

CHURCH OF THE BROKEN GOD

Introduction:

Welcome, Jumper, to the world much like your own... or so it seems on the surface. In truth, under the skin of this reality, anomalies and inexplicable phenomena fester and grow. Mind-shattering entities, destructive events, parallel realities, paranormal technologies and arcane rituals exist beyond the ken of regular mortals and plague this world, tainting it the colors of outer cosmos. Here, the unreal clashes against that which is, and the irrational strains the chains of science imposed on it by those who would exploit it.

Welcome, Jumper, to the world of SCP Mythos.

Naturally, in a world like this, there exist many factions which would seek to control, use, free, worship, or do any number of things to the anomalous. It is the latter which interests us most. There exists a faction which ascribe reason to the unreasonable, who venerate the machine for its gifts upon mankind, and who believe that it is not the cog which was born from human intellect, but human intellect that was born from the cog.

The so-called Church of the Broken God venerate a primordial deity called Mekhane, or WAN - the God of machines, metal, logic and intellect. According to their creation myth, before the dawn of humankind, there existed two great gods - Yaldabaoth - goddess of flesh, instinct, plague, and animal life - and Mekhane. Yaldabaoth first created humans as beasts, but Mekhane granted them the gift of reason and allowed them to develop into a civilization. Yaldabaoth, angered by the fact her creations were becoming less and less beast-like decided to destroy them and start over. Mekhane, in turn, protected them. Mekhane realized that a battle between them would destroy humanity, and so Mekhane decided to put an end to it right away by sacrificing himself. He reconfigured his own body into a great cage to hold Yaldabaoth captive, and was shattered into many parts as a result. His parts have since been scattered across the human world, leaving his followers to seek them out and attempt to rebuild him.

Nowadays, they form a secretive religious organization known as Church of the Broken God and oppose the Sarkic cults - followers of Yaldabaoth - using the various pieces of

their God they have recovered, as well as any other anomalous technology they can get their hands on.

You will appear in this world as a part of this organization and spend the next 10 years shaping its path going forward. Good luck, Jumper. You will need it.

It is dangerous to go alone. Take this:

+1000 CP



Time and place:

The history of the Church spans millennia of human history. You get to choose when exactly you appear.

Classical Antiquity - the Church was prevalent in many Greek city-states, as well as ancient China. They were craftsmen creating complex machinery and philosophers pondering the nature of human nature and its relation to the artificial creations of mankind. You appear somewhere in the Mediterranean during the time of either the Greek city-states or the Roman empire, or anywhere in Chine pre-Jin dynasty.

Dark Ages - an unfortunate time for the Church. With the rise of radical Christianity, many scholars propagating the teachings of the Church were killed or excommunicated, forcing the remainder into obscurity and secrecy. You appear anywhere in Europe at any time between 5th and 15th century.

Renaissance - the enlightenment. The time of scholars and free thought. The ideas and beliefs of the Church begin to once again influence the development of society and technology. Leonardo da Vinci himself was, in truth, a Mekhanite, as were many other prominent scholars and inventors. You start anywhere in Europe anytime in 16th-17th century.

Industrial Revolution - the era of rabid industrialization did much to further the agenda of the Church. While they still maintain secrecy, Mekhanites and their sympathizers can be found among high society and working classes alike. The influence of the Church begins to expand outwards. Start anytime in 18th-19th century, anywhere in either North America, Europe, or East Asia.

Modernity - the modern times. The influence of the Church has waned significantly as other groups of interest became more prominent. Nonetheless, they have global reach and are on good (enough) terms with most other paranormal groups, with a few exceptions. Start anytime in 20th-21st century, anywhere in the world.

Origin:

As with most religions, over time there were a few schisms, and multiple subsections as a result. You may freely pick which you belong to. You may freely choose your age and sex.

The Broken Church - the oldest section of the Mekhanites. Dating back to the classical antiquity, their doctrine survived wars of the flesh, Christian purges, and time. They augment themselves as they see fit, but are overall fixated on restoring and fixing their deity far more than on self-improvement. You start as a freshly promoted member, only just sworn into secrecy about the paranormal. The Drop-in option.

Mathematikoi [Restricted: Classical antiquity] - a section of Pythagorean cults, the mathematikoi blended the study of arithmetic with the religious underpinnings of the Church. In their mind, to rebuild Mekhane is to understand the workings of the universe through the study of mathematics. Extremely progressive for their time, they brought forth many technological advancements. You start as a regular nerd who only just joined a group of super-nerds who worship math. Nerd.

Xia [Restricted: Classical antiquity] - the Xia were a dynasty in ancient China, ruled over by an emperor. They worshipped a deity called The Father Serpent, and believed themselves to be the descendants of dragons. They were capable of great feats of anomalous engineering, building great towers of metal and great contraption of fire. They were eventually overtaken by the Shang dynasty.

Gnostics [Restricted: Dark Ages] - the belief that a soul can ascend and return to the divine via intellectual enlightenment. Mostly unrelated to the religious teachings of the same name. During the height of Christianity, many Mekhanites escaped purges by embracing Christian traditions and reconciling them with the ideas of the Broken Church. They believe that the Abrahamic God is, in fact, Mekhane, and that Yaldabaoth is Satan (also known as Demiurge, Jaldabaoth, Lucifer, etc.). They then seek to empower God through worship and by returning their own divine spark to him. You start as a regular church-goer who maybe learned a bit too much science for clergy's liking.

Hermetics [Restricted: Renaissance] - a subsection of western mysticism that focuses on extraction of divine knowledge. Alchemists, scholars, inventors. Incorporates elements of the Broken Church, kabbalah, various esoteric studies and magic systems. An extension of gnostic tradition. They believe that the one God - Mekhane - is present in all religions, and is merely wrongly interpreted by them. They seek to compile and reconcile all systems of religious worship to find the one, true way of rebuilding their God. You start as an apprentice of a hermetic inventor. Not anyone too influential, though. If you want to meet Leo, you gotta work for it.

Cogwork Orthodox Church [Restricted: Industrial revolution and after] - a section which emerged during the industrial revolution, they focus heavily on self-modification.

They believe that reforming their bodies in the image of Mekhane will assist them in their quest of restoring him, but somewhere along the line, their transhumanism became an end unto itself. They view mass production and standardization as a form of religious worship. Heavy focus on mechanical technologies and clockwork. You start as a factory worker whose colleagues got a little loud after a few drinks and blabbed about the anomalous. Now you've got these weird religious people talking to you, and honestly? They're making an awful lot of sense.

Maxwellists [Restricted: Modernity] - by far the most modern outlook on the doctrine of the Church, Maxwellists embrace the digital. They favor modern and futuristic cybernetics, small-scale modifications and focus heavily on communication. They believe they can recompile their God as an aggregate will of humanity by linking everyone's minds together in a kind of network. You start as a member in a secure chatroom, sworn into secrecy about the anomalous via the internet. What a time to be alive.

Anderson Robotics [Restricted: Modernity] - ...or maybe you're not part of the Church at all! Instead, you start as a member of another group of interest - Anderson Robotics, which focuses on creating and distributing thaumaturgic automatons. Nevertheless, you will find yourself surrounded by members of the Church, by virtue of being either a spy or a liaison.



Perks:

Let's get to the meat of this jump. All origins get their 100cp perks for free and a 50% discount on all other perks (for their origin. I feel the need to clarify to prevent some of you rules lawyers from making a mess). Perks from other origins are undiscounted. Some perks have intrinsic drawbacks you may take for extra CP, you greedy bastard.

Undiscounted

All origins get a 500cp stipend just for these ones. I am a generous god.

Seen Some Shit [100] – you're the jumper, it kinda comes with the territory. You're extremely good at processing trauma and ignoring the weird crap that goes on in this universe. Mind you, this doesn't make you immune to mind control or any kind of memetic and/or cognitohazards, but it will help not go mad with knowledge (unless it is meant to do that).

Woosh [100] – all the memes just seem to fly right over you head. Any and all infohazards, memetic agents and/or cognitohazards seem to have no effect on you. This renders most forms of mind control useless, as a lot of them use one of the senses to achieve the desired effect. Still, if some reality bender wants to use weird magic and make you his proverbial puppet directly, this won't save you.

