

# One Helluva Broken Day

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In the chilling reality of SCP-001: When Day Breaks, humanity faces a harrowing nightmare. The sun, once a source of warmth and life, has become a merciless adversary, turning against us and snatching away all who come into contact with its rays. The SCP Foundation, once a bastion of hope and protection, has crumbled under the weight of this catastrophic event. Now, we must embrace the darkness and cower in fear of the light. Within a mere 24 hours, over 6.8 billion lives were extinguished, leaving behind only scattered remnants of humanity, clinging to survival amidst the desolate world.

Both Heaven and Hell were caught off guard by this unprecedented catastrophe, struggling to comprehend the annihilation of the human race. Now, disparate groups, united by their tenuous existence, strive to gather the shattered fragments of what remains. With the collapse of the Foundation, the anomalous entities it once contained are unleashed upon the world, no longer confined to earthly restraints. Will the realms beyond be able to withstand the tumultuous encounters with these extraordinary anomalies?

You are granted **1000 Containment Points**, a lifeline in this shattered world, to acquire skills and abilities that can aid in the struggle for survival. For the next ten years, you will immerse yourself in this harsh reality, honing your talents and forging alliances to navigate the treacherous path that lies ahead.

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# Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

## 1.) Site 19

Welcome to Site 19, the crown jewel of containment facilities within the Foundation's vast network. This sprawling complex stands as the single largest site dedicated to securing and studying anomalous entities. Within its heavily fortified walls, a multitude of extraordinary beings are housed, including the infamous SCP-173, SCP-079, SCP-096, and countless others that defy conventional understanding. It is here that the Foundation's experts tirelessly work to understand, contain, and safeguard the enigmatic entities that pose a threat to our world. At least they did before everything fell apart.

## 2.) I.M.P. Headquarters

Welcome to the headquarters of the Infernal Mercenary Professionals (I.M.P.), the premier organization for all your demonic contracting needs. Nestled within the heart of the infernal realm, this bustling hub serves as the epicenter of devilish dealings and diabolical assignments. Admittedly they haven't had any business since everything up top went straight to Hell.

## 3.) Site 12

Welcome to Site 12, a location of utmost importance to the Foundation's enigmatic pursuits. Concealed beneath layers of secrecy and cloaked by veils of mystery, this facility houses anomalies that defy explanation. Site 12 serves as a hub for exploring and understanding the intricacies of unexplained phenomena and paranormal occurrences. This is the current location of Dr. Bright, Dr. Clef, and many of the individuals who survived the initial fallout of When Day Breaks.

## 4.) Unlonden

Welcome to the eerie streets of Unlonden, a city forever entwined in darkness and mystery. An eerie reflection of London, this twisted metropolis exists in a liminal space, forever draped in the shadows of uncertainty. Unlonden is a place where reality bends and perceptions blur, where the supernatural walks side by side with the mundane. This city thankfully has been able to hold out against the masses of flesh thanks to their armies, but it is unknown if they can hold on forever.

### **5.) Lucifer's Citadel**

Behold, Lucifer's Citadel, the imposing seat of the fallen angel himself. This grand citadel stands tall amidst the bleak landscapes of the Underworld, a testament to Lucifer's dark dominion. Guarded by legions of fearsome demons and enigmatic beings, this stronghold houses secrets of cosmic proportions. Though it has been said that the servants of the Scarlet King have sought to infiltrate this citadel in order to claim it for their dark master.

### **6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

### **Time**

You will be starting out a few days before the main plot of the story begins. If you act quickly you may be able to mobilize the Foundation and prevent numerous casualties.

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## SCP Foundation - Free

In the aftermath of When Day Breaks the Foundation has fallen, but they have refused to give up the fight. As a dedicated member of the Foundation, you tirelessly work to preserve what remains of humanity. Containing the anomalies is no longer a major concern, but one of importance. Armed with your knowledge, skills, and access to the Foundation's resources, you have the potential to find a way to restore order and protect the remnants of civilization.



## Denizens of Hell - Free

Welcome to the fiery depths of Hell, where you belong. As one of the native denizens of Hell, you revel in its eternal darkness and torment. Unfazed by the plight of the living world, you belong to the demonic hierarchy, engaging in power struggles and indulging in your sinister desires. Whether you serve a demonic lord or seek to forge your own path, you must navigate the treacherous landscapes of Hell. Perhaps you will climb the infernal ranks and increase your influence.

## **The Chaos Insurgency - Free**

You are a member of the infamous Chaos Insurgency, a renegade faction that has broken away from the crumbling remnants of the SCP Foundation. Fueled by a desire for power and freedom, you operate in the shadows, employing anomalous objects and entities to further your own agenda. With the Foundation weakened, your organization has chosen the opportunity to exploit the chaos, destabilize the existing order, and assert your dominance over both the anomalous world and the shattered remains of society.

## **Survivor - Free**

In the aftermath of When Day Breaks, you are one of the countless survivors who have managed to cling to life amidst the chaos. You have witnessed the horrors unleashed upon the world and understand that survival is paramount. With no allegiance to any particular group or faction, your sole focus is on evading the relentless hordes that roam the desolate landscape. Adaptability and resourcefulness are your greatest assets as you scavenge for supplies, form fleeting alliances with other survivors, and constantly navigate the ever-present threat of danger. Your driving motivation is to outlast the darkness and find a glimmer of hope in this post-apocalyptic nightmare.

# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## **Imp +100 CP**

You are an Imp, one of the most prevalent beings in the depths of Hell. While Imps are generally considered weaker compared to other demons, there are exceptions where power and influence shine through. By choosing this option, you join their ranks, allowing for the customization of your unique form. Whether you opt to resemble the mischievous Moxxie or the charismatic Blitzo, your design should align with the capabilities of Imps. Notable advantages possessed by Imps include the potential for wings, the ability to wield pyrokinesis, and an inherent immunity to fire. Keep in mind that other demons may not initially accord them respect, but proving your worth can earn you the recognition you desire.

## **Cherub +100 CP**

Among the sub-species of Angels, Cherubs stand as guardians of human lives. Cherubs often manifest in forms reminiscent of human children, varying in appearance from resembling small animals to miniature humans adorned with wings. Regardless of their physical form, all Cherubs bear small wings, a halo radiating divine light, and the ability to glow with an ethereal glow. Unlike their demonic counterparts, the Imps, Cherubs possess the extraordinary ability to open portals between Heaven and the human world at will. It's important to note that this ability may be revoked if the Cherub violates the laws of Heaven. However, since you are acquiring these powers through CP, they will remain steadfast and inviolable, impervious to the intervention of anyone, including God. Embrace your role as a Cherub, protecting humanity and manifesting the purest essence of angelic grace.

## **Human - Free**

You are a human, a member of the mortal species that combated the supernatural. As a human, you possess the potential for great achievements through your ingenuity, resourcefulness, and determination. While you may not possess supernatural abilities or physical superiority compared to other races, your neutrality grants you a unique advantage in the cosmic balance. Angels, unless provoked by your association with darkness, will often act as protectors, safeguarding you and your world from the encroaching forces of Hell. You start your journey in prime physical condition, having survived the initial onslaught of When Day Breaks. However, be wary of the sunlight, as exposure can have dire consequences.

### **Sinner Demon - Free**

You are a human soul transformed into a demon. This is a result of a human soul being corrupted by the potent energies of Hell. As you descend into this abyss, your true nature will manifest in a unique form, shaped by the sins you have committed and your individual personality. While this option comes at no additional cost, it is not without its risks. The outcome will be influenced by the strength of your will and your alignment with a particular sin. A powerful will and a clear connection to a sin may elevate you to the ranks of beings like Alastor, embracing your newfound powers and purpose. However, there is also the possibility of succumbing to a monstrous existence, joining the ranks of the aberrations that populate this realm. The path you tread is uncertain, but the potential for both greatness and grotesquery awaits you as a Sinner Demon.

### **Hellhound - Free**

As a Hellhound, you stand shoulder-to-shoulder with Imps in Hell's hierarchy, yet you command a higher level of respect due to your superior physical prowess. This characteristic makes Hellhounds particularly sought after as formidable bodyguards, leading many demonic nobles to recruit their services. When selecting this species, you have the freedom to choose any canine archetype such as a wolf, husky, or Doberman as the basis for your physical form. Hellhounds are known for their loyalty, ferocity, and unwavering guardian spirit.

### **Succubi/Incubi - 100 CP**

So you want to be a succubus or incubus, embodying the demons of lust. These alluring beings typically manifest as pink-skinned humanoids radiating an otherworldly beauty. Succubi and Incubi possess a rare privilege of accessing the living world, as they draw energy from humans for the depths of Hell. Notable advantages bestowed upon these demons include the power of lust manipulation, capable of amplifying the desires of their targets, though individuals with strong willpower may prove more resistant.

