions in the form of percentages. Moreover, you can glean into the future - up to a year into the future in fact. A particular object might be undesirable this Tuesday, but 3 months, 4 days, and 17 hours from now? Oh boy, everyone will be at each other's throats to get it. And you will know that. Be careful about overusing this power, though - too many questions, and you will end up with the mother of all headaches.

Prosperous [600] - you can substitute any form of energy, mana, or any other kind of currency for arcane transactions, rituals, abilities and spells with cold, hard cash. Don't have enough mana to cast that spell? Pay a few grand instead! Don't have a soul to trade

the devil in exchange for unimaginable power? A few millions will do the trick. The currency must be something either usable in your current time and/or place, or something that has been used at some point in the past. Goods used for barter don't work.

[MCD&J] – your business dealings always end the same way – you get what you want, and the other party gets what you want them to get. You can blatantly break contracts of magical, arcane and anomalous nature with no consequence. You're altering the deal, they better pray you don't alter it further.

Deal With the Devil [600] - how about a bargain? You gain the ability to form pacts with people. You can trade things that would normally be impossible - years of lifespan, supernatural abilities, physical attributes, etc. If the other party does not hold up their end of the bargain, you gain complete control of them. Trade years of lifespan in exchange for some items, and if they don't deliver? Just suck all life out of them and leave them a dried-up husk. Even if one of the parties would not be able to deliver - a normal human cannot bestow someone with the power to control animals, for instance - they are provided an opportunity to do so via jump fiat - the aforementioned normal human may stumble upon an old journal describing a magical ritual, or some such. This also applies to you - no matter what, you will be able to fulfill your part of the bargain. And if you don't? Better hope that whoever you screwed over is merciful.

[MCD&J] – fate itself twists to accommodate your will. Whatever the two parties agreed to, just happens. No one has to do anything to fulfil the terms – the universe fulfils them by itself. If you promised someone laser eyes in exchange for their undying loyalty, the reality will rewrite itself so that they instantaneously get laser eyes and lose the ability to go against you.

Acquisition Dept.

Prospector [100] - you have a sort of sense. You can tell when something unusual, abnormal, or just plain interesting is afoot. You can let this sense guide you into all sorts of adventures, or you can safely ignore it.

Shortcuts [100] - expediency is quite important in your line of work. You can access location known as shortcuts, which connect two seemingly unrelated places in a straightforward manner. It still takes time to traverse them, but far less than it would to get to your destination normally. Walk from New York to Hong Kong, or from London to Port Elizabeth, all as an afternoon stroll.

Beat a Mofo With Another Mofo! [200] - you might be an awesome professional super-agent à la James Bond, but you're still just one man. This will help you rectify this. You are a master in the art of making everyone hate each other. With but a few words you can sow discord among your enemies. Strike up a conversation about a controversial topic in the middle of a firefight, and watch as the professional mercenaries all turn on each other over some trivial matter. The enemy of your enemy is an asset, after all! This won't make

your foes like you any more, or turn them into friends, or even allies - it'll just make them hate their comrades more than you.

Chosen One? [200] - it's almost like fate is trying to tell you something. You just keep on stumbling across legendary artifacts. Go for a walk in the park? Find an alien spaceship with glowing green ring. Go for a swim in a lake? A ghostly hand throws a magic sword at you. Go to a hardware store? You might just find Mjölnir in the tool section, among all the normal hammers. This doesn't mean you'll be able to interact with them, necessarily, nor that you will be able to just take or use them, but you're guaranteed to find all sorts of weird shit laying around. Everyone will ignore these artifacts unless you point them out to them.

Diplomacy With Muscles [400] - you have an uncanny ability to strong-arm people into doing what you want. Your actual, physical power, is now an acceptable substitute to political, economic, or any other kind of power when it comes to negotiations. If you are strong enough, you could force entire organizations to fold, even if you're all by your lonesome, and the combined might of the organization in question is far greater than your individual strength.

Field Agent [400] - you need a certain kind of wit to hold out in your line of work. You have the ability jury-rig solutions to basically any problem. You are a great tinker, able to make ad hoc devices on the fly, be they mundane or anomalous. Now, this doesn't mean you can't prepare - quite the opposite. Given time, you could give Q a run for his money with the kinds of devices you make - missile launcher in a pen, flying device in your shoes, a hat that is actually a portal to a safehouse, etc. You also know how maintain and repair all your equipment, regardless of its complexity.

Cultivator [600] - no, not the Chinese fanwank novels. As in, someone who promotes the growth of others. You have an eye for talent, even if it is no more than a latent potential at the moment. What's more - you can promote their growth at such a rate, that what would have taken them a year instead takes only an hour at most. This applies to any mundane skills, supernatural abilities, and anything that they have the potential to develop, no matter how unlikely. You cannot apply this power to yourself. However, you could maybe help someone become a super-teacher, and have them help you. Additionally, if an object has the potential to become anomalous - such as through legends, anomalous enhancements, magical augmentation, etc., you know how to speed up the process. However, objects, creatures and people that are already anomalous cannot be enhanced in this manner.

[MCD&J] – you gain the ability to add, remove, and edit anomalous properties to objects and people as you please.