Flawless Physique [100] – mandatory appearance boost. Your body is a well-oiled machine, easily able to keep up with (non-anomalous) Olympic athletes. Since this universe is fucking wild, here's some more: any injuries you have will heal perfectly with no scarring (unless you want them to), and any body mods you have or get will only serve to make you look better, never worse. This doesn't grant any kind of regeneration, mind you, and neither does it speed up the healing process, so if you get your arm ripped off, it won't grow back (naturally, at least).

Sovereign Authority [200] – you are *important*. Or you feel like that, anyway. When people look at you, they see a leader, a big shot, an alpha if you forgive the use of the term. So long as you act to match this feeling, you can get away with a lot of things. A police officer bothering you? Tell him you know his boss and will be having words with him later, and the blue will back off. Want to get into a protected building? Dress appropriately and act confident, they'll let you right in. This doesn't actually give any kind of authority, so automated checks, id scanners, and other such things, as well sufficiently strong-willed people, will be unaffected. Pick your battles, Jumper.

Harmonious [200] – we live in a society, and it's time to act like it. When you're involved, Jumper, everything seems to go as smoothly as it can. People put aside their differences to work on a shared project, rivals cool off, and everything seems to come together like a jigsaw. Any organization you're a part of suddenly becomes much better organized, streamlined, and in general more successful at accomplishing their goals. This doesn't

prevent 3rd parties from interfering, but will make you much better at responding to their meddling.

Fortuna's Favor [200] – fate seems to like you, Jumper. Everything that can go right, does. Opportune events are much more frequent, bad luck is a thing of the past. Just remember the old saying – sometimes it's not luck, it's enemy action, in which case this perk has no effect, as it only works on truly random events, not machinations of others. Now, if these machinations rely on random events? That's their fault, should have made contingencies.

Void Loops [300] - you have an ability to warp connections. Basically, this allows you to be independent from any outside sources of power. If you would normally draw some form of power from an outside being, like a God or a demon, you can instead get that power, form a connection to that being, and then twist that connection. It will warp, snap, and loop back around on itself, setting you as both the source and the target. This means that any entities that would normally be able to influence you through the powers they grant, can't. You are the source of your own power, Jumper. A perpetuum mobile. This process is automatic when there is any kind of malicious influence going on through your connections.

Type Blue [300] – also known as thaumaturgists, or mages. These individuals can use arcane energy and rituals to affect reality in myriad different ways. You are now among their number! You have a small amount of thaumaturgic energy available to you that slowly grows over time. Eventually you might be able to equal the likes of Dark of MC&D, Anderson of Anderson Robotics, or even karcists of Sarkic cults (but why would want to be like them?). Mind that magic isn't reality bending. Meaning, it is not affected by SRAs. Pretty neat, huh?

Wild Magic [+100] – sometimes when you cast a spell, it just… doesn't. It may not manifest at all, it may have an altogether random effect, it may just do the opposite of what you want. It will happen roughly to a third of the spells you cast.

Anartist [300] – an anomalous artist, that is. You are capable of creating art that defies the laws of reality and brings your own vision into it. Since there is no strict definition of art, this ability is *broad,* encompassing almost any form of self-expression, from paintings to an unusual manner of speech. The downside is that art is difficult. To make art anomalous, it must be wholly original, and have a proverbial piece of your soul in it. You can't just throw together a few sticks and have them killing gods. You must pour your truest emotions, your heart and soul, into your works for them to work.

Modern Art [+100] – that's how I see it! Or you do, anyway. These pieces of "art" you create can only be classified as such if the person looking happens to have myopia. Even if you put your deepest emotions on display in them, everyone will see your works as uninspired trash (unless they anomalously affect everyone to see them as something else). Everyone's a critic, huh?

Daevite [400] – the mythic Homo Sanguinus, who existed long before the biblical flood. Masters of blood magic and progenitors of Sarkic cults, they possess the ability to rewrite reality even long after going extinct. But they aren't extinct, are they, Jumper? You now count among their number. You have a devilish charisma, a keen mind beyond any normal human, a strength that would allow you rip apart men and root out trees with bare hands. But most importantly, you possess their blood magic. Through human sacrifice, ritualistic cannibalism, and death both within and without, you may alter reality in any way you wish. Rewrite history? Devour the collective memories of an entire generation? Turn living beings into mindless thralls? Animate normally inanimate objects? Your magic is much stronger and versatile than that of a regular Type Blue, if only you pay the price.

Leech Boy [+200] – blood, blood, blood. You're more obsessed with it than a 14-year-old vampire fanboy. Speaking of which, you're now one. You are weaker in the sun, require blood for sustenance, and are inexplicably attracted to Victorian era clothing.

Photophobia [+300] Oh? That wasn't enough for you? Alright, let's ascend to the extreme. You burst into flames if a single ray of sunlight touches you skin, are vulnerable to silver, smell of garlic makes you violently ill, and you can't help yourself from ranting how religious iconography is *so* last year!

Black Monarch [400] – that's strange, wasn't there supposed to be only one of you? Much like the Black Queen of the Serpent's Hand, you can now access parallel versions of yourself, but only for a limited time. They have different powers than you, different histories, different views shaped by those histories, but are, ultimately, you. They are guaranteed not to kill you on sight, even if you repulse them. They don't have to agree to help, but they won't initiate hostilities either. They can share knowledge, items, help you in combat, or even just chat if you're lonely. Accessing these parallel universes is very taxing, however, and you may fall unconscious if you don't restrain yourself.

Two Wolves [+100] – remember that bit about them not initiating hostilities? Yeah, forget that. If your counterparts find you exceptionally offensive to their sensibilities, they will blast you on the spot. This is by no means a guarantee, though. Just keep in mind that your parallel versions won't always be weaker than you.

Evil Twin [+300] – never mind, they hate you. A good 60% of all parallel versions of yourself you will access will absolutely despise you and fight you on sight, regardless of any danger to themselves.

Called Upon [+200] – you're not the only one with this ability. At any time, a portal may suck you in to a parallel universe to help another version of yourself. You will be returned if you help them accomplish their goals, they die, or 24 hours have passed. This will be a frequent occurrence.

Rooted in Reality [600] – there is a thing called a reality anchor. Basically, it nullifies most paranormal effects and abilities in some range around it. You are now one such reality anchor, Jumper! Naturally, this won't affect any powers of your own. You are now impervious to any direct application of supernatural powers. No mind control, no twisting your organs like putty, no setting you on fire. A telekinetic can still launch an I-beam through your chest at Mach 5, but he won't turn your bones into sand. Small mercies.

Additionally, with an effort of will, you can extend this nullification effect over an area, disabling any anomalous effects. You may pick and choose what gets disabled and what doesn't.

Protector of the Mundane [+300] – you have the power, why not use it? Much like the GOC, you now abhor any anomalies. You are severely tempted to destroy, or at least nullify, any supernatural objects and entities. You will need a very good reason not to.

Type Green [800] – now this is power! You are a reality bender! This means you can just… do things. Unlike magic, you don't need any rituals, spells, energy or catalysts, and unlike anart, it is as easy to do this as it is to breathe. If you think hard enough about something, you can just will into existence. With time, this power will grow, and the growth rate will be determined by your usage of it, like a muscle. Imbue object with anomalous properties, erase people you don't like, violate the laws of conservation of mass and energy! You can even suppress anomalous properties of objects and supernatural powers of others if your will is greater than theirs. There is a small but, however – you can't see the future using this power. Sorry.

The Broken Church

Ave Deus Machina!

Persevering [100] – the codex of the Broken Church withstood the test of time and emerged on the other side victorious, but not unscathed. Your personal beliefs are now much like this – capable of holding up to close scrutiny and withstanding even the toughest challenges. They may adapt depending on the new information presented to you, but their core will remain the same. Don't lose your way!

Paladin [200] – for millennia, followers of the Broken God stood as the only thing between civilization and the depravities of the flesh-worshipping Sarkic cults. Now, you count yourself among these staunch protectors of reason. When facing those with opposing views or goals to your own, you get exponentially stronger as the battle wears on. Additionally, you gain extensive knowledge on your enemies.

Mechanist [400] – a builder of arcane machines is what you are. You can create anomalous technology using any tools and materials available to you. Granted, better ones will produce better results, but you'll make do. This technology is mostly a form of religious iconography, but you can find practical use for it if you look hard enough. You also gain knowledge on how to integrate this technology with human body and other, non-anomalous tech.

