SCP Foundation Jump

You've seen strange and interesting worlds in your travels, so when you arrive, you're at first confused, then scared. It seems like, against all odds, you're back home. But, then you notice an insignia on the wall of a nearby building, a circle with three arrows, equidistant from each other, pointing through it towards the center, with an exaggerated outline drawn around it. Underneath is written, "Secure. Contain. Protect." You grit your teeth and suck in a breath; it's going to be a wild ride...

Operating worldwide, just outside the public's view, the SCP Foundation is quite akin to a sort of police force against the supernatural. They collect and catalogue objects, people, and places that are anomalous in nature, from the seemingly innocuous, like a rock that can change your physical sex on contact, to the outright dangerous, like an animate concrete statue capable of crossing a room and snapping your neck in the time it takes you to blink, to the world-killing, like an honest-to-god zombie plague.

They don't just store them, though; they try to figure out how they work, how to keep them in check, how to fix them if something goes wrong, to keep them from inflicting physical or psychological harm on the world population. Their overarching goal is to keep people from living in fear or suspicion, and to maintain human independence from extranormal and supernatural influences. To, "Secure," anomalous objects to keep people from knowing of their existence, "Contain," them so they can't get out, which makes it easier to, "Protect," the world from them.

And, while they're not the only ones trying to do this, the others don't necessarily have the same approach to the anomalous that The Foundation does: anartist groups, like Are We Cool Yet, or other forces that can create anomalies, such as Dr. Wondertainment, seek to create anomalous artwork or objects and inflict them on the population; militaristic supernatural police forces like the Global Occult Coalition actively seek to destroy anomalous objects, sometimes to their own detriment; and many others seek to, "enlighten," mankind through some supernatural force or other.

Aside them all, The Foundation is the most successful, though success is relative; many of the objects they keep contained are only barely so, and some of those pose significant risk to the world as a whole. Some are even capable of what is known as an XK-Class, or, more coloquially, "salted earth,"

end-of-the-world scenario, with ones that are capable of that level numbering at nearly a dozen listed objects or entities, and possibly many more.

Even so, they are contained, currently, if only barely, so be careful who you mess with, and what you try to poke with a sharp stick.

!!+1000 CP!!

Identity

So, first, you need a way into the facility. What gets in? Well, that's the thing: Not a whole lot. You're going to need to be one of the following to be inside the facility without being shot at.

D-Class[Free]:

D-Class personnel are expendable, typically drawn from high security prisons, usually those convicted of violent crimes, or who are on death row, though not always. They're used to handle especially dangerous SCPs, and are amnesticized, or terminated if they're corrupted by/infected with a dangerous SCP, at the end of every month. In fact, this is how you came to be in this one; one of the D-Class that was supposed to be administered an amnestic was also administered your mind in pill form. No memories, no nothing, but at least you get to be in the facility without getting shot.

You're immune to the effects of amnestics while you're here, because of your extradimensional nature and how your memories are stored(but see, "D-Class Through And Through," under Drawbacks), and may carry this immunity with you to other worlds, if you so choose. This is, however, not immunity to generalized amnesia from, say, blows to the head, or whatever.

Researcher[100 CP]:

Reserachers are more important to the foundation, as a whole, considering that they're the ones doing all the heavy lifting in regards to the SCPs and what makes them tick. They're drawn from every field imaginable, from botany and chemistry, to the more esoteric and specialized fields that make normal people act like you're just making shit up. These guys get to poke and prod

at anomalies to figure out how they work and why they came about in the first place.

Security[100 CP]:
Glorified security guards, drawn from military, law enforcement, and prison personnel, their focus is on keeping secure things, well, secure; making sure that SCPs don't break out during tests, and that people don't just walk out with secure information under one arm. These guys are trained in the use of every type of weapon under the sun, including some experimental ones, and most of the contingency plans for the Site they're assigned to(see, "Location," below).

Special Containment Procedures(SCP)[200 CP]:
We anomalous now, boys and girls. You're going in and getting put into a cell, while Researchers poke and prod at you, trying to figure out how you work, Security glares at you all day, hoping to god you don't try to breach containment, and D-Class hope you don't suddenly think they look particularly squishy and decide to test just how squishy they really are.

Not that you get an excuse to just sit around all day, for days on end; remember, you're still here to be entertaining, so you have to break out, or at least try to, or at least do something to stir up trouble on the regular to not get sent home as soon as you're done here. Hard mode, engage.
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Location
They say location is everything, and you're used to your location being at the whim of an eight sided polyhedron, so roll away. Or maybe you're not, in which case you can pay 100 CP to pick from the full list of declassified Sites(single facilities) and Areas(sprawling compounds).

If you're an SCP yourself, due to the fact that you're alive, you can choose between Humanoid Containment Site-06-3 and Biological Research Area-12 at no cost, or, if you're willing to play nice, you can let these guys label you as either, "Safe," or, "Euclid," so long as you don't select any Keter-class abilities, and Foundation-friendly, and be given duties at any Secure Facility, also for 100 CP. This doesn't stop you from being reclassified once you start using your powers from prior worlds,

though; the guy you were, with the powers you have, is treated in this way, and any change in your abilities could destabilize that.

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

Site-06-3(Humanoid Containment Site-06-3)

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

Site-19

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

Site-23

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

Site-36

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

Site-66(Biological Containment Site-66)

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

Area-12(Biological Research Area-12)

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

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

Free Choice
You get your pick of anything from the full list at the link presented above. You lucky rascal.
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Perks
So, what is a man? A miserable little pile of skills and memories? Yes, actually, at least as far as the way you've been doing things for the last few decades/centuries/millennia is concerned. You've handled the memories half of that, so here's the skills half for you to choose from.

General Perks
These let you interact with the setting better than you normally could, but none of the backgrounds get a discount on them.

Clearance Level Upgrade[100 CP]
Your clearance level is what determines what, exactly, you're supposed to know about which SCPs. Low-ranking research personnel have Level 2, "Restricted," clearance, as do security guards and D-Class personnel who have to work directly with SCPs. This lets you change that, giving you Level 3, "Secret," clearance. You may buy this perk twice, allowing you up to Level 4, "Top Secret," clearance. This is not something that a D-Class is supposed to even have, and only rarely granted to Researchers or Security Members, so be careful who you let know you have this.

Genre Savvy[100 CP]
You have an uncanny sense of all the terrible things that could happen and can piece together, fairly quickly, what the most likely outcome from a set of inputs is. This will get you into trouble, more often than not, as, considering that this is about 95% accurate, people won't understand, or believe, that you're just looking really closely at what's going on and making a

prediction. If you didn't already have one, you gain a tendency to wilt or shudder, your choice, whenever someone in your general vicinity tempts fate by uttering, "what could go wrong," "what's the worst that could happen," or any variations thereof. People that know you well enough will tend more towards believing what you say, because they've known you for a while, and your Companions will believe you basically unerringly, unless a Drawback they're suffering from says otherwise.

Clearance level 5, "Thaumiel"[200 CP; Requires Level 4 clearance from Clearance Level Upgrade, above]
Only the O5 Oversight Committee members and a very few, very high-ranking, researchers have this level of clearance, so utmost care to remember to wipe your access records at the end of every use of the on-site computer systems should be taken to avoid Foundation members trying to terminate you. Also, be advised that failing to input your password in time will give you a full facial of a lethal visual cognitohazard, and have a task force dispatched to kill you. However, you will also have access to the deepest level of records available to those working at The Foundation, which may include information that no other level has access to, and even completely different records, in some cases.

Task Force Assignment[200 CP; Researcher or Security only]
There are six different types of Task Forces that The Foundation employs, namely Combat, Containment, Engineering, Esoteric, Tracking, and Undercover. They're all fairly obvious as to what they do from the names, with the exception of Esoteric Task Forces being specialist Task Forces. You get to pick either a type of Task Force, or a specific Task Force, to be a Field Agent or Field Researcher for, and go out into the field and deal with SCP acquisition on the front lines. List of active Task Forces: http://www.scp-wiki.net/task-forces; you may not be a member of Task Force Omega-7 unless you also take the, "Before The Storm," Drawback.

Neural Censor[400 CP]
Your brain can easily censor anything with enough of a mental blur or audible bleep that it won't have any effect on your mind, hazardous or otherwise, and it's on a toggle that you can disable or enable with a thought. The only downside is what, exactly, your brain's definition of, "hazardous," covers; this thing is more in line with a crazy-conservative, highly-religious mother than anyone that would ever come within anywhere near visual range of setting foot in this place. Now, don't worry too much, after your ten years here it'll disable the part that bleeps words

like, "c**p," "p**s," and, "d**n," though that last one only when used as an expletive and not as a verb for say, fixing socks, as well as everything else that's not actually a memetic hazard.

Anartist[600 CP]
No, not, "an artist," an anartist, or, "anomalous artist," is someone that, through a variety of means, can create anomalies, typically as a form of artistic expression. Music, sculpture, painting, these and more are ways to create anomalous objects, including sentient or even sapient objects. You need not be an artist to be an anartist; you could simply be someone like Doctor Wondertainment who makes anomalous objects. Speaking practically, you're only able to make Safe- or Euclid-class objects, however, and all objects are likely to have some form of side-effect; the stronger the object, the more likely it is for that side-effect to be potentially deleterious, unless extreme care and counter-measures are taken, especially if it's very quickly put together. Expect objects that are completely clear of side-effects to take around ten times as long as normal to complete, compared to things that have a normal, if somewhat cumbersome, side-effect. It's assumed that most people that make incredibly powerful anomalies die in the process, at some point. These anomalies can take any form, though it's best if their form follows their function.

