Adrift in the Complex

A **Backrooms/SCP Foundation** Jump by SpiritualStill

Version 1.1



Hello, Jumper, and welcome to the Backrooms! Sometimes called the Complex, Purgatory, or the Blackspace, it's a parallel dimension accessible from baseline/the Frontrooms through various "glitched" spaces. For those unfortunate few, they are met by the madness of mono-yellow wallpaper, and the humbuzz of fluorescent lights. To make matters worse, escaping the Yellow Halls is nothing more than a tutorial, and wanderers have an infinite number of liminal spaces to explore. Many enter this land, and very few will ever escape.

…Depending on your life beforehand, you may or may not be privy to the secrets of the Frontrooms. Far from being normal, it has its fair share of anomalies, murder monsters, gods, cosmic calamities, and so much more. But the story of the anomalous, and the men who try to contain them is a story for another time, although it's possible for you to encounter a few things related to them.

Whether you came here of your own free will, or somehow took a real bad misstep, I'll be here to help you. Please take **+2000 Complex Points (CP)**, and I can assure you that the extra points are going to be appreciated.

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Setting Modifiers

The Backrooms is a place with countless interpretations and quirks to it. With this, you are able to select a version of the Backrooms that more closely matches your specific desires. How these various modifiers are interpreted and intersect with one another is ultimately up to you. Unless an option is contradictory to your choices, they may still manifest, albeit in a localized fashion.

Canon Specification

Anything and the Kitchen Sink [Free; Mandatory]

You are able to select whatever bits and pieces of whatever canon that you desire, in any configuration that you please. Do you want some eclectic mix of every Backrooms canon you can find? Go ahead! The sky's the limit with what your canon could be.

Passing Through the Stars, Shifting Walls [Free]

There are loads of interpretations of the Backrooms, even on the Jumpchain. You may supplement this doc with any and all other Backrooms Jumps

Special Containment Procedures [Free]

So the Backrooms isn't your first foray into the anomalous? You may supplement this doc with any SCP Foundation Jump.

Megacanon Crossover [Free]

The horror of the Backrooms means that it can feasibly exist anywhere, so this option is only fair. You may either use this Jump to supplement any other doc, or you can supplement this doc with any other jumps and settings that you desire.

Overall Tone

While the Backrooms was initially intended to be horror, the idea has evolved and changed over time. You may decide the tone of this Jump, with more serious tones providing greater rewards. Tones cannot reduce modifiers to go lower than their own, but you can select modifiers that are more intense than your current tone. Choose only one.

Light Tone [100 CP]

This iteration of the Backrooms is fairly lighthearted. It can still be dangerous, but you can have plenty of adventure here, everything is considerably more relaxed, and things might even be a lot of fun.

Neutral Tone [Free]

This iteration of the Backrooms is standard, and dependent on the source material. Things can either be soul-crushingly bleak or completely serene. Generally, however, things are fairly serious.

Dark Tone [+100 CP]
This iteration of the Backrooms is cruel and brutal. It's a psychological nightmare where people lose their minds, die in misery, or are doomed to wander forever. Unsurprisingly, you're going to need an iron will to survive here, and you are given greater rewards for your struggles.

Anything with a **Dark Modifier** is automatically applied, although it earns you more CP.

Level Size

Select only one option.

Small [100 CP]
Levels are now far smaller than their previous sizes. Save for any levels that are explicitly smaller, all levels cap at around 1000 miles. This does not affect spaces such as the Blue Channel and the Void.

Standard [Free]
Levels all remain the size that they are described as in their given articles. The sole exceptions to this are levels of indeterminable size, which will be up to your discretion.

Endless [+100CP]
All levels, save for those explicitly smaller than 1000 miles, are now infinite in size. I hope you enjoy walking, because this is going to suck.

Dark Modifier [+100]: Rather than just being inconvenient, these innumerable infinities make escaping harder. No matter your choice in **Level Escapes**, all exits are now twice as far as they would be.

Entity Count

Select only one option.

Minimal [200 CP]
This will ensure that you will stumble across the bare minimum entity count. Hostile encounters can be deadly, but are rare, with most of them being friendly, neutral, or intrinsic to a level.

Standard [Free]
The amount of entities most closely matches how it is recorded in various wikis. The amount in levels is on a case by case basis.

Infestation [+200 CP]
This is a bad idea, Jumper. On just about every level, expect the amount of entities present to be tremendous. On Level 0, you're to run into a fair share of entities, and in places like Level !, I hope you are a real good runner. Levels that previously had a "Minimal Entity Count" won't be swarming with them, but it'd be wise to keep you guard up at all times in the open.

Dark Modifier [+200]: So it turns out that having a bunch of hostile entities is an actively problematic thing. Regardless of your choice in **Wanderer Population**, cut down your number by 1/4th of the original number. Additionally, bases now exist only in places devoid of entities, or are armed to the teeth in "Minimal Entity" levels. Naturally, you will be looked at a lot more suspiciously.

Level Exit Accessibility

Select only one option

Glitchy Mess [100 CP]
Reaching different levels of the Backrooms is pretty damn easy, so long as you know what you are supposed to be looking for. Even in the most dangerous levels in the Backrooms, you are no longer than a few hours from any given exit. All trap levels now have identifiable, if difficult to find, escape routes.

Baseline [Free]
The frequency of level exits closely aligns with what can be found on the wiki article about it. Some levels are very easy to leave, while others are borderline impossible.

Can I Please Leave? [+100 CP]
Leaving any given level is going to be a trip and a half. If you can't find an exit within the first few hours, you might not find one for *several days*. Furthermore, several of them might only have some mildly complex method of leaving. This is going to have some obvious problems.

Dark Modifier [+100 CP]: Like any good Souls game, Level 0/The Tutorial is a colossal filter for Wanderers. Regardless of your choice in **Wanderer Population**, cut down your population by 2/5ths of their original number.

Wanderer Population

Select only one option.

Tons of Neighbors [200 CP]
The population of the Backrooms is around 1,000,000,000 people. Communities are very widespread, and you can probably find large bases just about everywhere.

Standard [Free]
The population of the Backrooms is around 100,000,000. Massive communities blanket habitable levels, although a few of the mildly hostile levels have decently-sized bases.

Fairly Low [+200 CP]
The population of the Backrooms is around 10,000,000. The majority live in habitable levels, with most others being largely desolate, save for smaller outposts created for research or resource gathering.

Wanderer Support Systems

Select only one option.

Robust [200 CP]
It's as though everyone in the Backrooms has been working together to make things as safe as possible. The accessible wiki is filled with information on levels, entities, and objects that is consistently updated. In levels, there is considerable infrastructure built to serve as safety nets, and all but the most aberrant levels are secured. There might even be groups dedicated to escorting you to safer levels.

Standard [Free]
You'll have help, but it isn't perfect. You'll have access to a wiki that has information on levels, entities, and objects, but it's not exactly up to date. The majority of levels are not secured, although a considerable amount are. Don't expect protection or escorts unless you can pay a fee.

Good Luck [+200]
You wanted help? This toggle makes sure that, if there is any help, it's extremely minimal. Any database available to you is either outdated, missing certain bits of information, or may even be totally compromised. Most levels in general are not well explored.

Dark Modifier [+100]: You know what? Forget the database. It seems like M.E.G. either doesn't exist, or is still in its infancy, so you have no form of help beyond your senses and unclear wall scrawlings.

The Way Out

Select only one option.

Plausible [200 CP]
Escape from the Backrooms is totally possible. Escape routes aren't easy to get to, but there sure are a lot of ones to choose from. A few of the most famous wanderers have escaped, returned, and escaped again.

Implausible [Free]
Escape from the Backrooms is unlikely. There are few recorded Backrooms exits, with most being legends at best. Most wanderers consider it to be a pipe dream.

Delusional [+200 CP]
Escape from the Backrooms is borderline insanity. No recorded escapes exist, save for one or two ancient legends or unreliable theories. Nobody, save for the most optimistic wanderers, believe escape is possible.

General Modifications

While the previous options were very important, they served as the skeletal outline for the Backrooms. This selection will help refine more specific details of your Backrooms. Select as many as you please.

Stay Together [100 CP]
The Backrooms cannot separate you from your companions. You will always wind up together when going through the same passages, and you will always be able to see other wanderers on all levels.

Resources Aplenty [50 CP]
The Backrooms seems to be full of things one might need to survive, such as almond water, and crates of weapons. Not all levels will give resources, but you'll find enough to not starve to death.

Stardust Highway [50 CP]
The Backrooms has an exceedingly high level of background mana in the atmosphere, which will allow you to perform acts of magic far easier. This applies to whatever type of magic or magic-adjacent ability that you might have.

Timeless [50 CP]
Things in the Backrooms appear to be frozen, a pastiche of the vaguely familiar. Things pop into existence, and do not ever change until directly acted upon. Living beings seem to live far longer than what should be biologically possible, and can theoretically live forever.

Safe Space [25 CP]
In levels with hostile entities, you will occasionally find small safe zones around 10-15 meters wide, with a lamppost, and grass surrounded by pavement. No entities, hostile or otherwise, are permitted in this zone, which will last for 12 hours before switching locations. Beware of false safe zones, which will be pretty easy to identify if you aren't as dense as a rock.

The Lost Ruins [25 CP]
All throughout the Backrooms are ruins of the many ancient peoples of the Backrooms, collectively known as the Lost. In these ruins are scraps of lore, hints as to greater mysteries, and possibly useful materials and relics.

Be Wary of Void Tampering [+50 CP]
It is now possible to accidentally derail your noclip/phase, and fall into the Void. So long as you carefully watch your exit, you will be able to instinctively know if a level exit is compromised.

Temporal Hazards [+50 CP]
Levels in the Backrooms may be subject to dangerous time-based hazards. As a result, certain levels might randomly accelerate, or reverse. Measuring time is now also severely hindered.

Make Sure to Properly Boil [+50 CP]
It is now required to boil/filter all naturally occurring instances of almond water. Drinking unclean almond water won't kill you, but it may cause mild diarrhea, which makes drinking it worse.

Kenophobia [+50 CP]
Levels just look considerably creepier now. Even the safest, most inviting levels have a slightly unnerving feeling to them. This won't be enough to make you perpetually paranoid, however.

Labyrinthine [+50 CP]
Unless a level's entire gimmick is its uniformity, Backrooms levels are now more complicated to traverse. Wanderers may now need to make twists and turns, or choose the right path to avoid dead ends.

Nonlinear Geometries [+100; Requires *Labyrinthine*]

Unless you have some Reality Freshener, just about every level is now nonlinear. Even walking in a straight line could have you wind up back where you started, 5 meters to the left.

Unstable Terrain [+150 CP; Requires *Nonlinear Geometries*]
Forget confusing: this place is hostile architecture on a whole different level. A number of places have phenomena like apparent recursion, sudden environmental destabilization, landscapes randomly just swirling and bending, and places that can just drop into the Void. If a location hasn't been secured, assume it has the potential to kill you.

Still Life [+50 CP]
While bizarre before, the Backrooms now feels totally uncanny. Many of the proportions and objects look totally wrong, as though someone saw pictures of things without having any context to them.

Hallucinatory Phenomenon [+50 CP]
It is now much easier to suffer from hallucinations and illusions, to the point where even an ironclad mind may play tricks on you if you are isolated for too long.

Extreme Terrain [+50 CP]
Levels now have an extremely exaggerated feel to them. The Yellow Halls are both bizarrely tall and look like caves. Level 7 is full of monsoons, tidal waves, and whirlpools. Every level now has some unnerving or outright dangerous environmental hazard to it.

Wraith Infestation [+100]
Unless you die a relatively peaceful and content death, you are likely to become a wraith, a spectral entity that haunts and harasses wanderers, with the most dangerous and wicked ones being able to kill the living.

Aberrant Topography [+100 CP]
The topography of levels is now longer consistent with baseline. Mountains may now be flipped upside down, waterfalls can run upwards, and you may have to walk on clouds and swim through concrete.

Burn the Bodies [+100 CP]
Human corpses in the Backrooms, should they not properly be destroyed or buried, have a tendency to be "puppeted" by the level, and attack others like zombies. '

Starting Location

With your Backrooms set up, it's time for you to actually get going on your adventure. Naturally, there aren't too many spots to wind up in, but there is some small assortment of options. Select only one option.

Level 0 - The Yellow Halls [Free]
The original level and tutorial itself! Unless you're some special snowflake, or an animal, this is where Wanderers wind up when they first noclip into the Backrooms. As befitting its infamy, it's got the yellow wallpaper, fluorescent lights, incessant buzzing noises, and moist carpet. It's mostly empty, and if you do hear something, god help you if it hears you!

Level 81 - Zoological Office [Free]
Okay, this is a pretty odd place to wind up. Level 81 is an infinite arrangement of office buildings around an infinite winding road. What's unusual is that there are tons of normal animals from the Frontrooms, possibly because this is their starting point. This level has some obvious dangers, such as hostile Backrooms entities, weirdly clipped areas, and dangerous real-world animals. At the same time, it also is an easily accessed level that has exits to several safer levels…along with many dangerous ones.

The Blue Channel [50 CP]
How lucky are you to wind up in this place? This is an enigmatic location that fills the "space" between levels. By "swimming" through it, you can make it to any level that you could reach. Just be sure to not stay out there too long, lest you never come back.

The Middlesorts [100 CP]
Okay then, this is actually very lucky. The Middlesorts is a hub level that lies roughly at the center of the Backrooms. Overseen by the so-called corpus cores, these entities will be glad to take you to any level that you desire. Note that they cannot take you to Earth, and certain locations simply cannot be spoken of.

Origin

Perhaps the most important part of this whole thing: who are you? What are you? This section is dedicated to your identity in this Jump.

Age & Gender

No point in giving you choices here. The Backrooms swallows up everyone, no matter who you are. Pick whatever age, gender, and sex that you want. We don't judge here. For **+100 CP**, you can pick the combination that you'd least want, although the risk of gender dysphoria is probably not w[illegible] th it.

"That's a little weird. Is the page glitching out? I'll fix it later. That word is "worth" by the way."

State of Existence

"Huh? I'm pretty sure this is the Race sectio-?!"

Throughout the B[illegible]rooms, [illegible] are several [illegible] that you are able to e[illegible]rience. While [illegible] are [illegible] the most obvious ones, there are several [illegible], hos[illegible]e and friendly, who have [illegible] intellect.

"What the…?!"

[illegible]

[illegible]

[illegible]

```
object reference not set to instance of object ; adrift_in_the_complex does not exist

object reference not set to instance of object ; jumper does not exist
```

"…Oh no…
OH NONONONONONONONO!
JUMPER, ARE YOU OKAY? JUMPER? JUMPER?!
HOW DID YOU GET DELETED?! HOW DID MY DOC GET DELETED?!
I CAN FIX THIS! I CAN FIX THIS! JUST NEED A FEW DEEP BREATHS!
Breath in…Breath out…Breath in…Breath out…

...
Alright, I think I'm good. Now to fix this.
Don't worry, Jumper. As luck would have it, you are in the perfect place for this. Being deleted from existence is a phenomenon that is recorded in both the Backrooms and the Frontrooms.. All I need is just a bit of leverage, and probably taking advantage of a precedent..."

"...And voila!"

The Deleted [Free]
You are not a normal sort of entity, even when talking about the Backrooms. You were deleted at some point by a force beyond your comprehension, but the memory of you has brought you back into a semblance. Most of your kind would be some gestalt consciousness with no true identity, formed from the detritus of deleted narratives. You got lucky, as the majority of your original data has survived. Unike your "fellow" semblance(s), you'll still need to do normal things like eat and sleep, but this does come with a whole host of other abilities, and you "dying" is trickier than normal..

You will be able to customize your Semblance in the Formatting section of this document. After this Jump, it will become an Alt-Form.

"Alright then, Jumper! Sorry about you getting deleted like that. I dunno how that happened, but you should be alright. Of course, I'm gonna need to make another doc now. So give me a second...
...And there we go! Had to rewrite about 80% of this, but it should work just fine!"

Role

*In the Backrooms, everyone has a purpose, whether they want it or not. As a result, Wanderers generally fall into several broad categories, a role that they play. Your Role will determine which Perks and Items are discounted. For Perks, all **100 CP** options are free, and all other Perks are 50% off. For Items, all **50 CP** options are free, and all other Items are 50% off. Select only one.*

Administrator [Free]
There is strength in numbers, so many Wanderers naturally band together. You might not necessarily have a team right now, but within you is the talent to lead others. You can make wise choices that benefit the whole, being able to be empathetic and pragmatic when the situations call for it.

Explorer [Free]
Human habitation of this Complex has existed for tens of thousands of years at minimum, yet those of the current day know so little of their home. It's up to those like you to explore the liminal frontier, bravely venturing into and documenting the endless levels of the Backrooms.

Innovator [Free]
While much of the technology in the Frontrooms is meaningless here, the spirit of innovation burns ever brighter. You have quite the talent for using materials in the Backrooms in novel ways for unique creations. There is so much you can do, and you can even monetize it if you want!

Lawbringer [Free]
People remain people, and even in the Backrooms, crimes and atrocities still happen. The innocent will be protected and avenged, and you will mete out justice to the deserving. How the law is dished out can vary, such as the brutal persecutions by the Eyes of Argos, or the righteous vengeance of the Masked Maidens.

Slayer [Free]
The environment is only half the battle in the Backrooms, for innumerable monsters litter the many levels. So long as there are hostile entities that stalk Wanderers, and godlike beings that use and abuse them, your work continues. Be it to protect others, or to prove yourself strong, get ready to fight.

Trader [Free]
In the Backrooms, money as the Frontrooms know it is completely useless. Here, you need to trade goods for what you need, and there are many groups that take advantage of this. In your heart is the heart of an entrepreneur, who will rise to the highest echelons of this land.

"Oh yeah. I'll give you this, as a bit of an apology."

Multifaceted [300 CP]
Life is complicated, and people are even moreso. For **300 CP**, you can choose another **Role**, and receive all the discounts as well. This can be done multiple times, but will not work outside of this Jump.

Perks

Undiscounted Perks

Phasing Proficiency [Free/100 CP; Mandatory]

Phasing, better known as no-clipping, refers to utilizing glitches in reality to teleport through different spaces in time. If you can't do this, you'll die on Level 0, and you really won't be travelling anywhere in the Backrooms. With this perk, you are able to identify glitched locations, and use them to go to different locations, even in allegedly inescapable spaces (Although it is much harder). Outside of the Backrooms, this can do things like walking through walls, or travel to pocket dimensions connected to baseline.

It is **Free** for this Jump, and costs **100 CP** to keep.

Context Clues [50 CP]

An unnervingly common phenomena in the Backrooms is usually safe and secure messages being hijacked by aberrant lifeforms, attempting to lure you in with a false sense of security. This is fairly easy to detect from an outside perspective, but is obviously not if you actually live in that world. You are now able to detect corruption in phrases and speech patterns that give away that something is wrong.

Basic Survival Skills [50 CP]

You're gonna need this if you want to live, Jumper. This perk grants you some basic survival skills required for living on your own. You can make fires, properly forage and cook food, boil water, and navigate unstable terrain. This won't protect you from atypical dangers like carcinogens and outright supernatural phenomena, but you can live comfortably on safer levels.

Beyond Terror [50 CP]

Many insidious things in the Backrooms prey off what scares you, and you may even develop phobias from what you see. This is a neat way to keep them from being a problem, as you are now able to ignore your fears in order to do something you have to. This is only mildly effective against something that supernaturally induces dread.

Desolation Resistance [100 CP]

In the Backrooms, there are many levels that will actively transmutate you simply by existing on them, and several curses triggered by the deterioration of your mind. This perk makes you considerably more resistant to such phenomena, letting you last ten times as long as others in your position. Do be aware that this is just a stopgap, however, and you are still on the clock.

You'll Get Used to It [100 CP]

The absurdity of your situation can get to anyone, and there is no shame in it. Still, you'll have to move past it if you want to survive. This ensures that, no matter how bizarre or traumatic a situation you are in, you'll acclimate to it fast, with no lasting mental issues.

Let's All Get Along [100 CP]
There are plenty of people in the Backrooms, but many are naturally wary of others, especially since they might be skinstealers. With this perk, and unless they are already violently hostile towards you, people you encounter will at least be neutral towards you.

Find Your Happy Place [200 CP]
Sometimes you just need to unwind. So long as you are in a place that you define as safe, all of your wounds, built-up stress, and general soreness will heal far more rapidly than they otherwise would. You cannot abuse this by arbitrarily declaring everywhere safe.

Healthy Body [200 CP]
Being beautiful won't help in the Backrooms, but a healthy body in general certainly will. Your body is now considered to be at the peak of a normal human being, giving you considerable muscle mass, and the endurance to run through Level ! without breaks. Any debilitating injuries or conditions you may have had are purged, and so long as you don't develop a severe condition, you will never be weaker than you currently are, and you will not gain any unhealthy weight even if you eat junk all day.

Healthy Mind [200 CP]
The mind is equally as vital, so let's get it ready as well. Your mind is able to hold two trains of thought at once, and grants the computational power to near-instantly identify your surroundings. Any mental disorders or brain damage you had will also be purged, and you instantly become aware of anything trying to subvert or harm your mental faculties.

Catlike Reflexes [300 CP]
You now have perfect coordination and dexterity, letting you cross a tight-rope if need be. In the event that you fall, you will always land on your feet, and so long as said fall won't instantly kill you, it won't harm you at all.

Mental Refresher [300 CP]
Your mind is continuously refreshed at a steady but fixed rate. So long as you don't severely overexert yourself, you never have to sleep again! In the event your exertions are so great that your stamina is unable to keep up, you only need to sleep an hour to be back at peak operational capacity.

Party Crasher [300 CP}

Mind pollution and hive mind assimilation are very nasty things to experience, and nobody wants the death of the self. This guarantees that such things won't be a threat to you, and even nasty diseases like the Sanguine Festivus Virus can't touch you. Natural phenomena are unaffected by this perk, so while Rixa Gas won't affect you, the Wretched Cycle as a whole still can

Environmental Adaptation [400 CP]
Many of your perks are broadly designed to help you resist the alien nature of the Backrooms, which generally takes away from your capabilities. This ameliorates this, as you now instantaneously develop a biological factor that lets you survive in your environment with minimal issue. Fall into the sea, and you get gills and fins. Fall from the sky, and you get some giant wings. Get trapped in a gallium cave, and your body will now perfectly refresh the oxygen in its body and seal your orifices until you can get out. These adaptations are reverted as soon as they are no longer needed. These will not otherwise give you a direct edge in combat, nor let you fight better.

Type-Grey [400 CP; Later Purchases Discounted]
In the Backrooms, those who die have many different fates, with one of them being that of the Wraith. A Wraith refers to the spirits of the sinful, who return as powerful spectral beings, with certain others even having a physical form. You are something akin to the latter, and upon your death, you will revive and become twice as powerful as you once were. As a benefit, you also keep your mental faculties.

