

Global Occult Coalition

Jump By U/PriorPossible834

You are here because you want to know more. Whether you're a PHYSICS Division recruit, part of one of our 108 member organizations, an outsider, or simply a concerned civilian, you're here because you've been touched by the ongoing struggle of humanity to survive and thrive in a world where the supernatural is very real. You are here to help our species in its endless war against the dark. To you, I say welcome.

To those of you who would harm humanity, I say this: The Global Occult Coalition stands ready to defend humanity against all foes. Whether it likes it or not.

Sincerely,

A handwritten signature in black ink, appearing to read "D.C. al Fine". The signature is stylized with flowing, cursive letters and a long, sweeping underline.

Under-Secretary-General D.C. al Fine
United Nations Global Occult Coalition

[+1000 CP]

Get ready Jumper... this long quiet war will find you eventually.

Origins:

Any of these origins may be taken as a drop-in however throughout the Jump you will become involved with the GOC in your origin's defined role... however briefly

PSYCHE

You are a member of the diplomatic arm of the GOC your most common tasks include the maintenance of GOC relationships with allied factions and the UN, less frequently you may even be called on to negotiate with certain anomalies however these instances are vanishingly rare.

PTOLEMY

You are a member of the Global Occult Coalition's support branch your primary objective is the research and development of equipment for the PHYSICS division but you are also called upon regularly to expand the Coalition's knowledge base on the anomalous.

PHYSICS

You are a member of the GOC's action arm when the organization needs boots on the ground you and yours are who they go to. Your job? Observing, investigating, and neutralizing parathreats, you've undoubtedly risked your life countless times already in service of the Coalition. I wish you luck soldier you'll need it.

ADMIN

You are a member of the GOC Administration which means that your job is to create policy out of the decisions of the Council of the 108 as well as provide coordination and direction to the three branches of the organization.

Threat Entity

Well here I was talking to you like you weren't a monster, egg on my face and all that, you are one of what the GOC calls parathreats which means that you have some kind of reality-breaking ability or feature and that the GOC has very itchy trigger fingers around you. While it isn't IMPOSSIBLE to come to an understanding with the organization it's very unlikely, may I suggest going to the SCP Foundation? At least they won't kill you outright.

General Perks

End Of The World Interrupt [Free]

There are a LOT of inevitable end-of-the-world scenarios just around the corner in this world aren't there? With this perk, you get a guarantee that none of those events will happen while you are present in this jump.

Memetic Hazard Filter [200]

You are now immune to Cognito hazards and the other harmful mental effects present in this world, including but not limited to mind control and amnestics.

Origin Perks

PSYCHE

Devil In A Government Suit [100]

Some say that the evilest thing in this universe is the Scarlet King. Those

who've interacted with the PSYCHE division know better, the most terrifying thing in the world is a good lawyer staring you down and you, my friend, are a great lawyer. Not only do you have an intimate knowledge of legal jargon and the specifics of exploiting loopholes you also have an excellent poker face and are capable of lying quickly and confidently.

Heads I Win, Tails You Lose [200]

While the previous perk just gave you the *skills* of a GOC diplomat this one grants an almost supernatural in and of itself luck when it comes to getting people to agree with terms that favor you and your allies disproportionately, people just seem far more willing to deal with your bullshit than they should be even if they're capable of swatting you like an insect. Once a person makes a deal with you they are obligated to stick with it.

Better Together [400]

For all the GOC's distasteful behavior they are a shining example of cooperation for a common goal, for example, their membership consists of not only the Knights Templar but also the United Church of Satan! If those two groups don't make the break room awkward I'll eat my hat... you like the founders of the Global Occult Coalition can convince even the most disparate groups to join together for the sake of a common goal, while it may not always be a smooth partnership it will be a stable one.

Make human cooperation our enemies' worst fear Jumper.

Strong-Arm Stratagems [600]

Ok at this point I can't believe this is anything *but* a supernatural phenomenon you can apply power, either yours or that of your allies, to any negotiations you do.