Through sight, touch, or the enchantment of their voices, succubi and incubi can trigger the sex hormones of those who encounter them, inducing intense sexual desires. Furthermore, their ethereal appearances captivate the gaze of both mortals and demons alike, and they possess a set of small wings enabling flight. These wings are strong enough to allow you to fly with ease and even carry others

### **Baphomets - 100 CP**

The Baphomets are a lesser-explored species of demons within Hell. These intriguing beings bear distinctive goat-like features, including hooves, flaming horns, and powerful wings that grant them the ability to soar through the air. Like other demon species, Baphomets exhibit a wide range of appearances, showcasing the diversity within their



kind. For instance, some Baphomets found in Ozzie's club possess a lithe form akin to Succubi, while others may surpass even the imposing size and muscularity of Hellhounds. As you are purchasing this option you are granted the freedom to meticulously design your unique body or leave it to chance, allowing for an exciting surprise.

### **Exorcist - 200 CP**

You are one of the many who make up the might of Heaven's forces as an Exorcist, the valiant Angels entrusted with the task of vanquishing demons and malevolent entities. Standing at the height of adult humans, Exorcists possess a formidable presence. Their wings, larger than those of the Cherubs, serve as a symbol of their power and grace. These warriors have undergone rigorous training, honing their skills to fulfill their sacred duty, including participating in the Extermination Day—an annual event dedicated to purging Hell's overpopulated realms. By choosing this option, you will be equipped with a complete Exorcist outfit, including a distinctive LED helmet worn by all Exorcists during their missions.

### **Demon of Ars Goetia - 400 CP**

I wasn't aware I was speaking to a member of royalty. You are a demon of Ars Goetia, standing among the 72 principal pillars of Hell and its most formidable entities. These demons rank second only to the Seven Deadly Sins themselves and Lucifer. An example of this esteemed rank that you are likely familiar with is Stolas. As an Ars Goetia demon, you possess unparalleled might and prowess compared to other demons. Each Demon of Ars Goetia embodies a distinct special attribute.

You have the opportunity to choose one specific trait to embody. For example, Stolas is the demon of astronomy. This celestial influence grants Stolas the power to teleport via portals, glimpse into the future, and wield an array of other extraordinary abilities. It is important to note that demons of this caliber are immortal and impervious to conventional forms of death. Only weapons forged with pure Angelic Steel hold the potential to truly extinguish their existence. Although this protection may not hold up against the anomalous as they operate beyond known rules. So exercise caution as you may not be the top dog in this world anymore.

### **Seraphim/Fallen Angel - 400/600 CP**

It seems you are among the revered Seraphim—a class of Angels renowned for their might and close proximity to God. Your illustrious brethren, such as Michael and Gabriel, are widely known and revered. As a Seraphim, you possess unrivaled power among the Angelic hierarchy, comparable to the formidable Seven Deadly Sins in Hell. By default you will stand on par with esteemed beings like Azazel and Jophiel.

However, for an additional 200 CP you can stand alongside the mightiest Archangels such as Michael, Lucifer, and Uriel the infamous Gate Guardian. Lastly, should you desire to embrace a different path, you have the option to become a Fallen Angel, departing from Heaven alongside your brother, Lucifer. You will retain all of your angelic abilities, but they will be given a demonic tint. For example, your healing abilities will now be much better suited for destruction and causing pain.

### **Anomalous Entities - Various**

Given the nature of the anomalies the amount of species that exist are both incalculable and ever changing. You may use this to design a species or being that you wish to become. You can use the other species options and perks to determine a fair price for your creation. If you still need a simple guide then you can use some of the following examples. Something as strong as a normal human or demon is Free. Being on the level of an average SCP would cost around 100 CP. Becoming a being on par with the truly dangerous SCP's like 096 or 682 would cost 400 and 600 CP respectively. Lastly, if you truly wish to push the limits then you can become one of the numerous god like entities though the price will increase with your power. Try to be fair when judging the cost.

### **Hybrid - Varies**

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species \* 100 CP + Species cost. So becoming a Human x second level Archangel hybrid would cost 800 CP (Free + 600 + (100\*2) = 800). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

All jumpers will be given a set of floating discounts to be used as they wish. You will receive two discounts per perk tier. 100 CP perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP perk free.

## General Perks

### **Demonic Benefits - Free (Exclusive to Demonic Beings)**

There are a vast array of demonic species within the depths of Hell. Each demon race possesses distinct characteristics and abilities, offering a diverse range of powers and attributes. Regardless of your chosen race, all demons share fundamental traits. First and foremost, demonic transformation empowers you to tap into your inner darkness, enabling a formidable metamorphosis during combat or moments of intense rage. In this altered state, your strength, speed, and overall power surge exponentially. Second, demons enjoy enhanced longevity as they ascend in power. While not all demons are biologically immortal, their existence far surpasses that of mere mortals. For instance, Imps possess a relatively standard lifespan, whereas higher-ranking demons like Charlie are effectively immortal. With these inherent advantages, you have the freedom to select your specific demon race, each offering its own unique abilities, appearance, and role within the infernal hierarchy.

### **Heavenly Benefits - Free (Exclusive to Angelic Beings)**

Congratulations on remaining steadfast in God's light, for you are one of His cherished children—an Angel or something similar. The specific type of Angel you become will depend on the choices you made above. However, there are inherent abilities that all Angels possess. Firstly, Angels are bestowed with majestic wings that grant them the gift of flight, enabling graceful movement through the celestial realms. Secondly, they possess enhanced physical attributes, bestowing upon them great strength and agility beyond that of mortal beings. Thirdly, Angels have the ability to summon objects, although such manifestations are typically not of extraordinary nature. Lastly, within the realm of object summoning lies the power to summon a unique holy weapon at will, one that resonates with the wielder's divine essence.

# 100 CP

## **They're Under My Protection - 100 CP**

With this perk, you possess the authority to extend your unwavering protection to individuals of your choosing. By simply declaring someone under your safeguard, a profound aura envelops them, making it unmistakably clear to all who witness it that they are under your watchful care. The sheer force of your presence instills fear and hesitation in those who would dare to harm your protected ones, dissuading all but the most courageous or foolhardy from challenging your authority. Should any of your charges come under attack a sixth sense will alert you to this allowing you to respond immediately.

## **The Power of Yes - 100 CP**

There is a formidable power behind words and intent. Understanding this you have learned how to manipulate others into granting you access beyond their original intentions. When someone agrees to an offer you make, their affirmative response unwittingly opens doors they never anticipated. Similar to how Lucifer's agreement with SCP-1879 inadvertently granted access to Hell for anomalies and the Children of the Scarlet King, your ability to negotiate grants you unparalleled benefits from these deals. With your persuasive prowess, you can extract far more advantages than anyone realizes, bending circumstances to your advantage and reaping hidden rewards. The power of your influence knows no bounds, allowing you to navigate complex webs of agreements and negotiations with remarkable finesse, always coming out on top.

## **Innuendos and Taunts - 100 CP**

Blitzo has a wonderful way with words when it comes to making dirty jokes and pissing people off. Like him you possess an uncanny talent for crafting witty innuendos and taunts that leave others speechless or seething with anger. Your repertoire of rapid comebacks and clever wordplay knows no bounds. Your words carry a mischievous edge, capable of weaving naughty jests that could make even the esteemed Lucifer and Lilith blush while struggling to find a suitable retort.

Conversely, your verbal prowess extends beyond risqué humor. You wield the power to incite fury in even the most pacifistic of angels, triggering a visceral response that may lead them to attempt to strangle you with nothing more than a single sentence. Your ability to pinpoint their vulnerabilities and provoke a strong reaction makes you a formidable master of verbal warfare, capable of leaving your opponents seething with rage and frustration.

### **I Can Go For Days - 100 CP**

In the otherworldly realm of SCP-3008, Vortex found himself trapped with six succubi who sought his energy to sustain themselves. Living out the fantasies of countless individuals, he walked a fine line between pleasure and peril, risking complete depletion. Fortunately, with this perk, you gain the exceptional endurance and skill needed to go on without end, just like Vortex. You will also be endowed with skills making you a master of the bedroom. You will be capable of bringing even the most experienced individuals to pleasure heights and have them begging for another night in your sheets.

With this extraordinary perk, you can confidently claim the ability to handle even a dozen succubi simultaneously and emerge victorious. Your endurance knows no bounds, allowing you to satisfy the insatiable desires of others while maintaining your own vitality. Be it physically or energetically, you possess the resilience and expertise necessary to navigate the most demanding of encounters, leaving both you and your partners wholly fulfilled.

### **The Apocalypse is Nigh - 100 CP**

In the moments leading up to the cataclysmic event known as When Day Breaks, certain SCPs displayed a peculiar awareness of the impending apocalypse, freezing in place and exhibiting unusual behaviors as they sought to save as many lives as possible. Mirroring their instincts, you now possess an innate ability to navigate and manage large-scale disasters. More importantly, you have developed a sixth sense, an intuitive understanding of how to protect others from such calamities.

While your individual capabilities may be limited, this heightened awareness grants you precious seconds of foresight, allowing you to take swift action in order to safeguard those around you. Whether it is evacuating a building, creating makeshift barricades, or providing critical information, your instincts guide you to make the most effective choices in the face of imminent danger. Remember that even the smallest actions can make a profound difference in preserving lives and offering solace in these dark times.

