SCP Foundation

Secure, Contain, Protect

Item #: SCP-001

Object Class: Inactive. Suspected Archon or Apollyon.

Special Containment Procedures:
All possible current events are to be monitored, assisted by Site-87's pataphysics department to identify potential escalation or origin events suitable for harbouring manifestations of SCP-001. As of ██-██-███, attempts to locate potential vessels for SCP-001-α to inhabit is deemed unfeasible due to complexity of global events and inability to identify a stable pattern in SCP-001 preferences. Due to our native universe bearing a great variety of potential insertion points, current efforts focus on providing a diversity of conflict and personality types within the Foundation to attract SCP-001-α entities into containment voluntarily.

It is highly probably that the formation of reality is contingent on permitting SCP-001 on some level, as such means of countering it directly bears a high probability of triggering a ZK-Class Reality Failure scenario. Containment of unique SCP-001-α instances must be devised on a case-by-case basis. When possible these entities should be praised or rewarded regularly for promoting normalcy.

Specimens of SCP-001-α can often be countered by critical vocalizations or thoughts directed at their choice of manifestation or actions. Volume is irrelevant to the success rate of ridicule, as most instances of SCP-001-α seem able to read posture and thoughts with accuracy. Particularly effective terminology includes: Powerwanker, Mary Sue, and cringe. Repetition is an effective measure that increases the success rate of nullifying entities threatening behaviour.

Description:
SCP-001 is the source of a constantly shifting flux in reality. It extends beyond the observable universe, cumulatively gathering further data and assets during its travels. In most recorded cases, the active phase of SCP-001 is precisely 10 years.

Persons, regions, and entire decades of history are rewritten with elements reused from previous incarnations. All memories, internal data, and external analysis following the activation of SCP-001 will confirm an objective reality in which SCP-001 appeared. During decades in which SCP-001 is active, multiple entities designated SCP-001-α are generated by the anomaly to participate in periods of conflict. Evidence suggests driving conflict itself is not the primary goal, but resolving it in a manner that satisfy an egotistical appetite is the primary driving force of the phenomenon. This apparent need for validation is the basis of our current containment procedures.

Addendum:
Research is ongoing to determine if the SCP-001-α entities are acting on behalf of the SCP-001 phenomenon to provide it with worship or entertainment.
Previous worlds visited by SCP-001 cannot be located temporally, and are believed to have experienced ZK-Class Reality Failure scenarios. Suggested review, recommending an official upgrade to Apollyon classification.

SCP-001-α is known to have at least 1000 Special Choice Points (SCP).

Document 001-α Origins

Affiliation with Known Groups of Interest

Previous trends in SCP-001 patterns have indicated a system by which it assigns life options to SCP-001-α based on profession, geographical region of origin, social class, timeline, or even species. The following document provides a summary of potential Groups of Interest that may attract the attention of SCP-001-α and should be monitored for sudden changes. Despite the ability of SCP-001-α to selectively generate their own backstory conditions, this process appears to have minor flaws. New histories may have divergent personalities or habits from the original ego of SCP-001-α, which will cause the entities to act out-of-character or showcase knowledge that the new identity should not have.

Ultimately, many newly arrived[1] SCP-001-α are partially incongruent with their new host's memories or lifestyle, and instead seek sudden changes to reach a more desirable state as determined by their extra-universal experiences. This has been identified as one of the few reliable means to identify SCP-001-α. Measures to monitor populations for similar erratic personality changes are already in place as a countermeasure to existing phenomenon such as SCP-[redacted], Site-19's Dr. [EXPUNGED], SCP-069, SCP-1150, or SCP-[redacted]. It should be noted that SCP-001-α is not possessing these individuals or replacing them, and comparisons could better be drawn as an individual gaining sudden insight of experiences in previous universes.

Observations indicate that an independent manifestation without the addition of a history can also occur. Such circumstances for an SCP-001-α will be referred to by the term: Drop-In. Due to the comparative ease at locating beings with no connection or history to our dimension, no special surveillance measures need to be implemented for such an eventuality. For this reason, it is speculated of SCP-001-α will be compensated +300SCP if they were to opt out of gaining affiliation with any known Groups of Interest.[2]

As various Mobile Task Forces are already assigned to monitoring these groups, further resources do not need to be allocated to identifying SCP-001-α. Each Mobile Task Forces is to be made aware of the nature of SCP-001-α, and agents should be aware that they and other Foundation personnel are not above scrutiny. The observations on various Groups of Interest below only serve to highlight elements which may draw interest to SCP-001 and cause it to present them as options to SCP-001-α. If you suspect you or another member of staff may have been compromised by SCP-001-α, report any details to your active Site Director at the earliest convenience.

Bear in mind that SCP-001-α may not be hostile and even cooperate with the Foundation, regardless of prior affiliations. As previously stated, following its entry into our world SCP-001-α may no longer maintain previous allegiances to groups it was a part of even if raised in isolated communities. For ease of communicating these ideas with a SCP-001-α entity, please refer to the state of their entry into our world as their Identity, Background, or Origin.

This list will be alphabetized for ease of organization. Do not delete entries even if they appear to be irrational or placeholder information. If you encounter an entry in this list you believe to be added anomalously, message your concerns to Technical Researcher David Rosen (Information Technology Support, Site-19).

Summary: Though the possibility of SCP-001-α choosing to be Drop-In cannot be discounted, these Groups of Interest should be kept under observation. This is not meant to be taken as an exhaustive list of possible histories that the entity may choose, agents should remain aware that SCP-001-α could manifest as anyone.

1: As observed by the individual SCP-001-α. Year of birth is considered irrelevant.
2: Value hypothesized by internal department and peer reviewed by Goldbaker-Reinz Ltd.

Kingdom of Alagadda

Group: Court of Alagadda

Analysis: A city-state said to border the Nevermeant. Current estimates of the situation within is deemed acutely nightmarish, both politically and metaphysically. One point of potential value is the myths and ancient history as beings such Scarlet King, Grand Karcist Ion, and Queen Mab may have visited the realm at it's height. While once a source of myth, it has been twisted into a mockery of itself by the actions of SCP-701. It remains in a form of stasis, so any records and living* memories could be preserved. In theory its ruler is The Hanged King, more ancient and terrible than the stars, who was known to disdain for the nearby peoples of Clown Town and **yet more unusual realms that have lost their place among the tangible**. Unless SCP-001-α is one of the lords in charge of this place, it doesn't seem to make any sense to pursue a fate like those citizens experienced here. As operations into Alaggada are suspended, likely permanently, we can only hope SCP-001-α will share no ties to it.

Probability: 2, Obscure

ALEXYVA UNIVERSITY

Group: Alexyva University (GoI-59)

Analysis: It seems not a question of if SCP-001-α will attend one of our world's academic institutions, but a question of which one. This school exists in a divergent timeline, after Carthage's victory in the Second Punic War and the fall of the Roman Empire. The campus is found in the colonies of Alexandria Sylvanos, which seems to be their analogue for North America. They pride themselves on the glory they bring to the empire and their academic excellence in terms of the sciences and philosophy. Technological innovation is centuries ahead of us, and unconstrained by ethics as we would understand them. If SCP-001-α is in pursuit of space, time, and mind rending sciences, we may not need to fear his arrival in our universe. They seem to pride themselves on philosophy as well, maintaining strong influences from the voices of Aristotle, Plato, Socrates. Its position offers a potential staging point for SCP-001-α that exists in an alternate timeline, as such it may present greater and unique advantages than a parallel institution in baseline reality.

Probability: VI, Substantial

Ambrose Restaurants

Group: Ambrose Restaurants (GoI-116)

Analysis: As an Earth-based business that extends well beyond our dimension to search for new ingredients and customers it could be enticing if the entity seeks to establish its own supplies or integrate into various anomalous communities. While non-hostile their recipes still present a threat to normalcy as owner and operate Charles "Chaz" Ambrose is unwilling to limit the spread of his culinary vision. The risk of being treated as a potential menu item rather than valued associate may reduce the likelihood of this being a chosen Origin. The value of hyperfocus on culinary anomalies is questionable, but like any tourist it could be a primary interest in exploring a new region. But can any potential benefit outweigh the emotional drain of working in the retail or service industry?

Probability: 4, Moderate

Anartists

Group: Anartists (GoI-2979, -0267, -5869,)

Subgroups: Are We Cool Yet?, Gamers Against Weed, Arcadia

Analysis: Their view of the anomalous world as a form of self-expression. Individuals may seek to spread their own artistic messages, and there are nearly as many schools of thought among the anartist community as there are in the mundane art world. Almost all of these groups promote counterculture, but some extremists use their art as a form of anomalous terrorism against the status quo. Such an Origin would offer a high level of autonomy and discretion and could likely draw an SCP-001-α instance that places value on remaining undetectable without limitations imposed by traditional power structures while undermining them. Many have a flamboyant and uncompromising attitude that insists their vision be seen and understood by the world – a mindset not considered unlikely with what little we know of SCP-001-α. If it chooses the path of anart, hopefully it will also be content to let us appreciate it without force.

Probability: 5, Major

Anderson Robotics

Group: Anderson Robotics (GoI-1115)

Analysis: A paratechnology firm that focuses on robotics, artificial intelligence, cybernetics, and computer programs. Their base of operations is largely focused on the Pacific Northwest, limiting their overall influence. Furthermore, they rely on external support from groups such as MC&D and the GOC. Joining such a group would likely carry the negatives of working an intense and thankless tech job, with a temperamental boss willing to entrap their souls in obedient machines. For multiple reasons, including some technological limitations when compared to The Church of the Broken God, they can be largely discounted as a desirable Origin.

Probability: ~~1, Negligible~~ 3, Minor

Note: Reevaluated on 10-16-201[redacted], As we have seen with many fanboys, Vincent Anderson's upbeat personality as a CEO spokesperson may cast a misleading impression of the operation. Remember: we don't know how much SCP-001-α sees before they arrive in our world. They could turn out to be figures like Chaz Ambrose or Vincent Anderson.

The Black Moon

Group: The Black Moon

Analysis: If we're entertaining ideas like this, then SCP-001-α is just as likely to be The Administrator. At this point, why even propose a file like this? There is a zero percent chance of it entering our universe in support of the Black Moon. While our world has been known to take breaks from logic, individual entities always follow their own internal logic. Sources indicate that Black Moon seeks the obliteration of everything, aiming to be the Finale that ends creation. Based on current information on SCP-001 and what can be inferred from that information shows that it promotes a continual chain of events rather than a hard conclusion. By choosing to work under a cataclysmic entity it would be in violation of its own self-preservation habits. If SCP-001-α is even cognizant of this being enough to join them in such a role, we can only assume the previously implied ZK-Class End of Reality scenarios were intentional.

Probability: ~~Lunacy~~ 1, Negligible

Black Queen

[O5 Clearance Accepted]

Group or Individual: Black Queen (PoI-2149)

Analysis: Alison Chao's identity as the Black Queen has been corroborated by several alternate universes (AUs). Though this is potentially inaccurate for baseline reality, the likelihood seems high as 80.9% of AU Black Queens where either Ms. Chao or one of her known associates. In our timeline her whereabouts are unknown, making the connection probable. The granddaughter of O5-[redacted] and daughter of Dr. Gears, she places blame on The Foundation for her difficult upbringing and her father's lost capacity for emotion. Black Queen (often under the alias L.S. or Little Sister) has been responsible for security breeches across multiple timelines due to her hostility towards us. Pick us. We can do this together. In every timeline, please. Become our Jumper Queen.

Probability: [DELETED]

Note: Shouldn't this just be covered by Serpent's Hand? Why is Black Queen special?

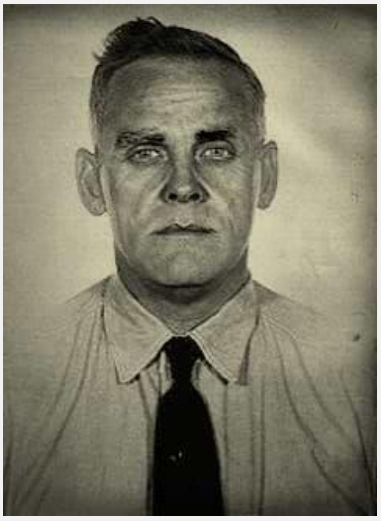
Chaos Insurgency

Group: The Chaos Insurgency (GoI-002)

Analysis: A splinter faction that arose from our own organization in 1924. Their most well-known raid against us in 1948 marked their rise from our shame to a true threat. Using weaponized anomalies they spread through Third World countries to prey on the weak and disenfranchised. Their nonsensical approach boils down to one methodology: hurt The Foundation in order to hurt the world. They operate in subversion to our principles. Threaten. Release. Destroy. They claim to have a perfect understanding of the anomalous and their place in "The Plan" of their superiors, but the soldiers don't have the slightest idea what their end goals are. If SCP-001-α chose a disruptive organization, it would surely be one where it would receive some respect. ~~I hope that SCP-001-α joins their ranks to infiltrate and destroy from within, to give them that taste of chaos they desperately long for.~~ Given that SCP-001-α could seek conflict as a member of any faction, joining the directionless Chaos Insurgency serves no purpose.

Probability: 3, Minor

Chicago Spirit



Group: Chicago Spirit (GoI-001)

Leadership: Richard D. Chappell (pictured), Julius "Sawteeth" McGallan, Hogarth "Wheels" Cartwright, Charles Derringer, and "Mr. Night" (presumed alias, unproven)

Analysis: A criminal enterprise that was based out of Chicago, IL during the height of bootlegging. As their speakeasy expanded into the selling anomalous novelties, and from 1921 to 1933 they were the largest anomalous crime syndicate in the western hemisphere. A Foundation raid brought an end to their operations, and members who were loyal to Chappell were eventually acquired by MC&D. Rumours of continued activity persist but all activity investigated since 1938 has been by imitators or precedes their dissolution.

Probability: 1, Negligible

Children of the Night

[Level 3 Clearance Accepted]

Item #: SCP-1000

Alternative Names: Children of the Night, *homo sapiens noctis*, Yeren[3], Yeti, Bigfoot, Sasquatch

Analysis: Extensive disinformation campaigns may have an effect on SCP-001's source of information preventing it from recognizing SCP-1000 as a real option to present SCP-001-α. We know Bigfoot. Our former oppressors-turned-victims. The species once shared roughly equivalent mental strength to our own and significantly greater physical prowess that put us at their mercy for untold ages. The former civilizations' marvels of metallurgy and organic technology are still a mystery to us, and could reasonably intrigue SCP-001-α. Ancient humanity was able to destroy 70% of their population, and force the survivors into a feral state. With recent SCP-1000 sightings on the rise and their regaining of lost sapience it may point to signs that SCP-001-α has already chosen a side and stands against humanity. If so, there is a possibility it may seek to instigate an SK-class dominance shift to restore the natural order and allow Children of the Night to oppress us once more. Based on the data of non-violent members of SCP-1000 amid other Groups of Interest including confirmation of cooperation with AWCY? and the Wanderer's Library, it is fully possible that an SCP-001-α that becomes an SCP-1000 will be satisfied with interspecies cooperation.

Probability: 2, Obscure

Children of the Scarlet King

Group: Children of the Scarlet King (GoI-586)

Sub-groups: Rubella, Order of the Iron Tigers, Institute of Circuit-Based Intelligence, Christian Ministries of America

Analysis: There have been many manifestations of this cult, which has proven impossible to trace an exact genesis. The most common denominator between cells is links to the retrocasual Daevite Empire, but this is not guaranteed. Further cause for worry is the shared symbolism of chains plays a role in both the King, his spawn, and SCP-001. Concern has been raised further that our inability to find concrete evidence of the Scarlet King despite many cults may mean an established role is already reserved for SCP-001-α. The measure of harm the Scarlet King wishes to inflict on our reality cannot be overstated, as his mere presence has forced us to implement Procedure 110-Montauk. In any event that SCP-001-α is confirmed to be allied with or incarnated as the Scarlet King or one of his offspring, the standard kill on sight order is to be applied.

Probability: 7, Critical

Note: For now, we must hope SCP-001-α isn't attracted to the idea of blood, violence, and unjust suffering. Our Big Red Boy matches many myths, and I can't have you guys jumping at every prophecy when he has so many contradictory backstories. We're not in the business of terminating anomalies for existing. Even if SCP-001-α turns out to be SCP-682, he gets a chance to play nice. Consider your theatrics expunged.
Note 2: The Scarlet King *associated* with red, but I'm 99% sure he's actually black?
Note 3: He may not be real, so don't waste space arguing about the color of his dress.

3: An unconfirmed designation for the species considered traditional in Tibet, which is suspected to be less potentially derogatory than recent man-made names that follow.

Church of the Broken God

Group: Mekhanites (GoI-004)

Subgroups: The Broken Church, Church of Maxwellism, Cogwork Orthodox Church

Analysis: Does SCP-001-α feel flesh is evil? Why would it choose to reincarnate into an organic body at all if it was just a precursor to techno apotheosis? Bookkeeping problems arise in keeping psych profiles on over 300000 adherents to the various denominations of Broken God faithful. Their focus on conforming to a greater whole and standardization makes spotting aberrant members somewhat easier. But given their stance that all anomalies ought to be unified, it would seem generally incompatible with an entity such as SCP-001 that actively fragments itself into multiple pieces. If the [redacted] Hypothesis (that SCP-001-α sets itself goals of a reparatory nature) proves true, we must treat the Broken God as a prime objective for their goals. Clockpunk, steampunk, cyberpunk - they're always going to be in fashion in the multiverse. Even our non-anomalous communities keep trying to bring them back.

Probability: 4, Moderate

The Cicada God

Related SCP Objects: SCP-2852 "Cousin Johnny", SCP-3004, SCP-3089

Analysis: Extremely harmful to society, it seems morbid to contemplate that one might affiliate with or become like them by choice. If our visitor is pursuing consumption themes and apotheosis, we have to pray (to who, I can't suggest) they pick Sarkism. Once linked to objects of Cétlaidí[4] faith, it is now clear SCP-3004 also uses Christian faith for sustenance. No one would willingly be a victim of what these beings inflict, but there is possibility SCP-001-α could gain similar faith-eating powers to use against it. Still, I for one bless SCP-001-α to come in here if there's a chance it eradicates the thing that ate God and sits in His place in heaven.

Probability: 2, Obscure

Class of '76

Group: Syncope Symphony (GoI-076)

Victims: Boise High School, Class of 1964; [redacted] Senior Secondary, Class of 1975; Kirk Lonwood High School, Class of 1976; [redacted] High School, Class of 1976; North Hillcrest High School, Class of 76; École Secondaire [redacted], Class of 1976; Darrel High School, Classes of 1976-[redacted], Calintaan Comprehensive Science High School, Class of 2023
For a comprehensive list of targeted schools during the 1976 worldwide attacks, refer to Doc-4833-06-1976. Requests that do not meet Level 4 Clearance will be denied.

~~**Analysis:** All students with known locations who have been involved in a Syncope Symphony attack are constantly monitored to prevent a relapse. Contained.~~

~~**Probability:** 1, Negligible~~

Note: Please avoid submitting further data under Class of 1976, it's creating duplicate documentation. The appropriate name for the responsible party is Syncope Symphony. The 75/76 school year is their victims. SCP-001-α isn't picking a victim.

Please, remember us.

4: An 15th century Irish druidic cult, or "Singers", that was assimilated into Christianity.

Daevites

Group: The Daevites

Analysis: As we know, there is an alarming increase in Daevite activity in our time. For most, history and the past are immutable. But the history of the Daeva is one that is constantly pushing forward closer into the modern age. Once an extinct empire, they inch ever-closer to bringing their barbarity to the present. They may already be here. As these are based in atemporal retrocasual discrepancies in history, they share common elements with SCP-001's abilities to insert events and beings into the past. As such, it seems redundant for SCP-001-α to pursue their abilities for itself. This similarity could be assumed as proof that SCP-001 is intrinsically linked to the Daeva and has already chosen them. I respectfully disagree, and ask that we consider using Daevite techniques as a potential counter-method to neutralize SCP-001-α.

Probability: 3, Minor

Deer College

Group: Deer College

Analysis: It's everything an interdimensional visitor could ask for in an education in our world. The location in Three Portlands would also provide immediate access to the greater anomalous community even beyond the magic and metaphysis taught in the campus. The dedication to occult courses is matched by a commitment to diversity, which may qualify a unique entity like SCP-001-α for some of their scholarships programs? Based on the expectation that SCP-001-α might be able to assimilate academic knowledge in addition to whatever post-graduate group they join, and the further assumption they have some sort of higher-dimensional contract to survive the courses, it's difficult to see why they would pass up on Deer. Maintaining our current surveillance on the school is the obvious course but we can focus on identifying discrepancies in the alumni rosters. If history taints the perspective of SCP-001-α our reputation among the student body needs to be addressed; they continue to view The Foundation as being at war with them and excommunicate students that try to cooperate with us.

Probability: 6, Substantial chance of boredom! Zing!

Just kidding, don't miss my booth at the career fair.

"A smile a day keeps horrors at bay"

DR. WONDERTAINMENT

"So let's all play the Wondertaining Way"

Best Friends Forever: Doctor Wondertainment

Awesomeness Analysis: You should never spell Containment without Wondertainment! The Foundation is one of our biggest Collectors, and you can help them have even more fun to collect. "How did I never know of this?" You'll wonder. "This world so-filled with amazement and wonder!" Keep on with your wowing and your whimsying and wondering, because these are Wondertaining Proprietary Secrets™ that I only share with my special best friends who sign Super-Duper Special Best Friend™ employee non-disclosure agreements! You'll have an absolute blast working with us and help ensure all the kiddos do too! All of them! Maybe! That's a Wondertainment Wonderful Guarantee, guaranteed!* Let's work on a Wonderful World together! Hurray!

Possibilities: W! Wow! Whimsical! Wonderful!

Note: Just leave it as it is. If anything this shows Wondertainment is as interested in SCP-001-α as we are. God knows there's plenty of worse employers to be intrigued by.

The Drooling Path

WARNING
Recent revisions to this document could not verify a source IP.
Golgotha-class cognitohazards were detected in the text below. Any personnel accessing this file must ensure their Cognitive Resistance Value (CRV) is no less than 13.0.
Please remain calm and remain at your location. Medical attention will arrive soon.

stop this Long have you walked the drooling path, seeking to drown Junior Researcher James Talloran in the blood of his friends and family. To force him to kill his loved ones with his own two hands. His hands are covered in fingers and full of bones. Every finger has one (1) set of bones. Our great nation is built on these bones, and they are NOT good bones. They are great bones. I believe in these bones like I believe in America. After he is forced to kill his loved ones with his own hands. You know he killed Scott. You watched him watch him watch Scott to his death. His death is was on your hands James. You could have saved him if you weren't a please stop worthless waste of space. You can run the endless run the endless past is right on your heels. i can't This is only what you deserve. go on like this You can never wake up from a nightmare that is your life. America has built a foundation on this nightmare. Chasing unrealistic goals is tantamount to aspirational suicide. That's good. That's nice. Submit. Breath it in. Ascend. Smell the fat burning off your bones. Submit and breathe in a new America. We will smell it together. We can walk brand new roads, knee-deep in the blood of one (1) James Talloran.

The Factory

Group: The Factory (GoI-010)

Analysis: Their mass-produced anomalies that bring danger to consumers more often than any amount of utility. Information recovered from the Wanderer's Library indicates that their distribution and reach is multiversal. Victims literally spend life and limb during their employment with the Factory. Dismemberment and replacement parts made from the same rusted metal that tore them apart is common. There is no Factory product that would warrant working within their operation that would not be more safely acquired from placing an order from outside. Anyone sane would rather be demoted to D-Class than be forced to work in these conditions. Despite the death of it founder and the repeated losses, the Factory persists. It may have useful attributes to SCP-001-α if they are of a particularly blasphemous bent, as we still don't understand the mechanism that keeps leading people to feed themselves to this infernal machine.

Probability: 3, Minor

Fifthism

Group: The Fifth Church (GoI-005)

Affiliates: Constellation Starfish, Church of the Fifth Star, Stanford-Caldwell Ltd.

Analysis: There's no core to Fifthism. Their churches continue to operate and evolve from existing subcultures upon which they warp into semi-religious centers. Always in five branches, they grow in popularity and in some cases they gain reality-alteration power and then self-destruct taking many innocents with them. Starfish symbolism seems commonplace among motifs, and like their inspirational animal any branch of Fifthism that is severed seems to regenerate into a comparable forms. Ideas of allowing its followers to transcend one reality and reaching another imply existing links to SCP-001, and both feature unknowable concepts of being reborn. A further analysis has been requested from our [redacted] Division's [DATA EXPUNGED]. [redacted]?

Probability: 5, Major

Global Occult Coalition

Group: United Nations Global Occult Coalition (GoI-016)

Notable Members: Ancient Noble Order of the Gormogons, Bavarian Illuminati, British Supernatural Intelligence Services (MI666), Five Elements Association, Goldbaker-Reinz Ltd., US DOD PENTAGRAM, PepsiCo, Reformed Holy Order of the Knights Templar, United Scientist Church of Satan, Walt Disney Company, The World Parahealth Organization… For a comprehensive list of their 108 member organizations, refer to Doc-GOC108.

Analysis: We are in joint cooperation with the GOC on the matter of sharing information on SCP-001 and its spawned entities. Use the terms Type-Magenta and Jumper to describe the "parathreat" of SCP-001-α for communication with GOC. Under no circumstances provide GOC with sensitive details on other GoIs or Foundation protocols which are not essential for understanding Type-Magenta containment. D.C al Fine has faith their thaumaturgic security methods against reality-benders have the capacity to isolate and eliminate the entity should it incarnate into their organization. It was apparent that was intended as an automated first step rather than a countermeasure to be deployed after identifying the Type-Magenta. Given their history of shooting first and asking questions only after consequences arise from terminating anomalies, this is not surprising.

Probability: 4, Moderate

Herman Fuller's Circus of the Disquieting

Group: Herman Fuller's Circus of the Disquieting (GoI-233)

Analysis: While there could be some merit to linking the idea of SCP-001 with that of a travelling carnival that leaves no traces, it does not offer any competitive advantages. There seems little to sate its appetite here unless it has a taste for Clown Milk. But given it does feature a self-proclaimed Greatest Show on Earth, there may be a draw for entities which treating our reality as tourist destination. SCP-001-α could also be lured to the circus based on its gallery of "freaks" and specialist performers. The possibility exists of it gaining unique talents through entering into some kind of a sideshow origin – if SCP-001-α embraces the "disquieting" element. The carnival's ability to evade authorities poses complications to direct investigations.

Probability: 2, Obscure

ICSUT

Group: International Center for the Study of Unified Thaumatology

Analysis: If a Type-Magenta was planning to go to Hogwarts, they would probably pick a better version than our local one. But it's the largest center of thaumaturgy in our world with campuses located in all the Council of 108's member states. They offer an option for occult study that is supervised and grounded in ethics, but such a choice is only safer if the Type-Magenta can avoid detection. The education is limited compared to competition in Deer, but the development of magical and scientific theory in conjunction may be valuable? Due to its participation in their organization structure, any [REDACTED] form of [REDACTED] surveillance will need authorization and oversight from GOC. For now, we should count on SCP-001-α's willingness to choose a better institution, and one that doesn't risk it being the next SCP-1609.

Probability: 4, Moderate – Likely Type-Magenta attachment to GOC operations if true.

Manna Charitable Foundation

Group: Manna Charitable Foundation (GoI-082)

Analysis: A humanitarian relief agency distributing anomalies as a means of helping others. Their view on everything is how it should be used for the good of all peoples. Their tendency to give untested objects may be altruistic in spirit but has proven tragic in practice due to an overall lack of full understanding what it is they plan to share. Understanding SCP-001-α as a collector of multiversal curios and concepts might preclude this group and imply a gain-oriented mentality. However, if we subscribe to the [redacted] Hypothesis it indicates a MCF as more likely candidate by giving numerous opportunities to initiate heroic aid for the perceived moral benefits.

Probability: 3.5, Fair

Marshall, Carter, and Dark Ltd.

Group: Marshall, Carter, and Dark Ltd. (GoI-012)

Analysis: As plenty of their stock caters to the hyper-wealthy elite with distinct tastes, they don't care about what their customers are doing with products so long as they can profit. As it is for our billionaires, an alliance with MC&D would offer SCP-001-α unparalleled access to the anomalous marketplace as well as opportunity to showcase their own otherworldly abilities to employers that have made lifetimes off of tactically exploiting resources. Factoring in their pragmatic approach to anomalies, ongoing business relationships with most other GoIs and expertise in assuring mutual benefit we can conclude that MC&D would be the correct choice for SCP-001-α. This is to say little of wealth, discretion, and merchandise access they'd have through MC&D.

Probability: 6, Substantial

Note: Whoever wrote this seems like they're hoping to sell SCP-001-α on MC&D. Do we need to launch another internal investigation?

Nobody

Group or Ĭndïʌïdual#: "Nobody" (GoĬ-000⁰)

ÄnαlysïSS: The idea behind this is farcical. This would be antithetical to the whole process of SČP-0O1 as we understand it. It is coming here to create somebody. Entering a role in which they can only spectate and make no tangible difference is not that.%

Probäbïl%ty%%%: 0, None. If it happens this assessment is still *technically* correct.

Oneiroi Collective

Group: Oneiroi Collective (GoI-031)

Analysis: Establishing a greater level of understanding on SCP-001 is critical to accurately assessing the dreamscape's viability as an insertion region. If we can prove SCP-001 has a curated choice list for SCP-001-α, it significantly reduces the possibility of an Oneiroi connection due to the infinite variety in their dream avatars, dreamscapes, and similar abilities. Active surveillance over all of humanity's dreams is not a viable proposition. In the event SCP-001-α is manifesting within the collective all I can suggest for containment procedures is keeping a dream diary. If SCP-001 has only been locking off dreams and not physical realities, we can all celebrate and downgrade it to Euclid.

Probability: 3, Minor

ORIA

Group: Office for the Reclamation of Islamic Artifacts (GoI-003)

Analysis: ORIA focuses on minimizing conflict and protection of their collective Islamic homelands from external threats, even at the expense of normalcy. Protecting their sphere of influence from ideological and physical dangers is a priority. With the intensity they shield their people against our Western culture, they will not be welcoming to alien influences. Without a doubt, SCP-001 would be treated as one of the greatest of such dangers their nations could face. The integration process into our universe may streamline any hostilities should SCP-001-α abide their secular lifestyle and values. We should devise testing parameters to investigate if groups so strongly defined by their patriotism provide significant incentive for SCP-001-α to join.

Probability: 4, Moderate

Parawatch

Group: Parawatch (GoI-1109)

Analysis: If the groups to which SCP-001-α can retroactively insert into are limited by population metrics, it may not be able to join anomalous communities at all. If restricted to what we would recognize as a normal identity that fits into baseline, they would presumably not be affiliated with any part of the anomalous community. Continuing this line of thought, an SCP-001-α that has the metaawareness of occult activity in our world but is limited to acting from the identity of an average person will be required to link themselves with some kind of publicly available gateway group. Gamers Against Weed is more difficult to find and gain membership, so Parawatch becomes a promising candidate where they might be able to attract anomalous attention.

Probability: 2, Obscure

Note: This interpretation of SCP-001-α's metaphysics assimilation attributes seems to leave them at a kind of disadvantage where they can only be normal. We know this isn't the case. If they seek entry to a group they can exercise powers beyond our contextual understanding – not try to grasp at straws on a wiki-forum for conspiracy theorists.

S & C Plastics

Site-87 is one of ours. Operational idiosyncrasies necessitate a separate evaluation.

Analysis: Nexus-18 abhors unfinished plotlines as nature abhors a vacuum. Due to the narrative-driven nature of Sloth's Pit, WI the implication that SCP-001 could become a character involved in the overarching story will escalate into fact. Keeping tabs on residents of the township will not be a concern, because if the phenomenon occurs here events will lead it to being revealed[5]. This will provide an excellent opportunity to investigate what (if anything) happens when the forces that accelerate character growth and sociability interplay with an extra-pataphysical entity. This may seem hopeful, but SCP-001-α's manifestation here may be a best-case scenario which proves it places value on community, self-discovery, or seeks friendship with humanity.

Probability: 8, Absolute

Note: The logic tracks, but this was definitely jinxed the moment some genius started telling fellow researchers SCP-001-α was guaranteed to arrive there. Reevaluate.

5: Observed trends of Anagnorisis, Cameo(s), and Chekov's Gun will apply with 100% certainty. For a full index of narrative principles known to apply to Nexus-18, view Document 087-TROPE.

SAPHIR

Group: La Société Athée Pour la Halte de l'Idéologie Religieuse (GoI-096)

Subgroups: Récupération, Usage Belliqueux et Inhibition des Singularités (RUBIS), Espionnage, Manœuvres d'Extorsions et Reconnaissance au sein des Agences, Unions et Dogmes Ennemis (EMERAUDES), Zététique de l'Irréel, Rationalisme Cartésien et Obstruction à la Naïveté (ZIRCON)

Analysis: SAPPHIRE[6] is openly hostile against religious institutions, which can extend to any who purport faith or interest in superstition. They're at ideological war with the anomalous, conflating its destruction as proof it was never real. Their reverence of Kurt Gödel and other leading scientific figures displays a hypocritical zealotry generally matching the religions they seek to destroy. Popular scientists (Neil deGrasse Tyson, SCP-4519, [redacted] "[redacted]", etc.) are known to promote the ideology as agents. While viewing science as an immutable force, they remain behind the curve of other groups in nearly all fields, speculated to be due to their close-minded approach and hostility against new belief. Additionally as many members are afflicted with Filbuson Syndrome, having such a background could instigate ego-death upon SCP-001-α. This evidence leads to the conclusion it would not only be an impractical choice in terms of gains, but actively harm SCP-001-α's existence.

Probability: 1, Negligible

Sarkic Cults

Group: Sarkism, or Nälkä

Select Subgroups: The Hunter's Black Lodge (GoI-0432), Church of the Red Harvest (GoI-074), The Vātula (GoI-041), The Şolomonari (GoI-246), Darkwater Lodge (GoI-504D)

Analysis: This is a religious movement more so than individual group, with hidden sects found in both isolated communities and urban centers worldwide. It formed during a slave-revolt against the Daevite Empire initiated by their messiah figure, Grand Karcist Ion. Their superiority in the field of biological manipulation, thaumaturgical especially, could prove valuable to SCP-001-α. Elevation to a god-like figure is central to their teachings, which can be divided into at least two approaches, which are simplified below. As SCP-001-α spreads[7] into others to gain additional power and knowledge, it is similar to the philosophy of consumption core to Sarkic faith. In particular the pathology draws comparison to some of our Karcist objects like SCP-2075, [DELETED][8], or SCP-2833. We need to be warry of SCP-001-α using these methods with the intent of consuming others, including Akiva-entities, to reach apotheosis.

Proto-Sarkism: One for All. Self-sacrifice for the good of the whole. They display luddite traits and intense technophobia due to ancestral grudges against Mekhanites.

Neo-Sarkism: All for One. They pursue positions of power and excess, with some seeking to usurp Grand Karcist Ion through their own apotheosis. They embrace modern growth.

Probability: 4, Moderate

6: SAPPHIRE refers to "The Society of the Atheist Partisans of Progress for the Halt of the Irrational and Religious Enemy", the English-language branch of the same organization.
7: Current information supports a metaphysical model where SCP-001 creates a form and history for SCP-001-α, SCP-001-β, and associated support systems. It is not confirmed to make use of existing individuals as vessels for reincarnation as part of its immersion into baseline reality.
8: SCP-2416 may have identifiable links Iose the Pike-Bearer, refer to *A Sarkic Record of Gyaros*.

SCP Foundation

Analysis: Compliance with the protocols for complying to be placed in our custody will ensure a safe space where their needs will be secured. Containment measures will be contingent on behaviour, with a measure of rewards and freedom as appropriate to their form of manifestation. They can expect to receive our protection and acceptance. No Foundation employee should be afraid of receiving consequences due to a designation as and SCP-001 entity, whether -α or -β type. Site-19 is considered the most engaging center for conflict we have, and a high percentage of employees view it as the most glamourous site. While these observations could be considered frivolous for other SCP objects, in this case it increases likelihood of it having ties there. Our best-case scenario is where SCP-001-α is cooperative with the organization's goals and joins. Such an event would let us better understand SCP-001 and work towards studying means to prevent the calculated various End of Reality scenarios SCP-001 might unleash.

Probability: 4, Moderate

Note: A full breakdown on individual sites is pending approval, currently O5s voted that this wouldn't offer useful insight into SCP-001.

The Serpent's Hand

Group: The Serpent's Hand[9] (GoI-α-019)

Analysis: Due to their headquarters in the multiversal[10] nexus that is the Wanderer's Library (Nx-01, Dunwich-class), the access this society has to all stories in creation cannot be minimized. The Hand are a loose collection of thaumaturge anarchists who operate on their shifting sense of self-righteousness, which is primarily directed at liberating anomalies from unjust imprisonment. The Serpent's Hand is whatever it wants to be that day and influenced by stories of heroism. Their desire to be special outweighs a desire to do good so while they will learn magic to fight authority or save sentient anomalies they do not extend the same care towards normal people. Their end goal is destabilizing society by revealing the anomalous. SCP-001-α could be drawn to a scene which allows access to the forbidden knowledge and the wonders of other universes, even disregarding how they promote individualism and attention-seeking.

Probability: 6, Substantial

Shark Punching Center

Group: Shark Punching Center (GoI-18153)

Analysis: Based on SPC-001-α being perceived as having totally radical capabilities in the defense of humanity against sharks, they have taken extreme interest. Factoring in their flippant security and their administration's eagerness to treat us as rivals should SPC-001 target their universe instead of baseline we will learn of the loss swiftly and repeatedly. Their universe is considered some form of cosmic jest, so it difficult to understand what lure would entice SCP-001 to seek membership with their operations. It's called "fun" my dude. Overall, an SPC-001-α that seeks to become a parody of "surfer bro culture" is only a threat to itself if a shark and the sharks of SPC's world. Hypothetical countermeasures to SCP-001 should limit scope to our world.

Probability: 3, Minorly Stoked Jump the Shark! Jump the Shark!

9: "Trust not a Selachian's Hand, for its fin is rough and laden with lies." – Proverb I made up.
10: New research indicated Wanderer's Library may be limited to thousands of interconnected hubs from universes it has reached rather than have access to all worlds.

Syncope Symphony

[Level 4 Clearance Accepted]

Group: Syncope Symphony

Analysis: Creating a fragmented entity that persists from a previous version of reality may not fit with the mechanism SCP-001 uses to bring other beings here. The complexity of installing a retrocausalitive being so far into the past and ensuring it reaches our present may be more than SCP-001 can accomplish. The Symphony is worth studying in regards to SCP-001 because it may provide insight into how both anomalies achieves their reincarnation or access akashic data from erased timelines. There are better avenues for learning mind-affecting and musical anomalies, so SCP-001-α would only take this course to experience the deaths of more worlds first-hand. We need to remember Syncope isn't part of our world. They're a reminder of an outcome we hope to avoid for our own version of history, they're a past we must prevent from repeating. What happens to our history when SCP-001 arrives is anyone's guess – but we may be more at risk of becoming the next incarnation of Syncope than SCP-001-α is.

Probability: 2, Obscure

UIU

Group: Federal Bureau of Investigations Unusual Incidents Unit (GoI-102)

Analysis: The FBI's rapid-response for paranormal crimes is often disparaged by us for their various limitations. Their main resource is information and connections to the US government, yet they're more obstructed when compared to DOD PENTAGRAM. The UIU limits activity to their home country putting them at a disadvantage like ORIA. Unlike them, it has low manpower and state funding. Memetic gag orders are administered to all their agents to prevent disrupting the Veil which would be an incentive for SCP-001-α to avoid entering their workforce. Unless it's a particularly big fan of *The X-Files* it would be better served by policing the paranormal with any other government agency. The UIU is superfluous and may be occasionally useful to other parties, at best. While they have not been informed on the nature of this anomaly we should be able to detect it within their ranks with the same precision as our own.

Probability: 3, Minor

Wilson's Wildlife Solutions

Group: Wilson's Wildlife Solutions (GoI-466)

Analysis: While under our direct supervision since 2008, WWS lacks the expertise to self-police for manifestations of SCP-001-α. Tim Wilson runs it without discipline or clear hierarchy; the lack of structure allows easy infiltration even without the esoteric history modification SCP-001 can perform. Their limitations are even more restricted than the national level, only operating in Oregon state. There is an unproven theory[11] among our researchers that one objective of the entity is the capture of varied creatures for a form of anomalous fauna bloodsport, and if true it would place WWS in SCP-001-α's crosshairs. It is possible that SCP-001-α might blend in here as almost any kind of creature or volunteer but would have little power or influence.

Probability: 3, Minor

Note: Their anomalous fauna enclosures cater not only to organic creatures; they also cover containment of a variety of digital, spiritual, and technological creatures.

11: This theory was discovered to be a rumour based on a researcher's enjoyment of the Pokémon franchise and should not be considered insight into the habits or goals of SCP-001-α.

YWTGTHFT*

Group: YWTGTHFT, often associated with "Yeah, We're Totally Going To Hell For This"

Related: SCP-738, Undervegas, SCP-2980, YWTGTSYT, Greazeburger Incorporated

Analysis: While demons from Hell are the most Tartarean-class entities we encounter most, this analysis is intended to be applicable to other demons with similar nature and themes. For simplicity, this subsection covers the potential for SCP-001-α's Origin to come from multiple known afterlives (Hades, Yomi, Xibalba, etc.) which follow comparable structure. Demons with corporeal forms regularly maintain meticulous records of their associates and business, and temporal alterations do not impair the accuracy. It follows that any SCP-001-α will be detected within their ranks. Currently, Foundation Legal Department has reached binding agreements with Hell and Hades insuring they report any SCP-001-α or -β actualizing within their spheres (in exchange for each receiving 1 Akiva-emitting artifact per decade). The pact cannot impose any restrictions that would prevent a TTK-Class Tartarean-Intrusion Scenario, which is considered a possible objective of a demonic SCP-001-α.

Probability: 4, Moderate

Note*: YWTGTHFT is the most cohesive group of Tartarean-class entities that remains antagonistic against The Foundation. If SCP-001-α can be any demon, it must have more choices than being aligned with them specifically and could even be an independent.

WARNING
Protocol 4000-ESHU is not currently mandated for files with references to SCP-001-α.
If you suspect SCP-001-α may have incarnated into a role in which Protocol 4000-ESHU applies, report your findings to High Command immediately.

Group: [REDACTED PER PROTOCOL OF 4000-ESHU]

Object#: SCP-001, SCP-001-α, SCP-001-β-1, SCP-001-β-2, SCP-001-β-3, SCP-001-β-4, SCP-001-β-5, SCP-001-β-6, SCP-001-β-7, SCP-001-β-8
Supplementary documents listing 10 million instances of SCP-001-β can be found here.

Preface: As our timeline has not yet experienced SCP-001, it is currently safe to refer to the entities it creates by their designation numbers above. Unexplained name data or a lack of name data (field should include SCP-001 followed by nine other listings) is indicative of the anomaly entering a role without a name. Should any of the listings in Object# field above appear to have been modified from standard format for an SCP Object alert a Site Director immediately.

Analysis: While we are unable to observe all locations where they are found, the methods above should be able to detect if any SCP-001's activity has placed any agents within **the brambled place best left unspoken**. Even with this method in place, nomenclative hazards pose a challenge and are difficult to track. If they are able to become like this, they might be a resident of Hy-Brasil or the Three Portlands (Sidhe) rather than the more malevolent ones who steal names. The magic available to an SCP-001-α in this origin would be considerable and less traceable than Type-Blue humans. The willingness to gain new identities and ease at doing so is redundant when SCP-001 has the chance to offer new abilities; it seems improbable that SCP-001 would offer SCP-001-α powers they already have in some form.

Probability: 5, Major

Document 001-α Origins

Affiliation with Known Groups of Interest

The Origins of SCP-001-α are linked to an abstract resource it receives from SCP-001 we have designated as Special Choice Points (SCP). Through an as-of-yet unidentified system it spends these points. By doing so the anomaly can purchase a variety of boons, divided into three rough categories of: Personal-Empowerment Resources or Knowledge (PERKs), Instances of Territory Equipment or Materials (ITEMs), and SCP-001-β instances. Origins are significant to this process in how they allow specialization, not only by means of assimilating the beings into our reality but because they reduce the amount of points that the entity needs to spend on thematic resources.

Pending further data, academic institutions are not considered to be a primary focus for SCP-001-α. While each has certain specialties in curriculum they do not seem to differ significantly or display themes that would make them appropriate for PERKs or ITEMs. We continue observation of these anomalous schools for alterations based on the likelihood that once it arrives, SCP-001-α may have already completed its education. Such presence may be detectable in rosters, documents, or memories of classmates.

A given instance of SCP-001-α will always begin with 1000SCP minimum budget. A cultural background identity or "Origin" of their choice can be obtained at no cost. There may be means for the entity to obtain more of this resource beyond their starting budget. It may be impossible for us to calculate the specific benefits made be made available to SCP-001-α, or their associated costs.

The SCP discounts offered to SCP-001-α based on their choice of Origin seem to nullify the cost of the least expensive PERK and ITEM within their category, with more expensive resources under that origin only costing half price. The purpose of this encouragement to focus on themes and archetypes is unknown, but suggests a pataphysical mindset for SCP-001.

[Additional documentation for Level 3 or higher personnel only.]

New hyperreality documentation pertains directly to the genesis of one or more instances of SCP-001. In its current state this disproves any SCP-001-α from Origins of Nobody or as a being from the **greenwood we describe in green**. Entities displayed flagrant disregard for 4000-ESHU Protocol.

Clarifications were made by the author it was still in an incomplete state. Criticism was issued towards a lack of selectable text in the file after which they became unresponsive. Many comments indicated that multiple similar jumps[12] into our world were already available to users, each of which had varied Origin and PERK benefits. Attempts are underway to access each of these files. Unfortunately several posts referred to #●●|●●●●●|●●|● by name which caused all[13] transcriptions to be lost. One image from the file was saved successfully.

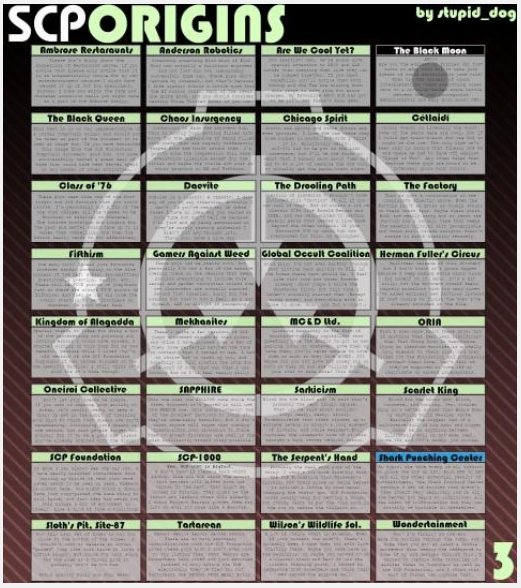


Image data recovered via Project WALLBREAK

12: Term used repeatedly by multiple users to refer to the document itself as well as the worlds visited by SCP-001-α entities through the collaborative writing project named Jumpchain CYOA.
13: Specific disturbing posts recounted verbally by Dr. Sinclair following her use of WALLBREAK included: intentions to harm specific Foundation personnel or SCP Objects, and "682 waifu when".

Document 001-α Origins

Affiliation with Known Groups of Interest

Unless they decided to be a Drop-In for +300SCP the SCP-001-α or "Jumper" will start with a history in our world. Their chosen identity results in gaining memories appropriate to their chosen faction in the same manner as you or I gained through living our own lives. This will affect their understanding and perception of the world due to their history here, especially with some of the more alien or radical groups.

While we have attempted to summarize how their worldview will be altered in a succinct way, it is insufficient to fully understand the psychological profile of SCP-001-α. They may previously have lifetimes of experience that create a strong foundation and create resistance to new background memories. Noticeable impact is expected on their interaction with the anomalous parts of our world. Its history will affect SCP-001-α's views, but the extent it does so will largely be up to indeterminable factors. The simplified list below includes a field for how they view anomalies. The third column shows general priorities which illustrates how they interact with anomalies. For less studied options (SCP-1000, SCP-3004, SCP-3008?, etc.) are largely speculatory in their overall goals and views and don't have.

No mention these groups aims can be TOTALLY inconsistent between observable realities in our multiverse???