Ad Hoc, Ad Lib [600] - you can really think on the fly. It takes you less than a second to weigh the pros and cons of a decision, come up with a solution to a problem, design a plan specifically tailored to the situation, and figure out how to implement them. All your

mental processes can be sped up to 1000x that of a normal human, allowing you to essentially enter slow motion, or stop time for yourself. You can choose how sped up they are, exactly. You can also choose to instead boost only one aspect of your mind - perception, intellect, decision-making, or any mental power and/or ability - psionics, tinkering, or any other skill that is directly dependent on your mental faculties to function.

[MCD&J] – you can stop time. You are perfectly capable of moving yourself and any objects you touch. While the time is stopped, you gain an awareness of any action you can take and what immediate consequence they will have.

Outreach Dept.

Magic Man [100] - you are weird. Really weird. Well then, Jumper the magic man, you seem to be well-versed in the aggressive kind of diplomacy, where you sweep everyone off their feet and maybe break their fragile human psyche while you're at it. You are proficient at adapting your supernatural abilities to mundane uses, and then implementing them at every available opportunity.

Favors [100] - it's like the entire world works on this fucking system. You are proficient at extracting "favors" from others. You know just what to say, how to help them out, what they need at the moment, so that they would "kind of" owe you, but not really. You can call in these favors at any time, but the one that owes you this "favor" doesn't have to answer, or if they do, they aren't guaranteed to do their best.

Speak Softly [200] - you have a feeling about you. Everyone just seems to want to help you. You're like that one NPC that everyone, regardless of their playthrough, always helps with their quest. And if they don't, you can make them feel bad. You can apply negative and positive reinforcement, reverse psychology and other tricks to make sure whoever helps you, will keep helping you. Now, if you piss them off, they are still fully within their rights to refuse.

Carry a Big Stick [200] - you embody the collective will of your organization. No one wants to make you mad, or disappointed, or anything like that - because it means your boss gets upset. You can present yourself as the embodiment of some authority, organization, or force, and command the respect that the group as a whole gets.

Mutually Beneficial [400] - your alliances are always beneficial to all participants. You can make everyone play nice, so long as they are a part of one group. Not only that, you can ensure that everyone synergizes beyond normalcy. Where there should be animosity and infighting, there is instead a cooperation that proves the sum greater than its constituent parts. There will always be at least one way in which those you unite will bolster each other. Maybe the combined forces compensate for each other's weaknesses, maybe the technology combines in a way to create a breakthrough, maybe the resources of one act as a force multiplier for the other, etc.

Blackmail [400] - some people refuse to play nice. That doesn't deter you. When speaking with someone, you gain a sense of what is most dear to them, what they would loathe to lose, and an instinctive understanding of how to leverage this knowledge. And when you do leverage it, it always produces results. No matter how ridiculous the threat, so long as you adhere to what this sense tells you, you will always find the subject suddenly "willing" to cooperate. I'm fact, they will cooperate even harder than if you did it any other way. If you were to compare someone enticed normally and using this perk, the one convinced via this perk will always outperform the other, even if it seems impossible. Just keep in mind that this doesn't stop them from plotting vengeance.

Save Scumming [600] - you bastard. You can rewind time, keeping your knowledge, and everything on you. You can alter your actions to better achieve your goal. You can rewind up to any point within the last 24 hours from the latest point in time you have been in. You are not limited in the number of times you can do this, but beware - if you repeatedly interact with someone, they may just remember bits and pieces of those other timelines. This won't happen often, and would require you to restart again, and again, and again, many dozens of times. But they may just figure out that something fucky is going on.

[MCD&J] – you can create save points in time. At any time, you can revert to a save state stored in these points. You can have an unlimited amount of these save points and they are not restricted in how far they can stretch.

Reputation System [600] - you have an instinctive knowledge of how individuals and groups see you and your allies. Overly negative? Positive? You also know how to change this perception to either side of the spectrum. When you achieve certain milestones, you get additional abilities depending on what kind of reputation it is and what kind of group or individual it is. Befriend a talented doctor? You get proficiency in the medical field. Become a recognized friend of a medical institution? You get healing power. An enemy of an evil empire? Assassination superpower. Nemesis of a water God? Pyrokinesis. You get the gist. These powers persist as long as the reputation does, and become permanent once you leave the jump.

[MCD&J] – your powers don’t go away when the reputation does. You could have powers for both positive and negative reputation for a single individual or an organization. This reputation also becomes far more malleable and fickle. In a single day you could swing from someone’s worst enemy to their best friend and back.

Private Contractor

"Independent" Contractor [100] - mercenaries are not seen in the best light. However, that is still preferable to being associated with a world-threatening doomsday cult. You have the ability to present yourself as being entirely independent and not connected to any group, organization, etc. Most importantly - everyone will believe you when you do so.

Been There, Done That [100] - it's not all that bad, being a merc. You get to travel the world on someone else's dime, and most days end with a good fight. You have seen

some shit in this line of work, and nothing ever surprises you anymore. You simply cannot be caught by surprise, and normally horrifying (but mundane) things just don't phase you. Any anomalies designed to instill horror, confusion, or any such emotional state still affect you, though to a far lesser degree - instead of existential dread that makes you want to vomit and curl up in a fetal position, you only feel kinda spooked.