Your first purchase grants you the ability and a single 1-Up. Secondary purchases are only **200 CP**, and will only grant you another 1-Up. You may buy this as many times as you want.

Type-Red [400/500/600 CP]
You are what the Global Occult Coalition would call a Type-Red, or a Regenerator. As the name suggests, it makes you someone who can rapidly regenerate from damage that others couldn't.

400 CP grants you **Limited Regeneration**, allowing you to slowly reconstitute lost tissue, and smaller lost ligaments (Such as fingers and feet). **500 CP** grants you **Full Regeneration**, letting you totally heal lost tissue and limbs in a matter of seconds, rendering permanent injury impossible.

600 CP grants you **Expanding Regeneration** In addition to regenerating tissue and limbs, you also rapidly grow new limbs and organs in response, letting you rapidly grow in body mass without compromising your ability to fight. At this level, actually killing you in a straight fight is very difficult, and doing so in a one-on-one can only be done by godlike entities. Once a conflict ends, your expansions will revert until your body returns to normal.

Type-Black [1000 CP; Capstone Perk/Item Booster]
There are numerous godlike beings in the Backrooms and the Frontrooms, and it seems like you'll be one of them. You are now some nascent god, with access to three different domains. These domains can be anything you want, but must have some justification for why you have them. Connecting ideas like love and hope together are fairly easy, but lightning and containment might be more complicated. You'll start off weak, but you'll grow into your powers as you receive more worshippers.

If coming up with your domains is too difficult, you can leave it up to your own actions. Throughout the jump, and as you receive and answer prayers of your devotees, you'll naturally gravitate to domains that you prefer. By the time the jump ends, you are likely to have solidified your choices.

Do note that you are "merely" a Demi-Deity. Full-blown gods in these settings are hyper-complex ideas embedded in the Noosphere, whose existence defines the world itself. You are mostly physical in nature, and while immensely powerful, the world can live on perfectly fine without you.

If being a god is too terrifying for you, you are allowed to simply take the capstone. Similarly, if you don't care for the capstone, just take the ability.

Special Perks Shop

"You're not still mad about getting deleted, right? I'm still trying to figure out how in the world that happened, but it'll all be fixed shortly! Also, here are some special perks that I cooked up as another apology. I believe that they would be called Meta Perks, since they affect how perks and jumps work. Consider them quality-of-life benefits."

It Was Already Like This [Free]
Drawbacks by their very design are meant to make your experience more painful, but a consequence to this is that they'll sometimes negatively impact the world. For Jumpers who have strong senses of morality, this is something that cannot be done. With this perk, any world-modifying Drawbacks taken will simply send you to one of the infinite universes where those problems already existed.

None of This is Real [Free]
Another challenge that Jumpers may face are jumps that are fun to think about, but are so morally bankrupt that actually doing them is reprehensible. With this perk, you don't need to worry about the problem of ethics. You may declare any Jump you go to as a mere simulation, with everything within being just very good AI, like you're in a video game. Actions taken in these simulations will not influence your morality outside of it in ways that you would dislike. Additionally, anything or anyone you take with you along your chain *will* become real, and should your personality be drastically different in reality, they will intrinsically understand the difference.

Who Are You? [50 CP]
Despite being able to define your Origin, Jumpers by default do not have the ability to control how their lives are in a Jump. With this, you are able to control how your entire life was before a Jump officially starts. The only thing you can't do is give yourself access to things that you didn't previously have access to. Similarly, it must at least tangentially match your Origin, unless the Origin has little to do with your life (Such as the case in this Jump).

Unified Metaphysics [100 CP]
The Backrooms is no stranger to things not working on specific levels due to minute differences in natural laws. This becomes even more egregious due to many things from the Frontrooms being rendered useless. I can't imagine that this is any different with your travels through different worlds, so have this to help. From now on, anything non-Fiatbacked in your possession, be it powers, inventions, or skills, will work as intended.

Strength Befitting the Setting [100 CP]
While plenty of Jumpers love being godlike compared to anything else, there are many others who prefer being at roughly the same level as the Jump. This is for them: your powers are now

“nerfed” to fit the same thematic level as a given Jump. For example, should you go to a cosmic-tier setting first, and then to a weaker setting, you will be at the same level as the top tiers of said setting, albeit stronger. You’ll never need to worry about being too overpowered for a setting, nor will you ever need to feel like you are weaker than you should be.

This will not make you any stronger if you go to a setting stronger than where you came from.

Drawback Intensity Toggle [200 CP]
Drawbacks are a rather fascinating thing. Taking on a penalty for the price of greater power is a straightforward idea, but the idea of taking one on for the fun of it is quite fascinating. Still, many perks are so intense that they are just not worth it for either reason. This perk adds a somewhat limited “toggle” feature to all drawbacks, letting you make it worse for more CP, lighter for less CP, and just having it be a quirk of the world for no CP.

Here are some examples for the sake of clarification:

- **Standard [+400 CP]**: A standard scaling enemy that is your equal. May or may not be recruitable by the end of your Jump.
- **Intensified [+800 CP]**: A scaling enemy designed to be twice as powerful as you. Cannot be recruited at all.
- **Softened [+200 CP]**: A scaling enemy designed to be half as powerful as you. You are able to recruit them near the end of your Jump.
- **No Drawback [+0 CP]**: This isn’t really an enemy of yours, although they aren’t really your friend. They have some degree of scaling to you, although they can directly train to get stronger. You may recruit them at any time.

Counter Guidance [400 CP]
Amnesia is a significant problem to have in general, and having amnesia in a Jump is especially troubling. How can you help people in a jump if you don’t know who they are? How can you use your abilities if you don’t know you even have them? This perk does not lift amnesia (Because a Jumper having it is almost certainly because they took a Drawback), but it instead grants you a “guiding light” to assist you. It won’t tell you about the Jumpchain or the story, but it will give you a “feeling” that someone is important, or that performing an action will be beneficial or detrimental. Additionally, so long as you haven’t picked up a “Power Loss” Drawback, your guiding light will push you to accessing your abilities.

This is Who I Am [600 CP]
Judging by the style of writing in this Jump, is it fair to assume that perks and items can be styled as being neutral, heroic, or villainous? If you can buy any that you want, doesn’t that imply you can have ones that actively contradict your personality, but you selected because of what it can do? Take this perk to fix that. You are able to modify any perk or item you have to properly fit

your identity. Turn your aura of bloodlust and terror into one of love and hope. Change your mind control perk into something that you would define as ethical. Have your weapon that grows stronger through slaying enemies to just become stronger after defeating them, though only once per fighter. This will not make your perks stronger or weaker, but it can make them fit you.

Living Another Life [1000 CP]
Origins are important, as they determine what discounts you are able to get. By purchasing this, you are given an extra Origin for every Jump that you go to. You may only choose this once.

Administrator Perks

Bureaumancy [100 CP]

It's pretty well understood that the most common thing an administrator does is stare at papers behind a desk, so let's make you good at that. You are able to read and perfectly understand any important document you pick up. When you need to write something up, you do it quickly and without error. Bureaucracy is no challenge to you, as you can very easily navigate anything. You also never get bored while doing anything related to a job.

An Eye For Talent [100 CP]

Recruitment is all well and good, but it's a tragedy to accidentally look over someone with hidden talent. This is no longer a problem for you, as you are able to instantly deduce the talents and weaknesses of everyone that is under you, or can be recruited by you. In a few short days of training, your subordinate will be trained well enough to use what they have to the best of their ability. Naturally, this also lets you identify any would-be double agents.

Hand of Athena [200 CP]

Knowing is half the battle, so you and your companions getting caught flat-footed would be disastrous. From now on, you are instantly aware of any and all relevant information written by anyone in your organization. You won't know their favorite color, but you'll know any proposals and warnings they have. Additionally, any information you deem as significant enough will quickly spread throughout any organization that you run

Can We Be Friends? [200 CP]

Overseer A, alias Stretch, is the well-loved overseer of M.E.G, who is known for being friendly and upbeat. You instantly grasp social cues, and can strike up rapports with even the most distant people. You clear up troubles and misunderstandings in conversations, and you can use any opportunity to further build friendships. Additionally, you can identify the problems of everyone around you, and can quickly figure out a solution to even the most complex problems.

No "I" in Team [300 CP]

It would be very difficult to have to deal with your team squabbling amongst each other, so this will clear up that problem. Nobody in your organization will ever deliberately cause any harm to one another, including things like discrimination, harassment, or standard egomania. This won't make two diametrically opposed people like one another, but at least your HR is going to be a lot less busy than usual.

Papa Wolf [300 CP]

If someone wants to hurt those under your care, then they should be ready to have hell rained on them. When something threatens someone under your authority, all of your parameters are

temporarily modified so as to help fight the source of trouble. Additionally, you are able to leverage the complete power of your organization to destroy such threats.

World's #1 Boss [400 CP]
While hating your boss isn't really a problem in the Frontrooms, you are kind of screwed if people hate you in the Complex. Fortunately for you, this will never be a problem. You are very good at befriending your subordinates and followers, and will never forget anything personal about them. What's more, you can instantly identify if something is bothering them, and what can be done to care for them.

Employee Safety Clause [400 CP]
In the Backrooms, you need to expect the unexpected, and prepare for what can't be prepared for. You are able to form plans and operations that are 100% foolproof based on all available information. Additionally, should your subordinates be caught in something that you simply weren't aware of, they are guaranteed to not die or suffer lasting injuries.

Rising Stars [600 CP]
The M.E.G., at least according to the Wikidot, was founded only in 2012, and yet it's managed to grow into the largest organization in the Backrooms, despite many others existing for millennia. Similar to them, any group that you lead, or are just part of, has explosive growth in terms of finances, members, and overall reach.

Mind If I Join [Rising Stars, Capstone Booster]
In addition to even greater growth, you now have a tendency of absorbing and/or recruiting individuals and organizations of great importance, that you'd be quite interested in recruiting. In the Backrooms, creating a group based on exploration might lead to the entirety of M.E.G combining with you. You might also recruit some real valuable people, like Augur and Alice Morningstar.

The Moral Choice [600 CP]
Overseer C, Andrew Donovan, was a real bastard whose horrific experimentation created the Masked Maidens. Those experiments were largely unnecessary, and all it did was create a group that wants him dead. From now on, so long as you do the obviously more ethical and moral action, you are rewarded for it. For example, should you try to ethically perform an experiment that is typically cruel, you will succeed where others failed. Pay your employees more, and they'll be more motivated, and you earn more money. This will work even when doing actions that are well-known for not being profitable or broadly helpful.

Good Begets Good [The Moral Choice, Capstone Booster]

Is it safe to assume that someone who does right by their own people would naturally want the same for others? From now on, your actions have wide reaching effects that benefit you and others you might care about. Having a business that never participates in underhanded or shady dealings will cause other businesses to follow suit, and your rivals to face harsh scrutiny, or outright collapse. Leading an organization that is entirely transparent and welcoming will find plenty of recruits from those disillusioned by their previous groups.

Explorer Perks

Apeirophilia [100 CP]
Exploring this liminal eternity is hell for most people. Who'd want to travel to wildly different places, unknown to man and liable to be extremely deadly? You do, since you love the idea of eternity. You can explore an Endless City, and find beauty in the architecture. You could stay in one spot for your entire life, and not feel any worse for wear. When going into the unknown, you go with a skip in your step.

This will not stop you from quitting when necessary. Nothing ever lasts forever, after all.

Silent as The Grave [100 CP]
In places that are crawling with entities, it's best to be quiet as the dead. At will, you may render it impossible for anything you'd define as "hostile" to detect your presence through indirect means. Your footsteps are silent and leave no imprints, fingerprints are not left behind, and your breathing is muted. People have to directly observe you, or use magical detections, in order to perceive you.

Friends Forever [200 CP]
As an explorer, it's quite likely that you'll meet lots of people, have to leave them behind, and suffer from the transient nature of friendship. No more of that, because now when you become friends with someone, you stay as friends. Your fond memories of one another will never fade, and will give you strength at your lowest. Even if you only meet someone for a day, and never again, the two of you will remember one another fondly, even on your death beds.

Underwater, Under Pressure, Underpaid [200 CP]
In the Backrooms, getting scared or caught up in indecision can lead to instant death. Whenever you are caught in any sort of stressful situation, you will instantaneously respond in a way that is beneficial to you. If a monster is charging at you, you'll either run or dodge. If someone shoots a bullet at you point blank, you'll shove it out of the way. If you are underwater, you'll swim up so as to not drown. Your body will do these things from a massive rush of adrenaline, so you don't need to be able to do it normally. If you are in a genuinely impossible to escape situation, this can't help you.

Perfect Energy Efficiency [300 CP]
During expeditions, it is a very real possibility that you will not find supplies to restock, which can lead to death. Now, whenever you consume something, 100% of it is converted into usable energy, and you retain that energy until it is expended. While you lose energy from walking, you will lose none of it if you stand still, or are otherwise sedentary. As a result, so long as you ate beforehand, it now takes considerably longer for you to begin to starve. This also means that you do not excrete waste.

Detect Danger [300 CP]
Getting killed because some bastard entity used a sneak attack sounds like a bad way to go. You now have an extrasensory perception that allows you to detect environmental or hostile threats. Additionally, if your body can do so, you will automatically move to avoid sudden danger. If a threat is irrelevant to you, this will focus on threats to those in your vicinity.

Life is But a Dream [400 CP]
Illusions and false exits are a dime a dozen in the Backrooms, and are quite frankly annoying. You have an innate talent to detect any and all "fake" things in your surroundings. You can determine aberrant creatures, illusions, traps, fake levels, dreams, and potential lotus eater machines.

A Few Lucky Breaks [400 CP]
Exploration is all about discovery, which necessarily includes mysteries. Whenever you are investigating something, you always seem to stumble across something that either gives you a bigger picture, or guides you to the bigger picture.

Liminologist [600 CP]
Navigating the Backrooms is a challenge on a good day. The majority of them have some flavor of nonlinearity, unstable environments, and/or infinite swaths of the same thing. This perk gives you near-total awareness of whatever place you are in, be it in baseline, a liminal space, or some other dimensional location. You also get something of an internal map to go with it, letting you map out where you've been, and potential locations.

Map of Eternity [Liminologist, Capstone Booster]
Your "internal" map is now an external one that you and others can observe. You get disclaimers and highlights of specific dangers, locations you've been to, political boundaries, general topography, valuable resources, An extremely potent aspect of this is that you can "harden" a location to obey standard geometries, even if someone else normally controls it. This hardening effect ends when you leave said location, unless you have some way of maintaining your presence.

Loaded Dice [600 CP]
For an explorer, bad luck is your ultimate enemy, as all the experience in the world won't save you from randomly derailing into the Void. This perk clears up a lot of that trouble. Random yet detrimental events do not occur around you, while random yet helpful events are much more frequent. Additionally, you and those you care for now cannot die due to random, unavoidable circumstances like disease or a loose tile.

The House Always Wins [Loaded Dice, Capstone Booster]
To leave your fate to chance is something everyone has to deal with, but when have you ever been like others? From now on, any scenario that relies on luck, or should rely on luck, will always wind up in your favor. Every game of chance, coin toss, and leap of faith will be won by you. Attempts to rig games will also fail against you, either by the cheating being discovered, and reality being warped to “fix” the match.

Innovator Perks

Eye For Detail [100 CP]

Stuff in the Complex is weird, but just how valuable is this weird stuff beyond the novelty? With a glance, you can accurately gauge the material, nature, and general value of something based on your knowledge. You could deduce what makes up a weapon, the worth of some weird crystal, how lethal an explosive will be and quite a lot more. You can also deduce separate details, like the value of that flayed Wanderer, or what you can do with the bones of that alien-like corpse, or if that building is enchanted or cursed..

Benign Intentions [100 CP]

The Backrooms Remodeling Co. is a strange Group of Interest that seems dedicated to "remodeling" Backrooms levels, while consistently screwing it up. Luckily for them, their nonsense is genuinely coming from a good place, so nobody minds. You have this effect as well, and now, so long as it wasn't done out of malicious intent, none of your screw ups will be looked at poorly. I mean, who cares what damage you did to baseline reality: you wanted to give people more storage space!

All About Efficiency [200 CP]

You are insanely good at using what resources you have available to you. In fact, it's so good that most people would reasonably think you're fudging your numbers. You can now create twice as much as you could with half the supplies. For example, if you only had enough resources to create just one gun, you now have enough to create four. What's more, what you create is top-of-the-line. Nobody will question your apparent hyper-efficiency.

Timeless Works [200 CP]

There is nothing greater than having your works recognized centuries later, but maybe this is a bit excessive? Everything that you create, are part of, or otherwise cultivate now lasts forever. A phone you created doesn't need to charge, and won't suffer any wear and tear unless deliberately damaged. Any food that you make will also never spoil.

Because Jumper Learns From His Mistakes [300 CP]

Everybody makes mistakes, but what's important is that we learn from them. If something is either created by you, or by someone associated with you, you are able to instantly identify any mistakes or flaws in its design. You are also capable of figuring out ways to fix this problem without sacrificing anything important.

Anything You Can Do… [300 CP]

Because it's always funny to one-up your rivals with their own tools. You are able to analyze, and then improve upon anything created by your rivals or competitors. Maybe they've got some special suit, or lamp, or fighting style, or magic technique. It can be anything, and you can make

it greater than anything they could do. This works even if only one side views it as a rivalry, but it is even better if you both view it as one.

Patented Inventions [400 CP]
You created it, so nobody can have it if you don't want to! None of your works are capable of being copied, replicated, reverse-engineered, or otherwise meaningfully understood by those you don't want to have it understood by. Even if they had a step-by-step guide, it'll somehow screw up in some fashion. You can grant and rescind permission to anyone you want at will.

Digital Consciousness Copy [400 CP]
Sarah Bray, founder of Architect Industries, transferred her consciousness into the BACK-NET to preserve her life. Similarly to her, you have an avatar of yourself that exists in the Cybersphere, the conceptual space where all digital data exists. You possess total awareness and control of your avatar at all times, and can use it to traverse cyberspace, reading and manipulating any non-intelligent data you come across. Be warned that sentient AI and firewalls can threaten you, and forces designed to suppress artificial intelligences can threaten you. If your digital extension is compromised or destroyed, it automatically returns to you with no potentially hazardous effects.

Liminality Researcher [600 CP]
It's common knowledge that things in the Backrooms rarely operate like how they would in reality. Things that shouldn't work just do, and the reason why is unclear. With you, these mysteries are hardly a problem. If something appears to "just work" without any logical reason, you are capable of identifying how said thing actually works. Expect to require a ton of technobabble to explain it, but it will in fact work. What's more, this lets you reverse engineer what you discover, or neutralize it. Maybe you can figure out how to recreate Level 0's infinitely lasting fluorescent lights, or decommission the Hydrolitis Plague

The Allseer's Champion [Liminality Researcher, Capstone Boosted]
But why should you be limited to "just" anomalous things? Through enough research, you are able to thoroughly understand, and then replicate any phenomena. You could create a weather machine by studying hard enough, or simulate a Universe through understanding its various mediums. There is no limit to what you can create, sans how enthusiastic you are to learn.

Techno-Organic Integration [600 CP]
…This is certainly interesting. Tell me, are you some weird sect of the Nälkä, or perhaps some heretic from the Church of the Broken God? Whatever you are, this is certainly a sight to behold. You are able to integrate any biological or technological material/item into your body, taking its best features with you. What's more, this won't change your visual appearance (Unless you want to), and it can be entirely organic. Absorbing a worn sack will cause you to develop an internal

pocket dimension that you can easily store and remove stuff from. If you (somehow) found a way to integrate liquid pain into yourself without dying, you could shoot it out like how the horned lizard shoots out blood from its eye.

Geneseed [Techno-Organic Integration, Capstone Boosted]
Not the one that you're probably thinking of. You are now able to pass on your modified biodata through your genes. Any children you have are guaranteed to have your perks if you want them to. Additionally, you can painlessly integrate your biodata into others, letting them have your powers as well. This also comes with the guarantee that they will not use these powers in ways you would not approve of.

Lawbringer Perks

Eyes of Argos [100 CP]
In the Backrooms, the Eyes of Argos are a brutal group who hunts down all "sinners" they can. This is done by their leader, Argos, who has the power to determine if someone has committed some sort of crime. You now have a similar power, and can immediately identify if someone has done a crime, is planning to commit a crime, or is just innocent. Additionally, you deal more damage to people based on the severity of their actions.

Know the Rules [100 CP]
Your word is not universal law, so you should know the laws of others. You instantly become aware of any rules, laws, and general codes of conduct in whatever location you are currently in. You also instantly become aware of any rule that someone wants clarification about, even if you've never been there.

Never Escape My Grasp [200 CP]
Justice is persistent, and can never be escaped. The moment you mark someone as guilty, you become intrinsically aware of their exact location and current status. You can't exactly teleport to them, but they'll never get away from you. Even if they try to escape through another dimension, you immediately gain access to wherever they travelled. After successfully hunting someone, however, you are immediately kicked out from any forbidden location.

Words of the Heretic [200 CP]
The Heretic betrayed the Eyes of Argos due to what he believed to be growing cruelty and corruption, along with the fact that they are spread out so thin as to not be able to cover their bases. You, unlike them, will never have this problem. From now on, growth of whatever organization you start will never negatively impact you. Corruption never festers in your group if you never wanted it in the first place. Logistics never seem to trouble your group either. The only changes to how your group operates is to either clear up unforeseen grey areas, or to make you more efficient.

Trouble Magnet [300 CP]
This is somewhat misleading, as you are attracted to trouble, rather than it being attracted to you. Fate seems to guide you to locations where criminal or otherwise immoral actions are taking place, where you can meaningfully make a difference. In situations too big for you to take down at once, you are guided to small-scale parts of the issue, letting you dismantle it piece-by-piece.

The Hammer of Justice [300 CP]
Not only is it unisex, but it's also good for dealing with those especially pesky foes. When someone is marked with a crime, you become twice as strong against them. Your attacks are irresistible, thus bypassing most forms of damage resistance and nullification.

The Law of Karma [400 CP]
Even as a Jumper, you can't be everywhere at once, nor should you be obligated to try to. While you mete out justice on a personal scale, this will deal it on a macroscale. In every world you go to, karma is a very real thing. People committing evil deeds are guaranteed to be punished, and those who do good are guaranteed to be rewarded. This system values intent over actions, so while someone will get punished for committing destructive deeds for genuinely good reasons, they won't be thoroughly destroyed by it like how an evil person would. You are also subject to this system as well, and you will intrinsically know what you did to deserve it.

At the start of each Jump, you may toggle this perk on or off. You will not have an opportunity to do so during the Jump.

Atypical Persuasion [400 CP]
Torture has an unfortunate connection to true justice. It's inefficient, inhumane, humiliating, and rarely gives useful information. Luckily, you know of other methods to extract information. By using strange methods of "torture" (Requiring no form of physical/psychological harm), you can extract useful information from your targets. If you want, you can also wipe their memories of the event.