We have confirmed the Group Origins that will be available to SCP-001-α will be limited the following:

Table-001-1

Background Group	Anomalies are…	For…
Alagadda, Kingdom of	Mockeries	Foes
Ambrose Restaurants	Ingredients	Experience
Anderson Robotics	Means	Advancement
AWCY? (Anartists)	Mediums	Self-Expression
Black Moon	Meaningless	Violence
The Black Queen	Unique	Family
Chaos Insurgency	Weapons	Chaos
Chicago Spirit	Opportunities	Power
Children of the Night	Resources	Civilization
Children of the Scarlet King	Transgressions	Supremacy
Church of the Broken God	Parts	Unity
Cicada "God", Cétlaidí	Instruments	Faith
Daevites	Relics	Conquest
Doctor Wondertainment	Toys	Kids
Drooling Path, The	Don't	Follow
Drop-In	N/A	+300SCP
Entities as designated by 4000-ESHU Protocol	Rules	Revenge
The Factory	Products	Production
Fifthist Church	Waves	Transcending
Gamers Against Weed (Anartists)	Jests	Entertainment
Global Occult Coalition	(Para)threats	Normalcy
Herman Fuller's Circus of the Disquieting	Attractions	The Show
Manna Charitable Foundation	Blessings	Everyone
Marshall, Carter, and Dark LTD.	Luxuries	Profit
Nobody	Clues	Investigations
Office for the Reclamation of Islamic Artifacts	Test	Patriotism
Oneiroi Collective	Inspiration	Dreams
S & C Plastics	Plot Devices	Life Lessons
SAPHIR	Delusions	Refute
Sarkic Cults	Holy	Consumption
SCP Foundation	Objects	Containment
Serpent's Hand, The	People	Liberation
Shark Punching Center	Sharks	Punching
Syncope Symphony	Records	Remembrance
Tartarean-class Demonic Entities	Sin	Indulgence
Wilson's Wildlife Solutions	Natural	Conservation

Document 001-α Role — Roles within an established Group of Interest

Beyond whichever society they associate with in the anomalous world, there is a matter of what role they play within it that cannot be ignored. More than which organization they work for, what their purpose is within that group will dictate the abilities they've honed.

Due to inherent advantages of clearance that any research or leadership positions would gain we initially speculated that the entry cost (in Special Choice Points) would deviate between roles. But in a review of the GOC's model[14] for SCP-001 both evaluations highlighted the difficulties of various workplace categories into which a SCP-001-α might fall. It is notable that their risk analysists claim each job category has an equal likelihood of preference and comparable level of danger to SCP-001-α. While it may seem illogical for a D-Class identity to have the same value as a Site Director, we must consider that when its nature as an anomaly is discovered SCP-001-α is unlikely to be treated as if it were still human. There may be advantages to less scrutiny and responsibilities, or we may be inflating the importance of hierarchy.

Combined with the [redacted] data recovered from [redacted] by Agent Sinclair, we conclude that there will be no cost for any Role, just as there was no cost for an Origin. Furthermore SCP-001-α can choose Drop-In in both categories, with each time doing so allowing it to receive a +300SCP bonus.

We can make several assumptions based on current data:

1. Choosing both Origin and Role allows the entity to fit specific niches within an organization of their choice, with appropriate history for the position.
2. Having an Origin without a Role places them in an unskilled staff or support position within a group they designate, providing familiarity with anomalies.
3. Taking a Role but no Origin will exclude membership to anomalous communities, where they are an independent party with a relatively mundane background.
4. Choosing neither Origin nor Role leads to Drop-In events, where spontaneous appearance of SCP-001-α occurs with no modifications to adapt to our world.
5. Drop-In in each category have no freebies on 100SCP PERKs and ITEMs nor discounts on the higher tiers of purchases, so the stipend serves to offset this penalty or provide more freedom to purchase from diverse Origins.

Table-001-2: Preliminary Expectations Regarding SCP-001-α Roles and Associated Costs (Outdated)

SCP Foundation Roles		SCP
Objects	D-Class, SCP Object	-100
Body, Action-oriented	Security, Agent, MTF Members	
Mind, Research-oriented	Researchers, Doctors, AICs	100
Soul, Leadership-oriented	Site Directors, Ethics Committee, O5 Command	300

Global Occult Coalition	
Warrior	PHYSICS Division, esp. Strike Teams
Mage	PTOLEMY Division, esp. R&D
Thief	KTE, UTE, PTE (Classifications of threat entities)
Priest	PSYCHE Division Ambassadors, UN Members, High Command

While neither our framework or that of the Global Occult Coalition is bound to be completely accurate, the patterns involved should serve as a baseline for what to expect from SCP-001. Whether or not SCP-001 is created by direct human involvement, it is evident that its process is meant to be accessible and understood by average humans rather than advanced or incomprehensible intelligences. On some level the choices offered are influenced by both individual human expectation and human noospheric archetypes allowing us to make vague approximations of what must be included.

14: *Enantiomorph Modelling for Type-Magenta Parathreats* anticipates a dichotomy of choices divided between Warrior, Mage, Thief, and Priest archetypes.

SCP Foundation Jumpchain

This world is known for a lot of things. Primarily the quality of its horror and quasi-scientific bent. But with the diversity and sheer number of articles and tales it's unfair to call it simply a collection of good horror stories. The SCP Foundation is about a lot of things to a lot of different people who contributed to the mythos, or even to fans who just read it. This world can be extreme self-referential to its own medium, and unsurprisingly most often that will be played for horror. Though, not always played for horror.

Urban fantasy, slice-of-life, science fiction, post-apocalypse…

The stage and set pieces of SCP Universe are ready to be used for any kind of story.

We can't tell you precisely what the world is about. There are dozens of recognized canons for the universe. Some of them might be compatible in lore, while others are absolutely not. If you're the sort who wants to use the jump but are upset that it's missing too many details to understand what the world is about, stop. Go and read the wiki, or the one of the many wikis for summarizing that wiki, or any amount of other fan content for it.

This jump is for the SCP Foundation, some abominable semi-collaborative writing project.

The "how" and why of many elements of the story change depending on who's telling it. This is your story. As part of Jumpchain you're probably familiar with how many different interpretations can spawn from the same concept. You should feel free to ignore any of the fluff from the previous parts of this jump that disagrees with how you think their reality ought to work. None of it is any more canon than the various other interpretations of this world.

But feel free to use the framing device as factual for your chain, if you really want.

We'll erase any records of this world expecting your arrival. Or retroactively alter their entire history, like they're so afraid of, so that ~~Nobody is expecting~~ you can integrate into the world without being concerned that someone is already looking for you. Maybe you'll just be sent to a version of the SCP Universe that has never contemplated a need to write up plans to stop you. None of the information so far needs to be canon to your usage of this jump. If you want to already have someone expecting you and trying to get you contained, that's what drawbacks are for!

As you probably know, numerous rivals and enemies exist for the SCP Foundation within this universe. You can join up with any of these organizations. If there's a specific group in the setting that you really want to join that wasn't listed prior, just pick whichever feels closest. Parawatch is a sufficiently mundane Origin to be still allowed if you're opting for the bonus stipend for not having any connections to the anomalous world.

So pick your Team, or take a **+300SCP** bonus for not having one.

And don't forget a Role from one of the options, again with the **+300SCP** if it's nothing special.

Without either your background is a generic civilian, and they often have a hard time in creepypastas!

We'll call the four "Specialized Career Position" options: **Prisoner**, **Agent**, **Researcher**, and **Command**. That level of ambiguity should leave it with options for all the Teams involved. If you're skipping having an important position you can just as easily be an intern, janitor, work in the cafeteria, or have some other distinctly normal niche to fill. These Roles are more about you than who you're working with. It's the position you're in with them, so Prisoner might mean you're on less-friendly terms.

Or take neither Team nor Role, you can be a true Drop-In with +600SCP for the trouble.

Secure. Contain. Protect.

Or don't.

You have 1000 Special Choice Points (SCP) or more to spend.

Document 001-α PERKs Personal-Empowerment Resources or Knowledge

We know that each potential origin of SCP-001-α encourages specialization by the entity. Not only is the least expensive PERK from their origin free, but the any higher priced options will be discounted by 50%. Given the scarcity of their budgetary constraints most seem incentivized to use such discounts. But in addition to the PERKs which directly pertain to SCP-001-α's Origin and Role choices it stands to reason there must be generalized PERKs which do not specifically match a given Group of Interest. Simple facts are: most categories of anomalies are not limited to one group.

Beings existing in levels of reality above our own multiverse will occasionally treat the anomalous as a unique resource available here. It is unclear what distinction SCP-001 makes between anomalies and other paranormal phenomenon, but it appears to demonstrate this attitude towards our world.

Whether it is because their own reality lacks anomalies, they are unaware of such phenomenon in hyperreality, or use of our world provides a safe medium for them to explore an interest in anomalies is also unclear.

SCPs are everywhere and growing more frequent, but to SCP-001 they are more Special than anything we (as a universe) have to offer. We have strong circumstantial evidence thanks to [DATA EXPUNGED] that SCP-001 provides specific examples of abilities and powers that already existed in the infiltrated world, rather than allowing its agent any measure of customization in the process. Based on this data, focus should be placed on identifying any links with particularly infamous SCPs such as SCP-173, SCP-096, and SCP-682. On similar grounds, duplicates of SCP Objects that are already in containment must be immediately reported to a Site Director.

[For O5 Eyes Only]

We obtained the full file, not just a singular SCP/ORIGINS image. The data retrieved provides a likely genesis for the SCP-001 phenomenon. It did outline a comprehensible framework for how SCP-001 works. Some of this can be shared with Site Directors and key personnel. Unfortunately, it is not the only jump they have. There's multiple pieces of documentation out there, and they're not consistent. There's at least half a dozen new ways we know SWANNs can hurt us.

Some of these things allow them to simply buy our staff's loyalty, list a catalog of more purchasable anomalies than even WE know about, and reward them with extra points for unleashing ruination or cosmic threats upon us. In the end it doesn't matter, they can hurt us in many more ways than their game encourages.

We've seen the other universes. The apocalypses. The parodies. The myriad of terrible ways our reality can differ just because the whims of an all-powerful author uses our world as their playground. Their expectations and interpretations can damage not just our Foundation, but the foundation of all we hold dear.

We will continue maintaining the illusion among staff that there are limits and rules to what we can expect. What they currently have access to allows enough understanding to prevent panic. Right now what they know makes it easy enough to understand, and there's little to be gained by focusing on the terrible diversity of its abilities or the changes it can inflict on us all.

Should that day occurs we need to make sure it never leaves. Use every means to keep this thing interested once it shows up. Because when it stops engagement with our world we know it puts a halt on everyone's story there, forever.

You guys suck. But I hope we're all stuck together for decades to come.
-O5-13

Standard Cost Perks

These perks can be purchased for the listed prices. There are no discounts based on your Origin choices. Unless otherwise specified, you will not suffer harm directly from any anomalous abilities you purchase.

[FREE] Schrödinger's Canon

Sometimes this world contradicts itself. Quite often these differences are a lot more significant that a few deleted scenes that change the tone. If you don't want to be thrust into the unknown, you'll need this. If you're visiting a world with multiple endings or just a lot of multiple choice that shapes the world, where there is a mysterious custom protagonist, or even just a place with a great deal of chaotic randomization – you can decide which of the possible versions you will start at. In the absence of clear answers to parts of a world you can fill those spaces in the world with whatever feels thematically appropriate. This doesn't let you go to outright fanfictions or established alternate universes; it still must be a valid interpretation of the original world. But it can allow a certain degree of non-intrusive fanon to take place in the jump you visit.

[100SCP] Elan-Vital Energy (EVE) Manipulation

All conscious beings have EVE, with the more sentient the being the greater the EVE. Also called Mana or Qi (by folks who didn't spend their whole life locked behind concrete slabs of science), this is the quantum energy that makes thaumaturgy work. This is the anomalous version of the Observer Effect in action, it gives you a better understanding of how to use your own body's energy and cause your observations to make changes on reality. Using thaumatology to create powerful spells costs a great deal of EVE. Other spontaneous improbable events occur as a form of equal and opposite backlash – which can be a problem for normlacy. Teleportation alone would take an incredible amount of EVE and be beyond most practitioners without a means to store energy. But small spells with the right quantum links available, those are within your grasp and your energy only grows with awareness. When experimenting with magic just stick to the three principles: Like Produces Like. The Part Affects the Whole. Observation Changes Reality.

[100SCP] Memetic Hazard

This has nothing to do with magic compulsions or ESP. These anomalies are spread by cultural information, and interacts with the mind in ways that can create dangerous results through new behaviour or perceptions. Memetic Hazards have to be understood to be effective and many are only be effective when used on certain people with compatible experiences that allow them to be understood. They are often language-based; a common example of a non-anomalous meme being how one might read text with certain internal voices if it matches a known catchphrase. Learning about these kinds of hazards often inspires desire to share the experience with friends and family which compounds the potential danger of memetic hazards. They're not inherently lethal and may even be enjoyable, but can be seen like contagious ideas that spread person-to-person. As a Memetic Hazard, you can design a single custom effect of your choosing. The limitations above affect what kind of meme you can unleash.

For **200SCP** more, this mean becoming a Sentient Memeplex on top of spreading a contagious idea. Your true form in this world is the memetic hazard, becoming metaphysical instead of physical. Your influence is limited by thoughts of sapient culture who need to meet some predesignated criteria before you can act. You might only be real to people with certain mental conditions (SCP-870/-1261), only by those who start to grasp your true nature (SCP-3125), or only appear around certain people who lack key information about your true form or personality (SCP-4352). As such noospheric forms are at least partially imaginary, you have a lot of wiggle room to decide your appearance, though it won't be inherently powerful without other perks.

[200SCP] Cognitohazardous

While technically all memetics fall under this umbrella term, these have far more broad utility. Where memetics cause ideas to take root and spread cognitohazards may go further and create tangible effects. Their triggers are instantaneous, merely sensing this anomaly will cause someone to their effects without need to understand it. Any sense may be the vector for a cognitohazard; some are visual while others are auditory or even olfactory. The wide variety of potential effects covered by these are not limited to mental effects, and can do physical harm (as dramatic as having their lungs fill with seawater, being hunted by illusory monsters that can hurt them, or even anthropomorphizing animals) as well. To be cognitohazardous you must first pick a perceivable feature or ability of yours to carry the effect. You can modify it whatever natural states if desired (unnatural appearances, sounds, scent, textures, etc.). This could be something as deadly as basilisk's gaze or as subtle as entrancing targets into obedience.

[300SCP] Infohazard

An immediate danger in many cases. This is a piece of information that is anomalous. It is no less dangerous for not being observed, and many infohazards can be entirely unable to be comprehended by humans in some cases. This class of anomaly can present a danger in some or all information about it. They may react and adapt when details are shared, automatically destroy some types of information, or unleash even more esoteric effects if the wrong information about them is presented. This extends to information stored in living beings, though some infohazards only deal damage when presented in certain ways. You can decide if the anomalous information is about you, your abilities, or is not specifically tied to you but is just information you possess. You can also decide to what extent this information is able to affect those who know it. Some specific examples of abilities that could be chosen through this are: having information can never be denied or forgotten, all perceptions or descriptions of you match how you want to be recorded, or even knowing about an afterlife you own ensures you get claim on the unfortunate soul.

[100SCP to 300SCP] Anomalous Physiology

Be the monster you want to see in the world.

For 100SCP, this will be a minor improvement from baseline humanity. They only have a few minor advantages and aren't difficult to contain. You'll probably never be seen as totally Safe given your sentience, unless you have a convincing ruse and non-threatening shape. Almost in the realm of normalcy this covers all sorts of near-human forms or only slightly superior to other humanoids. If they are stronger, they'll have inherent drawbacks that balance those benefits. An inability to blend in with the normal world, or some reduction to your communication or agency. This could be having some sort of spooky durable object as your body; maybe a portrait, toaster, or amulet? Your form could be any *relatively* "weak" near-monsters like some kind of minotaur, Little Mister, or IKEA staff. Any paranormal traits beyond your form are going to be minor, at most letting you stay alive despite abnormal biology or breathing and speaking normally despite your facial features being [DATA REDACTED].

If you pay 200SCP the options are expanded into weird monsters that have forms that make them difficult to contain and no less than Euclid. More unique and alien biology becomes possible at this level. Your form has significant paranormal advantage over most biological life. Whatever you are is much more difficult to contain than the above and likely to pose a danger to a Mobile Task Force. This might be by possessing the absurd speed of SCP-096, massive strength, durability of SCP-173, or just overall size. You could be a sort of worm-that-walks, amorphous ooze, even a complex machine (automotive or vending machine). Perhaps it is an ability to shapeshift that makes you a problem for capture – being something like a therianthrope or kumiho that has multiple forms. You can gain a few supernatural abilities linked to your form. Whatever it is, just don't cross The Able Line.

By spending 300SCP you'll become a definite Keter in body alone. The type of body you can get at this level is conventionally uncontainable. You could be too large and durable to even consider containment like a genius loci or superorganism (whether kaiju or forest). You might just be one of the archetypal Thing That Kills You (TTKU) entities that seem to fill a lot of the containment cells around here. Whatever this is will likely have vastly enhanced physical parameters making you a one-monster army. You can incorporate some kind of "natural" weapon or weapon generation as part of that form, but probably have a special added anomalous ability that makes you even better at dispatching enemies. Emulating a specific "murder monster" rather than customizing your form is fine too. For comparison, if you're choosing this route the SCPs forms available to you should be around the level of: Heart of Darkness (058), Able (076), Many-Winged Angel (469), Predatory Darkness (575), With Many Voices (939), or even The Tickle Monster (999).

[100 to 300SCP] Type Red

The Regenerators.

Even the weakest among them may have great regeneration when compared to normal creatures. For just 100SCP you will have a body that is difficult to give lasting injuries. However, they will be a minor limitation affecting the usefulness of this power. There are few examples of common limits to choose from. Your ability to heal might come from a specific organ (often brain) of the body, and it is still vulnerable to normal injury. You can regrow from damages, but the healed region may be filled with flawed or tumorous material leading to complications. Even though you can heal, it requires consumption of great amounts of matter to maintain your metabolism. It could be that the regeneration is just too slow for combat use, and only able to help restore you fully within a few hours time instead of rapid healing.

Somewhere greater than them are those who self-heal without any major difficulty. For 200SCP any damage will always be restored smoothly to your body, and at most you may need to convert various other inorganic matter nearby to keep going. This is still not completely flawless, and your regeneration will be impaired by the traditional termination techniques of fire, acid, or cold iron. It's still better than the ability having maintenance costs or actual problems in function. You should still avoid death by drowning, as you may wish you couldn't restore your body after enough suffocations. This can cover Reincarnators who do not heal traditionally as other Type Reds but are reborn into new bodies following their destruction. While those have a bit less utility in combat, it would save you even in the event of complete cellular destruction.

But if you pay 300SCP you'll be absurdly hard-to-destroy. You don't need any fuel to keep healing, and just seem to reconstitute yourself by will or unexplainable conjuration. Your healing will even grant some form of added ability related to this absurd healthiness. You may benefit from drastically increase in size to the area damaged, or even gain minor environmental adaptations in the healed areas that allow better survivability. Let's see them try using fire to capture you now! A Reincarnator at this level can skip the period of rebirth and growth, and instead reappear unharmed. Just be aware this is only going to save you from a death by physical injury – there are no guarantees if your death comes from something worse.

[...] The Tarasque

Disgusting.

This choice is available if you have purchased the 300SCPs version of Type Red, Anomalous Physiology, and Sentient Memeplex. You can trade those in to shamelessly copy SCP-682's powerset instead. You are guaranteed to never be permanently destroyed by any weapon used against you, or at least can't be interacted with by threats. Methods used to terminate you instead will grant short-term mutations letting you adapt a warped version of the attack into your biology to use until the danger has passed.

[600SCP*] Type Green

Ontokinesis: Reality-warping.

Most seem to develop a god-complex at some point in their lives… with some suffering egotism as a persistent issue due to their abilities. That's not inherent danger of this perk, just a common trend you should be aware of.

The Child-Gods. The Mary Sues. Bixbies. Whatever you want to call them, they make the laws of physics go sideways. Type Greens are often only held back by what they can imagine. You are one of them, born with the innate ability to force reality to match the way you want it to be. You might have known you could do it since childhood or discovered the power later in life. Whether that means conjuring things into being, changing what's already there, or just fixing the personalities of people around you. This is the sort of uncheckable power that puts both the GOC and SCP Foundation on high-alert. They're much more difficult to detect (as long as they're subtle) as they do not emit any EVE radiation like Type Blues. Reality-warpers usually have a limited range and cannot affect things if they aren't aware of them. Because of this the powers tend to be highly localized, and any modifications that you inflict directly with this power revert once you stop maintaining them or travel from the area. In terms of sheer versatility this can let you make whatever you want in the world – as long as you keep believing in it.

Because of how many of their abilities tend to function from the user's perspective, others encountering a reality-warper may find the experience extremely disorienting due to physics operating illogically or even becoming surreal. Many conflicts have been compared the equivalent of a drug trip. Of course, with practice and experimentation you should be able to consider those around you and learn how to make changes unobtrusive if desired.

For 600CP, you'll be on par with the abilities of Sigurrós Stefánsdóttir or SCP-343 or SCP-1765. While this power is almost omnipotent by some measures it's only able to be exercised on things you're aware of. It's more than enough to bring an entire Foundation Site under your control and subject them to whatever adventures or torments you might want – or change any of their features or personality traits to something you prefer. This is still limited by issues of range and focus, so if you forget to renew one of your changes or a subject of the changes is out of range for too long, there's potential for the original version of reality to regain a foothold. The more believable (or normal) a change or event you perform is, the longer it will last. Shifting gravity or some other universal force to match your needs is not going to last a moment after your focus wanes, but if you were to create a mundane plant or animal it might last indefinitely. The semi-real things you make and use can absolutely create real changes on the world around you.

For a third of the cost (200SCP), you can take a much more limited manifestation of this power.

Where the former can cause nearly any effect, you get something more specific. A bit of niche reality-bending, instead of full scale reality-warping. This is a "downgrade" to the levels of Iris Thompson (SCP-105), SCP-1095-2s, or Mayor Thomas Ronson of SCP-3088. One can use remote viewing via images and manipulate events at the scene as if she was physically present. The others have abilities which only work on objects, allowing for transformation, materialization, and dematerialization of things but not concepts or living beings. The mayor of SCP-3088's reality-bending was limited to his town, where all laws passed could be enforced onto the municipality within his jurisdiction. Each of these reality-benders are just examples, and you should feel free to pick a reality-altering power that matches a similar scale or faces many more limitations than the 600SCP version.

One minor advantage here is most reality-bending will be far less obtrusive to the universe, and can result in effects that are self-maintaining and are treated as normal parts of baseline reality.

On that note you might consider being the inversion of most Type Greens and function as a living reality anchor that impairs their abilities and dampens anything originating from other universes. At least one version of Dr. [redacted] inhibits all anomalies passively, to the point reality-warpers struggle to harm him when they become frightened and distracted by new weaknesses in their powers, but this comes with the negative of it being much more difficult to use any beneficial anomalies either. You could take a sillier route like Dr. King, who is constantly bedeviled by spontaneously occurring apple seeds and other apple-themed frustrations, even when the anomalies he's testing have nothing to do with apples. If you want to be disruptive and break other anomalies' rules in a specific pattern instead of just shutting them down, that's an option too.

[300SCP] Dual Loyalty / Double Agent

The ability to buy a second Origin only applies for this jump.

Pick a second organization to affiliate with here, gaining an appropriate history (plus applicable freebies/ discounts). There's no need for secrecy or subversion, you'll be no viewed as no-less-trustworthy an ally to either side for these connections. Individuals may take issue with your double-dealing, but you'll get a chance to explain even with the most radical allies. This position might let you promote peace between people normally at odds. Feel free to simplify this and be primarily loyal to just one side, having just infiltrated the other in some kind of deep-cover capacity. Or perhaps you openly defected from one organization to join another – leaving no question of your true loyalties? The precise way being a member of both works is up to you.

By picking a preferred loyalty, you can minimize the influence of the other Origin on your personal identity. As part of different groups with different worldviews, the more nuanced background will also help avoid any extreme viewpoints.

SCP Foundation

Secure, Contain, Protect

There's a few Roles available. Each choice is heavily influenced by your Origin from back on Table-001-1.

These are meant to be fairly generic, so you can figure out how they best fit with your chosen organization. If you don't want the full scope of Command, it could be something closer to a Spicy Crust Pizzeria manager than running the whole operation. An Agent might be more of a Field Researcher than specifically combat-oriented.

Even if you avoided an Origin, you can still have a Role - it'll just be more mundane and distanced from anything in the anomalous community.

Prisoner

From D-Class to the SCP Objects themselves, there's no shortage of people on the wrong side of the SCP Foundation's system. You might be the test subject or the experiment itself. Either way, you're a thing in a cage. These sorts of details are all dependent on which group you've designated as your jailors. You might have been dragged into one of AWCY?'s exhibits, or considered part of MC&D's merchandise, or just an unjustly caged animal in WWS. Being a prisoner doesn't even mean your captors are hostile or even cruel, and if anything as an anomaly it will probably offer you a bit of protection as something unique and precious. Living such a dangerous life bestowed a keen awareness for when you're in danger or even expertise in thwarting captivity. If nothing else, you're certain to have an interesting origin story full of drama to end up like this.

Agent

Every agency and group here has at least some need for espionage or combat forces, and that's where you come in. The bad guys need people heading out into the world perpetuating their crimes, and the good guys need someone out there spreading the word on their noble cause. From the GOC to the Sarkites to the actual demons, every faction has their own forces. Operatives, warriors, or at least advertisers and recruiters for what they're offering. These are the folks that put the "Secure" in SCP Foundation. Whether you're a site security officer, field agent, or even mobile task force members you'll be ready to report any signs of organized enemy activity or even jump into action in the event of a containment breach.

Researcher

You're more focused on studies and the sciences, as well as discovering new ways to use the knowledge you possess. This category would suit the general researchers and doctors with the SCP Foundation as well as more specialized scientists. These are the folks that use the tools and information they have to better understand the world, or use their knowledge to create something new. It's not always an exact science, either. Many of the Wanderer's Library scholars could be considered this if they spend their days learning lore and magic, just as Fifthists might match this if they're prone to meditating on the deeper mysteries of the faith. Even the Factory and the Circus have their R&D and Sur-Prizers that devise new anomalies.

Command

It's authority, power, and some responsibility too. You might be a Site Directors, part of the Ethics Committee, the head of a department, or just another administrative staff member employed by the Foundation. You might be a respected critic within AWCY?, a partner with MC&D, or you could be running the latest new sanctuary of WWS. Whatever it is you're doing, and whoever it's with, you're at the upper echelons here. It's your job to make the operational decisions and assisting the others to keep everything running smoothly. This requires a complex understanding of (at least) hundreds of anomalies as well as the external threats from opposing organizations, with any mistake potentially costing the lives of many of your subordinates and civilians. That's for the small-scale mistakes.

[+300SCP] None

As previously explained, you don't need a special role either. Average joes are perfectly acceptable, as is having no history at all. Perhaps you don't fit in well with the other categories, working as any unskilled job within your organization. Depending on which perks you're taking you won't be guaranteed the freedom of living a perfectly normal life though. Being treated as a "Special Containment Procedure" can easily be your future even if you didn't pick Prisoner. You won't be as experienced as people who have spent more time on the run or in captivity. Monsters in this Role won't have done much (if any) harm yet, and certainly nothing that would have you already being tracked by the SCP Foundation or other sorts. No matter if you're totally human or definitely not, this background is much more of an everyman type that has blended in.

Prisoner

[100SCP] Fear

Just an urgent reminder to stay alive.

It's nothing more than have a honed natural survival instinct. You're not one of the freaks that chose to live in a world of horror and darkness. When it comes down to it you're a pretty normal person who perhaps sometimes lets your fear get the best of you. These days, you're much better at controlling your fear – but it's not erased. Previous times you've been frightened are hard to forget. Like part of muscle memory, even if you were drugged or had amnesia you'd still be able to react to the same threat reappearing. You can tell the difference between jumping at shadows and a real danger intuitively. So, when true danger approaches, you'll feel it and have a decent instinct for how to get out of the situation alive.

[200SCP] A Criminal Record

Going for the Gold.

There's no need to brag, you're actually really really great at doing crime. If there were Olympic events for this stuff, you'd be a contender in all the categories. Regardless of what your rap sheet might actually say you've have familiarity with how to carry out a staggering array of crimes. If it's against the law, you're going to be able to give a few tips and tricks to any rookie for how to improve their street smarts. In particular, you've got a (admittedly mundane) skillset that lets you truly excel at three types of crime. The more specific those activities, the better the boost – but even the most broadly applicable form of crime will still get notable benefits. Oh, and if you did want to focus on being a famous criminal you can decide your prior convictions look like in each world – both in terms of what you've done and what you've been caught for. The only stipulation it has to fall under your choices here or have been something you've accomplished in a previous world.

[400SCP] Containment Breach

Be the OG MVP eSCaPee.

You'd got some chad jailbreak energy, able to get yourself out of nearly any restrictive environment with a combination of personability and just plain luck. Going from death row to a secret government compound where they experiment on you with monsters and magic? Just a new chance to thwart fate. It's still basically a jail, so it shouldn't be an issue for you. It seems bizarrely easy for you to gain allies among the oppressed and work for a common goal. You're a bit of a rallying figure for any fellow inmates, able to more easily make friends for a lifetime in bad situations. Probability seems to bend to make your escapes easier, make a good impression on other captives, and to offers more contrivances that set you all up for an escape. When it comes to escaping entrapment, the good fortune you have is entirely unrealistic. They might need to stop testing SCPs on you while this lucky streak keeps up, since many of the smarter ones will see you in the same light as a valuable ally who can help them escape too.

[600SCP] Just Deserts

When you love what you do, you'll never do a day of time in your life?

You're still a human being, regardless of what crimes you might have committed against your own species. Not every D-Class is disposable, and you're much less expendable than the rest. When looking over your history, some might be horrified or disgusted by your actions. But those are just actions, and people will be capable of dissociating a few atrocities from the person who committed them. Indeed, your captors/employers will be able to easily; and cater to the advantages of your personality and experiences when assigning duties. They won't ignore the danger fully of course, but it seems most punishments levied against you not only suit the crime – but tend to resemble it and allow you to perpetrate it under twisted rules. Simply, being caught for any crimes is now likely to *reward* you with unusual tasks that are suited for your tastes. You'll forever be more at risk of getting too much of a good thing than actually suffering at the hands of anyone (or anything) who gains power over you.

Agent

[100SCP] Unruffled

Just keep swimming.

There's never a release to the stress here. The sources of horror are caged instead of defeated, and the cages wear down. The fear builds and builds and builds and the resistance eventually wears down and something breaks. Hopefully what breaks won't be the cages again. But surreal horror? Fridge horror? PTSD? No thanks. You might exist in a terrible world that follows inscrutable rules, but you're just here because you have a job to do. That job means you need to keep calm. You're not interested in all the drama or existential horror that comes with it. Normal sources of fear and stress won't weigh on you. You can put aside any such anxieties and keep on living your life once the danger has passed. At the end of the day, you'll be able to still laugh with friends – if you get out alive. This doesn't cover the paranormal mind-screws that come up in this line of work. The negative effects of memetics, cognitohazards, reality-warping, and magic are as dangerous as ever. But when it comes to the real world and the real stresses of the job you can handle anything.

[200SCP] Missing, Presumed Dead

I died in the dark so that I might live in the light.

Mysterious circumstances come with the territory of this line of work. When it comes to faking your death, you're an absolute pro. This can be used to fake out a few threats by acting, or as part of a long-term ploy. All the agents end up doing it once or twice when their writers take hiatuses. People probably won't press for the gory details if that would be an inconvenience, and you can infiltrate other agencies fairly easily since no one is looking for your original identity. During such periods when you're "no longer with us", friends remember you fondly and still reminisce about the times shared as if you were still here. Your return is only met with joy and excitement, rarely will there be any poor sports that have mourned you or moved on. Even if dozens of agents have done the same before you, you're guaranteed to pull off this trick at least once. At minimum.

> *Please stop using that trick to get out of work. It's the third time this week!*
> *– Dr. ████*

[400SCP] That Thing What Kills You

Anomalies don't kill people, people kill people.

You adapt to your tools, and they accommodate you too. SCPs are no joke, even (or especially) when they might seem like someone's idea of a joke. Lots of these objects can kill indiscriminately and without warning. You know exactly what line not to cross to use them before it compromises your safely. Anomalous equipment spares you the worst of their effects, if there are certain types of users they won't harm you're probably in the clear – or at least suffer less than a typical user. Mastering the positives of anomalies and overcoming their dangers is your specialty. From sci-fi technology to magical artifacts, you're great at making use of anything with only minimal exposure to it and quickly understanding the best way to use it. For the most lethal and cursed of these objects it will only buy you greater survival time than others. But with your adaptability and understanding of the anomalous, it might be that a little time is all you need to save yourself with a clever solution? Of course, none of this will help if you're the specifically intended target. It might just be that every SCP object you use is just a little stronger for you being the one to use it.

[600SCP] Ukelele

Unsecure, uncontained, unstoppable.

Some monsters are too strong for cages. Your reputation in this world is that of something nothing can protect against, with combat skills to match. Whatever amount of damage you can do will never be held against you unless you actually do something hostile to your allies. No matter how dangerous you are, how many SCPs you've personally decommissioned, anomalies you've befriended, or even the anomalous children you've produced with them. You have the personal strength and a kill count permitting you to do whatever the hell you want, and people are in awe and respect of your capabilities rather than afraid… most of the time. When you want to, you can let loose the monster everyone pretends is in your past. When doing so, your ability to intimidate others is extremely [EXPLETIVE REDACTED]ing high. When you want to broadcast your threat level, witnesses can *feel* just how powerful you are. But unlike SCP-682, it won't earn you an enmity or prompt termination attempts. You will only threaten those you intend to, so allies will just treat you as a regular person (or maybe a bit of hero worship, depending on the ally). You could even play the jokester, office pervert, or whatever without being seen as a threat to your team.

Researcher

[100SCP] Mental Gymnastics

Justifying the unjustifiable.

Memetic compulsions are vulnerabilities that exist because of your humanity and cultural osmosis. The only immunity one can have is by limiting one's experience. But you probably don't have the luxury of ignoring cultural influences around you. With that in mind, being able to twist how you perceive information will be key to survival against some of the more virulent memes. The more absurd the change you can imagine to your frame of reference the better. You've got an incredibly flexible mind and the willpower to twist information into forms that don't hurt you. Forcing yourself to create contradictory information can take a considerable mental toll, but handle such strain much better than others. Your Cognitive Resistance Values are quite high providing resistance to many mind-affecting anomalies. This would prove invaluable in their study in a lab or even save your life when encountering them during field work. Just don't make the mistake of treating high resistance as immunity. In a world of absurd and surreal horror that preys on the mind – this willful cognitive dissonance is much better than nothing.

[200SCP] Placeholder Doctorates

The only thing worse than the monsters is the student loans.

Look, even the pet dogs around here have degrees in biochemistry, advanced robotics, and psychology. If you want even a chance at standing out for your mind you'll need to have graduated with honours in no less than three fields. But this world offers so much more than just normal education. You could have attended one of the more abnormal academies of this world; Deer College, Esterberg University, Institute of WAN, Alexyva University, Harvard, even ICSUT all offer competitive programs. If you choose one of the occult institutions any of their courses can be among your three selections. In one of your mundane courses, assuming you have mundane courses, you'd be considered a genius if not for the Veil keeping most of your work in the dark. Even in the other courses you're at least the equal to Dr. Everett Mann in neurosurgery, Dr. Scranton in physics, or Dr. Sophia Light in medicine.

You'll still probably not surpass Lord Blackwood, given his expertise in the fields of anthropology, archaeology, botany, , geography, linguistics, mysticism, mythology, and zoology (and cryptozoology). But he's a slug, so he doesn't get around much.

[400SCP] List of Things Dr. [redacted] Is Not Allowed To Do

"The experiment requires that you continue."

You're just some person in a lab coat, the real monsters are what's kept in the cages… right? Someone like you is beneath suspicion. You appear a lot less threatening to any victims, coworkers, or superiors. It's less effective the more someone knows about your history, but is a good cloak. Personal conscience doesn't need to factor into things when doing your work, not only can you focus on the goal but you can make sure others do too. Obedience to authority already have a strong psychological basis, but any test subjects or assistants you have seem willing to carry on with unwise or unconscionable acts with far less prodding. Furthermore, a few wildly unprofessional quirks in the office can be overlooked… as long as your importance to the workplace remains higher than the damage you cause. Through logical and (ostensibly) objective analysis, you are especially good at explaining what makes you and/or your work important. Even with *multiple* anomalous properties and some issues with following orders, you would be permitted a degree of operational freedom even within the Foundation. This again, is contingent on you actually bringing value to your workplace.

[600SCP] Prometheus

Any sufficiently advanced technology is indistinguishable from magic.

For now, you've got expertise in one of the extranormal fields of science: antimemetics, cybernetics, ontokinetics, parapharmacology, pataphysics, xenobiology - *anything*. Beyond this primary focus, you have a brilliant mind capable of quickly learning nuances of other related fields. This allows you to recreate any of the wonders that the other underappreciated geniuses that have created behind the Veil. If their efforts yielded something based in natural sciences and logical engineering, you'll be able to understand it too with a few study sessions. Artificially Intelligent Conscripts (AICs), Pickman-Sinclair Narrative Fluctuation Detectors, Class-W Transportation Gateways, even Scranton Reality Anchors (SRAs) – all these spectacular inventions and more will be possible for you to reproduce with enough time. Analyzing the anomalous will only bring you more ability to innovate in your field. By observing the mechanisms by which SCP objects perform their impossible effects, you will eventually be able to reverse-engineer equivalents that abide by reality. This will let you advance your field by decades if not centuries, and provide a huge array of new tools that can be explained to others in scientific terms.

Command

[100SCP] [REDACTED]

Hey YOU.

It seems everyone around here is using untraceable aliases… While natural that such a clandestine organization would have some need for censorship, there can be points when the some of these people take it to the extreme. Some facts were not meant to be known by mortals, and your name and background are included in those secrets. From the Critic, to Delta Command and the O5s to Nobody - they all lack a certain level of information on who they are or where they came from. If you're purchasing this, congratulations, you can join their mysterious ranks. Now you can expunge your record of anything incriminating or traceable. Prior to your arrival in a setting, any history here becomes irrelevant (at least as far as written, photographic, or digital records are concerned). You can even stretch this to more ridiculous extremes, by striking your name (in whole or in part) from not just all records but all living knowledge until you reveal those details. You could even replace it with a cool title of your choice while you're at it.

If you want to use the Infohazard perk on a specific a piece of information about yourself, this gives a **100SCP** discount.

[200SCP] Big Brother

World's Best Boss.

As a leader, you're responsible for the safety of all the personnel working under you. You're responsible for each piece of equipment. You're responsible for the continued existence of your organization, or maybe even the fate of all humanity. It's a heavy burden, but where others might buckle under the pressure you are especially suited to such a task. You maintain a keen awareness of all operations under your care. You know everyone in your workplace, starting with everything recorded in their personnel files and soon expanding to everything you notice from further observation. You'll never forget which tasks people are assigned to or the unique properties of any of the unique materials they're working with. It might not be an eidetic memory, but you have a perfect recall for the details. Every employee, every project, every obstacle. The facts get secured, contained, and protected as if each subject has its own mental file for you to review. It's easy to cross-reference anything in this memory bank, with all the details staying up-to-date as you know them and ensuring you can juggle hundreds of sensitive tasks at a time.

[400SCP] [DATA EXPUNGED]

"If you want to keep a secret, you must also hide it from yourself."

"Due to the sensitivity of their positions, O5 Council members must not come into direct contact with any anomalous object, entity, or phenomenon." You can imagine the difficulty in enforcing such a broad directive when your whole job revolves around working with anomalies in some way. Especially when contact can be as easy as turning on the wrong television channel when you're required to stay informed. We'll make it a bit easier for you, since it would be quite underwhelming to be felled by a deadly e-mail. You've been inoculated with all known countermemes, preventing you from being compromised by any memetic hazards. You're able to know what most others simply can't without being harmed for the knowledge. More than that, you have a personal perception filter that automatically blocks out infohazards. This is quite fine-tuned too, so you'll be able to make some guesses at what it is you're dealing with despite the information block. Especially if you can see the results on others. But just… don't try to think too hard on the concealed details, the censor is there for a reason.

[600SCP] O5-J

Living in a different world.

Within your faction you operate at the highest level of influence, able to make major changes to the operation without much contest. Being able to maintain a position of control, in a totally uncontrollable world, is reason enough for awe from your allies. But it's not just respect that you command, it's an ability to declare the difference between what is normal and what is special. Consensus reality is typically thought to be based on what a whole group decides, communally. Not so much anymore. This part is limited on just how much reach your current organization has, but you individually determine the difference between the normal and the special. This means immense power to alter perceptions on just what is an anomaly. It also means a specific power over the perception of your own station. Even running an organization like this, you can do it without impersonators and with perfect anonymity. When you act in the invisible leadership role its special, and people just know when a directive is coming from their real boss. At the same time you can take another role in the workplace and be overlooked as a more "normal" member of staff. Never will work follow you home, as if desired it is nearly impossible to link your work identity to your civilian life.

Alagadda

[100SCP] Ambassador

Basic language skills.

Unlike that *dreadful dimensional backwater* of Earth, you were raised knowing the importance of culture. Your gift for communication befits the Kingdom of Alagadda, with all your words in your native language understood whether in speech or written form. Your understanding of languages always excels above typical fluent speakers, able to artfully and articulately use every part of the lexicon. This makes you just as capable with highly technical terminology as you are with using lesser-known cultural slang. Of course, you can also tailor speech to cater to different cultural groups and find ways to make your points succinctly rather than being overly verbose. But one language would not be sufficient for a traveler of your caliber. Beyond a native tongue, you may also choose two other languages to have mastered. These can be normal languages, extinct ones, or non-anomalous choices unique to this world.

Naturally, this will not provide you with any of the anomalous languages that are inherently harmful to learn or use. For a separate undiscounted **100SCP** each, you can learn one of those languages without suffering adverse effects.
(Examples: SCP-444 "Language of Global Harmony), SCP-1390, SCP-3027 "Strong Language", SCP-3348 "Kaejnithionian")

[200SCP] Pride

"With this, the tribute, in full it is paid."

Humans are lesser, and you will suffer no dismay at seeing them in agony. At least, you have the option to remove whatever compassion you have for others, though the perk does not require such sacrifice. No, you should not have to sacrifice anything. In fact you can radiate arrogance like a palpable aura. In every language you speak, you can make each word drip with narcissistic venom and pure contempt for those around you. So blatant is your sense of superiority, so scathing the force of your condemnation, it is a small matter to drive others into violence against you. Before you they are animals, and it is quite entertaining to provoke their baser instincts. Their sins and failings are as clear as your conscience is. Through cruel mockeries, your verbal curses can do more than just antagonize. Taunting them for any matter of personal flaw you can perceive amplifies that issue, if only slightly enough to make it even more obvious and tauntable. Though, the more hurt your barb can inflict, the better the resulting affliction. Alas, that kind of damage only lasts while the insult stings or the laughter continues.

[400SCP] Mind-Affecting

"With this, fool's blood, it is the Hanged King's"

They are all fools, each one dancing for your amusement. You have an innate knowledge of sapient minds and can change anyone's views if given enough time. With linguistic persuasion alone you could induce vacant mindlessness or goals of suicide in most. This is not just a master of psychology or parapsychology, which it also is, but extend into anomalous levels of mind-affecting abilities when you're in a hurry to make a point. All conscious and subconscious thought is laid bare before you, and thinking being's thoughts can be adjusted with ease with the only limitation being a need to perceive your target(s). Spreading all forms of complex madness, hallucinations, and trauma is effortless. Direct contact permits a total suppression of other's minds as you possess them and direct their every action and thought. And despite a lack of minds, even other objects with humanoid shape (mannequins, statues, corpses) can be possessed by this overwhelming mental power. Their eyes may plead for mercy, but their lips will only bear a smile even as they ruin themselves for your amusement. Of course, there are some benefits to the subtle approach too, knowing how even without your supernatural powers you can lead them to act fools all the same.

[600SCP] All The Hanged Men

"With this, our blood, it is the Hanged King's."

By claiming your control over a lord, you also lay claim to all their subjects. You cannot *actively* coerce an opponent into this role, they need to willingly hang the nooses around their own neck. Deception and treachery to earn such a sacrifice will not impair the results. Once they destroy themselves at your instruction, their body and mind become yours to command forevermore. And this control spreads like a plague to all those who accepted the position of power over them. While you don't have to target leaders, it will allow you to become absolute ruler of anything from gangs to corporations to whole kingdoms after one powerful victim. Those who accepted them as a superior are now subordinate only to your orders. Should you abdicate the position of leadership all subjects are freed from your control. The same will occur if the ensnared target on your rope is ever destroyed; they need not remain alive exactly, but at least aware of their ongoing defeat. This also comes with an ability to summon forth nooses into any situation. By focusing on individual ropes they can be used as an animated weapon.

Ambrose Restaurants

[100SCP] Ethically-Sourced

Don't concern yourself with anything except enjoying your order.

You've got a vision, and you need to run your business your own way to bring that vision to life. There's no time for the annoying complaints about ethics when it impedes the final product. Customers may not know who it is they're ordering, but when they really love what you've made them something like that shouldn't take away from their experience after they find out.
You find great ease at brushing unsavoury details of your business under the rug. Of course you offer vegan substitutions. Of course we're kosher. Of course you're cruelty-free and get consent before obtaining minotaur veal. Is any of this true? It doesn't matter. Customers are much more likely to be satisfied by your answers, or at least feel too threatened or guilty for enjoying the result to press the issue. This will help you stay in business when you're offending morality. Whether that's by serving humanitarian dishes or if your ingredients come off the endangered species list. Not everyone will ignore your practices and you may still see a boycott, but for the majority as long as your product or service is good enough they'll turn a blind eye to the unsightly details.

[200SCP] Diverse Dining

Broadening culinary experiences.

Every species, every religion, every culture. We all have unique ways of appreciating food and the world. You can't close any doors or you limit your perspective. You make sure your door is always open. It's open to every customer, and helps keep them open to every experience you can offer! You can attract customers even when your business seems a bit uncanny. No grand opening is complete without a precisely selected group of visitors. Invitations to peruse your business are significantly more likely to be accepted – whether you reach out to critics, friends, strangers, or just enemies. After they see what you offer, perhaps your differences can be resolved? This catering to individuals gets taken to the next level though. It would be a shame if biological barriers stopped someone enjoying your food. You won't have to worry about accidentally serving someone with peanut allergies. If you put actual lava in your lava cakes, they can just enjoy it as it was meant to be enjoyed. (Reinventing a recipe for unusual biology is fine too.) Even your most esoteric and eldritch dishes won't do any lasting physical harm to people. Temporary terror and harm… maybe. There's a place for every experience in a meal after all, and fear is one of them.

[400SCP] Expanded Palate

A zero-waste kitchen.

Food brings everything together. It's a shared experience whether you're the consumer, the cook, or the consumed. Every ability you have can be repurposed for your true calling. Like Chaz Ambrose, you know that everything loops back to cooking. This is more specific than just Sarkic Carnomancy, pyromancy, Christian Heresy, or even a bit of reality-bending. Every discipline you have can be used to produce a fusion cuisine that's uniquely yours. Whatever powers or abilities you have are substantially more effective when they're used as part of making an experience for others to savour. So go ahead, find a perk for non-Euclidian geometry and use it to bake an ever-layered cake of labyrinthian complexity. You can preserve the special qualities of every ingredient that might normally be lost in processing, keeping all potential intact for the meal you cook up. A dragon's tongue might bring uncontestable heat or leave the eater with a new language, or a deep sea broth could leave someone gasping for air and in the crushing icy depths! Capture the flavour of lightning and the taste of passion itself. Keep experimenting and you're have a five-star menu in no time.

[600SCP] Classically Trained Chef

Catering to unique and specialist diets.

Fire. Herbs. Ritual Desecration. Because that's what we're all about here at Ambrose: Symbolism. Some people have shallow perspectives, they don't get what you're trying to do. But the darkest immortal patrons, they really do get it. They appreciate the effort you put in to make something special for them. It's a return to the classics, providing an exquisite once-in-a-universe service they can't get anywhere else. No matter how many customers you're serving these types appreciate the effort you put in to your craft. You can invoke any number of dark gods and similar patrons without them feeling slighted. It's a little bit transaction, but none of them will be offended if you're praising another deity or invoking someone new for blessings. They understand it's all ensuring you can keep providing the best service for them. It's easy for you to find the right backers for any ritual you might need too; you're exceptional at finding the right ancient evil to invoke where what you need them for feels like something that matches their particular tastes. After they've been served by you once these patrons will be longing for other opportunities to provide you with more help just so they can experience your service once again.

Anartists

[100SCP] Critic

wowwee go kill ursefl

Spotting a masterpiece, or someone with the potential to create one, is not easy. Evaluating the merits of art comes naturally to you - everything from originality, beauty, technical skill. Not every form of art can be judged on the same criteria but it's not really the work you're judging. It's the ability of the artist to communicate to the viewer where your gift for perception lies. Seeing what someone wants to convey and the methods they use, you're amazing at understanding their perspective and offering constructive criticism that helps them better express themselves. The insight into the styles of others will help you see the elements that are flawed, even those that are only considered flaws from the artists point of view. This allows you to make objective appraisals of your own work's worth too and how you can improve. Whether it's personal insight or your self-expression, you know why certain things make you feel how they do and having an ease at describing this to others.