Reliably Unreliable [200] - let's face it - you're cannon fodder for pay. No one expects much from you anyway. Switching allegiance from one employer to another is nothing new, and any such normally reprehensible betrayals do not cut as deep as they would normally. Unless you want them to. When you betray someone, you can choose to preserve your positive relationship with them. Backstabbing your friends and selling them out to the big bad? Dick move, but they get it. You can still hang out, kind of. You can turn this ability on and off at will.

Best in Business [200] - you are a badass. You aren't just peak human - you're better than that. A small regeneration factor, sped up learning ability, and all physical attributes boosted beyond human ability. Additionally, you get several decades worth of experience with a profession of your choice. You would get the most use out of something combat-oriented, but it can be anything - from spec-op soldier, to an office clerk. This comes with additional memories, experience, and knowledge of little tricks, shortcuts, caveats, tips, etc. inherent to the profession that only someone experienced would know. Can be bought multiple times for additional expertise, with discounts on purchases after the first.

Speed Demon [400] - woah. You're fast, Jumper. I mean, ridiculously fast. You could take out a room full of hostiles with a pen in under 5 seconds if you felt like it. Given a gun, you'd be the fastest shot in the wild west. And the entire world, come to think of it. This speed also applies to anything else, such as reading books, eating, etc.

Ambush Tactics [400] - unseen, unheard. You have the ability to go unnoticed by even the most perceptive of individuals. You will find that situations line up just perfectly for you to slip by without being seen, enemies will develop sudden myopia, and all sound around you will be unnaturally quiet. You can extent his talent to people of your choice, so long as they are nearby. Incidentally, this also makes you foes far more susceptible to surprise attacks - their reaction times will slow down, their aim will fall to the level of Stormtroopers, and they will forget to use any powers they might have. This effect is only temporary, and will trigger only when you ambush them.

General [600] - your men are but an extension of your will. You gain a keen mind, able to develop most devious and effective stratagems and tactics. Your charisma is such that it inspires unshakeable confidence and raises morale to unseen heights. Most importantly - you grow stronger the more foes you slay. A fraction of their strength will flow to you, boosting your capability. Foes slain by your men will boost both you, and your soldiers alike.

[MCD&J] – even beyond all this, those under your command receive a healing factor, superhuman strength, speed and toughness, and a mastery of every single martial weapon known to mankind. Upon slaying someone with a unique ability, you gain possession of that ability.

Shock and Awe [600] - you gain the ability to wreak mass destruction single-handedly. You have a supernatural aura that renders all your attacks far more devastating than they would be otherwise - your punches are like artillery strikes, your bullets tear apart heavy armor and structures, and your insults break down even the toughest men. This aura also extends to all your tactical overtures - your strike teams kill more enemies than they should be able to, your infiltrators sabotage entire cities in matter of days, etc. Even without any kind of tactics, you could bring down fortified positions with full frontal assault and a handful of men.

[MCD&J] – your aura is strong enough to do damage by itself. Anyone or anything within 150 feet of you will experience rapid degradation, withering and rotting apart into ash. This effect can be turned on and off at will.



Body Modifications

MC&D itself does not provide any bodily modifications. However, it often deals with other groups of interest who do. Their specialists in the outreach dept. managed to work special deals to outsource any body mods to them.

Church of the Broken God (discount for administration department)

Multi-tool Hands [200] - your hands and fingers can split into several different tools - pens, pencils, erasers, box cutters, laser cutters, scissors, circular saws, staplers, USB drives with ~1 TB storage, precision pincers, knives, blenders, corkscrews, spoons and forks, magnifying glasses, small flamethrowers, plasma welders, screwdrivers, wrenches, and even a coffee machine!

Neural Computing Enhancement [300] - your brains have been replaced with CPUs and quantum processors. You have unparalleled ability to multitask, and your mental faculties are elevated to truly superhuman level.

Metal Chest [300] - your heart, stomach and lungs have been replaced with a complex engine. You never tire, you don't need to breathe, your reflexes are better, you don't need to eat, and you get a boost in strength and speed.

Artificial Musculature Integration [300] - your muscles have been infused with a smart metal that greatly boosts your strength, speed and toughness. You are completely immune to small-arms fire and most environmental hazards.

Limb Replacement [300] - choose one of your limbs. This limb has been replaced with a cybernetic version. It has an integrated semiautomatic 10mm pistol that never runs out of ammo, a retractable blade made of hyperdense carbon alloy, a far greater strength and durability than the rest of your body, and it can interface with technology via touch. Can be bought multiple times.

Efficient Absorption System [400] - you no longer require sustenance - your body absorbs all it needs from any available source - light, radiation, heat, kinetic energy, electric current, any toxins not native to your body that are currently in your body, etc. This also means that you are highly resistant to the aforementioned things. Not only that, you can use excess stored energy to attack. Radiation beam, blast of kinetic force, reusable flashbang, etc.