D-Class Perks

If you're a member of D-Class, you receive a discount on all of these perks; you don't get any freebies, though, because the life of a D-Class, like that of certain other fantastical professions, is suffering.

Something Seems Off[100 CP]
"Strange," is a good way to describe this place. You've seen strange. You've seen things that define, "strange," better than anyone else on the planet can. So, you know when something looks off, and you can easily and quickly pin down what, exactly, is wrong and do something about it. Or, y'know, put yourself on the other side of something, or someone, from it and get ready to run. Whichever suits you for the threat you're facing.

Rules and Guidelines[100 CP]
Most people that have worked here as long as you have have an innate knowledge of the rules of The Foundation's facilities. However, your understanding of these rules goes a level deeper than that; you can intuit the basic, "rules," and, "guidelines," for interactions of any interpersonal setting, whether it be an

office workspace or a party, and how to not cross them, within minutes of being introduced.

Nothing to See Here, Move Along[200 CP]
No, nothing strange here. But, hey, if there were, you'd be damn good at hiding it. I mean, people might notice if you suddenly sprouted wings, gave off an angelic light, and talked down a raving monster, or grew a furry, animalistic visage, and turned into a whirlwind of pain and death. But you didn't do that, and no one would try to prove otherwise so long as you've got your ducks in line and make sure to check in for your regularly scheduled psychological evaluations. I mean, it's not like you've basically got a toggleable, low-scale weirdness censor after taking this perk, right? And why would you even need one? You're completely normal.

Total Recall[200 CP]
The body does strange things sometimes, especially under the influence of medication. Yours, for example, has engineered an immunity to the concept of, "forgetting," as a general term in response to attempts to chemically induce an amnesiac state. You now remember everything that has ever happened to you, or any of your... "selves," as clearly as though it had just happened. You do not remembeer everything at once, but need only a moment of concentrated thought to bring up the relevant information. This also renders you immune to amnestics, if you weren't already, to generalized amnesia, such as might come from a blow to the head, and to things that might tamper with your memories.

Crash Test Dummy[400 CP]
You're a trooper, you know that? You've taken more bullets than an AR magazine can hold, survived rather large doses of various poisons, some of which don't have antidotes, and, hey, we all saw what you did the other day. That was awesome. Above and beyond the call of duty and all that. You're an ideal test subject, able to resist anything anyone could feasibly throw at you and still be ready for more, even considering the kinds of tests they do here. You've got the physical resilience of a literal tank, able to take anything short of a shaped charge and keep going. Your mind is like a fortress, able to resist even the most powerful psychic, cognitohazardous, and memetic assaults for several times longer than anyone else. And, hey, when it comes to testing, even something as silly as, "testing yourself in combat," or, "testing out an interaction between your powers," your ability to resist these effects, not just from this world, but from everywhere you've been, is doubled. This also extends to weapons and armor you wear, even clothes, and anything you drive or pilot,

so long as it's covered by the test.

Researcher Perks

Finally, all those years with your face in a book have paid off... in the form of being a total nerd in a fictional setting and getting a benefit from it. Whoo.

Murphy's Law[100 CP]
You've been around so many experiments, so much weird shit, that you notice things other people don't and instinctively position yourself, as a subconscious reaction to anything that can go wrong, and avoid the eventual backfire. The knowledge that a few errant bubbles in a flask can quickly turn into it boiling so violently that even the open end of it isn't enough to let all of its energy out, turning it into a chemical explosive, is not lost on you. Neither is the fact that that open flask over there just bubbled when a piece of dust fell into it. If you're running the experiments, you know how to avoid those circumstances, and how to extinguish the fires if and when they break out.

Dysfunction Junction[200 CP]
You're really good at using anomalous objects on people, to the point that you instinctively know their limits for the type of experiment you're conducting on them. Adding to this, you know how to toe that line as hard as humanly possible, to get the data and results you so desperately need out of them, without killing them. The harder you toe that line, the more seeming disregard you have for their well-being, and moral and judicial law in general, the faster the results come, and the better the results are, reducing the testing periods by as much as half. You do care for your subjects, of course, you would so hate to lose even one of them to the things you're... "having them help you with." But it's hard, even for you, to tell if it's more because you like them as people, or because of how hard it is to get usable information from a corpse. This perk is twice as effective(halves the period twice, decreasing testing time to as much as one-quarter) when using non-anomalous objects, because there's an underlying science, or, "ruleset," in the case of magic, to them that you understand.

Sufficiently Analyzed[400 CP]
Sometimes it's best not to destroy something. You know this, and you've all but perfected the art of analysis in the pursuit of figuring out how to, not destroy, but counter the effects of a given SCP, rendering it essentially harmless so long as its containment isn't breached. The process will take at least a year

for all but the most innocuous of Safe-class objects, however, and anything above Euclid would likely be outside of your ability to contain within the time you have in this universe. Threat containment in general comes easier to you as well, and the time to analyze and counter a non-anomalous threat is much shorter, similarly to Dysfunction Junction.

Sufficiently Advanced[600 CP]
You are capable of, with a few months' or years' worth of work, replicating the effects of some SCPs in a scientific way. With proper study and prep-time you can figure out a method to replicate or utilize certain Safe- and Euclid-class anomalous objects or their effects purely via technological means. Other supernatural effects are not exempt from this, similar to Dysfunction Junction, because you already know their respective, "ruleset."

Security Perks

"If it's a problem, I hit it until it's not a problem," is your typical mantra. At its very core, this is what every security guard, prison official, and soldier does for a living, and you're really good at hitting things.

Eagle Eye[100 CP]
Even though you weren't briefed for any of this shit, you have a pretty good idea of where to shoot any living SCP to cause the most damage. A lot of the more dangerous SCPs do regenerate, though, so remember that, even if you hit all of its vital points it's, likely, just incapacitated and will be back up in a few days, hours, or minutes. If used on normal humans, mundane animals, or anything you're especially well trained in the art of killing, you have an almost supernatural sense of where all of their vital organs - lungs, heart, and brain - are, to the point that someone might assume you had x-ray vision when it comes to picking out where you need to shoot to hit one and do the most damage to it. You're great at the range, and you could be a professional hunter, making money killing animals and selling their meat. But, you chose to work here. Not the best choice.

Danger Sense[200 CP]
All humans have a form of danger sense; one of their lesser-known, or less-noticeable senses, such as magnetoception, temporal perception, or even an underlying reaction to something you can't consciously detect in a smell, but that your brain knows is there, trips a fight or flight response in your brain. You, on the other hand, just gained another sense tacked onto the long, long list

we, as humans, have: Periculoception. From the latin, "periculum," for danger, this is the ability to detect things that are a legitimate danger to your continued ability to stay alive. This will manifest as a prickling of the hairs on the back of your neck, and a sense that, maybe, just maybe, you don't want to know what's about to happen, rising into an actual, legitimate, fear of potential death. This does not extend to things too far into the future, sadly, unless you have, or gain, the ability to see the future, in which case, that ability segues into this one, and you get a general idea that, maybe, what you're doing isn't the best idea.

That's Not How That Works[400 CP]
A lot of SCPs are what are known as, "reality warpers," and they are some of the more dangerous objects that The Foundation has gathered. While this grants no true resistance to reality warping abilities, the way your mind works, combined with how you react to them, makes people think you do, or, worse, that you are one yourself. In essence, your mind adapts to the subtle, or not-so-subtle, changes in how reality works incredibly quickly, almost as fast as it changes, allowing you to almost predict how it will change in the future and be ready. Truly, a double-edged sword; too many close-calls and you're classified as an SCP and put inside a cell, not enough and you die a grisly death. Walk that razor-thin edge, if you're so great.

The Long Haul[600 CP]
This perk is two-fold: First and foremost, you are a master and connoisseur of the art of protracted combat, able to watch your ammo use to keep you shooting until well after most people would have run dry, and to switch between offense and defense to keep swinging until after your opponent's beaten enough that you can safely stop. This time you can now spend in the midst of combat also gives you plenty of leeway to make use of the second half of the perk: You gain the ability to analyze your opponent's patterns, strengths, and weaknesses, and piece them together to figure out a way of killing them. This amount of time analyzing them has to be in actual combat, so just watching them milling about or laying around in a cell doesn't get you anything, but anything that counts is cumulative, and includes video recordings, but not written or verbal logs, and video recordings only work a set number of times until you've gleaned all you can from them. Some stronger enemies, like the vast majority of Keter-classes, won't be immediately affected, and may require more time than you have here to figure out a working solution for termination, and this definitely doesn't provide any actual protection from their abilities.

SCP Perks

You only get your first 100 CP Anomaly for free; the rest of the Safe-Class Anomalies are discounted, as normal, though, so that's good at least. You gain your first anomaly from each category aside from Safe at a Discount, but must pay full price for any others.