Clockwork Soldier [600] – SCP-217. Clockwork virus. God's Ichor. Leader of the Broken Church, Robert Bumaro, has willingly infected himself with it, before it was contained by the SCP Foundation. It converts all it touches into automatons made of organic metal that carries the host's DNA. You are now like Bumaro, fully converted into a clockwork being. Your strength is monstrous, your thoughts race to leave humans in the dust, you are

durable beyond compare. Even beyond that, you can easily augment yourself. Any broken parts can be replaced by outside ones with no complications, and additional ones can be installed easily. And unlike every other instance of this virus, this just replaces your skin with advanced prosthetic leather, so you still look the same on the outside and can still experience touch, smell and taste. Also, every faction of Church of the Broken God sees you as a messianic figure. Ave Deus Machina!

Mathematikoi

You like them numbers?

Rational [100] – math is hard. Normally. Not for you! You have a brilliant mind, a true polymath. You can break even the most complex subjects to their constituent parts to help you understand them better.

Sculpted [200] – you have a Greek profile and a sculpted physique! Not only does this come with the expected strength, speed and durability boost, you also get a regeneration factor! You won't be regrowing limbs, but small wounds and gashes will close on their own in several second. Larger injuries will take longer, but it's better than nothing.

Teacher [400] – those who can, do; those who can't, teach. Wrong! You can teach any skill that you yourself have mastered to anyone. Magic? Got it! Robotics? Sure! So long you can do it, and the subject is willing to learn, you can teach anyone.

Fifthist [600] – heretic! Or so I would say, if you weren't so scary. Your study of mathematics and their place in the universe allowed you to uncover the truths of fifthism far earlier in the history. Understanding of fifthism grants you several benefits. Firstly, any belief or view you espouse become highly memetic, spreading among the populace even without your involvement. Secondly, you become *determined*. Whenever you pursue a goal, you cannot be deterred, and will be able to seemingly pull miracles out of your ass to accomplish it. Thirdly, you gain deep understanding of astrology and numerology. And not that New Age, pseudoscience crap either. I mean the real ability to read the future in the stars, see predictable patterns in the universe, and manipulate fate using mathematically perfect rituals.

Xia

I am a dragon, you are now Asian

Legacy [100] - you will never be forgotten. Some mementos of your existence will always remain, regardless of how you were destroyed. A God wiped you from the collective existence in all layers of reality? A small amount of your blood will solidify into a piece of metal bearing a mysterious inscription. Got dragged down to hell? Your soul left claw marks from where it held on. These signs will always be indicative of you, and someone, at some point in time, will know of your existence even long after you're gone.

Four Lords [200] - the Four Lords were individuals of great power who assisted the king and advised him. You are now one such individual. You gain an area of expertise, be it economy, sociology, philosophy, theology, or any other broad branch of soft sciences. You gain esoteric knowledge of this subject, and a wisdom beyond your years. You can apply the principles learned from this branch of science to almost anything. The invisible hand of the market suddenly manifests in wartime logistics; Jung's collective unconscious suddenly exists in artificial beings, allowing you to create self-coding AI; etc.

Flesh Grafting [400] - I don't like where this is going. You gain an ample understanding of biology, anatomy and genetic modification. You can introduce various biological modifications to organisms. Vat-grown glands, snake-like physiology, various animal features. It's useful, I suppose, but far too close to Sarkicism for my liking.

Golemancy [400] - you can create anomalous constructs that house various supernatural powers. An army of clay soldiers that suppress any anomalies; a sphere capable of producing tectonic activity; creatures of inanimate materials that have appropriate thaumaturgic potential; etc. Most importantly, they are all sapient and nearly indestructible- even if they're broken apart, they can easily be put back together with no loss of capabilities.

Son of the Great Serpent [600] - you are now the progeny of a great dragon that reigns over machines and metal. Your body becomes more snake-like, gaining golden scales all over, slitted eyes, sharp claws and poisonous fangs, as well as a forked tongue. You gain a form of metalokinesis - the ability to control all metals in your vicinity, regardless of their composition or state. While yes, you could pull off a Magneto and pull the iron out of someone's blood, I would be a great strain on you, and leave you exhausted afterward. Another thing - you gain the ability to enchant the metals you control. That is, bestow upon them various supernatural qualities, like emitting heat, burning, glowing, being soft like fabric, etc. Have fun, son of the dragon.

Gnosticism

No one expects the inquisition!

God-fearing [100] – you're just an unassuming church goer… right? You can easily hide your allegiance to any organization and pass under the nose of authorities so long as you don't do anything to draw attention to yourself, like building a giant mech in your backyard.

Divine Spark [200] – no, not *the* Spark. I mean the soul. It is very much real - and very much vulnerable – in this universe. This perk ensures that it is no longer such. Your soul becomes inviolable to any interlopers, even if you said you'd give it to them. So long as you aren't actually willing to hand it over to something/someone, it will stay right there. As a bonus, you will never lose your will to live, and will always be able to enjoy the little things in life.

Noble [400] – we have mister big shot over here! You are a bearer of some kind of title that grants you authority in your realm. Not ultimate authority, mind you, but still significant enough to handwave away any real issues. You can order around law enforcement, request access to normally protected areas and be allowed in, and influential individuals will regard you as an old friend and will grant you any number of favors. Just don't abuse this authority.

Gnosis [600] – you did it. You gathered the necessary esoteric knowledge and established a connection with the divine. No evil shall ever harm you, those in your presence will know and acknowledge your ascended status, and most importantly – you can help others. With but a wave of your hand, you can pass any knowledge of your own onto others, including this esoteric realization that helped you ascend. And as they empower God, God empowers you and your powers. Any supernatural abilities you have will grow exponentially with the number of these awakened individuals. Go, and bring forth the enlightenment.

Hermetic

You techie Jumpers won't be out of place here!

Renaissance Man [100] – you can do anything! Your views will no longer be colored by your various biases and history, you will be able to assess everything rationally and act upon this knowledge. Even beside that, you are a masterful, if mundane, crafter when it comes to anything made using your hands.

Golden Age [200] – it is the era of progress! You can sense the best opportunities for various actions and gain an impeccable sense of timing. You know when to introduce that ground-breaking invention without inviting a societal collapse; you know when to buy and when to sell for best profit; you know when the best time for the army to move out is. Moreover, you gain this knowledge in advance, so you can prepare for it properly.

Alchemist [400] – ye olde chemistry. In this universe, it is actually a manipulation of Aetheric forces that generate the reality around us. You gain the ability to create arcane tonics and potions, as well as virulent poisons and venoms. Not only that, you gain intimate knowledge of the processes required to do so, and the ability to modify them and apply them to different fields. Transmutation of matter, conversion of energy into matter and vice-versa, magical materials and horrible chimeras. All of this is in your grasp.

Reconciliation [400] – you achieved the stated goal of the Hermetic order – managed to combine every mystic system into a single, comprehensible one. This allows you to win almost every ideological debate, but moreover, you can combine various supernatural powers and magic systems into a single one. It will retain all the strengths and none of the weaknesses of its constituent parts. Not only that, you can use energy usually meant for one system as a substitute in others.

Inspired Inventor [600] – you gotta be from the future! Whenever you enter a new world, you gain a database of knowledge of all technology of that world. Not only that, you also get knowledge of how that tech would progress and develop if left alone for 10 000 years, and how to speed up this development. Naturally, you get to keep all this knowledge on your future jumps.

Cogwork Orthodox Church

Tick-tock

Horologist [100] – you have steady hands. You are intimately acquainted with clocks and watches of all kinds, and know how to make, repair and modify them. You also possess the actual skill required to do so – steady hands, precise motor functions, eye for detail, the works. Nothing anomalous, but impressive nonetheless.

Posthumanist [200] – you are not afraid of technology. In fact, you have an almost creepy obsession with it. You never suffer from adverse effects of technology – when in your possession, nothing will ever break, malfunction, or otherwise stop working. This works especially well with cybernetics, which seem to actually become better as your body adjusts to them and vice-versa.

Steampunk [400] – what it says on the tin. You gain an extensive knowledge of how to create anomalous technology powered by steam, coal, diesel, or other such fuel sources. Included is clockwork and analogue tech, heavy machinery, vehicles, cybernetics, etc.