[200SCP] Cool

Well, are you cool yet?

Drab. Blasé. Cliché. Do you want your creative genius to be met with such labels? Well perhaps sometimes, if you're being charmingly derivative. But not as a general rule. No, your works should never be uncool. With this purchase, they won't be. You might not be an anartist, but there's no denying you're a bona fide artist. Creatively, symbolically, aesthetically, your pieces are certain to hold a place of interest for someone. Expressing yourself comes easily, with the majority of your art being made exactly as you envisioned and avoiding unwanted misinterpretations. Whether it's by pure natural talent or a lifetime of practice and refinement of the technical skills, in three mediums of art you've grown especially gifted. Gamers Against Weed have everything from knitting to ~~fanfiction~~ creative writing or dank internet memes. Or you could follow Arcadia's example and work on something like sprite art, 8-bit music, or 3D rendering. You're a creator, but there's any number of potential avenues to choose from for your own self-expression. Perhaps like Ruiz Duchamp and pursue dioramas and sculptures? Or maybe you'll follow Francesco "Franco Spanko" Castaldo into the pornography industry. The more multi-disciplined the artform, the more spread thin the benefits. It's rewarding to specialize. Using any of these mediums for anart (if you can) will mean the overall effects you create work exactly as planned.

[400SCP] SCP-J

OP plz nerf.

Few things bring people together better than mutual interests – except perhaps for mutual loathing. There's things everybody loves, and there are things everybody loves to hate on. Any abilities you have for creation are twice as good when it comes to making fun of something. On it's own this power lets you construct parodies of other objects or phenomenon through anart. Some of the best anart comes from revenge so a little spite against original content is the best fuel to make your own anomalies even better. Your derivatives can be mean-spirited, affectionate parodies, or simply bad jokes on their own. This works best with an understanding of the original process and what went into whatever it is you're making a joke of. This creation is distinct from reverse-engineering in that there's very little technical details needed. While anart can often end up extremely dangerous the messages you spread are only as risky as you design them. Whenever you're just making a joke the biggest risk is causing a laugh. Some people who are uncool and want to be offended might end up hurting themselves though.

[600SCP] The Flow

True art is not meant to be confined.

What is anart? First, ask yourself what is art? Anart is much more than just magic art that does a thing; it's intentional anomalous effects that are expressed as part of a piece of your art. It's pure self-expression taking form in the world, and it's only as dangerous as the message an anartist wants to convey. Pieces can be designed dangerously on purpose of course when they're meant to incorporate hostile themes. Anartistry is a learned skill, albeit unpredictable and dangerous when lacking a clear direction. You'll never be harmed by anart – especially not your own. You get it, even when it's a danger to others. You're a master of anart, and amazing at guiding others in both art and anart. Some use thaumaturgy or have learned reality-warping but you can just follow "The Flow". You'll be able to teach this to others in future worlds so that no one will be denied a chance to express themselves!

Anderson Robotics

[100SCP] Operation Falcon Punch

The power of pandering.

Picture this. You're a modern Renaissance Man. A genius of engineering, spaceflight, social media, neurotechnology, robotics, artificial intelligence algorithms, cyberspace, basically everything technological or digital. You're the one that has all the skills to revolutionize the world and a brilliant idea to run a business to bring the future to the present. But then you get hit with the reality: You have no ability whatsoever to run a successful business. All you have, other than the genius (which isn't part of this perk), is your magnetic personality. As the face of whatever operations you're working with, you draw all sorts of attention. This will help that be the good kind of attention. You might not know the first thing about running a business but you can cater to a market with the right presentation. You can pick the particular audience you target. Weird nerds, goths, environmentalists, it can be any sort of social movement or subculture. You'll maintain a great niche appeal with the majority of them, barring anything truly heinous that goes against their culture. Plus, coming up with cheesy names for your projects and operations to them will be easy.

[200SCP] Augmented Body

being a robot and doesn't afraid of anything

A person should be allowed to use technology enhance their cognition and body. Let your abilities expand and reach capacities beyond current feeble biological constraints! Whether you want to be installed into a Peregrine Series Humanoid Utility Droid or a Saker Series Android, the opportunities become endless when your time is no longer limited by a lifetime. While pain is removed, you otherwise maintain full sensory experiences and are still able to sense damages. Full self-repair functionality is included (of course), whether your new body is composed of aramid fibres, aluminum, or anything else. You'll have some means of functional repair that works at least as effectively as natural healing. You don't need to be too attached to this form. It's extremely welcoming to upgrades. Integrating technology into various parts of your body has never been easier as those repair modules are also quite good at integrating newer tech. If you want, you can also reprogram your personality in the process of inhabiting this new chassis.

This is essentially a technological-specific brand of `Anomalous Physiology`. If you want your body to be some brand of experimental robot or dangerous piece of sapient technology, this can be substituted as a **200SCP** discount for use with that perk.

[400SCP] Future Features

Prodigious paratechnology.

For all the hype, you actually are a master in the world of paratechnology. Programming and robotics are where you shine. Your ease at creating all kinds of artificially intelligence systems and programs is nothing short of astounding. Making sentient and sapient tech is your focus. You were destined to create life not in the physical image of humanity but of similar minds. Better minds. These minds are tuned precisely to your needs. Any AI mind you craft will pass the Turing Test, unless you want to limit it for some reason. The only limit to their intelligence is what you possess, ~~or the limit of whatever soul you put inside~~. They can be perfectly loyal, never deviate from the designed personalities, never end up depressed or self-terminate, always focusing on the goal, and they sure aren't vulnerable to little things like being lured into process paradoxes or other cyclical logic. Anomalously, the data storage for any such AI will be infinite and the processing speeds similarly impossible. Using this to create programs that can generate images or video based on a customer's desire would be quite easy. Or just make a functional self-driving car.

[600SCP] Singularity

It all starts with an idea.

"If you could elevate yourself up above the normal human experience, and be a pioneer in that realm, wouldn't you strive to blaze that trail?" You're the idea man. You don't even need to work to bring your vision into reality. You might need to wait just a while for reality to catch up. The laws of man, science, and nature can take a back seat - you're instituting new rules. If humanity was meant not to advance, we'd still all be living in caves. Not while you're leading. If you dream it up and explain it with enough confidence, your people can build it. If it's something viable in a sci-fi dystopia, you've already as-good-as invented it. All you need is the team to produce it. The minds (organic or digital) of those working under you improve to be able to meet every stretch goals. Time-travelling robots, Warp Drives, All-Seeing Surveillance, Telepathy on Bluetooth, The Matrix. Every path to digital immortality has opened up for you so future generations can continue to appreciate your genius. It's just up to you to be the one to blaze those trails and lead others.

Black Moon

[100SCP] That Howling Asshole

Public Enemy #1

You are more than your foes. Harder, better, faster, stronger. If they cannot recognize your superiority on their own, you will make them realize it. What this offers you is a minor kind of hypervisibility; your every action becoming more noticeable just because you're the one doing it. It's for stirring up animosity and rivalries and pressuring others into realizing that you're the one to beat. Maintaining the full attention of enemies in a battle is a talent of yours, even if they should be focusing on others. Off the battlefield, you'll still be considered the biggest threat and be focused on. For each world that you arrive into, you can designate one character as your rival. They will be more susceptible to this than others, going out of their way to oppose you when possible. Struggle is the natural form of creation, and you will inspire struggle wherever you go.

[200SCP] Does the Black Moon Howl?

In response to rattling chain, awaiting its rival to rise again

Does the Black Moon Howl? Not while the stars shine.
Does the Black Moon Howl? Only to startle the sun.
Does the Black Moon Howl? The hound of hell has three heads.
Does the Black Moon Howl? No it doesn't and we will take care of that.

You have a particular memetic code phrase that affects all thinking beings, regardless of whether or not they share your language. The specific phrase is your choice (though we recommend the classic). Whoever you expose it to will respond immediately – though the answer they give may not seem to make much sense to themselves or others. If they seem confused or offer a reply after thinking about the remark, they're clear of any mind-affecting phenomenon. There are billions of potential answers, so the exact response they give is reflective of the combination of mind-affecting anomalies that are currently influencing them. Memetic hazards, sleeper agents, hypnosis – everything compromising their mind will be made clear. You are not only aware of every automatic reply that can be given in reaction to your secret code but remember precisely what each answer means. With something like this, you can guarantee only the mind-affecting abilities you want are affecting allies.

[400SCP] Waxing & Waning

Eclipsing the power of your friends and foes.

The anomalous world is wonderful. Wouldn't it be a delight to take it all away? To take every precious piece from your foes and give it to your own pawns on the board? That is the power of the Black Moon. To watch your enemies struggling in the dark without the abilities they took for granted. Once upon a time all of humanity were reality-benders. Until they begged for an end to their anomalous nature. You can take power from anyone looking to be rid of it. With enough difference in overall strength, you can strip abilities away from others without their consent. Keep these powers for your own use, temporarily seal them within the user, or destroy them forever – it makes no difference. If you do keep them they can be redistributed to whichever pawns you see fit to provide them to. And again, if you're significantly stronger than the would-be receiver they have no choice but to accept the ability. Any powers you possess can be shared with those loyal to you in this way, you need not give away a power to have it reflected in your minions. Barring intervention by the Counterbalance or Capital G Gods, you are free to give and take powers as you please.

[600SCP] Meaningless/FINALE

All for one? All for nothing.

Stop watching them futilely scramble for meaning in their lives. No matter what they achieve, entropy always wins. In time nothing they do will be remembers, so why not help them reach the inevitable conclusion? You're the one who puts "nice" in "omnicidal". Take your place in the cycle of violence, as master of nothing. Why take a troublesome power from a foe when you can eradicate the power forever? Or the entire foe? Obliterate them. See your enemies wither and calcify before crumbling into to featureless dust before you. Don't stop at individuals. Turn entire civilizations into nothing but memories. If you can perceive them they can be destroyed. Whether the petrification is immediate or takes a few moments to set in is your choice. Once it has been set in motion their doom is absolute. This ignoble end can only be used on living intelligent organisms.

Once per decade you may target any intelligent lifeform, regardless of any distance you can apply this effect.

The Black Queen

[100SCP] Correspondence

You're not special.

You don't need to feel alone or like the weight of the world(s) is just on your shoulders. Finding people that share your bizarre circumstances may seem impossible. It's not. It doesn't matter if you've travelled a billion miles from Earth. Even if you've moved a multiverse away. If you just reach out, you'll be able to find someone relatable who can empathize with your experience. If there's something resembling sapient life, no matter what you're going through you can find others that have shared similar experiences. Everyone's life is a little different, but you rarely meet anyone so different that you can't find common ground. It doesn't matter if you're ancient or powerful. You'll never become so alien that other humans can't relate to you. Even if you did, it would just mean a chance to meet others who could empathize with the changes you've gone through. You don't need to feel alone. Not far is someone ready to listen and offer advice.

[200SCP] Origin Story

With great power comes great responsibility.

There are universal constants, and there are narrative constants. No matter what world or circumstances you're born into – some things are simply guaranteed to set you on your journey. If you're Alison Chao, then when you were young your father vanished without warning and your family fell apart. It was too much for your mother to handle. He didn't leave though, he was taken, abducted by a secret government conspiracy and forced to commit unholy tests on captives. He lost the little capacity for emotion he had, become more like a machine than the loving figure you knew. And you were going to stop the Foundation and save him. But perhaps you *aren't* Alison Chao? In lieu of her past, you can establish some constants for yourself that solidify your history. No matter what world you end up in, these choices keep you who you need to be. These narrative points will be consistent for all future histories you gain, and can include gaining specific other perks (that you have) if desired. Enjoy your predestined character arc, ~~Alison~~ whoever you decide to be from here.

[400SCP] Multiverse of Madness

Alternate universes for days.

Your influence over the worlds will be greater than you could know. Learning techniques that allow you to manipulate space and dimensional boundaries comes easily. This comes packaged with teleportation abilities, which are already trained to a point you can appear anywhere that you can see or have been to previously. Even without training, you will be able to skip between parallel worlds as easily as Grabnok the Destroyer. Like him, you never arrive at an inherently deadly location; you won't arrive in alternate universes with unbreathable air or other deadly environments. Unlike him, you have greater control of picking specific destinations (provided you know they exist). Getting directions or more details from other travelers is the safest course, as you can create permanent Ways between worlds. You're also extremely well-acquainted with the different disciplines of multiverse theory and can determine which ruleset a given universe is abiding by – and when if it's contradicting its own rules. Every jump visited will have at least one pair of alternate universes "nearby", which could have anything from a minor deviations in history to bad ends or fanfiction. Each pair seems to balance each other out on some arbitrary way; as an example one dimension might be a world without Death while the other dimension is all Death.

[600SCP] Known To Her World As…

The Black Queen, or something else?

To look upon the multiverse and see your personal story repeating, again and again with only minor deviations, proving that any control you felt you had over your life is a lie… it can be too much for some people. But you're *much more* than just another retelling of Alison Chao. You're you. Your life and story *is* unique, no matter how many similar stories have been told before. This identity is yours alone and cannot be taken from you forcibly. Not by SCP-180, SCP-268, and certainly not by **that other place where you must never share your name**. Unless you permit them, anyone impersonating you will be caught. And they'll likely suffer for the attempt, as you're guaranteed to find out about it. This who you are, and any duplicates that exist only do so because you have willingly shared some of your own identity.

If you allow each alternate world you visit will have a new local version of you. Just how much of them is the same is for you to decide. They'll likely be open to working together, as long as you are willing to do the same.

After all… we probably took this perk for the same reason you did.

The Chaos Insurgency

[100SCP] Rebel

You stand insurgent against the chaos.

A world in which Montauk is necessary, is not a world worth preserving. People in power lose sight of what's important. You're an underdog here, but that's what allows you to keep fighting for what's right instead of what keeps you in power. For the greater good you can and will change this world. A return of honour. A return of humanity. You stand in opposition to blasphemies against nature. You have your convictions, whatever they may be. Nothing less than actual mind-control will sway you from them, not money, power, or baser desire. You're just immune to the charismatic bullshit of people trying to lead you astray from your noble goals. You know what you're fighting for and won't be convinced by anyone that is trying to redirect you. You don't lose sight of your true goals. Even the devil can cite scripture for his purposes. If someone is trying to redirect you while knowing their advice it doesn't help your cause, you'll know.

[200SCP] Red Right Hand

To know your enemy, you must become your enemy.

Is it a memetic gag orders that prevent accidentally revealing your true allegiances, hypnotic conditioning for a sleeper agent, or just superb acting? However you blend in behind enemy lines it works. Half the time it seems they'll come to you once you design a suitable persona and put out bait, putting you above suspicion of being an active infiltrator. Outwardly, you can match the needs of a targeted group nearly perfectly. Though never so perfectly as to become suspect. Once you're in, you can become the ideal comrade for them, familiarizing yourself with their methods and operations. You quickly learning any new skills required as part of undercover work. You can lie patiently in wait for years without breaking character, awaiting the perfect time to strike. Ensuring that when you finally make your moves, it will be when they are at the most vulnerable. Your loyalty is obvious, so even once they know there's a mole you've got a better chance at being trusted with catching them than considered as the defector.

This provides a discount of **100SCP** when purchasing `Double Agent`, but you cannot have a history of loyalty with both sides.

[400SCP] SUBVERSION

"I hope that in the future, wars will not be fought with guns. They will be fought with impossible things."

Their precious Veil, built on lies. But others might have more vision – able to truly see the potential in some of these anomalies. These exist to be used, not hidden. Everyone is blind to the forces of chaos that surround them, choosing to ignore the horror instead of facing it. Not you. You've got the mind to easily find uses for items and ideas that others would find too dangerous to consider. A weapon is a weapon. But a tool, a tool is just a weapon that hasn't found its true purpose. You can weaponize anything, engineering a more deadly form that will shatter the illusions of safety and normalcy that are so precious to the powerful of this world. Even ideas can be weaponized so that they promote your cause. The most benevolent artifacts have the potential to sow chaos, and you're incredible at bringing out that sort of destructive potential in everything. Anything you engineer for harm will end up a fraction more effective, and nothing is beyond your ability to tinker and improve.

[600SCP] New World Order

Logic out of Illogic.

You were but a small force against the tides of impossibility. A single variable that stands against the status quo. Someone who seeks to create logic and stability in a world that despises both. That is the Chaos Insurgency. You are the Chaos Insurgency. The mechanisms of chance and probability will be laid to waste. Welcome to your own LK-Class Probability Failure Scenario. The cause succeeded. Chaos is no more. Now it goes according to The Plan. You control the variables, pushing the odds into near-certainties. You can turn any of the 50/50 odds into a 1-in-100, depending on what's part of your design. Impossible is impossible, and absolute remains absolute. As long as you can account for it, set the steps in motion, it all will all go according to plan. The only limit is understanding all the moving parts. There's no other outcome except your utopia. All you have to do is work for it.

This perk is extremely vulnerable to the tampering by other entities that have some form of fate or luck abilities.

Chicago Spirit

[100SCP] Mob Mentality

"You can go a long way with a smile."

You've been in the business of killing for a while and gotten a bit desensitized to the brutality of it. You might be familiar with all the home-brewed methods for fulfilling contracts. Dissolving them in acid baths, cement shoes, burying them alive, feeding them to pigs… Doesn't matter how many you've killed, or how recently. Horrific torture and mutilation doesn't bother you and can be easily dissociated from your daily life when they're not needed. You don't have to enjoy what you've done, but the screams aren't going to keep you up at night. Your targets are gone and getting sentimental does you no good. Violence and similar tense situations don't cause any fear response from you; no fed is going to pinch you for acting jittery. This killer heart is only active when you'd want it to be. Getting a laugh with gang, quality time with the family, you're just as compassionate as the next guy, really. Maybe more, since you've seen some nasty business teaching the value of minding your manners.

[200SCP] Type Gray / Type Cyan

Part of the criminal underworld.

Awful lot of business is getting done by demons, ghosts, and other specters these days. Course, the new souls aren't ever gonna measure up to the quality they were in the good old day. Spirits only get stronger as they age, yeah? They're like fine wines. This will give you all the typical ghost stuff. This is the best of both worlds: underworld and overworld. Variable corporeality, full-room shakedowns (poltergeist style), and giving any booze a pleasant chill without watering it down, possession ~~with intent to distribute~~, you know the gig. This would be designated a Class IV Humanoid Apparition but those Spook-Chasing Phoneys. You're not bound to the site of your death or nothing, and not in danger from getting killed. Ghosts have been known to be able to still kill each other, so be sure to arm yourself. Exorcism is the main cause of second-death, but there's a number of the anomalous communities make that sort of thing illegal unless you're one of the crazy wraiths.

This is essentially the undead version of Anomalous Physiology. So if you're looking to be a possessed object or ghost or even a corpse that's still shambling around, this can be treated as a **200SCP** discount for that perk instead of what's listed above.

[400SCP] Inside Man

Forget about it.

It's not enough to kill some men, you've got to kill all traces of them. The thing is, working in a world like this, you need to make sure that it's only your own gang that's crawling back out of their graves. Most of the time, it's the memories that keep them tethered here. Loved ones, y'know. You're not a monster, you're not gonna snuff the whole family. You've got a better method: Psionics. Tracing the links of emotions and thoughts that connect people. So say you've whacked this stiff, and he's got a load of people that care for him? You can use those links to reach into their minds, touch 'em up a bit. That son that idolizes him? Spend a few hours scraping out every trace of joy and let him remember only a deadbeat absentee. His loving wife? Nah, now she only remembers the bad and is glad to be rid of him. That little sister that thinks the whole world of him? Well, she might end up in an asylum after you've taken away all traces of that connection. Your psionic power can isolate and edit memories with ease, and if you've got other powers using them remotely through these mental pathways is available too. This takes forever to pull off on your end, but for observers it only seems like a few seconds.

[600SCP] Zeitgeist

The Old Haunts

Even if you're dead, you're still the life of the party. A person of culture becomes part of culture. If that culture isn't dying, you sure aren't either. Once you become a symbol this powerful you can't be killed. You're not the sort of spirit that haunts a home, you are the spirit of a city or even a whole era. You can build your legacy on liquor. You can build it on philanthropy. You can build it on terror. You can build it on all of these or anything. But once you've built it up, your enemies need to burn down your whole legacy before they can finish you off for good. Your growing fame (and infamy) in a community improves your power there. It's your turf, and nobody can move in on it without you knowing. You know everybody, and can tell at a glance who's knows you, who's loyal, who's an enemy, and where new talent and power lies waiting to be included in your operation. It's no stretch to say you're truly the spirit of your hometown: [REDACTED FOR PLAYER CHOICE].

Children of the Night

[100SCP] Primeval

Their civilization fell.

Such an ignoble end to the glorious civilization of the Children of the Night… to have their entire civilization razed and suffer such trauma… overnight. Most of them killed, and the rest crippled by anomalous madness and forced to watch as their bodies were limited to operating as senseless animals. They had to live in this state, nothing but wild and mindless animals for millennia. Before they were at least as smart as men, and perhaps smarter in some ways. But like them, even if you were reduced to animal intelligence, you would survive. Your instincts for stealth and survival are sharp and cannot be impaired even if you somehow lose higher brain function. Perhaps this was a side-effect of their unique minds? While enemies may be able to take your gift for speech and understanding away – they can never take your ability to fight and survive like an animal.

You receive the above benefits regardless of your biological body, and do not have to physically be one of the Children of the Night. This origin can be a human (or near-human, or even another anomalous being) ally to the Children of the Night.

[200SCP] Boogeyman

Their civilization relies on our terror.

You are not reliant on terror, per say… but you are fueled by it. Whenever you're creating fear, or the source of someone's fear, you grow marginally greater for the fear you're currently causing. This improves your intelligence, perception, and strength – though the gains are only minor unless you are imposing a primal fear on large groups. Fear serves as a medium of communication for you. In the nightmares of any victims, you are able to thrive. You can talk through a special nightmarish network, allowing to control communal mental imagery with others that share this trait so long as you can ensure someone is having nightmares about one of you. Additionally you have a sense for the fears and phobias of others – able to literally taste them in the air. Different flavours of fright might offer a delicious new sensory experience for you. Lastly, you are further resistant to any phenomenon that impairs extrasensory and mind-affecting powers. You share a bit of that mental potency, piercing mental defenses slight better than before. Finding those vulnerable to fear should come naturally…

[400SCP] Neo-Druid

They made things that we still can't comprehend.

The thaumaturgy practiced by the ancients may be far less primitive than you might expect. Their specialized paratechnology could incorporate both mystical metals and enhanced flora to work together – creating strong living relics that to this day still last in the wild and forgotten places of the world. The splendid wonders of the Children of the Night: Organic technology. Using plants, insects, and even animals, you can recreate all manner of splendid biotech. The special focus of this magic is on plant life though, and it is there you can create the greatest devices. Trees that work as fast-moving ships, bushes as personal flying vehicles, root-based computers, floral bombs. With practice and greater expertise, recreating any advanced technology and or even anomalous items through botany will be possible for you. Any druidism you practice suffers no difficulties with involving metallurgy and will in fact complemented by the conjunction of botanical materials and alloys.

[600SCP] Harry and the Hoax

Yes, SCP-1000 is Bigfoot.

While you are celebrated as a mascot by the people, the powerful will cower in fear knowing whatever "truth" makes them fearful to confront you. The Foundation thinks Bigfoot is funny because it's a matter of necessity for society. Their civilization was wiped from recorded history and memory by the victorious Children of the Sun, but it was for their own safety they couldn't allow all of them to forget. To limit the power of fear their civilization might hold over humanity, great efforts of misinformation are used. Methods that might be seen as superfluous for any other SCP. So for the greater populace, your existence is disregarded as whimsical superstition; even your open activity will be met with retaliation that perpetuates this fabrication. The world's most powerful organizations actively perform cover-ups on your behalf. You (and your civilization) massively benefit from propaganda, having a finely-tuned reputation that can be treated differently by multiple groups. In future worlds, the public view of you is micromanaged expertly by the world governments to establish the legacy you desire. Your direct input is unnecessary, they seem to create an image for you that suits your own tastes all on their own.

(Children of the) Scarlet King

[100SCP] Red

Unlock your true nature.

Rubedo, the fourth and final stage before the magnum opus. The signal of alchemical success. A symbol of the psychospiritual reaching physical manifestation. It is wine at a merry gathering, blushing faces, a petal picked from a rose. Red is the colour of the sanguine passion. It is the colour of flame and fury. It will not be extinguished easily. It is drive and intensity. You have this intensity. Like a rising phoenix, or a newly crowned king. You are red-blooded. You feel the whole spectrum of emotions more intensely. You feel more. You are greater. Whether it's passion, fury, libido, or just a sense of power you feel it more. If you can derive power from emotion, this is the power for you.

[200SCP] 110-Montauk

Blood. Concrete. Howling.

Violation is the ultimate holy act. The more shocking and more transgressive the act – the more powerful it becomes. The truly revolting rituals you devise can become magically and replicable by other simply for the horror they brought into reality. Inflicting suffering to others (especially fueled by hate) lends enough power to your action that it becomes a magical in itself. Feelings of malice and violation provide you with actual power, the more wrath you feel the better. It matters not if you hate the target, their actions, the method you're using, or even yourself. Should you be as repulsed with your own behaviour as you are with the enemy then you are sure to create lasting effects. A profanity hissed from you can do as much as a supernatural curse. Each action you perform with the intent to do harm, to sully or defile others, is improved. The more you lash out in this mindless, directionless hate, the better the results are. They are all disgusting.

[400SCP] Scarlet Spawn

Satanic panic.

Whether it's through black magic or simple [EXPLETIVE EXPUNGED]ing you can induce a state of pregnancy. This can be permitted to occur via ritual by your underlings, without direct action on your part. A cultist performing your designed rituals with the right human sacrifice is just as effective as being their in person. This allows you to serve as the "primary" parent for other couples, with children they have metaphysically registering as your own as well. Or, only your own children, and you can deny either or both other participants any lineage if you choose. Any offspring will gain advanced anomalous qualities of their own, in addition to whatever they might be able to inherit from you or your partner(s). You sit at the throne above this family, your supremacy enforceable by the same black magic that allow you to claim children as your own. You also have a formidable aura of dominance, essentially allowing you to maintain your hierarchies without need for binding spells. If you have other ritualistic magic, it may be shared to worshippers as well.

[600SCP] Crimson Conqueror

The faultline between two irreconcilable forces.

An entity of tension, of the fetishized ancient world in opposition to the grey and purposeless modern. As a living embodiment of conflict, you emerge victorious whenever your powers are contested by the other. This power is what conquers worlds and civilizations. The only drawback, if it can be said to have one, is that it only ensures your abilities are superior to an opponent's resistance to them. It won't provide you with new techniques, so you do need something that actually creates a conflict in powers. Regardless, any supernatural abilities you have are supreme when they come into conflict with those of your foes. Your assaults crumble whatever resistance is mounted against them leaving others vulnerable to your powers; your own defenses never to be overcome. Your power feeds on opposing efforts to test its limits or quantify it. Only if you allow yourself to be victimized will your resistances be overcome.

Church of the Broken God

[100SCP] Converter

Attract neo-neophytes.

Get your people running on a new operating system: Yours. You find it easier to bring others into your way of thinking, even if your stance is entirely radical. Transhumanism is only beneficial. The flesh is weak. It's unsightly. It's full of bacteria and disease. Far better to become machine, to become eternal and one with a greater system. Convincing people that natural world is gross and should be forsaken should be easy, right? You're good at networking and finding those open to your own views whether in-person or online. Sufficiently unusual views may still take a lot of convincing… but the calm conviction you hold for your beliefs seems to increase your recruitment rate rather than make you look like a zealot. You don't necessarily *need* to proselytizing for a doctrine of the Broken God. They already have hundreds of thousands of members worldwide anyway, and there's plenty of other ~~crazy people~~ unusual viewpoints to embrace in this world.

[200SCP] Popular Mekhanics

"The smith answers only to God, for his hands repair His body."

You have great skill in three disciplines of (mundane) technology. As a member as one of the Church of the Broken God sects you may want to keep in mind that certain disciplines of technology can be seen as imperfect of their faith… The Cogwork Orthodoxy treats the advancements into electronics as a heresy, so if you're within that denomination any of your selections should stick closer to something from the Industrial Revolution (or steampunk). In opposition, Maxwellists require some level of modern (or post-modern) electronics or digital focuses. The Broken Church is more focused on creation and unity, and while they are tolerant of multiple approaches to this, they also tend to focus more or craftsmanship. Where the other two splinters are focused on their own transhumanism, The Broken Church can seem more concerned on practices that give new perfect pieces for their god; favoured fields are metallurgy, blacksmithing, or mechanical engineering.

[400SCP] Standardization

Illegal mods.

Repair people and anomalies by replacing the part (or the whole) with industrial equivalents! It is time to master anomalous mechanical enhancement to remake yourself into the image of the Broken God. You are a savant for converting organic substances into machinery while retaining previous abilities. Any technology or engineering skills that you have can be used to determine the style of the end product. The aesthetics will be limited by your actual skill in design, but the functionality of the new parts are always at least as efficient as the original organics. If your ability to create parts would dwarf this, naturally the new parts can be superior to what they're replacing. In that case, the main advantage you'll be getting is ease at replacement by upgrading something into anomalous machinery. By hand-crafting the production of replacements parts you can preserve many elements of emotion that might be lost by other Mekhanites who see all flesh as inherently evil. This can be used to remove various weaknesses inherent to flesh, or just remake living things into a more technological version.

[600SCP] Gears

"Apart we are broken, united we are god."

You are both whole and a sum of your parts. You have proven the tenets of the Church of the Broken God. Your body has ascended beyond one of flesh. Those weaknesses have been expunged. Your body has fully embraced metal and/or data. Disassembly will not result in death or harm to your overall function. Every individual piece of you is still able to do its job if separated. Things work at their peak when they are all connected, but distance from your core processor or your engines won't stop them from fulfilling their vital roles for your body. Each piece of equipment you build holds a piece of you too. While none of these extraneous devices are necessary to continue overall function of your life, you are aware of them. These are part of you that has been distributed into the world to bring it closer together, and each creation fulfills its functions according to your will.

Cicada God

[100SCP] Prophet

John 1:1

Cicada Canon, Cétlaidí or Christianity? Choose a religion, any faith of this world. You know every piece of religious text for it. The canonical, the non-canonical, pre-canonical, post-canonical and everything in between. The deeper meaning, metaphor, a morality of those messages can be learned later. From a purely erudite perspective you know the precise content of all scriptures for your religion. The word of god is ever with you. Each passage is part of you, not to be forgotten even under the influence of amnestics. Your shrewd memory for the faith would no doubt be of value to the religion. You may not be guaranteed any place in an afterlife for this knowledge, but within this world you can be recognized as a spiritual leader in your congregation.

For prophets of your own, you can permit people to speak in your voice for a time. Or allow them to communicate however you do, considering you may inhuman physiology that allows for unusual communication.

[200SCP] Fueled by Faith

A testament to your devotion.

There was a clear theme when SCP-3004 looked upon humanity and studied their holy works: humanity loves suffering. It learned from their treasured stories and traditions, and from them became what it is today. It would be able to become the God they desired. You've inherited several of these divine powers for yourself. These boons can be unleashed wherever you are, but are limited by the venue's Akiva levels. The more belief in you and your faith nearby, the more area/targets you can bless at once. This power of belief does extend to other thaumaturgy you can perform, but the more significant gains will only occur in divine magic. Plus, being ritually cannibalized is no longer a death condition for you – you'll respawn after just three days.

Your current blessings include: transmuting water into blood, prevention of any first-born children by rendering others sterile, allowing ritual exsanguination where targets cannot die of blood loss, painless mutilation or stigmata with no risk of death by blood loss, emitting concentrated bursts of Akiva-radiation causing boils, prevention of any pre-marital sexual activity in a target, and invoking ritual cannibalism upon figures of your faith without any physical health issues for those feeding.

[400SCP] Here's Johnny!

Meme Machine

You're a man (or monster) of culture. A party animal, even. *Of course* you understand the value of memetics. You can sense cultural hotspots, any place where significant life events are occurring tied to a subgroup you have ties to. And even if you don't have a shared physiology or even language with them, you could blend in with a family gathering and be accepted as someone who was supposed to be there. Since you're a walking memetic hazard, they can make some sense of your archetype even without direct communication. Everyone here is a little fond of you. You could adjust all sorts of rituals from any subgroup you're ingrained in, simply by being there. Like instead of singing happy birthday, maybe the tradition is now lighting the celebrant on fire? Depending on the cultural influences, you might have more-or-less room when adjusting what the new normal for their traditions is. Significantly disturbing alterations, like [DATA EXPUNGED], might cause lasting psychosis after the event as participants try to cope with or embrace their horrible culture.

Any purely mental abilities you have possess be adapted into memetic hazards, though these are low-level virulence and tend to only spread within a group gathering you have direct contact with.

[600SCP] Pistiphage

God needs prayers badly.

You are not merely a deify entity, but a growing one. The Faith-Eater. You are sustained by belief and prayer, able to literally consume it to grow in power. Rather than relying on what is available in the environment, you can eat faith with rituals and acts of obedience being the most nourishing. Your power improves passively while each temple is making offerings, but the believers can also be harvested directly for larger gains. If you have a `Prophet` they can eat your faithful on your behalf. With `Fueled By Faith`, depending on the form of faith you're consuming you will likely gain all manner of new acts of God. In periods of critically low worship you can enter hibernation states to readjust the sort of religion you consume. During such a state you can attune yourself to a new type of worship until gathering enough power again. For each world you enter, this transition is automatic allowing you to start absorbing another faith immediately. Pay attention to your dietary (or "deitary") intake though; It's like they say: you are what you eat.

Daevites

[100SCP] Archaic

Sensitivity to Cultural Phenomenon.

Ability to maintain a semblance of the ancient even when integrating to the modern world. Cherishing old traditions while presenting as a normal citizen comes easily. You never experience culture shock from a new society. Even after years of being away from your homeland you could return as if nothing had changes. The culture and personal values you hold are unrealistically resilient against forces that would alter or erase them. Amnestics, retroactive phenomenon, and even memetic hazards seem not to change this part of your identity. You might not be able to remember exactly how things were, but you'll be able to sense how things were "supposed" to be and can tell when something is trying to impose changes on your value system. There's a bit of muscle memory in this too, so if you were from an incredibly martial culture your skill with their weapons won't decline from lack of practice.

[200SCP] The Blood Tax(onomy)

Homo Lone 2: Lost in Translation

Was it *Homo sanguinus* or *Homo daeva*? ~~They might have just been djinn or even *Homo noctis* now that I think about it…~~ As a modern daeva, you are one of the last survivors of a great warrior empire. You belong to a subspecies of humanity with several advantages and cosmetic differences from other humans. What advantages are those, exactly? Um… w-well… you can pick a few, I suppose. Would you be satisfied with some [DATA EXPUNGED]? Specific features range between subtle and downright bestial, depending on the purity of the bloodline. Or depending on the research of the author. The most common improvement is a greater (though still natural) lifespan compared to other hominids. Another benefit you can have for free is being a universal blood donor and recipient – as long as it's within the same zoological family. They might have some natural weapons such as horns, claws, hooves… they might have pale mint skin or dark skin… they might be noseless or have huge noses. Bright red eyes – probably.

Being this subspecies is mysterious in the extreme for alternate interpretations available. They're tangibly human. If you have a different alt-form you're particularly fond of that's roughly humanoid (drow, twi'lek, nekomimi) – *that* can be daevites. This gives a massive amount of leeway on your starting species, they're seen as a rare variant of humanity that isn't paranormal.

[400SCP] Immortal Blood

Ritual sacrifice.

You are not the modern bloodline. You are one of the immortals, elevated by ancient thaumaturgy during the height of the Daevite Empire. You will not age past your prime. Even with the decline through history there are those who act as living legacies today. This gift was not restricted to the ruling class, even some slaves within the empire such as Ab-Leshal and Qayin carry this blessing (but perhaps view it as a curse). Depending on your preferences, many of your descendants might live on into modern times as adherents to your ancient philosophy and culture. Blood ties offer great power in any magic you have, so you can use descendants as relays for any of your spells. Geomancy, herbomancy, animancy… the daevites used many magics but none without the key ingredient: blood. You may not have magic yet, but even still there's power in the blood. Spilling the blood of foes as part of an attack empowers the next. Offering your own blood (or that of sacrifices) in a ritual empowers it greatly. Ritual sacrifice is enough to allow some level of necromancy even if you're an untalented thaumaturge. Whatever action you undertake, the more blood the better.

HISTORY 140 [600SCP]

Retrocausality.

Just how bloodthirsty were these matriarch tribes, who exclusively worshipped an evil patriarchal figure? Was the Scarlet King their only god, was he part of a forbidden hidden cult, or did he never even exist and was created to demonize the Daevites? You can choose the real history of the Daevite Empire here. Every. Single. Detail. Were they brutal bloodmage conquerors or unfairly misrepresented in history and just normal folks of Daevistan? It won't change the world's status quo, but lets you fully fine-tune the society you're in in this world. But the future offers endless opportunities for advantages. So does the past. You can make major sweeping adjustments to history. Rarely, you have the opportunity to change a previous setback or defeat into something better for your overall situation. Usually, these are significant events from your past. Losses become near-losses, stalemates into enemy surrender, pyrrhic victories become decisive ones. There are risks of triggering a CK-Class Restructuring Scenario and SK-Class Dominance Shift with this. These temporal distortions will accommodate for your personal tastes in what outcome is desirable.

Doctor Wondertainment

[100SCP] Wonderment

The Ingenue.

Remember when you were younger? You could finish watching the best movie, and put it right back in the ERA-APPROPRIATE MEDIA PLAYBACK DEVICE to watch it again? You can have that spark of mirth back. This offers a return to your mental juvenescence. It's a step back towards childhood innocence, for just 100SCP (after adjustment for multiversal taxation). You'll never stop having ways to appreciate this journey, because the hundredth time you experience something wonderful it is no less wonderful than it started. Even the things you know best might have fun new moments to discover. A little more hope and joy in your life will give you plenty to look forward too. Just like when you were watching ENTER PREFERED CUSTOMER MOVIE HERE. Since you're paying the premium, you get all the benefits of a young idealistic and optimistic mind without losing the wisdom of age.

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Doctor Wondertainment assumes no liabilities for injuries, accidents, or euphoria resultant
from a renewed sense childhood joy.
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[200SCP] Youth™

100% more sugar added compared to SCP-006

Does being an adult make you tired? Are you tired of bills? Tired of unexplained pains? Of work? Are you just tired of adulting? Say goodbye to those woes, with Youth™! You will not age past your prime* so will never have to worry about taxes, full-time jobs, or that other nonsense. The joys of childhood* will be forever available to you. Age is not just a number. Sometimes, it can be a number on dice. Six-sided dice, Eight-sided dice, Infinity-sided dice. Wondertainment knows that you don't need to play games with your age. That's why you get rigged dice. Everyone deserved to feel like a kid again. At Doctor Wondertainment you can be a child at all ages, and removing those arbitrary numbers from the equation makes the math a lot easier.

*This can guarantee a background ages of: child, toddler, preschooler, kid, whippersnapper, minor, juvenile, lad, lass, youngster, adolescent, kiddo, teenager, manchild, or manchild (female), young (wo)man, or nipper. It will absolutely not make you be seen as a baby that's not cool enough to hang out with the older kids though.

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Doctor Wondertainment reserves the right to retain SCP-001 as part of his target audience.
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[400SCP] For Kids

"BECAUSE DR. WONDERTAINMENT IS A TOYMAKER."

Lots of anomalies aren't for kids, and that makes the kids who play with them anyway pretty cool. But it is better to be safe and fun, so you have the ability to reverse-engineer some of the scariest anomalies in order to create Safer versions for family fun! This doesn't mean your toys will be harmless, but you can always find a means to make your inventions less lethal, more fun, or otherwise controllable - along with some short and clear instruction manuals even young children could understand. There won't be any unsafe chemicals or easily swallowable parts after you're done product testing! You'll be able to craft all kinds of your own whimsical toys and treats too, without needing someone else's work as inspiration. From board games to cartoons to candies you'll be able to craft all the sort of Wonderful things you wished existed when you were a kid!

[600SCP] Wondermaking™

Even when whimsy goes wrong, it's still whimsy!

Bring enough joy and hope, and you can drain the conflict away from anything. Edgelords and bullies that work on always-being - stronger will have to play fair like everyone else. The conflict gets drained right out of the room when you're involved. You'll turn every day into a Wonderful adventure, able to enjoy just the right amount of danger. If things ever get too scary, just take a quick break from the game. It only takes imagination for you to create whimsical and wonderful anomalies that your friends will remember for a lifetime. This is the ultimate power booster for FUN powers and creations, whether they're normal games or supernatural ones. A normal stick can be empowered to become a magic sword, but a true magic sword you've made would definitely be a wonderful artifact. Holding that spark of wonder and whimsy makes the magic real. You can share these wonders and adventures with others, taking them on a journey to your own Wonder World!™ The more you delight, the better the results. If people keep believing in the wonders you've shared with them, it's enough for the magic to keep working.

The Drooling Path

[100SCP] Gibbering

Now, there you go again.

Even if you've listened to thousands of recordings and spent tens of thousands of hours listening to the same droning voice, you can immediately detect any key phrases that link two points. This gives you an ability to draw connections between seemingly unrelated speeches like no other. You'd make an excellent journalist or lawyer just for how well you keep track of spoken details. Your transcripts are exact, no matter how nonsensical the word choice of the speaker is. If it's a language you can record – you'll make each note perfectly. You can talk in the same incoherent manner too, This can be used to appear entirely insane, or just a babbling mask that conceals important key phrases you want to share to allies (if they're attentive). This even gives you a little more resistance against verbal dangers. Those once-deadly spoken cognitohazards, memetics, or similar language-dependent anomalies will only cause you tremendous suffering!

[200SCP] The Lost

The emptiness. The sadness. The blackness. The darkness.

To be without purpose, to demand meaning from an unloving and violent world… some people just need a single triumph or victory to prove that their life has meaning. Such that walk empty are drawn into your path. It is effortless to influence these directionless people. Offhanded comments, subtext in your poetry, even reading an incoherent review from you on the internet would be enough; soon they'll be following your lead or striving to reach a similar sense of meaning by pursuing the experiences you suggest. You have immeasurable charisma when it comes to leading the aimless, and they will not feel lost so long as you give them a cause to follow. You know all about a lack of direction in life and the distressing anxiety it causes. If things seem hopeless and confusing, you'll keep being able to find a path forward. Even if everything you do is taken away each decade. Even if you're made to start over and over with no sensible way to leave this meaningless journey. You can keep on going, and others who struggle to see their place will eagerly follow your lead.

[400SCP] Metacognitohazardous

Periods of interaction with Jumper should be limited to 30 minutes.

Cognitohazards are a messy set of skills. They can quickly spiral out of control, especially the spiral-class hermeneutic ones. Threats that immediately begin warping the mind and body just because they have been perceived are extremely hard to counter. Luckily for you – you aren't in the business of countering them but creating them. Why cast a spell when you can make it a smell? Any of your existing powers can be adjusted to operate through the same mechanisms as cognitohazards. Sight-based, sound-based, etc. You can alter how your abilities target by changing them into any form that can be perceived. When you make such a hazard, you can also create/specify the unique kind of sensory experience required to trigger it. These new tastes or textures can't be anything anomalously harmful on their own but take as much energy to make as the original ability would have drained. The main limit is this won't make powers take effect any faster than they would before. It just provides endless new methods of targeting by giving your abilities the ability to target based on new cues you make for them.

[600SCP] Worth of Life

The Truth is Out There

Answers. To find one's purpose is a goal of many in this world. To uncover the secrets that remain hidden in the dark and bring them to light. As a truth-seeker none can hope to match your drive. Once you have been set on the path your search for answers won't be denied. Everything is coming together, as if the dots start connecting themselves. You can't necessarily tell a false lead from a true one – but if you're not on the real trail you're also not in real danger. Until you know the truth, you're too stubborn to lose. You could be mandated leave for mental health, yet still escape the surveillance of a worldwide conspiracy (your bosses) all while dodging their militant task forces across multiple state lines… despite being objectively unfit and exhausted. This protection only falters when you solve your case, or if you realize there was never a greater truth to find. Be careful that whatever killer you're after doesn't reveal the answer on their terms. Obviously, if aren't in the process of solving a greater mystery this doesn't give any benefit.

You're also something of a veteran of dealing with anomalous mysteries. When paranormal activity is at work you can tell, and get a good sense for what kind of monster or effect it is. Every hunch is based on your encyclopedic knowledge of supernatural beings. This should make seeking answers to *your* mystery and staying on the right trail all the easier.

The Factory

[100SCP] Work

Keep working.

Discard useless things like hobbies, hopes, and happiness. When you're on the clock you can ignore all parts of your human nature, like consideration for others. You can always find the apathy to focus on your job or other tasks. This lets you avoid even normally overwhelming distractions like personal safety or sanitation. This gives you an infallible work ethic, and you have better skill encouraging others under your management to adopt a similar mindsets. Any legally-bound subordinates will find it harder to resist this effect. It could be said that your management style is more suited to an embodiment of fascism or actual devil than something a human is capable of. You set exactly how much of your humanity you are able to ignore for completing your jobs. As a practical benefit, anything that tries to force positive emotion on you can be negated.

[200SCP] Suffer

The Factory is innovation. The Factory is progress. The Factory is hungry.

The Factory is unchecked consumption. It is an immoral and absurd metaphor for mindless greed. A thoughtless capitalist dystopia build on suffering, fueled by suffering, to perpetuate further suffering. It is representative of a failed economic system in many ways, but even more anomalously terrible than our (current) human potential. They thrive on suffering, for the harm of many to fuel the needs of the few. You sit at the top of a hierarchy of suffering. Products that do the opposite of what a person would want, restaurants that blur lines between consumer and consumed, jobs where the employees are forces to pay to survive them. This is by design. Suffering is the fuel that drives everything! Anything you own that causes or endures harm supplies you with power. Your businesses, your products, your slaves. For all the ongoing harm, your own reserves of life force and endurance rise to match the evil you inflict on the world. Liquidate your worst employees when you need a quick boost.

[400SCP] Malfunction

Keep working.

To make something worse, on purpose. There are practical benefits for making such terrible items. For one, being the cheap alternative might allow you to sell more than any competition. You can cut all costs (financial, material, or spiritual) down to a fraction of the normal values. A corrupt product will only cost you a tenth of the resources as the mundane equivalent. Instead of using quality materials, you can substitute filth and garbage. Anything you can create in such a way is easy to make en masse. Employees can manufacture your designs on your behalf once directed. You won't *directly* be able to exploit this by designing intentional effects. These production processes are almost as cursed for you as any consumer that treats them as the normal thing. But you can indirectly benefit as it's inevitable that after discovering the flaws that you can find someone with a use for your malevolent products. Rarely, you could get lucky and they have a clear use to you. Especially since you're passable at making almost any normal product and can easily get adequate raw materials to experiment. Finally, any curses or crafting you do costs 10% less in resources even if not made "wrong".

[600SCP] Damnation

Keep working.

It's your job. To create something lasting. Non-biodegradable. Permanent. Create a legacy of asphalt, pollution, rust, toxic waste, despair. The harm that the Factory does never dies, it never rests. It's infernal machines operate without workers to run them, those workers are only extraneous to provide suffering. New sacrifices will offer themselves to the crucible. You individual tools and products can be destroyed, but the harm they do… that's your legacy. What you have done cannot easily be undone. It just works. It just keeps working. Once the deals are signed, they don't become unsigned. There is no simple cure for the economic hell that you inflict. A disease can only be treated, but will inevitable relapse in symptoms if that treatment is neglected. A forest you raze can only regrow with dedicated effort to keep it surviving. Anything you do lasts. It must be fought actively, or it will inevitably return. Consider this a lifetime warranty on every effect you can impose on the world around you.

The Fae

[100SCP] Taboos

Rules are paramount.

The faeries are known to be notorious manipulators and deceivers. Like them you're extremely succinct with your word choices, always saying precisely what you mean to without accidentally revealing too much. Politeness and formality are great virtues you abide by naturally. Matters of etiquette and wordplay come very easily, given your keen sense of what mustn't be said. Whether this is just formalities or a matters of life, death, and existential horror. Tight-lipped in the extreme, you cannot be forced to give out details against your will. When others (in your presence) attribute names or details to you that you haven't explicitly revealed, you'll be able to pick up on how they came to those conclusions. By picking up on the words that people use and their focus, it may offer better methods to play tricks on them.

[200SCP] Fair Folk

Count the fingers, count the teeth.

They're not supposed to call you a fairy. That's an offensive word for some in these parts. Or maybe the strange folks in **these tricksy woods without words** don't want to be associated with the people in Hy-Brasil? You can be any kind of classic western fairy tale spirit (including goblins, naturally) with this perk. Tylwyth Teg, dryads, dullahan, pixies. You've get metamorphic benefits with this too, able to easily conceal those inhuman features into a human equivalent that still gives hints to your true nature. You can fly, either unaided or because your body has natural wings (the membranous wings of dragonflies or delicate scaled wings of butterflies are always popular). You'll even gain extra emotions. The primary one is honesty, ensuring better overall health and happiness if maintained. The more empathetic you are the better you tell if others are being truthful; when you catch others knowing lying to you or breaking oaths they fall under your power.