Warmth of Justice [600 CP]
Justice must be kind, and protect the innocent, because if people don't believe they are safe, then what good are you? From now on, anyone that you have no ill-will towards, or are actively trying to help, will view you as a shining beacon of warmth and hope. They are not suspicious of you, and even if they are terrified of the world, they will see you as a help.

Light of Redemption [Warmth of Justice, Capstone Boosted]
At the same time, shouldn't that be the same for criminals as well? Wouldn't it make sense to imprison criminals not simply to punish them, but to rehabilitate them? All criminals, so long as you genuinely intend to rehabilitate them, will eventually be so. You could reform complete monsters like Caius Taggert.

Keep the Watch [600 CP]
After you've brought the peace to an area, you probably want to keep it. You receive syncognition, giving you the ability to observe everything that can be seen as under your authority. Additionally, you can observe other locations under the control of others, so long as they give you consent to do so. You won't see purely personal things, or meaningless conversations, but you will clearly be alerted to crimes, ethical violations, or genuine plans to commit similar actions. Additionally, when not in such territories, you gain perfect sight of everything happening a thousand meters around you in all directions.

Seeing all of this will never cause you any mental/visual/psychological pain or stress.

All-Seeing Eyes [Keep the Watch, Capstone Boosted]
There are many injustices that have never been rectified, and many crimes destined to happen. You now have the ability to see the past and the future, albeit to a limited degree. By either capturing criminals, or perceiving something related to the crime, you are able to see it, its preparations, and any unknown parties in perfect clarity. Similarly, you are given a perfect vision of significant harmful actions that will happen in the future, and you will be able to stop them however you want.

Slayer Perks

Advanced Weaponsmaster [100 CP]
Your job is to slay all the monsters in the Backrooms, which you can't do if you can't fight, now can you? You are given the ability to utilize any weapon you come across with decent proficiency. Additionally, you are able to train and master these weapons fairly easily, and no matter how much time passes, your abilities never deteriorate.

Kill or Be Killed [100 CP]
Hesitation is defeat in combat, and getting spooked for even a moment is a death sentence. While in combat, nothing your opponent does can deter or halt your attacks. This can be something like a feint, throwing dirt in your eye, or even growing an extra limb.

The Common Good [200 CP]
You can't fight the world alone, so get some help! You're a bit like the Ariane Circle, in that you can easily rally others to fight alongside you for the sake of the majority.

Measured Response [200 CP]
Whether or not the Iron Fist can be said to have a righteous goal of casting down the gods, their mission has degenerated into pointless anger at those who are good and evil with no distinction. I'm glad that you will not suffer the same problem. Even if motivated by hate or anger, you will never make mistakes that come with said flaws. Additionally, you can minimize any damage you do, to the point where launching a nuke will only harm those you directly want to harm, with no damage to innocents or the terrain.

Unusual Applications of Force [300 CP]
Anything can be a weapon if you're clever enough. You possess a very clever mind, allowing you to utilize literally anything that you possess or can see to your advantage in a combat situation. You could have nothing but a flower, a half-empty mop bucket, and a dust pan, yet still be able to take down a Skinstealer.

Try to Keep Up With Me [300 CP]
Clearing out the entities of the Backrooms sounds like a lot of work, so maybe you should get some help. You are able to train anyone to the level of a skilled warrior. If given the opportunity, you could turn an elderly man and young child into such combatants that even veterans would struggle. While in combat, your forces also gradually grow to match your own level of competency and strength, but only as far as their body currently allows them.

The Man of Iron [400 CP]
The flesh is weak, and the mind can be bent to the will of others. Let's fix that right up, why don't we? You now have a mind and body of metaphorical steel. You are more or less

bullet-proof, and can shrug off the attacks of most entities. This resistance also extends to your eyes and insides, so none of that “attack the internal organs” nonsense. Your mind is warded against psychic attacks or mental deterioration. This perk will not affect mobility or weight.

Knowledge is Power [400 CP]
You know how the horrors become less scary when you actually know what they are? Well, this is now a conceptual power of yours. The more you comprehend something or someone, be it a human, monster, or god, the stronger you become against it. Similarly, the less something knows about you, the weaker it is against you, although this only works if they are sentient.

Anti-Entity Agent [600 CP]
Humans have lived in the Backrooms for an eternity, and you will not see them laid low by these entities and their fancy powers! You possess a significant resistance to the influence and power of supernatural beings. The Animated King can’t transform you, and not even nonsense like really thorough semiohazardous lifeforms can stop you from driving a knife through the skull. This will not protect you from supernatural environmental hazards.

Reality Anchor [Anti-Entity-Agent, Capstone Boosted]
It seems like you share at least one feature with that bastard Clef. When around you, reality bending and various alterations to reality are ineffective if you don’t want them to work. Existence erasure, dimensional banishing, transmutation, curses, and hostile environmental modifications are now totally ineffective. This does not make you immune to omnipresent forces, which would include things like the laws of physics, magic, and conceptual forces.

All Men Must Die [600 CP]
Valar Morghulis. The problem with this creed is that a lot of things can’t be harmed, despite you clearly being able to know it’s there. So long as you are able to perceive that something exists in front of you, even if you can’t actually see it, then you are able to deal real damage to it. This includes humans, entities, intangible & non-corporeal beings, and other creatures of atypical configurations. This doesn’t mean you’ll win, but you do get a real fighting chance.

The Killer of Gods [All Men Must Die, Capstone Boosted]
What you can do is what the Iron Fist could only dream of. Your weapons can pierce and slay anything, even if that thing is immortal, conceptual, or even a god. Do note however, that if something is beyond your ability to conceptualize, then you literally cannot harm it. Please see this article's conceptualization chart to understand what that means. Fight the gods of the Backrooms if you want, but don’t go and try fighting the true forms of the Pillars, because it’s a bit like hitting a shadow.

Trader Perks

Trade Secrets [100 CP]
Among the most important business tips is simple: don't let your rivals know your secrets. People you work with, upon learning something you deem as important, do not speak about it to anyone except others already in the know. The only times they will blab is under the threat of torture, and only if the torturer genuinely intends to let them go after they confess.

Market Research [100 CP]
All the work in the world won't mean a thing if people don't want it, and now, you know exactly what the people want. You have an uncanny ability to uncover what the public would be interested in. Beyond ensuring that your goods will be popular, it also helps with how you market things to people, which is always helpful.

Service With A Smile [200 CP]
When it comes to speaking with people, you are exceptionally good at it. Your voice is like velvet in the ears of others, and could convince others of the usefulness of even snake oil in a clear, concise, and convincing manner. Additionally, you can project any sort of image that you want, be it a rosy-cheeked sweetheart or a stone-cold killer.

Nice Try, Genius [200 CP]
I hope people don't think they can trick you. You automatically become aware if you are being ripped off, swindled, and/or being tricked into some negative bargain. Upon informing the subject of this, they are sufficiently cowed, and will not try to do so again.

For Services Rendered [300 CP]
Nobody is going to get out of paying you, unless that's what you want. From now on, no matter how infamously bad they are at doing so, you will always be paid for any business service you offer someone, with is further boosted based on how much effort you put into it.. In the event the person literally cannot afford to pay you, you are able to accept gifts, a lowered payment, and/or debts. If someone can't pay you, and you don't like them, you can take something valuable of theirs as a form of collateral, which they can do nothing about.

Lucrative Opportunities [300 CP]
Lots of businesses start off with the right person coming across the right situation. You very frequently run into situations whereby you are able to turn a profit. Wealthy proprietors might decide to throw money at you for your services. Maybe you wind up in a place where what you are offering is in dire demand. When you are interested in expanding, your business suddenly develops a surge of popularity overseas.

Money is Power [400 CP]
This is true, but maybe you've never heard of an idiom? All of your parameters grow in proportion to your wealth (Be it in literal money and assets) and status. Having a bigger bank account can boost your strength, speed, durability, constitution, mind, magic, and even beauty. You also receive a boost based on your close associates as well, whether they are poor or extremely rich.

Perfectly Legal, Thank You Very Much [400 CP]
Yeah, I'm Totally Going To Sell You This. You possess an extremely potent bureaucratohazard that renders all of your business actions as completely legal. You can beat your employees into submission, demand everyone wear a maid outfit, buy out all of your competitors, and even release lions on your employees! Nobody will consider these things as even particularly strange.

A Real Trade [600 CP]
Thanks, Satan. You have the ability to make deals with others, be it for power, wealth, loyalty, trade, and whatever else. These deals will always benefit you far more than the other party. Once signed, reality bends to ensure that said deal is carried out on both sides, even if the deal is completely infeasible.

The Art of the Deal [A Real Trade, Capstone Boosted]
I see that you've unlocked the ultimate trade deal method: just rewriting it! You are able to modify any and all deals that are at least tangentially connected to you in whatever way you want. Reality then corrects itself to ensure that this was always the dealing, causing the other party to not even question it.

That's Not How That Works [600 CP]
So you know how vendors in some games all seem to have the same sort of quality goods, even when it doesn't make sense? Yeah, you now have that, but writ large. You are able to enact trade with literally anyone, and they will give high-quality goods based on their profession, with seemingly no limit. A small-time baker giving you thousands of fluffy loaves, and a jeweller could give you the Hope Diamond.

That's Really Not How That Works! [That's Not How That Works, Capstone Boosted]
You are now able to bargain for anomalous and conceptual things, and can trade with non-sapient entities. Furthermore, anything negative will be given to you in a way that doesn't have you automatically receive it. You can make a trade for someone's biological child, and they would become *your* biological child. You can trade someone a crystal in exchange for their depression, and you get a vial of their liquid depression. If someone doesn't want their super cool anomalous power, you can take it off their hands. In exchange for some belly rubs, a dog will give you the bone of some unidentified creature.

Items

Undiscounted Items

You are able to buy each Undiscounted Item as many times as you wish.

Almond Water [50 CP]
Jumper has what Wanderers crave! He's got almond water! You have thermos of Almond Water that will gradually refill on its own, needing only 24 hours to completely refill itself. It will fulfill all of your hunger and nutritional requirements, but not much else.You can buy this as many times as you want.

In spite of the name, Almond Water does not actually contain Almonds, and can be safely consumed by anyone.

Level Key [50 CP]
Level Keys are rare, anomalous artifacts found throughout the Backrooms. They are attuned to a specific level, allowing you to unlock any door on level, and grants access to that level via a doorway in The Hub . You may also use said key to guide your way to said level through the shortest possible route. In baseline reality, Level Keys can open any lock, be it physical or digital.

You may have a Level Key for any level, even if said level usually doesn't have one. Additionally, you cannot lose these keys by any Backrooms phenomena, and if you melt it down to create an object, the new object retains its fiat-backing.

Object 15 - Firesalt [100 CP]
Firesalt is a volatile crystalline substance that can explode and release light through impact damage. It can also be melted into the substance pyroil, which not only burns easily, but can be converted into ingots. This is a very valuable substance in the Backrooms, and you now seem to have ten ingots of the stuff, and now get that much every month.

Object 25 - Babel Balm [100 CP]
Unless you already speak every language, this is going to be invaluable. Babel Balm is the name given to anomalous chapstick that, when applied to or around the lips, will allow the user to understand any language they hear as their first language, with the speaker's lips appearing to match. When applied to paper, this also translates the language spoken. You are given one stick of Babel Balm that never runs out.

Object 19 - Squirt Gun [200 CP]
A weird sort of weapon, but one that anyone can use. This is an anomalous water gun that is able to safely store and utilize any liquid in the Backrooms, while also increasing the potency of most (sans Memory Juice and Liquid Silence). Outside the Backrooms, it can safely store and fire any type of liquid.

Object 48 - Liquid Pain [200 CP]
This is a nasty substance. Liquid Pain is a deeply acidic liquid that is extremely painful to even touch, and extremely lethal if imbibed, with only immediate medical care being able to save you. You receive a thermos of the stuff, and it is given an evil-looking design in case you're stupid enough to confuse it with something else. It gradually replenishes itself, and can fully restore its contents within twenty-four hours.

Entity 29 - Blub Cats [300 CP]
Adorable blob-like creatures resembling cats from the Frontrooms. They are very affectionate creatures that can be tamed via various liquids, with not even Liquid Pain being able to hurt them. They usually communicate through squeaks, but can telepathically communicate with Wanderers. Each purchase lets you buy one variant of blub cat. Please read the article to see variants.

Object 87 - Worn Sack [300 CP]
Who doesn't want an inventory? Although appearing worn, this backpack is very useful, as it has a subspace that lets it store 700 cubic meters of items within, and it always weighs 0.5 pounds. You have approximately an hour of breathable air at a time if you go in to search for something, and you can easily leave it by imagining an exit.

Administrator Items

Modified Maiden's Ink [50 CP]
The Maiden's Ink is a useful tool, used by the Masked Maidens to deliver messages to one another, which cannot be seen by others. You now have something similar to that, including

several bottles of ink that can only be seen by your followers, companions, subordinates, or allies. To anyone else, it just appears blank.

RAI-317-B [100 CP]
You shouldn't have this, but I'm giving it to you anyway. The "Phantom Wormhole" is a strange object created by the Conductor of Level 317. It's a handgun that, by shooting at a (non-living) surface, will automatically teleport the user to that location. This one has been further modified by the Neith Division, and stolen by me, so now it can also teleport you to where any marker of your choice is placed. This works as a regular handgun, courtesy of the Neith Division.

Object 60 - The Throne [200 CP]
A mildly cognitohazardous green chair which makes those of lower mental fortitude believe it's a precious tool. For you, however, it instead gives you a number of blessings while sitting on it, including clarity of mind, access to "secret" knowledge, a surge of courage and passion, increased mental capacity, and an expansion of the soul. The second and fifth blessings are kinda vague, so I'll let you decide what that means. If you don't like its design, you can make it look however you want.

Object 101 - Frvyo Jades [300 CP]
Frvyo Jades are a special gemstone that can detect the danger of entities around you in a fifteen meter radius. The shine of the gem gives away the fact that entities are around you, and their intensity alerts you to how dangerous these entities are. The usefulness of this jade is somewhat limited if you are in a space that is already full of entities. Post-Jump, the jade can be modified to determine hostile intent of any creature, or only supernatural entities.

Small Base [400 CP]
If you want an organization, then odds are that you'll probably need a safehouse to operate out of, yeah? This is a relatively small (Roughly a mile wide) base that you have complete authority in. You are free to set this base in any level from Level 1 to Level 11, although some are better ideas than others. This includes a food & supply storage area, living quarters for subordinates and wanderers, and a few work spaces. This space comes with a few dozen followers skilled in whatever field you want them to. Your entire base is safely protected from any entities and potential hostile wanderer groups. After this Jump, you are free to place it anywhere.

A Real Community [Small Base, Capstone Boosted]
This is no longer a "base" and is instead a real community. It's now twenty miles wide, with hundreds of loyal followers, whose skills are both of your desires and the best at it. You also have a consistent set of wanderers who have found sanctity, and are willing to lend a helping hand. There is a steady supply of food, almond water, and general equipment for everyone to reliably have, although there isn't much in excess. After this Jump, you may place it anywhere.

Explorer Items

Object 38 - Modified Red Light, White Light [50 CP]

Object 38 is a white stick with a material that, when exposed to something with a sufficiently high microbial count, will turn red to alert you of danger. This is valuable when investigating levels that may have unknown hazards. It's original version could only warn of biological (ie. bacterial, fungal, or viral) contaminants, but this one can also alert you of chemical and

radiological threats. You have an endlessly replenishing stock that refills after using it. Immediately dispose of them they turn red.

Object 7 - Memory Jars [100 CP]
"Memory Jars" are strange objects in the Backrooms that trap the memories of people who have died near them. Appearing as small glowing orbs, "touching" a memory will play it in your mind's eye, so you can see how they died. This item is not a Memory Jar, but instead a promise that, on unfamiliar and dangerous levels, you will find some type of Memory Jar that will detail some hitherto unknown danger.

Modified Object 13 - Portable Terminal [200 CP]
Object 13 is the Office Terminal, a computer device on Level 4 that lets you communicate with others via a chat room. This one is a little different, as it is similar to a laptop, is functionally indestructible, and in addition to the chat function, can also grant access to the M.E.G Database.

Object 34 - Cassette Recorder [300 CP]
Object 34 is a cassette player that, when its music is played, renders anything hostile within ten feet of the recorder docile. It can be given by The Musician if he sees you struggling, although it can be found out in the wild. This cassette is totally indestructible, but it will return to you in the event that it becomes irretrievable.

A-Sync Hazmat Suit [400 CP]
I wonder if you thought I wasn't gonna offer this? This doesn't have to have the A-Sync branding, but the design is the same. This suit is nigh-indestructible, and can ward you from standard environmental dangers, along with chemical, biological, and radioactive materials and substances. It's also easy to breathe in, and does not stop mobility. Do note that this won't protect against radiation, temperature, and general esoteric hazards.

Altered Reality Protection Suit [A-Sync Hazmat Suit, Capstone Boosted]
Now *this* is the best protection you can have. This suit was based on the hazmat suit, but has been further augmented through experimentation with materials in the Backrooms. The end result is an Absolute Exclusion Harness that protects against just about everything, and sustains your body without the need for nutrition. It has an internal temperature regulation system that keeps you at your preferred body temperature. Additionally, it shields from radiation, and wards away supernatural environmental hazards like teleportation, transmutation, irregular chronal threats, and reality restructuring events. Direct threats from entities still remain a threat, but the environments of the Backrooms will not hurt you.

Innovator Items

Modified Object 33 - RoboPet [50 CP]

RoboPets are customizable robots created by Backrooms Robotics to serve as companions and protectors. Taking the forms of animals, this had a nasty problem of attacking all entities, which includes humans. Luckily for you, this problem has been amended, and while your RoboPet isn't that strong, it cannot be destroyed, will teleport to you if you are too far away, and it will only attack hostile entities. You are free to buy as many as you want.

Object 49 - Compression Cube [100 CP]
Compression Cubes are powerful weapons created by Backrooms Robotics for the purpose of self-defense. When opened, it will suck in any biological material in front of it, and compress it down into a cube, killing it instantly. This has little effect on gaseous entities like Smilers, and there is the chance of it killing the user. We've made sure that yours is far easier to use, and can also target specific entities in front of you, rather than everything.

Object 32 - Reality Fresheners [200 CP]
Reality Fresheners are advanced tools employed by the Backrooms Remodeling Co., used extensively in their operations. When "plugged" in (An actual outlet is not needed), it releases a mango-like scent which solidifies the fluid behavior of the Backrooms, making it far more uniform and in line with Frontrooms laws of physics. This also causes entities to grow distressed and confused in these locations. This is unhelpful in levels whose hazards are in-line with standard physics. You receive a crate of these every month, and they have a relatively small range, so while you can do a lot, don't go thinking you can freshen up a whole level.

Object 16 - Skirodemium [300 CP]
Object 16 is a building material that superficially resembles concrete. Found exclusively on Level 948 ("Road Convenience"), it can resist high pressures, acts as a great insulator, and is both light and durable. When blended with various liquids, it can become other materials. You receive a truckload of Skirodemium, which replenishes every day.

Your Workspace [400 CP]
Someone like you needs his own space to work in, and this'll help! You receive a workshop/laboratory hybrid which is stocked full of neat tools and writing materials for you to use. It's small-scale, but you can use this place for pretty much any sort of experimentation.

The Factory [Your Workspace, Capstone Boosted]
Definitely not *that* Factory, but this one is pretty useful. This is a multi-story building stocked with supplies, useful followers, and a large laboratory for you to perform multiple experiments and forms of research. As the name suggests, it also has a large factory (Whether it's automated or manned is up to you) that lets you mass-produce whatever item or creation you have or come up with. Everything created in the factory is guaranteed to be of the highest quality.

Lawbringer Items

Object 24 - Wall Mask [50 CP]

Object 24, whose true name is the Maiden's Mask, are masks that bestow strange powers onto the wearer, at the cost of altering their personality, with the weaker willed becoming homicidal. You are not weak of mind however, and can use these for their benefits. Each purchase grants you whatever mask you desire, and you can purchase a Wall Mask as many times as you want.

Entity 226 - Lawcrow [100 CP]

Lawcrows are believed to be extensions of Argos, created from his essence, and further bred by the Eyes of Argos. They can detect truths and lies, hear through walls, have the same intelligence as a nine-year-old child, and have silent voices to speak to whomever they please. They are by and large docile and benevolent, but will try and attack the sinful unless held back by you.

Containment Facility [200 CP]
This is more like a prison, actually. You have access to a facility that allows you to imprison any of your targets, and carry out their sentencing/rehabilitation. Once successfully jailed, your target cannot escape through normal or esoteric means. The facility is staffed by jailers who will treat the prisoners as humanely as they possibly can.

Modified Object 20 - Anti-Achlys [300 CP]
Rixa Gas, also known as the Tears of Achlys, is among the most abominable tools of the Unbound Explorers Coalition. This is a concoction that, when sprayed through a nozzle, transforms into a gas that rapidly induces the Wretched Cycle. What you have is something of a middle finger to the U.E.C, and a very useful tool. This "Anti-Achlys" actually reverses the effects of the Wretched Cycle. This can even revert Wretches back to their human state, but it tacks a lot to do so. You receive a full tank of Anti-Achlys, which replenishes every day.

Instrument 80 - Retributors [400 CP]
Among the powerful weapons in the Backrooms, these spiritual devices are extensions of the user's soul. Similar in appearance to a gun, these weapons become stronger based on your own willpower, although even a weak-willed man can still have the equivalent of a gun. For those of greater constitutions, however, this weapon will eventually synchronize with you in total, and bestow immense power. The Retributor is both physical and intangible, meaning it is lightweight and cannot be stolen from or used against you.

Extension of the Will [Instrument 80 - Retributors, Capstone Boosted]
It can be said that Argos is the judge, jury, and executioner of the Backrooms: the extension of justice itself. However, he is hardly the only force of justice in existence. What you have is not just a weapon, but a partial manifestation of ***THE SPECTER***, who will aid you when you need to mete out justice, fight crime, and generally save people. You still have your Retributor as well, whose power is magnified considerably.

Slayer Items

Modified Object 69 - Paralysis Bullets [50 CP]

Bullets crafted from Object 69, which are strange gloves made from a fur-like material. When directly touched, this causes paralysis in any biological organism, be they human or entity. Prolonged contact can induce nerve damage and even total paralysis. These bullets were fashioned with the material from the gloves, granting a significant advantage over hostiles. This comes with a simple handgun

Luvidium-Modified Kalthoff Rifle [100 CP]

Dangerous creations of Architect Industries, that are very few in number, Also simply called the Luvidium Rifle, this is, as the name implies, a firearm built to contain and utilize the Luvidium Crystals of Level 117. It utilizes the Luvidium Crystal to fire off extremely strong rays of gamma radiation that can near-instantly kill anything that can absorb ionizing radiation, which can be any organic matter, and all organic life. Be sure to avoid hurting something you care about, yeah?