## **200 CP**

### **Mysterious Chef - 200 CP**

You possess the culinary prowess of a true maestro, akin to the renowned SCP-5031, also known as Just Another Murder Monster. Despite his fearsome exterior, SCP-5031 is a culinary virtuoso, capable of crafting gastronomic wonders that surpass even the finest offerings of five-star restaurants. With this perk, you inherit his remarkable culinary skills, allowing you to create extraordinary and delectable dishes that leave a lasting impression on anyone who has the pleasure of tasting your creations. Your knowledge of ingredients, flavors, and techniques is unparalleled, enabling you to transform even the most mundane ingredients into culinary works of art. Whether it's a delicate fusion of flavors or an exquisite presentation, your cooking has the power to captivate and satisfy the most discerning palates.

### **Reality Warpers Begone - 200 CP**

Drawing wisdom from the venerable Dr. Clef, you have achieved an extraordinary feat: the ability to render yourself immune to the manipulations of reality warpers. Through a profound transformation of your being, you have become impervious to their reality-altering powers. No matter how formidable or omnipotent these beings may be, they find themselves utterly incapable of affecting you in any way.

With this newfound immunity, you step onto a level playing field, free from the insidious grasp of reality-warping entities. Their attempts to manipulate the fabric of existence around you will prove futile, as you remain steadfast and unaffected. However, it is crucial to note that this immunity does not extend to physical harm, as they can still employ conventional means to end your life.

### **Seductive Aura - 200 CP**

Incubi and Succubi are demons of lust. As a result one of their most potent abilities is their seductive aura and an irresistible charisma that enhances their lustful aura. With a few carefully chosen words, you have the power to bewitch others and effortlessly coax them into your embrace, igniting desires that few can resist. Your seductive influence extends even to fellow demons of lust, ensnaring their attention and commanding their unwavering attraction.

Beyond its potential for carnal pursuits, this mesmerizing aura serves as a potent tool for manipulation. Regardless of your personal interest in intimate encounters, your charisma becomes a versatile instrument to sway and control others to your advantage.

Through the beguiling power of your words and the intoxicating allure of your presence, you effortlessly bend the wills of those around you, sculpting their thoughts and actions to align with your desires.

- **This perk is Free to Succubi and Incubi**

### **Psychological Terror - 200 CP**

There are many within the Foundation with a profound understanding of the human psyche. You are one of them though your focus is on the art of psychological terror. You possess an uncanny insight into the deepest fears and vulnerabilities of individuals, allowing you to manipulate their minds with chilling precision. Merely being in your presence is enough to instill paralyzing fear and dread, causing most individuals to prefer death itself rather than risk falling under your "care."

Your command over fear extends beyond mere intimidation. You possess the ability to evoke a wide range of emotions, commanding both disgust and respect from those who encounter you. Your enigmatic aura, coupled with an acute understanding of human psychology, ensures that your presence leaves an indelible mark on the minds of others, forever etching you as a master of terror.

### **MTF Training - 200 CP**

As a selected candidate for the esteemed Mobile Task Forces (MTFs), you have undergone rigorous training in preparation for the Foundation's most dangerous missions. In addition to the standard training, you possess the unique opportunity to choose a specialized MTF team with whom you have worked closely. This affiliation grants you extensive knowledge and experience in dealing with the specific challenges posed by that team's area of expertise.

For instance, selecting MTF Chi-7 "Plague Bearers" grants you comprehensive understanding and proficiency in containing and handling biological anomalies. Conversely, choosing MTF Alpha-1 "Red Right Hand" hones your core skills to the pinnacle of human capability, aligning you with the Foundation's most formidable and lethal MTF team. While this choice does not grant you any inherent special abilities, the training and experience you gain from such a prestigious team elevates your existing skills to unparalleled heights.

## **400 CP**

### **Seductive Words - 400 CP**

With this potent perk, you gain an innate mastery of manipulation, akin to the insidious abilities demonstrated by SCP-035. Your words possess a beguiling power, capable of influencing others to bend to your will. You have honed your skills to become a masterful puppeteer of the mind. Your honeyed words allow you to sway others to your whims without anyone becoming the wiser. Through subtle suggestions, artful persuasion, and calculated charm, you can effortlessly sway the thoughts, emotions, and actions of those around you.

Just as SCP-035 utilizes words as weapons, you wield the power of verbal manipulation with finesse, exploiting the vulnerabilities of others to achieve your desired outcomes. Fear, desire, and pride become the strings you deftly pull, effortlessly ensnaring the minds of your targets and rendering them pliable to your influence. Even ancient and wise beings such as Demon Lords can easily be bent to your desires.

### **The Radio Demon's Apprentice - 400 CP**

In an intriguing turn of events, you have become the apprentice of the enigmatic and powerful Alastor, known as the Radio Demon. Recognizing your exceptional talent, Alastor has taken you under his wing, imparting upon you the secrets of his formidable powers. With his guidance, you gain the ability to manipulate radio waves, command shadows, and wield an array of potent demonic magic.

This perk places you on par with Alastor himself, showcasing your remarkable aptitude and potential. As his apprentice, you are granted access to his vast knowledge and expertise, paving the way for tremendous growth and mastery of your newfound abilities. With time and dedication, you have the potential to surpass even your esteemed teacher, becoming a force to be reckoned with in the realm of demonic magic.

### **The Scarlet Heir - 400 CP**

After SCP-001 started the Children of the Scarlet King started to mobilize towards Hell. One of the first acts done by Dr. Montauk himself was to seek out the children of their king. You are one such one being. A child born of the Scarlet King's blood and blessed with his unholy power. You may choose to take on the power of one of his seven brides. The brides were given seven seals including Dominion, Longing, Desolation, Wrath, Need, Secrecy, and Hope.



Dominion grants you unmatched charisma and strategic capabilities. As expected of the generals of the king's armies. Longing grants you control over others and the ability to spawn armies. You are meant to create an unstoppable tide of warriors. Desolation gives you destructive abilities allowing you to cause pain on a massive scale. Wrath grants you immense regenerative abilities and a titanic form. Need grants you the gift of magic. This gift supposedly was so dangerous that the Scarlet King chose to cripple his bride. Secrecy grants you the power to hide from others and open the barrier between worlds. The banner of Hope belongs to the only unbroken bride who wished to rebel against her husband. You may create a power based around the domain you choose.

### **I'm a Doctor - 400 CP**

You are a healer of unparalleled supernatural skill. You possess the remarkable ability to diagnose and treat any ailment or affliction, no matter how arcane or insidious it may be. Your knowledge and expertise extend far beyond the boundaries of conventional medicine, allowing you to comprehend and address the most enigmatic of maladies. With enough time and dedicated effort, your healing prowess could even allow you to work with SCP-049, to genuinely cure the dreaded Pestilence and even return the victims of When Day Breaks. There truly is no medical issue that you cannot solve with enough effort. Granted something like the last two examples would still be difficult, but still possible.

### **Don't Look Away - 400 CP**

You possess an astonishing ability that grants you the power to move at the speed of light when not under direct observation, akin to the anomalous properties exhibited by SCP-173. If you already possess similar mobility, this perk will enhance your current speed exponentially. In moments when you are not being actively observed, you can traverse immense distances with extraordinary swiftness, propelled by the speed of light.

However, even when being observed, you retain a remarkable advantage over others. Unlike SCP-173, who freezes in place under direct gaze, you will continue to move at your normal speed even while being watched. This grants you an unprecedented edge in combat or other situations where your rapid movements can turn the tide in your favor. Your ability to maintain your natural pace regardless of observation ensures that you remain a formidable force, capable of utilizing your incredible speed strategically to outmaneuver and outpace your adversaries.

## 600 CP

### **The Indestructible Reptile - 600 CP**

With this extraordinary perk, you unlock the unparalleled adaptability of SCP-682, the fearsome reptilian anomaly. Just like the entity itself, you possess the remarkable ability to rapidly adapt and overcome the most daunting challenges and threats. When threatened your body will rapidly adapt to the threat generating countermeasures. This extends to your body, mind, and even your very essence giving you an inherent capacity for adaptation. When confronted with hazardous or hostile environments, your physiology adjusts seamlessly, granting you immunity or resistance to the dangers that would afflict others. Whether it be extreme temperatures, toxic substances, or other perils, your body can transform to withstand and thrive.

Should you dislike the adaption you may shed the physical changes while retaining the adaption. For example, if you don't want a larger physical body your muscles might go denser and still retain your enhanced strength. Moreover, your mind exhibits an extraordinary capacity for strategic adaptation. When faced with intellectual challenges or mental assaults, your cognitive abilities sharpen, allowing you to analyze and counteract even the most complex of schemes. Your thoughts become nimble and your intuition keen, enabling you to swiftly devise creative solutions and outmaneuver those who would seek to undermine you. Should a threat fail to eradicate you in a single strike then you will only grow stronger from their effort. Perhaps eventually you can adapt beyond reality itself.