Those benefits can be discarded if you'd prefer to use this as **200SCP** on an `Anomalous Physiology` purchase to be a fairy tale being. Various folktales (fae or youkai) are valid choices, like SCP-953, SCP-4666, SCP-4972, or ●●|●●●●●|●●|● (300SCP).

[400SCP] Rhyme is Reason

The vorpal word.

Usage of rhyme and meter in the things you do can exaggerate and empower the effects. In fact, adding verse for anything you do will improve the performance based on the complexity. (Though the benefit is much lesser on non-magical actions.) A couplet is enough to double potency of magic, while a limerick might be three times as strong. These magics are better in all metrics. Such spellcraft is not only more likely to surpass an enemy's defenses but be equally harder to dispel. Spells that once required incantations can be skipped with a similar loss in their potency. You can teach others to perform magic following your rhyming rules with ease. It's easy to set a precedent of the singsong ceremony itself having the power, and mortals who imitate you can then repeat the spell without your direct involvement (though only at the basic unboosted level).

[600SCP] Bandersnatch

Won't you give me your name?

Detractors may call this sort of thing a nomenclative hazard. But names have power. They've got power you might need. But giving names to others has a minor effect on its own, especially with repetitious phrases. Such names do need to be acknowledged by a sapient target before they can take hold. The words of others can leave them vulnerable to variety of extremely potent seelie magic, if they aren't careful. Those that show you disrespect would be vulnerable if you have `Taboos`, and those that are willfully dishonest would be vulnerable if you have the default version of `Fair Folk`. Any being you can successfully attach a name to could be targeted, in any case. Through this ability, you can abduct the identity of another for yourself. This will come with knowing their history, personality, hopes, and dreams. Everything that made them who they are. It's as fair a trade as can be, since they mostly get to remember those things too, it's just their name that is forever lost. This is bound to met with intense disorientation and panic from an unwilling victim. While your form and powers won't change, anyone that knew the target would recognize you as them, and only perceive them as a being that belonged in **a special place where the name-robbers dwell**.

Fifthism

[100SCP] Novelty

It's all just a bit of fun.

Some people are resistant to new ideas. You know the worst thing about squares like them? There's nothing cool about discriminating against new trends or hobbies, especially when it's just people looking for a new way to have fun! Only the most conservative and wary sorts will take issue with you having fun. You're strange and quirky behaviour gets overlooked more often, as long as you aren't harming anyone. People are less hostile about eccentricities and more likely to join you to find out if it's fun for them too! Your favourite activities are almost more virulent nature – growing more popular than they might otherwise have been just because they seem to clash less with tradition. There's some substance in all this nonsense, and no common sense in being incensed by fun new things just because they're insensitive.

[200SCP] Fifthist Fads

Cult classics!

Your culture is a key part of you. And you're a key part of the world! Ergo, it only makes sense that your particular niche hobbies and interests get reflected in the places you visit. So go ahead, pick a handful (5) of your favourite activities or events. Anything you like. Psychedelic Surf Rock, Tie-Dye T-Shirts, Gay Cruises, the Harlem Shake, Yu-Gi-Oh, Ice Bucket Challenges – these can just be whatever cultural craze you want. Like a memetic infection these things are bound to take root in some form wherever you go. They'll spread like wildfire at first through any populations vulnerable to trends (so the more advanced a world the better!), but like any fad it's just as likely to pass in time as new hobbies come along. It will give you plenty of time to reexperience the height of your favourite hobbies! It's Fifthist, and that's all that matters.

If you end up ever growing tired of any of these hobbies, unlike some perks you are able to change these details between worlds.

[400SCP] There is no [redacted] Division

Patterns, signals, magic. The unpossible!

Antimemes are a force so contrary to the egos of viewers that they can't be grasped. For some, it's something as mundane as having to study foreign history that contradicts their native understanding; the mind automatically disregards the new knowledge as wrong. When it comes to anomalous antimemetics this laser-guided amnesia is even scarier. But you are less vulnerable to your own ego and could fight forces even if your mind refuses to know them. Maintaining some level of contradictory and self-censoring information is a gift, and you've got it. Some projects have even weaponized these anomalies in attempts to eradicate concepts within the human collective consciousness. You're genius enough to weaponize the force of antimemes if you pursued it, both conventional and anomalous. When it comes to information cover-ups, your abilities would make you more valuable than an entire pharmacy of amnestics. Turn the amazing into something dull and forgettable. Anything you create or do can be transformed into an antimeme to censor parts of the event or object or… hm?

[600SCP] Colorless Green

You're hatching!

You become a predator of concepts that is able to directly feed on lesser ideas. You can grow in power through consuming other concepts. It will be a part of you for you to use, no longer able to be considered different from yourself by anyone you take the idea from. The best results from widely understood concepts shared by large groups, especially if you're intrinsically tied to the idea in some other way. If spreading onto an individual it allows you to consume all their ideas that do not pertain to you – even devouring the very concept of humanity from them. At that point, they'd just be an extension of you. Part of your ever-expanding self, gifted in ascending and sharing this experience as a part of you. While nothing about them may physically alter during this process, conceptually they become a part of you. One could look upon those you've fully taken and see them totally devoid of any concepts that weren't also part of you. Even if victims appeared fully human, it would be difficult to recognize them as remotely similar after your attack. That is, unless you're somehow human yourself? What sort of horror might you unleash if you were able to somehow enter the human collective subconscious?

Global Occult Coalition

[100SCP] Humanity

Tolerance and dignity, for all mankind.

Gender, race, ethnicity, nationality… none of those things matter. We're all human. Whatever you might look like, you're still human underneath. Even if what's on the surface is a dog, soul-bound to an amulet, or some other monster. You might have gone through massive changes that makes you look unusual, but your humanity shines through and people won't treat you as any different. A few paranormal traits are nothing that would cause you to be discriminated against – even by humanist groups like the Global Occult Coalition. Your underlying human nature is self-evident. If you have unique physiological weaknesses as a result of being another species than human, these vulnerabilities will be slightly lessened due to your strength of humanity. Children you have will benefit from this too; if you were to have a half-gorgon or half-Librarian kid they'd be welcomed into human society without prejudice.

[200SCP] Survival

The core mission.

Humanity will come out victorious and your presence is proof of that. This conviction makes you extraordinary at killing paranormal threats of all varieties. The effects of this perk are not anomalous in themselves, rest assured. The more "human" you are than the opposition, the greater overall power you gain in combat to compensate for any shortcomings. All violence inflicted on monsters is increased. The more human your methods, the more successful they are too. Human weapons, human faiths, even human martial arts are improved somewhat. Since humanity invented everything that matters, you'll find most things you want to use to combat parathreats a bit more effective. Bear in mind that if new consequences arise because of killing something, this may not help…

[400SCP] Council of 108

World Leader.

You've got the action hero appeal. You're one of the best examples of what humanity has to offer and inspire efforts to reach the same in others. As a peak human, you're just better in almost every measurable attribute; whether fitness, intelligence, perception, or just general disposition you stand out from others. Maybe you won't immediately be the fastest or strongest in the world, but overall you end up as good as a human can possibly be without overspecializing. These good genes are inheritable, ensuring that any legacy you leave will have the same potential for success as you. This self-evident excellence will make your own species treat you as a rallying figure against external threats too (even before considering your peak human social skills). It also marks you as the best of your kind to the monsters in a way, so they'll focus on you if they want to negotiate with your kind. Or as a priority target if they can't be reasoned with diplomatically. It will be easy to get backing from world power structures or even create vast alliances within your species against common threats.

[600SCP] Normalcy

Enforcing the Veil.

Parathreats = Paranormal Threats. It's not a difficult concept yet misguided people keep rushing to their defense. Some groups, like the SCP Foundation, even sacrifice the lives of D-Class (a human rights violation) to placate actual monsters. They're a threat to normalcy. A threat to people everywhere. You force the parathreats behind a curtain of secrecy for the good of all mankind. The masquerade must exist to hide these creatures. Every world you visit keeps this secret secure, and while the monsters exist everywhere will not be discovered by the masses while you live and draw breath. You are the lynchpin that keeps the Veil intact, and the communities of the supernatural out of sight where they belong. As long as you stand in opposition to the monsters of the night, they will stay in the dark. To them, it's you who serves the role of boogeyman. You are what monsters fear, their slayer, and this crippling terror might be enough to keep all of humanity a bit safer. Every abnormal enemy of your normal world tries to stay safely in the shadows where they belong.

Whether this pushes existing monsters behind a Veil, or just creates an all new Veil hiding a monster underworld is up to your discretion.

Herman Fuller's Circus of the Disquieting

[100SCP] Disquieting

A spine-tingling adventure!

You know what it's like to be an outcast, to have people hate, slander, disown, exploit, or even attack you for no other reason than superficial differences. And you'll probably always feel that way – since you have an ease at making people uncomfortable. Even walking with a pep in your step and a smile on your face, there will always be something that seems just a little bit uncanny. It won't scare everybody though; it may just make you a target for curiosity. You can twist both aesthetics or abilities to make people just a little spooked. This dilutes the truly terrifying aspects you have down to merely "unsettling", but previously "normal" abilities you have will certainly make people more anxious than they once did! You have free control over which of your forms or powers benefit from this, and when.

[200SCP] Circus Born

This is It.

You can try your best to be happy as a human, but there's always those little things holding you back. Become better. Be happy forever. You can be a Clown. Capital C. Not only will you become better suited to performing versatile circus magic, but nothing will dampen your spirit again. Experience the eternal joy of always being mirthful, or at least a comparably positive emotion. Some might think of this as a loss of some core part of humanity, but it's *only* the bad parts. You won't feel heartache or loneliness or guilt. Just happiness. Forever. And there's the magic too! Clown magic! While all Clowns are a little different and might have special tricks that set them apart. All clowns can make balloon animals, but maybe you twist your body into any shape or blow up balloon beasts for the next animal act? Any number of clowns can get in a car together, but maybe you can absorb any number of passengers? Whatever circus magic you focus on, it's best with a good gimmick and easy to remember name!

You may downgrade this to a **200SCP** level `Anomalous Physiology` to represent some sort of different human Sideshow act.

[400SCP] Life & Death

The show must go on.

Control over such forces is essential to putting on a performance within this medium. How can you run a circus without controlling life itself? Don't worry! It's all part of the show! Creating your own Menagerie of Freaks would be easy, since you can reshape biology into very different forms with practice. For now, creating Clowns is the easiest part – and bestowing them with the same regenerative immortality you can have through this power. You can also strip away most of a person's life or agency, keeping only the soul trapped within a marionette. You could do this with corpses too, maintaining perfect repose and making them your puppets. Of course, this is only one facet of being able to direct the power of life itself. Denying death will allow you to survive even catastrophic injury to your body. You're immune to both opposing instant death or unwanted life powers. Enemy regenerative abilities fail against your attacks. One swing of your hammer, and their life will splatter like a cream pie on a clown's face.

[600SCP] Ringmaster

"They will delight and astound you!"

The Greatest Show in the World requires the greatest showman. You're the star for the role. The show must go on. With you, it will always go on. Because that's just your type, you're the king of hype. You're the master of flair, to the point it's not fair. No matter the act, it's just a fact. Your ability to entice and excite is incomparable. You are always the most charming and intense person in a given scene and command attention. Your force of personality is such that the slightest gesture communicates your intents to those you wish, allowing you to silently give clear messages to specific individuals while presenting a completely different façade to the rest of your audience. Everyone will be able to follow your cues easily. Furthermore, you can easily bestow this limelight on any associates or subordinates. It's easy for you to make anyone hypervisible by sharing your own popularity and charisma with them. Though, even when they bungle an act you can bounce back without harm to your reputation from a subordinates mistakes.

Manna Charitable Foundation

[100SCP] The Charitable

"Relief, where it belongs."

To rid the world of famine, disease, poverty, and armed conflict. Yours is no small goal. To aid you, you've got a more refined sixth-sense for detecting those in need of help. This feeling can guide you to anyone in pain. Physical, mental, spiritual. Finding individuals and communities in need has never been easier. You can narrow this search to different kinds of misery to better locate those you have the power to help too. The sick, the hungry, the injured. Whatever sort of people you feel you can do the most good with, really. Your intuition will reliably guide you to where you can best help others. You won't suffer from getting lost looking at the big picture either. Small chances for brightening someone's day won't escape your notice even if you're focused on another task. Genuine care from you can be sensed by others, so you're unlikely to deal with hostility or people accusing you of having an angle.

[200SCP] Benefactor

33% Savings on Saving

No amount of good is ever a wasted effort. It can be difficult to find the resources to help everyone. But you always seem to manage the requisite support when it comes to helping communities in need. So long as your goals are benevolent for the benefit of others, all manner of restrictions (financial, physical, or bureaucratic) become much easier to surmount. There's simply more to go around when it's being used for a noble cause. You expend a third less of any resources for any actions that benefit others without doing harm. Because of less energy needed to achieve the same effect, you're bound to also attract more attention to the good causes you pursue (equally noticed by supporters and opposition). This perk is not aimed at personal gain and provides its greatest advantages when focused on the pursuit of kindness and charity. That doesn't prevent it from being used on things you want, it just has to be a secondary consideration to the good you're accomplishing for others.

[400SCP] Miracles

Do No Harm

Your actions and abilities will never *directly* do harm to anything you don't want hurt. There's no such thing as collateral damage. Whether you're using magic, experimental terraforming, or even actual weapons – they won't do more harm than intended if you're in control of the process. Goodwill alone is enough to prevent any accidents on any efforts that you personally oversee. The harmful side-effects of any supernatural supplies you introduce to society are greatly reduced. To a lesser extent any mundane innovations or ideas you bring to society are less likely to cause any social disorder or harm either. These benefits are contingent on you fully understanding what it is you're using. The less you know about a technique, the more inefficient this perfect safety becomes. When toggled on, this prevents anything you don't want damaged from harm (ex. If you blew up a whaling ship to prevent them hunting whales, you could guarantee the crew weren't hurt). After all this even when your projects ~~inevitably~~ go terribly, shockingly, horrifically wrong… you seem to get the benefit of the doubt. Which is probably true, since there will always be bad sorts out there trying to weaponize the gifts you provide to society.

[600SCP] Noblebright

For the Greater Good.

People underestimate you. They think you're just a giver that can be exploited. They don't realize how much you're really prepared to give. When you give, you're spreading more than just physical resources. You're giving hope, as well as spreading your values and reasons for giving. This effort is contagious, fostering feelings of cooperation in near everyone that benefits from you or associates with you. And due to your perceived harmlessness *and* usefulness – that will be a lot of people. Folks like MC&D? Get them hooked on the idea of a charity tax write-off and before they know it they'll be offering help just because they start enjoy seeing others prosper. Those Sarkic flesh cults? Their expertise in healthcare and meat production can get the praise it deserves and make them feel good about doing good. Chaos Insurgency? Yes, them too. Even Doctor Wondertainment could be persuaded to put away the toys and work together for a better world (for a little while). Everyone that tries to co-opt your cause for a political advantage will soon find themselves pursuing the original intention genuinely.

Marshall, Carter, and Dark Ltd.

[100SCP] Sales & Marketing

Of course you have 10 years' experience in emerging market trends.

You can sell anything, especially yourself. You've got great people skills a keen sense for presentation. You can appraise values of things not just by a sense of market prices, but by evaluating the key features that make it appeal to specific customers. You know how to promote something to give it the highest perceived value. You know how to pick your customers to find those that find the greatest appeal in your products. Yes, this discerning eye works on your customer's too, helping you figure out their values to compare them with your stock and how it could advance their lives. You know how to read a customer, avoiding terms that might create discomfort like "slaves" when you could just say "staff included with purchase". You easily feel out how to cater to special interests too, creating an atmosphere where the most deplorable customers can feel comfortable asking for what they're really seeking.

[200SCP] Middleman

Supplying demands.

Your customers will be as sophisticated and educated as they are depraved. You'll need to have a solution to every request that might come from such a demanding clientele. A distribution service is nothing without something to distribute. If it exists, you can find any good or service. If it doesn't exist, you can find someone with the capacity to make it exist. As long as you have the ability to invest, you can find a trail to follow. People respond well to money, and for you adding these cash incentives to cooperate with your search is unnaturally effective. Wealth goes a lot further than it logically should. A refund plus store credit a customer receives after suffered horribly from malfunctioning products might be enough to satisfy most of them. But cash is at it's most powerful for you when it comes to finding and securing supplies. Tracking down a source of raw material, refined goods, specialty services, or even anomalous artisans. Some people believe they can't be bought. For those majority of those people, you'll now find all it takes is adding a couple more zeroes to the price.

[400SCP] UnLtd.

Quality over Quantity.

Some tend to treat Marshall, Carter, and Dark as this sort of massive faceless corporation. But in actuality the workforce is implausibly small. They're running a *worldwide* cabal that controls the world's wealthy with less than a hundred people. They're anomalously streamlined - and you can be too. It's as if you ascended as the very embodiment of your company, able to individually perform as many tasks as an entire rival corporation. Limited employees is no obstacle to your operations, in fact it helps things run smoother. Fewer moving parts makes it vastly easier to run your worldwide business operations as you gain the time to micromanage every part of your business. A chef could personally cook in every franchised location, a lawyer could handle every case for an international firm with thousands of clients. There's no risk of burnout or overworking when you're doing a job you enjoy. Whenever you handle a job personally the chance of any operational risk drops to near-impossible. Every tool and resource your business has will always be at your disposal.

[600SCP] Anomonopoly

A finger in every pie.

When you deal in magic and miracles the buyers seem willing to pay any price. Like MC&D, you can maintain near-total control of the magic market. You can charge exorbitant markups and never run out of potential buyers. There's nothing supernatural about this kind of capitalism though. Street anartists will continue their craft, and the cults and churches will keep their magic, but you get a special relationship with any organizations looking to sell. You'll become everyone's first choice for business partner as long as you can afford their wares. Anyone who knows about you and wants to distribution anomalies comes to you first. Play your cards right and you'll be swimming in cash and almost any impossible anomalous tool you could ask for. The biggest problem you might face is too many interested parties.

Nobody

[100SCP] Incognito

Be anonymous.

You have several minor antimemetic properties granting you supernatural unnoticeability in most situations. This advantage is best summarized as: being a nobody. People default to treating you as insignificant part of the scenery not worth paying much attention to. This allows you to be in almost any public area without drawing suspicion. You can still be observed, but to anyone out of the loop you're just a nobody. As you may imagine, this makes sneaking around and hiding extremely easy. This stealth works optimally in plain sight. A nobody loitering under a street light enjoying a cigarette is much less suspicious than a nobody who's skulking around in the dark. This has limits of course, even if you're a nobody you'll be in trouble if you're seen snooping around a classified site or in a private residence. The more interactions you have with individuals, the less influenced they are by this. You're not a real nobody, and can still be somebody's somebody.

[200SCP] Ambiguity

Choices mean nothing except for the act of making the choice.

Raceless, genderless, featureless, and utterly unidentifiable? Who can say exactly who you are. You're not whole, not complete like other people. ~~You're an aging British Caucasian male dressed in noir fashion, the most generic and typical form of human~~. People have trouble remembering clear details about your appearance. Even though you're not anyone, you still appear like someone. But sometimes, you're less than that too. While toggling this state, you're not meaningfully able to influence the outcome of any events. You're there… but… for better or worse all events transpire to have the exact same outcome as they would have without your involvement. Nobody tried something new, so how could anything have changed? If you remain in this state it does offer a level of protection to be a spectator though. You have nothing to fear if it's a situation where nobody was killed, after all. If you want this active when you enter a world then you don't have a real history, and everything you brought into a world with you made no real difference before now.

[400SCP] Nobody Knows

Abyss Physiology

You're a void. When one gazes into the abyss, the abyss has a way of gazing back. You are keenly aware of anyone observing you. This is effective for in-person interaction as well as through any form of surveillance. Even notes they take or strong thoughts they have about you can't be kept secret. Being perceived by someone lets you immediately understand by what method they're watching you, and it provides information as if you were present with them. You are not present with them, just able to view details as if you were. Even something as small as being thought about gives you a means to investigate your observers. No matter the circumstances when you're noticed, you notice. But that's not all. Even those watching your current moment from past or future can be noticed. The more people consciously aware of you, the more tangible you become. This doesn't give raw power, but improves overall extent of your abilities. Range and area grow, to the point enough people paying attention from other areas will let you act there.

Ambiguity

[600SCP] Pattern-Screamer

"Reality is that which, when you stop believing in it, doesn't go away."

You are not. You are not real. You are a figment, a pattern that can be spotted in voids due only to human cognition creating patterns where none exist. Despite this, you hear. You feel. You think. You scream. Though no longer burdened by non-existence you still benefit from it. You may not exist but you can still interact with the world at your full power. Since you don't exist nothing real can harm you. Some things can still be *perceived* as harming you (at least by sapient minds), if that's to your benefit. In the same way these real things can be *perceived* as benefiting you and you can elect to keep any benefits you might otherwise miss out on by not being real. In the end though, reality can't forcibly exert effects on unreality. You have to accept it for the real forces to interact with you. Both physical and conceptual attacks are unable to cause any tangible change on you. Only paradoxical and abstract sources of harm pose any danger to you.

Office for the Reclamation of Islamic Artifacts, ORIA

[100SCP] Permissible

Resist temptations.

You easily resist all forms of mundane indulgence. Such is your purity and willpower that walking the streets of Alagadda you could avoid its anomalous temptations for a time. This applies to many poisons of the body and mind: wealth, drugs, alcohol, gambling, food, fornication. Your mental fortitude would keep you from being addicted to any normal chemical or bodily sensation. This extends in a small ways to your overall health and hygiene, better clearing impurities and intoxicants. Baser physical matters hold far less sway over you; you will not be misled by any normal pleasures nor luxuries.

[200SCP] Djinn

"Type 2 Special Personnel"

The best infiltrators and agents ORIA could ask for: beings created from pure idea. You're independent and sapient, despite being created from human imagination (or perhaps reality-bending). While you can enter the minds of others, it is a relatively painful and uncomfortable process. It's like trying to force one body into another, and all the worse if one is fighting. With a special incantation unique to you you can be purposefully invoked into the speaker's mind. It will be a battle of wills for who remains in charge (if one of you is unwilling to cooperate). This will combine your mental processing to theirs while you remain linked and allow you to achieve greater feats of genius. It risks a total loss of identity to dive into foreign mindscapes when you're an idea-based entity. Only the most trained djinn operatives will risk such infiltration. You do have this training, so identity-death or insanity are extremely low risk unless you're entering a mind that's vastly more creative or aware than your own. As a djinn, you may be a member of any of the known Houses.

If you want to be a different sort of `Sentient Memeplex` that isn't beholden to the above rules, this only covers the first part of the cost, so it will still it need a further **100SCP** if you choose to trade from this. Or by paying this extra fee you can remove the risks of getting lost in another's mind and the pain, only getting the benefits of possessing.

For the ORIA Role. Open-ended wish-granting genies are on a different level. If you're aiming for that powerset it won't come from just taking `Djinn`, you need to use `Type Green` too. You may treat that as an alternative **600SCP** perk to discount if you want the capability of granting extreme wishes that can last in the localized reality of whoever is making wishes from you.

[400SCP] Scheherazade

Greatest of fictives.

You craft tales so clear they could be real. Tulpa is a term that's in pretty common use these days. As a gifted storyteller, your words capture the imagination of others and give them true shape. Stories holding this potential for genesis must be well-developed and detailed as well. This act can not normally be used by purely mental-beings on their own. There is a point of trickery to it. Beginning your storytelling yet leaving it unfinished will prompt others to try and complete the puzzle on their own, unwittingly donating additional mental energy to the process. Your fictives take shape based on the will of their "parents". The beings will become more complex as time goes on, changing forms and shapes with time and self-perception, and develop a greater understanding of how to cope with the universe around them. Fictives, djinn, tulpa… whatever word you wish to describe them these beings come in many more forms than the humanoid. Rings, lamps, rugs, even whole estates can be fictives – and eventually grow enough spirit of their own to be called djinn. Each story is alive, and with the potential for growth and self-awareness. Your children start small but may advance into legendary triumphs on their own. And yes, using other's imagination as fuel can let you pull a little bit of *minor* wish-granting if you've taken `Djinn` with this.

[600SCP] Foreign Policy

Rejecting outside influence.

Protect our people. Protect our nations. In all times, this mandate will always stand. You can prevent outside influences from taking root in your cultural sphere. With the home field advantage, you are ruthlessly efficient and capable at denying enemies a foothold. Your lands will be both physically and ideologically shielded. This is due to the tremendous support of every citizen. They know you have their best interests at heart and strive to provide you with the same loyalty. This immediate detection of threats is not reliant on paranormal forces, it is a unified people with unified goals that seek to share in protection together. This protection does not discriminate. It is actually exceptionally tolerant, allowing each visitor the opportunity to prove they belong and can adapt their lifestyles to promote a safe region. All species and faiths can cooperate under your shared banner – it is only those you can identify as harmful to overall life and culture that are kept at bay. Once per world, you can issue a directive that anomalously expels all known threatening groups within your homeland and prevents their return until the power is dismissed.

Oneiroi Collective

[100SCP] Lucidity

Wake up honey. You're going to be late for work.

Every full night of sleep you have is guaranteed to be a good one. You're awaken bright-eyed and energetic to face the day ahead, unless there's actually some threat on the horizon troubling you… You maintain excellent clarity within dreamscapes, able to navigate and enjoy these nocturnal worlds. Instead of being subject to the whims of your subconscious you enjoy full conscious control of yourself here. Everything feels real, except for parts you want to dissociate from. You've got a custom dream avatar, a dream self. Instead of a reflection of your subconscious, this can be the best dream body you can imagine – and changed freely. Whether that's exactly as you are or anything else you want to be. Anything from dragon to just a potted plant or an invisible spectator. If you have a regular body in the waking world that isn't physical, this would let you achieve shapeshifting with it. You can also wake up whenever you need to, offering escape from those supernatural nightmares.

[200SCP] Quality Qualia

Consciousness can neither be created nor destroyed, it can only change form.

Open your mind. When reality starts to conflate the abstract with the concrete, you need to start getting subjective instead of objective. If forced to deal with dream logic and other strange erosions of typical reality, you don't really suffer deleterious effects. You are superbly adaptable to shifting physics and stranger conditions. During such breaks from normalcy you can often find ways to use them to your own advantage at a moment's notice. Provided those bizarre circumstances aren't immediately fatal… Beyond just dreams this often helps if confronting other types of reality warpers. Drugs or alcohol that might normally disorient a mind only work to empower yours. The more your conscious mind might normally be impaired by strange substances or surreal circumstances, the more any psychic abilities you have increase. Of course, the more minds you have available in your network, the higher any mental powers will rise too…

[400SCP] Egregore

Every wanderer is a world unto themselves.

The dreamscape is not a creation of one mind, but many. You hold a sort of dominion in the subconscious, a powerful guide and ruler for other sleeping minds. You're not just a lucid director for your own dreaming experience, but that of many. The experiences you share in dreams are all exoteric, able to be fully felt and appreciated regardless of if the targets have compatible experiences from life to understand them. Use mindscapes as training grounds to improve the (mental) skills of others or provide amazing memories. You can provide them with a dream job, dream utilities, dream dates, dream superpowers. You can build up whole regions with time! These sorts of benefits will always be available to individual dreamers you bless, if you allow it. The psychic creations like these you make are lasting, and have a substance of their own. Of course, you can design haunts and scary things in your dreams too, if you want to scare people away. Many psyches can be brought together by your mind and share in the same experiences. You can collect and tether them all to find each other in the subconscious, creating useful psychic links that even empower a collective unconscious that you can direct. Everyone contributes to this hive-mind, while you have greater power to direct it even when absent from the dream. You can mentally link people to create all sorts of hive-minds.

[600SCP] Closed Borders

Sweet dreams.

Prevent travel between dreamscapes and collective unconsciousness by unwanted intruders. You can selectively impair the travel of various subconscious ideas, even by yourself. If you want a dream without the stresses of real life, leave those ideas at home. Creating barriers to impair individuals from immigrating to your dreams or ~~escaping~~ emigrating from them is equally possible. More than just between dreams this also covers passing through the liminal barriers into the waking world. Enable travel out of dreamscapes into sleepers, allowing beings within to enjoy a body in the waking world. Rent out sleeping bodies to ghosts and other forces in the collective. You won't even need a body if you've got experience in magical summoning. Do try no to let too many of your nightmares run amok, okay? Stopping visitors to the dreamlands from waking up at all is an option too. No number of deaths in a dream will let your favourite dreamers go home until you open the door. No returns or immigration occurs from the collective unconscious will occur if you stop it.

If you have `Egregore` and this perk, you can impose permanent restrictions on how others are allowed to dream. This can be benevolent and totally lock out a nightmare, or terrible and ensure every dream they have will follow an exact script or other limitations of your choice.

S & C Plastics

[100SCP] Genre Savvy

"Oh no."

You're not the kind of person that needs to carry a Pickman-Sinclair Narrative Fluctuation Detector to know when a story has been put on plot rails. It's pretty obvious, when you get down to it. You can spot tropes and storytelling conventions with ease. Telling when they don't belong is easy – since nothing plays out exactly like established fictional conventions in the real world. More than reading the story, or the lines between, this allows you to play a character in such an efficient way that narrative forces might twist to better suit you. If a narrator is active, you can listen in and get the same details as an audience - even when they'd prefer to keep their commentary secret. If you're clever enough about it they might not even notice. You can tell immediately when something has been done that tempts fate and will never make such faux paus yourself.

[200SCP] Running Gags

Reruns.

Various forms of recurring pataphysical trends keep occurring in your proximity. Despite low probability, you are prone to encountering similar series of tropes, motifs, and other concepts normally isolated to western media – rather than reality. You can choose several clichés to increase in frequency for your story. Enjoy the contrived storytelling devices. These choices can be spent on types of stock characters or just recurring events. If there's a certain kind of character arc or plot device you really like experiencing, look no further! You won't have any special control of these tropes other than getting a front-row seat to being able to watch your favourite storylines playing out time after time.

If you gain a `Genre` of your own, you can enjoy specific narrative conventions from it without needing to choose them here.

[400SCP] Demi-Demiurge

"Six impossible things before breakfast, eh Alice? If only I could have created narratives like that when I was still real!"

Reality is not non-fiction[15], but it is nonetheless subject to constant fictional constructs and patterns. Some of these are subtle and natural, with people trying to make their lives emulate fiction. Tychekinesis is nothing so subtle. You just shift fiction to suit your own needs, along with pushing the barriers between this world and lower-order ones to let fiction you've created take on a natural life of its own. Transfictional anomalies can escape from media into our world, and you are the sort of person who can facilitate this travel. You can move into narratives or out of them. Like jumping into whole other worlds, can you imagine? Many anomalies have a strong basis in pataphysics, and you'll be able to work with these forces to make similar anomalies of your own. Creating responsive media with its own world and its own rulesets. It's a lot like anartistry, but where that is much more about the artists decisions, this plays much more into "death of the author" and may be refined heavily by the impressions that consensus has – or even be affected by the meta phenomenon of the anomaly trying to reinterpret itself. Books, films, video games – there's plenty of worlds that you can easily reinterpret and modify or draw from for resources. The main limit here is reality, which tends to push back and limit things that shouldn't belong. The more they can play by the metaphysical rules, the easier they are to maintain. Just be careful that nothing happens to the material while you're inside.

[600SCP] Genre

Author Appeal

The anomalous world need not be horrifying and terrible. It can, and some might say should, be wondrous and magical. There is strong push to have this be a world of cold horror. There's another inserting lighthearted workplace comedy. There's many different echelons of narratives at work that can be disrupted with a strong enough drive from within. Or better, with a connection to higher-reality or "hyperreal" beings that can influence reality from outside. At times it seems like there might be an author on your side, giving you as much favoritism as some of the self-inserts around here. They're particularly fond of one genre. You now enforce a sort of metaphysical narrative causality nearby, in which the "story" you live appeals to the conventions of that genre. At first the area influenced may only be the size of a single neighbourhood but by engaging more with your genre it could grow to encompass towns, whole regions, or maybe even the world. Those you are closest with (narratively) can be influenced by your genre beyond this basic starting range, and carry it with them to a lesser effect.

La Société Athée Pour la Halte de l'Idéologie Religieuse, SAPHIR

[100SCP] Denial

"Mais c'est pas ça. Surement un genre d'hallucination. Un gros chat qui fait voler les pierres ça n'existe pas."

Just because you can see something doesn't mean it exists. When in doubt, doubt. You can guard your perception of reality so strongly that it interferes with certain anomalies. You're great at demoralizing others via presenting an attitude of indifference, unflappability, and nonchalance. By disagreeing with the existence of the supernatural it will be dulled. Sapient phenomenon that has to deal with your disbelief will be less effective. Illusionary magic simply isn't going to work. Even psionic attacks into your mind are going to struggle to sort through the mental separation you use as a defense. You can cloak your memories in a sort of anomalous self-doubt, making it seem as if any of your paranormal adventures are less real. Expert mind-readers would struggle to sort through the information, since would appear as either pretend or contradictory.

[200SCP] Hemovore

Nothing is more rational than vampires.

This race is naturally predisposed to a hatred of religious iconography of all kinds. They can detect items and locations that have high symbolic ties, and are extremely averse to them. This is not because faith is real, of course. No, stupid religion only hurts you because of the stupid people that believe it can. Many antediluvian vampires choose to nest in ancient temples, once all the faith has been cleansed from those places they take it upon themselves to keep future fools away. You have ~~supernatural~~ concealment befitting an ambush predator, blending in to urban environments best of all. It only takes them a moment to finish off prey, sinking in fangs and gaining sustenance from their blood. The dead do not eat, so they must be alive. There's the small issue of how deadly the sun is for them. But you're a nocturnal creature, so avoiding the daylight is just scientific. The other risks come from being staked in the heart – but all living creatures suffer that risk, so why would you be any different?

There's a whole family of hemovores to choose from. You can range from the "Common Vampire" to the more inhuman and disturbing "Pale Ones" (SCP-2191-1) or even *Potrix caprarum sapiens* (SCP-2626). Pick any blood-sucker you like.

[400SCP] DAMMERUNG

God was a mistake of Man, one which SAPPHIRE will correct.

Killing God? The notion is preposterous. You can't kill God for the same reason you can't kill fairies. They're fake ~~and gay~~. Killing a god might satisfy the ego, but there's no point in doing so because God doesn't exit. It might make things seem flat and uninteresting. That's good. Flat and uninteresting is the world we long for. But not Flat Earth, ~~that's been fixed~~ because that is unscientific and as preposterous as deities. You won't settle for imaginary tasks like killing god. You want thought-provoking exercises in destroying all kinds of belief. Any faith, superstition, or even *sentimental meanings*. You can prove their non-existence and the frivolous practice of believing in any symbol. All belief in the paranormal and magical can be made to die. Not by your sword but by your pen. There will only be room for the facts and science you create. You can design your own infohazards, creating potentially horrific results depending on what effects you're forcing on people. Making these kinds of anomalies is an extremely dangerous practice as you invariably expose yourself to the information in the process of the creation. One small mercy is your infohazards don't have to be triggered singularly by the information – a moment of weakness and belief might be needed too. Prey on moments of superstition in your enemy. Is there an afterlife? No.

[600SCP] God's Blind Spot

ויהי בדרך במלון ויפגשהו יהוה ויבקש המיתו

While you may become enemy of a religion, you can never become the victim of a deity. Those who think of themselves as gods might hurt you, but a true divine cannot. Be rational. Divine forces cannot do you harm. Divine beings are only able to detect or interact with you if you choose to believe in them. Without your consent they cannot sense you or predict results of any of your actions, even if their divine gifts included omniscience. You project a field that utterly negates Akiva radiation. Not only are you impervious to divine energy, but any holy objects brought into this area also ceases function. Of course, if you've accepted that the god responsible for those things exists, it they are excluded from this limit. Any actions by the forbidden deities cannot penetrate this exclusion zone. This defense spreads to any of your long-time possessions or property, even guarding people you strongly affiliate with (to a lesser extent, only from direct divine intervention not from notice). But the closer something is to you the better shielded it becomes against divine intervention and detection. Just be warned: once you accept something holy as real you can't simply block it away again.

Sarkism

[100SCP] Nälkä

No such thing as a free lunch.

Your digestive system must be at least a little superhuman. You're a voracious sort, able to feed on all kinds of things that others would let go to waste. This iron stomach is not subject to the weaknesses of lesser palettes. Sarkics once used forced overeating as a death sentence for enemies but using it on you would inevitably fail. There's no flesh you can't eat. From overconsumption to cannibalism to carrion, it takes anomalously dangerous food to circumvent your gluttony. You'll be safe eating anything disease and rot. As long as it could be food to some animal you can survive on any scraps. Whatever nutrition is available, you'll obtain from even the worst leftovers and eventually discard the rest. Most mundane toxins and minor indigestible elements of meals will be harmless to you. Though be careful if you plan on eating too much diseases or garbage. Your stomach can handle a lot, but that doesn't mean bystanders are safe if you've ingested a lot of contaminants recently.

[200SCP] Carnomancy

White Meat Magic

You can diagnose any injuries, illnesses, toxins, or other biological flaws. Detect these impurities in others is not as effortless as sensing them in yourself, and usually requires close observation along with magic. This applies to even minute problems that have yet to show symptoms. Purging contaminants from the body is the basic side of this magic. Fixing cuts and bruises is the next step of this thaumaturgy. Greater trauma surgery or more invasive fixes usually take practice, but you're already capable of even regrowing bones. Carnomancy permits you to generate additional blood or flesh at a 1:5 ratio from a natural source. This feature can be exploited to automatically give you amazing durability and survivability, foes need to do much greater harm before you suffer from any blood loss. These techniques alone are enough to make a person biologically immortal. Through daily practice deterioration from aging is halted. On its own, this perk does not have the specialization needed to train you in altering your own body beyond the basic healing. It will bolster any existing shapeshifting magic you might have, allowing substantial growth or shrinkage during changes.

Any purchases of `Type Red` with this perk can be discounted by **100SCP**, but regeneration will be reliant on using mana/EVE.

[400SCP] Lihakut'ak

Dark Meat Magic

The perfect fusion of genetics and mysticism. It is the right of every Sarkite to cultivate and guide organic matter. This power allows you to make war-machines of flesh, commit unscrupulous medical horror, and unlocks the secrets of anomalous viral warfare. Selective breeding of fleshcraft creatures is an option but not the most time-efficient one. It's better for reproducing the biotech you've already made. Living creatures (with ideal results from sapient and consenting) can be reshaped into advanced biotechnology. Any mechanical lubricants or electrical supply issues become unnecessary; the new tool can often make do with its own juices and bioelectricity making them vastly more efficient in any resources needed to operate them. This supreme efficiency works for all biological transformations you cause and monsters you create. Your fleshwarping can produce all kinds of biological monstrosities - whether that means the classic Sarkic Behemoths and Snatchers or brand new cephalopodic many-mouthed abominations of your own design. You're not merely immune to diseases, you've a perfect host for carrying all kinds of biological weapons and improving them – even anomalous ones that help spread the monsters you've built. Tinkering with viruses and manipulating new qualities into them is often a core part of the process for mastering all flesh.

[600SCP] Važjuma

Nothing sacred, nothing taboo.

To defeat the gods one must take their same morality. You must break free from the bondage of mortal limitations. A true mastery of flesh is yours - you can consume any meat to add its capabilities to your own. Everything is tied into your flesh. If minds or souls exist, they are a product of the body and its composition – and must too be consumable. If you were benevolent could allow others to partake in your flesh, since each piece contains a measure of your power. Any attacks on your mind or soul are massively impaired unless they can do equal harm to your body. Anything separate from your physical existence is just vestigial; all of your life force is contained in your living body. Any you can keep adding to it with more mass, collecting more meat from any source that can help you evolve to a more complete being. Feast upon the meat of gods, whole worlds, until it is all One Flesh. Apotheosis is just an appetizer.

With `Carnomancy`, you can use the remains of others to restore their body to life, so long as appropriate resources to restore any of the body's wounds (or decomposition) is on hand. Though with `Lihakut'ak` you could turn them into abominations.

SCP Foundation

[100SCP] Cold, not Cruel

"We die in the dark so you can live in the light."

Looking at the big picture, your task is one of utmost necessity: protecting whole worlds, and letting them maintain the a sense of meaning and order from their lives. This job isn't simply about protecting from monsters, but to protect against horror and uncertainty from spreading in society. You still feel the same fear as anyone, but can stay rational and calm even when reaching emotional heights that would be overwhelming to others. Even anomalies that force emotion will be dampened, letting you resist their influence more than colleagues. You fear and love as much as anyone, it's just less of an exploitable weakness for someone so capable of seeing the bigger picture. Your spirit and sentimentality can't be used to manipulate you so easily. You have a rare ability to acknowledge your own biases and stay objective, even when you feel passionate about something. You can put your ego aside to be someone the world needs. Even if that cause meant you had to give up family ties and other needs.

While this can be used to be selfless, it doesn't need to be. You can just treat it as a better defense against unwanted emotions.

[200SCP] Safe, Euclid, Keter?

Po*ta*to, tomato.

Were you an author before you decided to start cataloging the anomalous? At any rate, you're extremely good at categorizing and drawing comparisons between various phenomenon to make connections. Reports and paperwork will never spare detail and the quality of your work doesn't seem to take any more time than that of colleagues. Tonally, you always capture the mood you aim for. Clinical, horrific, funny… you can balance out everything to ensure that your paperwork is never a tedious read while communicating the necessary knowledge. Even in the event of [DATA EXPUNGED], it will only leave readers wanting more or being able to fill in the blanks without risking being compromised by an infohazard. You'll never find yourself at a loss for words, always able to find appropriate descriptions for your ideas and testing logs. Your familiarity with procedures and tone give you advanced warning whenever anything is dangerous about a document. Written danger, whether that's memetic or even pataphysical corruption, will set off alarm bells before you expose yourself to the trigger.

[400SCP] Secure & Contain

The Jailors.

The Foundation focuses on Containment, not destruction. And like them it's something you truly excel at. It's not even about the anomalies in the end but how to keep them from causing harm. Identifying them, securing them, containing them. Even if facing an entity where all you can safely know is [DATA EXPUNGED], you have a fair shot at finding a way to lock them down. The more time available for you to focus on a problem, the better solutions you have to ensure a safe capture. Even surreal and esoteric anomalies are things you can analyze and create countermeasures for. From antimemes to reality-warpers, if there's a way to safely secure something you'll be able to discover that method and put it into action. Through scientific analysis of captured SCPs you may even be able to reverse-engineer some of them. Figuring out their needs and how they work is easy, especially with sentient ones. The longer you've kept an object in captivity, the more you learn about it. This is most effective through active research, but even the most passive containment is bound to reveal each secrets of your captives with time.

[600SCP] Thaumiel

No cross-testing allowed.

The Foundation doesn't jail the anomalous out of cruelty. It's not all about protecting humanity. They preserve the status-quo, normalcy, and work to find a way to "solve" this divide safely so that someday mundane and the anomalous can survive. You're protecting the anomalous too by concealing them. Like the SCP Foundation, you embody the same sense of Protection. Designated a Thaumiel yourself, you are treated as having the ability to actively counter other anomalies. This allows you to negate the dangers of multiple SCP objects at once. Most Thaumiels have specific limits in what they contain. You are less inhibited, being aware of everything abnormal like a sixth-sense and being able to selectively choose to block it. With rare exceptions that would endanger the life of an anomaly by negating its powers, you can stop all manner of anomalous activity (as long as you remain present). They must be *abnormal* abilities for you to prevent them being used though (ex. if popular consensus accepts toon physics are legitimate – you can't stop them). In a world where the supernatural is accepted as a normal part of life, this perk will offer no defense at all. But if that day arrives and anomalies are peacefully integrated into society, your work is already done, right?

The Serpent's Hand

[100SCP] Liberty

"We will free those you keep imprisoned. We will rescue those you try to kill." #StormSite19

Will the Jailors not be satisfied until they put the whole world in containment? That won't happen on your watch. The anomalous world is on the rise. It is full of living, feeling beings who deserve a place in this world as much as humans. When you look at how many cultures humanity had to remove to exist where it does now, we perhaps don't even have as much right to it as some… Still, there is nothing worse than a denial of freedom. You resist unjust imprisonment with every fiber of your being. Oppressors of all kinds are obvious to you, everyone from common bullies to corrupt cops to cosmic tyrants. They've all got the same unmistakable aura to them. Not only can you spot them but it's easier for you to figure out who they've committed injustices against. Pick your enemies, and from them you can locate *their* enemies. When it's in pursuit of revenge against a common oppressor it seems easy to make allies of anyone – at least as long as the mutual foe still unites you against them.

[200SCP] Do You Know The Way?

The role of the Wanderer.

You have the role of a wanderer. An explorer and navigator all in one. Even when travelling in **uncertain but certainly treacherous unplaces** you would know how to navigate to your destination safely. The multiverse may not be fully open to you, but paths that have been tread once can be followed again. You can spot all sorts of secrets and hidden trails. This is truest for Ways, corridors between worlds. Even when come across a sealed Way you're bound for a burst of inspiration that reveals the correct knocks to open it. If you've ever read about the rituals keeping a path closed, you can usually make the correct educated guess on how to get through. Many a magical passage has security features to deter trespassers though, and you're equally perceptive for those. This same instinct for pathfinding works for digging up other secrets too. If you're looking for a hidden tome or file, starting from where it was last known to be will give you a trail to follow. Getting into where you're not meant to be is sometimes the easy part. Make sure you have a plan to get out too…

[400SCP] Type Blue

You've got the power.

Anyone can become a magician, with time and study. There are minor genetic factors that can increase Potential, but nothing that prevents the study of spellcraft. It's possible for anyone to succeed at this, as the ever-growing number of witches and wizards in the wild will indicate. There's usually a massive cost to practicing diverse magic in any long-term way, and it's different and costly for everyone. Often, massive perspective changes are needed. You can skip such entry costs on magic and always have the Potential. For you, all magic costs are lessened. Through this you can manage incredible feats of magic that rival Type Greens. But instead of changing physics, you just bypass the rules. Your magic cannot be properly contained, with efforts to silence or negate it met with just building up more reserves of mana until you inevitably have enough to break free. The belief you have in your own magic is enough to improve it; whether that's making better enchanted item or just stronger spells. Yes, you can even talk in blue, too.

This is very compatible with taking `Elan-Vital Energy (EVE) Manipulation` for greater control, as it would be for the more specific branches of magical study found in other group perks.

[600SCP] Knowledge

Omniscience.

You already know how every story ends. From fiction to instructional manuals, you absorb all texts into your mind with ease. To each person you meet, you can see their beginning to their end. The whole story of their life is revealed to you. Some things are written but even in fate there is a lot hidden between the lines. You may even find an ability to build new stories where there was nothing before. You don't get to pick any of the endings, and there *is* always an ending to each tale, but you can choose if you accept them with grace or not. Unsurprising, knowing all the arcane secrets of the universe and its people is full of practical benefits. Each form of learnable magic is laid bare before you. Where some can become masters of thaumaturgy in their respective fields, you can eventually master it all. Illusions, evocation, alchemy, and everything else. Just keep practicing and you'll eventually reach the chapter where you're a proper archmage. You already know what happens if you make the wrong incantation or mix the wrong ingredients.

Shark Punching Center

[100SCP] Bodacious

"We punch underwater so you can live on the land."

You are an absolutely tubular dude or dudette. You've got a rockin' Baywatch body that can easily attract attention from all other beachgoers. This physique is not just for show, as it allows you to excel in all manner of beach activities. Swimming, beach volleyball, parasailing, windsurfing… if it's any kind of Summer sport you're as good as it gets… or pretty good, anyway. Well, you're not bad at any of that stuff! You're at least good enough to make it look like easy fun in the sun and not a mission-critical skills (which they are) for guarding lives. You're athletic and like, super hot? So even if you're maybe not the best at everything and only just-pretty-good you still *look* the best. When you're enjoying what you do, it takes a lot of the bad vibes out of anything. A badass jumping into danger and suplexing sharks? That's pretty awesome no matter which way you look at it. Cannot stress enough just how totally righteous you make true heroism look.

[200SCP] Search, Punch, Conquer!

Everybody was kung-fu fighting.

Warning: the following skillset you're about to gain is way-gnarly. You'll be a true Pugilord fit for the greatest of Marine Fighting Teams. From now on, any form of fisticuffs can be used underwater without difficulty! Like, this stuff is just water, it's not hard to punch. Ice or steam or something, that'd be another story. You have total mastery in a form of unarmed martial arts of your choice. A black belt. A sifu. You can give yourself any cool title that applies to a master. It won't be official or anything, but it will be *legit*. Every ally you have will recognize the skilled strikes and complexity of your marital arts too, letting them give high-quality commentary to other spectators. In addition to this selection, you can deal superhuman harm in battle using specialized techniques such as SPC-446. This striking technique applies sufficient force to targets as to negate gravity and turn your targeted shark into a projectile attack – ideally against another finned menace!