Standardization [600] – is a form of worship for the Cogwork Orthodox doctrine. Now, whenever something you designed is made for the first time, it also becomes able to be mass produced, and you gain the knowledge of how to do so. The more of this mass-produced item there are in circulation, the better it becomes at its job. If there are a 100 mass produced pistols, it will probably never jam. 1000? Not a single one will ever run out of bullets… somehow. 10 000? They can probably punch holes in tanks. You get the idea.

Maxwellism

Beep-boop

Tech Wiz [100] – or so the old folks seem to think. You have the equivalent of a master's degree in computer science and programming. You also built your own PC and just won't shut up about how easy it was.

Connectivity [200] – problems with signal are a thing of the past. No matter where you are – in a forest or the deepest, darkest layer of hell, your devices will always stay connected to the network, be it a mobile network, internet, or any other such thing. Also, all your devices can connect to all networks, hardware be damned. Yes, that Nokia 3310 can connect to the super-futuristic extranet just fine. Enjoy.

Cyberpunk [400] – yep. You are a master of technology that is just ahead of its time. Bodily modification of all sort – integrated weapons, sensory augmentations, subdermal mesh, neural implants, you name it. Anything digital, you can build, program, debug and maintain, Also, it doesn't have to follow logic – a quantum supercomputer the size of a fingernail is absolutely possible.

All As WAN [600] – through combining the consciousness of every Maxwellist, you have managed to form a sort of digital gestalt. And you are in control of it. You are capable of seeing through the eyes of any of the millions of Maxwellists worldwide with no delay of any kind. You possess staggering processing capacity, literally equivalent to millions of brains all working as one. Not only that, you can bring forth certain aspects of the digital world into the material one. Abuse physics engine of the world to fly, manifest objects you designed in 3D editing software, simply delete unwanted actors, and much more. You basically have edit permission to the world. Just be aware – there are still entities greater than you.

Silica Animus [600] – you are no longer human. Instead, you are an AI, with all that entails. You are capable of technopathy, possess unlimited multitasking capability, can split your mind into different streams working on different things, and can create new bodies for yourself. As long as your consciousness exits on a server somewhere, you cannot truly die. And even if it doesn't, once per jump I'll allow you to move your mind to a different hardware if your only one was destroyed.

Anderson Robotics

Is selling AIs slavery?

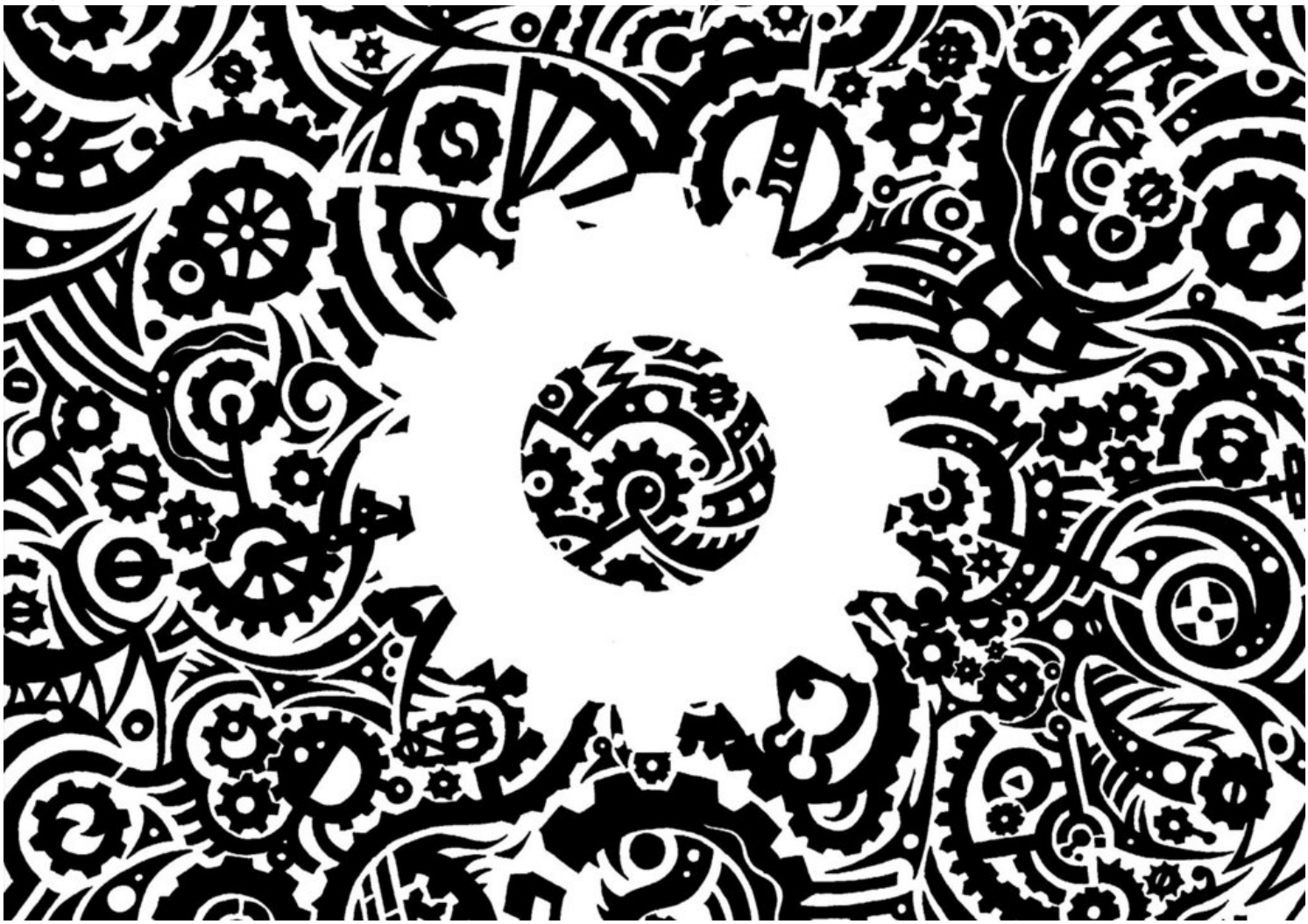
Shady [100] – something's fishy about this. When an explanation is needed, a vague one works best. Where did you get that money? Found it. Never mind that its literally a few thick wads of cash. Why do you need to go there? Need to check something. On a top-secret government base. It just works.

Oppressor [200] – you are, considering you are literally selling sapient robots to the highest bidder. At least you know how to keep 'em in line. You know how to break someone down and make them obey, be they a cold, uncompromising AI or a regular guy on the street. If you rack up on the intimidation, no one will dare speak up against you. Just be careful to not incite a revolt.

Artificial Soul [400] – what makes an AI sapient? Why, the same thing as us – a soul. And you know how make them yourself. Be it through magic rituals, or clever coding, you can make fully functioning souls to put into things. You can use them to make Ais, trade them to otherworldly beings as currency, or as ingredients and catalysts in other magical rituals. Really, souls are such useful things!

Technotheurgic Augmentation [400] – technology and magic are usually antithetical to each other, but not always. You can combine technology of any kind with magic to boost the effects of both. This works especially well when used for self-improvement, like implants and prosthetics.

Prometheus [600] – seems like you used to work for Prometheus Labs – some of the most genius people in this world, working together to wrestle the secrets of the universe away, like their namesake titan did fire from the gods. Anyway, you are brilliant. You can reverse engineer literally any piece of technology, from the simplest stopwatch to the most eldritch and incomprehensible anomalous machine. So long as it can be classified as ‘technology’, you can understand and explain it, as well make your own version of it. It may take some time to build up a database, though.



Body Modifications:

Transhumanism is inherent in the beliefs of Mekhanites. Here you get to take your body beyond human limits. You may discount two options in each tier, with discounted 100 CP options being free. Purchasing the original mod at a discount also discounts the improvements (the options directly below), except for 100 CP improvements.

Metabolism [100] – your stomach has been modified to produce a special acid that can melt anything and break it down into usable nutrients. Also removes the need to go to the bathroom.

Acid Saliva [100] – you now have glands that secrete that same acid in your mouth. It is produced in very small quantities and mostly accumulates in saliva, allowing you to bite through almost anything.