Modified Object 43 - Tarot Cards [200 CP]
Object 43 is almost exactly what you think it is, being a collection of tarot cards invoking the major arcana. When activated, they will either invoke a positive effect when manifesting in the upright position, or a negative effect in the reversed position. Afterwards, it will be unavailable for the next 48 hours. This version is slightly different, as you are able to activate as many of the positive effects as you want at once, but it will take 48 hours to recharge all of them. Please read the article to understand its abilities.

Object 75 - Chekhov's Gun [300 CP]
Object 75 is an unusual, yet nonetheless invaluable weapon. Taking the form of a standard Mosin-Nagant rifle, Chekhov's Gun manifests via an arbitrary set of rules, but invariably winds up to a wanderer that is otherwise in danger. They have a short time frame to grab it, but if they do, it will either kill, stun, or blow away the entity, saving the wanderer. Buying this guarantees that it will always manifest when you need it.

Spear of Atmos [400 CP]
Now this is the big leagues, Jumper. This Spear, which has been won in a game on Level 317, is a replica of the weapon used by Atmos, the God of Weather. Is that an actual god? Who knows! But the power it contains is very real, having control over the weather, utilizing different weather-based attacks, and just generally packing a real punch. Generally speaking, the weather you control is dependent on the environment you are in.

The Old Man of the Lake [Spear of Atmos, Capstone Booster]
It seems as though the spear you are carrying holds a significant amount of Akiva Radiation, meaning it's the real deal! Slight issue though: the spear itself doesn't belong to someone named Atmos, but instead Skell, Klamath God of the Sky and the Animals. Your weather control is not only considerably magnified, but you can also create ectoentropic weather patterns , letting you do things like flooding a level without any water in it, or creating cold fronts in levels where the weather is always hot. What's more, you have the ability to summon spiritual visages of animals, and dominate non-intelligent fauna.

Trader Items

Object 5 - Candy [50 CP]

Object 5 is a set of anomalous candies that were allegedly created by the B.N.T.G. that, upon being consumed, offer strange, mildly useful effects. You receive a one pound bag of each set of candy that endlessly refills. Most work the same as listed, save for Hazardous Waste, whose corrosive effect does not negatively affect you. Additionally, its addictive effect has been removed

Object 201 - Halo Antiserum [100 CP]

Oh boy, the black market is gonna love this! You possess Halo Antiserum, which is capable of curing any toxin, poison, curse, and negative effect in the Backrooms. This stuff is insanely valuable, and is very rare

due to it requiring the blood of the endangered Entity 201. You have twenty vials of the antiserum, which do not break down, don't trigger hallucinogenic side effects, and replenishes every week.

Object 16 - Royal Rations [200 CP]
This is both very useful and *very* troubling. Royal Rations are a gelatin-like substance that is guaranteed to be the best thing you've ever tasted. Consuming any amount of one will give you the proper nourishment of three full meals, but most people naturally want to eat all of it. You now have a single large box of the stuff that will replenish within a week. These will taste marvelous, but will not induce the same rabid desire if you don't want it to.

Object 74 - Warpberries! [300 CP]
Oh, what a joy this little trinket is. These anomalous berries have the ability to teleport you to the level that these were grown in when consumed, and they can be grown on any level. You receive a basket-full of warpberries that replenishes after every month. Additionally, it's penalty of trapping everyone upon too many being consumed at once is lifted.

Trade Vault [400 CP]
Hopefully the B.N.T.G. doesn't sue you for copyright. You have a sublevel that can be attached to any safe level. It is an endless Warehouse full of various supplies that can either be used by you, or traded to Wanderers. Do note that you only start off with "basic" supplies (Like Almond Water or weapons).

Merchant's Guild [Item #4, Capstone Boosted]
A warm thanks to the many members of said guild, bankrolling these terrible, terrible trades. In every safe level you can access, you will find that you have a trade store open, with easy access to the Trade Vault. Additionally, you can establish outposts for levels with valuable resources.

In following jumps, these stores and outposts will manifest as normal locations as part of a franchise.

Companions

Import/Create Companion [50 CP/200/500 CP]
For every **50 CP**, you may either create or bring along any companion you want, with them getting **+600 CP**.

For **200 CP**, you may import or create up to eight companions, each getting **+600 CP** to spend.

For **500 CP**, you may import as many companions as you desire, an create up to 16 companions. All of them will receive **+2000 CP**.

Recruit Wanderers [100 CP]
There are plenty of fish in the liminal sea. You are now able to recruit any Wanderer or unique Entity that you want, provided that they are not in the Companions section.

Your Brother(?) [50 CP]
Who the heck is this kid? Have you met him before? This eight-year-old boy insists that you're his sibling. The two of you were just playing, but then he suddenly wound up here. Maybe he's some lost sibling of yours from your original world…or maybe he senses what little is left of his sibling in you. Whatever the case is, he's very loyal and a sweetheart, doing his best to help you.

Gremlin Girl [100 CP/+100 CP]
The people around here sure are weirdos, but this one takes the cake. Born under the flag of freedom, this girl allegedly chases fugitives, and is a gremlin (Whether that is literal or not is up to you). She appears to have stumbled into this place while hunting some criminals, and eventually found you! This girl is very fun-loving and mischievous, but she's also incredibly strong and clever, able to overcome any entity.

For **+100 CP**, she is…a little scary. If you chose to have an identity in the world, you'll have met her beforehand, and the two of you will have been friends. If you were a pure Drop-In, she'll just get very close to you very quickly. Either way, she becomes very clingy with you, always wanting to play with you. She'll get jealous if you don't spend time with her. It won't devolve into murder or anything, but she'll be very upset at you

Friendly Fugitives [100 CP/300 CP]
This is an interesting group of people you've got here. These are five fugitives, whose crimes weren't actually that severe. Nonetheless, they escaped from their jail, only to drop a pocket in the ground, and fall into the Backrooms. They stumbled onto you, and after meeting them, came to the conclusion that staying with you is their best method of survival. All of them are quite athletic, and although kinda silly at times, are very loyal to you and one another.

For **300 CP**, these fugitives aren't normal people anymore. They're instead anomalous beings who were immured in a place known as The Cell, imprisoned by godlike beings for their dangerous potential. The Librarian has enormous magical power, and access to information that should not be known. The Raven is the demonic child of the Devil's second-in-command, whose voice can inspire madness. The Jewel controls emotions and compels obsession in those of lower mental fortitude. The Twins are…well, they're just two hellhounds that were a pain in the ass for everyone else. Still, none of them have ever actually had particularly hostile intentions, and if you bring them along with you, you'll get some powerful allies.

Da Capo al Fine [200 CP]

This person is, objectively, one of the best people you could have run into. Her past is a complete mystery, and odds are that her name is not literally a musical instrument. Whoever this really is, she's got a whole menagerie of abilities, including reality bending, thaumaturgy, Sarkic flesh bending, and shapeshifting. She's also a great military strategist and administrator, especially since, when she escapes this liminal hellhole (Which she will do no matter what your options are), she'll become the Under-Secretary of the United Nations Global Occult Coalition.

MASTERMIND.aic [200 CP]
Who the heck is your friend? This AI does not know who they are, only remembering that they first "woke up" in some random PC in The End. At some point, they managed to escape the level by latching onto a Wi-Fi signal that went into the greater Backrooms internet. There are some…obvious *issues* with this story, but MASTERMIND, name aside, is a surprisingly kind soul. It is able to compile, analyze, and interpret a nigh-infinite amount of data, and displays hypercomputational capabilities. Although their identity is lost, they have latched onto you as a friend, so please take care of them.

The Demon [200 CP]
This person's name is misleading. They are not an actual demon (Which is very possible in this place), but rather Laplace's Demon, as they have such mathematical skill that they can accurately predict even the future. They've only ever had one slip up, which was ignoring the absurdity of falling beneath the floor, which caused them to wind up in the Backrooms. Now though, you have appeared in front of them, and all of their calculations fail. Both out of curiosity of someone they can't predict, and the security that you afford, they have chosen to join you.

Semblance Formatting

"Use this as a way to customize your semblance. I hope you like it."

Semblance Perks

*In the section of this document, you will instead use **Semblance Points [SP]** to define the strength of your semblance. You start off with **+2000 SP**. CP and SP have a conversion rate of 2:1. Your base SP can be converted into CP as well.*

Solid State Semblance [Free; Mandatory]
This is really the only perk that you'll need from this section, and one that is required to make being a semblance actually worth it. The very nature of a semblance makes them unstable in both

physiology and mental state when exposed to time. This perk ensures that you are incredibly stable, as though you were deleted and then returned back to standard existence. While some benefits of deleted gestalts are lost to you (You still need to eat and sleep as you previously would), and you can still die, you can exist as a normal human being, and cannot have your data overwritten.

Data Remanence[Free]
A very common aspect to those who have been "deleted" is that they are sometimes retroactively erased from existence, and all data/memories connected to them no longer exist. Your existence and memory are now erasure-proof. Even if you are deleted from existence, people still remember you, and any records connected to you will still exist. This also tempers your own memory, letting you recall anything you know, even things that have been changed via reality restructuring events.

Void Protection [50 SP]
Deletions personnel operate outside of standard space-time, giving them a special connection to nonexistent spaces. While fellow wanderers fear places like The Void, you operate in it, along with other vacuums, just fine. If people are with you, you can protect them, but you'll need to leave quickly.

[DELETED] Does Not Exist [50 SP]
While people you care about having your data is usually good, it might be better if certain people don't have it. At will, you may delete any knowledge of your existence from the minds of specific individuals and databases. Note that you cannot do this if they have directly observed you, or have been informed by someone who has.

Need a Hand? [50 SP]
Or maybe an arm or a head? You are able to send any disembodied ligament to someone in another location, so long as you are connected to that person in some way. This disembodied part can also hold and teleport non-living things as well. To make this useful, you also become instinctively aware of if someone needs help, and you have what they need.

Fragmentary Combat [50 CP]
As it turns out, semblances like you do have an esoteric form of combat. You are able to release jagged extensions of refracted light. These extensions destabilize the data in a given location, making it rather useful against semblances. Of course, anything that can be said to exist is made up of data, making it a suitably lethal form of attack.

Please Reformat Before Proceeding [100 SP]

While you might be a big bad semblance, things can still damage you considerably, or otherwise taint the data inside you. As a result, perhaps a deep clean would be necessary. At will, you may reformat yourself, instantly revert your state of existence back to its original state.

Read-Only [100 SP]
Modifying a Semblance's parameters is a very real threat, and as SCP-7079 shows, it can be a fate worse than death. This ensures that something like that cannot happen. Unless you can otherwise ward it, people can ascertain your parameters and capabilities, but they are never able to modify it, positively or negatively, unless you actively desire. In RPG terms, this protects you from debuffs and status effects. This will not protect you from things like transmutation, unless said effect is temporary. It will also not protect you from being transported or put in a trap.

Read-Write [100 SP]
Just because others can't modify your data, doesn't mean you can't do so. Certain gestalt consciousnesses are noteworthy for changing their heads, or suddenly having wax hands, although they do it due to instability. You are capable of mix-and-matching data from your various Alt-Forms to create strange and/or powerful amalgamations. If you took on a different form in a Jump, and it wasn't an alt-form, you can still use data from that form as well.

Abnormal Ictus [100 CP]
While only questionably existent, you still maintain enough of an identity to be able to be understood by others. This is unacceptable, so now, you cannot be predicted. More specifically, you possess stochastic improbability, and cannot be predicted by either future sight or really good mathematics.

Me's a Crowd [200 SP]
Say what you will about the standard nature of Deletions agents, but the ability to have multiple bodies is very useful. You can now do that, creating a copy of yourself by shaving off a part of your overall power. They are connected to you, so you see and control everything that they do. Furthermore, if they are prematurely terminated or sunsetted, they automatically return to you, and you get no trauma from it. Theoretically, you could make as many as you want, but I'd recommend only a few, unless you want to be pathetically weak.

How much power you give to your copies is up to you. It could be an even 50% split, 5%, 11%, 75%, 0.005%, or anything else.

Which Me Learned This? [200 SP]
It seems like you've picked up some data from some scientist or something. By purchasing this, you get the equivalent of a lifetime of study in any specific field of study, be it mundane or esoteric. You are free to purchase this as many times as you please.

T H E C U R R E N T O F E N E R G Y [200 SP]
You've got an interesting power source here, albeit one that is extremely dangerous for those who aren't you. You are connected to ***THE CURRENT***, a powerful source of deleted electricity that gives you an infinite source of energy. Note that you can't fire off attacks with infinite energy, but you can always operate as though your reserves are topped off. Be warned that without special technologies, usage of ***THE CURRENT*** in any normal system *inverts* energy, severely draining energy and increasing consumption. Don't try to be a hero, unless you want the whole world and every living thing on it to turn into windmills. No, this is not a joke.

Tangential Affairs [200 SP]
Sometimes, there are incidents that are so huge that they cam't be concealed, despite you very much wanting to do so. This Perk allows for you to select remove the memory of certain events from the population. The event will have happened, and those in the know can remember, but the public at large will have no recollection of said event, nor will they view the changes it caused as being particularly unusual.

Friends in Synecdoche [300 SP]
The Department of Deletions, when necessary, can work together with Surrealistics, a group whose whole identity is rooted in nonsensical frames of logic outside standard comprehension. This is done via Research Station Synecdoche, whose inner chambers swirl like spirals, and its floors are made out of logical swiss cheese. Put simply, illogical, bizarre, sanity-blasting, and generally atypical geometries and frameworks don't bother or effect you much

Tenebrarius Classification [300 SP]
Sometimes, information that barely affects you can be seriously damning towards others. You now have the ability to declare any information as "Tenebrarius," with anyone without protections similar to you being completely blackboxed in body, mind, and soul. If some curse or hazard can hurt someone that isn't you, feel free to stop it from being a problem. Note that this won't stop your companions from beating the shit out of said problem if it is physical in nature, they just won't be able to understand what it is.

This is For a Different Group! [300 SP]
Fun fact, the guys who act a lot like you run into problems of being mistaken for a group who operate in unreality. Unreality is…a lot different from you, namely by the fact that they literally don't exist and have no presence in reality. Despite that, they are active…probably, although you'll only ever meet their liaison. With this perk, you can decouple yourself from existence, rendering you totally immune to harm, although you cannot fight either. Despite that, you can have liaisons who seemingly understand your intent, and can carry out your will for you. You may return to reality at any time that you want.

Architectural Genius [300 SP]
You *might* have been part of the neutralization team of SCP-184, along Andry and the others of Deletions. You could also just be an anomaly similar to 184. Whatever the case is, you now have the power to modify the interior of locations that you can be said to have control over, creating and decreating whatever you can imagine, and infinitely expanding these spaces.. The issue with this is that it becomes a lot more incoherent and nonsensical the further out you go.

Blackbox [400 SP]
Where do we go when we fade, fade away? Lots of places, actually, but they also go to you! When things are completely inaccessible, or otherwise totally forgotten by the wider world, it seems to come to you. You are connected to a parallel pocket universe full of weird stuff, including objects and living entities. Do note that if it can actually be found, you won't automatically get it.

Welcome to Deletions [400 SP]
Congratulations, random prisoner, because you are getting a promotion! So long as someone is weaker than you, you can delete and absorb them into your gestalt. By doing this, you get their power and form. This can also be done consensually, which lets them operate semi-independently from you.

Concentra [400 SP]
Gestalts are resistant to a lot of things, but even they can fall prey to recursive phenomena, being trapped by their information.You are a lot different from them. You are able to instantly identify and "kill" any looping phenomena, terminating space-time loops and groundhog day scenarios.

Conceptually, this lets you defy any type of cycle.

In Antiabsentia [400 SP]
With very few exceptions, nonexistent phenomena cannot interact with existent phenomena. Even agents of unreality require an existing liaison to do anything. You are no longer bound to this constraint, as you are able to temporarily convert any Perk, Power, or Item of yours into a nonexistent phenomena, allowing for it to assist you in realspace. Phenomena that operate like this cannot be "turned off" by anyone or anything, even Drawbacks or Gauntlets, because they technically don't exist anymore. You are only allowed to do this with one thing per Jump, unless you buy this Perk multiple times.

Semblance Flaws

A Flawed Semblance [Free/+100/+400 SP; Mandatory For Section]

The type of semblance you have been made into shouldn't have any flaws at all. Still, if you really want everything, take as many of them as you want.

For **Free**, this will be erased at the end of the Jump. For **+100 SP**, this becomes part of your Semblance Alt-Form unless you complete the scenario **CACHE OF THE FORGOTTEN**. For **+400 SP**, the previous stipulation applies, except that the flaws become part of your Body Mod, thus affecting all of your forms.

Stilted Speech [+100 SP]

Can’t you talk like a normal person? Your speech pattern is very odd, as though you are reading off a script, or are otherwise very flat in your intonations. The only times your voice sounds particularly passionate is when another flaw of yours is flaring up, so others might misconstrue you as being mentally unstable. Despite this, you can still meaningfully get your intentions across, and your social perks still work, although any speech-related ones are nerfed.

My Upper Body is Gone [+100 SP]
You don’t have the best control over your form. Sometimes you’ll be the shape you want, and other times your head is replaced with wax, or maybe your chest just decouples itself from existence. This isn’t terrible, since you’ll be able to operate as you normally would, but it will definitely freak people out.

“I've had countless first memories. One day I might have yours.” [+100 SP]
Are you a boy, a girl, or a lamprey? Were you born in Perth, Leeds, or Pensacola? Was it the 80s, 70s, or 2076? Trying to recall a singular history is borderline impossible, as you’ll suffer a bleeding effect. You might well start vomiting saltwater if you try and recall the first time you went swimming, only for some random part to remember drowning. Recalling recent history might even be problematic. Be sure to keep a diary, as it will ameliorate the issue.

A Cat Died Here, In This Closet [+100/+200 SP]
Now normally, the fact that you are made up of a whole lotta different detritus only becomes a problem if you try and think about it too much, it now becomes an active problem.

For **+100 SP**, this is only mildly troublesome. You might talk about one thing, before you start a completely different train of thought for no reason.

For **+200 SP**, this becomes a genuine problem. Someone looks vaguely familiar to some random person one piece of your consciousness met, and you dislike them. Sometimes you’ll see something innocuous, only to become horrified due to its apparent connection to something terrible.

Life is Pain, Dayo [+200/+300 CP]
As you already know, gestalt consciousnesses born of deleted material break down when exposed to time. You may now choose if you want to have that problem yourself.

For **+200 SP**, this is a dull pain, really. You won’t fall apart like other semblances will, but you are liable to get headaches when exposed to time. Going to the Gray to rest for a bit every few days will clear it up. For **+300 SP**, you get the full Deletions experience. You become mentally and physically unhinged if you stay in baseline for too long, and it takes a significant amount of time in deleted space to recuperate.

Chiasma of Wisdom [+300 SP]
Although semblances are typically immune to most esoteric hazards, Iconohazards are unfortunately not one of them. You appear to have been struck by one that is simultaneously existent/nonexistent, which causes a…*"Personal ZK-Class Reality Failure Event."* Yeah, that's really bad. You won't experience that level of existential pain all the time, but you will be intermittently struck by a panic attack and question if you really exist or not.

So That's How It Ended, Is It? [+300/+400 SP]
The road to Hell is paved with good intentions, and too much of a good thing is still enough to end the world. Some part of your consciousness holds memories that implicate you in the destruction of an entire world. The intensities are based on certainty.

For **+300 SP**, you are given vague allusions to it. You don't have full context for it, but you know something happened, and that you had some involvement in it. This will no doubt cause significant personal heartache, and melancholic behavior.

For **+400 SP**, you are intimately aware of what happened. You yourself were directly responsible for that grave crime. Maybe you were just a selfish asshole who ignored the warnings, or maybe you were just someone trying to do real good. Whatever it is, it will be for a reason that the current you could not justify. This will cause serious psychological distress, misery, and quite possibly the worst form of Survivor's Guilt.

Please Stay With Me [+400]
I have good news and bad news for you. The good news is that staying with someone you care about, be it your companions or just friends, your other maluses become less frequent and potent. The bad news is that being away from them will magnify these effects. Also, you get a little too existential without them, questioning what you are if you don't have them at your side. You are also guaranteed to run into several situations where you are alone.

"Thanks, I can't fucking stand that guy." [+400 SP]
You have an…*interesting* case of Dissociative Identity Disorder. As a gestalt, you have multiple personalities competing for their dominant place at any given time. This may occasionally manifest as a secondary copy of you suddenly manifesting, which you will have to reintegrate. Your identities will not do anything that will ruin your chain, but they don't like one another, and you may find yourself fighting yourself quite often.

ENCHAINED IN THE CLOSED SYSTEM [+500 SP]
I'm not sure if I can justify you taking this. Something has bound your semblance to the Backrooms, and you can't escape it. You cannot continue your chain until you get rid of these

chains. Completing the Scenario **CACHE OF THE FORGOTTEN** is now **Mandatory** to finish your Jump.

Drawbacks

You are able to choose as many drawbacks as you want. How these drawbacks interact with one another, even if they seem somewhat contradictory, is completely up to you.

Prolonged Stay [+50 CP]
Stay a while longer, why don't you? For an extra **+50 CP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

Unfinished Business [+200 CP/+100 CP; Requires a Scenario]
The Backrooms is this inescapable realm, so it's only fair that you play by the rules like everyone else. Your Jump no longer ends until you've completed every Scenario that you've taken. This means that you could hypothetically spend less than ten years here, but this will not overwrite **Prolonged Stay**.

For **+200 CP**, you would have had to not take **Prolonged Stay**, and it is only **+100 CP** if you did. You automatically receive this Drawback if you take **ENCHAINED IN THE CLOSED SYSTEM** for **+200 CP**.

Job's Not Finished [+1000 CP; Requires Unfinished Business]
Okay, Jumper, maybe this is just a bit extreme of a choice? You will no longer be able to complete this Jump until all Scenarios, sans the maximum rank of **Cygnus Storyteller**, have been completed. Naturally, you will need to take the essential Drawbacks for specific Scenarios. You automatically receive the CP from Scenarios for accepting them, because you'll chainfail if you don't complete them anyway.

It Always Ends Here [+500 CP; Requires Job's Not Finished]
Are you some sort of masochist, or maybe you have a death wish? The previous stipulations apply, with the added caveat that you must select every single negative Narrative/World Modifier, and you must complete the maximum rank of the Scenario **Cygnus Storyteller**. If you were *already* doing that, then I guess just enjoy the "free" points, and good luck.

Sorrow of the Wanderers [+100 CP]
Maybe you were a little too optimistic to think that the Backrooms would be all happy? The Backrooms now have a far more depressing atmosphere, and people just seem a lot more downcast.

Dark Modifier[+100 CP]: Everything is just bleak. Many Wanderers openly show despair at their situation, with a not insignificant number taking their own lives. You can slowly change things if you can prove that things really can get better.