The Foundation has no knowledge of the abilities you came here with, and as a result, you begin your time here being transported to a cell designed to hold you based on the abilities you buy from the ones below.

Safe-Class Anomalies

Anomalies listed as Safe fall into one of two categories: They are either explainable and non-dangerous, but strange, or potentially have dangerous uses, but can be neutralized as easily as putting them into a box where no one can get to them.

Alternative Nutritional Needs[100 CP]
Your body acquires nutrition from some other source than food, allowing you to function indefinitely without needing to eat. You still may, to gain other benefits, and you show no indication of it, regardless of your activity levels, or lack thereof.

Perceptual Filter[100 CP]
Unless you do something overt, people will simply assume that you're right where you're supposed to be unless otherwise instructed. Effectively, they gloss over you as though you were just another face in the crowd until you talk directly to them or do something out of the norm, or that would necessitate that they interact with you, such as trying to pass through a monitored checkpoint. Any gap in visual contact of more than two to three seconds refreshes this effect. This effect does not function if viewed through secondary means, such as through security cameras.

Telepathic Skill Leech[100 CP]
By simply touching any non-anomalous object, you gain an intimate knowledge of its use for as long as you hold it or interact with it. You may not keep this knowledge, unless you have some method of saving or transferring the knowledge for later reacquirement.

Personal Pocket Dimension[200 CP]
You can produce, from any pocket on your clothing, including the openings of backpacks or pouches, a sort of personal pocket dimension that can contain any object weighing less than you and able to be carried easily in two hands. It naturally produces a few small, generically useful, thematic objects on its own, such as tools, but others have to be acquired on your own power. It has to be able to reasonably fit into the opening of the pocket without cutting or bursting it to be added to the personal pocket dimension.

Euclid-Class Anomalies
Euclid anomalies are unexplainable using the current understanding of science, immediately dangerous on a city scale or smaller, hard to neutralize or contain, or some combination of the three.

Magnet Man[200 CP]
Your cervical spinal column, between where it connects to the base of your skull, and where it connects to your clavicle, is made up of, instead of vertebrae, a strange bony growth, through which grows a strange variety of magnetoreceptive neural tissue. It detects electromagnetic fields with good enough of precision that, as long as the planet you're on has a stable electromagnetic field, and you have a reliable map of the planet, you can find your exact position. In addition to this, with proximity, you can more reliably detect these fields; within a kilometer, you can detect any living thing with an electromagnetic field, and differentiate between ones that you've sensed before, and within ten meters you can detect the presence or absence of objects within any non-lead-shielded containers and their general qualities(shape, color, basic composition). After your ten years here, this ability is internalized, and you no longer have any physical sign of this ability, nor any weaknesses it might cause.

Subjective Gravitation[200 CP]
They say living is just a combination of highly subjective experiences, and now another of those experiences is at your beck and call. You have the ability to change what direction you experience as being, "down," and all the things that entails, including what direction you fall in. You can use this to walk up walls, simply by making the wall down for you, drop straight to the ceiling, your body flipping in the air to put you on your

feet, and even, with training, learn to, "fly," by learning to bouy yourself, constantly flipping your personal gravity, though, this all takes concentration and focus.

Broodmother[400 CP]
Most peoples' bodies store excess energy as fat. Most. Yours, on the other hand, creates a hollow, cyst-like growth somewhere on your body; you have control over where this cyst forms, and may form it on any mostly flat surface anywhere on your body, including inside body cavities if you so choose. These cysts are neither sebaceous nor keratinous; instead, they are filled with amniotic fluid and, should you continue to consume enough food to store excess in this way, will form a zygote inside. This zygote's body is completely at your discretion as to what it forms into; these creatures can be non-human, or even fantasy-based, or otherwise, "non-existant," creatures. They progress as they normally would; oviporous creatures form an egg shell inside the cyst, creatures with quick, or especially long, gestation times take as long as they normally would, etc. When born, these creatures mature to a juvenile state in less than an hour and are loyal to, and very protective of, you; aside from these two differences, the creatures themselves are standard specimens of the creatures they represent, save for any powers or genetic anomalies you yourself possess and choose to pass on. See the Notes section for limits on what, exactly, you can or can't make.

Cognitohazardous[400 CP]
You make people anxious, y'know? And if you get too close to them, they get downright jumpy. And let's not even start on what happens if you were to, say, grab someone by the side of the head and look straight into their eyes. Actually, let's; if you do that, it puts them into a near-catatonic stupor that only rigorous psychological therapy can draw them out of, trapped inside their own minds aside from brief flashes of lucidity, reliving alien memories that, if recounted, would sound incredibly familiar to you. Only the strongest-willed of targets will be able to resist this, making sense of what all they're seeing, and wading through the burnt-out haze that your gaze inflicts on them, and they'll still be incredibly shaken by all of it, worse so the longer your journey has been. This effect is conscious on your part, and isn't a necessary part of your physiology.

Anomalous Physiology[600 CP]
Somehow, your body has been altered so that no one part is any

more important than any other. You don't need to breathe, the only reason you have lungs is to, "digest," air and allow you to talk; your blood only serves to help keep you standing via hydrostatic pressure; you're completely immune to poison and disease, your stomach, kidneys, liver, etc breaking things down into raw energy instead of the usual biological products; your memories aren't even stored in your brain anymore, either, the only things you lose as a result of the loss of your head are control of your body and the ability to see. Your consciousness stays with the larger piece, and the only way to kill you is to destroy you completely, and not even leave a trace of dust, or cellular remains, behind. In addition to all this, your body now, very slowly, regrows any lost body parts; this occurs at the same rate at which a human liver regenerates, approximately 1.76 pounds every thirty days, and prioritizes sensory and internal organs over mobility until all primary sensory organs and the core of the body, the head, ribcage, lungs, and heart, are fully regenerated, then regenerates the rest at an equal rate all around. To keep you from starving, your body goes into a state of hibernation until this regeneration is complete.

Keter-Class Anomalies
Anomalies listed as Keter are imminently dangerous, hard, if not impossible, to contain adequately for long periods of time, often at least intelligent if not human or humanoid, and, in all cases where containment in the long term isn't viable, are filed as, "should be destroyed at earliest convenience."

If you take any of these, take the, "Die Monster!" Drawback, with the caveat that it's not the GOC that's trying to figure out a way to kill you, it's The Foundation, the one that's housing you, and don't gain any bonus points for it.

Existential Clipping Error[400 CP]
Your body is partially out of sync with existential phase, able to interact with it tenuously, at best. You can, with enough pressure, push through walls that your arm is long enough to reach the other side of, by reaching through and pulling yourself across. You also run the risk of squeezing or swinging your hand through any given object if you apply too much pressure while holding onto it. The pressure applied to you counts as well, meaning that anything moving fast enough to apply the requisite pressure will simply pass through you harmlessly; because of this you are, effectively, immune to bullets, as well as many melee weapons, as they pass through you without harm. This makes you

quite the pain to keep inside a cell, as you might imagine, and has repercussions for trying to recontain you as well. After your time here is done, you become able to toggle this on and off at a whim, allowing you to begin interacting with objects and people again.

Agitation Field[600 CP]
Your body gives off an intangible field that, when entered by any anomalous creature, object, or substance, causes disruptions in their function. Psionically active anomalies become incapable of focusing and thus their powers break down; reality warpers lose their grip on reality; anomalous machinery experiences mechanical or electrical malfunctions, or glitches if electronic in nature. Even non-anomlaous machinery and electronics will eventually start to malfunction, with prolongued exposure. These disruptions also cause erratic behavior in sentient SCPs that can, and often will, quickly escalate to violence, with you as the primary target; put bluntly, housing you anywhere near other SCPs would be less of an, "if," and more of a, "when," a major, catastrophic containment breach would occur. After your ten years here, this starts affecting anything and everything supernatural; magical items will become spotty or outright non-functional, spells will fail, psionic focus will become harder to attain and powers will run rampant, ki will be harder to hold onto, etc. This might even be devastating to your own abilities if you weren't immune and couldn't toggle it on and off.
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Gear
Some gear might help you, at least a little bit, so here's your option to get that, too. I will say, these are mostly Safe-class SCPs that have been copied from their original versions. It is not advised to let anyone see that you have these, or they will definitely try to kill you. And with the powers you have, they will probably assume that you're, "anomalous," and try to contain you when you defend yourself.

Anomalous Item[50 CP]
Sometimes things are anomalous on the level of being potentially dangerous in the wrong hands. Other times, they just don't make any sense; not particularly dangerous, not particularly scary. This option is for the latter of the two. Included in this are such things as a snowglobe that, when shaken, displays a nuclear

explosion; a goose that extinguishes fires in a 32.4 meter radius, which expands to 101 meters on the night of the waxing crescent moon; a hard-cover book whose pages, when read, make everything a person touches feel like a certain designated texture, based on the page read, for example fluffy kittens; or a gear-operated rubber band rifle that accelerates its rubber bands to one five hundred and fourtieth(1/540) of the speed of light. You get one from the Log of Anomalous Items(see: http://www.scp-wiki.net/log-of-anomalous-items) for every 50 CP you spend, so make it count.