What this means is that you can substitute power for actual negotiations; this in effect allows you to skip a percentage of the process proportional to the power disparity, and this skipped time will always produce terms that are exclusively to your benefit (or that of your faction). No one will find this odd unless you want them to for whatever reason.

PTOLEMY

A Comprehensive Education [100]

You received whatever the equivalent of a doctorate is in the field of Paranormal studies, whether you studied at the Deer College or under one of the 108 is up to you to decide in your backstory what this means is that you can recognize most forms of anomalies on sight as well as have a good understanding of where to start when experimenting on them.

This perk also gives a 5x learning boost to any studies related to Paranormal Theory.

This Button *Probably* Won't Kill Us All [200]

You have a strange sort of intuition perhaps due to a long career in this division, you can with 99% certainty predict when an experiment is about to go wrong

Obvious In Hindsight [400]

You are excellent at learning from your previous mistakes if one of your inventions failed and got an entire squad killed? Well, you can at least guarantee that it won't fail in that *particular* way again. You have the fiat-backed ability to learn at least something from any failure.

Soooo- This Green Rock Could Kill Superman? [600]

You are one of the foremost experts of the PTOLEMY Division, this means that you are now in possession of a truly incredible mind, one that pushes the boundaries of what could be considered human at times. While you are an unparalleled genius in many fields the area you truly excel is the creation of devices that counter the powers of Threat Entities, Even if such a thing wouldn't be possible normally you are always able to find some scientific quirk that all but nullifies the threat posed by even the most fearsome of entities, if given time to study them (or their corpse) of course.

PHYSICS

Veteran [100]

You have the experience of a soldier who has served two four-year tours of duty with a mundane military. While you are undoubtedly a skilled combatant be advised that most anomalies are well out of your skill set.

War Buddies [200]

Nothing like the endless war against the darkness to form lasting friendships! Whenever you fight alongside someone you can skip the actual bonding process and become literal 'fast friends'

Kill The Motherfucker Before He Knows You're There [400]

You have a rare ability of great value to the GOC, you can bypass any and all supernatural defenses as long as you attack with the element of surprise, and as long as you follow Dr. Clef's one rule you'll be golden.

Group Up And Hit It Till It Dies [600]

You and your unit are stronger together, literally, the more allies you have fighting alongside you the stronger you all become, with a whole army at your back I dread to think how strong you could become.

ADMIN

I Live On Caffeine [100]

You have the ability craved by bureaucrats the Omniverse over, you no longer require sleep you can substitute Caffeine for all of your bodily functions.

Sense From The Senseless [200]

With 108 member organizations forming efficient policy for the GOC can be a challenging task, but not for people like you. You can strike a balance between an insane amount of competing interests to forge compromises that satisfy all sides, it shouldn't work but here we are.

Brutal Efficiency [400]

When you kill your morals for the sake of humanity's future the rest is easy. You can solve any problem with a hearty application of cruelty, in fact, much like procedure 1-10-MONTAUK your plans seem fueled by your cruelty.

If you order a chair into the woodchipper it'll be just as effective as the more practical incinerator! If you manage to strike a balance between cruelty and pragmatism you might just be unstoppable.

The GOC Stands Ready [600]

Any organization you lead becomes unnaturally resilient for as long as you survive, as long as your life remains intact you will always find some remnant of your allies rising whenever they are needed.

Anomalous Traits (Threat Entities Only)

Nutrient Efficiency [100]

Your body wastes no nutrients, this allows you to survive for longer with less food and also removes your need to produce waste.

Temperature Tolerance [100]

You are all but immune to the negative consequences of extreme temperatures, even streaking in the arctic would do little more than give you a light chill.

Anomalous Looks [100]

You just look... wrong, with a purchase of this you may freely design your body to take any shape you may want, however, this appearance must not provide substantial combat utility.

Sword Swallower [200]

You receive no negative consequences from anything you eat your body can even digest and use things like metal. This perk comes with a set of jaws capable of biting through solid steel with no damage.

