A Silly Backrooms War Jump :D



By **MORARARARA** and **PracticalDoughnut377**

Hello again… woah… that's uhh… that's a lotta people…

They all are Jumpers…? That's… woah…

I… How do I do this…

Wait, I got an Idea! This might just work.

Here, take these, you will need them for the purchases ahead.

+1000 Points

Be safe, alright?

The main issue

(Author's Note: this note I am writing is in fact Not Canon for these docs, you can use this supplement if you don't like the nerfs I added. Take care.)

Liminal Hell 3 In Space! (Mandatory Drawback): (You know the rules, and so do I, so let's make this quick, alright?

For starters, all of your perks are now at the level of being capable of destroying an entire city block, with all reality warping/instakill/absolute perks being unavailable.

All supernatural parts of your bodymod now are weakened to the same extent as your perks.

No Supplements either. (except for the one mentioned here in this doc.)

Thankfully, you can train yourself not only to bring back your perks and bodymod to what it was, but potentially even re-unlock your warehouse and items. For perks, I would say a couple of months for all the perks one has bought in a jump, and years for the warehouse and items.

Best of all is all of the stuff you got from here from your past adventures.)



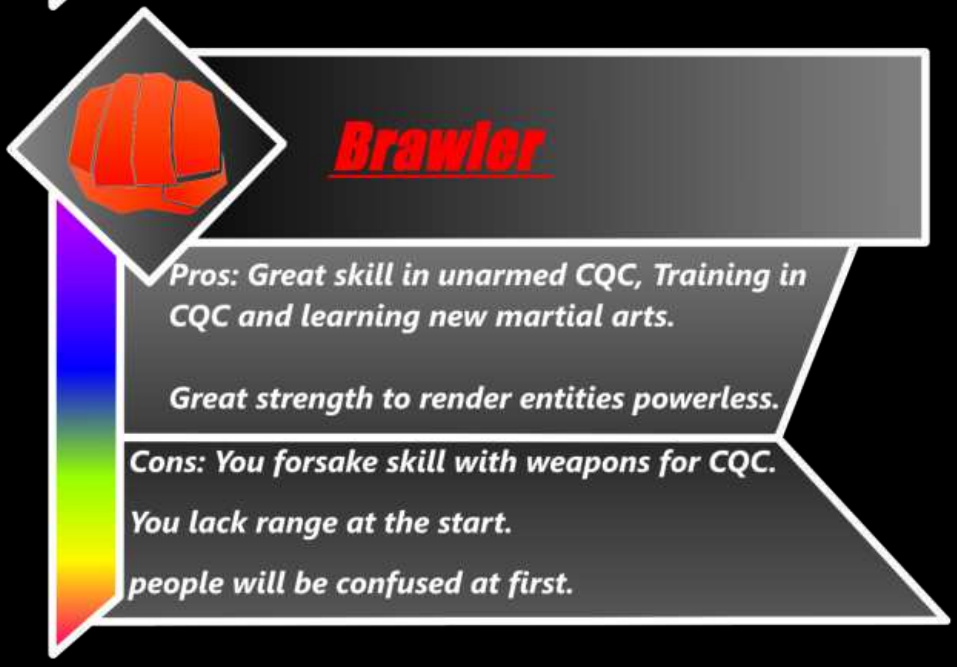
Origins/Classes

Many people are very specialised in specific things.
Some may not even have their original forms or even have started as humans to begin with.
But now that this hell that so many are trapped in is starting to destabilize and break down more and more, now that beings with sealed power are starting to have it awaken once more, there will be loads of people to fight alongside and against each other.

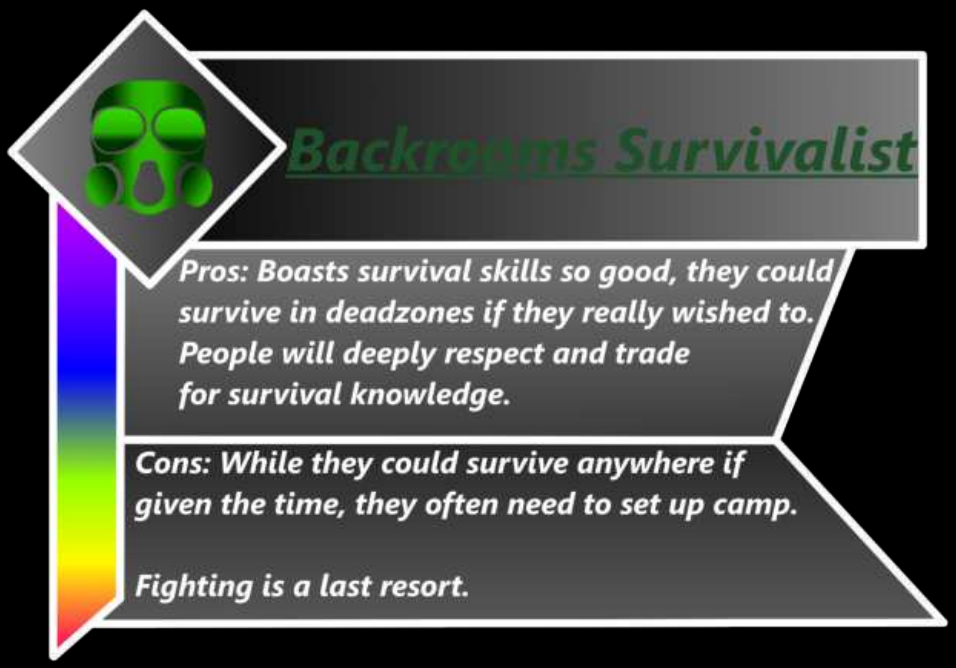
You may only choose one Origin/Class, and you will technically always be a “Drop-In” with no new memories or experiences. Choose wisely.

Any Extra Origins/Classes will be placed in this Supplement here.









Final thing of note is that each origin has a scenario that has a Capstone Booster exclusive for that origin's perks.

General Perks

Temporal Stasis (Mandatory Only for this jump): Yeah, let's get this one out of the way. You do not age here at all. This is a really basic thing that we are just going to get out of the way as soon as we can, really.

Blurring(Free): You know how in your past adventures here you used to have to phase or "No-Clip" through objects? Well, now you can just teleport to where you want to go! It has a radius of 5 levels in either direction, along with being able to go into sublevels.
Additionally grants the ability to go to negative levels; may luck be on your side in this grand war against this endless tomb.
Note: This is only teleportation across levels/dimensions/realities/ect, and it takes a short while to activate, and it can be interrupted.

Yet Another Uncapper(Free): This is what it says on the tin; any limits your powers and abilities have can be overcome by training and struggle. With sufficient time and effort, perhaps a simple spell that just generates harmless light from one's hands could lead to death rays one could fire from said hands.

Multifaceted(200): People can have many different sides to them, you know? While yes, there are people who are just brawlers, weapons masters, survivalists, and way more, people can have two professions. Like a chef who specialises in kicking attacks and someone who is a survivalist yet fairly new to things, and many, many more options.
This perk lets you pick another origin for this jump and this jump only. Doing so will not only give you the discounts that come with having the origin but also their scenario to upgrade said origins' 600 and 1000 perks.
You can purchase this as many times as you like, if you have the Choice Points to spare, though…

Omnilingual(200): I'm surprised I hadn't added this perk in for a long while. All this really does is let you speak any non-supernatural language fluently and precisely. You don't even need to worry about stuttering or mispronouncing words or anything like that.
You also learn all non-supernatural sign language and written language, and are able to write in them clearly and fluently, as you can speak any language you wish.

Mastered No-Clipping(400): No-Clipping, the main way one moves around from level to level. Normally, it is done by phasing through objects or terrain in order to enter another dimension, or, in the Backrooms' case, levels.
But now? You can just phase part of your body, and even phase through anything you want, really. You can phase parts of your body to dodge attacks and make them pass right through you harmlessly, or you could phase your hand into someone to grab their heart.

While phasing your lungs, if there is air present, you will be able to breathe; if not, well… you could imagine what happens.

Entities Flesh(400): This is something that in all honesty, shouldn't even be possible, but then again, you have already done things that defy all logic, even in a place as constricting as this hell.
You now have many traits from any entity you choose, so long as it is not a wholly unique being unto itself (No leviathan, tiny, beast of level 5, etc) and it isn't too powerful. (No primordial smilers, children of the empyrean sea, or other overpowered beings)
Subsequent purchases cost 100 for each new entity whose traits you'd like to use for yourself.



Image of the Crimson Knight

Newbie Perks

Quick Learner(Exclusive/Mandatory for Newbie): You have loads of potential, not just as a Jumper but also as a person with their own talents and skills, and thus it would be a waste if you could never hone them enough to survive. Now, whenever you put in good effort into anything, you will find that you will learn at a much faster rate. Whether it be studying survival strategies or learning how your opponent fights, you will go far if you put in the effort.

Common Sense(100): A thing that many people need even outside of this place, a thing you will find you have plenty of. Whenever you are facing something you have never faced before, you will be given a basic sense of what it is and if it is dangerous, useful, or something else.

Sense of Direction(100): Not necessarily a physical sense of direction, but rather a different sense of direction, so to speak. You just generally wind up where you need to be at the right time or place coincidentally, whether it be a fateful battle or just trying to find some comfy pajamas, you will just wind up finding it somehow.

Git Gud(200): Sometimes there are hard things in life, and people's response to that is to say "Git Gud" so you will, you will git gud, as the harder, and more painful something is to do the faster you'll learn how to do it, meaning one day you'll be the one who gets to say "Git Gud".

First Try's Luck(200): Well, that was lucky, and so was that, and that. Okay, tell me how are you getting so lucky… Oh, that is how, whenever you try something for the first time (in a jump), you have a perfect guarantee that it won't blow up in your face, and in some part be successful, but only the first time.

Second Chances(400): Not really in a "Redeeming" way or a "Come back to life" way either, but rather both in some strange way. Now, not only can you touch the hearts of others by just being honest about yourself, but if they just so happen to align with your morality, you could potentially get a new ally, maybe even turning around a prior enemy into a new ally to fight alongside you.
On top of this, if you ever die for whatever reason, your friends can bring you back themselves; however, at a grave cost of becoming completely defenseless for 24 hours.
Take good care of your friends, and they'll take good care of you.

Like Riding a Bike(400): When you get the hang of something, it just sticks to you after it just clicks together. Now, whenever you learn something, you'll find that doing it becomes easier and easier the more you do it and practice with it.
Even some dangerous things, like a dark power-up or ability that drains the user's life, become more and more harmless to you the more you use it until you gain full control over it.
You also now have an Eidetic Memory, meaning you never forget.

The Perfect Student(600): Well, aren't you a teacher's pet? Now, anything that someone teaches you, it will be easier for you to pick up and learn from their lessons.
Whether it be a mundane subject like math, language arts, and history, or more dangerous lessons that could kill you, you will not only survive but thrive, with your learning increasing greatly. Maybe becoming a pro at something won't be too hard after all.

Is Always Learning(Capstone Boosted): You can now learn from doing anything, whether it's just playing a game, fighting or even just taking a stroll in the park, whatever your doing you will learn stuff relating to it, you could likely learn the best speedrunning tricks in a game, the best ways of defeating an opponent and even the very nature of the wildlife you are around.

True Talent(600): To say you are talented would be an understatement, as you just seem to grasp things more easily than most people ever will.
Whenever you're in a tough situation or pinch, you will learn at a heightened rate, learning mid-fight to get the better of your foe, or just finishing up an assignment that is about to be due and turning it in, you can do it if pushed.

Ultimate Talent(Capstone Boosted): Now not only is your already insane Talent bolstered significantly, but considering your newfound skill, they now both work in tandem and the more skilled you are, the more talented you are as well, changing from just learning mid fight to get the better of your foes in unexpected ways to completely blindsiding them through your sheer battle genius and tactical mind.