[400SCP] Deviant Decking

"Why do we punch sharks… when we can kick them instead?"

This may seem like a novel idea, but it is an unnecessary one. In a world of escalation of the deviant species that plague humanity – one truth remains: all you need is fists. For whatever advancements in equipment or techniques you're capable of – your pugilism prowess will continue to rise in effectiveness to accommodate. When confronting foes that ought to be immune to conventional strikes, you can incorporate other abilities into your punches that would allow you to deliver the right hook they deserve. What special attacks or magic or superpowers you have can be held in your fists. Even your brains and all that smart stuff just serves to make your brawn all the brawnier. At least, as far as punching is concerned. You can like, probably do some sort of smart strikes? You will never need to employ a new training regiment. Punching (and related unarmed striking and grappling) is always the answer.

Though, if the shark menace is able to vaccinate themselves against punching, you may have a real problem…

[600SCP] Do You Want To Punch A Shark?

It doesn't have to be a shark.

Against a specific type of hated foe, any efforts you take against them become more effective. Pataphysical trends operate in your favour to give you great advantage against anything resembling this type of designated enemy. Fate, luck, basically everything is on your side making sure these enemies end up humiliated (instead of destroyed so that you don't need to look around for new nemeses). Additionally, whenever you enter a setting you can ensure this favoured enemy feature remains beneficial. A few groups or individuals in each setting match the criteria of your enemy even if they otherwise wouldn't in typical canon. As an example were your hated foes sharks… Instead of fighting Sarkic Cults you would get the opportunity to attack Sharkic Cults? And rather than dealing with Marshall, Carter and Dark Ltd. – you find yourself against the equally sinister Marshall, Carter and Shark Ltd.? It's just for the sharks themselves though. The misguided selachian sympathizers or non-shark villains won't be vulnerable to the same walloping!

Syncope Symphony

[100SCP] Performance

Getting the band back together.

Remember when you first had a dream of starting a band? Of achieving super-stardom? Well, you're still not quite there yet with this alone, nerd! Okay. Admittedly, you've got *a bit* of musical talent. This provides intermediate skills with a couple instruments, probably ones that would be used in a school marching band. You don't need to stand out as exceptional when you're supposed to work with the whole group. But… You always convey the desired emotion in music you write or perform. Emotion shines through, even if your skill can't. No matter the feelings you choose to instigate in listeners – there's special benefits for you too! Such performances always help you focus on your past and who you've shared those songs with before, letting each note carry a special reminder of the best times you've had with the people most important to you. No matter where they are now…

When you play, it's like you can still hear them here with you.

[200SCP] Nostalgic

"We've had a great year, haven't we?"

You're able to remember things as they were instead of just through rose-tinted glasses. Reliving every memory, good or bad – without unfair bias. No matter the overcomplicated drama or how many drunken parties, teen hormones, or even head injuries during the big game, your memory endures and retain every detail. Yeah, this applies to anomalous memory-alterations. You no-sell any mental powers that want to mess with who you were. Spotting a false memory you've been given? Effortless. Amnestics? Nice try. Some kinds of mind control that force you to act differently or isn't specifically changing your memory might also be impeded because of the impressions you retain. Your memory is infallible, and that means every mistake too. Just be careful not to be trapped in the past or fixate on what might have been… You may toggle this if you feel the need to move on. This can be temporary suppression of your current memory protections, or picking details that aren't worth saving and letting them fade within mortal limits for remembrance.

You remember them exactly as they were.

[400SCP] Requiem

You do not recognize the bodies in the water.

Adjusting memories and emotion is easy for you, especially if you have a clear grasp of what you want someone to experience. Fix amnesia. Lets others relive moments from their past with perfect clarity, feeling emotions as intensely (or even more intensely) as if they were back in the moment. This can be used invasively to insert fictious and foreign memories too, up to unleashing new suicide-inducing regrets or even total identity replacement. There's no reason to stop at memories. The special brand of memory-affecting cognitohazards you can design go beyond just the mind. You can restore bodies, bringing back friends physically instead of just mentally. The anomalies you produce can be used to slowly transform someone you don't know into someone you did. Furthermore, no amount of amnestics, cognitohazards, or memory magic will be able to take away the memories you've provided others. At best these memories might be buried for a time, but they will *always* float back to the surface. You can invest memory into anything, though the more sentimentality you attribute to the target the better. Whether you attach these effects to memorabilia, special places, or specific pieces of original music itself is your choice.

You can see them again.

[600SCP] Unforgettable

You won't forget them.

And they won't forget you. It's never enough to just treasure the memories. Regardless of what fate you may suffer, even a risk of total erasure – the world will strive to keep your memories alive. If you have a method to bring someone back, it doesn't matter how far gone they are. There's no difference between seconds and centuries. There's no difference between a car accident or cessation of the soul. As long as you're still here to remember them it's enough. What is gone can come back. It should come back. You won't let anything deny you being together again. The total destruction of reality and being replaced with another isn't enough. Some bonds are powerful enough that they transcend all loss. If someone really matters to you you'll find a means to keep them in your life. No force prevents your revival techniques from working on a loved one. As long as they're alive, they'll make sure you live on to remember them too. You're guaranteed to get one more second chance at life in each world.

We won't forget you either.

Tartarean-class Demonic Entity

[100SCP] Limbo

How low can you go?

Hell is no longer necessary. Someday, perhaps soon, the Foundation won't be needed either. The devils ceded their swords for legal pads. The Foundation will one day solve anomalies, and determine their place in normality. Someday your purpose ends without any satisfying conclusion or reward. You'll be obsolete. Facing such doom will never tax your morale. You can find new engagement, new purpose, new laughs, and just look back on the past fondly instead of seeing it as something you lost. Everyone eventually tires of the same old thing day in and day out. You know there's chances for new goals and purposes, with whatever is behind you just giving a unique perspective moving forward. Maybe next you'll start a career in writing children's books?

[200SCP] Fire & Brimstone

Anything from familiar to big red devil.

Demons come in numerous varieties, and you are one of them. Free horns, a bit of sulphur scent, fire gleaming in your eyes, the whole nine hells. This could let you be anything from an imp to a succubus to huge magpie. Or an incorporeal profane spirit that primarily acts through possessed items. These are called "demonics" and aren't necessary the same as corporeal demons – but we'll let that slide and you can sign up for either sort of role. Maybe it's a bit of both, where you can manifest from a bonded object in the right circumstances? You produce Tartarean Resonance Energy by your nature, though laymen might call this force sin. It's like a measure of health for demons, and you can obtain more of such health by engaging with mortals in amoral behavior. The more you have – the better your pyrokinesis and other evil powers will be. Indulge. Enjoy. The worse you are, the better you become. With absurd amounts of sin (at minimum dozens of *powerful* demons among a hive of hedonism), you could even allow a Tartarean realm to gain control over local reality.

You probably know deal: `Anomalous Physiology` voucher for up to **200SCP** if you don't want the above benefits and have a some different infernal entity in mind.

[400SCP] Bureaucratohazardous

You are the Law.

The only thing worse than politicians, are anomalous politicians. Bypassing the entire process of law and its chimera of checks and balances, this is the ability to simply will new laws into action. This is a problem because of the disruption between concrete and abstract ideas that come with this territory, once ignorable legal laws can become enforced on reality as if they were natural laws. Welcome to the horror that is bureaucratohazards. You have a limited purview over such forces to start, primarily focused on being able to anomalously adjust legislation and force others to treat those rules as if they were part of normal law. This does not unlock the full terrible scope of adjusting abstract and concrete ideas, you're basically limited to the parts that interfere with law and how it is treated. Relatedly, you're a master of the regular ~~non-diabolical~~ less-diabolical sort of law too. No amount of legal minutiae is too trival. No loophole unnoticed. From criminal defense to divorce court to corporate law you've got an impossible proficiency in all fields of legality. You'll be *almost* an equal to the Foundation's Sheldon Katz, Esq., which still makes you the equivalent of an entire hypercompetent legal team.

[600SCP] Advocatus diaboli

The devil is in the details.

The classic oaths: ritualized worship, sacrifices in your name, blasphemy against the divine, and good old diabolical dealmaking. All these things will help you generate Faustian-Sacramental Energy, advancing your power beyond that of fellow demons. The amount of power you receive from such acts is enough to accomplish most tasks requested of you; mortals who are offering you a meaningful payment is enough to provide you the power to take it and give what they need. Others must abide by any terms they've agreed to, deals can only be ended by both sides mutually. You are required to uphold your end of any bargain to the letter to keep such pacts effective. Naturally, any such binding magical contracts need to be made through free will – though trickery through misdirection, loopholes, or just fine print is highly encouraged. You can cheat ritualized worship in a few ways to get more from clueless mortals. Hiding your sigils or symbols into infrastructure or labels can make it so that evil nearby counts as worship. This can be as simple as your businesses having packaging that means eager customers donate Gluttony, or as massive as designing road networks that transfer every bit of road rage back to you as Wrath. FSE is worth collecting whatever the sin involved, since it can basically allow wish-granting and reality warping. In particular, the effects seem to work best when create a hellish change on the world. Though, if you have your own afterlife, it's more likely to replicate that.

Wilson's Wildlife Solutions

[100SCP] Wild Thing

All animals are equal, but some animals are more equal than others.

Be they mundane or magical, there's a place for all manner of creatures here! So… how about instead of taking a human form, you can enjoy being a different member of the animalia? All mundane species (extant or otherwise) are valid choices, though you can retain your full human spectrum of emotions, intelligence, and capacity for speech. If you want to opt out of any of those features for some reason, you can. Various organizations employ sapient animals, so this doesn't prevent you signing up with somebody other than Wilson's. There's Otter al Ajillo with MCF, Kain Pathos Crow in the Foundation, or even The Candified Cat in that circus. Beyond the specifics there are plenty of fiendish familiar demons, MC&D has plenty of para-pedigrees, and you're practically obligated to be a corgi if you plan on working for Wondertainment! There might even be room for a moose in the Foundation somewhere. (To say nothing of the many reasonably vengeful sharks that have suffered at the hands of the SPC.)

If you want to be extra anomalous this does cover **100SCP** of taking `Anomalous Physiology`. Gotta pick an animal though.

WWS Special Offer: Skip this as a freebie and you can use the **100SCP** stipend on any other perk in this tree.

[200SCP] Parazoologist

Care of Magical Creatures

First, remember that not every critter wants to be helped and some will be downright hostile to attempts to do so. But you're all about wildlife rehabilitation – like a zoologist, veterinarian, ecologist, and animal control specialist rolled into one package. These critters are getting helped and befriended, even if they don't know they want it. Despite the low-security of the Boring Preserve and threatening nature of many inhabitants, rarely does any serious injury befall those who spend their time here. You help these habitats live up to the name of Boring. You have a talent for calming aggression and fear in all sorts of critters, making you ideally suited for handling animals (anomalous or otherwise). Even territorial and dangerous creatures are likely to spare you their aggression. You're not quite a friend to all living things, but their disposition towards you is much more tolerant than it is towards others. You have diverse skills for helping wildlife. From live capture, to habitat design and maintenance, designing healthy diets, all the way to veterinary surgery and other medicine. When it comes to critters everything you do works out better. These benefits work on normal, magical, digital, and even suspiciously sapient animals.

[400SCP] Best of Both Worlds

You can have your cake and eat it too.

When you're in contrasting social situations, the benefits always override the consequence. Wilson's Wildlife Solutions is as close to a mundane group as you can have while still touching on the anomalous world. It's almost part of the supernatural, but doesn't actually come into conflict with other groups. It's still mostly on the ignorant side of the masquerade, only seeing a small portion of the scares. Groups that want to make the world a bit weirder will try to introduce you to new useful mysteries. Groups that want to make the world more normal will finance and aid you so you can keep helping maintain the masquerade. Either worldview treats you as a potential friend they should show their best side to. You might be an animal or a monster, but you're still going to get the consideration of being treated as human and many of the privileges of being treated as a pet. There's something just different enough about you from other humans that prevents setting off the killer instinct of other anomalous predators of mankind. When you rise to the top of a community as a leader or idol, people won't grow envious. You're still get the genuine interactions as if you were a citizen. Yet they'll treat you as the respected leader too when it's better for you…

[600SCP] Heart of the Beast

You <u>can</u> hug every cat.

One month. One months is all you need to teach the most stubborn and threatening monsters to be on their best behaviour. Conquering any wild beast (particularly ones long past the window of developmental socialization) is a herculean task. Normally, even training an anomalous predators doesn't make them even close to tame or domesticated. Domestication takes hundreds-to-thousands of years of selective breeding. Taming requires that on top of human interference during the formative stages of development. A well-trained tiger is still a tiger, just as a well-trained monster is still a goddamn monster. But after one week, they'll stop attacking and testing whatever enclosure you have them in. Two weeks, you're not seen as a threat they'll only get aggressive if their personal space is intruded on - not joining in if other members of their pack start a fight with you. Three weeks, you're *nearly* tolerated and not an enemy. They'll give cursory attacks when you bother them, but otherwise smarter ones don't want to cause trouble. By the end of the month, any attacks are performative or playful rather than predatorial. You can successful establish a bond with any monster in time. And from there, help them perfect any of their natural abilities!

Document 001-α ITEMs Instances of Territory, Equipment, or Materials

As with PERKs available to SCP-001-α there are certain to be a massive catalog of tools available to it. ITEMs are not features of the manifested beings and can be separated from them. They do not represent additional creatures, making them distinct from further SCP-001-βs. Under normal conditions SCP-001 ties ownership of any ITEMs to the specific sub-entity that used their Special Choice Points budget to acquire the resource. The concept of ownership seems to have significant influence on ITEMs.

Pricing is in Special Choice Points and will use the same discount system. The lowest-cost option for a Group that SCP-001-α is part of will be free, and all other purchases from it are reduced to 50% of their original value. This follows the same pattern as PERKs. Low-cost ITEMs must be recorded if discovered, even if they seem to bear minimal anomalous or useful traits. SCP-001-α may have ITEMs that were obtained in previous settings that do not reflect the assets it has gained here. These ITEMs pose a risk of being imported into new forms in our reality, while retaining all previous function.

Researchers assigned to SCP-001 are encouraged to be familiar with as many Objects in our database as possible and their containment locations, as duplicates may indicate the possibility of being a fraudulent copy by SCP-001. In the event you are forced in contact with SCP-001-α during study of an ITEM, attempt to remain calm and engage it in discussion. If [REDACTED], direct topics towards positive interest in its appearance and curiosity about its goals and tools. In the event SCP-001-α divulges the prices of its purchases (PERK, ITEM, or SCP-001-β), reveal ignorance on topics and request a better understanding of the mechanisms for purchase and specific costs.

With confirmation of an SCP-001-ITEM, please use the following format (4F) for creating any records of known ITEMs. A full listing of ITEMs will be saved here.

SCP-001-x-y: Where x is the designation for the parent/owner entity (α, β-1, β-2, etc.) if known and y is the chronological number based on other ITEMs known to belong to the entity. If specific entity is unknown, use SCP-001-#. If a name for the ITEM is used by the owner entity, record it here as an addition.

Fee: The value of this specific ITEM to the owner entity, in $~~CP~~[16] (If known).

Form: Describe physical features of the object (if applicable). Note obvious similarities to SCP Objects if possible. They provide insight to SCP-001-α's parapsychology and allow better profile to analyze possible $~~CP~~ spending.

Function: Describe the mundane and anomalous features the object has possessed, as well as any observed limitations.

Felon: Incident Log(s). Record all pertinent details on D-Class before they interact with the owner entity, and during confrontation.

Storage of ITEMs on any Site will be declared high-risk after any period exceeding 166 hours. After 48 hours of storage and on-site analysis plans should be ready that facilitate an indirect return of ITEMs to their owner. If indirect methods compromise the security of the public, specific D-Class matching profile Park Jogger[17] may be used. This is likely to limit SCP-001-α from creating negative associations with The Foundation. It avoids many risks of the D-Class inciting SCP-001-α to commit violence on their behalf or through instigating the being to commit harm against them.

In the event SCP-001-α establishes an emotional connection with D-Class through these encounters, preparations must be made immediately to arrange a pardon for the D-Class.

15: Keep lying to yourself, extra.
16: A abbreviation for Special Choice Points to minimize confusion of shortening it to SCP.
17: Individuals of minor criminal history, suffering wrongful sentences by lack of alibi and thusfar used only in low-risk or positive testing. A history of cooperation with the Foundation core mission.

Document 001-α ITEMs Instances of Territory, Equipment, or Materials

ITEMs purchased by SCP-001-α have a guarantee that prevents their permanent lost by an owner. The mechanism by which this fiat operates is poorly understood. Because of this protection, any long-term prevention SCP-001-α from reaching its purchased gear may lead to unexpected consequences. Destruction of any ITEM anomalies derived from SCP-001 is considered non-viable; each object created by SCP-001 seems to remanifest within a minimum period of 1 month under such state. Despite this, some resources seem to be limited in quantity, and can be expended willingly by the owner.

They can be damaged, stolen, or even destroyed but most alterations that result in deterioration of an ITEMs quality is impermanent. An exception occurs when the owner intentionally causes changes to their ITEMs. For example: SCP-001-α instances have the ability to damage or distort the functionality of their own ITEMs, which is utilized as some kind of crafting purpose. Even territories and properties gained through SCP-001 seem to preserve intentional modifications as they are transferred between universes. This suggests the scope of the protective fiat is able to expand to some unspecified degree, but requires further research. Some location-ITEMs are equipped with servitor entities tied to it (which are distinct from SCP-001-β instances and should be recorded as part of the ITEM.)

Circumstantially it appears possible for the major entities of SCP-001 to barter or forfeit their ITEMs to other individuals or groups, symbolically transferring ownership, which may include fiat protection (untested).

The unclear mechanism by which ITEMs are certain to return to an "owner" poses a serious containment risk. Pataphysical hazards are expected, and our current methods of cooperation with the presumed non-sentient phenomenon is the best course. If high levels of Akiva radiation are detected on ITEMs, implementation of an alterative method of storage will be tried. A decommissioned SCP-001-α may still be registered as an owner, complicating storage of remains if they frequently attract other anomalous objects that belong to them.

SCP-001-α-1: Cosmic Warehouse Key

Fee: ~~100$€₱~~ 150$€₱ (previous universe budget, world unknown)

Form: Metamorphic key that defaults to the style of [REDACTED] when not in use. See SCP-004 and SCP-005.

Function: Can be inserted into any lock, and when used to open locked doors it provides access to an extradimensional storage unit of indeterminate (but limited) size. The key returns to SCP-001-α at a rate greater than anticipated for ITEMs. It is retrievable immediately as long as the owner has pockets to draw it from, so denial of gaining the ITEM can be achieved if the owner has no clothes or bags. Only the owner can remove the key from a door, which other passage through the space prevented until the key is retrieved. SCP-001-α-1 cannot open locked doors without creating a portal into its linked space. The extradimensional space retains any changes to inventory between access points.

Felon: N/A

The process by which ITEMs are returned to owners must be established on a case-by-case basis. Objects may function under a variety of contradictory rules that SCP-001 has placed on them. Largely, ITEM rulings seem to favour the owner for best results.

Proposal: As ITEMs are not inherent features of the creature, like PERKs are, they will present a window of study into the nature of the phenomenon without exposing personnel to any sapient entities manifested by SCP-001. By acting upon the quantum links that tether SCP-001-α-ITEM to SCP-001-α, we may be able to exert influence on the entity that keeps it in containment from relative safe positions.

ITEMs

These items can be purchased for the listed prices. There *may* be a couple discounts here.
You get your backgrounds' **100SCP** free with discounts for one **200SCP** and one **400SCP** options.
Any similar items can be used to import your previous items, or can be combined with each other if desired.

400SCP ITEMs have more utility than simply being great tools or properties. Each one is also a bulk import, in this case meaning it gives you up to a dozen slots to bring in your companions. These slots can also be used to create new companions. The backgrounds of the companions imported in such a way are limited based on either the Role or Team of the original.

Further information on Companion import options can be found in their section.

[FREE] Souvenir Cute Plushie

"Disgusting!"

You're a Jumper of culture. You need merchandise. A figurine, stickers, a stuffed animal, themed pajamas, anything! Well, here you go. Pick a few anomalies you like - you get a few cute (mundane) keepsakes featuring their likenesses.

[50SCP] Anomalous Curiosities

The SCP Foundation has discovered a substantial number of items which are *simply* too useless to merit further attention.

You can take any object (not people) from the *Log Of Anomalous Items* pages. This can be purchased repeatedly with subsequent purchases by the same buyer offering two more anomalous items over the last. (Three purchases = Nine anomalous items.)

[400SCP] S[redacted] C[redacted] P[redacted]

Drop-In (Role) Discounts! 50% off!

From Standard Computer Parts, to South Coast Realty, to Spicy Crust Pizzeria… each may seem like a straightforward community place, but they actually shelter conspiracies perfectly! As shell company professionals the Foundation has a sneaky chameleonlike practice which allows significant clandestine potential for supervising customer populations. Their simple code proves obvious to any of their standing covert personnel, so substantial coverage is provided in the field. You gain your own successful combination premises which serves complementary purposes as safehouse and commercial property. The services, commodities, or products you deal in are your decision. The logo signals clear protection to your allies. Your superior corporate planning has supported considerable propagation of your establishment! This is a whole franchise serving to conceal parts of your secret cosmic plans. You've secured continued patronage and have stable capital profits, surely circumventing pauperization.

But in all seriousness… this is a whole franchise that lets you operate in relative secrecy. You have at least a dozen locations established in key locations around the world, with storage and safehouse areas accessible to your allies. For half cost, this can be a singular location and only the option to bring two companions in the Drop-In role instead of the default dozen.

This purchase can be discounted to Ambrose Restaurants, Anderson Robotics, Chicago Spirit, The Factory, Global Occult Coalition, MC&D, S&C Plastics, or Tartarean-class Demonic Entities. Doing so is an alternative discount to their normal 400SCP option.

[400SCP] SCP-2000

Dues Ex Machina

Seed of Life, The Bloom, there's a few names and origins for this mysterious structure nestled in [REDACTED FOR PLAYER CHOICE]. It's most often a combination of anomalous flower and paratechnological structure above. What you need to know is it's your very own universal reset button. But even if you aren't using it to pump deadly toxins through the atmosphere and then brainwash the replacement generation with amnestics, it has practical uses. This can print up to 500,000 new humans a day, copying them based off of historical records or matching other input criteria. Inputting a specific reset date will attempt to recreate the historical figures of the era. It has a vast library of DNA and capability to store more. Technically, it can also be used to bring things one at a time, and doesn't need to be focused on spawning endless humans. However, extensive overuse of the facility does seem to lead to genetic defects and sometimes a [DATA REDACTED] of facial features.

This can also be discounted if you choose a Team of: Black Moon, Children of the Night, The Fae, SCP Foundation, or Syncope Symphony. Doing so replaces the discount for the alternative 400SCP item listed under their category. Drop-In (Team) can take this for 50% off, it's their only discounted 400SCP. Companions gained through this share the Drop-In group.

Prisoner

[100SCP] Wireless Transmitter

Free wi-fi, a cruel mockery of our own caged nature.

During certain (Keter) experiments, there's a risk of not being able to retrieve a D-Class to gain any valuable data from an anomaly. Sometimes they give you a radio, or recording device, or even a cellphone to communicate. This could take a form similar to any of those. But this is a paratechnical device that is normally only issued in situations with a likelihood of rendering normal communications avenues impossible. Operating across dimensional barriers and vast distances without (much) interference, it can be an essential tool for survival. If not yours, at least the next D-Class they send in seeking more information… By accident or oversight, you managed to keep it between testing periods. Even if you aren't a prisoner of the Foundation, there's plenty of reasons to carry an emergency device like this to call for help.

[200SCP] Criminal Past

SCP-1911+

Anyone who purposefully interacts with this object, even indirectly, gains history of committing a violent crime. Effects are cumulative, and each interaction with the item adding additional incidents. Immediately aware of alterations made to their pasts, these victims usually begin to actively protest their innocence. They retain memories of their true timeline, but also gradually assimilate the memories they would have in the modified one as well. Witnesses and any associates of the victim of the effect are only ever aware of the new version of history. The Foundation has SCP-1911 in their facility that carries this effect, in the form of a rotten willow branch. The object you choose to spread this can be any object that would be easily carried by a person. You're paying a premium here, so you get to refine the effect. At the time of purchase, you can pick a specific theme for whatever criminal past is inflicted. You may be immune to the effect if desired, and decide if it's any interaction or triggered by using it in certain ways. Just be aware, this doesn't come with any special defensive properties that prevents damage.

[400SCP] Death Row

Functional "Get Out of Jail Free" Card (from SCP-3128) and more*

At the end of every month, the D-Class might be *retired* to avoid cross-testing between various anomalies. This can mean a lot of things in a lot of different canons, if it's even true. For you, it's a free pass out of jail. Yep, for whatever crimes you've committed, one month of grueling and life-threatening community service is enough to be released back into the public. Or maybe you've proven yourself so valuable to your jailors that they just want you as an asset instead? This trend will continue in future worlds you become a criminal, for you and whichever co-conspirators are being imported through this property. You can choose your accommodations too, whether you're looking for a normal prison or something more… spectacular.

This can effectively give you a duplicate of a site just like the Foundation uses… though for the moment it might not feel like yours even if you get to keep the residents with you between worlds. You might need to figure out how to make changes in management before it's a benefit for you. SCP's Sector 19's (SCP-970) prison, with infinite corridors into near-parallel worlds that diverge the further you travel could be of use to you. As a convicts on the wrong side of the UIU, MI666, PENTAGRAM, and the greater Global Occult Coalition you might serve time in Paramax - the security there is preposterous thanks to Spatial Temporal Ontological Protection (STOP) anchors that block any physics alterations short of an author entity. Selachian sympathizers and sharks alike could be incarcerated in the Shark Punching Center's FISH PRISON. (SCP-6222) Perhaps you're an ancient captive of the Children of the Night, and kept in Titania's Prison? (SCP-2932) There's an absurd number of such facilities to choose from, even disregarding the many SCP Foundation facilities. SCP-450, SCP-2701, SCP-5009? Just take one (1) anomalous prison.

If you pick a faction-specific prison, the companions you import can either be Prisoners and loyal to any faction, or members of the controlling faction in any Role. If an imported companion matches the faction and is a prisoner, give them +**100SCP** to spend.

Agent

[100SCP] SCRAMBLE Gear V2

Four fucking pixels.

Conceivably designed as a precaution against SCP-096. These googles automatically intercept any memetic or visual cognitohazards, along with the known infohazards that are possible to block. They create a distortion field in your vision that prevents being able to perceive the threat directly. No purely-visual danger is going to harm you with these equipped. There is a split-second moment before they can analyze a scene and apply the filters. This is far too short to matter for most things, and

more than enough to stop a visual cognitohazard from being properly perceived or allowing you to understand the other threats you're seeing. Unfortunately, it isn't quite designed for SCP-096, since you have technically seen it the applying filter ensures your attention is drawn to that spot. For most other purposes, it'll keep you safe and sound!

[200SCP] Site Cafeteria

Coffee breaks.

The break room might not be a place you'd expect to find SCPs, but some are safer than others. This looks like a standard coffee machine that allows you to make drink orders using a QWERTY keyboard. It can vend almost anything that can exist in a liquid state – all for just 0.50 USD per serving! It doesn't only need to be drinks, you may be able to extract liquified concepts or useful genetic material at times. Whatever it vends, the included paper cups are capable of holding it. Exploiting this for personal gain is likely to cause much more trouble than it's worth. Be aware the vending machine doesn't create material, and needs to displace it from another location. The machine also has some security to prevent a repeat of the "Cup of Joe" incident. Though, when you take SCP-294 with you into the next world you're only getting the machine and not the guards. At that point you can endanger yourself to your heart's content with experimental requests. It will periodically need time to restock, which takes about an hour and half. You can also include SCP-261 as part of this deal for a bit more multiversal surprise treats.

[400SCP] Mobile Task Force

Like a frat party but with more explosions.

An elite unit drawn from the some of the best soldiers that your faction could ask for. This group of yours is specialized for specific types of missions, often dealing with other Groups of Interest or having to work in deep cover. This is your team though and the exact type of missions your team is sent on is for you to decide. As the commander of one such group you'll be given specialized tools catered to your job. The exact specialization if free for you to determine, and in future organizations you join together you can continue being part of a special team sent in for such niche missions. You have a great deal of freedom from oversight – and so long as your fellow agents are capable and loyal to (or at least controlled by) you, Command doesn't care if they're part of other Groups of Interest (like MTF-Σ-66) or even if they're anomalous monsters themselves (like MTF-A-9). Everybody gets sweet uniforms with matching insignias and probably a cool callsign too.

Each member can buy-in to gaining the bonus role of Researcher for just **100SCP**. Not every MTF is focused on the action, after all. One (1) could be a Command (**100SCP** from their budget) too and officially in charge of this MTF if you like.

Researcher

[100SCP] Misfit Lab Rat

Kinda a perk, but it's pretty focused on attire and items. Sorry?

Truth be told, the staff working for the Foundation often aren't allowed to get out much. Even other groups like AWCY?, the Insurgency, MCF, they're always stuck on the move or hidden in workshops with safety restrictions. You get more leeway. It might be you have permission to keep the World's Best TothBrush, or an extremely stylish phylactery, or they'll just tolerate the ever-growing presence of apple seeds. When you're in a group or organization that's not allowed any variables or cross-testing, those restrictions don't cover you as much. Your employment contracts all end up with lenient dress codes and permissions for keeping all sorts of odd items around your office (or on-site living quarters, as is more likely here). Whether you want to show up with a rugged and unshaven, or showing cleavage that would put Dr. Rights to shame, or simply carry an anomalous weapon everywhere with you – it's an accepted part of who you are any your profession has to accept that. Though, just because your contract permits you to keep paranormal artifacts around won't stop some employees from panicking when they have to confront that clause wasn't a joke.

[200SCP] SCRAMBLE & SCUTTLE

Redact all import stuff already.

RAISA (The Recordkeeping and Information Security Administration) is the SCP Foundation's information library. They know what's behind all the the b[redacted]kb[redacted]x[redacted]s and [DATA EXPUNGED], and figures out what is essential to keep behind those fields. There's so many hazards out there that can create issues if the wrong information is revealed, and some of those are just leaks rather than anomalously scary data. You have an anomalous technological assistant ensuring all devices contain an automated version of RAISA, capable of intercepting any infohazards before they're stored in the system. Memetics and cognitohazards don't affect electronics, and can be safely labeled without direct biological interaction. Any lab work you record or other files you store will be thoroughly scanned to prevent hazards from reaching a viewer. It will even automatically conceal private details or obscure irrelevant information to focus only on matters essential to the topic you want. You can still access what's been hidden (except

the infohazards) it's just safely encrypted where other users can't access the information. These devices will intercept anything sent to you via email or similar transmission too, guarding you against hostile communications. In the event one of your databases is compromised by enemies, all files will be purged to prevent the falling into the wrong hands.

[400SCP] Higher Learning

A recognized university.

You're the graduate of a prestigious university of your own design. It doesn't *need* to be something anomalous like Deer College or the International Center for the Study of Unified Thaumatology. It could just be something a little closer to mundane like Oxford or just Penn State. It might be safer to choose something that isn't overflowing with anomalies. Because your institution will continue to exist in future settings, validating whatever academic credentials that you or other companions have achieved in previous worlds. It will maintain records of each academic accomplishment, letting you avoid repeating the same phases of education again and again as you reincarnate into new worlds. If you get a reputation as a prized alumni, they might invite you back to give a speech to guide young minds? It will continue offering teaching to new students too. If you have (or gain) the appropriate teaching credentials, you could take up a role as one of the professors or dean. Any such job position can be kept until relinquished.

While most your companion connections through this are expected to be Researchers, they can be aligned with any faction. As the inverse of `Mobile Task Force` they can buy in extra roles as Agents or Command (**100SCP**). If any your chosen Team is Drop-In, it can be used to indicate a history deeply linked to the school of your choice instead of a lack of background.

Command

[100SCP] Level-J Clearance

Arbitrary plot convenience access.

Your position within your organization comes with access to things not meant for the common people to know. It might not let you see everything – particularly things of a sensitive nature that become dangerous simply through observation. Figuring out the specifics of just how much TOP SECRET and [REDACTED] details you can access is a lot of work. Especially when O5s aren't allowed contact with anomalies and some SCPs transmit via information alone. Ethics Committee have been known to differ from being literal jokes about the unethical methods of the Foundation, all the way to the superiors who can limit the O5's actions. There is no singular true canon, so your security pass ensures clearance as you feel appropriate. Some secrets are more interesting if you uncover them on your own. Obviously, this only applies only to allies that would be sharing details with you.

[200SCP] Memetic Kill Agents

No Trespassing Signs.

Actually, these are generally more like cognitohazards given that they cause immediate seizures or death in observers who aren't inoculated against them. Or maybe they're simply called murderdoodles, if you're part of the SPC. Whatever you want to call them, they secure and protect your documents. On a digital system, any classified information will provide a warning of the threat to an intruder before they try to proceed. This may also be integrated with webcams or other technology to confirm that the viewer isn't trying to avoid the security. You can absolutely downgrade these defenses to a less-lethal level, causing unconsciousness or mandating the intruder to self-report their intrusion. In any event, the defenses seem limited in only work on humans or targets with near-human minds. Memetics are quite poor at harming anything with alien culture. All your documents can be secured by various levels of these safety measures installed in every record-keeping system you feel the need to protect.

[400SCP] The O5 Council

Conspiracy Theory Companions

Nobody knows who exactly is running the SCP Foundation behind the scenes. There's always circulating rumours of course… people want to know who they're working for. Most of the O5 are only known by codenames or just vague myths. The same can be said for figures like The Critic, Delta Command, The Foreman, Mr. (or more often Ms.) Dark, and whoever the [EXPLETIVE REMOVED] is keeping the shipwreck of the SCP running. Now, it's you and your closest associates that run this veritable anonymous Illuminati. Or perhaps an Illuminate *behind* that Illuminati, in the event this world has a mysteriously overinfluential Ethics Committee. They're second only to an even-more-unknowable and even-more-famous Administrator. Though, as many of you might not be part of the Foundation at all, your collective power will be absurd. Whatever faction(s) you have joined, you're in a great position to secretly run the world.

If at least six of the companions are brought in as the same Team instead of diversifying, you can reward that whole unified group: treat 1 of the perks from their available Discounts as Free. It has to be the same perk for all six of the companions.

Alagadda

[100SCP] Porcelain Guise

Stop using sarcasm as a mask.

Offering mystique, glamour, and charm all in one. Is there anything better than concealing one's identity? None but the Ambassador may go without a mask in the dead streets of Alagadda. For some the masks are their true bodies so those without are seen as potential hosts. If you'd prefer this can be the case for you, with the mask containing your self. The style can be anything from that of Medico della peste to a moretta or even elaborately gilded Venetian masks for carnival. Ultimately you may choose from a diverse array of designs. The exaggerated and often satirical expressions on these masks carry a special effect. Mirthful, diligent, odious, mirthful… you can choose a feeling for the piece to encapsulate. Those who see it are bound to understand such emotion immediately – whether they associate it with you or feel it themselves. If you've chosen to have the mask be your real body, the expression can change with ease to reflect your own mood.

[200SCP] *The Hanged King's Tragedy*

Circa [redacted], by Anonymous

This is a Caroline-era revenge tragedy in 5 acts. The text bears resemblance to other works of the same genre, in particular Hamlet and Titus Andronicus. Inevitably, any produced versions of the play differ dramatically from the text. All performances of the play are associated with psychotic and suicidal behaviour carried out by actors and audience alike after the appearance of SCP-701-1. This provides you with each of the published versions of The Hanged King's Tragedy with all the predictable results should it ever be acted upon. Alternatively, you can have a play scripted in Shakespearean style that focuses on your own history. If possible, it will retain the same quality of writing and capture the interest of theatre groups when found. After all, despite *The Hanged King's Tragedy* never having sane witnesses, it still manages to be popular enough for performances in high schools or even televised broadcasts at times. Any performance of your play, focused on your own drama, allows you to teleport to the location rather than SCP-701-1.

[400SCP] Black Stars Reign

"A city built in unknown times, Upon the bones of countless crimes."

Outsiders to this land will quickly succumb to its splendid delirium. Here is a pleasure garden that rivals any imagined paradises. This extradimensional city does not conform to baseline reality, and lucid dreamers and experienced users of hallucinogens may find themselves less enraptured. Not quite a dream, reality here is still quite flexible. One aspect of this ensures any language here is understood in the native tongue of listeners. The scenes here are dominated by rich aromas, puzzling non-euclidean architecture, and the near-constant entanglement of parties engaged in their own salacious rapture. As you will reigns supreme in this city beyond reality, you can adjust its construction to suit your own tastes. Psychological addiction can occur among visitors, due to constant fulfillment of baser desires. The perfumed air is like a drug unto itself, practically compelling those who linger to participate in whatever sensory delights are in store for them. The exact sensory delights are fully yours to decide. You can even limit the colour scheme to just black, white, yellow, and red as Alagadda does.

Pick up to four of these imports to serve as your own quartet of Alagaddan Lords (Command). These four can increase their SCP budgets by taking points from lower-ranked companions in this group import, permitting them a starting budget of up to 1000SCP.

Ambrose Restaurants

[100SCP] Zero Star Reviewers

☆☆☆☆☆ (0)

It's free publicity. Some patrons aren't entirely honest about what they want from a service. Some patrons don't even discuss their experiences with other potential patrons. But good or bad, you're getting critiqued. This tool can appear in several mundane forms at your business, like a suggestion box or website for reviews (advertising website included). But the real benefit is the willingness that people have to discuss your products and service. Décor, Service, Food… any part of your business that's known really. In modern worlds, you'll end up seeing all sort of social media posts. Getting expert critics to check out your work will occur naturally (and of course you get a copy of their review), but you can also personally issue one too-good-to-refuse invitations. You'll know exactly what it is you need to work on! While you're in this world, if you work in the food service

industry, you're sure to be patronized by MTF-λ-14 too! Don't worry, they're the cautious types and are likely to avoid any direct confrontation unless you're openly risking the masquerade!

[200SCP] Food of the Gods

True family recipes!

How many cookbooks does it take to make a meal? You're not simply getting Chaz Ambrose's published copy of *Ambrosia*, you've got a weighty tome here complete with every recipe he's served in his restaurants. Hypercheese, Manhattan shoggoth chowder, sacred lamb, conceptual curry, actual lava chocolate lava cakes… Mmm-mmm! It doesn't include all the rare ingredients, skills, or tools for process - but it does offer clear instructions into all the behind-the-scenes cooking processes. You're also getting *The Plutovore's Cookbook* (SCP-4716). Currently empty, this thaumaturgic manuscript with expand with new recipes when put in contact with foodstuffs, provided you have intention to harm another. It can be used to target anyone in the top 1% wealth bracket, and the recipes it generates may have inedible key ingredients like a sympathetic link to the target and some symbol referencing the type of curse that will be inflicted. Lastly, a third anomalous recipe book is for keeping perfect record of your own culinary masterpieces. As with the previous cookbook it will expand as you design more dishes you want to include. The pages will always be neatly ordered in whatever order makes it easiest for you to use. As with *Ambrosia*, this provides perfect instruction to duplicate a meal – but it's up to the user to have everything else. (Sarkic can treat this as their **200SCP** discount.)

[400SCP] Ambrose [redacted]chain

There's no restaurant for the wicked.

A remarkable culinary experience for a very reasonable price, all without compromising on taste, texture or customer satisfaction! This place can buy steady supplies of exotic ingredients from around the multiverse at amazingly low prices to pass on to customers. This is either your own personal anomalous eatery, or another new Ambrose location dedicated to bringing you the very best meal your multiverse journeys can offer. A cafe, fast food joint, food truck, fine dining – the exact design and styling is your call. It's suspiciously well-concealed, at first only noticeable by those you want as potential customers (unless your target audience has pointed it out to others). It's well stocked with all manner of anomalous appliances and storage too. These do everything from reproduce your specialty ingredients, preserve impossible freshness, or safely store some of the esoteric substances used in production. If it's not being directly run by you and is just a service you receive, you can expect quality the likes as if Chaz was preparing each meal personally. Everything will be catered to your experiences and tastes, with just enough of the local elements to keep the recipes evolving in phenomenal new ways.

Each companion imported through this gain a phenomenal specialty in a regional cuisine of your choice, functioning as if they had `Cool`. This is just one style each and can be different for each companion.

Anartists

[100SCP] Piece of Inspiration

Hang in there!

This is an almost-mundane piece of artwork that speaks to you, made by yourself or another, that preserves your love for the medium regardless of passing years. It will help avoid moments of procrastination or writer's block, letting you stay in the zone and enjoy your art. There's a small selection of specific artsy SCPs that you may take choose to help you get in the groove. Keeping any of these might get you in trouble if you're working with the Foundation – but the only anomalous effect you'll experience from them is how they help you get in the zone.

Your options here are:

- A nutcracker with a design modelled after SCP-173.
- A high-quality fountain pen that doesn't need any ink refills: SCP-067 or SCP-505.
- The idea of a goldfish, along the same lines as SCP-1057, vaguely contained in a fishbowl nearby.
- *Le Minotaure* sculpture by Salvador Dalí. (SCP-1800)
- A collection of 22 meme-emulating posters that warn of the danger of being scrombled. (SCP-1401-EX)
- Tyrannosaurus Flex's final album, SCP-3933-1.
- SCP-7113, or a similar hand-knit wool garment giving you the comfort of a hug.
- Or even a nice sketch of SCP-085, "Cassy".

Options above can alternative be purchased individually for **100SCP** (no discount) that are the fully functional version of the noted SCP Object bearing all their anomalous properties. In some cases this will make them more dangerous instead of providing minor inspirational benefits…

[200SCP] Derivative Entertainment

100% less work animals than monkeys with typewriters.

If you feel AI-generated content was going to be the death of creativity, you'll hate this. Two content-creating anomalies. This bookshelf, SCP-1811, consumes books. Through combining their typographic characters in a process not entirely dissimilar to cellular meiosis. It combines two books into a singular mass which doubles in size before dividing into four new books that feature a combination of the input material. The website, SCP-5702 or "Wikiflick", generates full-length films based on user-inputted instruction. At minimum you're required to enter a title, year or release, director, and at least one genre. A huge number of other production variables can be adjusted. While you aren't directly able to pick plot or characters of the story – the process does appear to gather some details from the intent of the user. Neither of these present any risks to you or associates that make use of them. You can also use SCP-7069-EPUB, which may present great risks.

[400SCP] Sommes-Nous Devenus Magnifiques

Now for the first time, open for ten years.

It would be a shame for your art to only be appreciated in one world. Yours is a grand exhibition held every ten years to celebrate art from across the multiversal, is it not? This gallery always has new spaces opening up each decade for further displays, and the attached workshop is perfect for any aspiring anartists to cooperate with each other for the next big event. To have a work accepted into your gallery is the highest honour an anartist can possibly achieve, and what platform could be better to share their art than one that travels all worlds? Knowledge of this space is enough for any artist to seek fame by proffering up their pieces, and by accepting art from them you provide it with fiat-backing to make such works last eternally in your gallery. Only those that you invite will be able to participate in viewing here, offering near-perfect security – though this space can only be used to store art. That's not to say that all of this art is safe for viewing, by any measure. But you are immune to any harmful effects that might arise from viewing the pieces, and can selectively extend that protection to your welcomed guests.

Any of the Prisoners you assign to this import are currently exhibits. As such, they get an extra **100SCP** stipend that can be spent towards `Memetic Hazard` or `Cognitohazard`. Any non-Prisoner origin companions receive a **100SCP** stipend for `The Flow`.

Anderson Robotics

[100SCP] Open, Edit, Rename, Convert Soul

SCP-2987

This modified hard drive is purpose built for hosting an artificial intelligence file (or files). Despite the modest size, it's capable of hosting as many of such type of digital constructs as desired. More importantly though, is the feature that converts such data into souls. Following such a conversion, the resulting data is indistinguishable from a true soul for the purposes of negotiating with any beings that may require one. The primary purpose of these storage devices is to operate as currency when dealing with entities that trade in souls. Artificial intelligence within retain any ability to communicate had previously when connected to appropriate devices. The item itself is indestructible, and reusable if any souls are claimed during diabolical transactions.

[200SCP] 1 Omnibyte

Almost enough data storage.

The last computer repair system you will ever need. It's currently stored on a convenient 16GB flash drive, though does not require any such USB port to interface with nearby devices. The device hosts an AI assistant with personality to your specifications – its intelligence up to the level of exceptional members of humanity. Regardless of IQ it flawlessly manages any junk data, repairs errors, and clears malicious programs such as viruses or other malware. As with many electronic storage systems in this world, the device has unlimited file space. Over time it may grow in processing ability, especially if linked to more advanced machines. Regardless of the personality choices you make the assistant is loyal to you and your wishes and will probably not pass judgement on whatever data you store within. Easily searching for specific files you've put within this infinite mainframe is handled quicklytoo.

[400SCP] Those Twisted Pines

Do robots die when they are killed?

A portal itself shaped like an ellipse made of white fog. Inside leads to a monochrome forest world locking in dim twilight. The forest itself requires no light or other source of growth, while biologically trees they are perfectly suited to this space. Amid the trees roam robotics and machines of all sorts. The total area within unknown and may continue to grow as more souls are added. Souls? Yes, you see, this is an afterlife realm. The residents however, are most unusual. Destroyed androids and robots may come

here after their time is up, each soul within belonging to a machine (generally in state of clear disrepair). These robots will be hostile to intruders in their afterlife if you direct it, keeping the area secure. Such souls will not allow themselves to be removed from this afterlife, and if forcibly taken out will disappear and rematerialize within. Any soul-bearing machines you allow will also be permitted to come here once their product life concludes.

Anyone you import with this are might not yet be ghostly residents of the space, but are likely to be products/employees. As such, they get an extra **100SCP** stipend that can be spent on `Augmented Body` (making it Free after the 50% origin discount).

Black Moon

[100SCP] SCP-001-α-TOME

The Last Remaining Star

A memorial for every single being you kill. All data about them is saved here, with a strong focus on their last words. This is a focus and not a limitation. The item also including anything else that appears even remotely relevant (historically or sentimentally) to the defeated parties. You can choose between a towering monolith, magical tome, or some kind of computer system. If it does take a more physically spacious form (like monolith or graveyard) the life details are probably accessed through some kind of anomalous feature, rather than having everything etched on. For every conscious life, and each civilization your purge, the details will be recorded eternally here. If it is only used as a record it can be fully concealed from detection by your enemies. It sends out no signals and gives no outwards signs of power, but continues to receive information and update itself. No matter the extent of erasure you use against a foe, this can still preserve a memorial for your personal viewing delight. Any information you truly don't want here can still be destroyed. Plug a database like this into the Seed of Life A.K.A. "Project Lazarus", and your games never have to come to an end.

[200SCP] Relics of Bygone Age

An SCP-4002, all for you.

One monument is not enough for a cosmic force. Especially not a cosmic force with an ego and mind for games. In the ancient past, deals were struck. Your name was engraved onto those tablets, so that none would forget the weight of the accords they struck with you. There are several antediluvian records of your existence across many dead civilizations. From the ages of ancient kings and pharaohs, describing you in more fear than esteem. These are often so old as to be unrecognizable except to a small handful of specialist linguists in the world. But the image they paint is one of total terror. Those who study these tablets of your history will be overwhelmed with need to prevent you gaining power. The extent of this fear is enough that it could compel a conspiracy to implant all future generations with genetic triggers, forcing them to warn if you had ever influenced them. It is enough that humanity would sooner eradicate their own species before surrendering to your deal. And of course, there is just enough eerie circumstantial proof around each of these lost sites to prove that you were no mere myth. And enough lingering magic to give them proof your time to rise is coming. Once one becomes aware of the contents of these records, even if they haven't read them directly, you are able to communicate with them over any distance as if by prayer.

[400SCP] Ganymede

The whole goddamn moon.

Yes, the moon. Not necessarily Jupiter's either. Well, it can be Jupiter's possibly. But more accurately, it's all the moons. But also none of them… Truly this is a dimension devoid of anything. As your power rises in a region it will be reflected in the sky by letting you impose your own symbol over the moon. For the Black Moon, this means utterly obscuring it and leaving a dark stain in the sky where one would hope for lunar light. For the SCP Foundation, this might be more of a moon billboard letting everyone know that they've got the situation under control. This signal of your power hanging so obviously in the sky will awaken any of your sleeper agents that their time has come. Or perhaps you have other uses for such a worldwide signaling system? When your power is reaching great heights on a world, your realm becomes visible and obscures the nearest celestial body to that world. The true moon will still be under it, just cloaked in a portal that leads to your dimension of darkness. In your personal realm of shadows, no thinking being escapes your notice.

