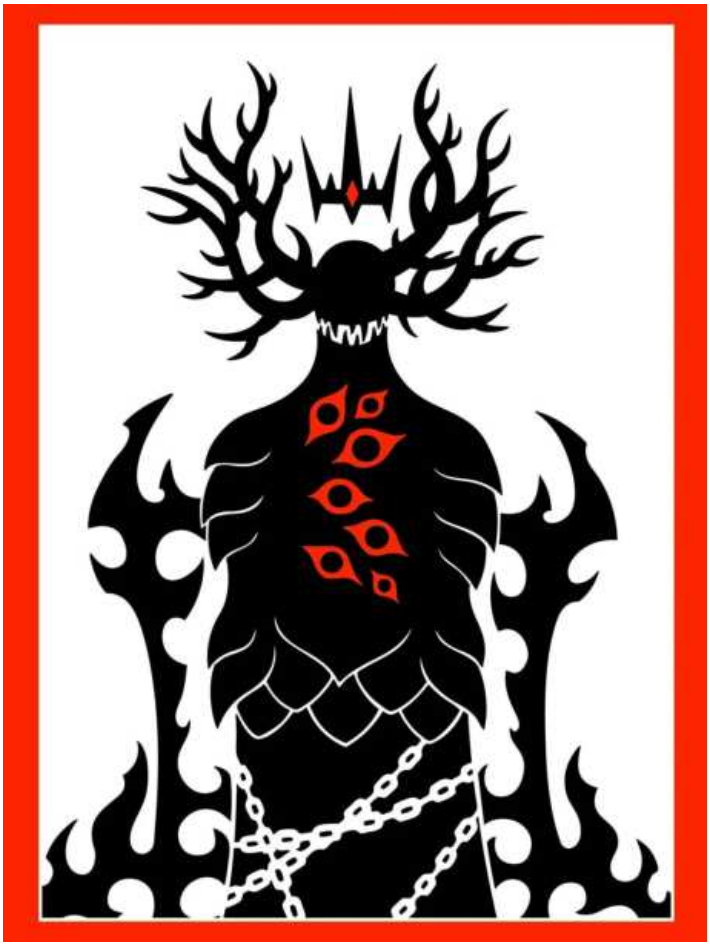


SCP - War of the Scarlet King Jumpchain CYOA

By /u/TheRainbowSquid

The Scarlet King was born with the planting of the Tree of Knowledge, called Khahrahk at the time. He was the smallest of his siblings, but the only one aware, and it brought him great pain. He decided that existence itself is painful and that he'd have no part in it, as well as destroying existence itself. He started by consuming his siblings and growing stronger on their essence. He vowed to destroy the Tree, the Creator and Creation, and consumed or subjugated all the other gods, naming himself "King of the Darkness Below". He declared war on creation itself, one which will not end until the very end of everything.

You have the unique misfortune of existing on earth, one year before the scarlet king descends on the mortal world to end everything. This jump is unique as it only lasts one year by default, but be assured, you will have your fill of danger here.

Take **1000 CP** and prepare for the end.

Location, Age, and Gender

You start off anywhere on modern earth that isn't heavily fortified or secured, and age/gender do not cost any cp to edit either.

Origin

Drop In (Free): You suddenly appear in this Multiverse with no history

Warlord (Free): You have had a past of conquest and conflict, and might even have sizable territory

Magician (Free): You have spent your entire life studying the arcane and supernatural

Hero (Free): You have a knack for adventure, and destroying evil where you find it

General Perks

Basic Anomalous Properties (Free): You gain your own set of supernatural powers. For instance, if you were to spec all of your power from this perk towards destruction, you would be able to casually destroy planets. Although this might seem overpowered at a glance, do keep in mind the stakes here.

Genre Knowledge (-100 CP): You have an innate knowledge and danger sense that allows you to determine various genre cliches that are about to happen.

Differing Interpretation (-300 CP): Depending on how dire your circumstances are, your power will wax. If you were dealing with a universe level threat as someone who could barely end solar systems, for instance, your powers would increase a thousandfold.

Child (-500 CP): You are now a direct descendent of the Scarlet King himself, capable of incredible feats. You now live, breathe, and bleed anomalous power. The specifics are up to you, but using the destruction example again, you would be easily able to destroy universes. The second part of this perk is that it acts as a capstone booster. If you purchase this perk with one or more of a special few other perks in this jump, then the other perk(s) will become much stronger, as detailed.