Anderson Robotics (discount for sales department)

Gadwall Series Internal Soul Drive [200] – an internal system that allows you to extract your soul and mind from your current body and install it into a new one, restore it to a

previous version to remove any kind of curses or mental influence, or even format it if you want to be a mindless, soulless husk!

Gyrfalcon Series Prosthetic [300] – choose – eyes, arms, legs, ears, nose. These parts of you are now replaced by prosthetics. Arms have a strength enhancement that would allow a regular human lift several tons of weight; eyes have the capability to zoom in, up to 100x magnification; legs can generate external pressure sufficient to propel them, allowing the use to walk on air; ears are sensitive enough to hear a pin drop in a torrential downpour; and the nose is sensitive enough to pick out specific people over a hectometer away by their pheromones alone. May be bought multiple times, with purchases after the first being discounted.

Buteo Series Mechanical Exoskeleton [400] – an entirely new body that allows to affect minor changes to your appearance, such as minor facial features, hair length and color, eye color, etc., has a reinforced frame that can withstand a fall from 15 000 feet, standing in an active volcano or being out in an arctic blizzard, an adaptive oxidizer that removes the need to eat or breathe, and has the full range of human sensation. It also looks entirely human!

Eisvogel Series Energy Transformer [400] – a mechanism installed on the throat that can suck in various gasses, including air, and transform them into energy. This energy is then used to power the body, or can be discharged as a massive beam attack originating from the mouth. This energy can be channeled into any body part to increase its performance and add certain esoteric effects (glowing, crackling with energy, fists will cause shockwaves, legs will leave a trail of harmful energy, eyes will shoot small lasers, etc.)

Osprey Series Mechanical Exoskeleton [500] – an entirely new body that is able to unfold itself into a large number of tentacles, cables and wires. It can interface with technology, withstand sustained large caliber fire and thermal extremes, can shrink and grow to fit into any space, can fly and move in a vacuum, possessing superb aerial maneuverability, can take over the nervous systems of organic creatures, and has a number of tools, such as lasers, saws, flamethrowers, pincers, etc.

Cardinal Series Metaphysical Projector [600] – a system which allows the user to interact with metaphysical spaces, such as dreams, outer dimensions, etc., and will allow the user to bypass anomalous properties of various places (being able to find an end and an exit in SCP-3008, being able to escape SCP-106's pocket dimension, etc.)

Dr. Wondertainment (discount for outreach department)

Mr. Fish [200] - you can breathe underwater, your skin is far more hydrodynamic than should be possible, and you can communicate with marine animals.

Mr. Kaboom [300] - you can secrete various substances, depending on what you have consumed previously. The substances range from water to hydrochloric acid to gasoline. The substances can be combined on the fly to create new ones. The process is tiring.

Ontological Friend [300] - you can create a mental projection of yourself. You can teleport it anywhere with a single thought. You can see through it, manifest your powers through it, but not physically interact with the world.

Silly Putty [400] - you can freely shapeshift. The process is extremely painful.

Robo-Jumper [400] - a complete body makeover. Your new body is made out of hyperdense plastic that can withstand small-arms fire and rapid temperature shifts, with most biological part being replaced by mechanical ones. You have a variety of accessories - a .600 Nitro pistol, a M202A1 FLASH rocket launcher, a .50 BMG fully automatic assault rifle, a flamethrower, an acid spray, an assortment of grenades (including miniaturized thermonuclear warheads) and a children's water gun.

Quantum Kit [500] - a set of upgrades, including an integrated firearm which transforms anything and anyone it is fired at into electromagnetic waves, a device that converts local space into a medium capable of diffracting living beings and objects being interacted with, causing all action taken there to happen simultaneously, and a device which cognitively entangles minds and bodies of all nearby creatures (essentially forming a hive mind).

The Factory (discount for acquisition department)

Howling Fangs [100] - your teeth have been elongated, hollowed out and outfitted with a kind of whistle. You can emit a high-pitched shriek that stuns and deafens anyone nearby.

Baleful Glare [200] - you have a mean glare. You could probably set someone on fire. I'm being literal, by the way. By looking at someone or something hard enough, you can focus thermal energy and microwave radiation on them, setting them on fire.

Engine of Malice [300] - your heart has been replaced with a thrumming, glowing engine, emitting a malevolent red color. You get a significant boost to your strength, regeneration, speed and toughness in combat, and an even greater one when you experience a negative emotion - anger, grief, fear. The more intense the emotion, the greater the boost.

Hands of Avarice [400] - your hands are modified with gold plating that seems to hum with power. You can manipulate the magnetism of any creature or object around you. Turn quarters into deadly artillery, lock that anomaly to yourself and fly off on your magic sedan.

Blasphemous Scripture [400] - your skin has been replaced with blue-green leather covered in arcane writing. If anyone perceives you with any of their senses, you gain the ability to manipulate that sense of theirs (someone sees you - induce hallucinations; someone hears you - whisper in their ear; etc.) as well as perceive through them.

Malignant Void [800] - your blood has been replaced with an eldritch darkness that seems to surge and flow with incomprehensible spite for all life. You can open wounds on your body. From them, a gaseous, dark substance will flow. You can manipulate it however you wish - form it into additional limbs, weapons, minions, sensory organs, harden it to create cover, turn it poisonous or acidic, ignite it into arcane flames, etc. You are also immune to any diseases and toxins. You do not suffer from blood loss when using this.