Jack of All Powers, Master of None(1000): The power of friendship, one that in most media is often portrayed as magical girl energy, but for you, it is still very much the power of friendship and allies, but in a different way.
As you fight with your friends and allies, you may find yourself copying their skills, although, while not as good as the original at first, you can eventually train up to be as good if not better than the original technique/ability/etc.
Not just that, but you may also find your allies getting copies of your powers/abilities/etc, that while not as good as yours, they can still train up to be as good, if not better.
Teamwork for the Dreamwork!

Master of All(Capstone Boosted): Now you and your allies aren't just copying each other's skills, but also the powers and power systems of each other. You and your allies also now gain these new powers (systems) of around the same strength as each other.
You can now choose whether you or these allies gain these abilities, skills, powers, and power systems at your leisure. Just know that once something is granted, you can't take it away, not with this perk by itself at least.

The Student Becomes The Master(Scenario): Everyone has potential for great things, it's just that most will never realise it themselves. And you, too, have this potential Jumper, a potential that will allow you to do immeasurably great things.

You need to forge your own path and your own philosophies, learn from mistakes, and evolve from them. It may take a while, but once you find yourself and create a new power system (No not through an item) through your beliefs, you will beat this scenario.

Self Mastery(Reward/Capstone Booster): From your self-growth, you have gained two things. The first and most obvious thing is a power system that allows you to use a personal pool of supernatural energy to do supernatural things, with said power system being based on you, your growth, and personality.
The second is that your sense of self is incredible, enabling you to hold on to all you stand for and believe in even when you by all accounts realistically shouldn't, this isn't absolute, but it is an evident thing you have developed.

Wanderers(200/Companion): This group of 20-30 random people trapped here in the Backrooms has all grouped up under your banner after they saw you singlehandedly take care of a horde of entities, either by slaying them or managing to redirect them.
They each have their own professions and lives from before here, which does mean that some will have different skill that others. Maybe one was a thief who knows how to break in and out of a place and nab some stuff along the way, maybe someone else was a chef who knows how to cook up a good meal for everyone involved.

You!? (200/Companion): Turns out, when you have an infinite amount of timelines, there is bound to be a version of you who never went into a chain of their own.
This version of you got No-Clipped on in here before he met up with you and is now working alongside you. They may be the same gender as you, or they may not; they may have the same personality as you or not.
Heck, even their life could be wildly different from yours.
Now what story will befall them? Who knows…

The Ultimate Lucky Student(200/Companion): No, not Nagito, we're mentioning Makoto Naegi!
Normally, he would have been forced to participate in a killing game and not only win, but also beat the mastermind without getting blood on his hands at all.
But considering he never went to the killing game (or had his memories wiped) due to no clipping in here, he has yet to get character development, so to speak.
He is a bit of a softie, but has the potential to do great things.
And sure while he will start really weak, if you help him up and help him grow he will not only have all of the perks and capstone boosted version of the newbie origin (yes even the scenario reward) but he will also be able to pick one other origin (even from the supplement) to have both all of the perks and capstone boosted versions of said perks available to him. (yes, even scenario rewards as well) Of course, getting him there will be a massive struggle, and one that could take decades, but as he grows in power, he will grow in character.
Will you help him thrive, or will he struggle under your negligence? The choice is yours.



A poor guy who is now stuck in the Backrooms.

Brawler Perks

Brawlin 101(Mandatory/Exclusive for Brawler): You are someone you wanted to slap an entity in the face and then proceed to suplex them, welp ya got yer wish! Not only are you greatly skilled in hand-to-hand combat and hold the capacity to learn more fighting styles with training being fairly easy, but you also boast strength so great that you realistically could tear an entity in half with some effort, along with speed, toughness, and endurance on par with your great strength.
Sadly though however you aren't all that great with weapons and you lack range at least early on, not to mention the confused looks of people trying to get you to not waste some entities because they think you'll get yourself killed, of course if and when they do see you tear a poor smiler in twain with little resistance will quickly change that fast.
Of course, later on, you can learn how to pull off shockwaves from your punches to hit faraway targets and other neat tricks with your super strength as time goes on.
Remember, your brain is just as important as your muscles, and to be as effective as possible, you must be smart with your strength, lest you be just another mindless brute.

Tougher than Leather(100): You are not just a soft normal person, you are much tougher than should be logically possible, you have skin tougher than leather, muscles like coiled iron, and bones like gold titanium alloy.

Special Techniques(100): The fruits of your labor have given you special moves that are really powerful and really scary, so much so in both regards that it could change an entire fight in your favor, and you can even make more of these techniques through harsh training and through combat. Just remember, however, that this is a war, and some really good martial arts skills won't solve everything.

Wombo Combo(200): Many a game that had fighting as its main focus has had a combo mechanic that rewarded skill and precision; somehow, you managed to take such a concept into reality. Every hit you land on anything that can at least slightly damage them, it will stun them slightly with more devastating hits, stunning and discombobulating your targets more than normal ones. Thus making it possible to combo your opponents by keeping them locked into a really brutal pummeling.
However the two cons of this are A. in a combo there more you use one attack the less stunning it will be until the combo has ended, and B. is that doing horrifying combos require skill to even do so with the longer ones taking more and more skill to pull off, but if you have the skill to do it you will be an absolute demon in the battle field.
This perk extends to other allies in a fight with you.

Beatdown(200): A very annoying thing in some anime, TV shows, etc., is when the main character helps the villain back up on their feet, whether it be for "making sure they don't die" or "I want to fight them at their best" or any other dumb reason.

You, however, ignore this rule, just go for a way more practical solution, BEATING THEM WHILE THEY ARE DOWN. While you are drop-kicking or otherwise attacking someone/something while it is defenseless for any reason, you will find not only your damage increasing, but also that while you are beating down on them, they cannot escape unless outside intervention occurs or you just stop for whatever reason.

Healing Rest(400): Every warrior needs a rest now and again, but for you rest isn't just a way to regain your stamina, but the best healing possible, for one every wound you take will rapidly recover when you properly rest, even regrowing limbs and organs if you get good few hours, but even supernatural maladies such as curses would begin to fade with enough rest, although not necessarily all at once.

Baki Logic(400): Okay this is not how biology or physics works, your techniques no longer have to follow hard logic, but soft logic, you want to train your body by pretending water is molasses that somehow works, you want to instantly move as fast as you can just pretend to be a cockroach, you want to be somewhere without having to physically go there just leave your body and astral project, I heard the phrase mind over matter, but this is just ridiculous.

I Don't Need A Weapon(600): Usually, having a weapon such as a blade or a gun can allow one to beat someone who uses only his fists as a weapon, a shame that you just so happen to be above those weapons. Now your body produces energy that you may harness. It will take time to master it, but using it, one can shoot energy balls, beams, slashes, and even create energy blades or enhance their strikes with said energy.
While it cannot heal or reinforce your toughness, you will make any who use such cowardly tools fear your fist.

I AM THE WEAPON(Capstone Boosted): Your energy from before has evolved with you and is a lot more versatile now. Now, not only can it heal you at a constant, rapid pace passively, but it can also unleash different elemental properties, effects, and even supernatural phenomena. Punch the earth to unleash geysers of boiling magma, punch the air and unleash temporal echoes of that punch, etc.
If you were in a fighting game, you'd likely be the final boss.

Fists Beats Tools(600): a phrase others will laugh at, but you played Minecraft and know for a fact fists can chop down trees if one is strong enough. And now if you ever needed a handheld tool before you won't need to, so long as you have the physical strength to do it, whether it be you chops with your hand to cut like a knife or using your fist as a hammer, if it's a tool that can be operated with one hand, you can replicate that tools utility with your hands.

Fists Are Tools(Capstone Boosted): Now your hands can work as any tool, and I do mean **any tool** (so long as you can make it), whether it is a drill, a hydraulic press, or even an oil rig, your hands are rated E for everyone!

I Didn’t Hear No Bell(1000): You just don’t seem to stay down, no matter how hard you are hit, you just get back up, it’s like you are some game character who never actually takes damage despite getting blasted by energy blasts, electrical fists, and sound-based shock waves that others send out by uppercutting the air.
Of course, this has its limits, and while it can keep you from dying for a while, you very well might die when you win the fight.

Primal Berserker(Capstone Boosted): Now not only are you even more endurant, able to somehow keep fighting as a skeleton thanks to a new potent regeneration factor, the more you are damaged in a fight the more powerful you get, while at first you will be taking hits repeatedly, by the end you will be laying down the smackdown of a lifetime unto your opponent.

Punch Out! (Scenario): No, you're not gonna go on a quest like little Mac did to become the world's best boxer, no, no, you are going to fist fight the most dangerous entities you can and get stronger by beating the daylights out of them.
Of course, for each foe you beat up, you will get resistance to the types of attacks they used against you. However, your final foe will be that of a unique entity made solely to try to counter you. If you can manage to beat it by yourself, you will get the reward.

Fisticuffs Galore(Reward/Capstone Booster): Just like in the scenario you completed for the reward, per every foe you defeat, you enhance yourself, unlike in the scenario it isn't just resistances, but also abilities, powers, magic, just about anything that you can use to your advantage, don’t get fooled, your opponent still keeps everything they had, but from then on any foe you face both new and old will be easier the more you topple your opponents.
Now who's next?

Street Brawler(200/Companion): This random street thug wound up here, and after you unknowingly save him when testing out your strength by beating some entities to death, noticed him after you were done slaughtering all of the entities that didn't run away, and now he owes a life debt to you, when he does get knocked down he will learn from his mistakes, his only real flaw is his stubbornness, but other than that he is a great person despite his attitude.

Gentlemanly Boxer(200/Companion): This chap in the 18 hundreds was one of the best boxer until he was sent here, and while he managed to fend for himself, he learned after a while that he physically cannot defeat let alone survive against some of the more powerful entities, and when he learned that you were one of the things that could outright beat them in a fight he asked for you to recruit him, and after you accepted he has ever since been a loyal ally of yours. He is also a really nice gentleman, and naturally hates having to hurt a lady, but he will do it if it means either survival or doing the right thing.

Johnny Cage(200/Companion): Sup, Jumper! Johnny Cage here, best actor in the whole Omniverse, and I’m just as great a fighter as Ninja Mime. If you ever need a movie made of you and your adventures, I’m the guy you're looking for to make it.
Always wondered what a multicrossover cinematic universe would be like though…

Weapons Master Perks

Honed Edge(Mandatory/Exclusive for Weapons Master): You may not be the strongest, but you don't need to be; you just need to be strong enough to use your weapon. You have trained all your life with a weapon, what weapon? Any weapon that isn't absurd. Guns, bows, axes, swords, and anything that you can wield, but remember, your power isn't raw strength, but skill and mastery of your weapons, eventually allowing you to use them in ways thought to be completely impossible.
You have at least a decade of training in your weapon of choice.

Maintaining One's Edge(100): Maintaining a weapon for someone who wields it is something of top priority. To counteract this, you have learned how to not only keep your weapons sharp and ready, but also repair and maintain them using only basic materials from your surroundings. Not only that, but if your weapon needs ammo or energy, you can find a way of either acquiring or creating it using the same primitive means.
Even though they are efficient, they are no replacement for any proper repairing tools. As such, if you do manage to gain access to some more proper materials and repair tools, you can effectively ensure that your weapons never break and you never run out of uses for your weapons.

Parry Anything(100): Parrying is something almost essential in weapon-based fighting, so you've learned to parry anything and everything, meaning that something that isn't technically physical can be parried by you, or even something that you physically shouldn't be able to parry can be, as long as it wouldn't have been annihilated in one shot.

An Extension of Oneself(200): Your weapon is an extension of yourself, and so it would be ashamed if it didn't keep up with you, now it will, a weapon that you use will after using it long enough will start growing with you, and even grow faster than you to catch up with you, but once it has it will stay at your level as long as you keep using it.

Steel Sharpens Steel(200): As steel sharpens steel, skill sharpens skill, and therefore the harder opponents you face, the better you will get, fighting a partygoer, wouldn't do much for you, but fighting a partygoer who's wielding a chainsaw would get you more, and it doesn't really matter the true skill of the opponent, the harder to fight them, the more you'll get.