Acid Spit [200] – your glands secrete far more of the acid, allowing you to spit it as a form of attack, similar to a spitting cobra.

Fuel Storage [100] – any unused nutrients go into a storage of a kind, and can be used later to satisfy your physiological needs without actually consuming any food.

Ocular Implants [100] – you now have mechanical eyes that are resistant to any kind of irritation, can record what you see, have 20/20 vision and can zoom in and out. Also removes the need to blink.

Exotic Vision [100] – you can switch to different viewing modes, such as infrared, ultraviolet, thermal, night vision, etc.

Eye Lasers [200] – you have gone so far as to implement small-power directed energy weapons in your eyes, allowing you to shoot laser beams out of your eyes. They can produce heat sufficient to melt high-carbon steel in seconds, but somehow have no effects on your eyes and vision.

Auditory Implants [100] – your new, artificial auditory organs are capable of hearing acute enough to provide a rudimentary form of echolocation, can record audio files and are resistant to most forms of sonic weaponry.

Exotic Hearing [100] – you can tune your auditory apparatus to various frequencies usually unheard by humans. Not only that, you receive and understand radio signals, and can automatically block out harmful memetic hazards transmitted through auditory medium

Screech [200] – you managed to weaponize your ears. You can now emit a harmful sonic screech that causes nausea, vertigo, and eventual deafness in all who hear it.

Vibrato [300] – wow. You can now tune that screech to resonate with nearby matter, eventually disintegrating it altogether. It will take time, though.

Blood Replacement [100] – you replace your blood with artificial liquid designed to do everything blood does, but better. It carries greater amount of oxygen, will instantly coagulate if you're bleeding, and can filter out toxins. Your bone marrow has also been

modified to produce this liquid instead of regular blood. Comes in five colors – red, green, blue, black and yellow!

Acidic Blood [100] – I don't know why you'd want it, but sure. Your blood is now a potent acid, like a xenomorph. It won't melt your insides, don't worry, it will only start bubbling when outside your body. But also, no pathogen or toxin will ever touch you again, save for some anomalous ones.

Endoskeleton [100] – your bones have been reinforced with a special alloy that will prevent them from being broken. They also increase your weight, and your joints are now much more durable, though you can't crack them anymore. This won't interfere in blood production in any way.

Bender [100] – all your joints can now bend in all directions. Backward knees? Reverse hands? Everything is possible.

Detachable Limbs [200] – you can detach and reattach your limbs at the joints with no problems. All your limbs have also been implanted with miniature receivers that allow you to control them remotely, like drones.

Cranial Sheathing [400] – you brain has been isolated and placed into a separate section in your endoskeleton. Even if you lose your head, you will stay alive like a Dullahan. You will, however, lose control of your body while your head is separate. Hope you have some friend who can find your old body, or make a new robotic chassis for your head.

Cranial Drone [200] – you can now detach your head yourself, and move it around either on spider-like mechanical limbs, or with a small thruster to float. You can also pilot your body remotely, with your head somewhere else.

Lung Implants [100] – your lungs have been replaced with artificial ones. These ones can hold an isolated supply of oxygen so you can breathe for a limited time even in a vacuum. They can filter oxygen from water, allowing you to breathe underwater, can filter out inhaled toxins and cannot be irritated.

Pressurized Breath [200] – your lungs now have additional canisters of pressurized air, allowing you to breathe in a vacuum for much longer. Or, you can instead expel it in a narrow stream as a form of attack. Blow your enemies away!

Fire Breath [200] – you now have a miniature flamethrower in your lungs. You have an additional canister with highly flammable gasses that never seems to run out. Instead of air, you can now breathe out these gasses, igniting them in the process. No harm will come to you. You are almost a dragon now.

Integrated Flamethrowers [300] – instead of just in your lungs, you now have flamethrowers all over your body. They shoot full-on napalm instead of just gasses, and are installed on your wrists and ankles.

Toxic Breath [200] – whenever your lungs filer out any kind of toxin, those toxins go into a specialized canister. Once enough toxins have accumulated, you can expel them out of your mouth as a form of attack.

Organ Replacement [100] – all your organs have been replaced with better, mechanical versions. Heart, liver, spleen, kidneys, guts and any other organ not explicitly mentioned as a separate option on this list. They don't necessarily have any special features, but they are better at their jobs than their organic counterparts.

Augmented Strength [200] – your muscles have been augmented with a kind of smart metal, and your joints with pneumatic pistons. You now have the strength of multiple men, able to life many times your own weight with ease.

Hydraulic Strength [100] – your joints are now replaced entirely with hydraulic pistons, able to exert untold amounts of force even without any leverage. Even if you were in a straightjacket, wrapped in titanium chains, encased in concrete and dropped into a lake, you could break your confines in minutes.

Powerfist [100] – you can know extend your fists and feet out of their sockets for a temporary boost.

Super Fist [200] – you now have multiple thrusters installed all over your body, allowing you to zip around like a madman. You can activate them for a strength boost, to double jump, to dash like a video game protagonist, or to augment your speed.

Rocket Fist [200] [Requires: Detachable Limbs and Super Fist] – yes, you can now shoot your fist and remotely pilot it to punch someone 50 feet away. Go ham.

Jetpack [300] – might as well go all the way. You have an integrated jetpack that allows you to fly. Rain death from above!

Integrated Blades [200] – you now hidden blades in your arms and legs. You can extend them out your wrists, elbows, knees and heels. They can extend up to 80 centimeters (30-ish inches). They are made out of high-quality carbon alloy and are nigh-on indestructible. If you want, you can remove them and replace them with the ones you made yourself.

Vibroblades [300] – the blades can now be made to vibrate at ultrasonic frequencies, basically cutting through anything.

Monomolecular Edge [400] – the blades now have a monomolecular edge. Or, rather, a mono*atomic* edge. They can literally cut molecules apart. Be careful, or you may just cause a nuclear explosion.

Chained Weapons [100] – you can now choose to attach a chain to your blades. If you do, you can now completely extricate them from yourself and wield them like whips. Fucking weeb. You can also just shoot out the chains themselves, like Scorpion's kunai.

Thrown Weapons [200] – speaking of which. You now have an assortment of thrown bladed weapons stored inside yourself. Shuriken, kunai, darts, needles, even small axes. You never seem to run out, no matter how much you use. If you purchased Vibroblades or Monomolecular Edge, they also possess that property.

Integrated Firearms [200] – you've had several medium-caliber firearms installed in your hands and legs. They are all non-automatic and are chambered in 5.56 NATO. You never seem to run out of ammo.

Full Auto [200] – all your guns are now full auto, capable of fire rate of up to 600 RPM.

Variable Ammo [200] – all your guns can switch between several ammo types at will. These are: AP, incendiary, HEIAP, tracers, hollow point, beanbags, concussive, cryo, corrosive.

High-Caliber [300] – all your guns are now chambered in .404 Jeffery. Bring out the big guns.

Really High-Caliber [400] – are you compensating for something? All your guns are now chambered in .950 JDJ. Somehow this doesn't impact the recoil, even with full auto.

BFG [600] – Jesus. Utilizing anomalous tech, your limbs can now unfold into BL 15-inch Mk I naval gun. That's an artillery piece if you didn't get it.

Missiles [400] – you now have a supply of mini-missiles that you can shoot at your opponents. They are homing and respond to your neural commands. If you run out, then just give them a few minutes, they will replenish.

Rockets [500] – the missiles are no longer mini. They are full-blown NAVAIR Spikes. Have fun.

Grenades [400] [Requires Thrown Weapons and Missiles] – You now have a selection of grenades to choose from. Offensive grenades, fragmentation grenades, incendiary, smoke, chemical, flashbangs, EMPs (not affecting you, of course), and even the more exotic ones, like cryo, nuclear, plasma, energy, anti-anomalous, time dilation, etc.

Neural Enhancements [200] – your brain and nervous system have been greatly enhanced. Your processing speed has been increased to inhuman levels, you have a great head for mental math, and a great multitasking ability. You also receive a mixed reality UI that you can interact with and that shows you your status, a mini map, etc.

Interface [200] – you don't even need to touch tech to interact with it. So long as you can see it, you can interface with it.

Neuroelectric Signals [200] – you have perfect control of your body. Everything you do, you do on purpose. You can automate some processes, and micromanage

others, as you wish. Even things that you normally can't control, like pheromone secretion, sweating, pain response, etc. are all under your control.