Chaos Insurgency (discount for independent contractors)

CK8000 [200] - a combat knife integrated into your limbs of choice. 12 inches of anomalous steel. It will never break, dull, snap, dent, bend, etc. Is capable of penetrating anomalous defenses.

CI AR M09 "Ripper" [200] - a fully automatic assault rifle chambered in 7.62N HEIAP. Has a rate of fire of 1200 RPM. Is integrated into your preferred arm and never runs out of ammo.

CI M96 "Jaeger" [300] - a shotgun, chambered for a 12-gauge slug made from telekill alloy. Integrated into your dominant arm, never runs out of bullets. Can temporarily disrupt anomalous properties of objects and people.

CI ML-30 "Omega" [400] - a missile launcher integrated into your right shoulder. Will rapidly fire missiles that carry a plasma payload. Will melt through almost anything, so long as it's not anomalous. Missiles will regenerate in a few minutes after being spent.

AESOP-920 [500] - Advanced Exoskeleton Operational Prototype. Heavy armor that is capable of stopping anything short of tank rounds, and will provide a significant boost to speed and strength.

CI GRG "Coil" [600] - a gauss railgun. Launches small bits of metal weighing 15g at 1% the speed of light (~1 945 mps). The projectile will disintegrate after 15 seconds of travel. Never runs out of ammo. Equipped with recoil stabilizers. Integrated into your preferred arm.

Neo-sarkic Cults

A Thousand Eyes [200] - not actually a thousand, more like eight. They are all capable of seeing in different spectrums - ultraviolet, infrared, heat vision, etc. You can choose the location of them. Depending on where they are, may give you 360 vision.

Extra Limbs [300] - choose - arms, legs, tail. You get two of your limbs of choice grown on your body. You can choose the location. They are fully functional, and the tails are prehensile. All of them are capable of autotomy and regeneration. You get to choose their appearance - digitigrade legs, spider arms, avian legs, canine paws, tentacles, lizard tail, etc. Can be bought multiple times. Can use this to buy wings, but they would be non-functional.

Wings [300] - you get a pair of wings of your choice (bat, avian, insect, etc.). They are fully functional and allow you to fly.

Bone Plating [300] - you are covered in thick plates of bone and cartilage, providing you armor. They regenerate by themselves given some time.

Tentacles [400] - eight tentacles sticking out of your back. They are fully prehensile, and you can control them as well as any other limb.

Exotic Organs [600] - choose one - fire, acid, poison, cold, electricity. You can now use this element in an offensive capacity - breathe fire, spit acid, secrete liquid nitrogen from your hands, fart deadly neurotoxin, or any other application you can think of. Can be bought multiple times for different elements.

Lefty [600] - you left hand becomes infected with a sapient parasite. It can freely shapeshift and change the form of your left arm, it will take control if you are indisposed, and will help to the best of its ability. It's kind of a sarcastic asshole, though.

Are We Cool Yet

Video [200] - you have been tuned to the same frequency as video recordings. You can interact with videos as if they were real, can enter them through screens, and withdraw objects from within.

Eyes of Tamlin [200] - your eyes are able to see into the minds of others. You are able to read their thoughts, memories, and glean their past. You can discern their worst, most traumatic memory, and induce hallucinations based on it.

Oil Paints [300] - you skin has been altered so that instead of body oil, it produces anomalous oil paints. Red makes things go faster, yellow increases the destructive potential of objects, black increases durability, blue alters causality to make things 'luckier', and purple makes things near-imperceptible.

Sculptors [300] - your saliva has been modified to be an anomalous liquid. When a drop of it touches a solid, a number of arms will manifest out of the surface and attempt to alter it into a sculpture. If they are unsuccessful, they will grasp and hold the nearest living creature until it dies of starvation and/or dehydration. If there are no living being in range, they will cease all movement and become inanimate statues themselves.

Artful [400] - you have been painted over. Anyone who sees you will enter a trance-like state, during which they will continuously stare at you while describing you as the most beautiful thing in the entire universe. You can give these people limited, simple commands and they will comply. They will eventually collapse from exhaustion and sleep deprivation. When they wake up, they will seek you out to continue to stare at you to their detriment. If removed from you, or if they are unable to find you, they will enter a distressed state, during which they will hallucinate and rant, eventually culminating in suicide.

The Voice [600] - your vocal cords have been modified. You can use your vocalizations to warp reality. Examples include a shockwave of unrelenting force, the ability to call storms, the ability to propel yourself in a whirlwind sprint, induce hallucinations, various emotions, alter biology of the listeners with prolonged exposure, and even cause instant death.



Items

Administration department

Comfy Desk [100] - a regular desk. Specifically made to be as comfortable for you to use as possible. Will appear back in your warehouse if destroyed.

Infinite Pen [100] - a pen that never runs out of ink. Can switch between black, blue, purple, red and green inks. Will appear back in your warehouse if destroyed.

Stamp [100] - a stamp that changes to fit whatever document is being stamped by it.

Filler [200] - a device similar to a printer. Will automatically fill out any paperwork placed in it.