Terrible at Stealth [+100 CP]
While trying to sneak around, you are now twice as likely to alert hostels to your location. Stealth perks can mitigate this greatly, but there is always the chance of them failing.

Waves of Entities [+100 CP]
It seems that the Backrooms now have twice the number of hostile entities than it previously did. The good news is that this obeys your **Entity Count** choice, so it can be mitigated.

Absolute Gong Show [+100 CP]
I hope you *want* to look like a clown, because that's what you are going to be. In situations that it'd be unhelpful in, you find yourself appearing a lot more stupid or incompetent than you actually are. It won't actually affect your abilities considerably, but it will mess with your reputation in ways you don't want.

What Did I Do? [+100 CP]
You have somehow done something that has caused some major character to perceive you as an enemy to be defeated. They won't be influenced by your charisma, but you can win them over through good ol' fashioned diplomacy.

Save for individuals connected to the Cygnus Archives, you may choose any named character that you want. This option can be chosen as many times as possible.

Never Should Have Come Here [+100 CP]
For whatever reason, you seem to run into a frankly unreasonable amount of bandits and thief wanderers, which will happen even when you are incredibly famous and powerful. This group is separate from your population selection.

Serious Business [+200; Requires *Never Should Have Come Here*]
Every three months, you will be required to put down a relatively dangerous group of brigands that harass you or members of your organization. You should usually be able to put them down with minimal casualties, if any at all.

A Real Challenge [+300 CP; Requires *Serious Business*]
Each year, one of these hostile groups will be of a level that can seriously challenge you and your current group. They won't be superior to you, but unless you use tactics, you can very well lose.

Hospitality Issues [+200 CP]
Until you really establish an interconnected network, you're going to have to rely on the willingness of others to let you stay with them. Unfortunately, you seem to have a much harder time with this. You are unable to stay in a group not of your own creation for more than a week. You will either have that time explicitly set, some disaster happens, you somehow annoy someone important, or you just become struck with Wanderlust.

Apex-tier Pluripotent Headaches [+200 CP]
So, funny thing you should know: all gods are real, and even ones on Earth can interfere in the Backrooms due to how metaphysics work. The Backrooms *already* has its own fair share of gods (Some more impressive than others), but expect to deal with more, far more esoteric ones. Hopefully you can meet the Broken God, since they're pretty nice. Others are much less so, with the Crimson Shah being unpleasant at best, and some best left unsaid might well be a death sentence.

Dark Modifier [+100 CP]: You are *not* going to be having a good time. Unless related to a Scenario or Companion, your only interactions with anomalous entities are the evil or insane

ones. Good luck dealing with bastards like Yaldabaoth, the Scarlet King, and the various other mad gods.

Getting Targeted [+200 CP]
Just screw you, I guess. While you still need to be detected, the moment one hostile entity detects you, *every single one in the Level* does as well. You'll likely have to deal with an onslaught of hostile creatures, which you and your companions may or may not be able to deal with. This effect resets once you leave the Level though, so be sure to find exits as soon as possible.

Bad Vibes [+200 CP]
People who aren't your companions and followers will initially treat you warily, even if they have no reason to do so. You have to make a really good first impression for this to be removed, or do enough good that they concede that they were wrong.

Too Many Side Quests [+200 CP]
For most Wanderers, leaving a Backrooms level is usually as simple as finding an exit. This is not the case for you, because in every Level and Sublevel you wind up in, you will usually have to do some weird action to escape, similar to the layout of games like *Escape the Backrooms*.

The Savior is Here! [+200 CP]
You're the hero now, even if you never wanted it. The second you arrive in the Backrooms, you become the subject of a prophecy about a messiah that will lead everyone out of the Backrooms. No matter what you do, you will perform actions that only seem to confirm this in the eyes of others. After a while, just about every Wanderer you encounter will have heard of this prophecy, with many believing in it. Expect to have many people bother you about it, or expect you to butt into problems that don't involve you.

Dark Modifier [+200]: The misery in this place is palpable, which is likely why everyone has latched onto you so tightly. A high percentage of Wanderers have a "holding out for a hero" mentality, meaning you will have to deal with every little issue that crops up, even if others could realistically do something about it.

Cold and Calculated [+200/+300 CP]
Could these idiots stop ruining your reputation?! Your companions, and any potential friends and lovers, unless they are through-and-through heroes, seem to just love doing morally questionable things behind your back. They'll still genuinely care for you, but they will see certain immoral actions as totally worth it, even if you would find it reprehensible. For **+300 CP**, you will also be incapable of truly disliking them for it, and you are unlikely to seriously punish them.

Damn Bureaucratohazards [+200/+300 CP]

Traders just *love* trying to rip you off. For **+200 CP**, unless you are a valued and consistent customer, people will try to overcharge you on certain items, and/or try to give you shoddy wares. You can stop this if you are aware of the actual price of said items.

For **+300 CP**, you are now actually subject to a Bureaucratohazard (A nonreal semiontological hazard that affects legal proceedings) that forces you to actually accept these terrible deals. What's more, traders can find out that you accept these deals, and try to deliberately hike up prices. You will probably need to get self-sufficient as soon as possible.

Into the Midst of Battle [+300 CP]
From now on, whenever you travel into a Level, you always wind up in the least opportune spot you can without immediately dying.

A Broken Mirror [+300 CP]
Why do things always feel so bad? Levels are now their worst possible interpretation, in terms of survivability. The Snackrooms is a mess, the Crimson Forest has been destroyed by a meteor, and even peaceful levels seem to be much easier to accidentally leave.

Limina Effect [+300 CP]
Reality is falling apart, and it's very very bad. The Limina Effect is a phenomenon whereby the Frontrooms' reality suffers from structural decay, causing various holes in reality, leading to entrances into the Backrooms. The reasons for this can be singular or manifold. Whatever the case may be, the baseline is falling apart, and huge chunks of it are falling into the Backrooms, causing significant imbalances and effectively damning baseline reality. Don't worry though: the Frontrooms is only doomed *after* your Jump ends, unless you do something about it…

Living in a Dream World [+300/+400 CP]
Hurt people hurt people, as the saying goes. Organizations and people as a whole are a lot more selfish, and usually interact with you and your group with ulterior motives. This doesn't need to be done out of actual malice, but trust is just something that is hard to have in the Backrooms. Maybe Skinstealers are bigger nuisances than usual?

For **+400 CP**, you are a deeply idealistic person who sees the good in everyone. This won't stop you from realizing when you are being used, but so long as their motives aren't complete and utter destruction, you are willing to accept it. Still, through hard work, dedication, and probably social engineering, you can make a society that values empathy as a virtue, and not a weakness.

I Wanna Go Home! [+300 CP]
You are struck by a persistent desire to leave the Backrooms and return back to baseline. This will occur even if you have no memory of the Frontrooms at all. As a result of this persistence,

you more easily become demoralized if you cannot make significant progress, and you become obsessively compelled at following any sort of rumor that might lead to you escaping.

Evolved System [+400 CP]
The Backrooms has grown as a threat, with most Levels adapting to the presence of Wanderers in some way, with every Danger Level increasing in some way. This now makes dangerous levels somehow even worse, and also makes "Paradise" levels much harder to access in general.

Shattered People [+400 CP]
It's all up to you to fix things, Jumper. By the time you've arrived, the majority of organizations have either collapsed, splintered apart, or were never created in the first place. As a result, don't expect to have a whole lot of big groups to ally with.

Dark Modifier [+200 CP]: To make things more troublesome for you, the groups that are actively hostile, and/or deeply authoritarian still exist at full strength. Expect to deal with cultists and fascists.

With Cruel and Merciless Intent [+400/+500 CP]
The Backrooms is now alive, and appears to be incredibly hostile towards Wanderers. "Hostile Events" appear to be far more frequent, and everything within now bends to being designed to cause misery in all Wanderers. Expect feelings of isolation to be even more pronounced, and levels with psychological themes to be bent towards making you suffer as much as possible.

For **+500 CP**, the Backrooms is now much worse: it *loves* Wanderers now. It loves them so much that it absolutely refuses to let them go, and wants them all to be a part of it. Escaping dangerous levels has now become considerably more difficult, and isolative/psychological levels seem intent on making you commit suicide. It also spreads corruptive influences like the Sanguine Festivus Virus and the Rixa Gas.

All-Consuming Fire [+600 CP]
I really hope you enjoy conflict, because the Backrooms are now rife with it. While individuals or very small groups act like normal, larger groups seem to either begrudgingly tolerate one another, or outright despise each other. While you probably won't get lynched for accidentally going into thei territory, you are going to have to *really* explain yourself for any infraction. Additionally, as your group grows in power, these groups have a hair-trigger temper that is just itching to go to war with you. It isn't impossible to establish friendly relationships, but it's going to take a lot of charisma and diplomatic talent to make sure they even feel neutral.

Blight in the Zone [+600 CP]

Throughout the Backrooms, an unusual blight appears to have taken hold of every level. Almond water, crops, and all food sources either taste like garbage, or are completely inedible…unless they're around you. Any land you happen to have control over, and any level you are in, will have things grow and taste normal. Leaving these levels will have the former effect return, but things that are grown by you will stay good. This is very helpful for organizations that you run, but it also makes you a target of other groups.

Permanent Sunset [+600 CP]
The SCP Foundation Department of Deletions is not actually a group, but is instead a singular gestalt consciousness. Said consciousness does not approve of deviation, and as proven with Andry, they do not like agents existing outside of their purview. As a result, expect to have to deal with attempts by Deletions to, well, *delete* you. Odds are that they are considerably more experienced and knowledgeable than you are. They'll spring clever traps and take advantage of the times where you have to operate by yourself, which will happen if you need to to explore hostile levels.

They have certain unorthodox combat methods against a Semblance, and can fight via jagged refracted light that damages data, employ melting and instant reformation to avoid damage, and can separate their bodies to avoid attacks. On the bright side, they nonetheless remain physically inferior to you, and cannot exist for more than a few hours in spaces where time flows. Additionally, they will not/cannot target your companions.

"....By the way, Jumper, you'll be happy to know that I figured out how you got deleted, but you are not going to be pleased by the answer.
Some call this thing the ***BUREAUMANCER****, because anything more specific gets concealed by it. Even then, it wiped the people who discovered it out of existence for saying the wrong name.*
I'm sealing it off from you for this jump. Even if you can defeat it, I'd rather not have you fight a being that can erase timelines and control narratives. That's a fight for another day.
Still, it does provide an opportunity for you…"

`[QUERY:DENIED]` [+0/+500/+1000/+1500; Mandatory]
You are being watched, Jumper. Stalked by a being of immeasurable power that can bend entire timelines and narratives to its will. I've no doubt it wants to erase you from existence, but I'll protect you from it. Still, if you know and can do something unusual, it will also know. What can it do with that information? Well, if you ever come back here, or go to some *SCP Foundation* Jump, it knows you exist, and what you can do. Even if you never come back here again, such a dangerous conceptual entity having out-of-context knowledge is a very bad thing.

For **+0 CP**, I just ward you from its direct and indirect manipulations, but it can still observe you. For **+500 CP**, I can seal your memories, Warehouse, or out-of-Jump Perks. For **+1000 CP**, I can seal two of them. Fo **+1500 CP**, I can seal all three. This will only last for the duration of this Jump.

Backrooms Challenges

Backooms Challenges *are minor quests that can be taken during this Jump in order to obtain* ***Complex Points****, and potentially other small rewards. These are not considered Scenarios, so you must complete them before obtaining their CP reward even if you've taken* ***Job's Not Finished****.*

CP gained from these challenges can either be spent on anything in this document, or be used in future Jumps.

Continuously Active Challenges

The Furthest Reaches of Experience

You have been assigned the monumental task of exploring the many levels of the Backrooms. You don't necessarily have to explore and study all of them: you merely have to travel there and successfully leave. Both levels and sublevels count for this challenge. Your reward amount is further increased by taking the **Too Many Side Quests** Drawback

Rank I [+50/+100 CP]: Explore 10 different levels

Rank II [+100/+200 CP]: Explore 25 different levels

Rank III [+150/+300 CP]: Explore 50 different levels

Rank IV [+200/+400 CP]: Explore 100 different levels

Rank V [+250/+500 CP]: Explore 250 different levels

Rank VI [+300/+600 CP]: Explore 500 different levels.

Rank VII [+350/+700 CP]: Explore 1000 different levels.

Close Encounters of the Liminal Kind

You have been tasked to interact with different entities within the Backrooms. You don't necessarily need to study them, but you will need to have a real interaction, be it from speaking to it, or (more likely) fighting or running from it. For an encounter to count, it must either be the first time you encounter an entity species, or the first time you meet a unique entity. Further encounters do not count.

Rank I [+100 CP]: Have an encounter with 10 different types of entities

Rank II [+200 CP]: Have an encounter with 25 different types of entities

Rank III [+300 CP]: Have an encounter with 50 different types of entities

Rank IV [+400 CP]: Have an encounter with 100 different types of entities.

To All Corners of the World

Do you believe that it is humanity's destiny to conquer the Backrooms? If you do, then you probably should help humans colonize these many levels. They can be perfectly hospitable, or actively hostile, all you need to do is ensure that there is a place that humans can reliably live. Levels and sublevels are treated as separate for the sake of this challenge..

Rank I [+100 CP]: Successfully colonize 5 levels

Rank II [+200 CP]: Successfully colonize 10 levels

Rank III [+300 CP]: Successfully colonize 25 levels

Rank IV [+400 CP]: Successfully colonize 50 levels

Rank V [+500 CP]: Successfully colonize 100 levels.

The Hermes Network
The Hermes Device is a powerful, if ethically dubious tool that allows for easy teleportation between levels. While the one created by the U.E.C. has dangerous implications, Architect Industries created a superior variation of it called the Hermes Drive, which they used to facilitate travel between levels. You will be the one to fulfill that duty, creating the Hermes Drive, and creating an easy system of transportation for wanderers.

Rank I [+100 CP]: Develop, or otherwise obtain a usable Hermes Drive.

Rank II [+150 CP]: Create a network comprising 5 levels.

Rank III [+200 CP]:Create a network comprising 10 levels

Rank IV [+250 CP]: Create a network comprising 25 levels

Rank V [+300 CP]: Create a network comprising 50 levels

Rank VI [+350 CP]: Create a network comprising 100 levels.

Single-Time Challenges

Suicide Blitz [+50 CP]
You must run ten kilometers in the infamous Level ! without stopping.

Suicide Blitz II: Hotel Edition[+100/+150/+200/+250 CP; Requires *Suicide Blitz*]
Congratulations on successfully running for your life, so do it again! Level !-! is the sublevel of Level !, and this "Hotel Chase" is considerably more dangerous, with winding halls, large entity hordes, and rapidly dropping sanity.

You have two methods of trying to escape this place. The first is "normal mode," which includes the safe Blue Hallways. The second is "hard mode," where you have to find an exit *without*

entering a Blue Hallway. Needless to say, not having access to the place that stabilizes your steadily growing sanity is dangerous. The normal way is worth **+100 CP**, while the harder mode is **+150 CP**.

In this level is a hostile entity known as the Mother of All Fear, who tries to drive wanderers insane, and make them go to her. If you want a greater reward, you'll have to terminate her. Doing this will yield you an extra **+100 CP** for either mode that you choose.

By terminating the Mother, it seems that the level is suddenly vanishing , and everyone inside it is kicked out.

Suicide Blitz III…? [+50 CP; Requuires *Suicide Blitz II: Hotel Edition*]
How long has it been since you went to this place…? Level ! and !-! are both gone, with most wanderers thinking it just a stupid rumor. It's not very scary, just kind of…silly? Nonetheless, it might be good to try and figure out if they are *actually* gone. Your mission is to find Level !

You'll find it, to be sure. But…maybe the Mother wasn't talking nonsense. This place has gone to the dumps. Did you cause this? Did the lack of terror do it in? Well, I suppose this isn't really your problem.

Going Goblin [+50 CP]
Plague Goblins are weird little creatures, that are somewhere between a mix of a feline and avian, with a strange sort of caste system. The little buggers are opportunists that may yoink supplies from a wanderer, but they are quite useful, and can even be friendly.

Your goal is to befriend a swindle of these creatures. By doing so, you get a helpful little group of scouts, foragers, and limited teleporters. Keep them safe and happy, and you'll have some helpful and adorable friends!

Interview With Quinoa [+50 CP]
Object 77 refers to an unusual portable radio that only ever plays a single channel. This channel, known as *Talking With Quinoa*, has the titular talk show host that is well-known for having very limited, often incorrect knowledge of the world. His segments are brief and nonsensical.

By completing either two Scenarios or five challenges, you'll get an interview with him! It's certainly going to be an…*experience* to say the least.

A Special Milestone [+100 CP]
You must travel from Level 0 to Level 999. You don't need to go to every level, and can in fact skip as many as you can.

The Shadow Walker [+100 CP]
Emmerson Adam is a known serial killer, who was killed for his numerous crimes. Unfortunately, he has risen from the dead as a Wraith, a ghost that cannot be killed by normal means, and requires special burials to seal them. Your mission is to see to it that Emmerson is permanently incapacitated, be it from permanent death or through sealing.

The Land Down Underneath [+100 CP]
Level 95 is an odd level. Composed of bricks and stone, it takes the shape of interconnected, bizarrely designed corridors, arched passageways, and fluctuating lighting. For the most part, it's pretty safe, albeit lacking in the resources department, and with the odd entity here and there. What makes this level stand out is its bottom floor, known as the **Underneath**, accessible only by the rare staircase. Whatever is down there is unknown: microphones and cameras don't work, there's no natural light, and ***nobody ever returns from here alive***.

You are being asked to investigate the Underneath, and discover the source of the Wanderer disappearances. You are hopefully made of sturdier stuff than the other Wanderers, yeah? Oh yeah, and just as a piece of advice, be alert of any places that seem darker than darkness, if that makes sense.

Pick-the-Pocket [+100/+150 CP]
Recover an instance of Object 51 from Level 9 by yourself and successfully escape. For the standard **+100 CP**, the Neighborhood Watch will no longer immediately home in on you for having the Pocket after you escape. For **+150 CP**, They will forever be immediately aware of you the second you arrive in Level 9, rendering it extremely unsafe for you.

You get to keep the Pocket, which automatically replaces and stores everything from your Worn Sack if purchased or created. Any subsequently obtained Pockets will not do this.

A Sweet Treat From Umi [+100/+200/+250/+350 CP]
Hey Jumper! Do you like risking your life for some extra points?! By going to Level 9, knocking on any door, and waiting for eight seconds, you will meet a horrifying serpent creature known as Mummy Umi that induces terror in everyone. If you scream, you're turned to dust. If you don't, you get candy!

Your challenge is to go to Umi and get your candy. By going at it with all your Perks (Because having power is a pretty good way to face your fear), you'll get **+100 CP**. If you choose to go at it with only your Body Mod, this is upped to **+150 CP**.

Should you have done **Pick-the-Pocket** before this, and taken the extra CP option, you will probably be getting hard-targeted by the Neighborhood Watch. That is certainly problematic for this challenge, but it does mean I can justify giving you more CP. Go at it with your stuff, and you get a total of **+250 CP**. Go at it with just your Body Mod, and you get **+350 CP**.

I should note that I don't believe you should risk a very real shot at dying here for such a low reward. Rather than dying fom sudden incineration, you'll be taken to a safe level if you fail…albeit in agonizing pain.

Electrician's Duty [+150 CP]
Level 480 is subject to "Blackout Periods," where the lights suddenly shutter off for 5-20 minutes. Naturally, this is an extremely dangerous event, which isn't helped by the layout of the level. Your mission is to find a way to keep the lights on. Doing this, you'll get **+150 CP**

This challenge also has an extra reward. Dorian the Night Stocker has been complaining about the lights for a long while, and is quite grateful to you for fixing it. As thanks, they'll get you whatever item you want, with any booby traps being nullified, and the Xeroxes ignoring them.

Freedom of the Storm [+150 CP]
Requires having completed the Scenario ***Into the Fire***.

Level 28, named after the building in the Level, is an enigmatic land under a blue sky. Notably, everything in this level is unusually flammable, and beyond the safe zone of the Stormstone Keep, everything is made out of stormstone, which can literally explode if touched improperly. While the skies are usually calm, there are periodical, incredibly violent storms which ravage th lands outside of the safe zone.

The reason for this can be found in the sole entity on this Level, the Blue Knight. Manifesting as a hollow suit of armor, this entity identifies as male, and is quite lonely. Nothing ever changes in this Level, and whenever they feel a sense of dread, they trigger storms. Nothing the Blue Knight ever does can help him calm down, except for talking to others, which is why he desperately wants someone to visit. I am asking you to find a way to visit him, and take him out of the Level. After all, it would be the first time that you've done so.

PREPARE TO FEEL THE ONSLAUGHT [+150/+250/+300/+500 CP]
Now *this* is going to be fun, and completely safe! On Level 158, you must go through a full twelve-stage circuit, defeating or waiting out three entities via the weapons available to you. It is completely impossible for you to die here, and even if you lose, you are simply healed and returned to your original station.

The first option you have is the **Standard Route**. In this route, you are expected to go through all of the "normal" cars. You don't have access to any of your Items, but you do have your Perks. By completing this challenge with your Perks, you receive **+150 CP**. You can make this harder on yourself, and be reduced to only your Body Mod, which will net you a total of **+250 CP**.

The second route available to you is the **Event Route**, which is not one that is available to most wanderers. In this one, you will go through all of the event carts, which are ***much*** more difficult. You will not even have the benefit of Blanche helping you in the cart, as The Conductor will tell her to not help you, no matter how kind you are. Should you complete this run with your Perks, you receive **+300 CP**. If you complete it with just your Body Mod, you get **+500 CP.**

Nothing is Worth the Pain [+200 CP]
The Leviathan's Tooth is a clay tablet that uses Equivalent Exchange. By "sacrificing" someone you truly, deeply love, you can switch your place with them in the Frontrooms, condemning them to the Backrooms. As you can imagine, this is a reprehensible tool at best, and it should be destroyed as soon as possible.

The Whispering Sorrow [+200 CP]
The Whisper is an Enigmatic Level whereby those of low mental constitution will be taken, and tormented through horrific visions and suicidal ideation. Your challenge is to not only survive this experience, but also become better off from the experience

Releasing the Shackled Souls [+250 CP]
*Requires **The Whispering Sorrow***

Many of those who perish in The Whisper have their souls condemned to effigies, with their final words echoing through the trees. Your mission is to find and release as many of these souls as possible, which can be done simply by destroying the effigies.

The Quick and the Dead [+300 CP]
*This mission is only accessible via the Dark Tone of **1 4M 1N M153RY**.*

Meteor Shower [+300 CP]
The Crimson Forest, a famed subsection of Level 9.1, is a beautiful and holyland. A safe haven for wanderers, it's a strange yet marvelous place. This land, however, appears to be under threat. A great catastrophe is due to arrive into the level, and completely destroy it. This catastrophe takes the form of a colossal meteor, which will completely obliterate the level.