Specialized Breathing(400): There is a world where people use special blades, and special breathing to slay monsters that eat people, and while this isn't the same as those breathing styles, it is close enough, with this breathing you can enhance yourself so much that you would be able to convince even monsters that you are using some sort of supernatural power, and there is even some purely illusionary effects that go with using this that make it seem like you are wielding whatever you've based this breathing off of, just remember that you do need to actually breathe to do any of this.

Weapons Generalist(400): As many as there are masters with one or a few weapons, only a few have managed to master just about all of them. And yet now you shall stand among those few.
Any skill you have with any weapon will translate to all others of the same type of skill. Knowing how to best stab with a knife could lead to knowing how to best impale something with a sword, spear, or lance.

Living Weapons(600): Your weapons seem to be gaining sentience. Do you know how some legendary weapons choose their user? Well, your weapons are becoming those weapons, and they always seem to choose you, because with that sentience comes power, power that, while it varies from weapon to weapon, is always legendary.

Fused Minds(Capstone Boosted): The difference between you and your weapon is blurring, to the point where your minds are fusing whenever you wield your weapon, and this does a lot, but one of the things that it does for you is that your battle instincts exponentially improve the longer you fight, if you were to fight a battle genius in this state, even one compared to you, then you just might out adapt them, there's also the overall intelligence boost from having multiple minds fused into one, and other benefits can be received by mentally fusing with different weapons, so an ax would give you different benefits such as increased strength then a rapier which would focus more on precision and speed.

Evolving Weapons(600): Your weapon isn't any stagnant piece of metal, it is an evolving work of art, everything that each of your weapons kills feeds that weapon's evolution, if you were to kill a hundred smilers than it will start to glow with a light that specifically hurts smilers more than normal when smilers are around to weaken them, or if you were to start killing partygoers your weapon would become poisonous to them, and the more you kill something, and the stronger that something is, the stronger your weapon will be against them, and beings like them.

Weapon Ascension(Capstone Boosted): Your weapons don't just evolve, if your weapons build enough evolution than they will ascend into an incredibly superior form depending on what the evolutions in the first place and the weapon itself, if you used an ax against the undead only it could become more like an executioner's ax, and send out a wave of darkness that extinguishes all false life it flows through, or if you used a sword only against demons it would ascend into a holy relic that glows with a light that purges the unholy by simply being near them, less extreme focus on single enemies would have mixed effects and how it ascends, but not in power, and you can always delay the ascension to make it more powerful for when it ascends, and nothing stopping a weapon from ascending multiple times, losing none of the power from past ascensions.

Claiming One's Prize(1000): Whenever you kill something you can claim something from the one you slayed, this isn't always the same thing, for more important beings this will usually be a weapon representing them in some way, but for the lesser beings you slay what they will give you will be more along the terms of special ammo/that ammo's crafting recipe, potions,

materials, or even more generic items that can be associated with what you slayed in some way that usually have limited use, but every kill will give you something, if you decide to claim it.

Devil Arms(Capstone Boosted): You don't just take pieces of your enemies, you fully turn them into weapons ones that are far stronger than what you'd usually find, and if the enemies you turned into weapons were important, or powerful in some way than the weapons will always have certain powers that relate to what they were before, if you turn a primordial smiler into a weapon then you would be able to call upon the primordial darkness that they lived in, or if you killed a level entity you would get a weapon that reflects the level they were the entity of.

To Be The Best Swordsman(Scenario): As much as many in the Frontrooms wish to be the best in combat, the same goes down here as well, whether it be entity or human or otherwise, it won't matter for you, as your dream is to be the greatest warrior in the backrooms.
You will face many a foe, from great brawlers to other weapons masters to even potentially some new guys, along with some other crazy fighters to face down.
Once you become one of the greatest warriors (top 100 warriors in the Backrooms), you will have won the scenario.

God of War(Reward/Capstone Booster): Okay, this isn't what you are perse, but it perfectly fits you with how scary it is to fight you. As you are unparalleled in martial skill, and not just that, you learn at a horrifying pace compared to even the most adaptive of warriors, even perfectly adapting to whatever strategy or attack your foes will unleash before they even unleash it.
Of course, this adaptation is more of a skill thing rather than a superpower thing, so while yes, you can adapt to flight, you won't adapt the ability to fly.
Also, by merely touching any weapon, you will automatically know how to use it to its fullest potential and know all of the ins and outs of it. Best of all, you can still experiment more with your weapons and fighting styles, too, as you wish.
Whoever is foolish enough to face you will soon regret it as the worst mistake of their life.

Sword Wolf(200/Companion): This is a very loyal, and very big wolf that you saved in your past, now it will follow you, and try to protect you do the best of its abilities, it's a good thing you managed to teach it how to wield a sword in its mouth, otherwise it would be in over its head even with its strength and size.

Blacksmith(200/Companion): As someone who relies on weapons so much you have to have someone who knows how to repair and maintain them, and that's where this guy comes in, this guy is absolutely obsessed with weapons of all kinds, so they will know gladly maintain and repair your weapons, as long as you let him inspect any new weapons you bring him.

Rival Knight(200/Companion): This knight is someone who wants nothing more than to beat you in a far fight, but they won't be satisfied with someone else beating you, they want to be the one to beat you otherwise to them it doesn't count as beating you, so they'll fight anyone who has a real chance of beating you to be the one to beat you eventually.

Survivalist Perks

Weathering the Storm(Mandatory/Exclusive for Survivalist): You have been here much, much longer than most, thus you have learned how to survive best in such a horrid environment that the Backrooms are.
You will know what levels are safe and which ones aren't, along with how bad they are.
Not just that, but any Items you encounter, you can accurately use your intuition to be able to know what their effects are and how you may use them to your advantage.
And you can also tell how bad each entity is at a glance, and even tell if they are nice at all.
However, you were never really a fighter at all; you are best at survival and evading threats, not facing them head-on. You should only ever fight as a last resort due to this fact.
May you inspire hope in those around you by guiding them on how to survive here.

Liminal Forager(100): In environments where humans have no reason to be able to survive, you seem to be able to get whatever you need, and while there is most certainly a limit, the limit is high enough for you and several others to survive based solely on your scavengings.

Setting Camp(100): Sometimes you just need to set up camp, and getting caught by something while setting up camp before you have properly set up is quite dangerous; that's why you have learned to set up camp as fast as possible, to the point where it takes less than a minute.

Staying Out of Sight(200): Fighting is something that is not safe at all, so how do you avoid it? Stealth, by staying unknown to everything that would do you harm if they did know you were there, you could stay safe, at least safer than if they found out you were there.

Defensible Camp(200): Despite you not being much of a fighter, you can make traps to either buy you time to escape or just outright kill whatever is unlucky enough to get hit by your traps.
However, these take time, and if they are just out in the open, no one will ever step in.
So don’t go thinking you can use them mid-fight.

Staying Out of Mind(400): The best way to deal with an entity is for it to never know you are even there and slip right past it. From now on, you are an expert at going unseen.
You know how to move naturally in a way that leaves even beings with greater senses than humans unaware of your presence.
Of course, you can still be found out, and occasionally it may be worth it to be discovered if the reward for doing so is great enough; always weigh your options before you commit.

Deadzone Vacation(400): Okay, the title of this may be an exaggeration, but you get the point.
You now have the skills, talents, and capabilities to survive in deadzones of all types.
Whether it be an entity-filled hellscape or a level that kills most by sheer misfortune alone, you can find a means of lasting there.
You may suffer, you will struggle, and most likely gain deep scars, but you will survive.

Houdini(600): You know how to get out of a sticky situation, and you know how to get out of a sticky situation extremely well to an improbable level of escape.
If you were in L-Level !, you could successfully hide from all of the entities chasing you and afterwards just have a nice stroll to the exit door.
You could also likely be able to escape death traps in both surprising and highly effective ways. Just know that this isn't infallible and won't help you with anything else other than escape, but here it is quite a handy tool.

Adios(Capstone Boosted): Now you being able to escape from anywhere or any situation is now a literal thing you can do, whether it be by being completely unseen by the omniscient to just stealing a donut from your sibling, you can do it quite easily and with no risk of being caught unless it was right in front of whoever you are trying to evade.

Anti-Houdini(600): You know how to get into places you aren't meant to be, and have no one even notice you were ever there.
You could get into the void, and if there was something already there, it simply wouldn't notice you if you tried to hide, which should be impossible, but for you, it isn't.
If you were to try to find whoever is in control of the partygoers than chances are you would find them, and not only find them but they wouldn't even notice you, however you must remember that this isn't absolute, if you make a mistake you will be found, and it's hard to tell what's a mistake before you make it.

Bonjour(Capstone Boosted): Now you will be able to enter anywhere you see fit, whether it be into the singularity of a white hole or just entering a V.I.P. exclusive club, you can do it and avoid getting caught while at it. Also comes with the ability to perfectly blend in anywhere.

Hunter's Nightmare(1000): Normally being hunted is the worst situation you could be in, but you thrive in it, the more dangerous the hunter, the more cunning the prey and you are prey that has never been caught, the more dangerous of a hunter after you the harder it will be for the hunter to find you, if you were being hunted by a god than chances are they would somehow end up at the edge of the backrooms while you are on vacation on a beautiful beach eating a pineapple that has been cut into little cubes, that's how hard to find you will be.

Untrackable(Capstone Boosted): If you don't want to be found, you just won't ever be found, even by concepts like fate, time, space, reality, death, and even the omniscient. You can allow yourself to be found by anything you wish while also blacklisting others that you do not wish to discover you. Be careful as soon as you alter/prevent fate, time, space, reality, death, etc. The thing you altered/prevented will be able to see you for around 3 minutes until they lose you, and you return to being hidden from these grandiose forces.

24 Hour Abyss Challenge(Scenario): You will be spending 24 hours in one of if not the harshest deadzones in the Backrooms, (yes "Deadzone Vacation" will be inactive for this scenario) and that of course is the Hadal Zone in level 7, where beasts even worse than both "Tiny" and the thing on level 7 lie dormant in this harrowing trench.

This place isn’t well researched, but the most dangerous entities on par with and including Primordial Smilers still live to this day, buried under the deepest trenches of the abyss.
The only mercy is that you can both breathe down here with no issues, nor will the pressure from down here affect you or anything you have or find here in any way whatsoever.
If you manage to survive 24 hours here, you will be immediately taken out of this nightmare realm and never return, along with returning with a new reward.

Seen It All(Reward/Capstone Booster): Considering how you faced the scariest things in the Backrooms, you have quite literally seen it all, and now whatever you face, you will know both exactly what they are capable of and also any weaknesses or blind spots said thing has.
If it's a tool, you will know how to use it; if it is an entity, you will know how to perfectly evade it and make it out unscathed.
Maybe you can teach this knowledge to others?

Farmer(200/Companion): This fine fella knows how to both care for his harvest as well as the knowledge to harvest it with no issues. If you need food, this guy is the best for it.
After they heard what you are, they now joined up with you in hopes of farming more things to become the best farmer that ever was. This hillbilly also has a gun, they ain’t afraid to use.

Explorer(200/Companion): This person only wants one thing: to explore endlessly. Hearing that you are a being that jumps from world to world, they decided to buddy up with you to explore even more. Their insatiable wanderlust is their drive, as it will drive them to do great things. This diamond in the rough would be perfect material for a Jumper.

Merchant of Rare Objects(200/Companion): This is someone very bizarre, they don’t care about the real value of things, only how rare and bizarre they are, so they would trade gallons of almond water for even a tiny piece of a coin seemingly from the future, and that wouldn't be the weirdest thing here, so they are very likely to trade you very valuable things for very rare things that don't necessarily have much value, and you specifically are in a very good place to collect very rare things as a lot of things are rare because no one survives getting them.

Items

Note: There will be no origin items, due to how many origins there are, so these items will be useful to any origin, no matter what it is.