Sorter [200] - a device that will scan and sort any paperwork placed in it into separate categories, and will then compile them into folders.

Letter Opener [400] - an antique dagger capable of bypassing any anomalous properties or defenses. Will appear back in your warehouse if destroyed.

Silver Bell [400] - a small silver bell that, when rung, will summon a butler called 'Mr. Deeds'. He will perform any reasonable requests and will be able to produce small items, like sandwiches, soda, water, and even valuable items like watches and gold bricks. He will vanish once he has accomplished the task given to him.

The Office [600] - a large building containing an office space constantly staffed by faceless humanoids. they will successfully manage any businesses, properties, and resources you have at your disposal, generating the greatest possible amount of income from them. This office will continually multiply anything you have at your disposal. Can be attached to your warehouse or an existing property.

Sales department

The Suitcase [100] - a suitcase that can carry far more than it should. It's actual carrying capacity is 1800 kilos, and it has unlimited space inside of it. Will appear back in your warehouse if destroyed.

Lady-killer [200] - cologne of indeterminate brand. When applied to someone, it will cause the subject to appear far more charismatic to members of the opposite sex. Never runs out. Will appear back in your warehouse if destroyed.

Documentation [400] - a clipboard with an inderminate amount of paper pages. Each page constantly keeps track of all your customers, potential customers, and products (both sold and not), even of the people never gave you this info - their phone number, first, last and middle names, their location, blood type, preferences, conditions, anomalous properties (if any), how much they can pay, or, in case of objects, how much they could sell for, etc. Will appear back in your warehouse if destroyed.

The Auction [600] - a building where you can display any of your items, resources, and companions. Anomalous humanoids will continually manifest in the building, offering different bids in exchange for them. They can offer money, other items and resources, and even companions. The building is staffed with faceless humanoids who, at your command, will put anything you desire on display and will automatically accept and collect any bids if they match parameters set by you. Can be attached to your warehouse or an existing property.

Acquisition department

Practical Clothes [100] - a set of comfortable clothes that are highly resistant to mundane wear and tear. They are also fire-retardant, water proof, are made grounded antistatic material, and don't ever chafe. Will appear back in your warehouse if destroyed.

Hume Detector [200] - a device that measure the reality of local spaces. It allows you to measure how high or low the reality of a place, and object or a person is. It is also able to track the lowest and highest points and lead you to them. Will appear back in your warehouse if destroyed.

Gadgets [400] - a collection of various gadgets, such as a laser pen, knife shoes, detonite toothpaste, and other high-tech items disguised as mundane objects. You could probably find anything in here if you look hard enough. Can be attached to your warehouse or an existing property.

The Garage [600] - a building containing all manner of vehicles. They range from old, beat-up models, to well-preserved antiques, to modern day supercars, to military and armored vehicles, to futuristic and anomalous ones, to ancient chariots and horse-drawn carriages, and even horses and other animal mounts themselves. You can pick out any vehicle of your choice to take out into the world. You can also summon a vehicle to arrive to your location via an app on your phone, a text message or a call to a number, a physical letter, or even just by whistling a tune. Can be attached to your warehouse or an existing property.

Outreach department

First Impression [100] - a tailor-made suit. It fits you like a glove, will adjust perfectly to any appearance changes you have made to yourself, will never wrinkle, and will always look stunning on you. Will appear back in your warehouse if destroyed.

Liquid Courage [200] - a bar containing all manner of drinks, both alcoholic and not. From the rarest, most expensive liquor to cheap, off-brand soda. Nothing anomalous, though. Whenever you pour someone a drink from this bar, they feel compelled to speak with you. Can be attached to your warehouse or an existing property.

A Leg Up [400] - a suitcase that contains the exact item needed to give you an advantage in whatever situation you find yourself in, be it negotiations or combat. It can range from documents to weapons. Will appear back in your warehouse if destroyed.

The Round Table [600] - a room containing a round table. Also contains a drawer with an infinite amount of invitation letters in it. Anyone given an invitation letter will cease all hostilities towards you or other parties who were given a letter. Anyone who enters the room is stripped of their anomalous powers (if you wish) and is rendered non-hostile, and even friendly (enough to be able to conduct negotiations). Any negotiations taking place in this room will always end with a successful deal/treaty/pact/agreement/etc. Can be attached to your warehouse or an existing property.

Private contractor

Loadout [100] - a non-anomalous handheld firearm and a melee weapon of your choice, a bulletproof vest of your preferred manufacturer, rations sufficient for a short campaign, and a maintenance kit.

Silvered Weapons [200] - 10 firearms leaded with various types of ammunition, ranging from silver, to holy, to telekill. At least one of them will be able to deal with whatever anomaly you encounter. They never run out of ammo, but also cannot change their ammo type. Will appear back in your warehouse if destroyed.

Stimulants [400] - a number of pills and syringes that, when consumed or injected, will boost your performance in various areas. This can range from mental performance to physical, and some can even grant anomalous properties to those who ingest them. Will replenish each day.