### **The Spiral Gestalt - 600 CP**

The Spiral Gestalt refers to a mysterious power that D-9341 possesses. You might know him better as the protagonist of SCP Containment Breach. His ability allows him to save points in time and return to them at will. Though normally this is done forcefully when he dies. You too now possess a connection to the Spiral Gestalt. You may save a number of different points starting with three. Though you may grow this number with time. You will automatically revert to your most recent point should you be slain. During this jump you will have an unlimited number of revives. Post-jump this number will be limited to once per year or the end of the jump. The only restriction is that this power doesn't boost your capabilities in any way. This means that you can still be caught in an endless loop such as an inescapable situation.

### **Friend of the Anomalous - 600 CP**

With this extraordinary perk, you emanate an aura of soothing energy that transcends the boundaries between worlds, allowing you to forge bonds of friendship even with the most malevolent of supernatural beings. Your mere presence disarms the inherent hostility and engenders a sense of kindness and goodwill in creatures like SCP-106 and SCP-682, whose natures are steeped in darkness and cruelty. As if touched by an otherworldly grace, you become a beacon of acceptance and understanding, making you one of the very few individuals who can safely coexist alongside any anomaly without fear of harm.

While the impact of your aura is more subtle when it comes to normal beings, its effects still resonate, albeit to a lesser extent. Even among humans, animals, or entities untouched by the supernatural, your presence elicits a slight shift in their attitudes, evoking a general disposition of warmth and friendliness. However, it is essential to note that the aura's influence is limited to the emotional realm, affecting the overall attitude of the beings in question. Physical and innate characteristics of anomalies, such as SCP-457's propensity to ignite flammable objects, remain unchanged. Nevertheless, your newfound allies among the anomalous might endeavor to prevent or mitigate any harm that could befall you due to their nature, demonstrating a protective instinct born out of the bond you share. They may even go out of their way to protect you. For example, the normally extremely hostile SCP-173 actually saved Justin from SCP-001-A by carrying him back into the site after he was attacked. Supposedly this was due to the statue's boredom, but it still willingly saved a human.

### **Cogito-Immune - 600 CP**

This remarkable perk grants you an extraordinary gift: immunity to the pernicious effects of cognito hazards and other esoteric anomalies. You possess an inherent resistance to the mind and body altering abilities that would typically ensnare or overwhelm even the most resilient individuals. As if shielded by an impenetrable barrier of consciousness, you can safely interact with cognito hazards, such as SCP-012, without succumbing to their maddening influence. Likewise, you can meet the penetrating gaze of SCP-096 without triggering its violent pursuit.

This immunity extends beyond cognito hazards, granting you a defense against other esoteric phenomena that defy conventional understanding. For example, SCP-001's deadly light would only slide over you, unable to alter your body. As a result, you can confidently stand in the sunlight, free from the shadowy machinations of forces that seek to manipulate and control. It is important to note that this immunity does not grant invincibility or protection against physical harm. Though you may be impervious to

cognitive manipulation, the dangers posed by flesh monsters or other lethal anomalies remain a genuine threat.

### **Redemption's Embrace - 600 CP**

With this extraordinary perk, you possess the unique ability to bring redemption and inner transformation to even the darkest of beings with minimal personal effort. Just as SCP-999's happiness-inducing aura charmed Lilith and tempered Lucifer's malevolence, your mere presence and the warmth of your embrace can work wonders in turning villains into heroes. Merely being in your presence is enough to begin the process of redemption for those consumed by darkness. Your aura gently seeps into their hearts, touching the deepest recesses of their souls with an unyielding sense of hope and forgiveness.

It is as if a divine light shines within, illuminating the path of righteousness and casting away the shadows of malevolence. A simple embrace or a gentle touch from you can accelerate this transformation, allowing the darkest beings to experience emotions they thought long lost or buried. Empathy and understanding flow effortlessly from you, creating an unbreakable bond that fosters a sense of trust and openness in even the most cynical and malevolent individuals. You are a beacon of hope and salvation, heralding the dawn of a new era of heroes and champions, as even the darkest souls find their way back to the light with your guidance.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update. Like the perk section you will receive two floating discounts for each tier. 100 CP items will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP item free.

## General Items

### **A Helluva Broken Day - Free/100**

This is a copy of A Helluva Broken Day fanfic. It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

### **SCP-178 - 100 CP**

SCP-178 is a set of white 3D glasses that hold a portal to an otherworldly realm. When you put on these anomalous spectacles, your perception of reality undergoes a transcendental shift. You gain the ability to see the hidden aspects of the world around you, revealing hidden dimensions and entities that remain unseen by ordinary eyes. You gain the ability to peer into interdimensional spaces, observing the mesmerizing interplay of diverse realities. However, be cautious, for these glimpses into the unknown may also attract the attention of otherworldly beings or expose you to perilous situations. Drawing their attention can place you in immense danger.

### **SCP-035 - 100 CP**

SCP-035 is a sentient mask that exudes theatrical flair. Unlike its traditional anomalous nature, this version of SCP-035 becomes your devoted ally, bound by a loyal companionship. While donning this remarkable artifact, you gain access to its unique abilities. The mask possesses the power to produce a toxic black acid that swiftly

dissolves any flesh it encounters, making it a formidable weapon against adversaries. Moreover, SCP-035 arrives with a collection of bodies, each crafted from various materials, offering the mask a diverse array of host forms. Whether it is a porcelain figure, a suit of armor, or even a mechanical construct, the sentient mask can adeptly inhabit these bodies by being placed on them, adapting its presence to suit your needs.

### **SCP-185 - 100 CP**

SCP-185 is a remarkable radio device that is capable of intercepting signals from across different points in time and space. This iteration, SCP-185 has undergone refinement by SCP-914, resulting in its enhancement. The device now boasts a more compact form, enabling seamless integration with any radio system, including the infernal frequencies of Hell itself. Notably, it has also gained sentience, allowing it to interact and communicate with its user on a level beyond mere technology. It typically communicates using songs and fragments of other radio broadcasts.

### **The Armory - 100/200 CP**

When the tides turn against you and chaos looms, salvation lies within the hallowed halls of this armory. This meticulously stocked facility houses an expansive collection of weaponry and protective gear, encompassing every firearm and armor variant employed by the Foundation, including those specifically developed for dealing with SCP anomalies. In this veritable arsenal, you will find an array of weapons suited for any engagement, from close-quarters combat to long-range precision. Armor options range from lightweight tactical gear to advanced exoskeletons, offering the protection needed to withstand the most perilous encounters.

For an additional 100 CP, The Armory can be upgraded to include a comprehensive vehicle bay. Within this expanded domain, you will have access to an assortment of formidable machinery, including tanks, helicopters, jets, and various other modes of transportation. These vehicles come fully equipped with an infinite supply of ammunition, fuel, and spare parts, ensuring their continuous functionality and readiness. There are enough vehicles and armaments in this facility for you to quite literally take on a country and win. Now you just need to find enough soldiers to crew and use these weapons.

### **SCP-963 - 200 CP**

SCP-963 is a captivating red amulet shrouded in mystery. This artifact, intimately linked to the enigmatic Dr. Bright, serves as a vessel for his consciousness. With SCP-963 in your possession, you have gained your own variation of the amulet. As your consciousness is within this amulet anyone who wears it will be transformed into a copy of you. Unlike the normal clones however, they will form a hivemind under your control.

You may choose to allow them to function independently or to actively control all of them yourself. There is no risk however, of these clones running rampant or trying to replace you.

### **Survival Bunker - 200 CP**

In this perilous world, where danger lurks at every turn and reliable shelter is a necessity, the Survival Bunker offers you the ultimate haven for survival. Crafted with meticulous care, this bunker is constructed from fortified materials, providing unparalleled protection against external threats and ensuring your safety within its walls. Its robust design effectively shields you from the adverse effects of any anomalies that may permeate the surroundings, granting you a sanctuary of tranquility and security.

But the Survival Bunker is more than just a fortress. It is a self-sustaining oasis, equipped with state-of-the-art technology that guarantees an uninterrupted supply of life's essentials. Within its confines, you will find an abundant reserve of nourishing food, pure water, and vital resources, allowing you to thrive even in the harshest of conditions. No longer will you worry about scarcity or deprivation; the Survival Bunker ensures your well-being with its self-replenishing provisions.

Furthermore, to combat the isolating effects of solitude, the bunker is inhabited by a select group of loyal and trustworthy individuals. These companions will offer you unwavering support, camaraderie, and a sense of community in the face of adversity. Among them, an endearing immortal puppy awaits, radiating boundless energy and unwavering loyalty. Its playful antics will bring joy to your days, reminding you of the simple pleasures that endure even in the darkest times.

### **Where's My SCP? - 400 CP**

Where's My SCP is a special app created by SCP-914. This is an excellent tool for identifying new SCP discoveries, the user's proximity to various anomalies, and the possibility of earning XP for their efforts. This includes a number of features such as SCP proximity notifications, XP rewards, various upgrades, SCP tracking, Loremaster, S-Nav, and some other features. SCP proximity notifications allows the app's users to detect and locate nearby SCPs, such as SCP-131, SCP-5000, SCP-178, and SCP-055. This provides real-time updates on their locations. Second, XP Rewards: gives you XP for each successful SCP encounter. You can accumulate points to unlock powerful upgrades and perks to aid you on your journey. This XP can be spent to give you a number of upgrades. Third, memetic inoculation allows you to develop resistance to light memetic threats, allowing you to fearlessly observe certain SCPs without harm.