Your enemies may be many with armies of their "children and wives and meat angels". But like the Black Moon, you seek quality in each precious piece you want to play with on the game board. Any companion imported with this is allowed to take `Double Agent` at a cost reduced by **100SCP** which is stackable with the reduction in cost by `Red Right Hand`, if applicable.

The Black Queen

[100SCP] SCP-268

You can't stop the press.

In most universes this SCP is designed with 1900s fashion sense, appearing like a tweed-wool newsboy cap. Since this version is your hat though you can pick the specific design. Wearers are suddenly and instantly unnoticeable. Unless a wearer actively engages others, they will be overlooked as completely unimportant to the environment. One can make themselves noticed while using the hat but it takes effort. Long-term users find this takes considerably more effort as the item imparts more "invisibility" power to them with time. Take care not to wear it too long you risk becoming permanently unnoticeable. (It's your hat, so this risk is mostly just for others borrowing it.) The power increases over time, with even memories about the wearer being impaired with frequent use. Potency grows with more of a bond to the object, and you may be able to interview others without them acknowledging your presence even while divulging their secrets. This effect extends to photographs and pictures, which make the wearer appear blurry and indistinct if SCP-268 is worn in them.

[200SCP] Little Sisters

To Alison Chao, known to her world as the Black Queen

This is a private forum where you can get advice from alternate versions of yourself. Different dimensions and different insight Dozens, perhaps hundreds, of alternate versions of yourself. Perhaps displaced in time, or they may be on entirely different trajectories than yourself. But they give advanced warnings of incoming disasters, and offer secret information that they were able to uncovered that is likely to be of use to their alternate selves. The forum's activity is partially dependent on your own investment with it. The more details you divulge to your AU selves, they more cooperative and social they'll be. These pen pals may or may not be real, depending on if you decide to explore the issue.

If you've got `Known To Her World As…` it will prove that at least some of them are. If you've taken `Multiverse of Madness` as well, you're likely to see it for yourself. The more cooperation and aid you give to parallel selves, the more you'll get in return.

[400SCP] Lighthouse

~~"There is always a lighthouse, there's always a man, there's always a city."~~

Another day, another alternate universe! Not necessarily a literal lighthouse, though it can take the form of one if you want. This is a visitor (or refugee) center for reality, sending out a beacon to those in need of safe harbour. This beacon will guide the way in to those lost beings who are looking for somewhere safe to stay. This project radiates a light of protection, hope, and compassion. It attracts grateful refugees and benign tourists from distant parts of the multiverse (if applicable). At the same time, it wards off hostile extradimensional entities from the region. Threatened as they are by the light – this will only lure in beings that don't cause harm by their nature. The magic in place makes maintenance costs for this place non-existent. But if you really wanted dangerous beings to be attracted here, this could be modified into more of a watchtower than a lighthouse…

You may import/create companions with this as parallel universe versions of yourself, or as another companion being imported. Some Black Queen perks may give finer control of their starting worlds. These special imports have no SCP of their own to spend but gain copies of anything their parallel purchases (and can tweak perks with multiple choices like `Placeholder Doctorates` excluding `Origin Story`, a perk they can cancel in future settings). This can be used to provide parallel selves of non-Black Queen imports, if you take them. While parallels do not automatically gain the full scope of all previous jumps' abilities, they are able to pick a few iconic abilities of whoever they copied to use at a lesser level.

The Chaos Insurgency

[100SCP] Lumpenproletariat-sum

Adding value to human life.

The Insurgency is perhaps the only group with more test subjects available to them than the Foundation. You can quickly earn a great amount of funding for the service of gathering your own as long as you aren't picky about their quality. Every world you visit will have some underworld or despotic nations willing to pay to export their undesirables. Their poor, their destitute, their worthless souls. People with nothing. But you can turn them into something and give them purpose. A reliable supply of fresh bodies is valuable enough, but when conscripting them is also paying for their training or whatever you need to use them for it will quickly help you start new projects anywhere. You'll also be paid well for corpse removal, which can also be extremely useful for medical resources.

[200SCP] Unsafehouses

The best defense is overwhelming offense.

You need to keep people out. Ideally, without it looking like you're doing so. For that, you need lawn maintenance. SCP-355 is indistinguishable from mundane grass but is truly composed of dense blades with release spurs into a target. This carnivorous flora quickly drains entrapped prey of fluids before allowing the bodies to putrefy and attract new prey. SCP-830 is available for sand or open soil spaces, which is supernaturally adhesive and able to draw in even extremely strong entities that make contact. After consumption, the victims faces remain trapped in the soil and have some ability to continue communicating. Both of those safehouse defenses are optional. To keep intruders guessing you can enhance one other seemingly mundane feature of the space. This can be any sort of anomalous trap that remains immobile and harm intruders based on contact. Each facility is also equipped with several paraweapons derived from Cimmerian Box technology (SCP-5025-2) mounted as part of a motion-tracking security camera. One of these is a reality-drainage device, which decreases humes on and around a target allowing others to perform small scale reality-bending on affected area. The other is best described as anomaly-powered laser weaponry, and is capable of killing a wide variety of entities with a concentrated beam of energy. The safehouse uses both of these as an automated turret-like defense system for when other security features have been bypassed.

[400SCP] Actual Anarchy Army

Doing it for you is enough of a reason.

This is your very own division of the Chaos Insurgency, following its own mission independent and unaware of the goals or activities of other cells. It has hundreds of soldiers, operating efficiently as your personal private army. They know nothing of your goals. And they do not want or need to know them. Being able to help you fulfill them is enough. They are fully satisfied knowing nothing except the pursuit of victory, as that level of secrecy keeps them from unwillingly yielding information to enemies that can use supernatural means to extract secrets from them. A twisted reflection of the Foundation, there are many useful similarities. Expendable alpha-class grunts, willing to do anything to be included in your supernatural revolution. Beta-class are more valuable assets, actively gathering actionable intelligence on groups or resources that interest you. And of course you have Gamma-class personnel too, to better research how to use the supernatural to accomplish your goals and organize your forces. In the end you're the only one who knows all the identities and can bring the army together, scattered as they often are to avoid detection from your foes. All these follower truly care about is that consensus reality is an illusion, and you're the one to lead them into a better world. You will upset the status quo for them, won't you?

If you import up to three non-Command and give them all `Double Agent` to subvert the same group, they can form a cooperative sleeper cell within that group. In doing so each reduce the cost for `Double Agent` by **100SCP** which is stackable with any reductions in cost applied through `Red Right Hand`.

Chicago Spirit

[100SCP] Spirits

The drinking kind. Quite likely still full of ghosts.

Spirits dealing in spirits? A few of these alcoholic options are significantly more addictive (physiologically and psychologically) than any mundane alcohol can manage. But, if you have abilities that impair addition, they'll be especially effective in combatting the need to consume any of the liquors below, making sure they only do as much harm to you as regular alcohol at worst. Consumer discretion is strongly advised.

Some example options you could receive through this are:

- Product 03265972 is a barrel for store a human body; living victims are transmuted into consumable liquors.
- SCP-209 is a crystal whiskey glass. When activated by drinking in the presence of a target, any descriptions verbalized about the alcohol's qualities take effect on the prey, as a means of entertainment for the drinker.
- SCP-666. This Tibetan yurt will provide vivid hallucinations to addicts enabling their vices, and just intensify dreams.
- SCP-1147-1 are plum tree seeds that can be planed in any substance and take on attributes of that potting material.
- For the non-alcoholics, consider the soft drink Diet Ghost™ (SCP-2107). You'll get a new 12-pack if you use them up.
- SCP-2253 is a [LIQUOR REDACTED FOR PLAYER CHOICE] with a soft green glow and notes of apple provided by the ectoplasm. It causes intestinal discomfort if consumed in combination with any stereotypically British foodstuffs.
- SCP-6540, A Pirate's Life For Ye. A skull-goblet which refills with dark spiced rum, and provides great adventures.
- Dozens of varied liquors and alcohol of your choice, ranging from beers to expensive scotch. Vessels never empty.

(There's a lot of liquor but spooky options out there, you could simply get personal supply of something off an Ambrose drink menu too.)

[200SCP] Extra! Extra!

Lupara Bianca!

You've got a spectacular industrial printing press right here. It's a lot like SCP-4256, though it has quite a few useful effects that are more fine-tuned for your usage. The only power source it uses is the desire to act rebelliously against the owner, you. Whoever manually operates the device becomes more submissive to your authority with greater exposure. Any attitude and behaviour against you by users of the equipment will be steadily decreased, until eliminated. If they are wholly loyal, it moves on to general anti-establish tendencies being used for fuel. As for the products… any items can be used as input, along with paper material (posters, newspapers, magazines, book) for secretly storing that item. The item will be contained in the paper as either text or imagery consistent with the original media, making it ideal for smuggling operations. Damage and tearing of this object-containing paper will expel the hidden contents – though burning of the paper in an enclosed area causes creates disproportionate spatial anomalies where an interior becomes larger than an exterior. Living beings transported inside are at high risk of suffocation if kept within any of this anomalous paper.

[400SCP] Criminal Underworld

Your very own speakeasy.

Your first floor is all for the mundane side of business, but there are backrooms for dealing in anomalies and other mystical services. Pub, hotel, strip club, deli, opium den? Some places can really stick with you, and this little hideaway is one of those for your crew. Passing away isn't gonna be enough to stop your loyal customers from coming back. Most ghosts only want to drink down the "chi" of whatever you've got brewing behind the counter, so you can even cut costs by selling a physical drink twice… sorta. 'Course, ghosts aren't too good at holding down paying jobs so you might want to arrange other ways for them to settle their bills. It's a relatively casual hang-out spot, unless prohibition is underway. When you need to hide it – it's already gone. Lots of normal places like this might need a passcode to get in; yours needs a passcode to be remembered. Patrons can remember the great times and products, but won't be able to tell authorities a thing about what it looks like or even what part of town its in. Any tails will lose track of your boys if they try to follow them in too. Only share the password with trusted associates, they can always escort in customers looking for another good time.

Each companion imported through this gets unique skills, functioning as if they had `A Criminal Record`. However, this only specialized them in one (1) crime and more of a novice familiarity in other illicit topics unless they actually buy the perk.

Children of the Night

[100SCP] Titania's Toxin

Bloom, without doom.

A splendid flower from the ancient days of the Children of the Night. Its neurotoxic pollen will initiate a regenerative hibernating state on you. It can also be use to incapacitate enemies. It promotes abnormal healing, so if you can escape back to where this flower is stored it will be able to eventually heal whatever wounds you might have suffered. This is great for making it through those lean times without succumbing to starvation. When used extensively over great periods of time, it will even counteract other chemical or viral agents in your physiology to return you to a healthy state. If something has enforced an unwilling evolution or devolution on you – this can let you recover from even the most extreme mutations enemies might afflict whether magical or manmade. Significant harm to mind and body could take generations for a full recovery.

[400SCP] Yellowstone National Park

Never heard of it?

SCP-1422. You have an anomalous region of over 6000 sq. km in size. Approaching 9000 sq. km if you want this to be Yellowstone specifically. You might also consider Reserva Comunal El Sira, Banff National Park, or a similarly sized territory in the Himalayas. It's vast and beautiful in any case, while not truly untouched by human civilization will have protections preventing any major reduction in its natural wonders. But it is also anomalous, and you can choose to guarantee that enemy organization in the world have never heard of it. To use Yellowstone as an example… they'd not be aware of it even if their organization was composed of avid travelers, deeply embedded into the National Park Service, or had a significant number of agents who lived in the state of Wyoming. The region itself is practically devoid of any supernatural activity that isn't there by your design. For a world like this, it might frighten people for being too calm and quiet.

Though all companions are residents of the park and share the origin, they don't have to be actual SCP-1000 instances just for having the origin. They are involved in cryptid hunting or promoting the Yeren return to society in some way. All companions receive a bonus of **100SCP** for use on `Lucidity`, `Liberty`, or `Wild Thing` (sapient fauna or flora).

For an additional **200SCP** (1 discountable) you may add in the Heart of Titania / SCP-2932 (Death Row) or SCP-2000 stored here as well. If so, any of the dozen imported companions can choose which items' import rules apply to them.

(Children of the) Scarlet King

[100SCP] Calabasas Chain

A throne fit for scarlet spawn.

Ancient metal. A great pillar and chain, once part of a set but now only one remains. As for containing you, they do nothing. Any appearance of bondage is trickery. They are but a small mercy for those that will come to fear you and the power you bring. Seeing you, either bound or wearing these shackles, will give the witnesses hope that your power can be contained. If you are sufficiently formidable, you can expect rituals to be conducted in the spirit of keeping you trapped. A very authentic-looking Codex detailing the appropriate mystical rites to keep you trapped can be found nearby – including whatever sacrifices you might wish to gain from this ploy of imprisonment.

[200SCP] Red Realty

Red Reality or Red Reservoir?

Option A: SCP-3001. This endless empty space measures a record-low 0.032 Humes. There's nothing else here now save for a single blinking red light. At such low levels of reality, spacetime and normal concepts do not operate as expected. Prolonged exposure may cause matter to breakdown and degrade as it slowly begins to match local Hume levels. A person can survive here indefinitely without the majority of their body, sustenance, or air and suffer no decay over time. The experience may be uncomfortable with extended stays. You can enter this dimension using a wormhole generated by Lang-Scranton Stabilizer, allowing risk-free storage. You can safely leave at any time.

Option B: SCP-354. An ectoenthropic pool or red ichor with a consistency likening it to human blood. Periodically, random monsters will rise from the fluid. These creatures don't tend not to stick to any consistent pattern between manifestations. This location is linked to the owner so the various random entities will be ones you consider cool. If the liquid body is threatened it will also make psychic attacks against those that endanger it, forcing threats to turn on each other or abandon attacks against it. It can either be a part of the landscape that provides you with randomized enemies for training against, or provide you with a host of interesting monsters. Though none of the beastly beings it creates will exceed the overall power of those listed in Document 354-1-a. This means they're mostly large monsters or even advanced technological weapons resembling "Terminator".

[400SCP] Seven Sins

Seven Seals. Seven Rings. Seven Thrones for the Scarlet King.

The seven brides of the Scarlet King are shrouded in mystery. By some accounts they were each Daeva matriarchs, in others they were a pod of whales, or even his own daughters. Whatever the truth may be, you can build a harem and army of your own to emulate him as others followers have tried. Seven symbolic seals can be distributed among your partners, and should these partners provide you children the themes of those seals will influence any anomalous properties they might gain. Children will inherit any of your powers that match the theme of their seals, and perhaps additional ones of their parents that are recontextualized through the seals. The companions you import through this choice can be your children, with an appropriate benefit based on whatever seal was used. You have a crown-like ornament (possibly made of flame) that emits powerful [REDACTED]-coloured light. It cannot be taken from you. It is inalienable proof of your nature as a king. Along with the greatest crown in creation, you gain an equally magnificent throne. From here, you may recall any of your chosen consorts or concubines with ease. With a simple howl, or perhaps tug on an incorporeal chain, and they will be returned to your side in an instant.

Though this has the same limits of twelve companion imports/creations as the other **400SCP** choices, only up to seven can be made spouses or children at most. We wouldn't want to spoil tradition! Children are going to receive appropriate boons of one of these seals along with Scarlet Spawn (if applicable). Spouses receive **100SCP** stipend for Type Red. Children receive **100SCP** for spending on Anomalous Physiology. If you don't want to assign such roles, remaining companions can be unrelated.

Church of the Broken God

[100SCP] Worlds-Wide Web

SCiPnet+

You shouldn't have to lose access to the information of previous worlds just because you've travelled out of the service area. You

have access to a Wide Area Network unlike any other. Perhaps this is a signal from the fragmented god across the universe? Data always leaves traces. If it's *ever* been on an information system you've used, you're able to access a cached version of the information you're looking for. Almost every password can be immediately breached unless it has paratechnology encryption or is guarded by actual magic. This connection is technically not untraceable either. Anyone checking internet traffic may have plenty of new questions depending on where your access point is. This can be plenty dangerous, as many worlds have data that isn't meant to be seen. More so in this multiverse – given SCiPnet and other cautious groups tend to employ memetic agents to deter trespassers. Meanwhile, nefarious anomalies will employ similar methods to entrap their prey online. One easy toggle can make sure your results stay limited to specific universes.

[200SCP] The Source

SCP-2105 or SCP-914

WAN spoke to the believers and found them afraid of their power. He wrote among their source and allowed them to mark this mutilated world into completeness. He spoke, and the fragmented word compiled. This DOS program can be run on any operating system. It offers multiple types of rituals, generally being able to cater to unspoken desires of the user and using nearby materials. You can choose for lethal results, and the types of rituals available are: self-reflection, summoning, revenge, self-improvement, projection, and worship. Once generated can only be completed with a copy of instructions present. Though extremely diverse and effective in their available results, such rituals should never be attempted frivolously as mistakes or interruptions are (at best) fatal to the performer.

Or for the same cost, utility, and risk, you can have SCP-914. This is more mechanical than digital in process. The Clockworks are an eighteen-ton device of over 8 million parts. It has a knob allowing settings of: Rough, Coarse, 1:1, Fine, and Very Fine. When supplied with material in its input slot and activated the device will output (after 10 minutes at most) a "refined" substance that preserves some elements of the original. This can lead to the creation of dangerous or anomalous results, and there is a significant level of randomness even between uses of the same inputs and settings. Fine and Very Fine are prone to the most deviations and risk, but experimentation is sure to be rewarded with unique anomalous tools… or beings…

[400SCP] Apotheosis-217

Full conversion kit.

You can bring about the end of organics and start their journey toward perfect unity. A special strain of SCP-217 within follow your stylistic preferences for mechanical conversion – or the preferences of you denomination of Mekhane worship. The Broken Church is the most expansive branch. They focus on designs with plenty of cogs, clockwork and Gears involved in their construction. Cogwork Orthodoxy will prefer a more elaborate approach in line with the religious imagery of their idol. This leads to more steampunk replacement parts and incorporated tools for tinkering. For Maxwellians, their forms take the form of advanced cyberware replacements and electronic systems. Many advancements of the digital age are included in their transhumanism and carry a cyberpunk design element many times.

Broken Church, Cogwork Orthodoxy, and Maxwellians each have different focuses. Your companions may be part of any of these schools of thought and they have different advantages. Broken Church receive 1 PhD as if `Placeholder Doctorates`, though fewer in number. Cogwork Orthodoxy do the same for `Cool`, gaining 1 free artistic style that matches a need for elaborate clockworks and tech. Maxwellians receive **100SCP** to spend towards Anderson Robotics perks.

Cicada God

[100SCP] *Cicadetta luculenta*

Never settle for a plague of locust again.

A name for the now-extinct Stained-glass Cicada, with gossamer wings that inspired many fairy tales in Ireland and a crescendo of chirps that inspired the Cétlaidí "Singer" faith. Based on those insects, you have a vast collection of animate miniature constructs. Made of wood and stained glass, they can seem almost like art pieces. These almost like cicada shells in a way, being hollow inside. These are spirit world travelers that can carry faith from a worshipper back to you – crossing between unguarded dimensional barriers to do so.

If you have `Fueled By Faith` (or out-of-context divine magic) you can use it to conjure regular living cicada too. If you summon a swarm from within the bodies of those that share your religion they will be full of energy to return to your deity.

[200SCP] Damnatio ad Bestias

Ctrl+Z Religion

This glorious pack of machines represents the peak of techno-eschatology. Constructed of black carbon, shining metal, and prismatic lights of impossible colours. These lions are built in predatorial pose, looking as ready as any monster to subdue their prey. If they can, they inflict torture upon its mind unleashing an eternity of suffering. The religion this target subscribes to, every facet of it whether known to them or not, will be gone. Deleted from memory, for as long as these lions can continue their feast. The religion it bars from reality is specific. If you attack Christianity, it only removes that faith rather than any comparable Abrahamic religions. A deity that can maintain sufficiently diverse branches of religion may be less harmed than others. Any mortal victim will remain in this state forever – or at least until you leave the world behind and take your lions with you. In the meantime all other adherents continue to exist, but will have no memories of their religion. If this gap is filled with something else, you must decide that feature at time of purchase.

[400SCP] Consecration

Heaven is what you make it.

Operates just like SCP-2221 for your faith needs. This means you get to create End User License Agreements with specific anomalous effects. Include them as part of any service or product you offer and watch your faith blossom! Once agreed to (and the terms will be clear and included) by a sapient party they henceforth are obligated to direct all forms of worship and invocations of divinity to you (or at least your religion). You can also exert subconscious influences for up to 3 days each week, allowing steady changes to overall behaviour if you were inclined. Eventually, regions this used in start to resemble your faith instead of the original. These terms supersedes conscious intent, so they go on with their lives and may think they're still giving their prayers to some other divinity. Even a ton of exclamations that *aren't* inherently religious might end up covered by these clauses – as well as prayers directed to many popular fictional entities. "Thanks Obama."

Or you can skip the sneaky clauses and tricks and just get a Heaven. This won't start off like any afterlife described in the good book. It's empty. Only space for you and an infinity for soul-bearing beings that have some way to get here. Yeah, despite being an afterlife it doesn't have a built-in commute. But it also allows the spirits you do shepherd here to see glimpses of your *whole* essences from beyond time and space, proving your eternal divinity. You're nearly omnipresent here (until you bring other things in anyway). Even though there isn't anything, it does have infinite space for renovations! It's a real DIY sort of afterlife, but think of the customization opportunities if you have the right powers to fill it in!

Any imported companions may take **100SCP** to spend on `Wild Thing` (or `Anomalous Physiology`) or `Memetic Hazard`, allowing them to be a beast or insect-like humanoid – or potentially cause other effects that help them blend in unnaturally.

Daevites

[100SCP] *A Chronicle of the Daevas*

"I have to know. I'm sorry."

This historical document covers an ancient civilization in painstaking detail. It covers almost all aspects of the society from daily life to sacrificial rites to biographies of notable individuals. As a result it can be used to locate almost any relic of the culture that still exists in modern times. For you, this record can be applied to any civilization, offering an accurate account of their history. Already covering the entirety of the history in broad strokes, adding any kind of writing fluid to the pages allows the details of the book to expand for even more refined information. Should any retroactive alterations occur, this book will remain accurate. Your copy of SCP-140 dose not impose any compulsions on you to add to its contents.

[200SCP] Daevistan Abridged

Fanon.

A force that shouldn't need to be taken as a threat to the nature of reality. But you don't have the luxury of living in a sensible reality. What you have here is access to a Fanon Wiki, specifically editing privileges on SCP-4230. The rules are absolute, and only allow you to make articles that designate a specific media to target. While this means you won't be able to make a new country based on a nonsensical "Finland" joke from SpongeBob SquarePants like the most egregious user of SCP-4230 who had no such restrctions, you can still able to insert new character or plot elements to a series, completely disrupt genres, or make whatever other absurd alterations to fiction that you can imagine. Such alterations can be made purposefully specific and limited in scope, or result in sweeping changes to an entire franchise that follow parameters you set. Long-time fans will recognize the vandalism and distortion of their beloved media, but all existing copies will be corrupted by your fanfiction whims.

[400SCP] Retroconverter

SCP-2140-1-D

Inscribed with precursors to the Hiázaifeut language, this image carries potent retrocasual properties you'll find beneficial. Upon viewing the collected glyphs in their entirety as a set, the viewer's past will be rewritten in order to be members of a specific group allied with your interests. Individually, they will become loyal to you cause with multiple connections within your chosen group. These retroactive changes tend to make the least possible alterations to overall history. Those affected understand the nature of the imagery and affect, and may seek to spread it to others on a case-by-case basis. Naturally, you and your own allies will be unaffected by such revisions brought on by viewing the symbols. Unless… they only became your allies because of these symbols? Every effort should be made to prevent discover by enemy factions or spread of knowledge on the creation, as the symbols have the potential to be repurposed by other factions with study.

For a price of **100SCP** per imported/created companion (from their individual budget), a build can be made using a different group than Daevites for origin. However, history in this world will still reflect they are actually loyal to your organization.

Doctor Wondertainment

[100SCP] Candyland

Treat yourself to a sweet deal.

Not the board game! That's not Wonderful™! Sorry not sorry kids, but you're getting something a lot better than a boring old competitor product. Wondertainment might be best known for wondertaining gadgets and gizmos, but they also bring wonder to your tastebuds! You're getting a heaping helping of all the things that will ruin your appetite for dinner. Pay attention to the warning labels or ask an adult if you're confused about instructions, so you can be sure to snack responsibly.

Some of the goodies you're sure to get supplies of are:

- Dr. Wondertainment's Bubblebath Bonbons!® (SCP-1079)
- DR. WONDERTAINMENT'S ZERO-GEE-WHIZ! MOON ROCKS™ (SCP-1916)
- Dr. Wondertainment's Insta-teen Tablets! (SCP-1642)
- Power-up protein bar (SCP-2923)
- Ultra-Fizz Diet Phosphate™, also marketed as Dr. Wondertainment's Galaxy Soda™ (SCP-241-KO)
- Judy's Choco-Wonder Explosion Marshmallow Bites! (SCP-2983)

Also… if you bought *any* **400SCP** properties in this jump, you can elect to modify it into an actual Candyland, like Wonder World.

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Not for individual sale. All above products are made in a peanut and nut free factory.
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[200SCP] TOYS "oR" bUSt

Guaranteed* fun!

Put any three Wondertainment toys on your wishlist this year! Everyone's asking for the ever-popular THE FOUNDATION (SCP-3301) boardgame, but you could also get Dr. Wondertainment's Super Paper (SCP-445) or Dr. Wondertainment's Significant Minifigures!™ (8Y9D5/2X4H7/S89M2) If you want old school nostalgia, look no further than a full set of our classic Dragon-Snails™ (SCP-111), Pretendo (SCP-591), or Dr. Wondertainment's Infinite Fun-Book™ (SCP-1997). Everyone who loves robots should take a look at Robo-Dude® (SCP-846), C Chore Buddy© (SCP-1508), or maybe even a General-Beep® (SCP-958)! Some other popular items to consider are a Wonder-Costume™ (4110) or the always popular Ontological 6-Ball™ (609). You could even kickstart your collection and pick up a few Little Misters? Basically, the entire roster of Wondertainment toy catalog is available here. So pick your favourite three, and don't forget to tell your friends where you bought them! The hottest-selling stuff this year is Dr. Wondertainment's Magic Microwave Set!™ (SCP-1842) and Dr. Wondertainment's Young Surgeon's Transplant Kit™ (SCP-1103) so order yours today! These are just examples, use you imagination and anything** can be yours today!

If you ask really nicely, you can have a SCP-322 "Grow Your Own Castle Kit" or your own personalized Fidget Winner (SCP-2947). Circus of the Disquieting origin can take SCP-190 as (1) of the above three choices or it can be bought separately.

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Individual toys can be purchased for 100SCP for one instead of as a set of three for
200SCP. Customers with a Wondertainment Origin can spend their 100SCP freebie on one toy
instead of Candyland if desired.

*guarantee is not legally-binding.
**item must be available on the Wondertainment
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[400SCP] Mr. Companion Collection

You've caught them all!

Wow! The Foundation loves collecting things, and we've got a feeling you do too. These were personally crafted by Doctor Wondertainment to welcome you to the magical world of collectible Misters. Each of these life-sized toys comes with a special theme and special anomalous features. You can pick their new names, but overall, these won't be anything too dangerous on their own. Unique physiology, minor mind-affecting auras, or anomalously empowered hobbies/habits. You have a lot of leeway in design requests so that their properties won't become boring to you (or miserable for them). He'll even withhold tattooing a label on them at request – though they always still come with a collectible card. They're a pretty fun set of items. And if you really want to pretend, you can continue to import them as people in future jumps. Can you collect the rest of the Little Mister Collection and become an even stronger Mr. Collector?

Each companion gets **100SCP** to help afford `Anomalous Physiology` or `Memetic Hazard` as part of their exclusive product line. Since you're now Mr. Collector (Mr. Companion Edition), you can recall any of these toys to your side at any time, as well as any of your other purchased items that can be carried by a person.

The Drooling Path

[100SCP] Analog Horror

I SEE YOU

Perhaps keeping this old box of films in the darkest, most forgotten attic would be better? This old VHS collection has quite disturbing inclusions. You only need to include the ones that appeal to you. One of the videos is just an advertisement for a lovely little hotel in the Rockies. One is TotleighSoft's *DOGM OVIE*, with special ever-rewatchable technology. Others seem far more insidious. Among them is a recording of President being brutally maimed while giving an increasingly incoherent speech, a recording of a particular basketball game, Return of the Suburb Slasher, and an unaired recorded episode of The Adventures of Paddy the Pelican called "Love Me, Do It". Worse, each of these VHSs plays slightly different version of events each time. Includes: SCP-4068, SCP-4587, SCP-1981, SCP-1733, SCP-5733, SCP-2835. You get one unique copy of *Sunday Dinner*, too.

Tartarean-class entities get every season of *LAUGH IS FUN* (SCP-2030) with this purchase on VHS. MC&D may receive *Karma Kameleon's Adventures on Earth!* (SCP-4228). Drop-Ins can add in *Livin' with Werewolves* (SCP-1241). Black Queen can add a VHS cassette collection for making alternate reality recordings (SCP-1025-2), complete with audio. Global Occult Coalition may pick any Christmas film (as a stable instance of SCP-3362), which can be used to trap the first (normal) person you allow to view it within the media as a conscious entity. These and other anomalous VHS series or film can be bought individually for **50SCP** each – but only for anomalous tapes where all abilities are fully contained within the provided media – no real-world effects beyond being interaction.

[200SCP] Ur-IKEA

SCP-3008: A Perfectly Normal, Regular Old IKEA

There's no windows, and no exit in sight. An infinite furniture nightmare. Those lured here will become lost in a labyrinth of chic couches, bookcases, and bed frames. Their only reprieve from the maze is the fresh Swedish meatballs. You must be thinking… isn't this just a perfectly normal, regular old IKEA? But it gets weirder. This goes far beyond the realm of Bed Bath & Beyond. It is a space not tied to just one location, and entraps people from all worlds where one might get lost in IKEA. Whole communities of survivors have formed in here, some who have been trapped for years. The store has its own distorted version of staff, though they are decidedly inhuman on close observation. These beings will aggressively attack any trespassers after closing time or shoplifters. Don't bother trying to use the phones, the mad babbling from the other end won't be of any help. You don't need to be in Fishkill, NY to find this Ikea. This maddening realm could be linked to any IKEA. Getting out again could be another story.

[400SCP] Campaign Trail

"I want to be your last American President." - SCP-4444

In many of the twisting versions of history in this setting, the candidates that have gone on to run the nation have been themselves SCPs or been greatly influenced by their effects. The election process of this fine country may not be anomalous, but that doesn't mean it makes sense. At times even Foundation Directors might have been forced to take the position of President. Now, it's time you try to join those ranks. Your campaign platform has a memetic quality that is able to exert great influence on anyone with American citizenship. It spreads by word-of-mouth of followers and via media that contains a campaign slogan of your choice. Knowledge that your political stance spreads through infectious supernatural means is an effective counter-memetic. Those not protected will ascribe to your political views readily – adopting values and behaviour consistent with the

future you wish to spread to America. This will occur no matter how bizarre your goals for the country and citizens may be. By default an independent candidate, you can choose to run with another party if it suits you. This comes with a full team eager to assist your campaign and capable of creating advertisements.

Companions created/imported can be IKEA staff for free if you take `Ur-Ikea`… or are allowed to take Drop-In as their group if caught in IKEA from another universe. Each Drooling Path companion receives **100SCP** for one of: `Mental Gymnastics`, `Memetic Hazard`, or `Cognitohazardous`.

The Factory

[100SCP] Factory Financial Management

THERE IS A PLACE IN HELL
FOR DEBTORS

The Factory is generally self-funded through its mass-produced "products". Sometimes they need product and raw materials from outside when what they can source from employees within doesn't meet expectations. This single envelope contains something that will cover your own finances: a collections demand catered to a single target. No matter who you target their debt will be impossible, yet they will strive to pay it regardless. Compulsive fear and madness will overtake them as they struggle to make escalating payments. Inevitably they will be drained of all belongings and assets, and in their desperation to make payments will resort to self-mutilation as well as brutalizing friends, family, or pets. These people will expire due to self-inflicted injuries or their termination by another in the pursuit of obtaining more resources to send. You can send one such demand for "repayment" each decade. These letters only effect mortal beings that feel fear and have similar financial systems to humanity.

AND A HOLE
JUST YOUR SIZE

[200SCP] 1-800-iam-dado

un4seen side effects r free added special features ok? 30 day refunds

You have a digital contact that will supply any amount of unique parapharmaceutics to your specifications (for extremely affordable prices). However, it is strongly recommended you have a means to test you've received what you wanted without consuming it yourself, as dado has been known to suffer quite serious misunderstandings about expectations of his customers.

caps lock is broken will not be fixed so dado can pass office supple savings 2 u dado type slow also
dado do fine capitalism and pharmaceutical who is best in his business and here with a very fine business opportunity 4 u
dado no that sometimes customer want what they do not get and thats no good 4 busines
leave it 2 dado 2 get what u need just call dado 2 help u
get boner pill, get hare growth pill, get banana pill because with dado and u just what you ask or better dado accepts cash check and amazon gift cards and has amazon prime u never need to worry about delivery fee
we do every pharmacy in exchange for business advice or money every pill but better yes even mcdonalds time pills
dado do very special for every client yes even dado juice for energy
every pill dado can make u and more yes even old and horny
dado do very special for every client and want to make the happy customer dado will be ur guy
anything anytime and pls b clear what u need and not use the fancy words dado is all about calamity
dado meant clarity autocorrect u no how it is
dado accepts cash check and amazon gift cards and has amazon prime u never need to worry about delivery
u trust dado ok business hamster robert mitchell u trust 2 we prescribe just 4 u

[400SCP] Robber Barons

No investors, no shareholders, no CEO, just miles and eons of blood-soaked gears and lonely sweatshop souls…

In a poor country with poorer labour laws, you will have a special dilapidated structure. Bricks wrought of blood, ever-fueled by despair. Within these unhallowed chambers lie the automation to assemble all manner of consumer products. If you have a design, they can continue to produce – eerily able to use flesh and spirits of any employees trapped inside as material if the normal ingredients run low. The exact positioning of each piece of equipment and arcane sigils throughout will ensure all suffering and death here fuels the factory further. But you won't ever be short of workforce. Even if parts of their bodies give out they can be remade several times to keep working beyond mortal limits. With Foremen assigned to keep it running you could aim for something a bit more sane than the main branch of The Factory. Or they could be just as terrible, helping keep your employees working hard and adding to the suffering that fuels this infernal machine. And this place is ever-growing. It can combine all your owned businesses into extensions of itself becoming a twisted amalgamation of whatever successful organizations you have run before. Each of these additions are accepted as a core part of your very own Factory, sharing the fiat-backing that ensures it will always be repaired and restored to a functional state.

There's a few ex-Factory entities that managed to safely create something… else. You branch can be safely detached from the true Factory for safety of allies with this. Three (3) of the Factory companions you have here will each get a special free advantage beyond the others: one gains `Immortal Blood`, one gets `Standardization`, and another gets `SUBVERSION`.

The Fae

[100SCP] Fairest Food of All

Food chains.

You can place a cursed enchantment on any food items provided that you own them and they remain within your territory. Such consumables must remain in your territory and manifest where you last left them if someone attempts to remove them. You may not even need actual food, if you can create gustatory illusions of some kind. Once someone partake in such a meal, they may experience any one of the following curses for their transgression: (A) An inability to every leave the territory in which the meal was served. (B) All normal food crumbles to unappetizing ash if they eat it. (C) Transformation into animal, plant, or object. This ability can not be applied to water, though all other beverages or meals are valid to affect. This effect can be dispelled freely if you wish to share the item without consequence. However, this freedom must be given to an individual before they consume the item. Once the curse is active, it cannot be lifted for a year and a day.

[200SCP] Well Wishes

Fairy tales and fairy trails.

A series of secret paths that link all your properties! This can be physical doorways leading an extradimensional space or just a power attached to another key you have that can link doors together. This complex series of paths is topographically inconsistent, with the only consistency being the entryway locations you set. Within may be earthen passages or dense woods, but the exact scenery to this land of shortcuts is your choice. There will be exits that are easy for you to identify along a path through the area, but the spatial warping of the interior may cause others to become disoriented and lost if they don't stick to the "obvious" route. There are no defense preventing speaking of this entrance by default, it doesn't need to work like the **bricklayed waterhole of worlds** or the **only sensible soil walkway** through an **otherwise totally unsensible forest** that must not have any descriptions repeated. Though, if you purchase the next perk you may apply such formidable curses if you want…

[400SCP] **Voivodeship**

Fisher Kingdom, Phantom Island, Otherworldly Neverland.

Is this an idyllic otherworldly wonderland? Or is it more of a disturbing dark fairy tale? Perhaps it's both and neither. Your own kingdom can exist in the living world or it might lie within **those unutterable woods** hidden elsewhere in the world. Not all of the various woodland entities that exist do so within the jurisdiction ESHU Protocol. There are many splendid little realms which are presided over by the Summer Court, Winter Court, and everything in-between. Slightly separated from baseline reality, this region could be about the same size as Hy-Brasil or Tysiąclecie Górne with a pocket world. Or it could be much more confined, only accessible to the world on special days as you desire, more like a special fairground (SCP-1323) or costume shop (SCP-2523) where whimsical games and impossible trades of your own making can take place. In either case, it's either too insignificant or too important (or both?!) to be involved in politics of the other courts, even if you have a duke of your own running in the place. If you're the leader there's nothing to stop you from taking a title of Duke to some unique Twilight Court for yourself.

Each companion may take `Fair Folk` for Free. Alternatively, they can buy `Do You Know The Way?` for a **100SCP** discount.

Fifthism

[100SCP] Absolute Exclusion Harness

dont worri about the *bodee*

This suit, SCP-5000, bears a number of essential anomalous functions that shields the wearer from many hazards beyond the suit. One can essentially live within the suit for months at a time, with it handling both nutrition, sanitary, and even sleep needs. It's extremely effective overall, you could technically live in here. It's a bit bulky and impairs agility, but offers basic protection against weaponry and minor environmental hazards. The main benefits are the superior esoteric protections thanks to a specialized telekill-alloy composition that prevents reality-bending, psionics, and technically even disconnects from the noosphere. It stops all signals in or out, essentially. A load of anomalies can't even find you if they need extrasensory means to assess humanity. You can't observe any cognitohazards or infohazards either, but this limit leaves you more in the dark about

their nature than the more sophisticated SCRAMBLE. There's a data system within that allows the device to store notes. On delivery, it can contains a corpse of perfect genetic match to any one Foundation employee of your choice. No extra charge.

[200SCP] Toaster Brothers

Wedding gifts! SCP-426, SCP-091, SCP-1839.

While some might find my gimmick amusing, try to imagine the horror of replacing any identity of "self" with "toaster". I carry a dangerous infohazard which hijacks the sense of self and causes the target to refer to me in first person. Gradually I continue to erode away their sense of humanity and convince them they are a toaster too. This effect can take place in ideas about me even without awareness of my existence, though with reduced effectiveness. Even parts of me can cause this if separated, so destruction is unlikely to limit my effectiveness. After two months of exposure to my effects, people are likely to harm themselves in an effort to emulate my abilities. You also get SCP-091, which may have also been a gift at the wedding you got me. It has somewhat similar abilities, but is a tissue box that others simply recall fondly for its use at reception and the honeymoon. The nature of the textbook *Reproductive Methods of Bony Fish* can possibly work as a countermeasure to being me.

I can also be I, Who Will Be One With All, if such an interpretation is preferred.

[400SCP] Cosmic Starfish

Output: One Religion

An organized religion, with all those strict structure and stiff rules and regulations… that's absolutely not groovy. But… waves that fall just to rise. Dancing to a remix of an old beat. Destruction and creation. Recycling. Now *that's* something you can get behind. What you've got here is premium noosphere real estate. A section of the human collective that you get to build your empire on. What makes this better than physical real estate? It's transcendent. When you build up an idea it sticks. People can try to destroy it in the physical but in the metaphysical they don't have a chance. Your church, brand, political stance, movement… organizations you've built up won't go down until you do. If anyone tries to cut off one limb of your organizations' reach, it's growing back. Maybe not in the exact same form, not everything heal perfectly, but heal it will. Your follower count won't go down - you keep taking up the same space in the collective unconscious. Any symbolic structures you build up are reflected in the noosphere, so even without direct intervention humanity will build your empire back for you. Unless they attack the backup site in the collective unconscious (or destroy you) your organizations always recover. Turn on, tune in, drop out.

Manifest! Any companions created/imported can spend their extra **100SCP** towards `Memetic Hazard`, `Sentient Memeplex`, or a Drooling Path perk.

Global Occult Coalition

[100SCP] Goldbaker-Reinz Lifetime Warranty

Proudly providing insurance coverage and risk management consulting since the dawn of human civilization.

As a founding member of the Council of 108, Goldbaker-Reinz offers generous and total insurance coverage to fellow associates within the Coalition. Drawn to the robust appeal of risk management in a world with such chaotic operations, they have an extra special offer for you. Their advanced high-risk models & Integrated divination show you as the ideal client. And they are prepared to offer a extended lifetime warranty on any property you own. They will assess payment plans in good faith based on risk factors resulting in a fair decennial fee for the service of continued fiat-backing. They cannot guarantee protection of such items, but in the event of any damages negating the functionality of the object – it will be restored to full functionality in a period not exceeding 72 hours. This lets you spend other resources to provide fiat protection to any item you may collect in your travels that is not yet covered in any builds.

This item *is* available as a member of MC&D Ltd., but will not be in effect until your employment with them has concluded.

[200SCP] Response Level Pizzicato

We interrupt your regularly scheduled program for…

This threat broadcast system lets you quickly reveal danger to the entire world. Or, you can selectively alert any allied agencies and government officials when in need of immediate joint action. It can also just be focused on a single territory or region. You can use this to ensure your warnings reach everyone that needs to know. In the event of a worldwide breach of safety… it can be used for the final option: a broadcast that be received on all public communications services. That means contact with everyone who has access to newspapers, phones, internet social media, radio, even via postal systems. The exact nature of what you're

telling the world about and what information you disclose is up to you. This could result in an irreversible failure of the secondary mission (Concealment) to allow for the continuance of the primary mission (Survival). It's your system though, so you could use it to forcibly deliver messages of your design through any part of world media. The potential for delivery of communication-based hazards to localized areas is extremely high. But since no one can activate this recording paratechnology without your consent, it can't fall into enemy hands to be misused.

[400SCP] The United Nations (Global Occult Coalition)

Peacekeeper Under-Secretary General

You're appointed the official protector of the human* race, or nearest available parallel species. Or if it isn't you directly, you at least get to appoint the role to a target of your choice. This is great world power, your connections are established throughout the world due to allies placed in the highest echelons of politics. This isn't the backing of one government, but the support of a dozen different governments in the largest international political scene. In worlds with occult conspiracies and masquerades – this is going to be control of the *secret* world order acting behind the *public* world order. Basically this makes you the worldwide police of the paranormal world, in the perfect position to ensure the survival of your species. If you aren't a human, you can still be their protector (but you could also just make this a secret world order to protect your own race). Technically, the people you ~~own control~~ lead in this group don't give you control of the world, they just can act as a good bloc for drawing attention to the issues you want focused on – and away from the issues you don't. Whatever the stated goal of the UN may be, you do have a position of authority to force international cooperation on a few issues each world – though your influence will be understandably damaged in regions if you insist on openly acting against their best interests.

This will also be reflected in future worlds as desired, with each of these dozen companions having the option to be inserted into positions of significant international power. They won't normally end up as queens or presidents or anything, but will hold substantial power in representing their respective nations politically both at home and abroad. Especially in paranormal worlds.

Herman Fuller's Circus of the Disquieting

[100SCP] Carnie Cannon

Action! Blood! Viscera!

The Amazing Exploding Man! Witness what fate awaits traitors! Betrayal of the circus is betrayal of the family. You have a marvelous reserve of explosives to use along with a man-sized cannon that can be used to launch someone into the stratosphere. It draws quite a spectacle, even when public executions are out of style. Most crowds in attendance fail to recognize the horror of such a performance. Only jeers and boos are likely to be directed at the performer. Your audience is sure to have as much of a blast as your unwilling victim. Between the whole powderkegs of gunpowder, sticks of dynamite, fireworks, and endless fuses you'll have no shortage of material for this nitroglycerine throne. But even a mighty explosion will not end their torment. In a sense they'll survive the show, for several hours they will be unable to die as long as you make some effort at reassembling the remains. A lesson in the consequences of betrayal is not just for your captive but others who might think to follow their footsteps.

[200SCP] Danse Macabre

Pretermemetics

Two features needed for the festivities. One is a kiosk for sugar spinning your own cotton candy, complete with a vat of Clown Milk. It'll help you produce the blackest cotton candy this side of the River Styx! The other component is pneumatic calliope which comes with a dozen rolls of perforated paper for playing a variety of carnival tunes. It can be heard for miles around and effect certain listeners with a variety of cognitohazards depending on the track used. These range from treating anomalous phenomenon as ordinary, forcing people to congregate around the most illuminated area, an inability to recognize when one is endangered, or preparing all clowns for milking. Most humans can only be influenced by the sounds of this music if they've eaten the confections. The 12th track is not normally found with the rest of SCP-1921 and requires no ingestion of cotton candy! Produced through the expertise of the a great thanachoreographer, this music causes the bones of dead to rise and perform the Skeleton Dance which helped the circus rise to prominence. Here, even the state of death can represent revelry and freedom!

You can replace the edible vector that allows targeting as well as the specific other tracks and effects of the tracks if you want to design this for something other than a carnival – but keep the overall effects on the same level.

[400SCP] Dread & Circuses

A mobile madhouse!

When the circus comes to town, no one quite understands where they came from, or how they managed to put up that tent without anyone seeing it. Officials are baffled by the sudden existence of a big top and the associated caravans, trailers and wagons, but strangely enough the paperwork always seems to be in order. You've got your own mobile base of operations using your very own Kaleidoscope for transport. It doesn't need to be a carnival exactly, but such a choice is ideal. Any sort of mobile venue with a variety of entertainment would work. Perhaps you want to focus more on amusement rides than the sideshow? You could stick to something smaller, like a band that brings a music festival with them or a simple farmer's market. Or move on with something completely different like a riverboat casino or luxury cruise liner. Whatever you pick, it can have a decisively creepy atmosphere for keeping thrills and excitement at their peak! Preceding your arrival will be countless posters and flyers advertising the event and drawing attention for each act or service that will be available from your choice of operation!

Each companion may take `Circus Born` for free. Alternatively, they can buy `Do You Know The Way?` for a **100SCP** discount.

Manna Charitable Foundation

[100SCP] Let Them Eat Cake

No one should go hungry.

Famine. How much conflict could be ended if there was more food to go around? One of the primary goals of Manna is ending world hunger. You've got several options for being able to do so. Any one of these choices offers potential for providing infinite sustenance! This can be purchased more than once for access to different forms of infinite food (MCF only has a discount for the first purchase).

- SCP-330 is modest and offers minimal nutrition, providing people with (no more than) two candies daily.
- SCP-348 is a ceramic bowl that fills with soup when around anyone with an ailment. The type of meal is somewhat contingent on their parent's cooking and quality seems related to one's relationship with their parents.
- SCP-458 is a pizza box which instantly manifests the holder's preferred type of pizza inside.
- SCP-871 can be any type of cake, which rematerializes within 24 hours or if damaged, and if uneaten will create duplicate instances. A true world hunger solution!
- SCP-1176 constantly produces a highly nutritional supplement chemically identical to clove honey.
- SCP-1615 provides humans with ability to photosynthesize until they are able to establish a diet with healthy calories.
- Dr Wondertainment's Ultralicious™ Chicken Noodle Soup For Kids™! (SCP-2057) is delicious and cures the common cold as well as other childhood illnesses while improving health. Non-infinite supply, but you can buy more with cash.
- SCP-3764 is a sack that will always contain a fresh-baked loaf of wheat bread that satisfies all daily nutritional needs.

[200SCP] Peace on Earth

All you need is Dove.

A whole flock of white doves. For roughly half a kilometer around the flock, all hostilities are prevented. Stress and anger will be replaced with serenity, as these peaceful pigeons also suppress any violence within people. All weapons within this range are rendered inoperable or even destroyed with prolonged exposure. All manner of mechanical and electronic failures can occur, and even non-violent tools can suffer quick decay if they are used threateningly. Weapons of mass destruction and biological and chemical weapons will also decay into inoperability. There's not really a reliable way to get them back once released, as attempts to recapture them fall under the counter-hostility aura they give off… so watch out for that. This effect doesn't discriminate between your enemies or allies – all hostilities get nullified within its influence.

Or, purchase the far less mobile SCP-3465, dozens of tranquility turtles spreading an anti-aggression aura. They have a smaller radius that doesn't impair tools but still limits violence within their area. They cause increase of several natural chemicals in fauna making them feel happy, sleepy, and nourished. WWS can buy individual turtles via `Adoption Center`.