Eternal Roomba(Free/Companion): A Roomba that doesn't need to be charged or have batteries, can clean up any mess, no matter how massive, and is impervious to all means of manipulating it or damaging it. It only obeys your commands and will always be by your side, surprisingly enough, a very good emotional support bot.

Anomalous Furniture Catalogue(Free): If you manage to get money somehow here (or in future worlds and wanna spend it), you can purchase anomalous furniture and decorations with helpful properties for you, perhaps posters that can warn you of danger and give vague advice, maybe a couch that can turn invisible along with anyone sitting on it, etc.
The only problem is that none of this is cheap, so you're gonna be paying some dosh for this stuff. Hope you got the bank to do it!

Basic Supplies(Free): Every month, you will receive a crate that will contain supplies necessary for survival. These include almond water, canned food, flashlights, batteries, and other things that, while useful, aren't all that strong.
Make do with these or find yourself next on the chopping block.

For His Neutral Special…(100): He wields a gun! That's right! You're getting a gun that requires no maintenance and has infinite ammo! This can be any non-Sci-fi or Supernatural gun.
You could, for example, have a Gatling gun or a railgun, but you couldn't have a plasma rifle or the BFG 900. Best of all, no matter what weaknesses your origin has, you can always use them normally, and any combat skill can lead to you having better accuracy and skill with said gun. Just know that now bullets will not save you 100% of the time, even with the biggest, baddest guns one can get in most worlds.

Handbook of How To Fight(100): This may not make a master on its own, but it is a good starting place. This book holds all beginner knowledge of every non-supernatural martial art to ever exist. While this indestructible tome isn't made to make a master, it will help one forge their own martial art style and start to improve on their own.

Relic From a Forgotten Time(100): This is something from a long time ago, possibly before language but most likely not, what does matter is that this is useful for you specifically, and seemingly indestructible, if you were someone who wielded weapons this could be an old weapon that would never degrade, or if you were something bizarre that needed some sort of external energy this would produce a small amount of it that could be used by you specifically.

Extra Rations(100): You now have much more food and almond water than you had before. How much more, 10 times as much as you were receiving from Basic Supplies, and not just

that, but everything you receive from this is guaranteed to be helpful for you instead of harmful, even if it would normally be harmful.

Your Own Fit(200): This is a set of clothing that match you perfectly, or more specifically your origin, if you were a Brawler the clothing would resemble generic martial artist clothes, and every origin will have a matching set of clothes that is simultaneously very protective, very durable, and very helpful in environments that you weren't built for, they also happen to regenerate if damaged (if you have multiple origins, you get multiple sets of clothing, each matching an origin, and an extra set that matches all of your origins).
Once you escape the backrooms, not only do you get an infinite amount of clothes, but you also get a set of clothes specifically made for who you are as a person.

Manual of Supernatural Energies(200): This is a very useful manual for everything happening in the backrooms as there are now far more creatures who have never been here before, and most of them seem to weird blatantly supernatural powers, and this is a manual of every known supernatural energy in the Backrooms, as well as all the new ones the other jumpers are bringing in with their origins.
Out of the Backrooms, any world you enter will have all of its supernatural energies in a new manual for that world, and you get to keep the previous ones you have.

Dispensers(200): Well, one of the mercenaries from Team Fortress was sent here and had perished in a horrid way, and now you have found one of the blueprints that they had.
There are three tiers to dispensers. Tier 1 will just generate small amounts of spare basic metal, resources, energy, and healing ex nihilo. Tier 2 will not only increase the output of these pre-existing qualities, but also grant higher quality materials, replenishing supernatural energy reserves of those around, never going overboard.
Tier 3 is what takes this to the roof, as you have not just all previous outputs increased exponentially with supernatural materials being added (also not overdoing healing or supernatural energy recovery in order not to hurt anyone), but it will now also give an energy shield to others and will self-repair itself.
There are also two other tattered blueprints, one for a healing ray and the other for a respawn anchor. Maybe you can reverse engineer them? Or maybe create new types of dispensers?

Energy Bucket Recipe(200): Uh, what what, this is not how energy works, well some of the supernatural ones might work like this, but not all energy, well somehow a weird cubic guy managed to teach you how to make buckets that can store any kind of energy that won't destroy you before you can store it, even things like rage if you find something that uses it as an energy source.

Perpetual Motion Machine(400): This is something that nearly anyone who works with machinery will want as it produces an infinite amount of energy over time with no needed input for the energy to be made, and while this is incredibly useful, it only produces so much energy at a time, so you can't rely on it for everything, you can also alter how it releases that energy for your use. Why do I have the need to say Bucket?

Cultivation 101(400): This is a very large group of individuals that follow you, how big, well as big as M.E.G., but that's not the only size this group will have as while it is as big as M.E.G right now, this group will stay proportional to the rest of the groups in future worlds that you go in, they all seem to have a version of your origin as well, but not necessarily as powerful a version as yours.

Universal Window(400): This is something that a lot of people down here would love to have, a way to look into the frontrooms, but everywhere else as well, this thing is something that lets you see anywhere at any time, but don't be fooled, it doesn't actually let you go there, it's a window not a door.

Anti-No Clip Spray(400): This is a can of regenerating anti-no clip spray, and as it says on the can, "This wonderful spray can and will stop anyone from going through anything rather that be through phasing, no clipping, or even just stopping someone from going through a portal if the spray was sprayed on the portal", yeah it says what it does, so I don't really need to tell you that.

Reality Engine(600): HOW DID YOU GET SOMETHING LIKE THIS, IT DOESN'T MAKE SENSE, calm down, I have to calm down, this thing can somehow make universes, don't ask me how, I doubt anyone would be able to figure it out, but at least in the Backrooms this thing can also store the universes that it creates so you don't have to worry about any of your universes merging with the Backrooms, otherwise you can just release them into the Multiverse and use this machine to get to them whenever you want.

Power System Maker(600): Wait, WHAT, THIS THING IS SOMEHOW EVEN MORE RIDICULOUS THAN THE LAST ONE, well I guess I have to tell you about this, every 10 years this lets you make a power system of some kind, one that can be roughly as strong as Naruto's style chakra early on, but if you want something stronger you will have to wait longer, the longer you wait the more powerful a power system you can make, while may not seem too powerful there's not exactly a limit to how far the system can sprayed, or the necessities that you can put into the power system.
However, as you grow stronger, the faster you can make Power Systems and the stronger you can make them as you see fit.

Cosmic Core(600): Okay, this is less ridiculous. This core can make matter out of raw energy. What kind of matter? Any kind of matter that you know enough about to actively describe it to this thing, so if you wanted to make adamantium, you would need to know enough about adamantium. If you don't, you simply won't be able to make adamantium; the more powerful the material, the greater the cost to create it.

Terraformer(600): This is something that is very helpful in one specific thing, creating life. With it, you can make any life that is in this thing's database which starts out having all of the life that has ever been on earth stored in it, but it doesn't just make life, it can scan other life to add it to its database, and even create new types of life for its database, as long as you know enough

about genetics, or just mash a few already existing recordings of life in its database, any life you create this way can also have whatever power system that you have available to you.

Jumper Applications(1000): Okay, the application might not be what this item is, but it is the best way to describe it in a few words. This is more or less a mere speckle of a planeswalker spark, just enough to transform someone from a normal, everyday being into a jumper.
Once someone becomes a jumper, not only do they get access to a Bodymod and Cosmic Warehouse they get to fill out, but whatever world they were in, they get to fill out that world's Jumpdoc, if it has one; if not, they get to use a generic Jumpdoc to fill out, given it fits their world.
They can select perks, items, drawbacks, the whole deal, minus origins, because they already have an origin, thus their origin will be that which suits them the most.
While in the Backrooms, you clearly cannot escape via a benefactor or other such means and thus will stay there until they even manage to escape, however they will be able to use any Backrooms Jumpdoc you have gone to.
However, if they are not in this place, then they will have a newly set timer for 10 years, and once it runs out, they will be taken to a benefactor who will treat them well to set them out on their chain. If you are ever to encounter them again, expect an extremely powerful ally.

Jumpdocs(1000): I know you will likely instantly want to take this with a name like that, but hold on! Yes, buying the item means you own it, but the cost is that you cannot use it.
However, this item can only be used on others at your discretion. Here's how it works.
You can now manifest Items that, once given to someone, they can use any jumpdoc of your choice that you have used in your past. They cannot select any drawbacks or scenarios however, and if you completed scenarios or dealt with the drawback in the jump document you went through, you can have gain those perks as well so long as you permit it, and yes this can even grant perks that have fair backing that "No perk or item and recreate or grant" because this is not just any item, but instead a Jumpdoc.
However, if used on a jumper instead, they can select any drawbacks or scenarios you want, with you being unable to stop it, even though the scenario rewards won't be granted immediately. However, once they use the Jumpdoc you granted them, they will be fated to go to that jump in either 1-15 jumps. Even perks that "defy fate" or "enable absolute freedom" cannot change this, and once they are in that jump, they will deal with all of the drawbacks and scenarios they selected.
You have an infinite amount of these items you can create or summon as you wish.
Prepare our armies, for we will need all of the help we can get.

Threats

In case of any confusion, treat threats as drawbacks that have certain entities/events you may encounter. If it's something you can encounter normally, it is now common for you. If not, it will just make them exist suddenly.

Oh Sh(+100):** You are not mistaken, this has to do with literal crap. More specifically, entity crap, they too have to eat and excrete waste just like regular everyday beings.
You just so happen to be unlucky with that fact, as now you will occasionally step into this doo doo, and have to clean your shoe/boot/sock/foot that had just stepped into said guano.
Maybe you'll be extra unlucky and slip on either said "Mud" or on entity urine.
Even worse if any of that happens with human "Chocolate" or "Liquid Gold".
And that's not to mention any other horrifically unfortunate incidents revolving around both poop and yellow water, may God have mercy on your soul.

SHUT UP I'M TRYNA SLEEP!!! (+100): There is now a weird species of bird that keeps being loud near you, and while they aren't physically a problem, they don't stop making noise even while you're trying to get some sleep, and after you get them away and go to sleep they have a high chance of just finding you again and continuing to make noise, and maybe even attempting to crawl into your mouth, which is very weird. (By the way, the noise is psychic instead of physical, so you don't have to worry about the noise attracting any other entities, but going deaf also wouldn't help you with it)

The Black Death(+200): Bad news the black plague is spreading around the backrooms, good news you are immune to it, other bad news this form of the black death is also sentient, and doesn't take kindly to anything being immune to it, so now it's just taking a bunch of itself and trying to make a body to fight you with, the only way to apparently stop this is to cure the black death, and while the plague creatures won't actually be that dangerous to you, they will get extremely annoying as they won't stop trying to fight you.

SOCKS FOR THE JIMMY LORD!!! (+200): People are crazy here, man. Maybe they drank cashew water, or maybe it's due to the lack of personal connection and years of isolation.
Now they will do seemingly random things that only someone as mentally destroyed as they are would even come up with, along with backwards reasons.
Something to note is that everything they do is never at random, but instead for a random twisted reason their broken minds forged together.
Tread with caution, Jumper, lest these crazy guys will never stop harassing you.

Clickbait Slides(+400): You've probably seen this before, a set of slides that one will lead to where you go, and the other will just kill you in a very gruesome manner.
Now you will occasionally encounter these slides when trying to go where you need to, even in levels where they wouldn't even be appropriate. Thankfully, it is easy enough to tell which slide is safe and which one will just send you straight to the grave in a gory way.

Otherworldly Fauna(+400): Seems as if by absorbing universes into itself, this place picked up many creatures from multiple realms, whether they be sentient or just beasts.
This may include cursed spirits, daemons, aliens, EVOs, and much, much more.
Hey, maybe you'll meet Vlad Plasmius, the silly yet scary villain he is.