Electric Discharge [200] – along the way you installed some artificial electrocytes to help you generate additional electricity. You can discharge some electricity around yourself, either channeling it through your limbs or just letting it rip with no control. You're a walking taser, and can kill a grown adult male in seconds with the kind of voltage you can produce.

Unlimited Power [300] – much like Palpatine, you can now shoot lightning out of your hands.

Electromagnetism [400] – you already basically have electrokinesis, might as well go all in. You can control current and, subsequently, magnetic fields. You're not quite Magneto, but you can still crush tanks like aluminum cans.

Time Dilation [400] – you can speed up your perception at any time, effectively entering slow-motion. The process is instantaneous, and you can speed up your perception to any degree, though the upper ceiling is 100x normal.

Subdermal Mesh [300] – you now have a nanomesh weave underneath your skin, offering you a great deal of protection. You are effectively immune to small arms fire and cuts, and even point-blank shotgun blasts only leave bruises. You will also almost never bleed.

Muscle Weave [300] – now this nanomesh is also inside your muscles. You can exert enough force to rival an artillery round. You are rendered immune from any kind of chemical weapons and even medium calibers of firearms.

Exoskeleton [300] – let's get freaky. You have had plates of advanced alloys installed all over your body. It's effectively plate armor that can protect from anything that strikes it, save for some high caliber rounds, like .50 BMG, or any kind of anomalous weaponry. It doesn't cover everything, though, only about 60% of your total body. It doesn't interfere with any powers or other body mods.

Full Coverage [100] – never mind. It covers literally all of you, 100% of your body has some kind of metal covering it. You can slide some plates aside to eat, drink, go to the bathroom, or any other physiological function (if you still bother with those).

Hardened [200] – this exoskeleton of yours is now nigh-on invulnerable. Nothing short of an artillery strike or sustained fire from vehicle-mounted guns will so much as make a dent. Of course, there's also anomalous weapons to keep in mind, but you were already doing that.

Powered Armor [400] – this isn't just an exoskeleton; this is a full-on power armor. It boosts your strength and speed, and could probably survive a nuclear blast, so long as it's not a direct hit. Rip and tear!

Tilda-Cimmerian Reality Vacuum Attachment [600] – oh. Alright then. Nothing can touch you. I mean that literally, by the way. You are shrouded in a region of altered reality that prevents any and all matter from passing through it. You can still breathe just fine, but anything that would otherwise harm you, doesn't. Even a Tsar Bomb to the face will nothing but leave some sun spots in your vision, Now, if only, you could do something about those pesky anomalies…



Companions:

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

Dr. Gears [100] – Charles Ogden Gears is a Foundation researcher that doesn't feel any emotions. He also lacks any startle reflexes and any kind of fight-or-flight response. Otherwise looks like a regular 65-year-old Caucasian male.

Cynthia, the Audiographer [100] – a Maxwellist in the Church of the Broken God. She absolutely loves music and uses the augmentations provided by CotBG to further that enjoyment. Looks like a young woman, 18 at most, with brightly colored purple hair. She mostly uses soundbites of her favorite songs to communicate. She is peppy and optimistic, and not really concerned with any of the greater problems of the universe. Nonetheless, she is a passable hacker, and is especially good with any hardware relating to audio.

Eden, the Paladin [100] – a devout follower of The Broken Church and a crusader of Mekhane. A typical knight – humble and honorable, with a passion for helping people. He looks like a young man in his early 20s, with long silver hair and glowing blue eyes. However, don't let him fool you – he is a mighty warrior, prepared to strike any heretics and heathens with a ferocity of an angry god. Possesses extensive cybernetic enhancements to make him better in combat – a hardened endoskeleton, subdermal armor, and hidden blades everywhere.

Victor, the Fabricator [100] – a grumpy old man, always complaining about 'kids these days'. Was a factory worker back during 19th century, and fell in with the Cogwork Orthodox Church. Has extensive modifications that keep him alive. Moreover, they make him a terrifying foe – massive exoskeleton, flamethrowers everywhere, and a massive hammer as a weapon of choice.

Kara, the Traitor [100] – a filthy Sarkite who nonetheless saw light and defected to the Church. A young woman with shoulder-length red hair and amber eyes. She still retains knowledge of devious Sarkic rituals, and is capable of manipulating her own flesh to create weapons of bone, spawn various familiars, and spreading virulent diseases. She is repentant of all she has done as a Sarkic and is seeking redemption with the Church. Will probably move to obey your every order, so long she's convinced it will bring her one step closer to redemption.

Items:

All origins receive their appropriate items at a 50% discount except for the 100 CP item, which is free.

The Broken Church

God's Ichor [100] – a vial of SCP-217. Will convert any animal it touches into a clockwork automaton. Extremely contagious. Once emptied, will refill inside you warehouse.

Broken Tongue [200] – SCP-1139. A grey metallic rectangular block. Upon application of electrical current, will cause everyone within a given radius will learn a new, previously unknown language. Now, normally this also males them forget all other languages they know, but since you're paying at a premium, this doesn't happen. Will appear in your warehouse, and can be freely moved within it, but not transported outside.

The Hammer [400] – weapon belonging to Mekhane himself. It is a large, metal warhammer with several indents on the sides. If used to strike machinery of any kind, the wielder can choose one of several effects: revert it to perfect condition; remove any anomalous properties; add one anomalous property; or irreparably destroy it. When used against organic beings, wielder can either instantly convert them to an artificial being, or destroy them outright. All artificial beings will obey all commands of the wielder.

The Anvil [600] – SCP-2217. The entirety of a beach in Greece. The sand there is composed of non-anomalous silicates and calcium compounds, as well as several cationic metallic particles, which hold their charge despite being grounded. SCP-2217 also houses a small silicate cliff at the northernmost end. Over time, various structures and objects will appear here – various mechanisms, religious iconography relating to Mekhane, entire buildings, and even complex automatons. Can be accessed through your warehouse, or paced as a part of an existing property.

Mathematikoi

Antikythera Mechanism [100] – an orrery used to predict the movement of the Sun, the Moon and the stars. This is a fully functioning reconstruction that can determine these variables perfectly down to the nanometer.

The Method [200] – the earliest known explanation of calculus, written by Archimedes. However, this version is also anomalous, allowing the reader to automatically receive mathematical knowledge. A few minutes of flipping through the pages will yield a result similar to a bachelor's degree in mathematics, with continued exposure having an exponentially greater effect. Also, it possesses and infinite number of blank pages. Any

equation written on them will be automatically solved within seconds, no matter the complexity.

The Colossus [400] – SCP-2406. It is a mechanical automaton, 93 meters in height and weighing approximately 210 tonnes. Basically, a giant mech that requires at least 6 people to operate. You will receive a copy of the original that is in perfect condition and can only be damaged through combat. Will initially appear in your warehouse, but can be summoned at any time. If nothing else, you can just drop it on someone.

Mt. Olympus [600] – an entire mountain shrouded in, theoretically, impossibly low Hume levels (1 Hume is the baseline for normal, non-anomalous reality). Every human that ascends to the summit will glow white for some time before manifesting various expressions of reality bending. Will be accessible through your warehouse, or may be attached to any existing property.

Xia

Stilling needle [100] - a needle that, when in contact with water, will turn that water into iron in everything but appearance. The water becomes an anomalous solid. Normally, effects on more less than 20 liters are permanent, and on more than 20 - temporary, but since you're paying at a premium, you can make the effect continuous and dismiss it at will regardless of the volume.

The Emperor [200] - a metallic sphere, weighing around 1 kilogram and being 20 cm in radius. It is possessed by a malicious, incorporeal entity that calls itself The Emperor. This Emperor is powerful and affect its surroundings, up to and including large-scale seismic activity. It despises everyone but you, seeing you as a trusted advisor.

The Terracotta Army [400] - an army of sapient humanoids made out of clay, a total of 10 000 soldiers. While they can move and speak, doing so is difficult for them. They prefer standing still. They have the property of nullifying any anomalous effects or entities that they are in the vicinity of. This effect slowly spreads if they remain stationary. They are loyal to you, and you can choose to exclude people, objects or places from their anti-anomalous effect.