SCP-018[50 CP]
It's a super ball! Well, okay, that's a bit underwhelming. Or, it would be, if it was just a red super ball. This super ball is, however, quite special in that it has the ability to bounce with two hundred percent efficiency. For example, if it was simply dropped one meter to the ground, it would then bounce two meters into the air and, when it fell back to the ground, bounce four meters into the air. If thrown into a room, against a wall, it would quickly become a dangerous projectile. Still made of rubber, though, even though it doesn't break from its own bouncing. Pieces broken off retain this anomalous effect.

SCP-2485[50 CP]
Just a plain, dark green glass wine bottle with a resealable cork. Obviously, like everything else around here, there's a trick to it; it holds liquid, with an unknown upper limit, at around 1/10th the weight of what it would usually be, leaving only a soft limit based on what you, yourself, can lift. It can hold any liquid, as well, not just wine, but if you introduce a new liquid when it's already got liquid in it, it will empty itself of its entire contents, with a large amount of force, over a period of up to 20 seconds, with a highest recorded spray arc of 1.6 meters, and a highest recorded pressure of 1200 kPa. In addition, if you attempt to empty it, you will feel a compulsion to not release it until it's empty, even though it empties at a non-anomalous rate; should you drink from it, you will be compelled to continue drinking from it for around 45 seconds, but you will only perceive it as being, "a couple of sips."

The Full Wiki[50 CP]
A tablet containing all information from the SCP Foundation from the universe you end up in, including all variations of all existing sets of SCP Documentation. As a warning, some of the

documents contain memetic effects in their text, so care should be taken in what you read up on, lest you end up infected with something you weren't expecting.

Bottle of SCP-500[100 CP]
A simple, unmarked, plastic medicine can containing fifty red pills; oral consumption of a single pill cures the subject of all diseases within two hours, with the exact time depending on how many, and how severe of conditions, the subject suffers from. Even seemingly incurable diseases, like that caused by SCP-008, and even in their most advanced stages, are removed completely within the two hour window. The pills are restored by the bottle at a rate of one every just more than a week.

SCP-005[100 CP]
An old-fashioned brass key, complete with a thin, gold chain for ease of keeping track of it, if nothing else. If used on a locked door, whether the lock's mechanical or digital, it'll open it. It'll even open about half of the doors you find that are locked, but that you can't actually identify the locking mechanism of, so that's handy.

SCP-038 Seeds[100 CP]
Seeds, about a dozen of them. They look like apple seeds, and the tree that grows from them looks like an apple tree, but like everything else in this godforsaken place, there's a catch. The tree that grows from the seeds, if something is placed against the bark, will grow the first 90.9 kilograms(about two hundred pounds) of whatever it was that was placed against it. Animals that come into contact with it will grow as expected, and can move around, but age quickly, living, on average, two weeks, their bodies showing signs of having started to ferment before death. After the seeds have reached sapling stage, or the tree is destroyed before it can reach that stage, new seeds appear inside the packet.

SCP-107[100 CP]
They say it looks like the top part of an upturned sea turtle shell; I say it looks like one of those mushrooms with an upturned, cup-like cap. Whatever you think it looks like, when you put a liquid in the top, it makes it rain whatever you put into it in a 10 kilometer radius around the object's half meter radius exclusion zone, which you can move, in real-time, by picking up

the object and walking around. The more you put in, the more it rains, not just in duration, but in intensity; 10 mL produces an about twenty-seven minute drizzle, while 55 mL produces two days' worth of torrential downpour. Different liquids and quantities have a different effect on the plant-life in the area, with successful tests having been carried out on everything from tap water, to adhesive, to blood, even, of all things, urine. See testing log(http://www.scp-wiki.net/scp-107) for more information.

Tube of SCP-170[100 CP]
A tube of SUPERGLUE, if the writing on the outside is to be believed, the 13 cm long tube has no manufacturer's information, or any other text, for that matter. When it's put onto a solid object, and another object is applied to it, they both lose molecular cohesion for about one third of a second, permanently molecularly bonding the two together. Notable tests include bonding two near-identical cubes of gold into a single cube of double-gold, bonding a subject's finger into the surface of a desk up to the first knuckle(which required amputation afterwards), and bonding the mounting brackets of a jet engine to the ceiling of a test chamber and firing it. Despite nearly 120,000 Newtons of force, the ceiling didn't show any signs of separation or structural failure in the jet engine test. If you use it all up, a new tube shows up within a week.

SCP-1326[100 CP]
A strange, ornate book with small mechanical arms across its cover, a small, semi-circular dial in the lower left corner, and a numbered dial in the upper left for inputting index numbers. By dialing an index number, the book reproduces a book that it has scanned, faithfully, so that you can read it. Any book that it has not yet scanned prompts it to emit a blue scanning light that adds it to its, already extensive, library of collected works. Includes a small key that is used to open the book's lock after an index number is dialed. As a warning, if you don't, "feed," it a new book every month, it will release a swarm of endoskeletal, "arachnids," that act as an organized unit, gathering up any and all objects relevant to data storage within its immediate area and adding them to the book, with the book opening to show a long, dark corridor that they take it into; all data storage media will be expelled after a few minutes, blank, or, in the case of electronic data storage, reverted to factory condition. See http://www.scp-wiki.net/document-1326 for a list of the works found within SCP-1326, just, whatever you do,

don't read, "Beginner's Guide to Memetic Kill Agents," without proper shielding. You'll Die.

SCP-2028[100 CP]
With a warning like, "do not use more than three times per thirty days," it's pretty obvious that this thing is going to be either pretty useless or insanely useful. If you leave it within four meters of you when you sleep, it will force you to have an extremely vivid nightmare, tailored to you, but you will awaken feeling an intense sensation of relief that causes you to feel happier and more willing to participate in social sitiations for the following three days. It absorbs the nightmare it gave you to do this, preventing you from having nightmares in the process. Shaking it for a few seconds will give you brief, random hallucinations from the nightmare; sleeping next to a used instance does nothing unless you say the words, "please reset," within the same four meter area around it, which removes the images and the ability to cause hallucinations, allowing it to be used again. Using it more than three times within thirty days causes cracks to appear, worsening with each subsequent use until it breaks after the sixth time. If it breaks, whether through overuse, or through impact, it will restructure the surrounding 250 square meter area to follow the rules and logic of the nightmare. This one's special in that, if it's broken, it will restore after thirty days, without a nightmare stored.

SCP-2149[100 CP]
A standard type one meat grinder, the cover and a sausage-making spigot on the end of the augur having fused into place through extreme heat. At midnight every night, it turns on and begins producing a random, chemically pure(between 97% and 99.9%) metal from any of the metals that can exist, in a stable manner, at those purities, through the spigot. This metal is in plasma state and cools quickly; the event that creates it lasts a number of minutes equal to the atomic number of the metal produced. Placing material, of any kind, in the hopper will grind it up, regardless of hardness, and combine, though not alloy, it with the metal produced. As a warning, it can produce radioactive materials, and these tend to have a very high atomic number, so care should be taken. It produces the following materials most commonly, with ratios included: Lead(6.66:1), Copper(4.23:1), Zinc(3.78:1), Iron(3.52:1), and Gold(1.63:1).

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

It's a slip of paper containing a phone number. Nothing really weird about that, right? Well, if you call this number, it puts you in touch with the Human Mills Company, "Dedicated to bringing you quality lab specimens anywhere, anytime, any dimension." Yes, that's their real slogan. Yes, even including the, "any dimension," part. They make people and deliver them to you. Enjoy, you sick, psychopathic bastard.

Collection of Snack-based SCPs[200 CP]
This collection includes four separate SCPs, all listed at Safe- or Euclid-class, namely SCP-261, SCP-294, SCP-458, SCP-971, and SCP-1386.

SCP-261 is a blank, black, vending machine that only accepts money in japanese yen. It doesn't matter what numbers you press, or whether it has power or not, you only need to put in at least 500 yen, press three buttons, and it will vend you a random snack food. Extensive use within a short period of time, large amounts of money, and use without power, will cause the machine to dispense unstable or bizarre items which, while still food, often lack any suitability for human consumption. The machine is, and always was, empty, and placing monitoring devices inside the machine prevents it from vending anything. See entry for full testing log: http://www.scp-wiki.net/scp-261

SCP-294 is what appears to be a standard coffee vending machine like what might be found in a business or on a college campus, with the exception that there is an English QWERTY keyboard in place of the usual key pad. When fifty cents is inserted, and the name of a liquid is inputted through the keyboard, the machine will dispense a 12-ounce paper drinking cup of the liquid in question. The cup, despite being made of paper, is immune to the effects of the substances vended. It must be a substance able to exist in liquid state to be vended, cannot vend anti-particles, the things to be vended can be things open to interpretation, such as, "the best drink I've ever had," or, "the perfect drink," but after extensive usage the machine must shut down for approximately ninety minutes to, "restock," itself. Care should be taken as some open-ended requests could result in injury; See Document SCP-294a(regarding incident 294-01). See entry for listed Document and full testing log: http://www.scp-wiki.net/scp-294.

SCP-458 is a standard size Little Ceasars Hot-N-Ready pizza box made of simple, if indestructible, cardboard. When it comes into contact with human hands, it instantly replicates within itself

the holder's subconscious preferred choice of pizza; this is not limited to the Little Ceasars brand, or even delivery pizza chains, with handmade pizzas also having been produced. There is no limit to this ability, save that it cannot make anything aside from pizza and the toppings must be edible by normal human standards. See entry for full testing log: http://www.scp-wiki.net/scp-458.