The Armory [600] - a building containing every single weapon and armor known to mankind, and some that aren't. From ancient clubs to futuristic particle rifles to magic swords. In the armor department, you will find medieval plate mail, enchanted armor, and energy shielding systems. It is staffed by a number of faceless humanoids who will help you navigate the building and provide assistance when looking for a specific object. Can be attached to your warehouse or an existing property.

Companions

Anyone you can convince to come with you, you can take on your further adventures for free. And whatever menagerie you have amassed so far can enter this world for free also. The more the merrier! This world can't get any weirder than it is already! Companions that enter this world get 1000 CP.

M [200] – a perfect clone of Skitter Marshall. Heir to Amos Marshall, the original inherited the company after Amos passed away due to an… electronics malfunction. He is perhaps the best locksmith this side of the world, and seems to have a supernatural sense for various curiosities. A very inquisitive man, 24 years of age, with natural ash grey hair and a thin, lithe build. Given enough time, he could learn a great deal on any subject and get into every location.

C [200] – a perfect clone of Robert Carter. Heir to Ruprecht Carter, who lost his shares of the enterprise after the other two proprietors passed away. Robert isn't a sociopath, but easily be mistaken for one. Very analytical, with a cold, clinical approach towards social encounters and an eye for detail. A young man, 24 years of age, with a solid build and well-kept, short blonde hair. Given some time, he could turn any idea into a most efficient enterprise.

D [200] – a perfect clone of Iris Dark. Heiress to Percival Darke after he passed away in an unspecified fashion. She isn't a people person, and feels most comfortable in the company of machines and anomalies. Nonetheless, she is sarcastic and irreverent to those she feels comfortable around. An exceptionally talented programmer, hacker and IT specialist. A young woman, 23 years of age, with short, dark hair and an average build. Also, a British accent. Given enough time, she could outperform Church of the Broken God in the field of anomalous technology.

Lucas Monaco [200] – a representative of MC&D. A man in his late thirties, with a bombastic personality and a 'shock and awe' approach to social interactions. Always has a number of anomalous objects on him that seem to perfectly fit the situation he finds himself in. A senior member in MC&D Outreach Department, with all that entails.

A-78xD United Eidolonic Collective [200] - am it presentiment hitherto? They/he/she/it/we/I are/is/am a reasonable lot/one. This being is a gestalt consciousness connecting an inderminate number of bodies resembling faceless humans. They don't have any superhuman abilities other than psionic communication (which seems to rupture all the blood vessels in humans), and pop as easily as a balloon if stabbed with a box cutter. The catch? There are a lot of bodies, and they're everywhere. No matter where you are, there will always be at least a few bodies willing to assist you. As a bonus, you are capable of understanding their peculiar method of communication, similar to Iris Dark.

PMC [300] – an entire battalion-sized force of highly trained mercenaries. All of them have access to whatever tech you have access to, and are completely loyal to you. Their HQ is located in your warehouse or on any available property that belongs to you. If any of them die on deployment, new ones will show up to replenish lost numbers.

The Founders [400] – clones of the original MC&D – Amos Marshall, Ruprecht Carter, and Percival Darke. Amos is the most ancient of all, and possess great insights into anomalous technology, history, and is perhaps the greatest general and commander in history, with how much experience he has. Ruprecht is a true psychopath, caring exceptionally little about human lives. All that matter to him is his company and profit margins. A bureaucrat to his core, he sees the entire world in numbers and connections that to normal people make no sense, and even starting with literally nothing, he could run the entire global economy by the end of the week. Percival Darke is an expert on supernatural rituals and other such matters. An exceptionally mysterious individual, he is a powerful reality bender and thaumaturgist, with effort he could invoke supernatural effects comparable to XK-class events.



Scenarios

Hostile Takeover

There are three major powers in this world – The SCP Foundation, Global Occult Coalition, and MC&D Ltd. The first represents the power of technology and research; the second – the hard power of military and direct application of force; the third – the soft power of economy and politics.

Your goal for the next 10 years is to fold the other two organizations into MC&D.

Buy them out, replace the leadership with puppets, achieve a mutually beneficial merger; whatever method you choose, by the end of the jump there must only be one anomalous organization left standing, and it can't either of the first two. Moreover, MC&D must have access to all resources available to the other ones. Every other supernatural organization (Serpent's Hand, AWCY?, Chaos Insurgency, etc.) are of no consequence. They can be either absorbed, destroyed, or left well enough alone.

As reward for completing such a monumental task, you will receive 500 CP to spend after the jump, as well as the perk **Unifier** – what you want, you get, one way or another. You can merge objects, people and entire organizations into one, retaining desired traits and none of the drawbacks. You could fold any supernatural properties of items into yourself, or your entire faction, merge various alt-forms, and forcibly rewrite reality to force people to cooperate, even if they hated each other beforehand.

Sole Proprietor [Restricted: Those who took MCD&J]

For the longest time, the four of you stood at the top. Marshall, Carter, Dark, and Jumper. But that's not enough for you, is it? No, your ambitions reach higher, yet.

Your goal is to eliminate the other three and all their heirs, until you are the only eligible proprietor of the company.

It won't be easy. Each of them is powerful in their own way, as are their heirs. Speaking of which, it's not like they kept exact track of their genealogy. They have eligible heirs all over the world who don't even know about their lineage. And you must eliminate every single one of them. Wipe their entire bloodlines.