Undead Outbreak(+600/+100 every subsequent purchase): There seems to be new types of zombie outside of the wretches, and partygoers, with each dangerous in their own right, but what you specifically have to deal with depending on you (every one of the zombie types below will have their own strengths, weaknesses, and rewards, if you take them all you get something special for beating them.)

Green Flu: The Green Flu is a highly mutative, constantly evolving plague, but it has a few unique aspects that will affect you. For one, it can be airborne, meaning that anyone who breathes near an infected person is at an incredible risk of becoming infected, but you specifically are immune due to your jumper nature. (All zombies are runners, and the special infected are Boomers who are living bile grenades their bile attracting more zombies, Hunters who are both extremely athletic, have claws, have senses reminiscent of daredevil as in they are blind but the rest of their senses are incredible, Smokers who shoot tentacles out of their mouth and release assumingly infected smoke upon death, Chargers who have the right side of their bodies incredibly enhanced at the cost of the other side being left as basically nothing, and as their name suggests they charge, Jockeys are incredibly small but still stronger than a normal infected, and as the name suggests they jump on you and try to ride you into danger, and Spitters are incredibly fragile, but they are filled with acid, and they spit acid, the boss infected are witches that despite their skinny appearance are the second most durable of these zombies with claws that could easily cut metal and a speed that surpasses all other Green Flu zombies, but they are also the only ones who won't attack immediately you have to provoke them, and Tanks are basically bodybuilders on steroids, or rather super steroids as these things can throw cars and are by far the strongest of the Green Flu zombies, but you have to remember that these are only what the Green Flu starts with as it will evolve to have more perils to it.)
Volatiles Inbound: These things are very dangerous, but not as dangerous as what the Green Flu makes, however you aren't immune to this type of zombie infection, the special infected of this type is far more numerous, but also far weaker so I won't be saying them all here, but a general rule that could be followed is that if someone was infected by a certain special infected, they are much more likely to become that type of special infected. They are also weak to ultraviolet light, thankfully, but some variants are immune, though.
Dead Space: These things are terrifying, they don't even die properly if you don't burn them, and unlike most of these types of zombies they have an intelligence behind them, and while the backrooms are stopping them from making the most dangerous things they can (the moons), these things are still the individually second most dangerous one here (on average), but they also can't be spread normally, for something to become infected there has to either be dead flesh near Markers which are sentient and drive people insane if they are near it for too long, a special type of necromorph that directly turns others into necromorphs, or something has to eat one of these to become one of these.

Why Do I Hear Clicking?: I really HATE how these zombies look, it's just so… uurrrghhh… makes me sick… I… guess I have to explain these things, don't I…
These zombies are infected with a cordyceps fungi that, while yes at first just creates regular zombies, at first eventually the fungi will burst outwards of the bodies, making special infecteds, one is blind and clicks their teeth together to echolocate, another is several zombies with their flesh and bones fused into a writhing mass, and… I just… I don't want to talk about the rest of them…
The worst part is that their fungi are very hardy, thus any rations around them will be laced with these spores, and the only way to get rid of them is either high temperatures or sporicidal chemicals to get rid of them.
Aztec Gods of Fitness: There are now 3 bizarrely muscular ancient beings that have awoken from a few statues that one of the factions down here were collecting, and now they seem to be turning others, including animals, into vampires that don't actually drink blood from their mouth, but instead drink it from their fingers, and these beings are incredibly powerful, if they weren't weak to sunlight they would individually be the strongest of the "Zombie" types here.
The worst part is that these 3 buff guys are the giga versions of vampires with their own unique abilities, Kars with chainsaw bone blades, Esidesi with boiling blood, and Whamuu with wind control.
We Sure These Aren't Vamps?: I mean, c'mon, they need blood to survive, they burn in sunlight, they have to be vamps! Either way, whether you call them Vampires, Demons, or Oni, they are an extremely dangerous threat that, while they can be taken down, will only get worse and worse over time. While they and their leader and originator, Muzan Kibutsugi, are nerfed here, they will grow stronger and stronger. Not just that, but all of these creatures eventually will develop a "Blood Demon Art", a supernatural ability unique to each Vamp/Demon/Oni that requires blood to use.
Their spread isn't by bite or scratch, but rather by having their blood either being consumed by or injected into someone, which will turn them into one of these creatures.
The worst part is that thanks to one of them, called Nakime, who can create an infinite pocket reality called the infinity castle, that said infinity castle is becoming a level where those trapped within will slowly turn into one of them unless they escape on time.
While thankfully you and any other Jumpers/Companions are immune to becoming one, that doesn't mean they will try to make you their lunch.
If Nakime dies for whatever reason, the whole infant level will collapse and be destroyed, sending you and anyone/thing inside to other levels randomly.
If you can kill Muzan, however, all of them will instantly die on the spot and disintegrate along with any of their remains.
Black Lanterns: The strongest of all of the infected here, and it's for very good reason.
This isn't necessarily a normal 'infection' if you can even call it that.
Basically what animates these corpses and give them powers are the rings they all wear, called a Black Lantern ring, which lets them create energy constructs, passively heal damage at a slow rate thanks to roots that said ring use to imbed themselves, keep all of their intelligence and skills with none of their emotions or morality, create more rings and grow more powerful with every death. The 'infection' is simple: the rings only go after dead bodies and merge with them, that is it. However, the worst part is that they can now attach themselves to the other infected on

this list to give them all of the gifts of a Black Lantern without removing any of the benefits they had. The only saving grace is that Jumpers can't be brought back from the grave by these dark rings of death.

Sentient Special Infected(Green Flu Reward): It turns out that while you were immune to the negative effects of the Green Flu, there are positive effects that you are immune to, such as essentially being turned into a hybrid between all of the special infected without the downsides, so you won't explode upon being hit or anything silly like that, from the jockey you get a lot more agility, from the hunter not only do you get a lot more agility, but you also get absurdly enhanced senses, from the spitter, and Boomer you get their vomit attacks combined into a single attack from the mouth that you can perform that not only burns with acid, but also makes the non-sentient monsters attacked them before anything else, from the smoker you get the ability to massively extend your tongue and shoot it out, which also enhances your tongue to the point that it could easily be used as a grappling hook, from the charger your overall strength and durability have been massively increased, with the durabilities of your arms particularly enhanced in order to act as battering rams, from the witch you get a total physical ability increase outside of agility stronger than any infected stated before plus incredibly long retractable clows, and from the tank you get the strongest increase in both your durability, and strength, all this with the only side effect being that your skin now looks like that of a corpse. At least once you leave here, the dead look can be toggled on and off.

Conscious Super Volatile(Volatiles Inbound Reward): Oh no… you were infected by literally all the known special infected types of this version of the zombies, but it seems that you have kept your sentience, and haven't inherited any UV weakness, with this you are a hybrid of all the special infected called the night hunter, and due to a special volatile strain you are also psychic, you have incredible physicality generally but specific abilities you have outside of your psychic power are Horde Summoner Spit, Weakness Suppressor Spit, Sense Suppressor Spit, Toxic Spit, and tentacles that you create out of your body, and control, as well as the ability to slowly evolve these abilities into stronger versions, and as a special benefit for you you still look human (if you were human looking in the first place) even though your body clearly doesn't function like one.

Walking Marker(Dead Space Reward): That's, uh, that's terrifying, it seems that the inherent nature of the Markers have rubbed onto you, now not only are you much smarter, but you function as a Marker meaning that not only can you make necromorphs, but you can control them as well, and the same signal that creates the necromorphs also happens to mess with the minds of sentient beings if you will it too, and only how you want it to, you also know how to make Markers that are a part of your hive mind that you now have with every necromorph that you make expanding your intelligence and acting as another output for your signal. (The only thing the Necromorphs give you is the ability to control them without putting any strain on your actual mind)

Fun-Guy(Why Do I Hear Clicking? Reward): This is weird, it seems like for you biology functions in a way that those things that this plague makes just isn't a problem for you, you

could be reduced to a puddle of limbs and still function like a normal human being, or even make frankenstein-like creatures by just sewing a bunch of bodies together, I think I'm going to puke, but there's more, it seems that you also release spores that while not lasting very long, if you were killed while a spore was on something fungus could consume you would just regrow from that spore as a fungus creature who was fed by whatever the spore landed on.

Species Hybridization Mask Blueprints(Aztec Gods of Fitness Reward): From the Pillarmen you discovered the blueprints to the stone masks that they used to make vampires, and you discovered that vampires are just hybrids of humans and pillarmen, which the mask turns people into these hybrids, and thus now with this knowledge and the blueprints as a base you developed a mean to create masks that will turn people into a hybrid of what they already were, and whatever species the mask belongs to. Not just that, but you can make a specialised mask for a species that, when worn and imbued with a lot of energy, will evolve them into a perfected version of their species with all the DNA from every living thing of their world imbued into them, granting not just all of those species powers, but also letting them shapeshift between them.
Maybe you'll become an ultimate life form?

Oni Blood(We Sure These Aren't Vamps? Reward): When Muzan was slain, you may or may not have ingested a bit of his blood, thankfully due to your Jumper nature, Muzan couldn't take hold of you and died for good, while you got all of the benefits of being a(n) Demon/Vamp/Oni with none of the drawbacks, you even get your own Blood Demon Art that's unique to you.
However, that's not the best part, as slowly over time you will develop more Blood Demon Arts, some unique and never before seen, others that have existed before.
Maybe you'll gain not just the lower and upper moons' Demon Arts, but maybe Muzan's too?

The Life Equation(Black Lanterns Reward): For facing down the opposite of life, you ironically found life's true meaning, and the Life Equation alongside it, a formula that proves life really, truly matters no matter what and inspires joy, freedom, and all things good in the world.
And with you infused with it, you will have a never-ending optimism of life and boundless courage to face any threat, not just that, but anyone infused with the Life Equation finds all of their supernatural powers improved by 10x, including you!
You can now project beams of light that infuse the knowledge of the Life Equation into others into their minds and souls, giving them all of these blessings here.

Jumper Infection Au(Special Reward): For facing multiple simultaneous zombie apocalypsies you get this, the ability to create more zombie apocalypses, but not from nothing, with this you can create zombie apocalypse based on your powers, if you had psychic abilities than you could make your zombies more based on infecting someone's mind rather than someone's body, or if you had magic what you make could possibly resemble windigos more than zombies, but whatever type of zombie apocalypse you make it will be focused around the power you've based it on above all else it could be based on.

Yet Another Bounty(+600/Cannot take if "Where is Everyone Else" was taken): There is now a bounty on your head, and that bounty is +400, if any jumper were to claim that bounty on

you than things simply wouldn't end up well for you, so make sure no one does, you can also claim bounties like this, but only one of this type of bounty can be claimed per jumper so you'll only be able to claim it once.

Final Destination(+1000): Death is hungry, my friend, and it is after you. During your time here, you will experience terrible luck that can and will kill you regardless of strength. You can avoid that via skill, preparation, and precision, but that could lead to more vulnerability to entities.
The worst part is that this will only ever stop once you leave the Backrooms.
Will this place be your Final Destination? Or will your story keep going forward?

Continuous Travel(Reward): While death was trying to claim you your entire time in the backrooms, life seems to want to keep you now, all the bad luck that you were experiencing the entire time in the Backrooms, it will be replaced with good luck that will persist from the time you leave this place in the event if you come back, potentially even growing stronger if you come back.

Drawbacks

Drawbacks will refer to effects that will negatively affect you.

Allergies(+100): You are now allergic to one common thing in the Backrooms or the Frontrooms, whether it's just pollen or wallpaper, you will not have a fun time here, that's for sure… This can be taken up to 10 times.

Like Nails on Chalkboard(+100): Your voice is like that of nails on a chalkboard, it just sounds so very scratchy, just… eerrgghhh… You also love to talk a lot, which will grind on other people's gears. Worse yet, if you lose the ability to speak, your breathing will be both irritating to hear and also naturally creepy… which just makes you feel more wrong.