SCP-971 is an old, worn reproduction of a delivery menu on a standard sheet of 8.5" x 11" paper, bearing the name, "Quik 'n Ready Mealz," and containing different typical fast food items, including hamburgers, chicken sandwiches, chicken fingers, assorted seasoned fries, and carbonated beverages. When the menu is held and the service's number dialed, you will be prompted to input the codes included for the items you intend to order, and your credit card will be automatically charged. There are no pictures or prices listed for the food, but the prices are relatively cheap for the type of food on offer. Within 15 to 20 minutes, the bag will appear nearby, but typically out of sight in relation to any source of vision. The meat used is drawn from assorted, commonly known, endangered species of the world it's used in, and simply causes weight loss in relation to the amount of food ordered from random various members of assorted species. See entry for full testing log: http://www.scp-wiki.net/scp-971.

SCP-1386 is a sentient Good Humor ice cream truck capable of vending any kind of ice cream, even ones that don't exist, like ceasar salad flavored popsicles. It prints a receipt with the dispensed ice cream, for exact amounts; make sure you pay this amount, or more(it's capable of dispensing a sealed packet holding your change), regardless of what it is, and don't be a jerk with your order. See the entry for full testing log and examples of what happens if you're a jerk or don't pay: http://www.scp-wiki.net/scp-1386. You may summon this truck once a day.

Regenerating Bottle of SCP-006[200 CP]
Two liters of water in a bottle, specially-designed with four separate seals inside the neck, filled to its fill line, with a clipboard of papers labeled, "Briefing Material SCP-006A," that come with it. The water looks like plain mineral water, but actually possesses the amazing property of, "health," given that the place it was drawn from has been given the name, "The Fountain of Youth."

Using it, as outlined in the briefing material, will regenerate DNA damaged by sufficient duplication, like what happens as you age; heightened excitement of cellular duplication, to replace existing cells; vastly improved abilities in the repair of damaged tissue, to repair actual physical damage; and a frightening increase in the effectiveness of the human immune system, to purge disease from the system. Also works on mammals, but to a diminished degree, destroying hostile bacteria and viruses immediately upon ingestion. Many reptiles and birds are, however, unaffected, but higher primates experience the same benefits as humans.

The bottle will, if emptied even partially, regenerate the water, though very slowly, producing about six ounces of water a month, enough to regenerate the entire 72 ounces of water it holds in twelve months.

SCP-117[200 CP]
A multitool in a leather case, with no visible maker's mark or brand information, though it contains all the tools you'd expect of a good quality multitool. When faced with a task for which the multitool has no applicable tool, it will generate a tool perfectly suited for the task, ranging from a different type of screwdriver than the standard one on the tool for a loose screw, to an electric saw that needed no power source for wood with proposed cut lines. It even produced a strange device that emitted an odd radiation when used when the, "task at hand," was a person with a broken bone; using the device healed the limb completely with a few seconds of exposure. See full testing log(http://www.scp-wiki.net/scp-117) for more information. After closing the tool, the produced tools can no longer be found unless faced with a similar situation. It does, however, have a drawback; it leaches iron, copper, calcium, and zinc from the user, with the amount absorbed depending on the tool produced, and gloves not stopping, or even slowing it. So, make sure you take your vitamins, and you should be fine.

SCP-143 Sapling[200 CP]
The Bladewood Grove is a couple hundred Japanese cherry blossom trees with blooms of glassy, blade-like petals that are razor sharp without any added weight, and wood that is no heavier than regular cherry wood, but gray-fleshed with an incredibly smooth grain. Both of these products reach up to 5,000 HB on the Brinell hardness scale; for reference a normal hardwood ranks about 2.6-7 HB, annealed 18-8 stainless steel ranks at 200 HB, hardened tool

steel at 600-900 HB, and glass at 1,550 HB. The closest to its own hardness is rhenium diboride, a synthetic superhard material designed to have hardness nearing that of diamond, which is used in the Brinell scale to determine hardness, ranking at 4,600 HB; SCP-143's materials' weight to strength ratio surpasses that of Titanium, the material being as hard as it is and nearly 15% lighter than pure aluminum. Because of this, its materials are incredibly hard to work, and require heats in excess of 1,500°C just to fuse pieces of the material together. In addition, due to the nature of the plant as a very slow grower, its materials are hard to harvest, though its petals are shed regularly, falling twice every year. You receive one, a sapling, in a small pot; comes in both standard and bonsai forms and, as it produces no fruit, and thus no seeds, includes instructions on how to safely perform own-root propagation, for if you want to grow -another.

SCP-1056[200 CP]
This odd little device looks like a kitchen timer with a collapsible wire mesh stand attached to it via a molybdenum rod, and with the times exchanged for a set of numbers ranging from, "0.25," to, "4." When an object is placed onto the wire mesh screen and the dial turned to a number, the object is resized to scale based on the number selected. This change is not completely exact in that it does not change the volume of cells; a block of metal weighing five grams and set on 3 increased in size to 15.01 grams, though its grain size stayed the same, indicating that, instead, more cells were created in the process. It is recommended to not use this on living organisms as it alters their cellular structure to allow for similar function using the same basic structure; a test subject that was shrunk and then re-enlarged experienced problems stemming from a rearrangement of their veinous system, and an enlarged subject experienced negative and, eventually, deleterious side-effects similar to those of humans suffering from gigantism. Electronics can also suffer from this, becoming non-functional if increased or decreased too far from norm. See full testing log(http://www.scp-wiki.net/scp-1056) for more information.

SCP-1134[200 CP]
A bit weird that you might want this, but this ten gallon drum is filled up with paint; what's special about this paint, though, is what happens if it speeds up. When gaining any amount of free momentum before being painted onto a surface, it accelerates to a uniform velocity of 490m/s, the same speed as a .357 magnum

round; its drops take on a bullet-like shape, and any large globs break up into drops. When it hits an inorganic obstruction, it ricochets without losing velocity, and will continue to do so until it comes into contact with an organic substance, or a surface that's already been painted with the paint. In the latter case, the surface expands at the edges, as though a like amount of paint had been painted on, equally, all the way around, across contiguous surfaces such as walls. Once applied to a surface, using a brush made of organic materials, and allowed to dry, the painted side of the surface has shown to be completely impervious to any applied force under 65,000 N; it can stop any kind of bullet, up to a .30 caliber sniper round. By buying this here, it gains the ability to, by reattaching the lid, refill back to ten gallons, and have the color change to match whatever color you're thinking when the lid is removed.

SCP-1230[200 CP]
This is a plain, untitled, hard-covered book bound in green cloth. It is blank when opened, aside from the words, "A Hero Is Born." When falling asleep after reading this phrase, the reader will enter a deep, lucid dream modeled after fantasies of adventure that the reader would most enjoy, depending on how powerful their imagination is, and the number of other fantasy books in close proximity to it. These dreams are constructed by an old man in a cloak that calls himself the, "Book Keeper," which he enjoys doing, and always tries to shape the dreams in such a way that the dreamer gets the most entertainment out of them.

SCP-1415[200 CP]
Who'd have thought someone like you would want something that looks like a driver's glove. But in all seriousness, this fingerless black leather, left-handed glove has a tendency to expand and contract slightly, making it look like it's, "breathing," and will shift to accomodate non-human hands placed inside it. Not weird enough for you? Well, how about this: when you put the palm of the glove against an object(or person), it begins a short process, taking 1-3 seconds, where it consumes part of your biomass to convert the target into a living creature that is genetically identical. It has a 500% efficiency; for every kilogram of your mass that it consumes, it will convert 500 kilograms of mass. This efficiency is only held for humans; non-humans have a greatly reduced efficiency.

SCP-1898[200 CP]

A cardbord box containing what looks like pieces for making statuary and basic architectural desk art with, along with a handbook for how to use it to make non-euclidean figures. The box seems to contain an unlimited number of pieces of each kind, allowing you to tinker with them, or make much larger, more elaborate figures than what are listed in the handbook.

SCP-1958 Schematics[200 CP]
While the original was a Volkswagen Bus, this set of schematics appears as though you could attach it to any vehicle that has a manual transmission. Includes instructions on how to make a highly advanced fuel cell; render the interior airtight; construction of both a chemical toilet and water filtration system for harvesting waste-water and rendering it potable; and for construction of an atmospheric scrubbing system sufficient for removing carbon dioxide and introducing oxygen produced as a waste product of the engine. Bear in mind, further modifications will need to be made to allow for maneuvering, as opposed to relatively straight line travel, treating the vertical plane that you take off on as a flat road, and for speeds faster than those of the vehicle itself.

SCP-2209[200 CP]
A two-parter, this is composed of a skin-tight, full-body suit(including the head), made of dark neoprene over a layer of elastane, that stretches to fit any humanoid figure, and a large, hollow sphere three and a half meters across, made of one solid piece of metal, with the exception of the circular entry hatch and an excised socket for power and data cables. Once inside, while wearing the suit, and situated on the central plate, a male AI voice will prompt you to select a virtual reality scenario using voice commands and, upon confirmation, will being one of its built-in scenarios(Entertainment, IQ Challenge, Zero-G Training, and Combat Training, with an option for an, "Ultra-Realism," mode). This one is special in that it detects any special abilites that the user has, and can work around them, and comes with an adapter for its data and power cable and a book on how to code for it. As a final warning, do not turn the device off in the middle of a simulation; the AI is fully sapient, or at least sapient enough to seek vengeance, and it hates it when you do that, more than anything.