Your reward for betraying your friends and associates will be 300 CP to spend after the jump, as well as the perk **Sovereign** – they exist because you allow it; they will end because you demand it. You are perfectly aware of every single threat to you, as well as every creature with a hostile intent toward you, and can end them with but a thought. Quite literally. With an effort of will, you can alter causality in way that will end fatally to

those you direct this against. Their location does not matter. Their allegiance will not matter. Their powers and protections will not matter. They will end, one way or another.

Climbing the Ladder [Restricted: Those who didn't take MCD&J]

Corporate ladder is tough to climb, with many obstacles on the way. But you do it anyway.

Within your time here, you must reach a position in MC&D comparable to the big three themselves.

The means don't matter, only the ends. Be it through honest work, bootlicking, assassinations, or anything else. The result is all that matters.

As reward you will receive 300 CP to spend after the jump, as well the perk **Hierarchal** – your progress is unstoppable. You can forcefully ascend to further tier in anything you do. Have a Gamer system? You can force level ups without need for actual XP. Have trouble ascending to the next cultivation realm? Just force the issue.



Drawbacks

Red Tape [100] - bureaucracy is the bane of all life. You cannot do anything without permission from your superiors. If you don't have superiors, every actions you take will have to be explained, documented, put on record, and accounted for in triplicate for any authority in the region. This is fiat-backed. No way out for you.

Cog in the Machine [100] - you're not special. No one will ever treat with the respect you deserve, even if you're their superior. You can still pull rank, and give orders, and they'll listen, but all the respect is gone.

Another Brick in the Wall [100] - everyone has problems, why should they matter? You're apathetic and especially susceptible to the bystander effect. This doesn't apply when dealing with those close to you, like your companions or loved ones, but everyone else? Why should you care? You're incapable of empathy for them.

Mascot [100] – you are forced to wear the most ridiculous, humiliating clothes the corporate managed to dig up. You cannot refuse, damage them or get rid of them. You can still have armor and various equipment underneath, and the change is purely cosmetical. Hope you don't have any pride.

Extended Visit [100] – you can extend your stay here by 10 years. Can be taken multiple times, each one granting additional 100 points. You don't get any points beyond tenth pick (maximum amount of points from this is 1000 for 100 additional years).

Manna-geable [200] - MCF and MC&D don't have the best relations. You will now be hounded, nay, stalked, by Manna Charitable Foundation donation collecting androids. They will spy on you, invade your privacy, try to insert themselves into your life, and even try to dispose of and replace people you know, just so you give them your money.

Coiling Noose [200] - Serpent's Hand is a small, but competent group, and they've never liked you. Their operatives will invade your properties, steal your possessions, sabotage your plans and operations, and will even send hit squads after you.

Corporate Rivalry [200] – you have a nemesis, Jumper. A jealous co-worker, a shitty boss, or anything to that effect. They hate you with every fiber of their being, and will stop at nothing to make your life miserable. But here's the catch – they won't do anything against you directly. They will go after your career, your reputation, they will sabotage your work, they will file complaints, and do anything to ruin you. They never seem to suffer reprisal for their frivolous behavior at the workplace, and they mental prowess comparable to you, regardless of how much intelligence and intelligence-adjacent perks you took. You will have to endure for the whole you're here.

Broken Masquerade [300] - the anomalous no longer hides in the dark. Due to certain events that culminate with the disappearance of Korea, every single anomalous group is exposed to the world. As anomalous becomes a part of everyday life, your stocks drop, interest fades, supply becomes greater than demand, and your value diminishes quickly. Better figure something out.

Succession Crisis [300] - either all three, or two of the three, among Marshall, Carter and Dark themselves have died, and their heirs are being retrieved. Only, there seem to be several heirs for each position, each of them aware of what's at stake. The MC&D is thrown into chaos, as multiple factions supporting different candidates form within the organization. If you took "MCD&J", the titular MCD have all died, and you are no longer the proprietor of the enterprise. You word still counts for a lot, and you may form your own faction, but that's it.

The Third Power [400] - there are three most prominent, most powerful anomalous groups in the world - MC&D, GOC... and the Foundation. The latter will now be coming after you, specifically. They have advanced technology and enough anomalies on hand to destroy the world. They will try to convert you and recruit you for themselves, at first. If that doesn't work, they will try to contain you. If you keep thwarting their attempts, they might just pressure the GOC into coming after you as well. And at that point? Good luck surviving.

Not Standard Issue [400] – you lose access to your warehouse and items. Good luck.

No Anomalies at the Workplace [600] – you lose all your out-of-jump powers and perks. Think before you take this, yeah?

5000 [800] - oh no. The Foundation launched their research project, "Pneuma". In 6 months, they will discover a revelation that will cause them to launch a full-scale assault on the human species, with the goal of wiping all of humanity out, without exception. They will let out all their anomalies, weaponize their technology, and spread as much death, suffering and destruction as they can. I hope those points are worth it.



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 profit follow you wherever you go

Changelog:

- Minor grammar fixes
- Minor stylistic fixes
- Minor clarifications where needed