Fourth, SCP tracking range increases the range for tracking discovered SCPs, giving you more warning before encountering the next anomalous entity. Fifth, Loremaster gives you access to a vast library of SCP information, providing details on nearby SCPs' properties and containment procedures, based on your perk level clearance. Sixth, S-NAV Ultimate can generate a map showing the surrounding area and SCP locations on a 3D structure. Seventh, Containment Specialist makes it so that whenever you contain SCPs you gain a massive XP multiplier boost whenever you uphold the creed of Secure, Contain, Protect. Lastly, is the GOC Strike Agent upgrade. Whenever you terminate an SCPs you gain double XP for every successful termination. Additional perks can be unlocked as you complete more quests.

### **SCP-2000 - 1000 CP**

You have come into possession of the awe-inspiring power of SCP-2000, aptly named "Deus Ex Machina." This remarkable device stands as humanity's ultimate safeguard in the face of impending annihilation. Designed as a last resort to combat the threat of extinction, SCP-2000 holds the unimaginable capability to reset the universe itself. Within its intricate mechanisms lies the ability to rebuild society, revive the fallen, and restore a semblance of normalcy in the wake of unprecedented devastation. As the bearer of SCP-2000, you possess the authority to shape the destiny of humanity, wielding the power to reconstruct civilization from the ashes of its former self.

With this monumental artifact at your disposal, you hold the key to rewrite the course of history and pave the way for a new era of hope and resilience. Aside from this SCP-2000 also has the ability to produce 100,000 humans per day allowing for the rapid repopulation of humanity. The computer memory bank has a complete archive on humanities genetic information. This allows the system to recreate any lost human genome or generate as many new and unique genomes as necessary to repopulate human civilization. You can also use this to recreate members of other species should you have a method to provide the genetic information.



## **100 CP**

### **Human Disguises - 100 CP**

The Human Disguises are a formidable spell that enables demons to assume the appearance of a human when traversing the Living World. Unlike mere illusions, this spell profoundly alters your form, imbuing it with physicality and authenticity. With the invocation of this spell, your features and essence are expertly concealed, replaced by an appropriate guise that blends seamlessly with the mortal realm.

Your proportions and physical attributes are meticulously adjusted, ensuring a convincing and natural appearance to navigate human society undetected. Normally this would be restricted to a human form, but you may instead use this item to tailor your appearance to any species. A

### **SCP-294 - 100 CP**

SCP-294, is a wonderful machine representing the pinnacle of beverage technology. This remarkable coffee machine possesses the astonishing ability to produce any liquid that is inputted into it. Whether you desire your favorite beverage, an elixir of ancient lore, or even the blood of long-extinct creatures, this wondrous contraption can manifest it for you.

Equipped with a compact touchpad keyboard, interacting with SCP-294 is a breeze. Simply input your desired liquid, and the machine will work its magic to materialize it before your eyes. You must pay 50 cents per use, and after approximately a hundred uses it requires an hour to recharge. If your currency differs, SCP-294 readily accepts the equivalent amount in whichever form of legal tender you possess.

### **SCP-131 - 100 CP**

SCP-131, affectionately referred to as the Eye Pods, consists of a captivating duo of entities resembling vividly colored tears, each adorned with a single strikingly large eye. These playful creatures possess a genuinely harmless disposition, seeking nothing more than to frolic and engage in joyful activities with those around them. With an inherent penchant for companionship, they radiate an endearing charm that easily captures the hearts of those who encounter them.

Although their intentions are pure and driven by a desire for connection, SCP-131's boundless enthusiasm often hampers their ability to control their movements effectively. This occasionally results in inadvertent mishaps and comical mishaps, as their exuberance and uncontrollable energy lead them on unforeseen trajectories.

**SCP-066 - 100 CP**

SCP-066, an anomalous entity resembling an elongated red string adorned with a series of watchful eyeballs, is a captivating and enigmatic phenomenon. While it frequently retains the form of a meticulously detailed anatomically correct human heart, its essence holds far more intriguing qualities. This singular entity possesses a remarkable talent for producing melodious sounds, utilizing its unique composition to create captivating music that resonates through the air. Additionally SCP-066 also possesses the ability to manifest cupcakes seemingly at will. However, it maintains a peculiar inclination to exercise this particular power exclusively on special occasions, reserving this delightful gift for individuals' birthdays.

## **200 CP**

### **The Chainsaw Cannon - 200 CP**

Prepare yourself for the sheer awe-inspiring might of the Chainsaw Cannon, one of Dr. Bright's most extraordinary inventions. This handheld cannon is an embodiment of sheer power and mechanical ingenuity, capable of unleashing a relentless storm of destruction. True to its name, it fires chainsaws with remarkable precision and force.

The Chainsaw Cannon is a marvel of engineering, designed to propel chainsaws at astonishing velocities towards any target in its path. Its ammunition seems inexhaustible, ensuring a continuous barrage of lethal cutting power. Despite its formidable firepower, this portable cannon is crafted with ergonomic considerations, allowing a grown individual to wield it with ease and devastating efficiency.

### **SCP-500 - 200 CP**

SCP-500, is a small plastic can containing a miraculous set of red pills. Each pill, when ingested, possesses the astounding power to cure any disease within a mere two hours or less. From the most severe afflictions to the most elusive ailments, SCP-500's healing properties are unparalleled, ensuring your well-being and vitality in the face of any illness.

Unlike the standard container, this special edition of SCP-500 grants you the remarkable ability to refill its contents indefinitely. The can replenishes itself, providing you with a constant supply of these extraordinary pills. You need not worry about rationing or running out of this remarkable healing agent. SCP-500 will be your steadfast tool, offering limitless curative power whenever you require it.

### **SCP-939 Pack - 200 CP**

Within this extraordinary pack lies two dozen formidable members of SCP-939. These imposing creatures, resembling large red canines, possess the ability to decimate entire squads of soldiers within mere seconds. Their ferocity and strength make them formidable guardians capable of protecting you and your allies from any threat. One of the most unsettling traits of these creatures is their uncanny ability to perfectly mimic any voice, allowing them to deceive and manipulate their targets with chilling precision.

This deceptive prowess can be harnessed to your advantage, enabling you to employ their mimicry as a tool for infiltration or diversion. Should any of the SCP-939 creatures fall in battle, they will reappear safely within a specially constructed enclosure designed

to house them. Lastly, they possess an unwavering loyalty to you, bolstering your forces with their unyielding protection and formidable abilities.

### **The F.O.F Bands - 200 CP**

This remarkable device can manipulate 'Friend or Foe' (F.O.F) technology employed by the Foundation and other groups. The F.O.F Bands are a compact device attached to the user's wrist that allows you to temporarily disable and confuse automated defense systems by scrambling their target recognition protocols. When activated, the F.O.F Disruptor emits a specialized signal that interferes with the automated defenses.

This causes them to perceive all individuals within a certain radius as friendly. This disruption effectively renders you and those around you immune to the targeting systems, granting you free passage through otherwise heavily fortified areas. Just remember the effect of the F.O.F Band has a limited range. Additionally the device is deactivated, the defense systems will regain their functionality.

## **400 CP**

### **SCP-914 - 400 CP**

Unlock the wondrous potential of SCP-914, an extraordinary device of transformative power. This remarkable apparatus possesses the ability to break down and improve objects, pushing the boundaries of their inherent capabilities. With a range of settings at your disposal, including Rough, Coarse, 1:1, Fine, and Very Fine, you gain unparalleled control over the transformation process. When subjected to SCP-914's mechanisms, objects and entities undergo remarkable changes based on the selected setting. The Rough setting dismantles and destroys the item or being placed within its chamber, reducing them to their fundamental components.

Coarse deconstructs the object, revealing its intricate inner workings and materials. The 1:1 setting provides a refined result, producing an item of equal quality. Fine tuning unleashes tremendous improvements upon the subject, transcending its original form and granting it newfound excellence. For instance, a simple set of steel bars could be masterfully crafted into exquisite swords. Finally, the Very Fine setting elevates these enhancements to extraordinary levels, infusing the object with anomalous properties that defy conventional understanding.

### **SCP-662 - 400 CP**

SCP-662 is a delicate, silver bell that has the power to summon the being known as Mr. Deeds. Whenever you ring the bell, a shimmering portal opens, and Mr. Deeds, an impeccable butler of remarkable skill, appears before you. Possessing inhuman capabilities, he is a master of countless tasks, capable of carrying out any duty with unparalleled precision and efficiency. Whether it's catering to your needs, managing complex situations, or solving intricate problems, Mr. Deeds proves himself an invaluable aide.

Furthermore, his mysterious abilities extend to seemingly instant transportation, allowing him to appear at any location at a moment's notice to fulfill your request. In the rare instance that Mr. Deeds meets an unfortunate fate during the fulfillment of a task, fear not, for the bell's magic ensures his revival once it is rung again. Embrace the power of Mr. Deeds' Silver Bell, and experience the privilege of being served by a truly exceptional butler, one whose loyalty and expertise are unmatched.