SCP-2300[200 CP]
A set of 98 tiny, humanoid figures, each made of a single chemical

element, their respective atomic number marked into the crown of their head. They are all solid, regardless of the atmospheric pressure and temperature, and exhibit the normal properties of their respective element as a solid. Removed pieces are subject to normal melting, freezing, and boiling points, however, and they are capable of using pieces of their mass to create tools for use by other members of their group, and can regenerate by consuming any and all matter. Though they can't speak, they understand the spoken and written forms of, and can write in, English. See http://www.scp-wiki.net/scp-2300 for full information.

SCP-184[400 CP]
Looking like a hollow, metal d12 with ball-bearings welded to each of its many corners and spray-painted black, this strange piece of objet d'art has an incredible ability to maximize space. An hour after being placed inside an enclosed space, even a cardboard box, the inside expands by several hundred meters each day until it reaches three times its initial volume. After this point, more rooms are added to it, furnished in the same way as the rest of the structure, even going so far as to copy furnishings from the initial part of the structure. The expansion process breaks down after a period of time, however, resulting in items made of inappropriate materials, such as glass books or a wooden microwave, oddly-shaped rooms, doors to blank walls, and tiny or twisting, maze-like hallways. Objects made of inappropriate materials still work as expected, however; a solid jade bed, complete with jade covers and blanket, found in the most exaggerated case of this still felt like a bed, for example. In all cases, the outside dimensions remain completely unchanged. This behavior is most dramatic in homes, though they still work in smaller cases, a cardboard box was found to be affected by it at one point, after all. Due to its own extradimensional nature, however, the Warehouse does not benefit from any of the effects of the object, though houses added to the inside of the Warehouse experience the full effect of it, as normal, so long as you added them manually, otherwise they count as part of the Warehouse itself.

SCP-914's Manual[400 CP]
This book is kind of... stupidly thin for what it claims to be. Really, it's hard-covered and barely a quarter-inch thick, and it has, "SCP-914," embossed on the front of it in gold-leaf. Opening it and flipping through it shows why it's this thin: It's probably been passed through 914 on, "Very Fine," itself; you

can easily turn past the seeming end of the book without any trouble. Contained in its pages are instructions for making your own instance of SCP-914 and even hooking it into your Warehouse's utilities if you have any, an explanation of what each of the settings does, in excruciating detail, how to effectively combine items, and even how to care for it and repair one if damaged. It is recommended not to put sapient creatures through it, on any of the settings, in dozens of places inside the manual, but those are obviously just recommendations.

SCP-1785[400 CP]
Despite what The Foundation calls it, this doesn't actually wipe the mind of someone forced to wear it. No, it does something much, much worse. When put onto a person's face, it latches on, becoming impossible to remove, and starts shaking violently while making a noise described as, "squishing and grinding," for a period of about 2-3 hours; the wearer, during this time, experiences extreme pain but, thankfully, it can't be used consecutively on the same target. Before and after pictures appear different, but not in any specific way, the differences being so minute that, aside from a gut feeling, only facial recognition software can pick them up. In addition to this, people who were familiar with subject fail to recognize them, despite the closeness they had; anyone that knew them before the mask was used exhibits symptoms of mass Capgras delusion, believing them to be impostors. This can't be proved in any way, including DNA proof, shared secret knowledge, or identifying markers; even if they knew what the mask would do, and were present during the entire period of time that the mask was used, they will still deny that the subject is the same person.

SCP-2445[400 CP]
A bright, shiny, white shipping truck with a single marking on the bottom right of the rightmost back door, reading as, "Wondertainment Logistics Co. A Division of Dr. Wondertainment Inc." Inside the cab, a large, black, metallic cube, sitting between the driver's and passenger's seats, is connected to the dashboard, which has a touchscreen mounted on it with several options: WonderFinder, a heat map used to locate delivery sites, with areas of high concentrations of children being darker red; WinderHider, an invisibility cloak for the entire truck; WonderZoom, a temporal speed booster that unlocks something called the, "WonderSpatialDistortionFixer," on the touchscreen; WonderTransfer, which opens a catalog of Wondertainment products and toys, adding anything selected to the back of the truck, with

no apparent upper limit, with the only limitations being seasonal and ethnic; and WonderHome, an option that returns the truck to its home distribution hub. The WonderHome option will be completely locked out until the end of your chain, when you receive your spark, but the WonderTransfer option will be unlocked at the end of your ten years here. Normally, you'd have to be a member of Wondertainment Inc. to use the touchscreen, verified through a username, passwork, skin sample, and retinal scan. All of yours are on file for this one specific truck. Be careful with this stuff, some of it is a lot more dangerous than you might expect from kids' toys.

SCP-2814[400 CP]
Wearing this mask allows you to, with a touch, sculpt fire as though it were either a solid or a liquid, at your discretion, as well as control it, with a range of about twenty meters, and modify the flames' temperature. In addition, both it and the wearer are immune to temperatures of up to 5000 degrees centigrade, allowing the wearer to, "hold," the fire with no detrimental effects. Wearing the mask has no detrimental effects, but observing its fire-molding and other thermal properties can constitute a degenerative psychological effect that manifests as a profound curiosity to test the mask's limits, wearing away at their previous ethical and moral standards. See http://www.scp-wiki.net/scp-2814 and the documentation under Addendum 2814-002 for more information.

SCP-2925[400 CP]
An untempered, hollow glass sphere with a series of natural cracks and imperfections throughout its entirety. The ball, about 10 cm in diameter, violates the first law of thermodynamics, by mimicking any changes in the energy of its surroundings, and storing this change within itself; if lifted by three meters, it would generate a commensurate amount of gravitational potential energy, meaning the object not only gains 29.4 joules of gravitational energy, but stores an equal amount. There's no kind, or combination thereof, of energy that it can't store, and anything that would cause the stored energy to lower, does not cause a loss of stored energy. If it gets broken, or the interior is exposed, all of the energy stored within bursts forth, resetting its energy store, and, within thirty minutes, the ball itself will reform. See http://www.scp-wiki.net/scp-2925 for full information on the item itself and the circumstances behind it.

SCP-2400[600 CP]
Wow, really? Alright, well, I guess you have an eye for the good stuff, then, even if it is just a chunk of concrete with a door on it. Inside this door is a blank, featureless, white expanse with no apparent limit, or defined edges, with unidentifiable, indestructible white, "ground," an atmosphere consistent with the terrestrial location of the object, and a star stuck at what appears to be twelve noon. When the door's open, time flows normally; when it's closed, however, time inside flows at one hundred and forty(140) seconds inside per second outside. The icing on the cake? There's no downside, aside from accelerated aging, and that doesn't affect you, now does it.
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Pets & Companions

A network of friends can never really hinder you, especially if they're really good friends, and you probably have a group decided already that you'd like to bring in. Well, here's your chance.

Research Assistants -or- Security Team[200; Discount Researcher or Security]
You can bring in up to eight Companions, and they each have 300 CP to spend, as well as an Identity and even Drawbacks, if you want. If you're a Researcher, they can choose an Identity from between D-Class and Researcher, whereas, if you're Security, you can choose between D-Class and Security; D-Class and SCPs can choose either Researchers or Security in addition to D-Class Imports. You may not have more D-Class members of your team than you have members with the same Identity as you, and they may not take Pets or Research Assistants/Security Teams of their own. For an extra, undiscounted 100 CP, you may increase the amount of CP they have to spend, and you may do this three times, to a total of 600 CP from you granting each of them 600 CP to spend. Though they can take Drawbacks, they may not take either SCP-682 or Crossed the Able Line, and their cap on Drawbacks is +400 CP, for a maximum of 1000 CP apiece, total.

Others[Varies]
Quite a few SCPs are living and/or possessing sentience, and they might make good Companions or Pets, so you can buy some of those as well.

SCP-529[50 CP]
It's half of a cat, specifically the front half. She's capable of walking around as though she still had her back end, and the cross-section is a blank, black expanse that's yieldingly solid to the touch. Not much else to say, except that I have no idea where the rest of her is, but that doesn't seem to slow her down. She answers to, "Josie."

Pff, cat puns.

SCP-1370[50 CP]
A screwy little robot made of what looks like junk and spare parts, he has... quite the personality. He hates all sentient life, but therein lies the problem: he's unwieldy as all hell and has a tendency to just, like, fall over. He also has no self-righting mechanism, and has a lot of trouble standing back up using his arms, by which I mean he can't do it, no matter how hard he tries. Couple that with a penchant for adopting new names and epithets, such as, "Doombot," "Pesterbot," and the like, and he has a high potential for hilarity.