Fire Breather [200]

You are capable of exuding a gas from your mouth that is extremely flammable, when exposed to even the slightest spark it forms a veritable conflagration, you are immune to any fire produced this way.

Personal Pocket Dimension [200]

You have a personal pocket dimension, almost like an inventory or hammerspace, chillingly you can put living beings into this dimension but... don't expect them to come out the same when you take them out.

Danger Detection [300]

You have a slightly precognitive ability to sense immediate danger, this manifests as a ringing in your ears that gets louder the closer the danger gets.

Redundant Physiology [300]

No part of your body is more important than any other, you could survive and even maintain awareness if reduced to a single hand for example, however, this provides no regeneration on its own so it will be impossible for you to repair severe damage.

Perfected Form [300]

Your body has reached absolute genetic perfection for your species, this provides a substantial boost to all of your powers sourced from your biology.

Hard To Kill [400]

You possess the power that would make SCP-682 so difficult to destroy, high-tier adaptive regeneration, while the regeneration aspect is powerful on its own being strong enough to reform you from a pool of viscera the adaptation is by far the strongest

power you possess from this perk. Whenever something fails to kill you not only do you gain a permanent increase in resistance to that form of damage, but you also form incredibly powerful, but temporary, natural weapons based on that phenomenon.

Yule Man [400]

You have the power to teleport anywhere in the world provided two conditions are met, the first being that it must be snowing at your destination, and the second being that you must be unobserved at all times throughout the process.

Murderer's Mark [400]

You possess the same powers as the one the foundation calls Cain, this allows you to reflect any physical damage on your attacker provided that attacker was a living being, even if that being was using a tool. You also can disintegrate plant matter with a touch, however, unlike Cain, you can control this ability.

Meme-Worthy [500]

You are a memetic hazard Jumper, the more a person learns about you the more obsessed with you they become and the more vulnerable they become to any of your mental powers... including this perk creating a sort of feedback loop.

Forgettable [500]

You are completely immune to memory, after you are out of someone's line of sight they will be unable to recall anything about you or that interaction, however, any orders they are given during this time do ingrain themselves in their subconscious like a persistent intrusive thought making you a potent manipulator.

Completely Normal [500]

You are perceived as totally normal no matter what you happen to be doing, waltz into a stranger's house like you own the place. Perfectly normal, call the police because said stranger is in your house? Well, it's normal that you're there so you must be telling the truth, only those with particularly strong minds can resist this effect.

The Murdered's Rage [500]

You have the abilities of the one the SCP foundation refers to as Able, you have low superhuman strength, speed, and agility as well as the ability to manifest weapons from an alternate dimension.

However, these powers are small potatoes when compared to your ability to revive yourself in a specially prepared location of your choice. You can only have one of these locations at a time and if one is destroyed before you can prepare another one you can die for good.

Type Blue [600]

You are a type blue also known as a mage. You have the natural ability to tap into EVE radiation through certain rituals which allow you to manipulate the world around you.

The only limit to this power is your knowledge of thaumaturgy.

Anartist [600]

You are an Anartist, in addition to an incredible talent for an art form of your choice, you gain the ability to imbue anomalous properties into your art.

The higher the quality of the art the stronger the anomaly.

Sarkicst [600]

You are one of the diabolical flesh shapers known as the Sarkcists. You have numerous powers of Biokinesis as well as ritualistic magic.

Mekhanite [600]

You were at one point a member of the Church of the Broken God, as part of your religion you learned to construct anomalous technology with a specific talent for self-augmentation.

Type Green [800]

You are a reality warper.

You have a small sum of energy that you can use to perform any task you can imagine, the greater the scale of the change the more of this energy will be used.

As you use this power the amount of energy you can channel will grow.

Items

PSYCHE

The Suit [100]

You have an exceptionally well-tailored suit with the GOC logo emblazoned on it, whenever you wear this suit everyone in the vicinity will get the impression that you are a professional.