Your mission is to prevent this meteor from destroying the Crimson Foest. How are you going to do that? I have absolutely no idea. You could destroy it, redirect it, send it back into space, or whatever else you can think of.

Who Goes There? [+300 CP]
The Thing on Level 7 is perhaps one of the most infamous entities in the Backrooms. Utterly colossal in size,with shapeshifting abilities and infohazardous awareness, this creature hunted down all life in Level 7. It also has a tendency to destroy any underwater base in Level 7, as they invariably try to research it. It's so dangerous that wanderers have needed to put up signs everywhere on the damn level, saying to "BEWARE THE THING."

Whatever this thing is, it needs to be destroyed. Your mission is the complete termination of The Thing. This will not be an easy feat, even for a potential Slayer like yourself. In addition to the obvious CP reward, the corpse of the creature has valuable materials that can be used.

The Royal Remnant [+300 CP]
The Animated King, also called the Royal Remnant, is an immensely powerful Wraith that has assumed control over all of Level 94. He possesses phenomenal powers, can transform into what you fear, and can transform you into a brainwashed Animation

The threat that the King poses, and its numerous crimes as a result of the Animations, is intolerable. Slaying the Royal Remnant is a very real challenge, but it is not impossible. What is more of a challenge is managing to make sure he stays dead, since Wraiths like him can revive. Still, if you can kill the King, the Animations cease being a threat.

Scenarios

Scenarios are events that can be undergone for the purpose of obtaining ***Complex Points*** *and various other rewards. These can be personal challenges for yourself, or they can have widespread consequences. Do be aware that certain Scenarios require specific Drawbacks.* ***Light Tone*** *rewards you* ***+300 CP*** *per Scenario,* ***Neutral Tone*** *rewards you* ***+400 CP****, and* ***Dark Tone*** *rewards you* ***+500 CP****. By taking the Drawback* ***Job's Not Finished****, you automatically receive the CP reward, but you must complete the Scenarios for the actual reward.*

Your memories of taking these Scenarios will be erased, even if you didn't lose your memories. Nonetheless, you will be given the necessary clues to solve them during the Jump.

CP gained from these Scenarios can either be spent on anything in this document, or be used in future Jumps.

Cygnus Storyteller



Mission

Entity 140 - Blanche von Haderach, is the all-powerful keeper and master of the Cygnus Archives, She's unfailingly polite to all wanderers, and loves stories. Don't be rude, and try not to bring up her true nature, and you'll find a wonderful friend.

The mission here is easy. All you have to do is complete your Backooms Challenges, and then inform her of them. Because that can be a *very* long process, you only need to complete up to Rank III of the Continuously Active Challenges. You will need all the Single-Time Challenges complete, however.

Reward

Should you complete Blanche's challenges, and reach up to Rank III on her Continuous Challenges, you receive the perk **The Protection of Blanche Von Haderach.** This is a luck perk that guarantees the survival/victory of you, your companions, and followers in any situations that you did not initiate. For example, if someone declares war on you for no reason, or if someone is actively hostile to you before you are, you now always win. You also receive one of each of the **Gifts of Blanche**, which includes one of **Blanche's Book** that, upon rubbing your finger across the signature, instantly teleports you to the Cygnus Archives, even if you are in a dangerous "Trap" Level that does not usually allow for escape. What makes this version special from the others, is the fact that you can replicate the signature, which is not possible with other versions of it. In other Jumps, the book will send you to your Warehouse.

Now, how about the reward you get for completing the maximum rank in all Continuously Active Challenges? You receive the perk **Champion of Azel'kyra**. Blanche has had many names, and many identities over the years. Each of those identities were her, but only mere extensions of her true self, a single chapter in the book of her life. This now applies to you as well, as you now have a "True Self" operating outside of reality, allowing you to send your "avatars" into your Jumps. The sensations and experiences of these avatars are felt by you, and you are able to control them all at once. What makes this truly special is that you are now treated as though you simultaneously "stayed" and "continued" along your chain. This also prevents you from suffering a complete chainfail, even if you died in a Jump.

You also receive a neat reward in the form of **The Cygnus Archives** as an extension of your Warehouse. You also receive **Blanche von Haderach**, **Tom von Haderach**, and **Berry the Cat** as companions.

Backrooms Remodeling Commission



A picture of Level 0.2, a "remodeled" version of Level 0, before it has been interacted with and subsequently destroyed.

Mission

The Backrooms Remodeling Company is an anomalous group within the Backrooms, dedicating to "remodeling" various levels in the Backrooms to be safer for human habitation. The problem arises from the fact that they are extraordinarily bad at it, and usually cause it to spiral into being a sublayer, and probably cause a few deaths. There is a possibility of said organization having sinister motives for doing this, but since I have no knowledge of it, you don't have to worry about it. For now, you just have to help them.

It seems the group has some knowledge of your power, and seem to believe that you have the ability to help them with their job. Your mission is simple: assist the Backrooms Remodeling Co. with successfully remodeling a hostile level into a friendly one. This remodeling must not have caused the deaths of any personnels and wanderers, must be stable, and it cannot spiral off into a sublevel.

Reward

Congratulations on the successful remodel! For your efforts, you get complete access to your remodeled level (So long as something isn't artificially preventing transportation). You also receive the perk **Fixer-Upper**, which allows for you to restructure dimensions to be more suited to your desires Turn that infested space into a pristine and empty habitable zone. Do note that you cannot completely alter how a dimension functions (For example, you can't turn a sea into an office building), and it takes some time to fully dominate a level.

CACHE OF THE FORGOTTEN



"I don't know what… what to tell you to do. But you have to do something. Someone, do something.
—Aren't empty, you know. These worlds are full of life. Just like yours. I'm so fucking tired. We aren't supposed to live this long. We aren't supposed—
—Need to burn the tapes. But you can't, not while everyone else is here. <Looking up> …and there. It's up to you— me or whoever else watches this. You have a decision to make. I'm sorry."

*Requires **A Flawed Semblance** Flaw*

Mission

Something is wrong with you, Jumper. Actually, it's more like something's wrong with your semblance. Be it minor or major, you are imperfect. The source of such flaws can only be from the narrative detritus you've allowed into you. Such junk data cannot be allowed to persist like this. It makes things difficult for you, and it causes unnecessary suffering to those who still exist as data.

This has to be rectified. And there is only one way to do it…but you'll probably hate it.

There is a level that, under normal circumstances, I'd recommend never going to. It's Level 404, and as the article handily shows, something is very wrong there. That place is a hole in reality, with the tattered remains of that level being a very bad cork trying to stop existence from going down the drain. It failed, and now going there is a good way to get erased from existence.

I'm asking you to jump down that drain, but don't fall inside.

Just outside the event horizon, there is a…place. I hesitate to call it a sublevel, because its existence raises more questions than answers. Let's call this place the Deleted Cache, and it should not exist. It's a planet-wide office space, filled with nothing but VHS Tapes. When

playing these Tapes, all you can see are…you? Well, not *you* exactly, but clear iterations of you. They might be different iterations of you in history, or different pieces of your semblance that were once people.

Memories. These are all memories that, in some way, interfere with who you are. These memories are burdens to you: chains that suppress your full identity. You have to destroy them. Destroy them all.

Your mission is to destroy all of the tapes in this place. Each represents an unnecessary binding. Not one of them can be allowed to persist. I'd normally recommend burning them, but considering this is an Earth-sized planet, that would take time. You need literally Earth-shattering power to complete this assignment, which *is* possible through other Scenarios…or you could find some way to send this planet into the event horizon of `Level 404`.

It should be understood that this mission is optional. However, you will never be able to escape the Backrooms/continue your Jump should you have taken **ENCHAINED BY THE CLOSED SYSTEM** and/or **Job's Not Finished**.

Reward

You did it. Somehow, some way, the cache that bound you was destroyed. For that, metaphorical weights have been cast from your shoulders.

To begin, all of your **Semblance Flaws** have been removed, and they cannot burden you with their existence anymore.

Additionally, you receive the perk **Protection of the Gray**, which replaces **Solid State Semblance**. You receive all the perks of being a Deletions agent, with none of the baggage. You no longer need to eat, sleep, or even breath, but you can still do so if you want. As the name suggests, you receive protections from a lot of things. Among these things include informational, cognitive, linguistic, kinetic, ontokinetic, ectoentropic, conceptual, noospheric, semiospheric, and bureaucratic hazards. You can still "die" to be sure, but it's far more difficult to do.

As a side note, it appears that your protections nullify the **Damn Bureaucratohazards** Drawback. Drawbacks usually trump perks, but since you've just done the impossible, I'll let it slide.

Dread of the Grave



"RESTS HERE THE CHAMPION, THE GRAND EMPYREAN, IMPERFECT AND GLORIOUS, FIRST OF KNIGHTS. HIS WORK IS DONE. YOU ARE SAVED."

Mission

The Grave is the realm of the dead, existing in the incalculable depths as the cosmic nadir. Little is known about it, even to the many gods of the Universe. What is known is that it's a grey land, illuminated by a geometric array of moon-like structures. At its center is a colossal sword, belonging to a being of tremendous power. It, and various other oddities, are some of the landmarks that the dead can hope to see, as they live their eternity in this space.

This is where you appear to have found yourself. Perhaps because of stupidity, or some brave sacrifice, you've found yourself in the Grave, condemned to wander here for life. Luckily(?) for you, however, your unusual nature has prompted the arrival of…the Grim Reaper? Actually, they claim to be the student of the Grim Reaper, who are actually three almighty death gods, collectively called the Brothers Death. Small Death is the youngest brother, responsible for individual deaths. There is Great Death, responsible for deaths of large-scale events like wars. The greatest, eldest brother is All-Death, who oversees the dead from great cataclysms. Such as natural disasters.

They aren't natives to the Backrooms, but the Brothers Death oversee all afterlives in reality, and also have dominion over everything in existence, so the Grave falls under their purview by default. In addition to realizing that you are a semblance, they are also aware that you are a jumper, or at least something inherently different from other souls. Your Reaper "friend" takes you to them, apparently because they want to talk with you. During this trip, you might talk to this Reaper, and realize that they aren't particularly spooky. They've something of a fascination with mortals, but do not go to the land of the living due to the Brothers advising her not to get attached to them.

After that insightful conversation, you finally meet the Brothers, and they are about as intimidating as you expect. Now, normally you'd just be left to your own devices in the Grave,

but your uniqueness, combined with their Apprentice vouching for you, have decided to make an exception. You can't meaningfully oppose them while you are dead, but they will give you a chance to earn your life again…with a good old fashioned game of cards. The nature of this Mission changes depending on tone.

Light Tone: There's no catch. You just have to beat them at the game. Obviously, beating them isn't easy, but you do have access to your luck perks.

Neutral Tone: The same rules apply as last time, with a twist: you get offered another game, double-or-nothing. Should you beat them this time, then you'll get their three most prized possessions. They're going to offer you another gift in return for their most prized possessions. I would just take the gift, because while their possessions can ward the Brothers away if they seek retribution, they can run out. When those run out, and if you've pissed off the Brothers enough, you'll learn quickly that death is a mercy.

Dark Tone: The same rules as **Neutral** apply, but instead of offering their gift, they instead ask you what it is that you'd want in exchange for them. Choosing the wrong option pretty much has the same consequences as before, except you don't get their possessions at all. Do note that the Brothers are actually kind to humans, and don't mind losing, but they don't like greed. What could you want that would be perceived as selfless? Just so you know, what you want doesn't need to be some specific thing, it can be some specific person, possibly one that wants to see the world?

Reward
You managed to beat death, and without cheating to do so!

Light Reward: In addition to receiving a 1-Up, you also receive a powerup akin to **Type-Gray**.

Neutral Reward: In addition to the reward on **Light**, you receive the perk **Blessings of the Three Brothers**. You are blessed with perfect health, gain biologically immortal, and are blessed to gain immense wealth and glory. Perhaps most importantly, you become immensely lucky, to the point where the only times you lose are when it would be beneficial to you.

Dark Reward: You challenged Death, beat them in cards twice, and were good-natured enough to stay in their good graces. You receive both the **Light** and **Neutral** rewards, although with a new companion in **The Apprentice of the Brothers**. They are incredibly strong, and can deliver death to most things. But their greatest power is their ability to ward the influence of the Brothers. In each Jump, they may stop death in three ways: they can save individuals from maladies of any kind, they can stop any conflict, and they can avert any mundane or magical cataclysm.

1 4M 1N M153RY



"FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3YFAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y."

*Requires **Sorrow of the Wanderers**. At least one Companion is encouraged, but not necessary.*

Mission

TH3 SH4DY GR3Y is among the Unnumbered Levels of the Backrooms, operating outside of the already dubious Leveling system. Accessible via an entrance from the already enigmatic Level 71, it is made up of eight sublevels, with the last three being impossible to navigate for the mundane, and even most supernatural beings. The level as a whole is exceptionally gloomy, and extremely dangerous, with some even describing it as Hell itself.

Unfortunately, you are going to have to go into this nightmare. It's possible that a companion of yours had the depressing atmosphere of this place get to them during an expedition in Level 4, or maybe someone simply requested you to look for their friend or associate. As a semblance and a Jumper, you have a modicum of protection.

Light/Neutral Tone: Your target has made it quite far into TH3 SH4DY GR3Y, managing to navigate the endless sea of Level 3Three and found an analog clock. They unfortunately got unlucky, and were sent to Level 4Four. By the time you reach them, they are likely to have been mugged of the majority of their belongings, and are sitting ducks.

Dark Tone: A very, ***very*** bad thing has happened. Just as you were about to retrieve your target on Level 4Four, their emotional state has deteriorated to such a state that they don't want to be rescued. When you try to grab them, they fall beneath the floor, winding up in L0ST H0P3. Your

target is likely to be dead, but you might as well see things through to the end, and so you'll need to find your own route to reach L0ST H0P3.

Upon reaching this space, you put your existence on the line. Your will to continue on, your hope, will steadily be drained from you. In such an unstable space, the moment you lose your sense of hope, the idea that nobody is going to help, you'll be ripped apart at the subatomic level. But if you are a persistent bastard, undeterred by any sense of despair, you can go even deeper.

2 F4R is even worse. Reality has pretty much collapsed on you at this point, and you find yourself in a dark room, alone in your thoughts. If you're still alive by this point, then you need only a few moments to gather your thoughts, and reach the final sublevel.

TH3 3ND is exactly what it says it is. It is TH3 L@K3 OF F!R3 that burns all things, and can even destroy a semblance such as yourself. In the center of that lake is TH3 F4LL3N 0N3, the ill-fated Augustus, who fell to hell and became Icarus. His tale is irrelevant to your mission. Souls in this place are effectively dead, trapped in an eternally suffering state, but they can be recovered.

Ultimately, this is your mission. As your body is burning up, your will is all that's keeping you "alive" in this space. You don't have much time left, but you need to find your target. When you do find them, they'll rather clearly be suffering, and you'll need to smack some sense into them. It is…touching that you would go so far for them, and they will put their trust in you. With that, you are both reinvigorated, you'll be able to escape this place with your identities intact.

Extra Mission - The Quick & The Dead

During your escape from TH3 3ND, you will awaken Icarus Procidens, who intends to trap you with himself in this nightmarish space. You are going to need to outrun him in a race to the exit. Your target is bound to you, so they don't need to run with you. Additionally, despite Icarus being a very old and very powerful god, it is little more than a husk of itself, so being a *really* good runner is all you need to win.

Reward

You've managed to save someone from Hell itself, and escaped to tell the tale. Your rewards for doing this are plentiful.

The **Light/Neutral** reward is **In the Nick of Time**. This always guarantees that, no matter the situation, you'll always arrive in time to save someone, or stop some catastrophe.

You receive several rewards on **Dark**. The first is the Perk **My Immortal Soul**. You braved TH3 L@K3 OF F!R3, the final resting place of the dead, and survived the encounter. To that end, your

soul is now completely immutable to any force in all of existence, unless it directly benefits you. Not even a bargain for your immortal soul would actually harm you, while you reap any potential benefits of doing so. You can also share this immutability with others.

Additionally, you receive the Perk **Breaking the Bonds of Despair**. The nature of TH3 SH4DY GR3Y is one of mental struggles and suffering, yet you overcame all of it. You cannot be affected by any form of ennui or despair. This makes you perpetually happy and content, while not negatively impacting your ability to connect with others. As a matter of fact, you spread this sort of happiness to others. If you have **Apeirophilia**, this Perk will replace/upgrade it.

It should probably come as no surprise that your Companion also gets empowered. The two of you receive the Perk **Bound at the Hip**. The two of you will always scale to one another, with the weaker person becoming stronger to match. Your Companion also receives the same amount of CP as you do, while also not costing a slot to bring with you in your Jumps.

If the person you rescued wasn't a companion, then they are automatically elevated to one.

Into the Fire



"I'm so sick of this
I'm trapped here
In and out these people come
I've been alone for so long
Won't someone stay with me?"

Mission

Level 854 is classified by M.E.G. as a Deadzone, meaning that it is literally impossible to live here for very long. This isn't hyperbolic either, as the damn place is actually relatively small (About 200,000 square feet), but it is filled to the brim with burning debris, smoke, and fire hazards. What's worse is that, upon entering the level, you are put into an illusion by a malevolent entity, known only as "The Woman." She tries to manipulate you by having the burning husk of the home look natural, and disguising her ghastly, burned appearance to look like someone you'd trust, such as a lover or family member. It's no surprise that the M.E.G. would consider her malicious.

But is she really?

The Woman, whoever she was in life, is alone. I speculate that she is a Wraith of some sort, which would explain her apparent human identity. The M.E.G. theorize that she might be the manifestation of the level itself. Whatever the case may be, she simply desires to have someone stay with her, as she is ultimately trapped on this level. The problem, of course, is that the level she's on is inimical to living beings, and she does not seem to understand that.

Your mission here is ultimately to be able to fulfill The Woman's wish of companionship. You have multiple routes of tackling this. You could liberate her from the confines of this level, which would make her attempts at forming bonds easier. Perhaps you can change the level to stop its lethal nature, which would render the need for illusions unnecessary. Depending on how you think she works, she might also have a corpse that needs to be properly interred, or maybe

there's a keepsake that anchors her to this place. You may decide how you believe she operates, which may make things easier or harder.

There is no penalty for failing this Scenario, besides perhaps having guilt at not being able to help.

Reward

You receive two, possibly three rewards for completing this Scenario. The first is the Perk **Through the Fire and the Flames**. So long as you can successfully get someone to try and be better, you really can do it. Creatures that feast on human flesh can be made to eat normal food without health complications. Ghosts anchored to a miserable location can be moved to another. Actual psychopaths can be made to automatically feel empathy for others.

The second reward is, of course, **The Woman**. She is able to take any form and name that you desire, can effortlessly no-clip through any level, and she can control and utilize high-intensity flames. Do note that she cannot physically fight.

Your third reward, if you found a way to fix it up, is **Level 854 - Home Sweet Home**. It's no longer a burning hellhole, and is in fact in pristine condition. You will be able to access this level at any point, and The Woman may control various facets of the Level.

An Overprotective Space



"I'm not giving up
I'll keep my hope…
So….please….please…
Find me…"

Requires having completed ***Into the Fire****, and taking the second level of the Drawback* ***With Cruel and Merciless Intent****.*

Mission

Some time has passed since your liberation of The Woman. While a not insignificant number of wanderers are suspicious of her, she quite enjoys her newfound freedom, and no doubt wants to be as helpful as she can. Level 854 as a whole has also been quite nice, as it's "home" feel is very cozy. Still, you can't relax the entire time, as you have work to do! Still, The Woman could definitely be helpful.

Level 890, nicknamed "Happy World" due to its many signs, is a seemingly endless amusement park that vaguely resembles theme parks present in the Frontrooms. The air smells like donuts, and while the food is totally spoiled, all the souvenirs are useful. It has amusement parks, vibrant gardens, cool temperatures, and a transient river. It almost feels idyllic and safe, were it not for one entity.

Restatic is a mysterious entity. Perpetually shrouded in fog, it appears to control Level 890, and displays an apparently malevolent intent. Should anyone come too close, the skies darken, structures decay, and if you stay your course, monsters and the structures will attempt to kill you. If you try to harm him, then you are automatically marked for death. Even gazing at him will cause this effect to manifest. Ultimately, it is because of him that this Level remains dangerous.

Except, of course, this is not Restatic's fault. The Woman, who is connected to her Level, can instantly tell that Restatic *isn't* causing the Level's behavior, *Level 890 itself* is causing them. She isn't even sure if Restatic is native to this place. Of course, actually investigating this isn't really possible, because even approaching him causes everything to try and kill you.

Thankfully, you catch a lucky break by encountering Restatic beside the river. Far from being menacing, he just seems melancholic. Still, he seems almost *giddy* that you found him here, because this is the only place where the Level can't trigger its effects. He explains to you that he was human, but the Level trapped him here for some reason. It obsessively tries to "protect" him by warding away everyone else. It even causes the electromagnetic disturbances that blocks Wi-Fi and outside electronics, so he can't contact the outside. His name isn't even Restatic, it's ~~Anwen~~, which the Level is censoring, possibly to disconnect him from what his life was before.

You are the first people that he has truly spoken to in a very long time, and is happy for the meeting. Still, you and The Woman need to leave soon, because this place is going to fade very soon, and being here when it does will send them to the Black Rooms, where the man-eating "cat" awaits.

Your mission is to rescue ~~Anwen~~ from the clutches of Level 890. The first option is simple brute force, grabbing him and reaching the exit. This is difficult, because in addition to the giant snakes, bats, tsunami of human blood, and everything else likely to kill you, ~~Anwen~~ is being forcefully controlled by Level 890. In other words, you will need to genuinely grab and hold onto him the entire time, as he is being involuntarily made to resist.

The second option is both easier and more difficult, as you must have Level 890 willingly give up ~~Anwen~~. Even if you have really good charisma perks, this is very difficult to do on your own, which is why you'll need The Woman for help. As the embodiment of a level herself, The Woman can communicate with Level 890. The two were also fairly similar, as she tried casting an illusion to have people stay with her, despite the fact that she was going to get them killed. The difference, of course, is that The Woman had you to help her find happiness, and understand that forcing someone to stay is not love. Even so, expect to need to fight for at least a time, before she is able to work her magic.

Rewards

Congratulations on freeing this overly protected prisoner, so here is your reward.

For rescuing them, you receive **Anwen** as a Companion. Although he is mostly a normal human, it seems like his prolonged stay in Level 890 has afforded hum certain powers. He is capable of transmuting inanimate materials into strange beasts, albeit for only a temporary amount of time. Something that he seems to have developed was an unusual cognitohazardous phenomena, which inspires a sense of nostalgia in others. Thanks to you, that is now something he can control.

Should you have used reason to rescue Anwen, you will receive the Perk **Genius Vocis**. You are now able to communicate with any and all paranatural phenomena, be they genius loci, spirits,

magic swords, weird objects, murder monsters, and much more. Any diplomatic perks that you have will also be applied to this.