SCP-1513[50 CP]
A packet of seeds marked as, "Potted Pets," containing a dozen seeds. If watered and given sunlight, they grow into plant-like versions of small, domesticated animals, seemingly at random. They're a bit... dumb, honestly, unable to remember faces or objects, but otherwise behave in the same way the animal they're based off of would. Two seeds, if planted in the same pot, grow into a single, larger, animal, with two producing something on the level of a Labrador Retriever and more seeds used making progressively larger animals. Typically, these larger animals only last about one to two weeks before separating back into their constituent number of plants; as a trade-off, they're also quite a bit smarter, able to demonstrate basic memory, such as places, people, and objects, and complex behaviors, such as fear and excitement. Warning, improper care, denial of water or sunlight, will result in the formation of a more, "feral," version, with the ability to uproot and replant itself, and an aversion to anything human. See http://www.scp-wiki.net/scp-1513 for full information. Seeds in the packet regenerate at a rate of one per week.

SCP-1779[50 CP]
A species of smallish, scaleless, nocturnal reptiles with

feathered neck-ruffs, and a diet consisting entirely of metal currency. They generally grow to about 40 cm long, and have no interest in insects, rodents, or other prey animals of reptiles or similar size. Their bodies create alloys of the coins they eat, and use these alloys to coat their bones, with a general trend towards more corrosion resistant metals producing larger specimens, with more easily corroded metals producing smaller ones. See http://www.scp-wiki.net/scp-1779 for full information. One per purchase.

SCP-2991[50 CP]
A variable length scarf, single-minded, intelligent, and fun-loving(see, "single-minded"); its length varies between about .8 and 1.5 meters(80 and 150 cm). Amicable to you and, well, everyone, really, as long as they treat it well. It communicates by shaping itself into letters and words, though this is stressful and rather exhausting if kept up for too long of a time. Comes with a small, cardboard scarf box labeled as, "Scarf's Box."

SCP-1316[100 CP]
A small, female kitten that doesn't age past approximately three months old, despite having been alive for an extended period of time. Responds to, "Lucy." Lucy has the ability to send encoded radio frequency transmissions with no outside aid, can receive radio frequency transmissions from a specific frequency, and comes with a paired radio reciever/transmitter for sending orders and receiving replies.

SCP-2036[100 CP]
A female rabbit with a melanistic tail, cute and fluffy, as rabbits go. Should it die, for any reason, it combusts, producing temperatures in excess of 600°C. Its body is consumed by this fire, producing a crystal similar to anthracite coal, weighing 50% of its body weight; during its beta event, which can be triggered either by damaging the crystal or by waiting one to five days, this crystal produces far higher temperatures, culminating in the rabbit reappearing at the end of the beta event, as a juvenile, between two and three months of age. Its offspring, and any subsequent generations, while lacking its black tail marker and beta event, also combust upon death, producing about 10% of their body weight in anthracite powder. If the rabbit goes more than six months without becoming pregnant, it will kill itself, with consequences typical of dying normally.

Selective Import[100 CP]
Choose up to three of your existing Companions; they receive 300 CP to spend on Backgrounds, Perks, and Gear. As with Research Assistants and Security Team, above, you may increase the amount of CP they receive, increasing the amount each one receives by 100 CP for every extra 100 CP you spend here, to a max of 600 CP.

SCP-1318[200 CP]
A rat with a memetic effect that makes those near it for an extended period believe it to be not only intelligent, sapient even, but capable of speech, and a subject-matter expert in their area of expertise. Other symptoms of the delusional complex, caused by 20-80 cumulative hours of exposure to the rat in question, include: The belief that their best ideas come from conversations with the specimen; that the properties may be hereditary, and that the specimen's offspring should be subject to some unspecified, "analysis," and exempt from testing until its completion; and that possession of the specimen provides them a competitive advantage, precluding the sharing of data about said specimen. In truth, it subliminally coaxes the information out of anyone under the effect of the delusion in the form of subvocalizations. Your choice if you start out under the compulsion of the delusion or not.

SCP-2412[200 CP]
An alternate universe, sapient, gynoid, clockwork automaton that is capable of answering any question posed to her, correctly, with the exception of a few limitations. These limitations include any questions about where she gets her information, any incoherent questions, or questions about paradoxical situations, or anomalous situations or objects. Any question it can't answer gets the response, "Warning: Logic Error." Fully functional in regards to basic motor skills and interaction with her environment; answers to, "Cassandra." For more information, see http://www.scp-wiki.net/scp-2412.

Full Import[300 CP]
Like Selective Import, above, except that you get a full compliment of eight of your Companions, hand-selected by you, to join you for your ten years here.

SCP-662[400 CP]
SCP-662 is an engraved silver bell, that, when shaken as though to ring it, causes a small chime to sound, though it's not from the bell itself. The chime summons an older, well-groomed, British gentleman, dressed like a butler, in his double-breasted suit, who answers to, "Mr. Deeds." The aforementioned Mr. Deeds will refer to the ringer of the bell by their appropriate title and last name, then will perform most tasks asked of him, as long as they're considered reasonable, including retrieval of items, menial tasks, etc. If a task is unreasonable or impossible, he will politely tell the ringer of the bell so. For more information, see http://www.scp-wiki.net/scp-662.

SCP-1347[400 CP]
A somehow sapient pine box, twenty centimeters on an edge, with a one centimeter by seven centimeter opening on the lid. The words, "All answers are born from questions," are written below this slit in black ink. When an inquiry, written on a piece of paper, is inserted into the slit, one of two types of event will occur. A Type-A event occurs when a sufficiently simple to answer inquiry is inserted; during it, the object the question was written on disappears, replaced by a virtually identical object, save that the inquiry has been replaced by an answer. A Type-B event occurs when the inquiry is advanced enough that the force behind the box's mechanism sees the need to perform an experiment; it will manipulate events in the real world to do so, using any methods it deems necessary to do so. See http://www.scp-wiki.net/scp-1347 for a list of test inquiries that have been used, and their results. Note that the end results of this use of its power make the use of this object a case study of the old saying, "Be careful what you wish for."

SCP-999[600 CP]
Some kind of large, gelatinous, amorphous mass of orange slime weighing about 54 kg. Its body's translucent, with a consistency similar to that of peanut butter, and it has a diet entirely consistent of candy and sweets with M&M's™ and Necco™ wafers at the top of its list. Touching its mass with bare skin is sufficient to cause an immediate euphoric sensation, which intensifies the longer one is exposed to the ooze's mass. Prolongued exposure to it has been shown to be capable of completely curing even the most crippling cases of depression, causing those subjected to it to develop a very positive outlook on life. The creature's favorite activity can be most easily described as, "tickle

wrestling," wherein it completely envelops a subject from the neck down and begins tickling them until asked to stop. For more information on the creature's demeanor and intelligence, see http://www.scp-wiki.net/scp-999.

Your Own Foundation[600 CP]
I'm sure some of you are of a mind that you could do what the Foundation does, but better. Well, here's your chance: all of your Companions get 300 CP to spend, that you can increase by an additional 100 CP for 100 CP, up to a maximum of 600 CP apiece. As a result, all of your Companions receive a human form that they can, in the same way as you do, switch to if they so choose.
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Drawbacks:

Not quite enough points, huh? Well, I can help with that, at least a bit; you can, if you really want to, get some more points, take up to two of these. No guarantee that it'll be anywhere near worth it, though, and no refunds if it's not, either.

Temporospatial Disruption[+0 CP]
Not compatible with SCP Identities. Does not count against your two Drawbacks. Yeah, a bit of a problem here, you're not actually a member of The Foundation in this case, sorry. Select one of the other Groups of Interest; you start here as a member of that group, with D-Class being the equivalent of a recruit, Researchers being researchers, and Security being the equivalent of an agent. See the list of groups of interest(http://www.scp-wiki.net/groups-of-interest) for who all you can join.

D-Class Through and Through[+100 CP]
Only available to D-Class, not compatible with Total Recall. Normally you'd be completely immune to amnestics; you're an extradimensional entity and your brain-meat isn't necessarily where your body stores your memories anymore, so it would have no effect. Normally. With this, though, your current body stores the last month's worth of memories before they're passed into long-term storage, and you're administered an amnestic every month, at the very least. Y'know, to wipe classified information and lingering effects from your head. Which means you'll keep thinking you're on the first month of your Jump unless you keep records of what, exactly, you've been doing that somehow don't need to be redacted. For an extra +200, a total of +300, this

instead causes you to forget everything you knew once a month. You get your memories back at the end of your ten years here, though, and even before you have to make the choice of whether to go home, stay here, or move on, so don't worry too terrible much.

Numbers Game[+100 CP]
Eh-heh, so, bit of a slip-up, this is an alternate universe; now don't worry, don't worry, everything still works the same, it's just that, well, the numbers for all the SCPs have been shuffled. Everything you know now is wrong, to the point that, in your ten years here, you won't find one SCP with the same number as on the wiki. Sorry. Completely contradicts The Full Wiki, under Gear.

Acquisitions Department[+200 CP]
If you don't know Marshall, Carter, & Dark, you will now. They hold ownership rights to many different SCPs and anomalies and occasionally hold auctions, many of which have anomalous items, or even entities, for sale at them. And their Acquisitions Department wants you, for an upcoming auction; whether they want you, something you made, or someone you have with you is completely unknown, but they've been known to hire both PMCs and lawyers to get their way, depending on what they feel they need to do. Not a good time if you're trying to hide your anomalous nature from The Foundation.