Jumper Can't Communicate Like a Human(+200): You have forgotten every standardized language that you have ever known. If you had a non-standardized way of communication, like drawing, then you could use that, but any standardized language, including sign language, would have to be relearned.

Unbearably Clumsy(+200): You're a ditz Jumper, especially so. Whether you just accidentally knock over your supplies or trip over yourself while trying to run for your life, you're just a very, very clumsy guy, and you and everyone else around you will hate it.

Loss of a Sense(+400): That's not good, you seem to be missing one of your senses. You can pick this up four times, only four, so that way, then you at least have one sense to rely on.

What is Pain? (+400): Not only do you not feel any pain, but from what you remember you never felt, or even grasped the concept of pain, which has two overall downsides, one you have no idea when you are damaged, you could have every bone in your body broken, and only get the idea that you have broken bones from not being able to use your limbs properly, and two you have no understanding of what hurts others you might accidentally break someone's leg without understanding why they are screaming.

Tripping Balls(+600): Uhh… Are you on drugs, or are the Kharthic energies getting to you? Cause I really don't think you can quite tell between reality and your own fantasy, cause you are constantly non-stop hallucinating.
I'd call a psychiatrist, but uhh… I'm kinda scared you'll just see them as another entity and kill them off when they were just trying to help you.

May You Live in Interesting Times(+600): This is not going to be good for you, let's just say "May you live in interesting times" was a curse for a reason, now your luck is just terrible for you, most things that can go wrong will go wrong as long as they make things interesting, you are hiding from a horde of smilers? If you can reasonably fight a horde of smilers those smilers will find you, but at least it makes her it would be interesting, so if you couldn't fight a horde of smilers those smilers wouldn't find you, here's the general rule you'll have to go by, if you can do

something interesting, and something can happen to make that interesting thing happen, you'll have to do that interesting thing, and usually that would include a fight.

May Your Enemies Live in Interesting Times(Reward): Remember what you had to go through with that drawback? Well, now you can make your enemies go through all of that by simply attacking them; you alter fate to force them to live through “interesting times”.

Where Is Everyone Else? (+1000): Good news, you can pick two extra origins for discounts and their capstone booster scenarios for said origins’ perks! Bad news, there are no other jumpers, and you are the only one there.
Do you think you can handle this all by yourself?
(btw yes, due to your noble sacrifice, all other Jumpers in the Backrooms leave with no consequences, somehow even if they were in the grave or in the bottom of the shady grey they will be back on their chains having all of the perks, items, and rewards from drawbacks, threats, scenarios, and bounties along with them for free.)

Chuck Norris’s Blessing(Reward): Wait, err, I uh, Huh!? HOW IN THE SWEET JIMMY DID YOU ACCOMPLISH SEVERELY CRIPPLING THE BACKROOMS ALL BY YOURSELF, WHAT SORCERY IS THIS!?!?!?! I have to calm down, apparently you have proven yourself impressive the laws of physics and magic have just decided not to get in your way anymore, if you want to do something, and if there weren't in your laws of magic or physics in your way you could do it you can now do that thing no matter how absurd what you were trying to do is, want to literally punch away a magic barrier, go ahead, want to eat the sun, it's not like reality will stop you, the only thing limiting you is yourself now.

Scenarios

Normally, in these jumps, you would go to a version of the main 12 and some enigmatic levels; however, this time around, you instead are trying to accomplish different challenges and complete bounties, cause in a war, you have no time to meander around, you need to act here and now in this hellish place.
May you have the best of luck helping us all.

Missions

Backrooms Remodeling(+400): There are events where the backrooms shift and change into different forms, but still undoubtedly recognizable as the backrooms. Here's where you come in: you have to find a way to guide the backrooms into a state that is safer for wanderers, and chances are that will be really difficult.

Rewrite(Reward): Apparently, the method you discovered for remodeling the backrooms also works on other pocket dimensions, like places that are segmented into different pieces, and with practice, what this technique works with will broaden into more and more places.

The Cadejo(+400): The Wolves/Dogs of Yin and Yang, there are more than just two, of course, but their properties are unique even among most entities. As they have different powers and properties depending on which variant they are.
The Black Cadejo is a hostile entity that only ever goes after unjust people and is easily able to kill them. They often hunt by making their target hallucinate and drive them to go out alone for an easy kill. The White Cadejo, however, helps those in need, offering both immunity to mental effects and healing to those around it. It will guide those it finds to a safer area or level in order to protect them, and it will even fight off Black Cadejos who attack the ones they are guiding. Your goal isn't to fight them, but instead to learn from them and accept both parts of them, Yin and Yang. If a Cadejo sees you meditating they will try to help with it as best they can, regardless of color, once you manage to meditate with at least one Cadejo of each color, you will get the reward.

Yin and Yang(Reward): You embody both Yin and Yang, Light and Dark, Black and White, and this has come with several boons for you. For starters, any and all conflicting powers will work harmoniously with each other instead of canceling each other out. Second is that you can manipulate both light and dark into tangible forms at your leisure, each with different properties, with light burning your foes, being faster, and rejuvenating allies.
Meanwhile, darkness freezes your foes, hits way harder, and makes your allies way more durable.
Finally, you now have two new forms, a light form that improves all light/heat adjacent powers while also boosting your speed and agility to unparalleled heights, while also making you heal at a truly stupendous rate. And then the Shadow form, which improves all dark/cold adjacent

powers while boosting your strength and durability to truly monstrous heights, while also making you able to form shadow crystal armor around yourself for more protection.

Where's the Entity Spray? (+400): There used to be an entity spray that worked that appeared naturally in the Backrooms. Well, uhh… it stopped working, like at all… what do we do? Simply put, we either make or find a new repellent to save us all. Whatever method you choose, it won't be a cake walk, but I'm fairly certain that just about any Jumper can do this if they try hard enough. Then you have to make it both easily accessible and harmless to wanderers.

Repellant Spray(Reward): For making a new entity repellent, you will now have an infinite supply of this stuff, and it works on any and all hostile entities, beings, and anomalies. Of course, while this doesn't kill them, it will, for certain, ensure you can escape certain doom at least.

Outer Backrooms??? (+400): Ho, wow, so you are going into outer space for the backrooms? Well, can you tell me more about it when you get back? I have no idea what's out there. There may be outer space levels, but this isn't that; you are going to an outside level, and just going up until you leave the atmosphere.

Whatever's up there, you must survive and reach back down to the level's "earth" without dying to get your reward.

Celestial Soul(Reward): Want, what do you mean every star up there is just another form of the backrooms, doesn't that mean that there are technically thousands if not millions of different of different backrooms, well let's just ignore that for now your very soul was enhanced by the cosmos of backrooms, meaning that not only did it grow gigantic compared to how it was before, now it can see every star even if your body couldn't, with this giant soul not only is everything soul-based far stronger for you, but there's a constant stream of knowledge slowly pouring into your mind about everything, well you can't really direct it towards one subject, you will never forget any of this knowledge, and it will never get in your way.

Impossible Reality(Special Reward, Requires 'Grand Dance Of Comets'): Now your enormous soul can directly interact with the world around you in a few ways, the most basic way is that you can simply tweak the laws of physics, but that's only the start, a higher level you can reach is simply projecting a fake reality over a real reality, and it only gets more intense from there, but it has one limitation, one that doesn't apply to you but to whoever you try to teach it to, it's Reliant on the soul, more specifically the power of the soul, so if they had a normal soul, they wouldn't even be able to do what you could do at the start after a long amount of time training.

Crimson Trauma Epidemic(+600): The instability of the Backrooms has started an Crimson Trauma epidemic, the Crimson Trauma is a psychological condition where the mind of a traumatized person is slowly mentally pulled into a psychic level where the mind of the person is trapped until either the person's body dies, or their mind escapes by healing some of their trauma, but there's a major problem, it has started taking people who don't have enough trauma

to get out, so that's where you come in, you must get in that psychic level, and force a way out of there for anyone to be able to escape.

Spiritual Cleansing(Reward): By making a way out of the Crimson Trauma your soul has gained a special purity to it, and while it can work on any form of corruption, it works best on mental corruption and psychic corruption, to the point where if you were to touch someone with either of those forms of corruption you would simply force the corruption out of them the moment you touch them.

Great Splits(+600): There are events where the level simply splits into more levels. That's what Great Splits are: they are when levels split into at least two pieces, and you are going to be jumping into one of them to see how they work, and potentially how to make them.

Rift Opening and Closing(Reward): Well you have learned how they work, and gained the ability to simply split reality open in certain places as well as close these rifts, which is a lot more useful than it might sound as while it would sound like it was just helpful in damaging things, it does a lot more than damage, you can open and close portals, make pocket dimensions by splitting a piece off of a bigger dimension, act in more than four spatial dimensions, fuse materials together by opening a rift through them then closing that rift, and many more very helpful things.

Level 404(+600): This level is something dangerous as it tries to get into your mind and change what's in there to get you to stay forever, but there's so much more than just that in here, in the outer space parts of this level there are two things, a corruptive void that functions like a black hole, and a neutron star that is holding back that void, and while the mind manipulation doesn't extend into outer space you also can't normally breathe in outer space, you have two things to do, the first is find out what's causing the mind manipulation, and stop it, and two stop that void from corrupting anything else, rather that be by destroying it or simply sailing it away.

Reality Stabilization(Reward): Due to essentially cleaning that level of all of its dangers, your existence starts cleaning the existence around you of any dangers similar to what you have defeated here, and so if anything tries to corrupt reality or the minds of those around you will simply have its effort turned against it.

Proven Sudden and Instant Destruction(+600): Oh no, OH no, OH NO, SOMETHING BIG IS HAPPENING IN THE FRONTROOMS, AND IT'S STARTING TO HAPPEN HERE. You have to act quick, and make a way for as many as possible to survive this apocalypse, it can take many forms it could be from a zombie plague, and nuclear war, or even just a massive meteor strike happening in the frontrooms and reflecting onto the backrooms, but you need to find some way for most to survive that, whether that be making a bunker, or simply moving everyone to an unaffected level.

Hakai(Reward): Due to dealing with such a massive and destructive event, you have found a way to concentrate all that destruction into a single area and use that as an attack to

immediately destroy whatever you hit with it. You are essentially concentrating the apocalypse into a small area, after all.

Into the Event Horizon(+1000): Oh, this is something that no one deserves, you will have to go into the Sh4dy Gr#y, and free everyone there, from the wanderers, to the fallen angels who were once wonders, you have to get them all out rather that be by actually finding a way for them to get out, or killing them as that is better than their current situation, but you will have one more thing to do, you will have to kill whatever is trapping others down there so that no one will ever have to face that fate again.

White Hole(Reward): You have become a fountain of energy and hope, with this you can simply break through impossibly horrible situations as if they were nothing, the worse the situation you or someone near you is, and the harder you tried to get out of that situation or get that person out of that situation, the stronger this will make you to help you get them out of that situation.

Into the Core of God(+1000): I'm not sure you should mess with this thing yet, but if you insist you should know what you are getting into first, this thing is the source of all energy both natural and supernatural, so if you do something even slightly wrong while messing with this you'll essentially be blasted with infinite energy, you'll have to slowly, and carefully remove this thing from its altar where it's supplying all the power the backrooms is using, and while removing it won't stop the backrooms from having energy, it will have a limited supply that will need to be used to remake this, and the replacement certainly wouldn't be as strong as the original, but of that will only matter if you can actually get to the core which will most likely be the most heavily guarded thing in the entirety of the backrooms.

The Hand of God(Reward): When you removed the core it merged with you on an existential level, and while it does give you an unlimited energy source for all of your abilities including your body, that's actually not the best thing it gives you, every so often it will allow you to make a wish, one that has very few limits considering it's powered by an infinite energy source, the only real restriction to this would be that it can't directly change you or the core as a safety mechanism, and you can't make something more powerful than the core itself, you could theoretically create a second smaller backrooms with this wish.