The final reward for this is the Item **The Flowing River**. This special “river” is actually a sub-dimension that you can manifest in for thirty minutes a day. During this time, any and all stress you have fades away, and nothing is able to harm you during this period. Consider this to be a respite from any and all pain, suffering, and even Drawbacks.

Let's Go Gambling!



Ally's Single Chip is an Object which amasses a high amount of aura, and as such, is considered the President. This Chip will represent a single bet, equaling anything, as long as the value is stated. For example, stating that the bet is "your life" will cause the bet to equal all betters lives. It is a highly respected Chip, and requires a Council Member in order to be used. Every gamble it is used for increases its strength, as well as its potency. Current estimated age: unknown

Ally blessed us this gift, and we shall cherish it.

Mission

Hey, Jumper! Did you know that 99% of gamblers quit right before they hit big? Want to prove that you aren't some quitter? Want to be the Backrooms' greatest gambler?

Level 777 takes the form of a street lined with casinos, where those who arrive must be willing to gamble for even their lives. This is such an important matter that you literally can't come here unless you are willing to bet it all in a game of chance. By taking this Scenario, you automatically gain entrance to this space, and are ready to start gambling.

Light Tone: You are required to complete all of the low-ranking and middle-ranking casinos. This includes Zachia Slots, Cheshire Casino, Insanity Classics, and Merlin's Beard. The consequences for failing here are not especially high, except if you are uncooperative with Merlin's Beard. If you lose at Merlin's Beard, and are uncooperative, you may wind up in servitude, which can either trap you for the rest of the Jump, or cause an effective chain fail. At the same time, you have plenty of time to pay them, so screwing up here is almost impossible.

Neutral Tone: Things are really ramping up now. In addition to winning at the other casinos, you must now win in each of the "Big 3" casinos. These include error 101_DELETE, Celebrity Showdown!, and Morgana Casinos. The stakes here are extraordinarily high, ranging from eternal public humiliation to losing your very existence. Naturally, failing in a way that prevents you from trying again is likely to result in a chainfail.

Dark Tone: Now we're getting *dangerous*! You are now required to defeat all seven members of the Morgana Council at their signature games. These entities are all extremely powerful reality benders with their own signature games, with some of them having never lost a single game. You're going to need some damn good luck and smarts to win the day here, because your luck perks have been mildly nerfed. The same failure conditions as **Neutral** still applies.

The only outlier in this challenge would be The President, whose identity is obfuscated deliberately, and they don't have a specific game. You are allowed to choose from Proposal 1-3 for which President you face. If you are insane, you can have all three proposals be canon.

Reward

You've went to the casinos, and proved yourself as the world's greatest gambler, which may or may not be something you are proud of. In any case, here are some rewards!

Light Reward: You receive the Perk **The Name of the Game**. Level 777 has several borderline nonsensical games, yet everyone here knows the rules. You are able to fully comprehend and totally master anything that operates under nigh-incomprehensible rules. You also gain a sixth-sense for if the rule is going to screw you over if you don't react, or help you if you stay the course.

Neutral Reward: In addition to the **Light** reward, you receive the Perk **Up the Stakes**. At any given time, you are able to declare a bet with someone, and they will follow that bet. During this, you are able to bet increasingly higher and higher things, with your opponent betting something of equal value. Be aware that, if you fail, you do have to give up what you bet, unless you have something that nullifies this.

Dark Reward: In addition to the **Light** and **Neutral** rewards, you receive two rewards. The first is the Perk **Inconsequential Gamble**. Much like Cici, you do not lose anything by making a gamble. Any bargains, deals, bets, debts, or spur of the moment incidents never have you lose anything, even if you are under some magical contract or being actively threatened.

The second reward is **Level 777 - A Game of Chance**. All of the casinos, accrued wealth, and Morgana Council are yours. As a byproduct, you seem to have a source of infinite materials and concepts. Post-Jump, this can partially manifest in baseline reality as a location akin to Las Vegas.

Light's Out



Mission

It's a fairly common idea that the Backrooms has infinite energy, which is only partially true. Yes, the Backrooms ectoentropically generates its own energy, but this does have the consequence of generating endless heat, which can only be ameliorated via an endless heat sink. If the heat sink works fine, then everything should be okay, But, if the heat sink is inoperable…what do you think happens?

Five years after the start of your Jump, all lights within the Backrooms will suddenly shut off. This includes all artificial light sources, along with seemingly natural ones, like moons and stars. The source of this appears to be a Backrooms-wide power outage, with even the internet going out immediately.

Light Tone: The worst of it seems to be perpetual darkness. This comes with the obvious issue of Smilers crawling out of the woodworks, and navigation being painful, but little else. Safe levels are still safe, for example.

Neutral Tone: Things become considerably more dangerous. All levels are considerably more dangerous now, with the general entity reports increasing dramatically. This also causes every level to be unsafe, even if they were previously devoid of entities. What's more, Level 0 has recently been the subject of a strange phenomena where its temperature is increasing. Now, this seems to be hitting every Level, and is not stopping. You now have only a few months before every human wanderer in the Backrooms dies in heat and darkness.

Dark Tone: From the dark, *it* has come. Something is in the Darkness, Jumper, and it's far worse than anything else. The Blind Rapture is a force that operates in, and has corrupted darkness as a whole. Don't get caught in it, and don't let others be caught in it either,

The Backrooms has two different levels which are responsible for the Backooms' energy cycle. The first level is the Electrical Station, a vast stone landscape with an infinite electrical grid. This

level generates infinite energy, with the infinite heat waste being funneled to The Darkness, whose cooling towers serve as the heat sink. If the Darkness ceased cooling, it was cause excess heat waste to funnel through the Electrical Station, shutting it down, and thus taking away the Backrooms' energy.

The mission is clear, although not easy. You'll have to venture to The Darkness (Which is either Level 6, or a sublevel of it), and somehow find a way to reactivate the cooling towers. After that, you'll need to turn the Electrical Station back on. I'm sure some sort of liminal researcher could find a way to do it, but not everyone is a genius.

The fact that these levels are infinite is irrelevant. Activate one cooling tower or electrical grid, and they'll all turn on just fine.

*Should you have completed **The Land Down Underneath**, you will have already made preparations for the Blind Rapture, and thus would have prepared for blackout scenarios.*

Reward
Congratulations on turning the lights back on, and hopefully keeping them that way. You get substantial rewards based on the Tone that you selected.

Light Tone: The biggest threat here is the darkness, so you receive the Perk **The Shine in Your Eyes**. You are now able to perfectly see in all forms of light and darkness. By default, you can now see and perfectly comprehend everything visible on the entirety of the electromagnetic spectrum. What's more, you can see even in locations where light does not exist, such as The Darkness itself.

Neutral Tone: In addition to the **Light** reward, you receive the Perk **Rally Behind Me**. In stressful situations, people will inherently follow your lead, even if they are your leaders.

Dark Tone: The threat faced by the Backrooms was tremendous, and yet you still put an end to it. In addition to the **Light** and **Neutral** rewards, you get two extra ones. The first is actually an upgrade to the **Light** reward, known as **Pierce the Veil**. Rather than just seeing the electromagnetic spectrum, you now see pretty much everything. This includes things like intangible entities, illusions, good and evil, magical and cosmic energies, treasures, clues, and pretty much everything else.

Your second reward is the Perk **Watch Me Save the Day**. Sometimes, a situation truly is hopeless, but never for you. If a situation arises that cannot be resolved by anyone else (In the sense that they really can't do anything, are too far away to stop it, or simply won't stop it), you will spontaneously be able to stop that event from happening.

SOMETHING IS WRONG



"THERE IS NO MORE OUTSIDE
THERE IS ONLY THE INTERIOR"

*Requires **Permanent Sunset** Drawback*

Mission

The threat from the Department of Deletions is certainly infuriating, but odds are that, if you survived the first few encounters with them, then you can probably survive the rest of them. After a while, you might notice that they haven't been targeting you recently and, while probably still wary of their danger, feel you can relax somewhat.

In the meantime, you've decided to investigate some unusual phenomena on some Backrooms level (The choice is yours). It's a chamber that leads to nothing, and whenever someone goes inside, they see some strange nonsense that they automatically perceive to be real. Due to your inherent nature as a semblance, it's believed that the phenomena won't affect you, or at least it won't affect you as much. Loving a bit of mystery, and after identifying it as mostly safe, you decide to investigate.

This is an incredibly poor decision, by the way. Inside the chamber, you come across a Deletions agent. After either a harsh conversation, or a sharp asskicking, you realize that the thing in front of you isn't real, merely a projection of what you would believe would be in a nonexistent space. This chamber, if it actually exists at all, is concealed with an Adaptive Mesh, which naturally modifies itself to keep you imprisoned, blocking standard forms of teleportation and escape. You have to get clever if you want to get out of this place.

Dark Tone Modifier: You're going to need a bit more than cleverness now. The Adaptive Mesh is the perfect prison, totally inescapable by you from the inside. You're going to need something from the outside to turn the damn thing off so you can escape.

Failure in the scenario means that you are imprisoned in the Adaptive Mesh forever, condemned to wander an endless hell until you've been crushed to a single point at the heart of the Interior.

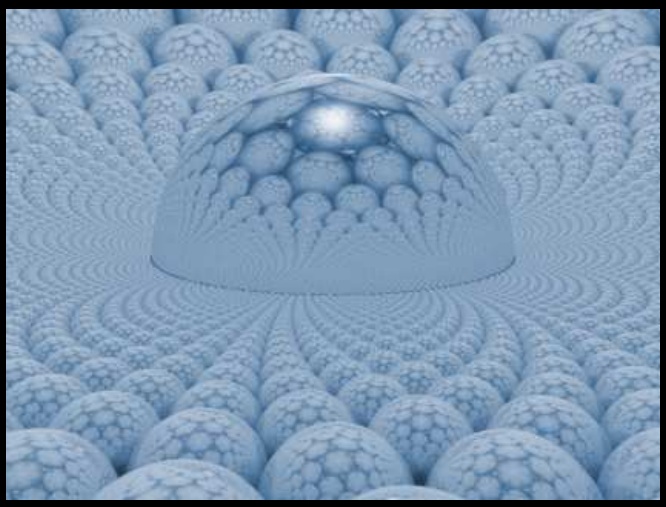
Reward

Congratulations on your escape from the chamber, by the way. As a standard reward, you get to stop Deletions' nonsense for the remainder of your time in this Jump, nullifying the **Permanent Sunset** Drawback. The rest of your rewards depend on the Tone.

Light/Neutral Tone: After escaping that wretched chamber, you get to claim the **Adaptive Mesh** for yourself. By wrapping it around some containment cell, it becomes impossible for anything within to escape it. This can be any object, entity, or phenomena, and it will work perfectly. However, be sure to not place anything…*unusual* inside, forget about it, and then subsequently open the seal. Wouldn't want to hear snarky breakfast noises, would you?

Dark Tone: For most people, being trapped in the Adaptive Mesh is a good way to insanity. The fact that you survived here for long enough deserves a reward in and of itself. In addition to the **Light/Neutral** reward, you receive the Perk **The Implacable**. You are completely incapable of being having your mind or spirit broken, be it from imprisonment, torture, threats, psychic manipulation, or even eldritch knowledge.

The Collective Fault of Our Minds



"There are no good intentions. There are simply good results. Like all humans, your goals are fundamentally selfish. You desire what you see as best for humanity, but only because your brain has been programmed to give you positive emotions when you help others. You do not desire the greater good. You desire the emotions you will feel if you're the one who creates that greater good, and while those emotions may produce a positive outcome in many situations, it's currently making you short-sighted. You refuse to let go of an opportunity to be humanity's savior, and it will be your downfall."

Mission

Let me ask you a question: Jumper: how do you think the Backrooms works? Do you think it's some pocket dimension, or a simulation, or just a bizarre alien structure? In truth, the Backrooms is part of the Noösphere, better known as the collective unconsciousness, where all human thoughts are conceptualized. More specifically, it exists at the bottom of the Noösphere, born from liminal spaces, half-forgotten memories, and cyclically destroyed Universes. Due to its "location" in conceptual space, it intersects partially with baseline reality, which is why humans wind up in its own headspace. *Everything* in the Backrooms is ultimately a reflection of human thoughts, and human thoughts love connecting two unrelated things together.

Eventually, this knowledge will be discovered. It could be done by M.E.G., or some other group, but the end result is that they identify conceptual space through the discovery of Level Domain, and some idiot comes to the conclusion that deliberate social engineering is a great idea. They start off with something very simple, yet also massively important: Almond Water. The idea is simple: just make it so the Almond Water is a cure-all panacea, heals all physical and mental wounds, and exterminate all hostile entities it comes into contact with.

Question for all of you: when you think of the color "Red," what do you think of? Strength, love, royalty, danger, human sacrifice, blood, death, evil, heat, sexuality, and warmth are a few things. In baseline reality, this question doesn't mean anything besides a fun fact. In the Backrooms, knowing this sort of thing is key to understanding your new reality, because symbols *are* reality.

You can't forcefully remove a portion of it you don't like, because you'll tamper with everything that it's associated with.

With that in mind, think of what the idea of "all wounds" and "all hostile entities" means. Think of what people define as pain, and think of everything people consider hostile. Some people genuinely think living is suffering, or that knowledge itself is a sin. Humans will look at someone they've never met, and will view them as evil simply because they look slightly different, or think different thoughts.

Ultimately, the purpose of this mission is to stop the advent of Super Almond Water, before all life in the Backrooms dies a slow and painful death. This can be done by simply stopping the original plan from occurring, or hastily fixing it after it begins.

*Should you have completed **Suicide Blitz III…?**, you will have already partially theorized that the Backrooms is rooted in human thoughts, and this Scenario is far easier.*

Reward

The near disaster that you averted has been involved, and we've fiat-backed it to make sure that nobody else tries something so monumentally stupid.

This disaster came about because someone thought they could save humanity, and foolishly believed they could shape it all to their will. To control everything is not possible, for humans have thought of far too much to be controlled by any one group, which is just fine. You cannot control all things in existence, but you can create something from what is there.

Chaos and Creation is a Narrative Perk that allows you to shape your Jumps to have whatever genre, tone, and ending that you wish. Turn that grimdark world into a fairy tale with a happy ending, or that sugar bowl into a crime genre with a bittersweet one.

Clarity & Justice



“Level 18: safe, secure, minimal entity count." Did you know that until very recently, it was impossible to label a level as "safe" unless it had "minimal entities"? Does that make sense to you?
The idea of plastering the number of entities on a safety rating makes me sick. The human-supremacist view is baked into the very structure of the Database and everyone who contributes to it. The M.E.G., our supposed heroes label themselves the "saviors of humanity". But what about those who don't fall under their rigid definitions of a normal "human"? I think we all know how much saving would happen, then.”

*Requires having completed **The Collective Fault of Our Minds**. Optional sidequest requires **Apex-tier Pluripotent Headache**.*

Mission

Perhaps during your attempt at stopping the plot to create Super Almond Water, you probably came across a group known as ENTITY. They’re a decentralized political group that believes that humans and entities should not be distinguished from one another.

This might seem idealistic, or even stupid to a lot of people. After all, lots of entities have no problem killing humans. You, however, have already figured out that entities are reflections of the human psyche, which raises a question as to how distinct they really are. After all, you don’t view your daydreams as separate from yourself, do you? This distinction becomes even more muddled when the “entities” literally were humans. Facelings, Wretches, and those Partygoers that were victims of the Sanguine Festivus are, no matter their current state, created from humans.

ENTITY may not necessarily know what you know, but they aren’t totally ignorant either. It doesn’t take a genius to note how all entities are treated as inherently “dangerous” to humans, to the point that it partially defines the safety of levels. This othering is very noteworthy, especially since levels with high amounts of entities are considered *infestations*, despite them existing in these places before us.

You have been approached by at least one cell of ENTITY. Maybe they learned about your efforts to stop Super Almond Water, or maybe you've already disseminated some scientific paper that is sympathetic to entities. Whatever the case is, they want your help in spreading their message of equality. If you don't care about things beyond that incident, you can refuse. They'll be disappointed, but they'll still grow. If you do accept, your mission is clear: help spread the message of humans and entities being able to coexist. You don't have to make everything all kumbaya, but you should at least get a little over half of all wanderers to seriously believe that some form of coexistence can occur.

…If you happen to be in a version of the Backrooms where anomalous, godlike beings reside, this cell of ENTITY is a bit different. They still have the same fervor in their goals, but have a unique piece of iconography: a tree and a snake. Their leader, dressed like a Librarian, calls herself Lucy. Of course, calling her a "leader" is pushing it, since she doesn't exactly do much, and very strongly suggests that she isn't human. On the bright side, Blanche seems to like her, since the two of them like Libraries. Don't expect her to actually tell you what the heck Lucy is.

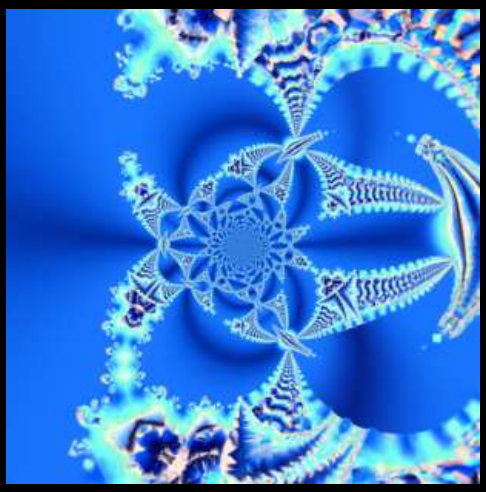
She will follow you around during this little adventure of yours. She's not going to micromanage you, just…watch. She'll ask you hard-hitting questions that, rather than question your identity, ask who you are as a person. I'd strongly suggest against trying to lie, since she is pretty good at reading you. What you answer won't kill you, but the conclusion of this Scenario will make it clear whether or not she is pleased.

Reward

Your attempts at swaying the public consciousness has worked, and the majority of wanderers believe in coexistence. For your good deed, you receive the Perk **A Bridge Between Two Worlds**. Neither mundane nor supernatural beings, unless innately hostile towards everything, will ever attack you until given justifiable reason to do so. Additionally, this allows you to bring any disparate groups together, so long as your attempt is earnest.

If you managed to give Lucy answers that pleased her, she seems to have vanished, leaving behind a note that says that she hopes to see you again. The members of her cell also appear to have vanished, but leave behind a **Library Card**. This "card" (Which can be either an Item or a Perk), gives you instantaneous access to The Wanderer's Library, an extradimensional space that contains every book and every story across the Multiverse. It might take a bit of time, but you'll be able to seek out any sort of information that you need. Do note that you don't own the Library, and don't be a ruckus to either the staff or fellow wanderers. This will also not let you escape the Backrooms until you actually do so in another way.

The Weapon to Slay a God



Mission

The Backrooms are beholden to numerous gods and godlike beings. The ones with absolute supremacy over all of existence are known as the Pillars, with their emanations becoming the Pantheon. There does exist another group of entities however, who were facets of reality given form, known as the Children of the Empyrean Sea. These gods shaped all races that occupy the Backrooms, including humanity itself. Of the allegedly ten thousand that existed, only eleven of them are currently known, with the majority of them being dead or otherwise inactive.

Still, the nature and threat level of these entities cannot be understated. They could wipe out hundreds of thousands of galaxies with a mere thought as part of their baseline capabilities. Several of them are outright malevolent forces. For the safety of everyone, a weapon is needed to be able to defeat them. Luckily for you, there is something that can do the trick.

W.O.D.A.N, short for Wavefunction Ordinance-Derived Application Network, is a theorized eigenweapon capable of erasing anything from existence via the manipulation and cessation of wave functions. Unfortunately, actually making this weapon is…*difficult*. It has six goals/steps attached to it that must be completed to work. For humans, it would take thousands of years to get even one of these goals done. For a Jumper like yourself? You may be able to cut its total completion down considerably, perhaps to even a few centuries or less.

The mission here is for you to create the W.O.D.A.N to its specifications as listed in the article. There isn't any other details you have to worry about besides its completion

Reward

You have done what was previously thought impossible. You've made a weapon powerful enough to kill an Empyrean Child. You not only receive the **W.O.D.A.N** and its functionalities, but you also receive copies of the artifacts that belonged to the Empyreans.

The Rat's Nest, Decaying



"I had a home once. A manor overlooking the sea. Upon the world, this was a vestige, calling forward unto strangled ears. But when the skies turned dark, the house was taken by the sea. A pillar truncated. Cast down to the seabed with all the other forgotten things. But I remember. Fleeting shells sinking ever slowly, folding downwards, into themselves, forever tearing along the seams of the sky, until nothing remains except the eternal ghost. And you ask yourself... could there ever be anything greater than this?"
*"**IT ALWAYS ENDS HERE**."*

*Requires **Limina Effect** Drawback*

Mission

Everything ends, Jumper. If you thought the Backrooms would exist now and forever, you are wrong.

`Level 404` tried and failed to conceal a hole in reality. Nobody knows how long it has existed, but it's old enough that it's killed and maddened gods. The Frontrooms initially had protections from this catastrophe in the form of their Demiurge, but humans put an end to it, and then tore down the barriers between dimensions themselves.

The end result is an inevitable ZK-Class Reality Failure leading to a death spiral. The Laws of Physics stopped being ironclad, and anomalies have since proliferated without end. This has begun a vicious positive feedback loop, causing everything to rot. Now, an inevitable Decay has manifested, damning both worlds. It spreads as a patch of semi-existent void that swallows everything up in its maw, never to be seen again. It can't be stopped, but it can be slowed down, for a time. By nine years, the Decay will have spread to a point where it cannot be meaningfully contained, and is due to consume all of the Backrooms., and after that, all of reality.

It's up to you to save the Backrooms. How, you may ask? To begin with, you'll probably need to find a way to fix things. After all,patching up the hole won't bring back everything. You need to

get something to release everything. You'd have to invert the Decay somehow. I don't know how you go about doing that, but it's certainly possible to do.

After whipping up your solution, you need to actually reach the source of the Decay. This "Tear" can be traced via the *very* long line of unstable, heavily decayed levels. After a certain point, you are going to rely on your nature as a semblance to travel through the Decay, which has totally consumed `Level 404`. Braving the intensely painful Decay, you have to invert the Tear itself, which will subsequently return everything back to its original state, and "fix" the tear.

Reward

You've done the impossible, and stopped the Reality Failure, ending the **Limina Effect** Drawback. Your efforts have earned you the Perk **Inversion System**. With this, you are able to invert any perk, item, power, and general system you can get your hands on. Invert your poison to be a cure, invert down to be up, make your gun fix wounds, and turn their super durability into super squishiness! You can also invert specific aspects of something, but not all of it. For example, rather than completely investing the enemy's party wide buff (Which becomes a single-target debuff for your side), you can invert the buff aspect (Thereby making it a party-wide debuff targeting their team).