Drop In Perks

If you chose Drop In as your origin, everything here is discounted (50% off) and the 100 CP perk is free

Anti-Memetic (-100 CP): You are able to selectively determine parts of yourself that people simply cannot remember. Strong enough entities can bypass this, however

Odd Existence (-200 CP): Your anomalous properties extend to your body (or lack thereof). You may design an innately anomalous alt-form for yourself. Maybe you're a living sound. Maybe you're a sentient memory. The limitation is that you cannot use this perk to make yourself absolutely immortal.

Paratech Mastery (-400 CP): You are now one of the best Paratech creators to ever live. You're not quite Mekhane, but you're still vastly better than pretty much anyone else

Covered in Telekill (-600 CP): Not literally, but the effect is very similar. If you encounter weird, oddly OP powers that could be called "hax", and whoever is using them is substantially weaker than you, you can just ignore them.

However, if you bought Child, then this perk is boosted. You are now able to extend a field around you, where any supernatural powers that aren't your own refuse to work. Even Yog-Sothoth would be nullified by this field. This field is only 10 meters, but the possibilities are almost endless.

Warlord Perks

If you chose Warlord as your origin, everything here is discounted (50% off) and the 100 CP perk is free

Anomalous Feudalism (-100 CP): You have experience in war, and running an empire. You are exceptionally good at this

Quiet (-200 CP): Unlike The Scarlet King, you don't have to worry about emotions or insanity clouding your judgement. This can be toggled at any point if you don't want it on, for some reason

Siring a Bloodline (-400 CP): Children that you have with someone with significant level of divinity or magic will not only inherit some of your abilities (that you are able to specify) but also gain entirely new powers relevant to their personality/life. They won't start off stronger than you from this perk alone, however. For the purposes of this perk, anything that you had a hand in creating that shares either 25% of your dna/local equivalent or soul energy/magic will count as your children

Desire to Win (-600 CP): Nothing is going to stop your victory. You have insane willpower, and you don't have to worry about your powers being suppressed, drained, or copied anymore.

However, if you bought Child, then this perk is boosted. You are simply incapable of dying. Nothing can kill you, no matter how strong. Nothing can erase you, no matter how strong. You can still be captured or trapped, but you are now beyond death.

Magician Perks

If you chose Magician as your origin, everything here is discounted (50% off) and the 100 CP perk is free

Magical Talent (-100 CP): Due to studying magic for your entire life, you are pretty damn good at it. You get to choose your own magical powers. Note that this perk is stronger than Basic Anomalous Properties, but not excessively so, maybe only 3 times as powerful.

No VSM (-200 CP): Any magical abilities you have can be used at will, with no wait times or complex rituals. If the ability requires an ultra specific metal that can only be found in a dragon's heart or words created by god himself, then this perk won't bypass that. It will make it quicker even in those circumstances, however.

Travel (-400 CP): You can now use your magic to hop over to basically anywhere in your local multiverse. Galaxies, timelines, other universes, they're all within your grasp. You also gain access to a connected infinite Multiverse that you can freely travel through. You still can't go to different multiverses entirely, at least not until you get your spark.

Boundless (-600 CP): Every single limit on your power has been bypassed. If you had infinite time, you could train to become omnipotent. Even abilities that should have innate limits or restrictions will just hold you back for a while, until you overcome them.

However, if you bought Child, then this perk is boosted. Your abilities, all of them, ambiently grow without any actual practice or training. Actually facing adversity will cause your abilities to skyrocket. Who knows what you'll be able to accomplish?

Hero Perks

If you chose Hero as your origin, everything here is discounted (50% off) and the 100 CP perk is free

Unquestionable Morality (-100 CP): You are able to determine the exact morality of an action before you perform it.

Hope (-200 CP): You are a master at inspiring hope in others, and rallying them towards a common goal

Incorruptible (-400 CP): Anything with a malicious presence is incapable of corrupting you. You aren't immune to being killed, but chaos can go screw itself.

Legendary (-600 CP): You have insane plot armor/luck, to the point where you could probably go gambling and walk away with piles of money. It would take extreme effort and probably plot armor to defeat you

However, if you bought Child, then this perk is boosted. Given enough time, you are capable of convincing anyone of anything, turning even the most irredeemable person into a shining example of light. It might take some practice, but maybe you could cause even The Scarlet King to change his ways.

General Items

Drop In Items

If you chose Drop In as your origin, everything here is discounted (50% off) and the 100 CP item is free

Pocket Dimension (-100 CP): You get to have your own pocket dimension that comes pre-furnished for whatever hobbies/interests you have. It's only as big as a mansion.

Lair (-200 CP): You get your own fortified complex. Lots of planning and basing can be done here.

Amulet (-400 CP): You have a modified copy of SCP-963, which allows you to copy the powers of people similar or below you in strength upon contact. These copied powers can be consciously transferred to other people within 12 hours of acquiring them.