You Know What They Say[+200 CP]
Hey! Pay. Attention. You've been - hey, eyes on me - been infected with a severe case of ADHD. You are highly attracted to shiny, red buttons, can barely sit still, and are more interested, sometimes, in showing off the newest thing you've done, figured out, or made, than in keeping the SCPs contained. This is a Bad Thing(TM). You have meds, and I want you to take them, but I have a feeling you're going to forget, or, "forget," to do so more often than not. Also, you're blond for the entire time you're here. There's nothing you can do about that, either. I mean, you could use hair dye, but, well, you have ADHD, you probably won't read the instructions.

Before the Storm[+300 CP]
So, a few years back, the SCP wiki did something called, "The Purge," where they went through and banned anyone using a character that was a Mary Sue or Marty Stu, and made some severe changes to their site. A series of events happened in-universe to signify this purging of wish-fulfillment characters, and no one talks about the time before that happened. Well, you're being

dropped in a decade pre-Purge. Have fun.

Die Monster![+300 CP]
The Global Occult Coalition has a bit of a... track record within The Foundation, one which includes both SCP-1609 and SCP-1899. The former case, 1609, was a chair whose only anomalous property was sapience used only to telepathically tell when someone near it needed to sit down and teleporting to them. Was. They put it through a wood chipper, at which point it started targeting anyone who looked or acted like GOC operatives, teleporting groups of its broken pieces into their lungs. 1899, on the other hand, is a slightly deformed, armor piercing, .30-06 rifle bullet that is suspended in time about one and two-thirds of a meter off the ground. The bullet was used to kill an uncontained, unnumbered humanoid SCP who was able to suspend things in time. And they, the GOC, are after you, now, and, since you're what they refer to as a Threat Entity, will stop at nothing to see you dead.

SCP-682[+600 CP]
Immediately as you arrive, SCP-682 wakes up in his containment and catches your scent, regardless of where you start out. He doesn't know where you are, but he knows enough to hunt you down, and he -fucking hates you-, enough so that he'd prioritize you over humans that weren't a threat to his ability to chase you down and shake the life from your body. That isn't to say that they're a threat to him; it's just saying that he'll prioritize people using weapons that can damage or take off his limbs, or debilitate him, however temporarily. It's gonna be a bumpy ride, folks.

Crossed The Able Line[+750 CP]
Counts as two Drawbacks. When creating a character on the SCP Foundation wiki, there are a few things to consider, the most important of which is the, "Able Line," which is exactly the line that is set by Able, also known as SCP-076-2. This line is the level of badass that they allow for people that work for The Foundation. As a Jumper, normally, you'd be given a pass on just how badass you are until you start waving it around in the open. Not anymore; you've crossed that line, and the universe is going to make sure that everything hates you just as much as it does for doing so. The D-Class hate you and will rebel against you at every opportunity, Researchers distrust you and will second-guess everything you say and do, Security have very itchy trigger-fingers and seem to be looking for a reason to put a bullet in you, and any SCPs that sense you will refuse to work with you or, if violent, attempt to breach containment to attack you. And

that's just The Foundation. Doesn't affect your Companions.
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The End:

Well, you're a tough bastard aren't you? Survived your ten years here without too terrible much trouble, huh? Not bad, not bad. Got your everything back, all your Drawbacks you don't want waived, all that good shit. So, where to now?

Termination:

You're done. Like, so fucking done. Gonna take your ball and go the fuck home. Not a bad idea; for as normal as this world seems on the surface, it can definitely be weird enough to put you off of this kind of thing forever.

Recommendation:

You... what? You want to stay? You sure? Whole of existence open to you, and you wanna sit it out in a crapsack world like this? Not sure what you see in the place, I mean, between everything going on all at the same time, this place is practically circling the drain. But, whatever, kid, you do you.

Bigger and Better Things:

Time to pack up your shit and jump ship before this place goes belly-up, like a bloated carcass breaching after years underwater. Good plan, that. Let's go!
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Notes:

Some people in-setting will refer to SCPs as, "skips," just so you don't hear that and have no idea what's going on.

In case you're wondering about how I decided on prices, it went something like this: 50 CP- Not very useful on its own, or without some level of planning; 100 CP- Potentially usable on its own, but needs to be processed or researched, and/or requires other objects or abilities to be truly useful; 200 CP- Might be useful on its own and/or has the potential to be truly useful with the right supplementary items/abilities; 400 CP- Does not need other items to be useful, but has the potential to be very useful with the right set-up or ability, or is easily weaponizable; 600 CP- Insanely useful all on its own, to the extent that you'd get more benefit out of using it as a catalyst for some other item/ability/set-up than trying to find something else to use

as its catalyst.

SCP-682:
See Termination Logs -
http://www.scp-wiki.net/experiment-log-t-98816-oc108-682

Anomalous Physiology:
To put it into math terms, if you weigh 175 pounds in your current form, and you're disintegrated down to a pile of dust, it would take you around 3,000 days to fully regrow your body. That's around 650 less than a full Jump. Even just regenerating your head, which only weighs, on average, about 11 pounds, would take about 188.6 days. Essentially, it seems more powerful, on its own, than it really is, because, while it will keep you from dying if burned to ash, for example, it won't keep you from being sent home as a result of the lack of activity on your part while regenerating.

And, no, this doesn't change how your genetics work, this ability only makes you tougher. Whether it can be passed on genetically via the natural method or not, or if you can use genetics perks to apply it to others via a mutagen, or a plasmid, or whatever, is entirely up to you. And, yes, your regeneration perks, if any, do apply to this effect, speeding it up by a bit each, depending on how strong they are. I shouldn't have to tell you this, but apply the regeneration rate to how much weight you regenerate per thirty days, including diminishing returns.

Anartist:
You, technically speaking, can make Keter-class objects, but the amount of time to put one together falls under the same time range as a, "long-con," style power play. Anything under that classification will be something that even the most gifted mind in the world would take a good quarter to third of their life making. Decades spent in research, drafting, prototyping, re-drafting, etc. Then again, you're probably immortal by now, anyway, if you've gotten up enough cajones to come here and risk running into some of the shit the foundation's got squirreled away, so you've got all the time in the world.

Total Recall:
In the case of infection via memetic cognitohazard, if amnestics would have any effect on its progression, they still have that effect; you don't forget your exposure to it, but amnestics erase the effects. In any case, if you do take an amnestic to prevent the effect, trying to remember the exposures will be the only times your memory is fuzzy; you'll remember them, but they won't

have the clarity that the rest of your memories do.

Broodmother:
"...save for any genetic anomalies you possess," refers to anything that is genetic in origin that you could potentially pass on to your offspring. Such things include albinism or melanism, various and sundry genetic difficulties or disorders, and genetic-based perks such as being a Conduit or naturally having Gourmet Cells in your body and being adapted to their presence. This is selective, meaning that you don't have to pass on everything about yourself to everything your body creates. On the flip side of this, you can't make things that have powers you don't yourself possess, or that are stronger than yourself.

Existential Clipping Error:
"...you are, effectively, immune to bullets, as well as many melee weapons, as they pass through you without harm." Weapons that do not require large amounts of pressure to injure, such as blades, needles, flechettes, etc, still have an effect on you as long as they move at below the threshold required. Someone could still slit your throat, or let you fall onto them and bury a knife between your ribs on your momentum alone; they can still dart you in the back with a rifle modified for low muzzle velocity and to fire anesthetic darts or needles, or stick you with one; etc. In addition, aerosols do not give off the requisite amount of pressure to trigger your ability, so being pepper sprayed still hurts, as would an aerosol-based anesthetic, and bugs can still land on you and sting or bite you, and are harder to deal with; remember, any pressure you give off can trigger your ability as well, so trying to slap a bug out of the air, or crush it against your skin by swatting at it, might just cause it to pass through your hand, or through, or even into, your body. Imagine that: you're trying to swat a wasp that's landed on you, and swat hard enough that it ends up inside your lung, in the chambers of your heart, between the exterior folds of your intestines, or buried in your musculature or the marrow of your bones.

Anomalous Item:
Of note is the -2 byte file. It can be copied, and its effects stack, allowing you to, with a single, hidden file make any computer or USB drive you touch have effectively unlimited space.

That rubber band rifle? Yeah, the kinetic force of a rubber band moving at 1/540th of the speed of light is about equivalent to getting punched, somewhere in the neighborhood of 138.8N, or about 14.15 kg, or just over 31 lb, worth of force. And, of course,

it's still a rubber band, so it'll hemorrhage velocity about as quick as you'd expect.

SCP-999:
Because being Jumper is suffering

SCP-1326:
"Endoskeletal, 'arachnids.'" They do have outer bodies, and look like human-faced spiders; if killed or incapacitated, they quickly deteriorate to a skeletal form. See the entry on SCP-1326(http://www.scp-wiki.net/scp-1326) under, "Incident Report 1326-[redacted]," for more information.

SCP-2036:
That the offspring and subsequent generations lack its beta event does, in fact, mean that they stay dead when they die. Physical samples taken from both it and its offspring/subsequent generations do not combust on their own.

SCP-2400:
No, you can't just step into the anomaly and end a bad Jump at 140x speed. Time spent in a Jump is relative to the time outside the anomaly, so you can just learn to deal with your choices.