Bounties

Uber Jason(+400): This infamous slasher from Camp Crystal Lake, who was brought to life using the Necronomicon, this member of the Deadite has been through a lot and thus grown from it. Meaning everything he has gained, he will be keeping for his time here, including his upgrade via nano machines into Uber Jason, which not only makes him incredibly powerful, but also grants him the ability to adapt to any non-supernatural phenomena.
Thankfully, the Backroom's properties ensure that once he is slain, he will not come back.

Necronomicon(Reward): This is a very cursed book, but it doesn't just hold dark knowledge; it can act as a seal for dark things such as cursed artifacts and demonic races that seek to enslave humanity, even if they aren't magical in nature.

Primary Colour Man(+400): Believe me when I say this thing is nightmare fuel, this humanoid whose colours are always red, blue, and yellow is one of the most harmful entities for regular wanderers. Its form looks different from wanderer to wanderer; however, one trait that always remains is its two beady white eyes with hints of primary colors and its wide, gaping, unnaturally huge smile with perfect pearly whites with saliva dripping from them.
This being is decently strong; however, it doesn't necessarily have to rely on it at all, thanks to its primary ability of causing overstimulation to incapacitate prey on top of causing said prey to hallucinate and inflict them with tinnitus. Not to mention, it can no-clip through objects on command with perfect control.
However, if this entity touches anyone at all, the victim will have their brain go from 0 to 100, causing a seizure in the victim that is 100% fatal for normal beings. And that isn't even the worst part, as then the brain of the victim will turn into a fluid that has all 3 primary colors that pour out from the eyes, mouth, nose, and ears. Normally, this would be a nightmare to deal with, however it is noted that it can't affect jumpers with this lethal ability even with contact, but even still, it will cause you to be on a bad trip the whole time.

Oh, how Colorful(Reward): Well, at least that *thing* is dead now. Well, you might be wondering, what is your reward? Well, simply put, it is the power to create anomalous art utensils from nothing. While they cannot be made to be more powerful than you beyond 180% of your power, they can make things beyond those limits. Maybe you can create a grand legendary sword, maybe a Garden of Eden? While this does require plenty of art skills and patience, if you are willing to improve, you can make some true wonders.
(Not compatible with either AI "art" or blatant art theft.)

The Party Hosts(+400): These huge, glutenous monstrosities, appearing to be made of cake with one huge eye in the center, are the leaders of the Partygoers. They appear to be in a hivemind with the Partygoers, so your objective is simple: take out as many Party Hosts as you can, each one destroyed means the less coordinated the Sangiunus Festivus Virus is, along with those infected, opening chances for us to stop the infected, perhaps restore the infected's minds, or even return their sanity back to them.

While they are immobile, they have nasty maws they will attempt to use to devour you, so do be careful about that, but really the main threats are the Partygoers under the command of the Party Hosts and the hivemind they got going on.

Actual Fun for Once(Reward): For taking down several Party Hosts, who only brought misery and suffering to others, as a sort of antithesis to them, you know how to give others a good time and to cheer them up, whether it be by parties, dancing, or just simple things like comfort or kindness. Additionally, you are a sadist's and masochist's worst nightmare, with them being unable to feel enjoyment/excitement/etc when facing you.

The Mangled(+400): Also known as Test Q, they were originally made for noble purposes, but sadly, this being broke out and started to hunt and devour any living thing it came across.
While the ones who created this creature are keeping it a secret from most in the backrooms, many still wind up perishing in this thing's habitat, which just so happens to be Level 2.
This anomaly will grow, shed, and warp its body, always keeping a blank human face at all times on its form.
This being can also consume any matter it comes across, which it uses to both sustain itself and kill poor victims, from there this abomination will play with the corpses childishly and pretend all of its victims are “relatives.”
And considering that it is too dangerous to be kept alive, you have one objective only: destroy it.
Thankfully, it has just one weakness one could take advantage of, and that is its weakness to Liquid Pain, as it will both corrode and burn the body of The Mangled.
Once you slay it, you will receive both Points for more purchases and a new Reward.

Black Light Virus(Reward): As it turns out The Mangled was Simply a faceling that was infected with the black light virus, and contact with The Mangled has infected you, but unlike the poor faceling you are the perfect host for the black light virus, making you a juggernaut who can shapeshift at will, consume others to gain their forms, DNA, and memories, regenerate absurdly fast, and without the weaknesses of the The Mangled or the normal black light virus.

OrangeMan’s Quest(+600): No, you aren't going to hunt him down or hurt him; he’s on our side. However, we need to get him something for him to help us out. That little something is one of the Golden Artifacts, and it is one of a kind. And it is the source of all of the internet in the Backrooms, and he wants to allow it to access all outside internet to just post his content everywhere and get more views and subscribers than ever before.
We want him to do that, as we can help not only warn others of the Backrooms and how to survive in case they wind up here, but also to both allow those trapped down here to connect to others and to potentially allow a cross-multiversal gateway system to connect our realities, and also possibly allow an escape to the Backrooms for others to use.
Its location is unknown, but what we do know is that it is in an extremely dangerous level filled with absolutely monstrous beings that even those who had decades here to perfect themselves still find themselves being slain by.

They haven't been face-to-face with a Jumper before, but regardless, we won't be having you go alone, as you will be accompanied by not just other Jumpers to help out in retrieving it, but also some of the best of the best here to help out.
Once you find it, you and your new allies will be given the locations to the place he is at in order to deliver it, and he will make good on the deal for himself and us.
All Jumpers get both rewards to use as they see fit. You even get a free membership to his channel for doing this quest!

Interdimensional Internet and Portals(Reward): It appears that the Golden Artifact has rubbed off on you in two particular ways, the lesser way is that whatever device you touch will have internet connection to every dimension that you have been to, and the greater way is that now you can open portals to anywhere you have been in a jump, even if being there was just having a video call with someone who was there.

SIREN HEAD IS NOT AN SCP(+600): I get tired of saying it EVERY **SINGLE TIME!!!**
Anyways… Siren Head can only appear on levels that either have insanely tall roofs or have open environments due to his size of roughly 40 feet tall. His most defining feature, other than that, is his head being that of two sirens with teeth, and they are both really loud and have a hypnotic effect that lets Siren Head lure prey to itself to eat.
Considering how it views humans as prey, and from afar, it looks like just a siren tower, it is a scary predator that will hunt down humans just as much as entities.
You have one objective: kill it. Earplugs and noise-cancelling headphones will help with keeping out the Hypnotic Wails of the beast, but it's not perfect, and that is not to mention how tough, durable, and fast it is. Be careful, and you should win.

Hypnotic Sirens(Reward): You can do two things with your voice that you couldn't do before, the first is that now you can make it as loud as a siren, and the second is that you can easily hypnotize people and entities with your voice as long as they can hear it, and since you can make it as loud as a siren… (Your hearing is also able to withstand this level of noise easily; if it couldn't, then you would go deaf.)

The God On Level 532(+600): This thing, this self-proclaimed god, was released from its prison and now it's trying to re-establish its rule through fear, but this time we have something that could actually reasonably stand a chance against it one on one: you. You must find a way to capture it and reimprison it; otherwise, it would simply cause too much damage with its freedom.

Secrets of The Lost(Reward): It appears that when you were sealing it, it accidentally forced knowledge into you. What kind of knowledge? All the knowledge of The Macchina, The Steel, along with their psychic ability, and how to make cores similar to those possessed by the Solaris. It also gave you a non-aging immortality that will last you outside the Backrooms, plus a ritual that will allow you to bestow that immortality upon others.

The Lamenting One(+600): Wh- What is this thing? It's like the Lamenting Sinners, but worse, oh, oh no. If Lamenting Sinners are like a normal living organism, this thing is essentially if that

living creature was made of cancer instead of normal flesh, this was born from a Lamenting Pylon trying to make a Lamenting Beholder, but it went cancerous and somehow didn't die. As it is essentially a cancer of the Lamenting Sinners, it has all the abilities each variant has with enhanced regeneration and adaptation due to its body's cancerous-like nature, but that same nature also makes it far more dangerous, as the constant regeneration and adaptation require energy from somewhere.

The Ascendant One(Reward): By killing that monstrosity, you have essentially become the opposite of it. While it was a completely uncontrolled mass of carnivorous unholy cancer, what your body has become is more like holy stem cells, at this point you resemble an angel in some ways, but the powers this gives you are incredible regeneration, in some ways even better than the Lamenting one as your cells can redefine themselves as other types of cells, and you are more adaptive because the adaptation is controlled instead of the selfish adaptation that cancer has that works against every other cancer cell, and you have received an overall strength boost due to all of unique aspects of your body. (You can choose if your eyes and skin turn golden or not from this)

***The Divine General*(+1000):** Oh no, this is not good, this is very bad, it seems that in desperation someone summoned this thing, Mahoraga, to put this in simple words its power is to "adapt to any and all phenomenon", and so if you don't kill it the first try chances are survival will no longer be an option for you, so you better make your first hit count and not give it time to adapt to you.

10 Shadows(Reward): If you actually managed to kill Mahoraga than you get what summoned him in the first place, the 10 Shadows technique, as well as an additional amount of cursed energy that you can use to actually use this cursed technique, but this technique is special, not only can you tame every shikigami with the divine dogs (and Mahoraga considering killing him counted as performing the taming ritual) already tamed, and once you tame a shikigami you can retame it if it were to be killed, or it will automatically restore itself after 10 years. (You can use other types of energy, or even stamina, to use the 10 Shadows, but it's most efficient with cursed energy) And yes, when you de-summon Mahoraga, he will keep all adaptations, and yes, he will always remain loyal to you. (Well, except for the "Taming Ritual.")

(+1000): One of, if not the biggest, threats to those surviving in the Backrooms is the Beast, the very thing Corrupting the Once Pure Void. This being has more than enough power to render all who face it as good as dead. Not only does this Thing have full control over the Corrupted Void, but it can also manipulate space, minds, and has reality/void manipulation as just the tip of the iceberg. Along with this, it has full control over all (Normal and Backrooms) elements at its disposal to create, control, and fight with.
And finally, its form is an ever-shifting mass that, while it can be hurt, it will be hell to even damage it. I'd fight this thing with the best of the best.

Pure Void(Reward): You've done it, you have cleansed the Void and slain the thing corrupting it. Your reward? The Void itself in all of its empty glory. Now with the same exact powers, the

beast you slew is within you and is fully yours, nor will it ever corrupt you. Not just that, you gain a few extra powers. Including that of creating energy and matter from nothing and divine light, which you can manipulate by solidifying it, blasting out in an energy attack, or even healing others, among other capabilities.

The Main Conflict

Here we are, the final battle against this place for freedom and liberation.
Here in this battle, all of us, every last Jumper here, whether willingly or unwillingly, will take a massive role in this grand conflict.
There will be 5 scenarios to represent each part of this boiling point, and each and every one of these specific scenarios is mandatory, with increasing rewards for how well you did.
Sadly, though these scenarios will not grant any Choice Points, however, given how much support you will likely be given, it most likely will make up for it.

The Rallying Call(Scenario): To fight alone is a foolish endeavor; in this war, we will need as many people as possible. Jumpers, Companions, even wanderers and entities, any help we can get will be welcomed with open arms. Your objective is to unite as many as you possibly can into this war we will be entering.
Grabbing a small group will lead to the Basic reward, and convincing a colony will grant the Advanced Reward. However, if you manage to convince a whole major group made of multiple colonies, you will gain the Major Reward.

Silver Tongue(Basic Reward): You are very charismatic; some would say that you have a *silver tongue*, but enough of the puns, you could convince a dozen stubborn people to run away from danger for once instead of towards it with how charismatic you are, but the less personal the interaction, the lesser the effect of your charisma will be.

The Great Strategy(Advanced Reward): You know how to lead others into your plans, whether it be to lead an army or to mislead your foes into thinking you'll do something that you will never do, you will be able to command others to your will with nothing more than skill needed.