Warlord Items

If you chose Warlord as your origin, everything here is discounted (50% off) and the 100 CP item is free

Signature Weapon (-100 CP): You may design a custom weapon with powerful combat-based anomalous properties. Don't expect to be able to kill Yaldabaoth with this thing though.

Seals (-200 CP): You have a scroll that details how to imbue anomalous properties into others, such as making them immune to physical harm

Realm (-400): You have gained possession of a sizable amount of universes united under you. Most of them won't have that much cool loot, and will instead function as raw territory/infantry for your conquests

Magician Items

If you chose Drop In as your origin, everything here is discounted (50% off) and the 100 CP item is free

Magical Foci (-100 CP): You gain an object that lets you amplify and direct all of your magical powers at once.

Cloning Lab (-200 CP): You get a modified form of SCP-2000. Instead of being automated and only working with random baseline humans, it can be manually controlled and can even use genetic/soul material from gods.

Mekhane's Head (-400 CP): You own the visage of the machine god. Simply being around it boosts your technological and intellectual prowess astronomically. Imagine what you could do if you fixed it…

Hero Items

If you chose Hero as your origin, everything here is discounted (50% off) and the 100 CP item is free

Cleansing Blade (-100 CP): You get a sword that has the unique ability to remove corruption and malicious intent from all but the most evil.

Symbol of Peace (-200 CP): You get a medallion that can be used once a year to temporarily bring in random good-natured people from across the multiverse to aid you in whatever cause you seem fit.

Spear (-400 CP): You get a spear that is capable of breaking any magical defense, and killing any being. It doesn't necessarily mean that it will, as it is otherwise an indestructible ordinary spear, but its power is still immense.

Companions

Import/Create (-50/-200 CP): You may individually import/create individual companions for 50 CP, or import/create 8 companions for 200 CP. They each have 600 CP, and can take drawbacks.

Canon Companion (-200/-400/-600 CP): You may take a companion from this verse, but depending on how powerful they are, you will have to pay more
200 CP will give you a companion that has low to mid levels of power (Dr Bright, SCP-096, etc.)
400 CP will give you a companion on the level of a minor god, or a child of the Scarlet King (Moloch, SCP-999, etc.)
600 CP will ignore all restrictions, and lets you take anyone you want from this verse regardless of power

Drawbacks

No Drawback Limit

Fluid Canon (+0 CP): Nothing truly is static or objective in the collective understanding of the SCP canon, and so you can interpret this jump as such. You can use this to edit the setting pretty much however you wish, with 2 restrictions
1: It must be inherently connected to articles/tales of the SCP Foundation
2: Although you can decrease the risk of this setting, you can't make it harmless. Street-tier won't cut it.

Anger (+100 CP): Your emotions are much less restrained and controlled than they normally would be. This could be trouble, as most people are quite weak compared to you and a minor annoyance could easily turn into a show of megalomania

Edgy Fanfiction (+200 CP): Your travels here will less resemble djoric's works and more resemble what they would have looked like if he was a cringey 13 year old writing. Characters will wear dark makeup, complain about how depressed they are, and will refuse to act normally, no matter how much you point it out to them

Retconned (+400 CP): The Foundation once purged their archives of all of the Mary Sue overpowered articles, hoping to forget their mistakes. Although you haven't been utterly destroyed, you are much weaker, perhaps rewritten. All of your outside powers are disabled for the duration of this jump

Neutralized-Class (+400 CP): Your anomalous properties are gone! (They will be back once you leave this jump, however) Any powers you buy here won't work for the duration of this jump

Waiting (+200/+400/+600 CP): Your stay in this jump has been extended. For 200 CP, it has been pushed to the standard 10 years. For 400 CP, it will last for 1 million years. And for 600 CP, it will last until the heat death of the universe of whatever reality you are stationed in

Direct Target (+600 CP): The Scarlet King now personally believes that you dying painfully in front of him is what he needs in order to win the war. He will pursue you above all else, and is extremely powerful.

End Of The World As We Know It (+500/+700/+1000 CP): You may tack on another K class event that will brew during your time spent here. For 500 CP, it can be a less dangerous K class event (such as dominance shift) or a more easily averatable XK class event. For 700 CP, it must be an unavoidable XK class event (Such as When Day Breaks). For 1000 CP, it must be a ZK class end of reality event. Good luck surviving!

Ending

As your Jump ends, you have 3 choices

Go Home: Maybe a lovecraft inspired warzone was too mentally taxing. You are sent home with everything you have gained over your travels

Stay: (For some reason) you have decided to stay in this wonderful paradise of a setting. You gain an extra 1000 CP to spend on anything you wish

Move On: Go to another jump, and continue your chain