### **Grimoire - 400 CP**

This ancient and mystical grimoire mirrors the one entrusted to Stolas by Lucifer himself. Within its worn and weathered pages lie an extensive compendium of spells,

rituals, and arcane knowledge. This enchanted book grants you access to a vast reservoir of magical potential, empowering you to cast spells and perform feats that would normally lie beyond your capabilities. The Grimoire power goes beyond knowledge alone. It also possesses the extraordinary ability to amplify the innate magic within its user, augmenting their spellcasting prowess to unprecedented levels.

By using the incantation within these pages, you can tap into a wellspring of hidden power, enabling you to achieve extraordinary feats and manipulate the very fabric of reality. One of the most extraordinary aspects of this grimoire is its capacity to open portals between realms. With a mere flick of its pages, you gain the ability to traverse vast distances instantaneously, bridging the gaps between dimensions and unlocking the limitless possibilities that lie beyond.

### **SCP-5000 - 400 CP**

Behold the remarkable SCP-5000, a suit of armor that offers unparalleled protection and extraordinary capabilities to its wearer. Crafted from advanced futuristic materials, this high-grade armor is impervious to heavy weapons fire, rendering you nearly invulnerable on the battlefield. Bullets and projectiles will merely bounce off your resilient armor, leaving you unscathed in the face of danger. But that's not all. The suit possesses a wondrous ability to render the wearer completely unnoticed. You can effortlessly move through a room filled with soldiers, invisible to their senses as long as you avoid physical contact. Your presence becomes undetectable, granting you the ultimate advantage of stealth and infiltration.

Furthermore, the suit of SCP-5000 has the incredible power to sustain the wearer, eliminating the need for sustenance or waste production. You will be free from the burdens of hunger, thirst, and bodily functions, allowing you to focus entirely on your objectives without interruption. Beyond these exceptional attributes, SCP-5000 boasts a myriad of additional functions that make it an invaluable asset in any situation. Its advanced technology and versatile features ensure that you are equipped to face any challenge that may come your way. Don SCP-5000 and become an unstoppable warrior, protected by its impenetrable armor and augmented by its extraordinary abilities.

## **600 CP**

### **The Wanderer's Library - 600 CP**

The Wanderer's Library is a location beyond the confines of reality. This interdimensional sanctuary stands as a beacon of boundless knowledge, a nexus where the threads of information from across the multiverse intertwine. Within its ethereal halls, the collective wisdom and stories of countless worlds and civilizations await your exploration.

Delve into ancient tomes, decipher cryptic manuscripts, and uncover the secrets that transcend the boundaries of time and space. Within the library the passage of time passes at an accelerated rate. While mere years may elapse in the outside world, the intrepid seekers who venture into The Wanderer's Library may spend eons amidst its infinite corridors, unraveling the profound mysteries that lie within. Post-jump this library will expand gaining access to the knowledge of any new multiverses it connects to.

### **The SCP Codex - 600 CP**

This unassuming briefcase holds the very essence of knowledge and understanding in the SCP universe. Known as the SCP Codex, its value lies not only in its content but also in the sheer magnitude of information contained within. The files housed within the briefcase form the complete and exhaustive archive of every SCP entity that has ever existed.

The SCP Codex has an unparalleled compilation of data, encompassing details about each anomaly's origin, properties, containment procedures, and potential applications. Whatever questions you may have about these mysterious entities, the answers can be found within these pages. Its profound knowledge extends beyond just the SCP entities, granting you insights into the Foundation's history, its members, and even hidden secrets that lie within its dark and enigmatic halls.

### **Circle of Hell - 600 CP**

Congratulations, you now possess dominion over one of the nine Circle of Hell. This expansive and sinister domain is home to an immense population of demons, numbering in the millions. As the ruler of this realm, you hold unquestionable authority and wield considerable power over its denizens.

Within the Circle of Hell, you have the ability to shape and govern the environment according to your desires. The landscape reflects the depths of darkness and despair, providing the ideal setting for the wicked to suffer and the damned to roam. Sinister

architecture, treacherous landscapes, and a palpable aura of malevolence permeate the realm, serving as a constant reminder of your dominion.

The demons that populate this realm are bound to your will and serve as your loyal subjects. They heed your commands and carry out your bidding without question. With their collective power and allegiance, you have at your disposal an army of ruthless and fearsome beings, ready to enforce your rule and fulfill your desires.

### **The Garden of Eden - 600 CP**

Prepare to step into the fabled Garden of Eden, the legendary paradise from which humanity was expelled. This magnificent realm is a sanctuary of unparalleled beauty and serenity, harboring profound significance and ancient relics of divine origins. As you enter the Garden of Eden, you are greeted by an ethereal ambiance that transcends mortal comprehension. Lush vegetation, vibrant flowers, and majestic trees adorn the landscape, creating a tapestry of natural splendor. The centerpiece of this wondrous realm is the revered Tree of Knowledge, its branches laden with forbidden fruit and guarded by the Archangel Uriel.

Uriel, a formidable and majestic presence, stands as the guardian of the Garden, entrusted with the task of protecting its sanctity. Clad in resplendent armor and wielding a flaming sword of unparalleled potency, Uriel commands an army of awe-inspiring angels, ready to defend this divine paradise against any who would seek to desecrate it. Within the Garden of Eden, you gain access to the profound wisdom and spiritual power that resonates within its boundaries. The relics and artifacts of Heaven, scattered throughout the realm, hold secrets and ancient knowledge waiting to be unraveled by your inquisitive mind. You may choose whether to place this location somewhere in the world or too instead make it as a warehouse attachment.



# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## **Import/Create companion 50-400 CP**

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

## **Canon Companion - 0/100 CP**

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## **The Researcher - 100 CP (Free Foundation)**

The SCP Foundation is home to many renowned researchers talented in a variety of fields. This is a dedicated and knowledgeable individual who has devoted their life to the study of anomalies. They possess an insatiable curiosity and an encyclopedic knowledge of SCPs. Their expertise allows them to provide valuable insight into the nature of anomalies, their origins, and their behavior. Their understanding of the intricacies of SCPs, can help you make informed decisions when encountering these phenomena. Additionally using their high clearance they managed to secure three SCPs to assist them. You may choose these SCPs if you wish. You may design their personality, appearance, and species of this individual if you wish.

## **The Infernal Advisor - 100 CP (Free Denizens of Hell)**

This ancient and enigmatic demon who has traversed the depths of Hell for eons. They are said to be one of the first demons created by Lucifer. This wise and powerful entity has chosen to serve as your guide and mentor in the fiery realms. With their extensive knowledge of the demonic hierarchy, infernal politics, and the workings of Hell, they are an invaluable asset in navigating its treacherous landscapes. The Infernal Advisor can provide advice and counsel on dealing with other demons, negotiating demonic contracts, and identifying potential allies or adversaries. They also possess arcane knowledge of hidden paths, secret realms, and forbidden lore within Hell, granting you

rare opportunities as you progress. You may design their personality, appearance, and species of this individual if you wish.

### **The Anomalous Engineer - 100 CP (Free Chaos Insurgent)**

The Chaos Insurgency is an organization that pushes the boundary far beyond what others would consider ethical. This individual is a perfect example of this. They are masters of tinkering and manipulating anomalous objects. This companion possesses a unique talent for understanding the inner workings of SCPs. With their expertise in engineering, physics, and mechanics, they can modify and enhance SCPs to better serve your purposes. This allows you to unlock new abilities and advantages, such as fine-tuning an SCP's containment mechanism, optimizing its energy output, or adapting its anomalous properties for specific tasks. Their proficiency in reverse-engineering and repurposing anomalous objects can expand your arsenal and provide you with out of the box solutions to challenges. You may optionally customize their personality, appearance, and species of this individual if you wish.

### **The Scavenger - 100 CP (Free Survivor)**

This is a seasoned survivor with a keen eye for locating and repurposing valuable resources in the unforgiving post-apocalyptic landscape. This companion excels at scavenging, tracking down hidden caches, and identifying overlooked opportunities for survival. Their knowledge of this new wasteland, its dangers, and its hidden enclaves allows you to navigate the harsh environment more efficiently. The Scavenger's skills in crafting, improvisation, and resource management enable them to create useful items and makeshift solutions to challenges, enhancing your survival capabilities and increasing your chances of thriving in the post-apocalyptic world. You may design their personality, appearance, and species of this individual if you wish.

### **SCP-1471 - 100 CP**

SCP-1471, also known as MalO ver1.0.0, is a fascinating yet eerie entity. MalO takes the form of a female humanoid with striking characteristics reminiscent of a hellhound, adorned with a visible skull and piercing white eyes. Surprisingly, MalO is quite amiable and has chosen to accompany you on your journey. While she remains invisible to most individuals, her presence remains at your side, ready to offer assistance whenever needed. In fact, she possesses exceptional combat skills, making her more than capable of engaging with both humans and other SCP entities.