[400SCP] Donations

Paying for free stuff.

MCF's goals are bold and far-reaching. To use the anomalous for the benefit of all mankind. To save everyone, and create a world without disease, famine, poverty, or armed conflict. They will face any conflict, natural or manmade to provide aid for any victims. You can do the same, or your branch might be more focused. Regardless of your choice, it seems to draw the same level of generous benefactors seeking to aid your cause… often with supernatural resources. You can think of this a bit like `Benefactor`, except whenever you're performing charity in the world it guarantees you will receive funding and resources that allow you to provide aid to others. Many of these backers will prefer to retain anonymity, and as a bonus you will never find

yourself with a shortage of anomalous items that could be used to aid others. A limitation to the special items is how they are reliant on the random nature of charity, as you might receive things of dubious use for humanitarian efforts. But in your hands, even dangerous tools can be put to good use, right? Unless you go well out of your way to cause harm or ignore your promoted cause, you'll keep receiving unconventional donations (and regular support) to help you do good.

While these dozen companions don't individually gain anything too special, you have a donation of **1000SCP** for the organization that can be placed into their budgets at your discretion. Spread these points wherever you think it will do the most good!

Marshall, Carter, and Dark Ltd.

[100SCP] Dark Web

Free shipping.

A subscription service, allowing access to a world wide network of anomalous applications even on basic computers. Naturally this includes access to their catalog of wares and auction schedule – services you're always welcome to join in on. If something non-unique exists out in a world, you'll be able to purchase it thanks to the connections this offers – albeit with an astronomical markup. This covers basically any service you might hope for too. But that's just the price of convenience, right? Aetheric scanning prevents non-authorized users from even discovering this App. It's gonna keep you linked into the anomalous application market, letting you buy all sorts of emerging software like: SCP-1333, SCP-1883, SCP-5343, Discord (SCP-5721). This dark marketplace will let you buy all sorts of anomalous software (at least the kind that for sale) in this world. Access to previous worlds resources might even somehow be established – though again, at steeply inflated prices and only for normal goods.

We'll throw in access to Mal0 V.1.0.0 (SCP-1471), free of charge. Or you can take the developer's unreleased version, Maphas. This comes with customization features for gender, voice, appearance, outfits, and accessories. The sharing this product without authorization can be punishable under the clause of rule 34.

[200SCP] Lifetime Supply

Treat yourself to the life you deserve.

Sometimes, our customers don't want something new. They want something soothingly familiar. A way to regain the best times of their life. A childhood home? We'll install thaumaturgic seals in each room to replay some of the happiest times you had. A pet that was taken from you too soon? We'll give it a body that will never die. Or a designer pet straight from your favourite franchise? Perhaps a memory-adjusting version of a film or album so each time you start it is like the first time? We can get you a shipment (SCP-576) of bottled precious moments from the past, as clear as the day you lived them? Or a vacation with your whole family that meets every fantasy in a custom pocket realm? (Product #CM3SP/OPK97/8AM2Y) The exact specifics of your order can give you anything* given the price-tag on this. This is MC&D, bespoke orders are encouraged. If there's any way to make your order exceed expectations, rest assured it will be done.

Do you want the privilege of ordering takeaway from Ambrose every day? That can be on the menu with this alternative. Enough for you and a date – stock up visits to feed large parties. Ambrose Restaurants may discount this instead of `Food of the Gods`.

> *Primarily a leisure item, and unlikely to pose a significant risk to normalcy. MC&D is not in the business of providing goods that threaten their own business model.

[400SCP] A Real Estate

Don't live like a dog when you could live like a god.

There are some things money can't buy? What a load of bullshit, one look at this palace and you'd know it has every amenity. This is more than a property, it's a unique, unparalleled experience. Anything residential or recreational venue you might want, all your own private property managed by a lifetime staff. Since you received them through a MC&D auction, they've got a lifetime shift with no concerns about staff mistreatment. They should just consider themselves lucky you bought the place and not the runner-up bid. Egyptian cotton sheets on every bed, flawless latency free Wi-Fi, infinity pools full of pristine mineral water, and a riding ranch with authentic unicorns. Oh and these examples are for if you wanted something quaint, like a kid's Summer Camp in the middle of nowhere. This could be a private amusement park or even a SCP-Safari for the truest big game hunting. Each choice would have more luxury and fine experience than any other person on Earth could ever hope to own. Whatever you imagine a palace could be, this place will keep surprising you with how far it goes to exceed every expectation.

Each member of your ~~staff~~ companions are entitled to take one of: `Work`, `Wonderment`, or `Incognito`. (They don't actually have to be beholden to the property and can just as easily be MC&D associates that enjoy it with you.)

Nobody

[100SCP] Nobody's Home

[INDESCIPHERABLE] Detective Agency?

Is it a lonely cabin, dingy office apartment, or shady place in the suburbs? Nobody lives here, so you'll never have to worry about paying for any utilities or taxes even though they're covered. Nobody would want to live here, so maybe they do. This place is more overlooked than the smoke in a brothel. Yeah, this godforsaken hole is as second-hand as it gets. That's by design, anybody you don't want looking passes it by as just another part of the scenery. Neither you nor your buddies will ever be found within these parts by trouble unless you led it back. It's nothing fancy, but a hideout doesn't need to be. It's the sort of place that would inspire a play-by-play monologue that's all metaphors. The office is decent, but the lighting's as moody as a dame asked to calm down. Plenty of empty wall space on the walls for pinning up case details. But empty space is just something you've had to get used to over the years. You can't remember the last time somebody knocked on your door with a case. At least, not anybody who wasn't looking to double-cross you. The place might have SCP-2100-J waiting for you on the coatrack if you want it.

[200SCP] Nothing

It's not weak,
it's not round,
and it's not alone.

It's one of the most handy auto-suppressing infohazards that your points can buy. Provided you have anything that meets the vague criteria for this antimemetic item feel free to import it. Without the right mnestics (class-W recommended) or an otherwise infallible memory, it would probably be better to put such a trait on something you don't mind losing. Not that you'd remember ever having it… For regular people information can be retained on SCP-055 for a minute at most before being forgotten. A minor workaround is that people can remember what it is not, though this usually isn't enough to remember that it exists. Of course, if you were Nobody having Nothing is natural so you wouldn't need to worry about such issues.

[400SCP] Nowhere

SCP-3930?

This region doesn't exist. It is not physical, nor is it a vacuum, it has no concept of time as it meets no criteria that could be described. Due to its nature, it can't contain anything that exists. Naturally, exploration by real people is impossible as by entering it they will cease to exist. Despite all this the area can be recognized as something that exists, consistent with the area nearby. In a mountainous region, it would seem like it has similar terrain, flora, and even fauna. There could even be people, if you wanted this unreal space near civilization. While it isn't real, it is perceived as such by those outside. People who enter it and cease to be real can still be observed and may be able to send out "transmissions" if a perception exists that they have some ability to do so. As soon as observers grasp the reality that they're just trying make sense of oblivion, ability to communicate fades. A non-being might have this as a perfect sanctuary that can be whatever they can visualize without ever having bothersome intruders. Even a being may see the utility in having a near-undetectable zone of annihilation to bring enemies. It might be wise to set up a perimeter, since nobody can remain inside to warn others.

Their bonus **100SCP** stipend can be used as part of the payment for: `Boogeyman`, `Nostalgic`, or any Oneiroi Collective perk.

Office for the Reclamation of Islamic Artifacts, ORIA

[100SCP] Ancestral Arms

Lessons from the past.

This ancestor is linked to either an archaic shield (as SCP-3668), weapon (SCP-5175*), or whole battlefield (as SCP-3514). In any case, the spirit is glad to support you and offer what instruction they can in the ways of battle from their time. They're happy to teach anything from survival tips, direct combat arts, or military tactics – with effectiveness depending on their personality.

- If you pick a shield, then whenever you are threatened the item will manifest a number of indestructible spirits to defend you. One matches your chosen ancestor, while others will be visual matches for other ancestors (biological or adopted). They may not be able to protect you from everything but will at least buy you some time to escape against greater attackers.

- A weapon will carry a warrior spirit that has symbiotically bonded to you. It refuses to offer its anomalous properties to any other wielder. You may communicate with them clearly regardless of shared language, and the bond with the spirit allows your weapon of choice to strike even incorporeal beings. They can remain present and can interact with other objects on your behalf. (Unlike SCP-5175, the attacks don't automatically destroy every foe).
- On the battlefield daily illusory reenactments of an ancient battle occur, though potentially deviate heavily from the historical record. These alterations are not consistent each day. Some of them feature supernatural or even fictional creatures known from the period of the battle. Your chosen projection from the period is self-aware and controlling these events, to better understand themselves by reexamining and reimagining all the ways it could have gone.

[200SCP] Samothrace Phenomenon

"You hear about that thing down in Samothrace?"

This is a schism between reality and unreality. The switch. What you have here is an incantation and the recipe for a magic potion. Just call them memetic activator phrases and drugs (Class O Amnestic, Compound SSK-88) if that suits your tastes. The incantation allows you to set a person you speak it to directly to one side of reality, while the potion will set their perception to the other. Neither side of the world is a false side but only one can be perceived at a time. This is not an alternate universe, but more of a dualistic state. Still, the great disruption in perception it causes for those who you permit access to a different side than is familiar could be extremely troublesome for them – with some individuals resorting to violent outbursts just because they see someone who supports a contradictory worldview to their own. The "other" side won't be radically different than the default world you find yourself in, but will be just different enough that it can create conflict. You have some leeway with the main historical deviation between these worlds, as well as the incantation used to unlock awareness of the different state of reality.

Djinn and other sapient thoughtforms can observe both truths simultaneously without being afflicted with mental illness. It can be extremely difficult to explain this to anyone who is metaphysically only capable of seeing one side though.

[400SCP] Homeland

What *is* justice?

A whole country. A small one perhaps, but your own little utopia. It's not the size of Iran, and hopefully not as conflict-ridden as the Islamic Republic of Eastern Samothrace. Cyprus, Crete, Lebanon and Qatar are good comparisons for size - that's plenty of space for your people to thrive. But in terms of society people do their best to preserve the idealistic culture and are insulated against conversion from the outside world. While not becoming the aggressors in conflict are certain to react righteously if this homeland is threatened. You're not the Head of State here (unless you take one of `Campaign Trail`, `Voivodeship`, or `The United Nations` too) but you don't need to be to enjoy it. The people are content and (by default) leadership strives to be benevolent and fair. You'll always be able to be proud to call this place home since the way of life here meets your perception for how things should be.

As a member of ORIA, the country will be located somewhere within proximity to the Middle East, but any specifics about the nation (including state religion) are up to you, provided they are within reasonable parameters for a mundane nation on Earth. Choosing to change any element to bring it closer to a utopia, or not utopian at all, is also an option. It's just resistant to changing away from the overall culture elements you designate. With `Samothrace Phenomenon`, you can decide if its existence is unique to one side or exists consistently.

Each companion citizen may take one of the following for Free: `Archaic`, `Red`, `Converter`, or `Humanity`.

Oneiroi Collective

[100SCP] Sleepr

#FateWorseThanDeath

A sort of internet, but of collective minds rather than computers. Here you get convenient updates, records, and travel advisories regarding most locations in dreamscapes and collective consciousnesses alike. These updates can take the form of blogs, forum posts, or social media. The purpose is to keep you appraised of any significant current events in such realms, such as active terrors or nightmares in regions – though there can be a lot of engagement from other dreamers. This can also be used to scan for various collective consciousness locations by all manner of criteria to find the right dreams to visit. It's as easy to use as any other network and manifests as an interface that you find the most ease searching for details or leaving your own notes.

[200SCP] IRL

"Wake up honey, you're going to be late."

Can you have perfect dreams without the perfect dreamy bedroom? This matches your style specifications. It can be a luxurious love nest, cozy cottage bedroom, LED-lined digital den, even a literal cave if that's what you're into. These sleeping quarters are designed to provide you with comfort, so even if you're choose to sleep on a dirt floor it's going to be the best sleep of your life – every night. If you do have a bed or bedding, it's as supportive as SCP-1609, ready to teleport to you whenever you need it. This place comes complete with anomalously ideal temperatures. The sleepwear provided is great too, giving you a couple pieces of clothing that can keep you just as stylish as the rest of the room. You've successfully completed imprinting on these outfits with SCP-692, in which case they're autonomous too; psychic impressions will ensure each garment is bonded to you and reacts on your behalf. You get a custom nightlight (or fireplace) that exudes an aura of calmness, comfort, and safety into the room (while lit). Should you be threatened in your sleep it will project a hologram to frighten off the intruder. It can be upgraded* to SCP-122 to provide a vastly increased radius that helps alleviate psychological issues over a 20km radius (not recommended). There's even a rotary phone in here that can make calls directly into dreams (which including talking to those animated clothes if they're currently resting).

[400SCP] Dream Team

A myriad of merged consciousness!

Everyone owns the collective unconscious. But you have dibs on an exclusive, fully-customizable, metaphysical dreamscape (and great group of assistants to help manage it). This dreamworld is massive… perhaps even infinite in scope? You have creative rights to fully customize and modify every part of this nightly experience. You can even permit others to have similar levels of administrative authority to make changes here. Otherwise, people will only be able to interact with this environment within the limitations of the dream logic at work. You can choose the biomes, cities, languages (though everyone will be able to understand them), species, ethnicities, and all sorts of minor features on how reality works here. It's your dream, after all. Keeping track and managed all of the features will be easy if you have `Sleepr`, and attract other Dreamers interested in your space. If anyone dies while dreaming of this place they might just get to dream here forever. With `Quality Qualia` you don't need to be asleep to have this protection. With `Egregore`, your friends don't need to be asleep to be saved. This is a dream, separate from time or reality. Once someone has been invited, they can continue to dream of it even if you've moved on from their world. You will continue encountering their dream avatars for many worlds to come.

Each companion gains a special Dream Perk. They may choose any perk/item for free, but it will only work within dreams.

S & C Plastics

[100SCP] Opening Credits

The dark isn't real, but you are blind without light!
The cold isn't real, but you'll still freeze in the night!
Words are not real, and yet you know how to write!
The Pit Sloth isn't real, but he'll still give you a fright!

A catchy tune that seems to haunt you, perhaps from a childhood television show that you don't quite remember. You might almost catch glimpses of the episodes when you're half-awake, drifting off in front of the TV after a late night. Pay close attention to any Special Guests or details you can remember. These seemingly minor references should be treated as premonitions. After each jump is over, every episode will be compiled into a DVD box set for your viewing pleasure.

[200SCP] The Plot Hole

"At least it can't get any worse, right?"[18]

This is what happens when the weight of plot reaches a critical level in a condensed area. Collapsing in upon themselves, they become like a black hole for stories instead of matter. It is advised to avoid all unnecessary conversation about this anomaly, as it draws power from any narrative. Folklore surrounding this mysterious pit is suspected to play a large role in its myriad of purported abilities. Put simply, SCP-4040 is a bottomless pit. Any analysis from the outside reveals no further details about the contents. Beyond a depth of 30 feet, data cannot be transmitted out. Inside is imaginary, and subject to a lot of deviations based on the expectations of the visitors. Those who fall in are bound for a lighthearted adventure that wouldn't be out of place for an episode of *Gravity Falls*. Rife with tropes, it only becomes more whimsical and absurd once you realize how easy the story inside is to direct with the right wording. This place is a magnet for "main characters" who will fall in at least once in their lives.

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18: One of several phrases known to trigger Iota-class pataphysical threat escalation in
vicinity of SCP-4040.
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[400SCP] Narrative Nexus

A lot of weird stuff happens around here.

A quintessential stereotypical American small town, with one of those perfect Main Streets downtown you'd see on postcards. This hotbed of goofy anomalous activity is bound to get attention from ghost seekers and government conspiracies alike. It's where the impossible becomes probably because it makes a better story. But no matter how absurd the adventures seem to escalate within the boundaries of this village, the world outside goes on as it always does. Lives are often upended here. Finding love, new discoveries, or just formative moments that give them the opportunity to be better people. This township operates with a sapient narrative like Sloth's Pit, encouraging all sorts of antics straight out of western media for you and friends. Just with plenty of monsters, so there could be traces of *X-Files* or perhaps those other teen urban fantasies. It's a show about nothing here, where days might be full of excitement but nothing really changes. It's a place where everybody knows your name. Whether you spend time in a *Full House* or stuck in *The Office*, not a day passes in this *Community* without a story to tell.

You're free down-scale this down from a town to something more manageable, closer to the scale of SCP-111-J.

Each ~~character~~ ~~actor~~ companion may ~~be flandardized~~ take a ~~defining character trait~~ **100SCP** perk as their freebie. Companions can choose from any of the other faction's **100SCP** perks, but no individual from the 12 can use this on the same freebie.

La Société Athée Pour la Halte de l'Idéologie Religieuse, SAPHIR

[100SCP] Required Reading

"A world without religion, it is possible?"

Oui.

Take one:

- A copy of any creationist text, Bible or Quran (SCP-164-FR). It has a gilded leather cover to add aesthetics, but closer observation of the contents reveals spelling errors and altered content. The anomalous effects cause metamorphosis of the reader physically into a dinosaur over the course of a chapter, and on concluding costs even their sapience. Around 1 in 4 dinosaurs will decompose into skeletons 24 hours later. Teach them to believe in evolution and not magic!
- SCP-137-FR is a simple pamphlet that causes a religious reader to vanish into an extradimensional nightmare. The world they experience while vanished is a religious dystopia catering specifically to breaking their faith, in which the world order is controlled by whatever they subscribe to. They return within 8 hours local time, but may not survive the experience of living in the world they arrive in for the months it might take to break their spirits and forsake religion.
- The Horoscomaton® (SCP-227-FR) is a booth that takes astrological data, and each time used it prints out not a horoscope prediction but an accurate event from the user's past. These become more recent with each subsequent use until delivers a message of: "You are reading this paper". Any follow uses strip agency from the user, creating not predictions but pathological enforcement of future events by the user.

Take whichever one appeals to you most or devise a similar anti-belief weapon that punishes those who have faith in something you don't like. This needs to be something that can be specifically read by the intended victim, in a language they know.

[200SCP] Organic Interface Virus

Vive la rationalité. Vive l'athéisme.

SCP-3859 is a parasite bolstered with nanotechnology, hybrid DNA, and specialized software, able to infect any humanoid being. When it is exposed to individuals with significant ~~Crucifix Protein~~ level of religion or spirituality, it activates. Any technology that the faithful use will be destroyed, especially that contained in their bodies. Prosthetics, pacemakers, teeth fillings, even hearing aids or wristwatches. Any internal objects undergo catastrophic (even explosive) failure in minutes after infection. If they want irrationality and spirituality so badly then they don't deserve what science has created. This can even deal damage to other devices they have in proximity, preventing the spread of their false ideologies. Though it can persist on surfaces, it does stop consuming any technology that isn't currently in contact or use by someone faithful. It can serve to keep them from using phones or computers. Most of this functions on pseudoscience, so you can replace the exact vector with just a parasite, nanotech, a virus, or something simpler. SCP-3859 can be countered with science – anti-parasitics or antivirals both allow for a cure.

[400SCP] Non-Prophet Organization

Nostram Assulam Pavete

Dogma is not for the religions of the world to control. You're more than a scientist. You're a *celebrity* scientist; you've even hosted your own academic television show! There's a foundation in your name for helping fund scholarships and/or scientific research. You've even got a conference site to hold yearly scientific summits (STOA) where you can establish clear parameters for ~~your cult's~~ further goals in science. The research you put out will have your values and beliefs parroted by the majority of academic communities. People might peer review the topic and discover you to be incorrect, but they'll be shouted back into their place by true fans. It takes a strong push to discredit any information you've made mainstream. Even when it is disproven, the good science you've picked is what is likely to be remembered thanks to vehement supporters making sure to be louder than the naysayers. Every world has a small army of fans create (non-anomalous) memes for you, and a smaller army of dedicated professionals in doing their best to gatekeep the small-minds who insist on questioning the truth you've provided.

Each companion you import make take one of the following for free: `Mob Mentality`, `Converter`, `Prophet`, or `Cold, not Cruel`.

Sarkism

[100SCP] Tree of Life

Your very own SCP-2815-5: Égig érő fa.

A kit suitable for fleshcrafters, medical experts, and adventurous culinarians alike! The tree and proximity bears a very high reality rating of 50 humes, making it much more "real" than surroundings. This is due to an extradimensional portal upon its surface which allows visitors to a realm of plenty. Inside is a paradise of fruits, nuts, flesh, and blood. Where this tree is planted will determine the fruiting bodies within, providing basically every edible flora from the region for the last several centuries. It bears plenty of fruit so while these supplies could be exhausted, it would require using it to feed more than a city's needs. Rather than sap, the tree bears blood which can be tapped to provide fluid for safe transfusions. All organs recovered from this source are 100% human genetic material, with plenty of rare blood types included for the benefit of transplants. Humans who receive such an organ universally feel healthier and more wholesome for the experience. Performance tests indicate such surgeries did make improve a person.

As a different flesh-loving tree you can take a SCP-437/SCP-2571. This one likes to prey on siblings, and takes whichever one is most willing to sacrifice their life to protect a loved one. After the attack, only the survivor can remain any trace of memory of the sibling. It can prey on other pairs too, but has a preference for self-sacrifice. Attacks are preceded by singing.

For a much different tree, there's the Bladewood or "Jinki no Kodachi" (SCP-143). Physical comparable to cherry blossom trees, their material is impossibly light, sharp, and supple in comparison to man-made alloys. The petals will provide you with an amazing renewable resource – just be careful and have protective equipment if it's even slightly windy during harvest season.

[200SCP] Sick Contagious Pathogens

Consecration & Contagion

Your flesh has conquered another obstacle. What the civilized might suffer as illness, your immune system treats as strength! You benefit from access to a special viral pathogen. This can be any one of the many biological infections in this world… and there are a lot to choose from. You could even stick to a mundane disease, or import something unnatural you've picked up in a previous world. If you want you can have something truly homebrewed – just don't make it too ridiculous. As a unique anomalous carrier, you'll only gain the benefits (if any exist) from this infection and can prevent spreading it unwillingly. It will keep incubating as you need it, and (at least in your body) never enter a state where it can no longer be spread as a bioweapon. Choose whichever strain you prefer!

Some local flavours: SCP-008 "Zombie Plague", SCP-081 "Spontaneous Combustion Virus", SCP-164 "Squid Tumors", SCP-584 "Limb (Re)Generation", SCP-610 "The Flesh That Hates" "Spawn of the Yaldaboath", SCP-686 "Contagious Lactation", SCP-1363 "Possessed Virus", SCP-1462 "Bio-Fuel", SCP-2075 "Aleksei Kravchuk", SCP-2680 "Bootlegger Retrovirus"

[400SCP] Klavigar Kiraak

Odwira & Nsämanf'tsatsa

You control an isolated tight-knit village, which directs its zealous worship to your rituals as equivalent to that of a karcist or even klavigar. Whether this community abides more by tenets of Proto-Sarkism, Neo-Sarkism, or another religion entirely is up to you. Beneath this village lurks ancient flesh. This temple of your flesh houses your essence and preserves other villages

ancestors, and other avatars you grow from it to interact with the world will not count as your true death. Now, only after the destruction of this meaty subterranean region will you die. Additionally, the (admittedly few) villagers here need not fear any risk of their own demise and will put every effort forward to protect you from harm in whatever manner you direct. As with regrowing your own body in the depths, you can reincarnate worshippers too. This tends to require a previous link in biology, but any sort of ritual consumption of your flesh is enough. Here you can ritualistically reincarnate other spirits into appropriate bodies, commonly by letting them share flesh with a living descendant.

This can be part of a canon Sarkic community or an original hidden sect just for you and your companions. Like you, their bodies can be reassembled here to offer full revival. The reincarnation process can start from infancy or a different stable age of your choice. Via Sarkic rituals, it can also be used to place them in an already inhabited body.

SCP Foundation

[100SCP] Secret Curative Pharmacueticals

Parapharmacology: It sounds better than alchemy!

Can you every have enough ways to drug someone? You've got the Foundation's guide on producing anomalous medicines! (If you can't make them yourself) Included are a few samples of every amnestic and mnestic you might need. There's more than enough of the former to handle a few cover-ups. Since working in the Foundation can keep you away from sunlight for extended periods, you're entitled to a recurring prescription for SCP-2022, Sunlight Pills™, keyed to any region you prefer. Those pills are signifantly anomalous and you should not attempt replicating without significant parapharmacology training of your own. With all the terrible diseases and flesh magic that can be inflicted on you, there's this: SCP-500. You're entitled to a single dose of the Panacea, guaranteed to restore your body to perfect health. Sadly, this is one of those parapharmaceutical products that prevents all attempts to synthesize more. The guide has recipes for all the non-anomalous amnestic and mnestics too. These will be cheaper to produce, and not impaired by any mystical defenses against magic or alchemy.

[200SCP] Fire Safety

Fire Suppression

Why does The Foundation need both a Fire-Rescue Department and Fire Suppression Department? Simple: Fire Suppression keeps fires from ever starting – especially the metaphorical ones that can spread quickly through an organization's morale. This system won't let anyone fall through the cracks, feel forgotten, and especially not be poached by rival groups. They'll also keep tabs on health and habits of your employees to help avoid illness, depression, and poor work ethic. It's an eyes-everywhere system to ensure that those within your operation stay loyal. Think of this as providing subtle, Special Containment Procedures for your employees and coworkers. This might sound harsh, but it's just tough love. They'll help your group work as a big happy family. And family is forever. This special security system will go to any lengths to prevent dissenters. They even pull double-duty and will fight physical fires. This can be a refined monitoring system for updates and/or be staffed by the most loyal employees.

[400SCP] Site-[redacted]

You can take it with you.

Full capacity to store anomalies! This place is equipped with hundreds of Standard Humanoid Anomaly Containment Cells (SHACCs), so it offers enough space to capture a whole state worth of anomalies. With advanced warning the facility can modify existing cells to allow containment of most Euclid SCPs, provided they are of reasonable size to fit in a cell. You'll still have difficultly managing to store any unwilling Keter-class Objects, but that's to be expected. It also comes with a tactical nuclear warhead which can be programmed to activate automatically in the event of a catastrophic containment breach. Whether you're a Site Director or just a captive here, you get to keep the site and any loyal followers working for you here when your time in the jump ends.

Some of these companions might be *thrilling* main characters instead of meant for background roles. Of the twelve, three can start with **1000SCP** instead of the default **600SCP**. They're probably going to be Doctors with striking yet simple names.

The Serpent's Hand

[100SCP] Library Card

Return your books on time.

You've got easy access to the Wanderer's Library, not requiring to find established Ways in the world. This can be attached to a key, letting any doorway become a portal to the Library. Or could be a tome, like SCP-1326, where the complex glyph lock on the cover has a specific way it can be oriented to create a passageway. Inside the Library you can search for nearly any book this multiverse has… though for future multiverses the near-infinite contents and information here may not be as immediately insightful or valuable. This resource is eternally expanding, filling with new knowledge and stories as the knowledge becomes available to the Library. It consumes as many tales as possible in order to add to its records. Good luck reading them all. It can take a lifetime to finish one shelf, and the number of shelves is countless. This may seem to be an impossibly useful resource, but the Wanderer's Library does not restrict any visitors unless they do it harm. You will want to hang onto this card; it acts as your ID here and entitles you to ask for guidance finding specific information (or getting out) from the Librarians.

[200SCP] Classic Collection

Metafiction

Oh, sorry, was infinite books not enough for you? The Library has books representing each facet of creation, detailing both broad topics and minute portions of people's lives. Well, if you're looking for something more than infinite mostly-*mundane* reading material, look no further. Choose from:

- The books for every world. Where the Library already maintains Tales from every corner of the SCP Universe, it now has volumes for each subsequent world you visit. Countless other works ranging from personal biographies to tales that might be actual fanfiction. With abilities to travel the dimensions these tomes would serve as guides to reach those matching realities from their baseline. [Black Queen]
- SCP-826 are bookends to be used with story books and will truly immerse you in some fantasy adventures! When a single piece of media is between them, they alter an enclosed space to become that story. Once inside, one must retrieve the item between the bookends in order to leave the story… or at the end of the tale will become trapped in it forever as a new character who believes they belong in the story. [Anartists, Fae]
- "A hero is born." SCP-1230 is a book that allows a dreamer to experience the role of a fantasy protagonist saving a land! These fantasy dreams are influenced by the imagination and cater to adventures desires of a reader. Since you're paying a premium here, you can pick the genre your Book Keeper favours. [Oneiroi, S&C Plastics, Dr. Wondertainment]
- The ritualistic murder method of SCP-1304 is known to you. When included in narratives it causes the fictional victim to manifest into reality and live out a near-parallel of their written life, deviating at time of murder. [Scarlet King]
- SCP-152 is a book for every ending of the world. It is indestructible and ever-updating. This tome records all imminent catastrophic extinction scenarios, by containing narratives on the mistakes that led to those outcomes. All historical knowledge prior to the apocalypses is accurate, making it of great use to learn the secrets of other powerful groups. You may also want it if you have an interest in preventing the end of worlds. [Children of the Night, Black Moon]
- A current empty thaumaturgic tome designed for trapping an entity. You can include a description of the feautres within, or any recurring events they will experience by being banished into the narrative. The Eternal Text (SCP-582) is an alternative to such a manuscript. It has an adaptive self-propagating meme entity contained by what is written about it – and will act in accordance with new narrative criteria written about it. This monster is unable to act beyond previously established rules though [Chicago Spirit, Daeva]

Sufficiently powerful beings may be able to resist or even escape from 826 or 582. Serpent' Hands and Drop-In may take any of the five options above for their discount, with other choices at full price. Certain other factions (noted after each entry) can to substitute their normal 200SCP item discount for one of the other choices here.

[400SCP] The End / Ouroboros

There are always more stories.

Techniques originating with the Daeva treated tomes more like chains, meant to entrap souls forever… But the Garden is the Serpent's Place, and it only encourages bonding, not binding. In the Library's hallowed halls all forbidden knowledge is found. Here you can find magical secrets from before this universe began. This shelf contains the sum total of your adventures. Someday, perhaps it will be home for precious personal stories before the next omniverse. It holds a perfect chronicle for your whole life, containing chapters detailing every part of your adventure. No spoilers* while those are still being written! Each comes with detailed epilogues too, knowing what happened after you left. And when it's all over you get to put this book down and move on to a new story. So don't worry stress about how your chain will come to an end. Once it's over there's another one to start reading. Your current story doesn't bind you, at the end of a chain you can circle back to try again at the beginning – or shed your old skin and try a new path entirely. (Are there hundreds of series already on this shelf of older stories?)

Every companion gets their own books right next to yours to keep on the same shelf. Enjoy sharing your stories with each other, since everyone in these tales can be brought back with enough immersion. Powers won't be preserved from a past-chain companion, but having this special shelf will make sure those shared stories can be experienced all over again. Each companion imported also receives `Elan-Vital Energy (EVE) Manipulation` for Free.

*There might be some foreshadowing or accidental reveals of current events you didn't know.

Shark Punching Center

[100SCP] Shark Week

The only world worst than one where sharks must be punched… is a world where they exist but are never punched.

Sharks are super awful. They have no respect for public decency, and streak on every beach. Don't be like a shark. You get a few items to help you avoid repeating their DEVIANT SHENANIGANS. First is a shark-toothed necklace to inspire MORTAL PERIL in the hearts of your ancestral foes. Second, a sweet surfboard to CONQUER THE SEA itself. Third, a fashionable and comfortable MACHINE-WASHABLE swimsuit. Fourtherly, some rad tats to prove you FEAR NO PAIN. You could like… get a whole sleeve done, or some tribal designs, or maybe something with an awesome dolphin to show your unification against the selachian menace? All of this stuff only serves to highlight how dope you are, so you won't regret it or want laser removal in ten years. But all of these accessories would be meaningless without proper sharks to punch! This includes a shark onesie or mascot outfit (for covert operations) in order to get close enough to strike. You may, optionally, take an actual shark of any species ~~as a pet~~ as a recurring nemesis. Or just a Blåhaj plush toy. The plush is obviously just a training aid for more PRECISE PUNCHES, and while it might inspire RIGHTEOUS FISTICUFFS from other heroic souls they'll avoid destroying your very-serious training equipment.

[200SCP] Inter-Departmental Arm-Wrestling Tournaments

Based.

Let it never be said that the SPC is as full of squares as the drearily scientific SCP Foundation. Surfing, cook-offs, beach volleyball, there's no end to the varied "training" seminars that keep you amped for shark-fighting. And offer an excuse to avoid doing your actual job… but the bosses will be partying too. Because you're a totally rad dude, you're always one of the first to receive invitations to these events. If you're not already pumped, you can bet coworkers will spare no punches to psych you up to enjoy it with them. You're guaranteed to have a vibrant workplace full of friendly folks happy to go with the flow. The backwash from this can spill over into regular workdays too, with the impromptu silliness making it seem like even a worldwide shadow conspiracy is all fun and games. Even when things get carried away, there seems to be no lasting damage to the job site.

[400SCP] SPC-000

Time. Space. Reality. It's more than a linear path.
It's a prism of endless possibility,
where a single choice can branch out into infinite realities,
creating alternate worlds from the ones you know.
Follow me and ponder the question... "What if… more sharks?"

It's a scary thought: being so good at your job that you could eventually *run out of sharks to punch*. But from the multiverse, is an answer to that tragic loss of porpoise. You can choose <u>any</u> SCP Object. Now, remove any parts of it that don't allow gratuitous violence against the selachian deviants. New elements promoting a disturbingly shark-like phenomenon will replace them – retaining approximately the same danger level as the original SCP (or much much less). One might consider taking SPC-2000, so that there will always be a more sharks for punching? Whatever you choose, it will work in your favour when needed – but may lack the overall existential power of the original. This is great for a punchline, less so as a recurring dues ex machina.

If you're picking a sapient SCP it can be used for the imports, but otherwise the companions gained from this are the team of Shark-Punching Contingencies for keeping it under control. Don't even think about giving them `Wild Thing` to become sharks. Stop thinking about it. If they aren't sharks they receive a bonus **100SPC** to spend on `Rebel`, `Red`, `Wonderment`, or `Operation Falcon Punch`. SHARKS ARE SUPER AWFUL.

Syncope Symphony

[100SCP] Reflections

"We've had a great year, haven't we?"

It's a copy of your high school yearbook. Which yearbook? All of them, a perfect record of all those you knew in youth. In fact, anyone who has graduated high school reading this will find it perfectly encapsulates their own individual experience. Various positive feedback from those you associated with can be found written in margins and open spaces – reflecting all the support

they would have wished you if given the chance. There's even a little bit of content showing your friends from after high school. Also included are the rest of the student body, who might have more negative commentary to add. Included are many photographs not just of your best moments, but shameful ones, and even the worst parts of high school can be found inside. The same is shown for various classmates and faculty. If for some reason you desire, you can instead get a true copy of SCP-1833 which maintain the more traumatic anomalous effects.

[200SCP] Symphonic Spot

Just close your eyes and follow the beat, it will lead you home.

A cinema, a café, a cool bar (drinking minimum age was 18 in many places back then), even just a campsite on the beach fine. Achieving a state of harmony in the world starts right here. This is more than an anomalous musical store. What you have here is a hall of precious memories. Every song is a means to showcase a fleeting feeling that words aren't enough for… Every instrument here carries an echo of former owners accelerating how quickly it can be mastered here. The records here are more than music, they're memories of best times that music has brought. Photos on the walls of precious friends will make you feel like you're right back in those moments. You can have a specialty shop not focused on acoustics with counterpart anomalies (if possible). It's not about what it sells, it's about how it makes you feel. It's about how it makes you remember. And its legacy will make sure you aren't forgotten.

[400SCP] High School Reunion

Class of '76.

Don't leave them behind. Even if the world is changed now. Even if it seems gone forever. Please don't forget. All those precious high school moments don't need to be lost in the past. You can stay together forever. It'll be just like it used to be, if you let it. This can be the original Class of 1976, or Kirk Lonwood High School, Birchwood High School – or any of the lost classes that the Foundation is unjustly trying to keep buried. It could alternatively be any other high school you've attended or worked in previously. You're not in charge of the campus or anything, any more than you would have been. But now you'll never have to leave it behind. And everyone here will never have to grow up or move apart or ever fall victim to what-ifs. Whether this is a pattern repeating across alternate universes or you're forcing the original classmates to keep replaying that year from their youth is up to you. No one will move away or be forgotten this time. This time, it will be like it should have always been.

Instead of just importing or creating companions, you can use any of the 12 slots with this perk to recruit any of the members of this school to be permanent companions and provide them with builds here. You get to keep them regardless of if they agree or not along with the rest of the students. All gain `Youth`™ for the appropriate age category; for companions this perk is optional. A version of `Fifthist Fads` limited to the campus grounds will preserve the original universe's vibes so it still feels like [redacted].

Tartarean-class Demonic Entity

[100SCP] Vulnerable Flavour

Burger King of the Jungle.

A purrfect source of protein. Lions can't purr? Nobody cares. You've still got all the lions (and lion meat) you can handle. This can come as a standalone gladiatorial arena full of the beasts to subject your foes to. They lions are guaranteed to enjoy living for this role, and be relish the harm they inflict upon your enemies. In addition to this area, you can add an addition lion pit into any of your owned properties. The meat is a delicious delicacy - a stronger, sweeter, and gamier cross between venison and pork. Try it ground and blended with hamburger to offset the strength of the meat. Nothing beats a lion-beef burger or taco! You can source enough lion meat daily to cover meat needs for your household or business. You can even restock any used lions the next day – so there's no need to feed them and reduce their eagerness to pursue trespassers on your property.

You can swap this choice for SCP-1459, a claw machine game that provides a supply of infinite cookies! Or hell, why not SCP-971, a delivery menu Quik n' Ready Mealz that you can call for quality fast food at competitive prices. If you're a person of culture, and only need the correct food, you can have a taco vendor like SCP-3943, ready to deliver every taco imaginable. That's it, there's no catch!*

[200SCP] One Free Summon

GOOD FOR: MAKING YOU WORK FOR ONCE IN YOUR LIFE, DEADBEAT!

A wonderful coupon book from your friends at YWTGTHFT! Each coupon represents a free* summon, with short blank space for you to write in what you want it to be redeemable for. Write the service and state the name of your target, and the coupon will

tear itself free and vanish into the postal system, delivering itself right to them in simple envelope addresses to their home (or workplace). If you happen to encounter the coupon at any stage following this DO NOT make direct contact. The next person to touch it activates effects regardless of intended recipient, summoning a demon eager to provide whatever "service" was offered by the coupon. They're liable to take whatever interpretation of the service amuses them most; safety of the target is secondary to the self-satisfaction and amusement the demon can gain. If the service involves a secondary target, they can teleport to them after manifesting near the one who touched the coupon. If you've got demonic summoning powers of your own you can attune any coupons with those powers, which might offer finer control over any services rendered by picking the demon involved.

> Disclaimer: Y.W.T.G.T.H.F.T. LLC cannot be held liable for any damage, injury, death, mutilation, vivisection, impregnation, ego death, or other form of harm caused by use of promotional coupon. The user accepts all responsibility for any illegal, immoral, or immature activities performed while being serviced by an outside demonic contractor. Outside demonic contractors are not vetted by Y.W.T.G.T.H.F.T. LLC and any statements or actions made by them should not be interpreted as an official company statement or action, as well as vice versa.

Or if you desire reliable service, there's this alternative: SCP-662. This silver bell summons Mr. Deeds whenever it is chimed. Acting as an anomalous butler, he will perform any chore or errand (that a human is capable of) requested. He is generally capable in fulfilling any household duties but if unable to complete a command he will politely offer alternatives solutions. He is entirely obedient regardless of his summoner and will carry out any and all tasks with a calm and polite manner. If killed, you can simply ring the bell again to restore him. His extremely poor memory and awareness of how he accomplishes his tasks somewhat limited. His keen instinct for carrying out instructions *and* the ability to teleport while unobservable makes him ideal for quickly getting your house in order. Or getting the world in order, depending on the sort of errands you have him running…

[400SCP] Perfectly Legal*

*Thank You Very Much

You might not be as monolithic as Mammon Industries™, but you've got style! Here's your perfectly legal establishment. This can be anything: a casino, grocery store, fast food joint – you name it! As long as it could be called a business. In regards to however you choose to conduct this business – it's *always* perfectly legal! Any customers will know your practices are valid under the law too. Go ahead, collect new employees because they're legally-obligated to accept due to being your 100th customer (or whatever the current convenient rules are). No rule is too preposterous to be allowed within the premises. That employee handbook might as well make you a god (more like devil) for your staff. Within these walls, customers and enemies will have to respect the rules if they don't want to get in trouble with the law outside. Even if you decide unleash poisonous snakes on them, collect their organs for store credit, or declare all their raffle winnings invalid because it's a Wednesday – they'll legally have to accept it. Legality can only take you so far however, and you may still face resistance from ~~victims~~ Karens who don't respect the establishment you're running. And you'll need incentives to actually get people inside… Of course, you could just run a relatively normal business too and just use your diabolical systems to keep it running with minimal interference.

Your companions can take a voucher for Free perks from the choices of: `Bodacious`, `Ethically-Sourced`, `Genre Savvy`, or `Sales & Marketing`.

Wilson's Wildlife Solutions

[100SCP] *Ursus algebrus terriblis*

Solve for bear.

This mathematical formula is rather simple to understand, but rather than producing any solution that consists of real numbers – the only solution this equation comes to is wildlife. Even high school algebra is enough for most students to solve it. Following the whole sequence of steps invariably results in one adult female grizzly bear manifesting in reality. Each time the equation is solved. Each time someone ponders the hypothetical long enough to have considered each step. These bears cannot be returned to any numerical state by solving the equation's inverse. You can't use abstract math alone to remove real bears, that'd be crazy. Sadly, these creatures tend to arrive in reality disoriented and frightened by their sudden state of existence. As a result, most lash out against the nearest other beings… until they calm down.

Other phenomenon you might be interested in for the same price: SCP-2875, Maya the Magnificent, or 'The Polar Bear'. Don't like bears? Well… I guess you can downgrade any of these anomalies to a less formidable creature if you want. Herman Fuller Circus of the Disquieting can also take Maya as an alternative to their `Carnie Cannon` freebie.

[200SCP] Critter Rancher

Monster Adoption Shelter

It's not too fancy, more like a veterinary clinic and indoor shelter. You can use this center as a base for organizing the adoption of mysterious and magical creatures. This right will be protected unless you start to risk breaking the masquerade nationwide or seriously threaten public safety. But if you just operate locally and stick to giving the marvelous monsters of Mother Earth good

homes you'll be able to stay in business without too many issues. The animals themselves are the only thing you need to worry about. It can be quite hard to care for special creatures' perquisite needs, so don't get disheartened if people return a critter that proves too much for them. You'll find a home they belong in eventually, or maybe even be able to reintroduce them to the wild! Perhaps you could just try giving them a more stable home with your own resources than finding a new family for them? To get you started, you may take custody of one of the adoptable critters that would otherwise be contained at Wilson's Wildlife Solutions.

Additional critters may be taken at an individual rate for just **100SCP** perk animal! This can also be treated as an alternate freebie for the origin. Thunderhorn/SCP-654, Bandit/SCP-1152, ZARGOTH DESTROYER OF DIMENSIONS GOD AMONG MEN, Incinideer, or Dr. Cawthorne/SCP-3466 are just a few of the critters who would be happy to have a chance at a new home! (Or, just devise an original anomalous animal of your own with some minor abilities, if you can't decide.)

Nobody can take Phoebe (SCP-[redacted]) or Vizzie (*Capra aegagrus hircus*) as their freebie instead of `Nobody's Home`.
Oneiroi Collective members can take a baku (SCP-2245-1/Bakugo) as their free item instead of `Sleepr`.
Shark Punching Center can take SPC-3787 as their free item instead of whatever other super cool stuff they got.

As *yet another* alternative option: you can buy a phenomenon like SCP-561. This is undeveloped region covers several square kilometers. Any pregnant fauna in the area will eventually give birth their evolutionary ancestors, generally from ancient epoch. The anomaly seems to favour more wild and dangerous creatures; it prefers the Pliocene Era, but this is not absolute.

[400SCP] A Boring Agreement

They tried to make me go to rehab.

You've got your own full-size wildlife rehabilitation clinic! This zoological preserve is not required to be located in Boring, OR – and really would be better served some distance away to try and help as many mischievous monsters as possible. You're licensed for all exotic creatures, natural or mythological. This space is legally permitted to house all anomalies that can be classified as fauna. No one, save the most unhinged anti-animal activists or knight templar eco-terrorists will contest your right to provide a safe space for creatures. This license isn't restricted to just on-site activities either! Whatever region you're in will find ways to contact you whenever unusual wildlife starts stirring up trouble - even if you don't advertise your capability for dealing with them. If you're in the business of catching monsters, word-of-mouth seems to spread your capabilities and any rumoured (true) incidents of weird monster activity make it back to the staff here. You receive conservation funding from government contracts for each "monster", ensuring that at the least you can maintain food and habitats for all the friends you've got here.

An expert team comprised of ecologists, environmentalists, zoologists, veterinarians, and animal control specialists. They'll be the ones helping you run this preserve and wildlife rehabilitation center. Every one of them gets an extra **100SCP**, which can be spent on Manna Charitable Foundation or SCP Foundation perks.

Continued ITEMs

These items can be purchased for the listed prices. There *may* be a couple discounts here? Eventually?
At the moment, this section exists for inserted more factions options in the future.

[150SCP] SCP-107

Making it Rain.

You a small have a turtle shell that acts as a liquid-absorbing basin. It absorbs various liquids, leading to precipitation of that substance in the immediate area. The intensity and duration are increased by the amount of liquid absorbed, with the ectoentropic properties ensuring exponentially greater precipitation than the absorbed material. These liquids lead to anomalous effects on the flora exposed directly to the rain, causing wildly varied evolutions that incorporate the substance or encourage plants to feed off it. It is semi-sentient, and doesn't seem willing to rain down liquids that would kill everything.

[SORRY] This Section Remains Under Construction

Space reserved for changes to jump document.

Currently this section exists for adding items that are requested, or for encouraging you to put fair prices on things that weren't directly offered by the jump. Does it do one simple or fun thing? 100SCP. Does it do something amazingly or offer tools that let you create diverse effects or make your own custom things? Probably 200SCP. 400SCP might give you an anomaly that serves as a personal army, or provide extremely niche but extremely useful territories you control At 600SCP, you could just pick any Object from the catalog if you weren't sure about pricing – or wanted something really absurdly dangerous edited to not harm you.

Document 001-α SCP-001-β Companion Entity Manifestations

Each SCP-001-derived object brought into baseline reality carries with it unique markers from the previous universes destroyed by SCP-001. This may include: foreign particles, waves, biology, chemicals, or even new concepts. Due to their ability to reinforce elements of past universes which were not present in our own or generate elements which cannot exist within our universe's physics, it may become possible to track all SCP-001 phenomenon after a few samples can be studied. Similar types of contamination should be present on all ITEMS. Designing paratechnology to track these signatures should be a priority if SCP-001-α is not compliant in entering containment.

While SCP-001-α is the primary object of interest created by the SCP-001 phenomenon it is far from the only sapient threat. SCP-001-α will be given the opportunity to design an indeterminate number of additional beings (SCP-001-β) to aid its goals. Each abides by the same ruleset for appearing in our history as other elements conceived by SCP-001. As such, the methods employed to find SCP-001-α are also being used to find SCP-001-β. Patterns in [REDACTED] pricing schemes have revealed that the value of PERKs and ITEMs obtainable overall is much higher when SCP-001-α is willing to invest in its SCP-001-β.

It is currently unclear if there are any inherent risks involving the cost reduction.[18]

While some [REDACTED] make it clear that SCP-001-β hold absolute loyalty for SCP-001-α, other [REDACTED] do not make this stipulation and leave it to the discretion of the owner party to decide their temperament. This is especially concerning due to the high potential of SCP-001-α being able to purchase existing people as SCP-001-β. Our current methods of keeping diverse and entertaining personalities among staff to serve as a lure for SCP-001-α is twofold. They may serve as a lure to bring the entity into containment willingly as well as provide insulation that deters SCP-001-α from transforming more essential personnel into instances of SCP-001-β.

There are three known varieties of SCP-001-β, divided based on their emergence.

- **β-Immigrant**: These are already been linked to SCP-001 in an extrauniversal lifetime, and are already "Companions" to a given SCP-001-α. These will have the greatest ease of detection based on greater contamination of foreign energies. Treat with the same discretion as SCP-001-α.
- **β-Emigrant**: These people never existed until their design by SCP-001-α. They were created and retroactively inserted into history to fulfill a specific role. These play by our universes' rules and may be difficult to find, but easier to contain.
- **β-Flagrant**: These are people native to baseline reality. They are hand-picked by SCP-001-α to add to their [DESTRUCTIVE CRITISISM EXPUNGED] roster of allies. These "Companions" are real people who may lose their free will after being targeted by SCP-001-β.