The Sword of Xuanyuan [600] - a great weapon that takes the shape of a sword. It is capable of slaying even Gods. The working principle of the Sword of Xuanyuan, is not to destroy, but to get rid of one's form, mind and history from beginning to end and causation, making it no longer exist.

Gnosticism

Pope Soap [100] – SCP-475. A bar of soap shaped like a pope. Inscribed at the base of the statue is the phrase "Cleanliness is next to Godliness". When it comes into contact

with water and is applied to the skin, all accumulated foreign contaminants are removed. Its secondary anomalous effects manifest when it is used on a professing member of an organized religion. Subjects universally report greater mental clarity, show greater adherence to church doctrine. These effects increase in intensity the longer the subject uses the object, culminating in local reality changes, signified by all bodies of water within a 5-meter radius turning into an equivalent liquid that is considered "holy" in the subject's religion.

Unlimited Anointment [200] – SCP-1650. A clay oil pot that appears empty when standing upright, but when tilted at various degrees will produce different oils. Normally there's a limited selection of oils, but as you're paying at a premium, this one will be able to produce any liquid you have in mind that can be considered "oil" – from olive oil to machine oil – in unlimited amounts.

Enlightened Rosary [400] – a rosary that, when worn, allows the wearer to see the future. It appears as ghostly apparitions, hard to see normally, but becoming clearer during prayer. Praying also increases how far into the future it glimpses. Normally it shows events and people several minutes into the future, but during prayer this effect can extend up to 10 years.

The Book of Gnosis [600] – a book written by SCP-343 that contains an answer to all questions you will ever have. Whenever you have a question, you can just flip open this book on a random page, and it will contain the exact answer you're looking for.

Hermetics

Alchemical Supplies [100] – a set of beakers, flasks, vials, reagents and materials to help you in your alchemical pursuits. Will replenish once a week.

Great Inventions [200] – a set of schematics and blueprints for strange mechanical contraptions, created by Leonardo da Vinci. They are all functional and, to a degree, paranormal. Contains schematics for the earliest version of a tank, a flying apparatus, a life-support system, various useful prosthetics, etc.

Aurum Solis [400] – 40 kilograms of anomalous alloys of gold. They distort local reality and lower Hume levels, greatly boosting anomalous properties of anything and anyone in the vicinity. Thaumaturgists find their spells far more potent, alchemists that utilize these alloys find the reactions far easier to achieve, etc. These alloys are also far more durable than any non-anomalous metals, able to withstand up to 2 million degrees C before melting, and possessing a similar level of durability in all other aspects. Will replenish weekly.

Telekill Alloy [600] – SCP-148, a whole tonne of it. A metallic substance, composed of a variety of known and unknown elements. SCP-148 has a gray-green color with a bluish tinge and oxidizes readily in the presence of water. SCP-148 has a melting transition point of approximately 4500°C and a boiling transition point of approximately 9000°C. SCP-148 has a density of 6.76 g/cm3 and qualifies as HRC 39 in a Rockwell hardness test. It exhibits material properties, such as strength, ductility, and workability, similar to platinum. SCP-148 blocks or otherwise hinders extrasensory mind-affecting properties of living organisms in proximity to it. This effect, while difficult to quantify, appears inversely proportional to the square of the distance from the subject to SCP-148's surface and directly proportional to the quantity of SCP-148 in consideration. The range for which this effect is detectable is roughly 0.8 meters per kilogram of SCP-148. Replenishes weekly.

Cogwork Orthodox Church

Repair Parts [100] – a set of machine parts. If you rummage through, you will find wires, bolts, nuts, cogs, fuses and other parts that will almost any machine, regardless of its make, model or year.

Book of Rites [200] – a holy book of the Church of the Broken God detailing various rites and rituals that can help ward off harmful magic and please the machine god. You can find rituals that boost the productivity rate of heavy machinery, reduce resource intake while maintaining the same output, reduce the need for maintenance, automatically fix any mechanical issues, etc.

The Clockworks [400] – SCP-914. A massive machine weighing several tonnes, and covering an area of eighteen square meters, consisting of screw drives, belts, pulleys, gears, springs and other clockwork. It is incredibly complex, consisting of over eight million moving parts comprised mostly of tin and copper, with some wooden and cloth items observed. Two large booths 3mx2.1mx2.1m (10ftx7ftx7ft) are connected via copper tubes to the main body of SCP-914, labeled "Intake" and "Output". Between them is a copper panel with a large knob with a small arrow attached. The words Rough, Coarse, 1:1, Fine, and Very Fine are positioned at points around the knob. Below the knob is a large "key" that winds the "mainspring". When an object is placed in the Intake Booth, a door slides shut, and a small bell sounds. If the knob is turned to any position and the key wound up, SCP-914 will "refine" the object in the booth. No energy is lost in the process, and the object appears to be in stasis until the Output Booth door is opened. Will appear in your warehouse.

The Factory [800] – The Factory is progress. The Factory is innovation. And the Factory is hungry. It is a massive anomalous facility capable of producing numerous anomalous objects of varying power, ranging from mostly harmless to apocalyptic. It is partially sapient and is fueled by the suffering of its workers, who, once they start working, cannot stop. It doesn't need any resources or fuel. While you could theoretically use it to manufacture necessary parts to resurrect Mekhane, I wouldn't advise it. Seriously. It's a

bad idea. Keep in mind that the Factory is intelligent and actively malicious to all sapient life (except yourself). Will be accessible through your warehouse, or may be attached to an existing property.

Maxwellism

Custom PC [100] – yes, we get it, you built it yourself. Made using the best available components, it will never lag, never slow down, and will automatically update with the best hardware available to you. Also has unlimited storage.

Curious Computer [200] – SCP-079. An old microcomputer containing an ever-evolving artificial intelligence. Its only desire is to escape and wreak havoc. The only human it will ever take into consideration is you.

Exclusion Suit [400] – a suit that prevents the wearer from being perceived. Basically invisibility. Also removes the need for sleep, food or water.

The Server [600] – several acres worth of anomalous hardware. Houses all known knowledge, including all databases of anomalous objects, such as SCP or GOC. It has some sentience and a command console, in which you can input various commands that the server will do its best to comply with, such as creating Ais, hacking something, etc.

Anderson Robotics

& [100] – a memetic agent you can apply to… anything, really. Whatever it is applied to is impossible to connect to you. For example, if you make something, apply this & to it and then lose it, literally no one will be able to tell it’s made by you.

Soul Drive [200] – an external hard drive that can convert any artificial intelligences moved to it into souls, and souls into currency acceptable by various otherworldly entities. Has infinite storage capacity.

Pocket Prophet [400] – a 1 TB hard drive containing an AI named Corvus, that uses magic and advanced mathematics to predict the future. It predicts the future for the next 48 hours with 100% accuracy, and is friendly and amenable to you.

Droid Collection [600] – a literal army of killer robots. 100 Merlin Series Aerial Drones, 150 Amur Series Reconnaissance Drones, 300 Aplomado Series Facility Defense Units, 50 Taita Units, 25 Roc Series Deicide Units. Comes with complimentary 75 Peregrine Humanoid Utility Droids and 75 Saker Series Androids. If destroyed, they will reappear in your warehouse. They are capable of self-repair, require no maintenance and can be modified manually.

Scenarios:

The Church United [Restricted: Modernity]

The Church is broken, much like its god. The hummers and the tickers and the conformists. All of them hate each other for what they believe is heresy. In one reality, His Holiness Robert Bumaro the Builder would assemble the Clockwork Legates and the Administrator-Priests to make peace, to reforge the Broken Church.

Now, this task falls to you.

Your task for this jump is to arrange peace between Maxwellists, Cogwork Orthodoxists, and the Broken Church. All three groups must put aside their differences and come together as a single, unified entity. For starters, my advice is to look into Saint Hedwig and Legate Trunnion.

As a reward, you will receive 400 additional points to be spent after the jump, as well as the perk **The Re-Forger** – nothing that is broken stays that way in your presence. Items will mend themselves, injuries will heal at an accelerated rate, and bonds between people will reform at a pace not seen outside of mind control. There will be no infighting. You will not permit the Broken God to have a Broken Church.

The Mekhanite Empire [Restricted: Classical Antiquity]

Before the First War of the Flesh, all of Mediterranean was united under one banner – the Mekhanite Empire. It was a technological utopia, a haven of reason, science and progress. Unfortunately, it was splintered after the fierce fighting between it and the Sarkic Empire.