### **The Plague Doctor - 100 CP**

SCP-049, also known as the Plague Doctor, is a mysterious entity with a profound understanding of diseases and their effects on living organisms. The Plague Doctor resembles a medieval plague doctor in appearance. This however, is not an outfit, but

his actual skin. He possesses an insatiable curiosity about the nature of life and death, due to their quest to cure the Pestilence. This has resulted in them gaining an unmatched expertise in medicine and pathology. SCP-049 can diagnose and treat ailments with uncanny accuracy, including both physical and anomalous afflictions. Aside from his actual medical skills he also has the ability to kill others with a touch and can reanimate the bodies of those he 'cures'. By purchasing him as a companion he will treat you as a steady ally and he will never attack even if you 'acquire' the Pestilence.

### **SCP-990 - 200 CP**

SCP-990 is an illusive ally of the Foundation known as the Dream Man. Within the realm of dreams, this mysterious entity assumes the guise of a middle-aged man, adorned in a classic Cold War suit and a stylish fedora. In these nocturnal encounters, SCP-990 imparts detailed warnings regarding imminent threats and future events that jeopardize both you and humanity. By selecting this option, you gain the ability to recruit SCP-990 as an invaluable companion. Throughout your journey, he will faithfully accompany you, using his unique insights to shield you from potential calamities and safeguard the future of humanity itself.



### **SCP-682 - 400 CP**

The Indestructible Reptile SCP-682 is a highly adaptive and virtually indestructible reptilian creature. He is a formidable companion capable of surviving even the most extreme and hazardous situations. This entity's resilience and adaptability makes him a fearsome ally capable of dealing with nearly any foe.. SCP-682's ability to analyze and learn from encounters with various encounters grants them unparalleled knowledge of the strengths and weaknesses of other anomalous entities. Normally SCP-682 hates every other living being with a passion, but you seem to be one of the only exceptions. With SCP-682 by your side, you gain an unyielding protector and an expert in confronting and subduing the most dangerous anomalies.

## SCP-179 - 400 CP

SCP-179, the valiant defender who valiantly confronted the sun and paid a great price during the cataclysm of When Day Breaks. Though it seemed her fate was sealed, a twist of fate brought her to your side, escaping the clutches of death itself. The encounter has left her weakened, her once god-like power diminished, but she remains an extraordinary being in her own right. She resembles a human female adorned with vibrant orange tattoos, her skin bears the likeness of a celestial galaxy, captivating and mysterious. SCP-179 possesses the potential to regain her former strength over time, but for now, she clings to you as a lifeline in this chaotic world.

As your companion, SCP-179 offers her steadfast loyalty and an unwavering commitment to protecting you and those in your charge. Her celestial nature grants her unique abilities, allowing her to tap into cosmic energies and wield formidable powers. With her at your side, you gain a powerful ally who can manipulate cosmic forces to shield you from harm and unleash devastating attacks upon your enemies. Please treat her well, she doesn't deserve to suffer anymore, especially since she is one of the few anomalies to actively protect humanity.



# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

## **Supplement Mode - 0 CP**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

## **Self-Insert - 0 CP**

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

## **SCP Mythos - 0 CP**

There are numerous variations of the SCP multiverse and its inhabitants. This option allows you to freely choose which versions of the story are accurate and whether they are present in this world. For example, SCP-682 is said to simultaneously be a child of the Scarlet King, a son of SCP-343, and a mysterious creature that simply appeared one day. This mainly depends on how you ask though. This toggle however, would allow you to choose the truth instead. The only restriction is that you cannot alter When Day Breaks. This is a nightmare world that's gone to hell. If you intend to save it then you have to do it yourself in the jump.

## **Extended Stay +100 CP**

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

## **I Hit My Head +100 CP**

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

### **We All Lost Someone +100 CP**

In the wake of the catastrophic events of When Day Breaks, humanity suffered an unfathomable loss, with 99% of the population succumbing within a mere 24 hours. Regrettably, you, like countless others, have experienced the heart-wrenching pain of losing someone dear to you. By choosing this drawback, the weight of your loss will linger, occasionally resurfacing as haunting memories that stir within you. The grief you carry will accompany you on your journey, a shadow cast upon your soul. Yet, as time progresses, you may find solace and heal from this tragedy. While these memories may haunt you for a time, they need not define your path. With each step forward, you have the opportunity to honor those you have lost and find strength within yourself to persevere.

### **The Infinite IKEA +100 CP**

Prepare to find yourself in a truly bizarre and treacherous location: SCP-3008, famously known as the Infinite IKEA. This sprawling retail store stretches into infinite dimensions, trapping its visitors within its labyrinthine aisles. Be wary, for the store's inhabitants are no ordinary mannequins - they are living entities that will relentlessly hunt and kill anyone they come across. But amidst the dangers, there is a silver lining. The Infinite IKEA provides an unexpected sanctuary from the cataclysmic event known as When Day Breaks.

Within its vast expanse, you will find a wealth of supplies that are conveniently restocked on a weekly basis. This abundance can ensure your survival and offer respite in an otherwise perilous situation. However, be prepared for the peculiar nature of the store's inhabitants. Many have succumbed to madness or formed rudimentary tribal societies, making social interaction a challenging prospect. Nonetheless, with time and careful navigation, you could establish your own dominion within this strange realm. You have the option to wait out your ten-year tenure, potentially even building your own kingdom within the Infinite IKEA.

### **Overpopulation +200 CP**

Welcome to a Hell that has fallen victim to overpopulation. The realms of damnation are teeming with souls, leading to a surge in conflicts and battles for dominance. The overcrowding has intensified existing tensions among sinners vying for limited

resources and positions of power. However, it is important to note that this crisis is not everlasting. As new sinners cease to arrive, the population will eventually reach a state of equilibrium, and the intensity of the conflicts will subside.

Patience will be required to weather the storm and witness the eventual resolution of this overpopulation predicament. While the chaos may pose challenges, it also presents opportunities for those cunning and resourceful enough to navigate the tumultuous environment. Adaptability and strategic thinking will be key as you navigate this crowded realm and carve out your own path amidst the chaos.

### **The Janitor's Closet +200 CP**

It would appear that you need to be careful when opening doors. It seems that somehow you have managed to gain the interest of SCP-087, the infinite staircase. SCP-087 takes the form of a janitor's closet and can appear in any doorway. Inside is a staircase descending into darkness. Typically a voice will call out the person who opens it, often taking the form of a scared child. I would recommend that you never enter the staircase if possible.

Aside from it extending to infinity it also houses a being known as SCP-087-1. This entity takes the form of a floating white face, though it has a larger body. The creature causes immense fear in anyone who witnesses it and is extremely dangerous. Even Alastor admits that the creature terrified him and nearly killed Angel Dust before Charlie stopped it. This is a safe SCP if you avoid it, but it can easily become incredibly dangerous if you are not careful. SCP-087 will randomly appear around you though it will never do so in a situation where you would be forced into entering it.

### **Bunch of Freaks +200 CP**

Similar to the former GOC member turned Chaos Insurgent Knight, you harbor an unyielding animosity towards SCPs and all non-human entities. Fueled by a deep-seated hatred, you find satisfaction in their destruction and take pleasure in inflicting suffering upon them, even if it means jeopardizing your own life in the process. Your intense enmity drives you to seek out these anomalies relentlessly, dedicating yourself to their eradication with unwavering determination. Beware, however, for this burning vendetta may blind you to potential alliances and unforeseen dangers that lie in wait.

### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse

while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400 CP**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the various SCP jumps, It's in the Blood jump, the Hazbin Hotel jump, and any other jump related to the both of these series.

### **On Mount Golgotha +400 CP**

Throughout the world, numerous copies of the dreaded SCP-012 have been clandestinely reproduced and scattered far and wide. Each of these copies poses a grave cognito-hazard, emanating mysterious and captivating music that ensnares all who draw near. Once entranced, individuals are compelled to partake in a gruesome act, using their own life force in the form of blood to continue the haunting sheet music.

Beware, for these scattered copies of SCP-012 present a sinister and perilous challenge to any survivors. Should you encounter these accursed compositions, you too will fall under their bewitching influence, forced to contribute to the unfolding symphony with your own blood. The haunting melodies will linger in your mind, a constant siren's call that beckons you to participate, ensnaring you in an endless cycle of torment. Thankfully the sheet can only ensnare a single individual at a time giving your allies time to rescue you.

### **The Zombie Plague +600 CP**

So you've been infected with SCP-008. This is prion disease which turns the host into a zombie-like being that seeks to infect everyone else around them. At least that would be how it works normally. It seems that adding magic to the mix has altered it a bit. Your body has still decayed, but rather than becoming mindless you now have a second more animalistic personality. This personality will compel you to hunt and consume others. You can resist it, but this is an incredibly difficult task. Alternatively if you can get your hands on SCP-500 or another method of healing you can use this to purge your body of the sickness. This will eliminate your physical symptoms and greatly weaken the new personality.

### **They've Evolved +600 CP**

The flesh amalgamations born from the cataclysmic When Day Breaks event have undergone a startling transformation. Somehow they have transcended their original



form as simple blobs. These creatures have become able to upon the beings they have consumed, and evolved No longer confined to shapeless masses, these evolved flesh beings now possess the capacity to assume true humanoid forms, showcasing a newfound complexity and versatility. With their evolution comes the acquisition of advanced skills and knowledge, enabling them to wield machinery and technology with an uncanny proficiency.