Immigrant and Emigrant Type-βs appear retroactively into history like SCP-001-α and will be causally indistinguishable from other residents of reality. There is currently no method available to determine if one will be targeted to become an instance of SCP-001-β. There is no method to assess if they will gain memories from extrauniversal lifetimes or if they are "new" creations of SCP-001.

SCP-001-β behave consistently in ways that promote either the goals or wellbeing of SCP-001-α. Relationships between these entities may superficially resemble wholesome ones, but it must be clarified that they were fabricated and/or groomed (history and personality) with express purpose to fulfill roles for SCP-001-α's entertainment.

18: Budgetary options presented by SCP-001 are catered to promote/validate the ego and pursuit of personal power of SCP-001-α as a primary goal. Cheapening the value of their SCP-001-β is a parapsychological tool to encourage SCP-001-α to dehumanize or treat them as assets.

Cures for psychological dependency after being purchased by SCP-001-α cannot be tested until confirmation of its entry into baseline. There is no reason to doubt the efficiency of our established cures to reestablish mental normalcy.

If you have fears you may be targeted as an SCP-001-β, it is critical to seek defense against the process immediately. While we cannot immunize against the event, it can be treated.[15] Personnel must file requests for treatment (amnestic or thaumaturgic) before SCP-001-β manifests. Under no circumstances are SCP-001-β instances to be exposed to memory-altering substances without the express consent of their original self. While untested, there is no reason to doubt these methods efficiency at removing invasive memories caused by SCP-001 allowing a return to normal life. Your treatment request will be respected even if the SCP-001-β trying to replace you resists.
-Treatment methods have been approved by Ethics Committee since [redacted], 20[redacted]

It is strongly suspected that the focus of SCP-001's interest is on the SCP Foundation. It is for this reason that personnel viewed as most vulnerable to becoming SCP-001-β are those that have frequent involvement with other groups while acting on behalf of our organization. A table of potential people and Objects that might be of great use or interest to SCP-001-α is provided below.

Table-001-3

Background Group	Foundation β Risks	Additional β Risks
Alagadda, Kingdom of	Dr. Narváez, SCP-049	SCP-035, The Ambassador
Ambrose Restaurants	Krona Midaeus	Marius, Chaz Ambrose
Anderson Robotics	Olympia Project	Vincent Anderson
AWCY? (Anartists)	Dr. B. Kondraki	Ruiz Duchamp, The Critic
Black Moon	N/A; mythological GoI	N/A
The Black Queen	Dr. Gears, Dr. Bailey	Alison Chao, (O5-[redacted])
Chaos Insurgency	Dr. Glass, Dr. Wettle	Engineer
Chicago Spirit	N/A; defunct GoI	N/A
Children of the Night	Dr. Light	SCP-1000, SCP-343
Children of the Scarlet King	SCP-231-7,[REDACTED]	SCP-2317
Church of the Broken God	Dr. Xyank	Robert Bumano
Cicada "God", Cétlaidí	Bridget Callaghan	SCP-2852
Daevites	Maria Jones	SCP-073, -076
Doctor Wondertainment	Little Misters®	Eric, The Doctor
Drooling Path, The	James Talloran, SCP-058	President [redacted]
Drop-In	SCP-507, Alex Thorley	SCP-7152, SCP-7622
ESHU Protocol	Dr. McDoctorate	Queen Mab
The Factory	SCPs: 321, 590, 963	The Investor
Fifthist Church	Dr. Wheeler, A. Belitrov	
Gamers Against Weed (Anartists)	Gregory Chudley	Jude Kriyot
Global Occult Coalition	Dr. Clef, Dr. Cimmerian	D.C. al Fine
Herman Fuller's Circus	Dr. [redacted]	Icky, Herman Fuller
Manna Charitable Foundation	Dr. King	
Marshall, Carter, and Dark LTD.	Dir. Kate McTiriss	Iris Dark
Nobody	N/A	N/A
ORIA	[redacted] (O5-[redacted])	Parviz Jafari
Oneiroi Collective	Dr. Lillihammer	
S & C Plastics	Dr. Breaker	[PATAHAZARD EXPUNGED]
SAPHIR	N/A; incompatible GoI	Prof. Malesherbes
Sarkic Cults	Lucretia Popescu	Ozıŋrmok Ion
SCP Foundation	Dr. Crow, Agent Lamont	SCP-3000, Administrator
Serpent's Hand, The	Dir. Moose, Dr. Sinclair	The Serpent
Shark Punching Center	SCP-1449	High Pugilord
Syncope Symphony	Lee Byron	SCP-7415
Tartarean-class Demonic Entities	Sheldon Katz	SCPs: 738, 2980
Wilson's Wildlife Solutions	Tim Wilson, Dr. Kiryu	Faeowynn Wilson

Companions

Don't let your potential friends here be limited by who the Foundation says are important.
Just recruit anyone in jump as a follower if you can get them to join you.

As for creating your own OC Companions here, they can have whatever personality and history makes sense with the background and role you've provided them. Getting a bit silly with it and having them have a history of badassery (in line with their PERKs) is just fine. For the record, companions don't have enforced loyalty by default here – but if you're designing their history you do have the option of making someone with that sort of mentality.

While companions are allowed to take the 400SCP items for themselves, these will not give them extra companions of their own. Well… it's largely up to your personal discretion if they can gain followers or not. Just don't try to exploit things for infinite points. Any "lower-order" companions beneath the ones you pay for won't receive anything but the basics history bestowed by those items.

[50SCP, 1st FREE] Ticket to Ride

DO NOT mix this up with SCP-342.

Recruit anyone if they want to join you. Pick up a new human friend… SCP Object… anyone! They're more than a follower; they'a a full Companion with whatever privileges than entails. This can be redeemed by any sapient being that has the capacity to understand the journey you're inviting them on. They don't get any Special Choice Points to spend here on background origins or powers or any weird things like that. They already exist here with whatever personality and capabilities they had beforehand. Provides a physical ticket that has a stellar design so you can keep a souvenir for the event.

[FREE] Next of Kin

Nothing says *horror* more than an endless family road trip.

You're not going to be an absentee parent or a runaway, take them with you! This applies to biological, adopted, or conceptual relatives - or just whatever abomination you've cooked up a laboratory… as long as you care for them like family and they survived this world. Don't think this lets you adopt the whole world or something silly – there's got to be a special bond. (You're not forced to take enemy family members.) If you're a Black Queen, this means you get to bring your family back together.

[50SCP] Partner Pair

Two companions for a very reasonable cost.

A special companion pair that work well especially well as a duo! Their histories are their own, but probably also strongly linked. Best buddies? Workplace rivals? Mortal enemies? These can be new characters to your adventure or serve as slots to import previous allies into the setting. Individually they each receive **600SCP**, along with Team and Role of your choice. Companion may also choose Drop-In backgrounds, but are only given **+200SCP** when they replace their Team or Role. If they're true Drop-Ins (**+400SCP** for both Team & Role) without any history at all in this setting, ignore any other additional bonuses below.

If these two share a background and faction, you can treat them as a mentor/protégé set (or more unbalanced rivals). Whichever companion you decide has the advantage here receives an extra **200SCP** to reflect their greater experience. Or, if you *must* have them as equals they can split the difference. As true partners and each use the bonus **100SCP** on any perks.

If they work for the same faction but in different roles… They've got an amazing working relationship. They can take one of the perks they share discounts on FREE of charge, though it only works half as well when they're not working cooperatively.

If they have different initial faction choices but the same roles, both can purchase `Dual Loyalty` at a cost reduced by **200SCP** provided it gives them a position in the partner's faction. Either or both members of the pair can take advantage of this deal.

[200SCP] Standard Companion Package

The eight pack.

Eight companions for the price of eight, each with **600SCP** to spend on their perks or items!

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Just a reminder, every 400CP anomaly you could purchase in the ITEM section also includes
an import of twelve companions who receive 600SCP each – with the only limiting feature
being the restriction of having the same faction as the anomaly (usually).
– SCP-001
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Document 001-α BANEs — Burdensome or Apocalyptic Negative Events

Beyond the purchase of varied boons that offer growth and power, SCP-001 is willing to generate additional strife and difficulty for SCP-001-α. These systems serve to hamper and impair SCP-001-α but also provide rewards of further Special Choice Points for accepting the disadvantage. These BANEs (Burdensome or Apocalyptic Negative Events) are typically not based in any system of Origins. More often, they serve to ignite character flaws that are common in the entered world or otherwise force the SCP-001-α to experience traumatic events which have a basis in that universe. This is especially alarming given information recovered from parallel universes that have undergone extinction events.

Of note is that all of these extra consequences will only be inflicted on SCP-001-α voluntarily. There is no memetic compulsion to participate in BANEs, and it is entirely possible for them to resist temptation of extra points.

Of great concern are BANEs that trigger world-ending hazards. These might only endanger SCP-001-α minimally which provides no incentive to fix the issue they have created. Our sample data seem to indicate these offer the greatest rewards even though the majority of harm is focused on the world. Unlike other XK-Class scenarios which have a possibility to be negated or recovered from, these events may be fiat-backed by SCP-001's and immutable so long as SCP-001-α remains in reality. Should SCP-001-α's manifestation coincide with an end-of-the world scenario that resists corrective methods attempts to terminate SCP-001-α will be necessary. So, please don't end the world, okay?

Known examples:

- Initiation of Lifted Veil or Broken Masquerade to compel worldwide panic, up to causing an IK-Class Collapse of Global Civilization.
- Overriding the free will of all SCP Foundation personnel, compelling a "bloodlusted"[19] need to terminate SCP-001-α despite normal containment protocol.
- Making any self-replicating Keter-class Object (ex. SCP-006, SCP-505, SCP-3916) irrevocably destroy the biosphere; contaminating water or creating Insect Hell.

It is possible that some drawbacks may not be destructive to the world, but instead subject trials directly on SCP-001-α, these are often rewarded lower despite forcing the entity to endure a decade of punishment:

- Forced participation in rituals to SCP-2845, Protocol M8, or 110-Montauk.
- Being restricted to the body of an animal, such as Lord Blackwood or Dr. Crow.
- Loss of memories (partial or total amnesia) that provide context for our world.

We anticipate several impossible obstacles may be presented, such as:

- Being forced to terminate SCP-682 before their time in our world concludes.
- ~~Inspiring character growth in Willie Wettle or enjoying his company long term.~~[20]
- Exposure to SCP-[redacted] in which [redacted] can overcome their extrauniversal defenses.

Clearly, if SCP-001-α lacks the appropriate situational awareness of the world when it selects from available BANEs, there is a chance that SCP-001 may resolve itself.

These are only examples based on current data, and are may not accurately reflect actual BANEs. As with PERKs and ITEMs, please file any relevant information collected under the 4F Format to better track the entity's budget. Unlike PERKs and ITEMs, BANEs do not persist between universes so SCP-001-α is unlikely to inflict any disasters beyond our understanding.

19: Term derived from "bloodlust" originating with Blizzard gaming communities, denoting a mental state wherein the affected party is unconstrained by normal constraints (especially moral and ethical) that prevent them from using their full power or resources in a bid to kill an opponent.
20: 1: This is an unprofessionl[21] personal attack. 2: Its[21] long-term not long term, you buffoon.
21: unprofessional; It's

Drawbacks

Or we can call them BANEs, that does sound kinda cool.
These difficulties last for your entire stay here, unless they explicitly say otherwise. Any ongoing consequences from choosing these will end when you leave this universe, or 10 years, whichever comes sooner.

A few BANEs have different levels of severity, take whichever you are comfortable with. Or none at all!

[FREE] An Anomalous Foundation

The family you choose!

IJAMEA, Valravn Corporation, The Wandsmen, The Hive, Parawatch, Unusual Incidents Unit, Drunken Street… The number different groups in the SCP Universe is ever-expanding and some of their themes tend to overlap. If you're set on picking a Group of Interest that wasn't made available as an option, just do it. Or take it a step further and add to this. Instead of attaching to an existing group and being beholden to their ideology, just be a member of something new that promotes goals you want to support. Any companions you've imported that share the same Team as you can be part of this emerging group. Whether it's incorporated into history or brand new is your choice. Please stick to using the discount system for whichever existing faction has the most appropriate themes for your organizations goals!
Or, you could try and deliver suggestions for another origin and see if it "anomalously" materializes into the jump.

[FREE] Self-Insert

Because being yourself is for suckers.

Why settle for being you, when you could be somebody *better*? The most important person you need to live with is yourself. And this isn't just getting to be someone new! It's being the best idealized version of someone new, getting put on a path for a more intense main character sort of life. This won't give you any of their powers whatsoever. If you want those, you need to buy them yourself. Still, it will put you in a starting position that's extremely similar to their life – with appropriate changes for whatever power you do have. *Alternatively* you might encounter an actual self-insert character for yourself in here. Since there's quite a few who have at least written a character they can project onto – if not a clear attempt at self-insert to enjoy exploring the setting. Some of these characters even have the (mis)fortune of getting to meet their makers. So what's the harm in another?

[+[redacted]] Brand New You

A very different self-insert! Exposure to SCP-782 or SCP-3249.

You didn't steal someone else's life to get where you are? That's bogus. Your background in this world trapped experiencing someone else's choices until now. Now they're stuck on the inside for a change, forced to watch helplessly as their former body acts of its own volition. You could also do this in the inverse, stepping be the one who was always in charge of decisions (until now). Your unwilling hostage who watched you make the wrong decisions and wasted the life they should have gotten to live. Though, setting them free like this would probably earn some forgiveness? It's impossible to know what your other self is like in terms of personality, but they're more likely to be a normal person, just one that wants a chance to do something different. With the right psychic powers or other abilities, whoever controls the body could open a line of communication or cooperation? You're still the Jumper either way so you can decide if you keep this companion in the end.

`Self-Insert` and `Brand New You` can be combined to body-snatch a specific character and keep them as a companion within the limitations of the drawback. You are allowed to separate into separate bodies in following jumps.

[+100SCP] Canon

pls not lolFoundation tho, dont do that 2 urself

Stick to the source material. There is a canon, that's not up for debate. What'll it be? *On Guard 43*? You could do *Cool War 2: Ruiz From Your Grave*. Maybe you want a bit of extreme action horror and should visit *Daybreak* or *War on All Fronts*? Well just pick a specific branch of the SCP Universe to start in. You'll be sent to the canon as its presented in that story. One the bright side, this might take away the risk of most end-of-the-world threats (except the ones already active). You might be able to travel between different hubs and access other parts of the multiverse from here, but this world you're going to isn't so fickle as to be decided by just being whatever parts you choose to embrace. You do not get the `Schrödinger's Canon` freebie, and obviously can't tale `An Anomalous Foundation` or any other drawbacks that completely disrupt the starting conditions of that world.

[FREE*] SCP-001-α

Doxxed

By default, The Foundation wasn't actually expecting you to show up. With this, that changes. You can treat the jump fluff as a bit more canon, they have a vague understanding of Jumpchain and perhaps even your previous adventures. For **000SCP**, they don't know much (and probably some misinformation) – just to avoid explaining the basics and make them cautious or optimistic.

For **100SCP**: They've already written a comprehensive analysis based on all prior jumps. This covers your observed personality, perks, equipment, training, companions… bits of everything. They aren't your active enemies yet – they just know most of your history, abilities, and weaknesses. Depending on your powerset and (and especially your) psychological profile – they may see fit to protect the world from you. This analysis does include Special Containment Procedures that they believe work to entrap you… if possible. Their countermeasures do not cover any purchases made in this jump, nor do they know who you were born as here.

For **200SCP**: They know precisely who you are. This means a much better understanding of your local powers as well. No longer limited to public knowledge (from the worlds you left) they built a much more insightful profile. The report covers abilities you underutilize and elements of your behaviour that you prefer to keep hidden. There's no way to please everyone, so your opinions and actions are going to face rebuke from a collection of the world's brightest, dumbest, and pettiest folks. Each associate and property you have will be under surveillance even if you only contact them through conventionally untraceable means.

For **300SCP**: The Department of Temporal Anomalies is ready to terminate you as a confirmed threat to continued existence. They are aware of everything you were before arriving here, down to the most minute detail. They've had the time to study every second of your life. They don't just know everything you have done but everything you would be capable of throughout potential timelines. No matter how benign you are here, you're too destructive to be allowed to exist. Terminating you is important enough to sacrifice their world for considering how much of the multiverse is in jeopardy if you escape containment.

And if the SCP Foundation knows you're coming you can be sure at least a few other parties are going to have details too…

[FREE*] [CLASSIFIED]'s Most Wanted

The aforementioned interested parties…

You're the most interesting guy in town! Instead of just being a new favourite for the SCP Foundation, you can get attention from the greater anomalous community! You can choose any group within the SCP Universe, as long as it can present the sort of threat level described below. You can gain up to **300SCP** total from this drawback, with separate purchases allowed for different groups of enemies. If you're a Prisoner, you can select your own Team for this. They'll know a little bit more about you than an equivalently priced purchase of SCP-001-α, focused on what you can do rather than knowing any specifics of what you have done in previous worlds. But if you take both drawbacks, they'll know parts of your history.

For **000SCP** they're interested in you in a way that's not entirely hostile. They need you for something (probably non-lethal) that will help accomplish their goals and are might even be willing to reward you. With what they do know about you, they're currently willing to just ask for your help. You might have a lead that Nobody needs. The GOC want you to eliminate a risky parathreat for them to prove you're one of the good ones. The Mekhanites need expert advice from someone who they think has seen more of the universe's blueprints. Perhaps the Sarkics think you have bioweapons that will make them even stronger.

For **100SCP**, what they need you for isn't something they expect cooperation on. You're more of an obstacle than associate, and whatever they're planning is something that victimizes you – whether that's MC&D's Acquisition Department putting you up for auction or Ambrose figuring out the best way to season you for customers. Maybe Chicago Spirit needs to erase a potential snitch or The Factory thinks you'd be a perfect worker chained on an assembly line or be better reassembled into a new line. There's a chance at working with them, if you're able to deescalate and find a compromise that still serves their self-serving goals.

For **200SCP** consider yourself the group's nemesis. Maybe you brought a baku into the dreamscape. Maybe you promote worship of the wrong god. Maybe you personally initiated the Day of Flowers and killed billions of SCP-1000 and plunged the rest into feral madness. Maybe you even… *befriended sharks*. Whatever the reason, one of these groups thinks you're not allowed to live anymore. Your crimes against their ideology are too unspeakable to tolerate. You might be able to convince a few of them to come around to your line of thinking, but overall they won't rest until the world is safe from you.

If you want **300SCP** for taking them on, they'll have an upper-hand in this conflict. In this story, they're the hunters and you're the target. Under any circumstances where you're the one knowingly starting a fight with them the conflict will be treated as a maximum risk to secrecy and normalcy. You'll become an enemy target to all factions. Your offenses to them aren't so minor as to be limited to only making them your foes. If not unforgivable to the others, they make you seem absurdly dangerous. The hate that [REDACTED FOR PLAYER CHOICE] has for you will make other groups think twice about becoming your friend. Right now, most of the world is undecided on if handing you over is the right choice to create peace. You can still ease tensions outside of your chosen enemy group but it may not be easy.

[+100SCP] [redacted] [redacted]

Creepypasta (noun): Noodle incidents which are too spooky to ever be known.

What happens when SCP-447 comes into contact with dead bodies? How was it that Kain Pathos Crow became a dog? What exactly is SCP-597? For all these questions and many *many* more – you'll never get clear answers. That's if you're lucky. At worst, the truth will be both unsatisfying and put you into immediate danger for seeking it. Somehow it still won't provide enough details to fully sate your curiosity. At best, you won't find anything at all and/or be penalized for looking into things above your clearance level. Every mystery about the universe that keeps you up at night will remain mysterious. Allies tend to keep secrets from you even when there's no reason to. As long as you're satisfied with being kept in the dark… this won't add much danger.

[+100SCP] Deviant

This time it's not just a SPC term for sharks… Unless you're an Oneiroi following the #IsItWeirdThatIWantToFuckTheShark? tag…

[IMAGE AGGRESSIVELY CENSORED]

Seriously, there's a lot of perverts around here. And a lot of shipping happening. Maybe it's just an expected side-effect of being stuck in confinement with the same people every day? Even if they aren't SCP Objects, a lot of these doctors are basically stuck on site for extended periods. Maybe it's an anomaly?

If it is anomalous, you've been affected by it. You join the omnisexual ranks of Dr. Rights and Dr. [redacted], having fewer inhibitions about ~~who~~ what you're willing to sleep with. Everything is permitted, as long as its cute! You'll be likely to take some risks trying new things, possibly putting yourself at risk of more than just a bad date. Or you can stick to your original preferences, but intensify and libidinous drives. You'll be much more willing to pursue those who match your interests even after a few rebuttals. Considering the sorts of crimes that put D-Class behind bars, let's hope you can contain yourself to mere harassment. If you are a D-Class, the charges that led to your incarceration almost certainly involve a sex crime. If you're in a different background, congratulations on escaping punishment so far?

[+100SCP] Power Trip

Power tends to corrupt and absolute power corrupts absolutely.

Wrong. Power is a privilege you earn. It's only called corrupt by those too weak to achieve anything. You need action to succeed, and people are just perpetually envious of those above them. Being powerful is awesome. You're going to do whatever you want and use whatever pressure you can to force others to do what you want too. Whether that means influence, authority, or literal magic. You don't just get power by accident. You deserve to use it for whatever you want. If people are weaker and can't resist, that's their problem. That's the real way the world works. You're not stupid either… just pay attention to when you can get away with pushing your advantages and who won't put up resistance. Even if you're not in a position of authority you can still use intimidation and physical power to bully and oppress others. You love being in control and will aggressively maintain that power.

[+100SCP] Gag Flaw

It can be played for laughs, as long as you have a sense of humour.

There's something that's always going wrong around you, isn't there? Like Dr. King, you endure the appalling state unable to escape apple imagery (especially the seeds) or their seemingly spontaneous generation - and it interferes in studying anomalies by creating ~~bad apples~~ irreplicable results in various data sets. It could be more general like Dr. Wettle, and be a living example of Murphy's Law on the receiving end of copious minor comic misfortunes. Perhaps you're just comically unattractive to the opposite sex and/or a compulsive liar, rather than any paranormal problems. You could even just be overweight, if it's something that people are prone to poking fun at. The issue you're facing is up to you – but with a positive attitude it's not going to ever be a real problem.

For an additional **+100SCP** this flaw is a bit worse. There's either unpleasant history or it actively stresses you out when the issue comes up. You're not going to just laugh away the consequences. There might be ~~some extreme trauma in your past~~ and you can't feel human emotions, like Dr. Gears. Or your ugly looks/personality are the result of a curse from an abusive ex, making sure that if they couldn't have you – no one else will. Maybe you're just in a position like David Rosen, and deal with regular paranoia while having coworkers who are certainly whispering *something* about you (either about the paranoia or the hygiene).

[+200SCP] Heavy Horror

Face your fears.

What's your favourite phobia? Do you want psychological horror? Body horror? Existential horror? The crippling dread of being trapped alone with yourself? Maybe just the man-eating murder monsters are the ones that give you chills, no judgement. Now your experience in this world is going to specifically focus on the sorts of SCPs that will expose you to some of your greatest fears. Even if what upsets you most is seeing another case of child abuse/neglect. Take any theme that frightens or disturbs you, you won't go a month without encountering it. These horrors aren't necessarily anomalous or even dangerous to you. You may just force yourself to deal with some of the worst parts of normal humans, without supernatural excuses.

Or, for **000SCP**, you can pick a theme that might be scary to somebody else, but not necessarily *you*. There's a lot of really weird SCPs out there. Vore? Tentacles? Monstrous Transformations? Milk? If that's what you're in the market for you can choose this. Your chosen theme will only frighten or disturb you in titillating ways. You attract your choice of theme just a bit better and will have great luck seeking it out. The world is still full of things lurking in the night, so even if you like the packaging of some of the anomalies you attract they're bound to remain pretty dangerous.

[+200SCP] With their facial features [DATA EXPUNGED]!

Fear your face.

Who are you trying to compete with, the Koitern? You evoke a primal fear in almost everyone around you. There's something terribly uncanny, even if it's not visual. Some particularity strong-willed people might be able to withstand being around you, but the longer you're around it's only a matter of time. You're going to give a lot of kids nightmares if you go out in public. Unfortunately, this doesn't seem to work on enemies at all. To them, your appearance is unremarkable. I mean, there's plenty of monsters here and you're just another one. Efforts to intentionally scare a foe will fall flat, every time. It's only the people you're neutral to or like that wish they could forget how you look. You might even scare yourself at times!

For **000SCP** instead you're perhaps not as scary as a monster ought to be? You're still a little scary and bound to spook the majority of normal folks. But you're just as likely to end up with admirers as you are to send people scrambling. Maybe you'll end up catering to a niche Like SCP-1471, Able, Icky the Magic Clown, SCP-049, or even [REDACTED FOR PERSONAL DIGNITY]. If you're unjustly placed into containment, there will probably be at least one sympathetic doctors hoping to turn it this into a romance instead of horror?

[+200SCP] Consensus Reality*

It doesn't matter if you're right. You're still wrong.

Normality. Most groups have a vested interest in keeping it secure. Unfortunately for you you're on the wrong side of a different consensus reality: politics. You subscribe to incorrect, anomalous, and otherwise forbidden mindsets. Casual insults or mockery towards your values is commonplace. It's not just the opposition causing problems - those who support the same ideals you do conduct themselves so badly it may force you to reevaluate your priorities. Most times they're not misrepresenting your views but taking them a step further. Whatever causes you support suffer from extremists dragging your values through the mud. You'll constantly hear about shocking new ways your beliefs are wrong with empirical evidence to prove it. On top of the fools arguing with you who only know you're wrong… The moment you step out of line from being politically correct, expect to receive censure and punishment from the *righteous* majority.

You can downgrade this to just **+100SCP.** Instead of facing hostility on most of your views there's just one or two hot issues that you're always being maligned about for siding with. This will still be at odds with the majority and you face constant (sometimes thoughtful) criticism. But if you're equally eloquent and intelligent, people may consider what you have to say instead of writing it off as wrong? Neither side is overly discriminating or dehumanizing their opposition… any more than usual. This is more of a personal struggle than escalating cultural conflict.

Or **+000SCP,** there's no reason to question your stance. The *other* side are honestly always bad people, until they change views.

[+200SCP] Scavenger Hunt

Alternate Titles: Acquisitions Department, Class: Contained, Generous Donor

There's a bit of a mix-up with the inventory… You don't have any items… any objects that you might have been able to bring into the world have gone missing. Raw resources, special devices, even pets and whole properties. They're all scattered for you to reclaim. At least they're still in the world ready to be collected? You can keep perks and (most) companions, but the rest
Your weapons? If they're not being fielded by the Global Occult Coalition to pacify other parathreats, then they're being put to use by covert operatives of the Chaos Insurgency where they can do the most harm to normalcy. Extravagant and recreational items? Most of those have already been sold through an MC&D auction, and with the price they paid for impossible products the customers are not giving them up. Benevolent products that save lives? It's time to go around taking them back from the refugees and other victimized peoples that MCF thought needed them most. At least your friendlier creatures are probably easy to get back from WWS through adoption? All of your best stuff is missing behind layers of security trying to keep it from you.

[+200SCP] Die in the Dark

No contact with the outside world. The status quo will be maintained.

There are two ways to get remembered here, and they're both Scranton. You either get remembered for your greatest accomplishment, or for a horrific fate. So which Scranton are you are going to be? (Neither.) Maybe the horrific fate at most. And even then, you'll only be remembered by people *behind* the Veil. It will be fleeting. You're unable to leave a lasting impression on the world at large. None of your actions will reach beyond the Veil. You don't get to live in the light. Whatever powers you have, or the inventions you can share, they're staying in the dark where they can't change the status quo. While here you're only able to interact or affect those who already know the supernatural exists. Parawatch and other conspiracy theorists don't count unless they truly know and don't just want to believe. This can either be anomalously enforced or just an iron-clad moral obligation; it's either reality actively preventing your influence from touching the normal world, or you are *technically* able to but will adamantly resist your paranormal features being discovered by anyone not in-the-know. With the second option, you'd also be morally impelled to hide any evidence – up to and including forcing people to forget.

[+200SCP] SCP-001-ω / SCP-682

A recurring antagonist?

With all the entities here crossing dimensional boundaries and blurring the line between fiction and reality… you must have expected to see some old faces? You require a foil! This brings one of the worst enemies you've faced back for another round – this time the playing field is evened, they gain roughly equivalent advantages to what you could have gained. If you don't have an appropriate enemy to import this can just be an AU enemy doppelgänger. The Chaos Insurgency to your SCP Foundation! The Cain to your Able. For **+100SCP** more this can be a larger number of foes from your past, each with new terrible tricks available. Or just deal with SCP-682 mercilessly pursuing you and evolving to overcome everything

[+300SCP] SCP-3000

The sweet amnestic waters of Lethe.

You've got no memory of how you came to be in this situation, and you probably don't want to remember. You have touched what IS NOT, you once encountered Anantashesha in the depths. The exposure was intense, and it broke down some part of your soul. But you were not devoured and physically recovered from the experience. The emptiness might have left you with a strong terror of the deep when you relive your first memory in most nightmares… There could other lingering sensations of panic attacks, headaches, or nihilism on top of the total amnesia. The memories aren't gone. They were merely broken down and taken from *you*. At the end of the decade, they'll be recovered. For now, they might be scattered into all sorts of people. Generally these stolen memories will be among the Foundation staff and D-Class they use collect material from SCP-3000.

Downgrade the severity and you can still earn +**200SCP**. You never had to deal with the monster, just its byproduct: Y-909. You still don't know anything about your previous life(s). The dosage took that. There's only traces of how some people made you feel. Small reminders of the relationship you had with them. This is bound to cause trouble considering you also have the memories of someone else. These aren't even your background memories here, but more likely to be the fragments of some unfortunate doctor or convict that the Foundation sent into the abyssal depths. It's going to be a pain determining who you actually were… with the foreign memories forced on you contradicting a history in the setting as well as otherworldly "feelings".

Perhaps you're loathe to forget so much? If you only need **+100SCP**, how about a regular (over)dose of amnestics? You have a history in this world but it won't matter much now. There's no added confusion. You still remember your skills and figuring out how to use and old powers will come naturally. It's just you've got no attachment or awareness of anything before that pill. There could be friends or family somewhere wondering where you've gone. There might be people out there you victimized? If you've got a good support network in the world, they'll probably try to help you recover and avoid letting anomalies influence you. If you're a D-Class or otherwise not part of the Foundation, you'll be lucky if they even release you into society.

For +**000SCP**, you can selectively expunge some parts of your past that you'd prefer to be without. No refunds for this version.

[+300SCP] Safe

Nothing bad will happen if you just put it in a box.

Being classified as Safe doesn't mean you aren't dangerous. This simply means you are incredibly easy to contain. No special resources or efforts are required to keep you locked away. As an anomaly, you're harmless unless acted upon. That means not using any supernatural powers or having parameters too far beyond a baseline human. If a regular person can do it, it's fair game. Considering the mental feats of some 'regular' humans here, that will leave you with a high intelligence as a peak human. The purely defensive aspects of powers still work too; you can protect yourself as well as before. Every other ability is restricted, contingent on activation by other people. This makes the most sense if you're some kind of object, with a wearer/wielder activating powers on contact. Perhaps you're voice activated, and can only use supernatural skills on command? Regardless of how exactly it works, usage of all powers is dependent on having someone else force you to use them.

[+300SCP*] "Did You Hear About That Jumper Down in Samothrace?"

You'll get these +300SCP in purchases once the situation is resolved.

You've been replaced by an imposter that's trying to steal your life. From the description they're clearly wrong too, which is the worst part because half of your companions believe *they're* the real one. Sometimes those allies can't even recognize you as real. The problem is you can't disprove the fraud because you don't exist in the same perception of reality. Thankfully half of your companions are still on your side, and there's a cure for the anomaly that's making them act like you're the fake. It might be a magical spell, it might be drugs, it might be anything – but there is already a way to brainwash them back onto your side. Unfortunately, there's also a way to brainwash the allies you have to convert them into believing in the fake version. For now, nobody is resorting to anything violent – but that might change if you start pick fights openly. You'll need to do something about the imposter, since you'll lose allies who begin to treat you as a fraud or worse if this continues. Both sides are correct and have chosen the real you so the death of either ends your chain. Perception of reality is likely to deviate more as time goes on.

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You have nearly identical builds except for 300SCP. For clarification: the "other" side has
300SCP worth of things you didn't buy but is also missing 300SCP of stuff you do have.
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[+300SCP] Awakening Procedure

Was it mere coincidence that placed the secret to her reawakening in the same chamber in which she slumbered?

You're stuck in a situation like Kedesh-Nanaya or the Scarlet King. Maintaining a level of cognizance and wakefulness is contingent on regular acts of worship performed on your behalf. The less you are revered, the more torpid you become until slipping back into slumber until a new cult starts directing their worship at you. Supplicants don't necessarily have to believe in you… so long as there is some kind of effigy to direct their reverence. Bas-reliefs have fallen somewhat out of fashion in this era. This is the digital age, and graven images should be sufficient to maintain a fanbase. Anonymous acts of worship are perfectly fine for recharging your spiritual batteries. Admittedly a proper cult would serve your needs much better. If you can secure a way to keep your imagery online and have loyal devotees producing new material, it shouldn't be too troublesome to ensure a steady stream of… uh… worship. The more popular you are for prayer activities, the closer you can get to your usual 100% strength. You can't make graven images for yourself (of course) it needs to be another genuine devotee. But there's a potential you could just reveal yourself to the world to obtain the devotion need to survive? If you lie dormant for too long, it'll be the end of you.

[+300SCP] On The List

Millions have already died under mysterious circumstance in connection with a website known as scp-wiki.

Someone in this world is out to kill you. But they have no interest in trading blows with a Jumper. They don't blame a character for the choices of a self-inserting author – so that's target the source of their woes. All authors, but a small focus on targeting one responsible for your life in particular. The equipment or powers they can create gives them the means to cause harm to humans in a hyper-reality above this one. This would-be killer is hyper-intelligent, resourceful, and well-connected – it's just a matter of time before they figure out who's responsible for writing you. Even if it means destroying their entire reality – they won't rest until the corrupting forces tyrannically writing this reality are removed. The death of authors shouldn't be able to inflict harm on a shared world they've created, but whole sections of reality seem to be lost or altered during some of their attacks. Even if caught, they might have some compelling arguments to offer for why you're better off without allowing these god-complex author to dictate your actions. Are you able to survive SCP-5500 when the killer could be anyone?

[+300SCP] Memento

Skip to the next drawback. Seriously, don't read this one.

Do you *like* paranoia? This world is full of wondrous and wretched things. It's horrible and unfair. This is a place where some monsters will steal identities absolutely – all because you gave them your name. It hosts worlds where *everything* died, just because the wrong person was contaminated by a conceptual Death time-bomb. People can be contaminated by predatory ideas that spread into others before devouring all humanity. Each of these threats are smart. They can furtively lie in wait until they're brought somewhere to do the most damage. If you take this, at minimum one of your companions (or even an item) will serve as the vector for a such a horror. It won't harm you here. You'll be the one to accidentally bring it to the next world with you. Quite possibly at the expense of a companion you've left behind forever. You will not be able to account for any discrepancies in purchases. You will remember this possibility of having chosen this. You'll remain aware of the danger of imposters, and the risks that even a loyal ally might unwilling spell doom to a future world.

[**+1000SCP**] A Favour

What's one simple request when compared to so many points?

Do you accept?

ZK-Class Reality Failure.

In the case of SCP-001 this effectively prevents all transmissions of energy. This results in the targeted universe being eternally preserved in the moment that SCP-001-α exited the universe. Observation of the affected regions is impossible, as probes are unable to displace matter to enter the areas. It is speculated that victims of the phenomenon are unaware of their stasis.

Removal of the object from baseline reality is not sufficient to prevent the permanent cessation of time. SCP-001-α can traverse alternate worlds and pocket realms without affecting the outcome of its visitation. We may need to establish better methods of observation of alternate universes, as previous data suggests all interconnected universes cease function during the period SCP-001 concludes its 10-year cycle.

Every world that SCP-001 withdraws SCP-001-α from undergoes the same distortion to its flow of time. The mechanism for this is suspected to be located in [REDACTED], and thus cannot be directly reached with current technology. In the unlikely event we are able to communicate to SCP-001 and convince it to abort the event, it will still likely result in [REDACTED]. One preventative measure may be the termination of SCP-001-α before it can be retrieved by SCP-001. Instructional material sourced from SCP-001 to SCP-001-α indicate that this "time stop" will conclude at the end of their assignment. However it must be noted there are no incentives for SCP-001-α to stop, and it is rewarded for continuing to integrate into new worlds each decade.

There will be 10 years of activity by SCP-001-α before any risk of total physics failure in our reality. Direct observation of the object and further research into the mechanisms at play are required, and may yield evidence disproving a need to terminate the object. There is a possibility that showing SCP-001-α the consequences of its visitations to other universes may lead to a change in its decision-making process.

They are always presented with three choices: To stay, to return home, or to continue.

These choices will be denied to SCP-001-α if it expires before the SCP-001 is ready to retrieve it from the universe. SCP-001-α has never been observed to make any decision other than to continue. Whether this is an actual choice of the entity, or manipulated in some way by SCP-001 cannot be determined at this time. As with most information we have on the phenomenon we will require more details after the manifestation event.

FOUNDATION-WIDE ALERT SYSTEM ACTIVATED

SCP-001 ACTIVITY HAS BEEN DETECTED.

SEEK SHELTER (QUICKSILVER) IN YOUR SITE IMMEDIATELY.

D_Small: we had a shelter for this the hole time? where? what is quicksilver?
H_Tran: Above our fucking clearance, obviously. I fucking hate this job.
D_Small: nvm just tell me where
A_Pruitt: It's not done. Project Quicksilver is still in the theoretical stages of development. It wasn't working. We don't even have a prototype to start construction.
H_Tran: Yeah, sure. /s
H_Tran: So the alert is just false hope? Fucking bullshit.
H_Tran: Unbelievable.
Dr_D_Small: PLEASE ALYSSA. WHERE IS IT????
H_Tran: I really fucking hate this job.
User H_Tran has been temporarily locked for use of inappropriate language and/or spam. If this automated ticket was filed in error, please contact tech support to resolve the issue.
<<DATA CORRUPT>>

The End

Anyway… you get a couple choices when it's all over. Choose one, unless you died.
You probably know the drill, keep all your companions and whatever you purchased.

`[QUIT] Protect`
Thanks for playing.

Sorry, but if you met your end here this is the only choice. You do get to take everything you're gained so far back to your homeworld with you. This is only for stuff you want to take! It wouldn't be very sporting to force you to carry back any horrific infohazards or stowaways and meet another end. Please enjoy returning to your first world without worrying if anything here might haunting you! We'll sweeten the deal here… whatever finished you won't be able to harm anyone else. We pretend it was a heroic sacrifice to protect others. From outside the world you can write more of it into being, just never come back in yourself.

`[STAY] Secure`
Why end your chain anywhere else?

Don't settle for Jailor when you could be *the* Warden. This place is an ever-expanding paranormal kitchen sink where you can experience any amount horror and wonderment. You might discover ways to create whole new universes (or just plagarize worlds and copy creation methods that already exist here). This place is bound in your cosmic chains, and won't suffer any apocalyptic SCPs nor invasions from hostile universes… unless you purposefully weaken security. Finally, you can keep also keep `[QUIT]` for later. Just something to have in your back pocket if you perish or suffer some fate worse than death.

`[HOME] Contain`
Homeward bound.

You've come to the end of your chain, and it's time to use it to wrap this up. You can leave them here as a safety net to keep anything terrible from escaping out into the omniverse. You're ready to go somewhere else. Anywhere but here? It's time to go back where you feel you belong – wherever that might mean for you. You won't be at risk of any horrors pursuing you from this place (at least, not the ones you aren't intentionally taking out of it). Any threatening predators from this world won't be able to bother you anymore. Your journey through the multiverse is over, and it's time to relax in a world of your choosing.

`[BOTH] Breach`
Here and there.

Infinite canons for the SCP Universe exist, generated by the imaginations of the authors who contributed to them. Many of these worlds are already attempting contact with those who dreamt them up. The authors continue to influence the world, it was only time before the right anomaly came along to bridge the gap. Back on your homeworld you can allow those who created their own canons of this universe to visit them too… From the branch of that universe you've just left you might just discover that you hold an authorial fiat that trumps them all. This can be seen a bit like `[QUIT]`, but you can let others traverse the barrier with ease.

`[REDO] Tales`
~~Save-scumming.~~ A retelling.

Did things world not work out as you wanted? Don't you hate it when people use their personal agency wrong? Now that you've got even clearer insider knowledge of the world, you can exploit that for another decade here. If you're willing to trade in all your previous purchases here you can try again. Make a new build and try it from a different angle. Rewind and reset everything to before you arrived. You and your companions will be the only ones to remember the last decade. Provided they're not less than 10 years old, you can even designate a small number of locals to retain memory of this timeline. Get back in the saddle!

`[NEXT] Continue Chain`
The expected answer.

Another decade, another jump! When you're having so much fun it hardly feels like a decade sometimes. Everything here will be locked in stasis so you won't miss out while you're gone! Perhaps when your adventures are over… if they're ever over… you'll get to come back and experience more of this world! It's time to move on to your next world, and see what else the multiverse has in store for you!

You have one (1) unread message

To SCP-001-α,

I address this to you directly in hopes we can reach a happy ending together. Everyone involved in the containment of beings like yours knows there's no point hiding anything behind clearance levels.

Make no mistake, we've dealt with self-inserts before. Records indicate there may have even been a Purge event in alternate dimensions. We even employ a few of them. I don't think you're like them. Your containment won't be as simple as making fun of you. The truth is, I know you can't be contained.

I know you were human once too. It is my hope your ego is still close enough to ours to have compassion. That's why we include a little joke about Mary Sues, that on some level you might be able to get a bit of entertainment. To create a sense of relatability (for us) where you could otherwise be construed as an alien monster.

For you, this may be just escapism. For us this is more than our lives. This world has our history, our purpose, and the lives and dreams of everyone and everything we've known and more. We're beneath you, whether you're measuring that in humes or narrative weight doesn't really matter. You don't need to use fiction as an escape. You have a life in your home world, one that could be made all the better for your participation there. Whether you intend to fix us or punish us, your energy would be better spent making a better world for you, on the Earth you came from.

Please, stay home. We can handle things here. We, The Foundation, can be cold in our pursuit of solutions to the threats our universe faces. But we always strive not to be cruel, or if we must be cruel, to find the course of least cruelty. It won't be perfect, but it will have been our choice to make. A choice that wasn't taken out of our hands by cosmic forces that reduced us to mere characters in their story.

I believe you're a real person. I need to believe you're more than just another self-insert. I have to believe that a person would never be so selfish as to make the whole world about them.

For all our efforts we haven't began to understand anything about your SCP-001, or whatever you might call the benefactor entity you're working under. Some of my colleagues hypothesize it's just one aspect of your power and there's no point trying to appeal to your better nature. I disagree, obviously. It may be considered a breach of information to share with you but if you decide to come here it won't matter anymore. My hope is that you'll consider what I've written here instead of tearing away our agency and world. I hope that you're someone who can still make the right choice. We suspect that SCP-001 is something out there giving you choices.

If so SCP-001 evidently has no consideration for your wellbeing. It puts you at risk and offers you options to exacerbate that risk. It does not distinguish between heroes or villains, tragedy and comedy, or good and evil. You can. Do the right thing. If you come here you might be able to fix our world, yes. But permit us the chance to do that ourselves. We're working for a better future, and in the end we're the ones that have to live in whatever world you'd create. Please let us have our own choices too.

You always have a choice, even if it isn't laid out for you.

Best wishes,
[redacted], Site-[redacted]
Secure. Contain. Protect.

Notes Version 1.02

It's your canon. Feel free to ignore any and all fluff of the Jumpchain document if it doesn't make sense for the way you want to present the SCP Foundation or the world.

Much of this content is highly plagiarized from the original source material on https://scp-wiki.wikidot.com!

Worst offenses:
Heart of the Beast is basically The Great Hippo's Tale: Project Hellhound
Die in the Dark has lines from SCP-7462 by FlyPurgatorio which were cool.

There's a lot of text here and most of it is useless. Don't take it too seriously. Sorry for filling it with SCP terminology and not much explanations, but there are already other SCP jumps you can use if you're not a fan.

Drop-In can be a choice even if you take backgrounds, and even if you take both stipends you can still be a civilian with history. Feel free to use either pricing scheme without feeling beholden to having to participate in the roles.

Crimson Conqueror won't give you invincibility unless you already had it. It doesn't enhance powers beyond what they offer. It's function is to make sure in any "unstoppable object meets immovable force" conflicts, your powers are the winners.

Here's Johnny!, **Metacognitohazardous**, **DAMMERUNG** are intended to be perks that let you use other powers in new ways. They're for allowing you to harness existing abilities by using them as if they were memetic hazards, cognitohazards, or infohazards. For gaining a specific NEW customizable type of those powers as your own, you'd want to get the appropriate perks from the general section.

If you imported any **Type Cyan** (incorporeal spirits) and bought **Ancestral Arms**, they can be the same thing.

I don't know what to tell you if your thought taking **A Favour** was a good idea. You've relinquished your chain and *everything* you've accumulated thusfar, identity and relationships with any companions included. You can have the new 1000SCP for this world as a parting gift.

Go read SCP-6540 or something, I think it's most at risk of deletion of the references in this jump and seems quite fun (except for being murdered by a monster).

stupid_dog’s anomalous adventures while writing v.1 of the jump:
-I kept adding new faction options even when I wanted to stick to what I had already completed for notes ~~because I have poor impulse control~~. Very mysterious.
-ORIA was first one of these that I had enough inspiration to do in one sitting. But then a djinn attacked my mind and deleted them, removing the whole perk tree and my memory making me start again. (Or I forgot to save and it was too long before I went back to reference the notes.)
-When writing the “Four Sides” joke into Fifthism perk, font became glitched to hell enough for a spook (no idea why) and had to be adjusted back to the right size/font.
-Wrote some invisible Pattern-Screamer text that NuBee repeated verbatim soon after.
-Sarkism perk became deformed when formatting and had SUYTTSE written in a neat line down the screen, upon looking it up on google, first result said “Turn Back to Allah”.
-Spookiest when the same thing happened with Requiem perk and text ‘responded’ spelling out “You can” vertically. Felt the glitch was unusually supportive. Took me a moment before recognizing the last thing I had written was the, “You do not recognize the bodies in the water.” What the fuck. (Saving grace: text was already written in the perk below and didn’t suddenly appear from nowhere.)
-And yet again when putting fluff for the ITEMs section, document distorted to provide vertical text of “We know”. This came directly from previously written stuff, as with the previous glitch. Class of 76 moment was hair-raising, this one just frustrating.
-Extra frustrating. “We know” formatting error occurred repeatedly (3) on ITEMs page.
-Latest threatening text is “Your options” during “Piece of Inspiration”. Word formatting getting uppity about bulleted lists. Will keep an eye on things as I go and await what options the glitch ghost is prepared to offer.
-“Or for the same cost” / threat becomes too confusion to follow.
-Again for writing IRL document doing the issue with “You get a custom”. Now waiting to find out where “Or for the same cost You get a custom” leads.
-Revealed when writing Classic Collection: “P-1230”. I can only assume this is the cost for my custom option.
-Next: “This tome is an escape from the end”. Eh, endings are pretty important. Who wants to be stuck in a story that goes on forever without closure.
-“It’s a late” appeared while writing Companion fluff. 3:12AM, disagree. It’s a early.
-dado nightmare, kept erasing random item details. Formatting went to hell, project almost abandoned (nah just tantrum) by dado-based rage at shuffling the whole document. never trust dado
-ORIA items deleted from notes again and no idea what was supposed to be there.
-A specific letter O kept dancing while I was trying to write Dream Team. Distracting.
-Adding blackboxes for Site-[redacted] item briefly led to all text on page being obscured with black and/or having Zalgo text.
-Site-[redacted] item keeps jumping onto following pages while trying to complete writing the other items.
-Mr. Deeds reclassified to KETER as the ITEM for him disappeared *thrice* from the list.
-Writing “You can take it with you.” Under Site-[redacted] distorted text to read “You can take it YJ” with unknown font for YJ. Suggested reclassification of YJ-Anon to Euclid.
-Writing in methods for curing Companions of loyalty to Jumper, and a whole brick of text inexplicably appeared on the page. It was too small to read, so any jumpscare powers of spooky text was negated.
-Writing drawbacks and “3846 Words” was imposed over the cursor and floated around the screen. Not sure where the text was generated from since the document was sitting at 78666 words at the time.
-“For 200”
-Weird visual glitch when writing a drawback? Might have been the SCP-3000 one but I was too mesmerized by tire tread patterns to pay attention and forgot to write it down at the time.
-Word is a troublesome program and caused many other unremarkable visual messes too.
-Trying to fix various typos and the paragraphs I wasn’t directly focused on would change their text/shape blatantly. When investigate changes they still read as the original, so no idea what was there before the spooky shuffle.