Commander of Heaven and Earth(Major Reward): To say your charisma and leadership skills are of mortal quality is a horrifically huge underestimation.
Not only can you perfectly command others through your own charisma alone, but you also know exactly how to put forth the skills and strengths of everyone you lead, which will also render their weaknesses completely useless, thanks to simply planning around said weaknesses.

The Purge(Scenario): While many in the Backrooms are willing to protect others and fight for a unified cause, either for themselves or others, others are just… wrong, whether warped by this place or are just wrong all by themselves; it won't matter.
What needs to be done shall be done tonight, and tonight, you and everyone who is united in this cause will purge as many of these awful people.
Partygoers, Wretches, and Murderers, Pedos, Etc, they all are to perish so that we can be as successful as we possibly can be, as these unstable minds will hinder our goal of stopping this place in its tracks.

Get rid of tens, and you will gain the Basic Reward; get rid of hundreds, and you will gain the Advanced Reward, however if you end the lives of countless of these maniacs, creeps, and whatever have you, you shall receive the Major Reward.

Inspector Jumper(Basic Reward): You would make one great detective, as now, when looking at someone, you can sense their morality; it's not perfect, but if you are looking at a diabolical individual, you would know for a fact they are evil just by looking at them.
Additionally, all abilities you have that would benefit a detective will be increased by 1.5x to help you out in finding guilty people way more easily if need be.

Karmic Power(Advanced Reward): Whether a Just judge or a Sinful executioner, whoever is not aligned with your morality will find themselves more vulnerable to you.
For example, if you are a good person, those who are evil will suffer more from your power; a simple fireball could become an explosion of insane force.
This goes vice versa as well, of course, excluding any attacks on you.

And Stay Down! (Major Reward): Considering in the grand omniverse it is possible to resurrect yourself, come back from nonexistence, etc, it would just be a lot simpler and safer if some of the more stupidly evil beings that won't stop coming back were to be just put down for good, and thus is now what you can do, as whenever you kill, erase or destroy any being, they will never be able to come back to life/existence/return unless you wish otherwise.
Maybe now that crazy clown who fights that guy in a bat costume can finally be out of the way.

Grave Busters(Scenario): Your next task is to start an invasion of the place I am trapped within, the Grave.
This is the afterlife of the Backrooms, an endless purgatory where those who die here are trapped eternally with a giant sword in the centre of itself and have a 36-hour day-night cycle.
You have one mission here and one mission only: to bust open an entrance and exit to this place and take as many people out of there as you physically can.
The more people you get out, the better.
Of course, doing so won't be easy, as the grave has its guardians who are both immortal and have instant killing blades, but fortunately, neither works inside the grave, and even still, it's a race against the clock to get as many out as possible.
Rescuing a few people will net you the Basic Reward; a large group will net you the Advanced Reward. However, if you manage to either make a permanent way of escaping the Grave or rescue an absolutely ridiculous number of people, you will receive the Major Reward.

Not Gonna Die Tonight(Basic Reward): You are a hard son of a gun to put down, you just don't seem to die, you could be cut in half and both of your halves would just keep fighting, while I don't know exactly how resilient you are, I'm sure that anything less than being put through a meat grinder wouldn't actually stop you, and while you don't actually regenerate much faster than normal your regeneration will heal you in full eventually.

Arise(Advanced Reward): It seems that you can now just resurrect anyone on a whim, no time limits, no power limits, the only real limit is that you can find where they died, or a part of their body mind or soul, there can technically be nothing left of them and as long as you find where they died you can resurrect them even from erasure.

Second Coming(Major Reward): Now, not even death can keep you down for long; every day, you get 10 extra 1-ups that have special properties. They are refreshed daily instead of just given to you, so you can't stockpile them, but you can use them in order to refill other 1-ups in case you'd rather have those other ones.

The Children of The Empyrean Sea(Scenario): Before this whole mess boiled out, before the hell we knew, there were Gods. The Children of The Empyrean Sea did not just control their domains, but their domains were an extension of themselves, thus effectively making core components of existence in the area where they all resided.
And then there came a great war between these grandiose Godlike beings, beings whose strength might as well have been beyond infinite, breaking reality itself, and by the end of the war, almost all of them were dormant. With only one being active, that of course being the Exalted One.
Yes, he did create the Backrooms, but not as a purgatory or hell, but rather as resting grounds for his race for them to slumber while also keeping their dominions from going haywire.
He placed them all into the first level ever made, Level Origin.
That, of course, was until something changed; we don't know what happened, but all we do know is that the Exalted One was bested and placed into dormancy.
And now the corrupted void and other extremely powerful things have shown up to claim their power for themselves. We cannot allow not just them, but anyone to claim their power, as even doing so will lead to more chaos, destruction, and possibly permanent casualties.
The objective here is to halt not just any of the entities but also any of the leftover undesirables from the purge from attempting to claim such power. Depending on how well you defend, you will get varying rewards.
If you only keep out lesser beings, you will get the basic rewards; if you keep out the more dangerous entities that hold dominion over one or more levels, you will get the advanced reward.
However, if you somehow manage to not only keep several Godlike beings out, including the corrupted void, you will receive the major reward.
If we manage to return them to an active state after defending for long enough, they will tear open a permanent hole in the Backrooms with no penalty for escaping from.

The 10 most important Children of the Empyrean Sea to defend, who are also the strongest, are.
Ruler of Seas, the one who controlled all seas and oceans, whether literally or metaphorically.
Ào Shù, Asura of the East, whose flame could burn all and render all to dust.
Angel of Life, the creator of life and life's gardener.
Conjurer of Fears, the terror in the hearts of all things, even the immortal.
Emperor of Dominion, the one who is both an iron fist and a humble guiding hand.

Mistress of Time and Space, the one who bends spacetime to their whims with benevolence.
Semblance of Agony, the one who knew pain, and the one who gave it to protect us.
Harbinger of War, the lord of carnage and righteous fury.
The first twin, the **Paragon of Oblivion**, who is entropy and the end of all things.
The second twin, the **Exalted One**, who is creation and the beginning of all things.

Empyrean Will(Basic Reward): The endeavor you just went through has reforged your will into something stronger, into something that could theoretically handle the corrupted void if given enough time, but your will might be tested like that so soon.

Empyrean Item(Advanced Reward): This is a small piece of the power of the Children of the Empyrean Sea, one that can be forged into something truly magnificent, but for now, it's just a physical manifestation of raw power. Over time, it will grow, but for it to reach the level of even the weakest Child of the Empyrean Sea would require beyond a Cosmic level time frame.

Blessings of the Empyrean Sea(Major Reward): For helping them so much, each of the children has blessed you with a unique power based on each of the children. The Ruler of Seas has given you the ability to swim every sea without difficulty or harm, and not just literal oceans; this includes space and potentially time. Ào Shù, Asura of the East, has given you the ability to call upon some of their fire, but right now, the amount you can call upon is less than a match's worth of their fire; it's like a muscle, so the longer and harder you train it, the more of their fire you can call upon. The Angel of Life has enhanced your own life to the point where not only are you nearly impossible to kill, but you can mimic any other type of non-cosmic life, given enough practice. The Conjurer of Fears has given you the ability to know every creature's fear upon detecting them, and how to utilize that fear, including how to get to that fear if you don't know how to already. The Emperor of Dominion has given you such skill in leadership that it goes beyond the Supernatural. The Mistress of Time and Space has given you dominion over the space and time that surrounds you. The Semblance of Agony has given you a sort of absolute danger sense; no matter how dangerous something is, or how able to hide that dangerous thing is, you will know exactly how dangerous it is and where it is. The Harbinger of War has made you the perfect warrior, with a body and mind that simply won't stop, and rage that only helps and never hinders. The Paragon of Oblivion and The Exalted One have given you opposite gifts; the first has given you the ability to destroy any and all phenomena, while the second one has given you the ability to create those same phenomena, with the only limitation you have anymore on either being your actual ability in the matter of creation and destruction.

The Breakthrough of Liberation(Scenario): We have done a lot here, as we rallied others and galvanised them, united we slew those who wished for our suffering, we broke into the grave and revived those who had fallen to this place and we even revived the Children of the Empyrean Sea who had now busted a way out of this place that will never be sealed again. With this opportunity, this new exit with no strings attached, there is one last thing to do, and that is to escape with as many people as possible.
Everyone with us in this grand war will be given clear instructions on how to exit.

If you just leave right then and there, you will get the basic reward; if you manage to lead a whole colony to finally leave the backrooms, you will receive the advanced reward.
However, if you manage to lead to information on this exit being widespread and accessible, you will be granted the major reward.

Tattoos(Basic Reward): Many in the backrooms have experienced Phenomenon 35, otherwise known as tattoos. Many believed them to be that from genetics, others believed it to be the work of those long past, and others thought it to be marked by a curse. Among others, let me tell you now, none of those is true.
What Backrooms Tattoos really are is that of physical embodiments of your memories, that while the Tattoos do vanish, the memories do not. However, for you, they can shift and warp themselves, even changing back to old patterns by remembering past memories.
They always take weird abstract forms, with pleasant memories bringing more pleasant Tatts and awful ones bringing out horrific Tattoos that are reminiscent of your past traumas.
You can alter where they are on your body or turn them on and off as you wish, even pausing them if they do hit a design you really like and keeping them there forever.
Remember your time both in here and across the omniverse and know that despite it all, you still are you, no matter what happens.

Wings of Freedom(Advanced Reward): Your kindness has blessed you with holy wings imbued with a truly divine light, no only does this let you fly wherever you wish, make you no longer need to breathe at all and withstand conditions in space perfectly fine, but it also renders you immune to all reality warping, concept manipulation and erasure no matter what source it is from. Fly high, Jumper, fly high.

Suffer No More(Major Reward): For all of the times you suffered both in here and outside, and yet even still pushing forward anyway despite it all just to help others, it's only fair you get this perk. What this perk does is help clear out any pain, trauma or any other nasty effect caused by outside forces to be washed away from both yourself and those around you, while also making them feel the full weight of their sins and face them until they can finally accept what they had done with full clarity with nothing smearing the image of what they had done.
No bigotry, no hatred, no madness, nothing, all that will lie before them is the truth and the truth alone. May you turn those who had no path to the light again, to be able to be brought back into it in full.

Endings

As I said before, you may use the previous endings here if you wish; whether they are even possible is another story.

Links here: First Jump, Second Jump.

Into a Different Void: Welp, when you escaped this god-forsaken place, you wound up in another jump's void. It is possible to escape, but there may or may not be threats that could kill you, and escaping most likely will be a hassle and a half.
Note: if you enter a jump and there is a drawback where you are in that jump void/other space akin to a void, that void/similar space to a void is where you are, and that drawback is now mandatory. This is here mostly due to this jump existing.

Fuuutureeeee, Fuuutureeeee: When you left this place, you were sent into the far flung future! Wherever you are now is a vastly different place from where it was before. As you are in the future of a Jump, you can still get all of the perks from the era you would have gone to normally, but can the gifts of the past save you from the future?

Jumper in Space: Once you left the Backrooms behind as just another memento, you did wind up in your next jump, and you are now in the vacuum of space.
Let's just hope you have both a means of survival in the void of space and a means of transportation amongst the stars.

Funny Pizza Land: Well, this is… this is… yeah uh… *something*, it's definitely something… You will be staying in this fever dream of a reality for 10 years. Hope you enjoy moon logic and feeling like you are in an abandoned MMO RPG.

Nice Try: Well, by attempting to use the Reality Engine to escape this place, you have landed in a realm of pure chaos, where things never endingly change instantly with no rhyme or reason. Better pray you either can manage the purest form of chaos or your benefactor can pull you out, and most certainly give you a stern talking to.

No Chains On Me(Requires "Tattoos" Perk): You have done along with many others something that has truly never been done before, escaping the Backrooms with no penalties or strings attached.
And now, considering the state you and the other Jumpers (unless you did it alone somehow) had left Backrooms in, it won't be trapping anyone or anything there anymore.
Now go on, Jumper, and prepare for a final battle against whatever has this realm in its chains.

Notes

Funny Pizza Land HERE