The implications of their evolution are profound, as the once primal and mindless entities have developed an alarming adaptability. They have harnessed the forms, abilities, and attributes of their consumed prey, transcending their initial limitations and becoming formidable adversaries. As you traverse the realms, these evolved flesh beings will test your mettle, armed with the fusion of their original essence and the strengths of their victims.

### **This is Jumper's Fault +600 CP**

Your arrival in this world has sparked the attention of both Heaven and Hell, casting suspicion upon you as the catalyst for the cataclysmic event of When Day Breaks. In their eyes, you bear the blame for the devastation that followed. God and Lucifer, convinced of your guilt, have decreed that you must be held accountable. The entire afterlife, from angelic hosts to demonic legions, is now united in their pursuit of your capture and punishment.

Attempting to prove your innocence is a futile endeavor, as their beliefs remain unshakable. Only one slim possibility exists for exoneration, but it would require an arduous task of halting SCP-001 itself and its devastating effects. However, this endeavor will be fraught with unimaginable challenges. It is important to remember that When Day Breaks not only annihilated humanity but also obliterated countless formidable SCPs that posed grave threats. The road ahead is treacherous, with unimaginable odds stacked against you. Can you clear your name, or will you be forever hunted as the scapegoat for a world in ruin?

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## Containment Specialist

Congratulations, you are now the protagonist of our story. That's right you will be replacing the Containment Specialist Justin. The jump will last until the story ends canonically or you die. You will face all of the challenges that Justin did. You will start out with all of Justin's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow their path. Lastly you will receive their memories so that you know what's going on and have his experience. There is a detailed list in the notes with everything you will start and end with.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

## When Day Breaks

SCP-001 When Day Breaks is one of the most terrifying and powerful SCP to exist. This is one of the most harrowing and formidable scenarios imaginable as you have become the embodiment of terror itself, SCP-001 When Day Breaks. In this scenario, you are transformed into the sun, becoming SCP-001. Your objective is to eradicate all remnants of life, including humanity, other SCP entities, and any foolhardy demons that venture onto Earth. With your newfound powers, you can possess the flesh amalgamations born from the sun's malevolence, allowing you to channel your devastating abilities through them. The scenario only concludes when you have

consumed the entire world or, should you choose to relinquish your insidious task, ultimately fail the scenario.

### **Rewards:**

For completing this scenario you will receive a variety of rewards.

- First, having consumed the world, you may take this fallen world and all that remains as a prize. This will include Heaven and Hell should you have extended your influence there.
- Second, your form as SCP-001 shall become an alt-form with all of its powers. You will be able to use all of its abilities in your other forms as well.
- Third, you will gain the following abilities:
  - **Solar Dominion:** The sun bows to your command, and you acquire dominion over the celestial body itself. This influence will extend to other stars as well making you a horrific threat to the universe. You can manipulate its radiance, intensity, and trajectory, allowing you to shape the course of events on Earth and beyond. Your mastery over these celestial bodies will be a fearsome tool in your quest for supremacy.
  - **Apocalyptic Aura:** You radiate an aura of cosmic calamity having brought ruin to a reality, instilling fear and despair in all who dare to oppose you. The sheer presence of your malevolent aura sows discord and terror among your adversaries, weakening their resolve and rendering them susceptible to your influence. Additionally should you encounter any other beings of the Apocalypse they will feel an aura of kinship with you. You will be welcomed as an ally by any who seek to bring destruction and those who serve them.
  - **Omnipresence of Sunlight:** With your transformation into SCP-001, you gain the ability to manifest your presence and influence anywhere the sun's rays touch. Whether it be in the darkest corners of the world or hidden realms beyond mortal perception, your essence can manifest and exert your dominance.

### **Scarlet Conquest**

In the wake of the devastating When Day Breaks event, a series of unforeseen consequences unfolded, shaking the very foundations of this universe. Among these consequences was the weakening of the barriers that held back the malevolent forces of the Scarlet King. With the once-formidable SCP Foundation no longer able to resist his advance, the Crimson King sets his sights on conquering this realm, beginning with the subjugation of Hell itself. Already, his monstrous offspring have infiltrated the most secure corners of the Underworld, laying the groundwork for his imminent assault.

In a twist of fate, you have been chosen as the embodiment of the Scarlet King's will, bestowed with the mantle of his avatar and heir. Your task in this scenario is to fulfill your destiny by opening the world to the influence of the Crimson Khan and leading his conquest. However, success in this endeavor requires careful maneuvering in the shadows, lest your adversaries unite against you. The path to ultimate victory lies in

your ability to amass power, gather loyal followers, and execute a grand ritual that will tear open a portal, allowing the Scarlet King himself to step into our reality at the helm of his formidable armies.

Prepare for a war of unprecedented scale, spanning across universes, as you set in motion a conflict that will only cease when one side has either submitted or been vanquished. The fate of this universe hangs in the balance, and it is up to you to lead the charge, marshaling your forces, forging alliances, and unleashing the full might of the Crimson Khan's dominion upon all who stand in your way.

### **Rewards:**

For completing this scenario you will receive a variety of rewards.

- First, for having led a successful conquest you get to take your new domain with you including all of its territory, surviving populace, and conquered assets. You may turn these areas into a warehouse attachment and import them into future worlds. All of the inhabitants will become your followers and any notable individuals can become companions.
- Second, for having completed the task set before you the king will reveal your true prize. The Scarlet King will infuse you with his essence granting you his limitless power and all of his abilities. You are now truly worthy of calling yourself the heir of the Crimson Khan.
- Third, as a testament to your triumph, you have been granted command over the terrifying legions of the Scarlet King. These loyal and fearsome creatures, including the monstrous offspring of the Crimson Khan, pledge their allegiance to you, ready to execute your every command. Their sheer power and unwavering loyalty make them formidable assets in future endeavors.
- Lastly, you may take the Scarlet King, his Seven Brides, and children as companions. This will include all of the SCPs born from him like SCP-999.

### **Dawn of Salvation**

When Day Breaks has plunged the world into darkness and chaos, transforming humanity and decimating the once vibrant civilization. In this scenario, you are tasked with the immense responsibility of leading a courageous group of survivors on a perilous journey to defeat SCP-001: When Day Breaks and restore light and hope to the world. As the chosen champion, you possess unique abilities and an unwavering determination to overcome the horrors that roam the land.

Your mission is to gather knowledge, form alliances, and rally the scattered remnants of humanity to stand against the all-consuming darkness. To achieve victory, you must embark on a quest to uncover the ancient secrets and hidden artifacts that hold the key to reversing the effects of When Day Breaks. Along the way, you will encounter dangerous anomalies, resilient abominations, and formidable challenges that will test your resolve. Will you be able to overcome the horrors that await and rally the last remnants of humanity to your cause?

## Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having defeated When Day Breaks you will get to take the recovered world with you. What, you actually thought you were simply going to leave this world behind after you went through so much trouble to save it. This world may be ruined at the moment, but it has the potential to recover to its former glory.
- Second, all of the allies you made along the way will join you as companions and followers. This includes any SCP, demonic ally, and even divine beings that joined you.
- Lastly, you will acquire the perks Lightbearers Aura and The Great Restoration:
  - **Lightbearers Aura:** Having conquered a representation of pure evil you have become a beacon of light. This allows you to emit a radiant aura that instills hope, courage, and renewed vitality in those around you. This aura acts as a shield against darkness and grants a boost to the morale and abilities of your allies, empowering them in their fight against the encroaching shadows.
  - **The Great Restoration:** Having brought humanity back from the brink you have proven your abilities to return other fallen groups and civilizations. You are capable of bringing extinct and fallen civilizations back, restoring them to their peaks. With time you can even push them beyond their previous heights. Your actions will inspire others, and a wave of resilience and unity will sweep across the ravaged lands. The remnants of civilization will start to rebuild, forging a new future in the wake of the cataclysm.

# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Story Link

- <https://archiveofourown.org/works/31248146/chapters/77239772>

## SCP 343

- In this world SCP-343 is indeed God. He however, is not omnipotent as most of his power was permanently spent creating the universe and much of it fell with humanity's destruction.
- SCP-682, SCP-001: The Gate Guardian Uriel, and Lucifer are also confirmed to be his children

## Image Links

- Title Image - [SCP-001 When Day Breaks - ArtStation](#)
- The Armory - <https://youtu.be/rU-Q4Sa0ByU>
- SCP-990 - [SCP-990 The Dream Man](#)
- SCP-179 - [SCP-179 - All Fiction Battles Wiki - Fandom](#)

## Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **Race**
    - Human
  - **Perks**
    - Innuendos and Taunts
    - The Apocalypse is Nigh
    - MTF Training
    - Spiral Gestalt
- **Scenario End Boons**
  - **Perks**
    - Friend of the Anomalous
    - Cognito-Immune
  - **Items**
    - SCP-178
    - SCP-185

- The Armory (100 CP)
- SCP-294
- SCP-066
- SCP-914
- Grimoire
- SCP-5000
- The SCP Codex
- **Companions**
  - Canon Companions (SCP-049, SCP-079, I.M.P.)

## **Changelog**

- Jump in Progress
- V1