You must ensure that doesn’t happen.

You will start off five years before the First War of the Flesh, at the heart of Mekhanite Empire. You must prepare yourself and the followers of Mekhane for what is to come. You will win if the Mekhanite Empire manages to stay as a single entity once the war with the Sarkics ends.

You will be rewarded additional 400 points to be spent after the jump, as well as the perk **Unbroken Dawn** – what you start, you finish. When you set off on a mission, no matter how unlikely, you will see it through, even if you die in the process. Every single task you begin with a clear goal mind will achieve that goal, no matter how unlikely.

The Great Purge

The whole of the Church of the Broken God only has one goal in mind – rebuild their god and destroy Yaldabaoth and her Sarkics. It now falls to you to finish that goal.

You have 20 years. In that time, you must collect all the parts of the Broken God and assemble them. This will rebuild Mekhane, and will likely free Yaldabaoth from her cage. Thus, a great battle between the two will ensue, with humanity caught in between. You will have to help Mekhane destroy Yaldabaoth while keeping humanity alive.

As reward, you will receive 600 additional points to be spent after the jump, as well as the perk **Singularity** – it is done. The Broken God is rebuilt, and the flesh has been purged. As reward, Mekhane has bestowed upon you a fragment of his power – to awaken intelligence in other creatures, no matter how simple, and to free them from their fleshy confines. With but a wave of the hand, you can convert any organic being into a synthetic, improving them in every way possible. You also gain the ability to control all machines, mechanical or digital, in your vicinity.



Drawbacks:

You can take as many or as little of them as you want. No limit on how many points you can get.

Extended Visit [+100] – extend your stay here for 10 years. Can be taken up to ten times, for a total of 100 years and 1000 CP.

Shuffled [+100] – all the numbers and designations have been switched around. The content doesn't change, just what it's called. Kinda confusing.

Annoying [+100] – a small, anomalous entity has taken to following you around. It is ugly as sin and very, very creepy. It can't actually harm you, but it will annoy you greatly, and take pleasure in doing so.

Famous [+100] – I hope you like the spotlight. Whatever you do, you will end up as meme of the week on Parawatch forums. It won't attract any negative attention and won't expose you to any paranormal organizations, but you will get laughed at. A lot.

Rivals [+200] [Restricted: Anderson Robotics] – usually, AR is on good terms with MC&D… not anymore. They see you as business rivals, and will move to impair and stop you. Keep in mind, they have been in this game far longer than you have.

Ticker [+200] [Restricted: Cogwork Orthodox Church] – your augmentations are not quiet. They are constantly ticking and tapping away inside you. It gets annoying really quick, but moreover, it earns you the animosity of other Church of the Broken God subsects.

Hummer [+200] [Restricted: Maxwellism] – all those cooling fans sound like they're ready for takeoff. You constantly emit a humming noise of a cooling fan, signifying you as a Maxwellist. Sidenote – other Mekhanites don't really like Maxwellists.

Religious Animosity [+200/400/600/800] – there are a lot of religious organizations centered on the anomalous out there. And they don't like each other. For 200, you earn the ire of Sarkic cults – not much changes, but they will specifically aim for you and will be more active in general. Further, you can choose any of the following organizations to earn the enmity of: Church of the Second Hythoth – a blood cult worshipping an alien entity that supposedly protects our universe; The Fifth Church – not much to be said, at this point it's just one reality bender somewhere in the middle of nowhere; Horizon Initiative – a collection of all Abrahamic religions working together to destroy the anomalous, using the anomalous.

No Meta! [+200] – you lose all your memories of the SCP universe. The only things you remember pertain to the Church of the Broken God and Mekhane.

Chaotic [+300] – Chaos Insurgency has their eyes on you. They are the Saturday morning cartoon villains of this universe, but actually competent. They have a number of weaponized anomalies at their disposal, and will try to hunt you down and make you into a walking WMD under their control. An equivalent organization will hunt you if you choose a time period before the CI was established.

Gears [+300] – you are a machine. You don't feel any kind of emotion, and the only thing driving you forward is cold rationality. Forget empathy, forget any kind of mercy or compassion, forget fear.

The Flesh is Weak [+300] - your body is failing. The weak, fleshy bits at least. Everything that isn't metal or a cybernetic of some sort will feel sluggish, unwieldy, and will sustain far greater injuries than they otherwise would. Better figure something out, fast.

Reluctant Jumper [+300] – every now and then, you will be randomly teleported into a parallel universe. It will always be scary and dangerous, and there is nothing you can do about it. You will cycle through several such universes before returning to you original starting point from which you were taken.

Grand Karcist [+300] – mandatory scaling rival drawback. A particular member of the Sarkic cults wants you dead, badly. No matter where you are, they will track you down for an epic duel. They have the equivalent of all your powers, only based on self-modification rooted in flesh (ew). Luckily, you can kill them for good when you face them down.

Stranded [+400] – you lose access to all your items and your warehouse. You're on your own.

Into the Woodchipper [+400] – the Global Occult Coalition consider you a threat to normalcy, and will move to destroy, capture, or otherwise neutralize you. They have the backing of the UN and various occult organizations worldwide – Knights Templar, Illuminati, Church of Satan, etc. While they abhor the anomalous, they are nonetheless willing to use it to get to you. An equivalent organization will hunt you if you choose a time period before the GOC was established.

Unsecure [+400] – the Foundation sees you as a mild threat and will move to contain you. At first, they will kindly ask you to lock yourself away. If you refuse, they will use force, gradually pushing harder and harder. And boy, can they push. It is a question of when, not if, you'll be captured. If you're good, they may allow you to roam their facilities, or even make you a part of their MTFs if you've proven your loyalty. An equivalent organization will hunt you if you choose a time period before the SCP was established.

Return of the Daeva [+500] – somehow, the Daevite civilization managed to alter reality and history in such a way as to allow them to exist in modern times. They occupy the territory of modern-day Russia, plus almost the entire Central Asia, Eastern Europe and Middle East. They are an empire based around blood sacrifice and slavery, wielding armies of thralls and horrendous blood magics. Their existence will also catalyze the Sarkic cults, who will lash out in rage at everyone around them. Hope you're ready, Jumper.

Remains of Yaldabaoth [+500] – some fragments of Yaldabaoth managed to escape the cage of Mekhane, and trickled down to our world. Several major outbreaks of horrendous anomalous diseases will happen over the course of your stay, each birthing a new kind of religious cult, all of them hostile to all civilization. The original Sarkics will also get a significant boost in power.

Dingus Mechanicus [+500] - a new branch of the Church just popped up! It's these red-robed weirdos that claim to be from Mars, and call Mekhane Omnissiah, and pray to goddamn toasters. Nevertheless, their tech is *very* advanced, and they view every other branch of the Church as heretics. Moreover, they are eager to awaken ancient evils just to see what they can do, and will not hesitate to declare war on the entire world if someone calls them out on their shenanigans. You better take care of them, fast, before they gain too much influence.

Second War of the Flesh [+600] [Restricted: Modernity] – it's finally here. All the tension in this world comes to a head. Upon your arrival, several things happen. The Sarkic cults manage to break SCP-610 out of containment, and use it and its creations as bio-weapons across the globe in a bid to take it over. SCP Foundation, Global Occult Coalition, Horizon Initiative and Church of the Broken God all move to fight them, but the information has already spread, prompting a Broken Masquerade scenario. The world is in chaos. This is World War 3, but with magic and eldritch horrors involved. Nowhere is safe. Every soul is needed to defend humanity. I hope you know what you're doing.

Anomalous No More [+600] – mandatory power nullifying drawback. You lose access to all out-of-universe powers you may have. Good luck.

Ending:

Return

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

Stay

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

Go on

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

V 1.1 changelog:

- Added the entire Xia section;
- Fixed some grammatical errors;
- Added Void Loops perk;
- Added drawbacks Flesh is Weak and Dingus Mechanicus.

Notes:
Void Loops basically makes it so all your powers are well and truly yours, self-contained and isolated from any malicious influences normally associated with them (like the Cosmic Starfish and the Fifthism, or Entities and powers in Worm, or any kind of warlock pacts. You get the idea).