The Case [200]

This item is a yellow folder labeled classified, whenever you open it while thinking of a specific target you will get a full record of any criminal history they may have, or oddly enough any anomalous properties they may possess.

The Treaty [400]

This piece of paper automatically writes out functional legal terms for any agreements you make with another party, interestingly all such agreements have a tangible bias in your favor and several loopholes you can exploit.

The PSYCHE Division [600]

Congratulations are in order I suppose, you've been promoted to the head of the diplomatic arm of the GOC, this gives you command of a veritable army of diplomats and lawyers who will follow you across worlds.

PTOLEMY

Personal Protective Equipment [100]

You have a set of top-of-the-line lab gear designed to protect you from accidents in the laboratory, while you're wearing it your experiments are marginally more successful.

The Box [200]

This is a box, that is all.

Well not quite, this shoe-boxed size item has the power to nullify the supernatural effects of anything placed within it.

The Lab [400]

You now have access to a bleeding-edge scientific facility, this lab will always update itself to be at the peak of what your current setting is capable of, but will never update down from its highest point of advancement, it also retains any modifications you make to it.

The PTOLEMY Division [600]

Congratulations are in order I suppose, you've been promoted to the head of the scientific arm of the GOC, this puts you in command of all the scientists and facilities the GOC has at its disposal and they will follow you to other worlds.

PHYSICS

Standard Kit [100]

You have the standard GOC field kit, which contains a suit of tactical armor, a high-caliber rifle, and a real-time HUD.

Ukelele [200]

This is a ukelele that you are able to play very well regardless of any prior practice or talent, in addition, while you are playing this instrument you become almost undetectable to reality benders.

Training Grounds [400]

This is a standard army Bootcamp with a strange effect, it's impossible to die there you are free to run as many live-fire drills as you want without having to explain the casualties to HR it's perfect!

PHYSICS Division [600]

You are the new commander of the GOC PHYSICS division, this places you in command of their field operatives and strategic assets which will follow you from Jump to Jump.

ADMIN

Infinite Coffee Machine [100]

This is a coffee pot that produces steaming hot coffee on demand you lucky stiff.

Bureaucrats Dream Desk [200]

This is a desk that automatically does any paperwork placed on it, up to the same standard you could if you gave it your undivided attention.

Undersecretary-General [400]

You take over the role of de-facto leader of the GOC, in future Jumps, this translates to a leadership position in any such shadowy organization you may happen to encounter.

The Council Of The 108 [600]

You now have a seat on the council of the 108, in future jumps, a new council will form amongst all the movers and shakers of the supernatural, these disparate groups will somehow be able to operate without petty bickering and power struggles.

Companions:

Something Old [Free]

You may import any of your companions for free with 600 CP to spend as they, please.

Something New [Free]

You may take anyone from this world who agrees to come along for the ride as a companion.

Drawbacks:

GOC Poster Boy [+100]

You have an incredible, irrational hatred of all anomalous phenomena, which leads to occasional lapses in your tactical judgment regarding anomalies.

Murphy's Drinking Buddy [+200]

Whatever can go wrong will go wrong, even safe, routine termination attempts will one time out of every five result in the anomaly entering a far more dangerous hostile mode.

Music Of The Heart [+200]

Like Alto Clef you fell in love with someone you shouldn't have, if you are a member of the GOC this will be a compatible anomaly and if you are an anomaly it will be a GOC agent.

This lapse of judgment has the potential to cause a lot of issues if it is discovered.

Revolving Door Foundation [+400]

The SCP Foundation is a lot less secure than it used to be, dangerous anomalies break containment almost constantly, and

this will always be an inconvenience for you no matter what you happen to be doing.

Mandatory Power-Lock [+400]

No out-of-jump powers or perks.

Mandatory Item-Lock [+400]

No out-of-jump items or warehouse

Not Prepared [+600]

The SCP Foundation does not exist, it is now the GOC's job to deal with all of the anomalies the foundation would have kept managed in other timelines.

Ending

Go Home?

Move On?

Stay Here?