Escape Together



"I fell beneath the floor and I'm never getting out.
Dropped a pocket in the ground, too late to turnabout."

Requires that you have taken all other Scenarios.

Mission

The Backrooms is a place that has existed since immemorial. Since that time, countless people have fallen into this place, only to be trapped forever. But not all is lost, as many have banded together to create communities, be it for pragmatic or sentimental purposes. You, as a Wanderer yourself, may want to have a group of people you can trust with your life.

The goal of this Scenario is exactly what it says on the tin. You must find a true exit to the Backrooms with however many people you want. You start off with one person, but you may add as many people as you want. With every person added, you get **+50 CP**. There is no upper limit to how many people you may add.

If this sounds too good to be true, then it possibly is.

The people you choose are not friends with each other. They must all come from different walks of life, and may in fact be from different time periods. None of them need to necessarily hate each other, but they must at least be ambivalent. By the time that you reach your exit, everyone must at least consider each other close associates. Additionally, **any death will result in failure**, and you will be trapped in the Backrooms.

This is also not a quick process, because this Scenario can only be completed after successfully performing all other Scenarios. All your friends are gonna need to survive the Flicker, the Decay, and god knows what else. Additionally, once you manage to identify some specific exit, you will be forced to take the most inefficient possible path. For example if a hypothetical exit to the Backrooms existed only 15 levels from Level 0, then at each "necessary" level, you will be

forced along a separate chain of levels that *eventually* reach the next necessary one. Eventually, those 15 levels could become 50. Additionally, expect any weird potential phenomena in those levels to activate, so long as said effect isn't instantaneous death.

You do have some advantages however. While mind control obviously doesn't work, any charisma or friendship-building perks will work. Additionally, you can share whatever perks you have with your group, and you can totally use whatever rewards you got from previous Scenarios to help you. If you have that power, you can also put your companions into stasis, and carry them yourself. It might be very difficult, but you can do it.

Reward

Together with your merry band of buddies, you've somehow made it to an exit of the Backrooms itself, and are no longer a group of strangers. Your reward for this is substantial.

All of your friends are now your **Band of Brothers**. All of them are now considered Companions, and you can put them all in one slot if you want. Additionally, they will receive as much CP in a Jump as you do, even if you have some supplement that gives you more than usual.

Additionally, you all receive two Perks. The first one **Ultimate Escape Artist**. This guarantees that, no matter how, you will always be able to escape any binds, prison, or form of containment. The second Perk is **In Spite of Everything**, which ensures that, no matter how long, daunting, and painful of an experience a journey is, you ultimately always come out smelling like roses.

If, by the end of your journey, you are all the best of friends, you all receive the perk **Truest Companions**. With this, there is no sickness, magic, hypnosis, curse, or dimensional prison that can separate the two of you, or make you fight one another. For you specifically, you will have earned **The Magic of Friendship**, which allows you to befriend literally any being, even if they have no concept of companionship.

The end of this Scenario marks the end of your time in the Backrooms. All Drawbacks you may have had (Save for any time you still need to pass for **Prolonged Stay),** are now null and void. Feel free to continue on with your chain.

…But if you really want to…

In Pursuit of the Heart



"And so I'm drawn ever deeper
In the Oldest House and all these empty rooms
This vacant, spellbound mystery motel
Where I'm the keeper, where I set the rules"

*Is only accessible after completing **Escape Together**. Does not require **With Cruel and Merciless Intent**, but might be thematically appropriate.*

*This Scenario is optional, and is not required for **Job's Not Finished**. Due to this, you will receive your CP reward of **+1000 CP** only after completing the Scenario.*

Mission

Perhaps you felt like you had an obligation to the other wanderers still trapped. Perhaps your companions felt like aliens in a world they no longer knew. Maybe you just plain missed the yellow wallpaper. Whatever the reason may be, you decided to head back into the Backrooms, with one final goal in mind.

Conquer the Backrooms itself!

The Backooms is an ancient place with ancient gods. If you haven't figured it out on your own, Blanche will inform you about the tale of the Pantheon. Once upon a time, they dwelled in some grand hall, with their leader dwelling in **Level AΩ - The Throne Room**. In this mysterious sublevel is the Crown of the Throne, which bestows the ultimate authority in the Backrooms.

Your mission is as easy as that. You have to go to the Void, traverse its space, and reach the Hallowed Gate. You will explore it until you find a long passageway to a gate. The Gate will be blocked by two Paragons, humanoid beings of immense power. They will have repelled you should you have come here before, but now they will let you pass them. Beyond the gate is a vast, shifting maze full of generated entities designed to challenge you.

Hmm? Did you say this sounds familiar to you? I have no idea what you mean by that.

Once you pass this maze, you'll find no further resistance. Walk down the short corridor, open the door, and find a room. How this room manifests is up to you. It could be a throne room, with a cool throne in the middle. It could also be an office room, with a cool swivel chair. How it manifests is irrelevant, for you have been proven worthy of the Crown, and thus the Backrooms itself.

Failure in this Scenario is not actually possible. Nothing before reaching Level AΩ will hurt you, and being defeated in the maze, hard as that may be for you at this point, will just send you back to the entrance. Maybe the Backrooms has already accepted you as its authority, but needs you to do one last thing before it gives official control.

Reward

The ultimate reward of this Jump, **The Backrooms** is now yours! You have access to all of its levels, objects, resources, and even entities. All of the Wanderers within the Backrooms are also given accessway points back to the Frontrooms, with no time having passed since they were initially trapped. Additionally, any non-deliberate gateways to the Frontrooms are closed off, so nobody will ever accidentally "no-clip" here again.

You have absolute control of the Backrooms, its native entities, and its manifestation. No force can subvert or even touch this space without your permission. You can make every level completely safe, make every hostile entity docile, and create an easy way to access every level. Wanderers that chose to return to the Frontrooms will have perfect copies created, These copies, along with the wanderers who chose to stay, will follow you along your chain. If you don't want them following you, an empty copy of the Backrooms follows you instead.

For an extra reward, should you have completed the highest ranks for all of the Scenarios (Which includes the **Dark** Scenarios, and the maximum rank of **Cygnus Storyteller**), you receive a permanent stipend of **+500 CP** on all of your Jumps going forward.

Final Choice

Your journey through the Liminal Frontier is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

"That'll be all from me. I wish you the best of luck with your Jumping!"

Notes

Summation

Adrift in the Complex is my first attempt at a Jump, being a crossover of the Backrooms/SCP Foundation/Other Things™ crossover. More specifically, this is intended to be the first half of this crossover, with its primary focus being on the Backrooms.

Initially, this was not a Jump at all. It started out as a personal canon derived from a singular hyperlink present in SCP-7549, which linked the SCP Foundation and the Backrooms Wikidot. This soon spiralled into an absolute mess where I combined about twenty different canons together from both sites, before adding a whole lot of other settings inside. Afterwards, I began writing an outline for a story that took place in this personal canon. Not long after, when I became really invested into the Jumpchain, I decided to turn this canon into a set of jumps.

This ran into several complications. The first of which being that I'm a college student with a weekend job, so I couldn't write very much. I also received some very important advice about not having the Jump follow a set story. As a result, I had to dismantle all of my plans for it, and create a Jump that didn't have that overarching canon. This was somewhat demoralizing, as a lot of my favorite parts of said canon literally don't work without the original outline. This, combined with new jumps that came out, led to me changing how this Jump was set up no less than five times. Still, I do ultimately appreciate the experience, as I think this Jump would have turned out much worse had it not.

A good chunk of the outline exists in the form of the available Scenarios.

Formatting Choices

Admittedly, I found the writing for the In-Universe Writer to definitely be the weakest part of this jumpdoc, to the point where I rewrote it twice, and then subsequently shortened it.. It only exists as a way for me to justify why the Jumper is a semblance, which is not usually a state that you would actually *want* to have. This is also meant to parallel my decision to the semblance from just the Drop-In Option to the "Race" option, which prompted me to rewrite pretty much the entire Jump. I name-dropped the ***BUREAUMANCER*** from SCP-8190 due to it being able to control narratives and timelines, along with its propensity to delete anything that would be a threat to it. SCP-6183 also reveals that it was the ***BUREAUMANCER*** who created at least one version of the Department of Deletions.

Another possible issue is the matter of hyperlinks. I added them to help give forms of context to what my thought process was during this. It was also to help give hints about what you need to do (*Dread of the Grave* warns you against keeping the treasures, while *The Rat's Nest, Decaying* tells you to study Phenomenon 15 to counter the Decay), and clarification on broad topics.

In terms of formatting the document itself, my chief inspirations were FancyFireDrake and Savant the Vaporeon. The latter is also the reason why the Narrative Modifiers exist, and the former is why the Tone setting exists.

List of Esoteric Studies

This list is relevant to the Semblance Perk **Which Me Learned This?** The majority of these studies are lifted from the SCP Foundation. This is far from a comprehensive list. If you have the CP to blow on fake science, use this article for more ideas.

Acroamatic Abatement: The processing of anomalous waste products and esoteric substances produced by various anomalies. In other words, you can take toxic anomalous substances into harmless, non-anomalous substances. I imagine this would be useful for something like Cashew Water or Liquid Pain.

Essophysics: The study of the physical embodiments of abstract concepts, and how they interact with the world. Many of the gods of the Backrooms are conceptual embodiments, with the Children of the Empyrean Sea being the textbook definition of essophysical.

Liminology: Not to be confused with limnology, liminology is the scientific study of liminal spaces and nostalgia-inducing phenomena. With this, you'll actually be able to comprehend the Backrooms as a place, and instinctively be aware of any dangerous level that prays on nostalgia.

Memetics: The scientific study of memes, and not the ones you are thinking of. These refer to paranatural ideas which spread via interaction with them. Connected to this field is antimemetics, which studies ideas that actively conceal themselves. Choosing either study will give you both. These fields also connect to cognitohazards and infohazards, which actually do appear pretty consistently in the Backrooms.

Pataphysics: The scientific study of fictional narratives and their effects on reality, including the fictional world that the jumpchain takes place in. Pataphysics is pretty loosely defined by the SCP Foundation, but having an understanding of the general rules of a story/world can be invaluable. This is connected to, but distinct from Narrativistics, which I genuinely cannot explain. Please read the relevant seminar.

Spectremetry: The scientific study of spectral entities. Being able to accurately read how ghosts work in any given jump can either be fun knowledge, or a matter of life and death.

Surrealistics: The scientific study of phenomena that are literally incomprehensible to baseline reality. It's somewhat niche, but this will guarantee that you won't be caught unaware by beings that are allegedly beyond your comprehension.

Tactical Theology: A "field" of study that involves the handling, containment, and utilization of religious anomalies. Mildly blasphemous to be sure, but intrinsically knowing how to interact with and otherwise contain angels, demons, gods, religious spirits, and sacred artifacts is invaluable.

Semblance Alt-Form

Having a "Semblance" Alt-Form was something that was ultimately done to honor the article that does actually connect the SCP Foundation and the Backrooms, two of my favorite communities. The Department of Deletions has very little in the way of actual combat, but a lot of what we have on them gets them to have a lot of special abilities and protections. It's also pretty versatile, on account of being able to mix-and-match alt-forms, and its power ultimately scaling to whatever makes up its gestalt.

Narrative Modifier Notes

Tone: Somewhat shamefully taken from FancyFireDrake's Lewd Fate Grand Order Jump (NSFW). I liked the idea, as the Backrooms have multiple interpretations that make it either much funnier or much more horrifying. In the original outline, the **Dark Tone** was the intended version. The various other modifiers were inspired by Savant the Vaporeon, creator of the Generic Element Manipulation series. Special thanks to the Generic Ice Manipulation Jump which (at the time of writing) was their longest and most recent.

Canon Specifications: If you really want to, you can use my canon in this Jump. The cliffnotes for it and Team Samsara can be found in this lore doc: [Add Lore Doc Here]

Stay Together: This is meant to be for the purposes of circumventing the fact that Level 0, among many others, has an effect that prevents wanderers from seeing each other, This is good in terms of liminal horror, but about 99% of interpretations don't use this, and my original outline had a complex plotline to justify them being able to bypass it.

Stardust Highway: This is basically a way to justify having mana in the atmosphere, as the few occult references in the Backrooms makes no mention of it. The name has no deeper meaning beyond being a Sonic CD reference, and the fact that I sometimes equate stardust with magic.

Origin Notes

Original Race Options: Originally, my race options would have been Human, Friendly Entity, Hostile Entity, and Empyrean. I got rid of the last option early on due to the fact that it is insanely overpowered. The entity options were already on the chopping block due to how my rewriting of the doc was going, and Sin-God/Luciano's Backrooms Jumps having said options sped up my choice. I chose to get rid of them, and just have Semblance be the sole option.

Multifaceted: This option was actually one that I already planned to add, due to the unique behavior of Semblances. However, I will note that its current name comes from Savant the Vaporeon's version of this option in Generic Ice Manipulation (*"People are **multifaceted**. They have many stories, many sides, many sources of power."*). The original name was **Gestalt Identities**, which I changed due to not liking the name.

Perk Notes

Beyond Terror: A way to explain this perk is that it basically renders your fears as something you'd only have a mild phobia of. For example, you'd view swimming in an endless, bottomless sea in the same fashion you'd be unnerved by seeing a spider or cockroach.

Drawback Intensity Toggle: This idea was partially inspired by how Drawbacks work in the Generic Erotic Horror Jump (NSFW), where you can choose a lower intensity one. I've actually never seen a perk that actually does give you perfect control over Drawback intensity, so I decided to add it here. Also, just for the sake of clarification, you can use and modify any drawback you encountered along your chain.

Counter Guidance: This Perk came from DeverosSphere's Bethesda Tutorial Jump. I love this Perk due to me writing my Jumpers with no prior history for each Jump, and it's useful for facilitating this without them accidentally killing an important character. I added it here so more Jumpers can hopefully use it.

The Moral Choice: I'm a sucker for stories where the ethical choice is the one that is most successful. Also, for the purpose of clarification, this also works for projects that were successful, but whose success is rooted in cruel procedures. For example, it is possible for you to create an augmentation procedure like that of Warhammer 40k's Space Marines, without the massive trauma that comes with it.

Loaded Dice/The House Always Wins: This Perk only rigs probability in games of chance to your favorite. This will not help you win actual fights unless some aspect of it is up to chance.

Liminality Researcher/The Allseer's Champion: This Perk is very deliberately overpowered, as it is sort of required for certain Scenarios. This is also useful for studying any poorly explained phenomena in Jumps, and being able to weaponize them in ways that your peers could not.

Item Notes

Fiat Clarification: My headcanon for the Backrooms is that it is part of the collective unconsciousness. As a result, even if you don't purchase **Unified Metaphysics**, all non-purchased Backrooms items will always work unless you go to a Jump where humans or human-adjacent entities don't exist.

Properties: In the event that you have a level from another Backrooms Jump, you are free to place any of your properties from this Jump into said level.

Companion Notes

Team Samsara Central Directorate: In my personal canon, the main protagonist was the leader of a group known as Team Samsara, and the "main" leaders were known as the Central Directorate. Several of the members of the Directorate are the templates for the companions. Here is a brief supplemental document to explain who they are.

Your Brother(?): This little boy is a reference to SCP-7549, where the Deletions agent explains that he lost his brother due to him falling into the Backrooms.

Gremlin Girl: This is Gigi Murin from Hololive Justice. Her entire reason for being available is because she had a voice pack where she chased the listener down while they were in the Backrooms.

Friendly Fugitives: These are based on Hololive Advent, who have all notably played Escape the Backrooms in a collaboration together.

Da Capo al Fine: I chose D.C. al Fine as a companion both because I love their character, and their blank slate of a past. Save for the "In Memoria, Adytum" canon, she/they have no backstory. In my original outline, I headcanon her as having managed to escape the Backrooms and, for that nearly impossible venture, she was chosen as Under-Secretary of the Global Occult Coalition.

The Apprentice of Death: This is intended to be based on Mori Calliope, who is known as the apprentice of Death-sensei. You can have this companion be anybody you want, however.

Drawback Notes

`[QUERY:DENIED]`: While it might seem bad to have the ***BUREAUMANCER*** observing you as a mandatory drawback, it's actually much less serious than it sounds. The ***BUREAUMANCER*** as an entity only operates in the ADMONITION timeline, and as SCP-8190 shows, it needs a massive, very obvious ritual to manifest in baseline. It could theoretically try and erase you from existence through an atypical space (Like how it seems to have erased the Department of Surrealistics), all atypical locations you have access to have fiat-backed protection, so it can't harm you. Having knowledge of you won't matter, unless you are actively trying to fight it.

Challenge Notes

Pick-a-Pocket: It should be noted that, should you absorb your Pocket via **Techno-Organic Integration**, the Neighborhood Watch will still hunt you down, should you have picked the **+150 CP** option. They still recognize that you took the Pocket, so whether or not you actually bring it with you is irrelevant.

Releasing the Shackled Souls: The vagueness of how many souls are needed to be freed is a deliberate choice of mine. You may choose if you need to save only a few, a lot, or all of them. Fanwank responsibly.

Scenario Notes + Cheat Sheet

Backrooms Challenges/Cygnus Storyteller: This was devised as another way for Jumpers to be able to get more CP while in the Jump itself. These are separated from Scenarios due to the majority of them being super straightforward so long as you have the context for what I'm referring to.

Blanche loves to be told the stories of wanderers, so, with a mild bit of fanwank, I had it be that she considers performing all of these extraordinary tasks to merit an extraordinary reward. Also, it's possible that she is aware you are a Jumper, or at least knows you are unique.

It should probably be obvious, but picking fights with Blanche or those she cares about, or outright killing her, will cause you to fail this Scenario.

Backrooms Remodeling Commission: This is a scenario that is fairly straightforward in what you need to do. The Innovator and Administrator Origins make this a lot easier, along with **Map of Eternity** from Explorer, which will stabilize any nonlinear level, at least until the Reality Fresheners are installed.

CACHE OF THE FORGOTTEN: This scenario is modelled after SCP-7549, with some help from Level 404 (Wikidot). The goal here is to destroy the planet containing all the VHS tapes, or

get it to collapse into Level 404. Unless you can already blow up a planet from some previous Jump, the easiest solution is to complete **Backrooms Remodeling Commission**. The Perk **Fixer-Upper** can let you destabilize the Deleted Cache, and have it fall into the hole.

Dread of the Grave: This scenario is modeled after the level called The Grave, and the story of SCP-1440, who played a game of cards with the Brothers Death for his life, and suffered because of his greed. To begin with, get **The House Always Wins** to have the advantage over the Brothers. After winning the game for the Brothers' treasures, you should accept their offer. In **Dark Tone**, you ask to have their Apprentice. It's somewhat selfish, but the Brothers will interpret this as you wanting to help someone you've only just met, which is enough to affirm you aren't a greedy bastard.

1 4M 1N M153RY: For the most part, this Scenario largely just obeys what we know of in TH3 SH4DY GR3Y, with *The Quick and the Dead* being a Sonic reference (Albeit one that was in the original canon). If you are going through the **Dark** version of the Scenario, it's recommended that you go through **SOMETHING IS WRONG** beforehand, so that you get **The Implacable**.

Into the Fire: This scenario is simply based on the fact that I felt sad for The Woman on Level 854, and my desire to give her a happy ending. **Fixer-Upper** is, again, the easiest way to solve this. By making sure the house isn't a Deadzone, you can safely stay with him.

An Overprotective Space: This Scenario is based on Level 890, and Anwen's plight. The Woman is able to protect herself easily, so you only have to worry about yourself. **This is For a Different Group!** trivializes this issue, as you literally can't be harmed during this. Another way to solve this is through the various Perks from the Slayer Origin.

Let's Go Gambling!: This Scenario is based on Level 777, with the name, of course, being based on this iconic video. For the most part, you just need **The House Always Wins** to have smooth sailing. But for the **Dark** version, **Underwater, Under Pressure, Underpaid** will help you counter the insane amount of reality warping.

Light's Out: The mentioning of the "heat sink" at the start is a mildly obscure bit of Liminal Archives lore, where The Darkness serves as the heat sink of the Backrooms. It is connected to the Electrical Station, which generates all the energy within the Backrooms, and relies on the Darkness to absorb its heat waste. Additionally, I tied this to the random bit of lore on the Wikidot about Level 0's temperature gradually increasing.

You will need **Liminality Researcher** to study the cooling towers of The Darkness, and create some mechanism to reactivate them. If you don't have it by this point, or you'd like some help, you should go out and find The Alchemist, who will help you out if it's a good day. After you fix

the cooling towers, head to the Electrical Station to reactivate the electrical grid. With that, you will have resolved the issue.

On **Dark**, the Blind Rapture/SCP-3246 is a threat that is largely neutralized by **Protection of the Gray**, although it's probably quite painful even for a semblance. You can also combat the darkness via flood lights. Because the entity operates off of "negative light" brightness, they ironically can't exist in The Darkness, because photons don't exist and can't exist in the level.

In case you're wondering, the Blind Rapture in this canon originates in the bottom area of Level 95, a mysterious dark space where nobody has ever returned. This is inspired by Broogli's little theory that it's the darkness of the area itself that kills wanderers, rather than any entities. When the lights are back on, they are all banished back to where they came from. Should you seize control of the Backrooms, you are able to terminate the Blind Rapture .

SOMETHING IS WRONG: This scenario is based on the events of SCP-7912, where the Department of Deletions tricks rogue agent Andry into the Adaptive Mesh. On lower tones, the easiest way to win is to use a Warpberry, or possibly one of Blanche's books.

On **Dark**, where those methods don't work, you'll probably need **This is For a Different Group**, which will let you communicate with your followers and companions. To have them deactivate the mesh much quicker, you can either have them get lucky via **The House Always Wins**, or study and solve it with **Liminality Researcher**. If you are clever, you can cheese this Scenario by creating a perfect copy (Me's a Crowd is *not* applicable), or, if you have a 1-Up that sends you to a safe zone, you can just kill yourself to escape.

The Collective Fault of Our Minds: This is based on the events of the Super Almond Water article, with the name being a reference to the movie *The Fault in Our Stars* (I have never watched it). Besides completing the **Suicide Blitz** Challenges, very little needs to be done. An optional shortcut would be to select the Semblance Perk **Which Me Learned This?** and select Applied Metaphysics, which would help you understand how things like the collective unconsciousness works.

Clarity & Justice: This Scenario is based on ENTITY from the Super Almond Water article, with the ENTITY cell here being based on the Serpent's Hand. "Lucy" here is the Head Librarian, better known as the Serpent, with her questioning being based on the Serpent's propensity for giving people challenges. This is also the easiest Scenario of all time, because all you need to do is continue your work from the past Scenario, have a desire to learn, and agree that not everything different from you should be exterminated or segregated from you.

For the sake of clarification, the Serpent's Hand doesn't yet exist, but it will in the future. In the second part of this Jump (Whenever I get to it), will have this Scenario get a reward.

The Weapon to Slay a God: While the title itself is based on Fate/Grand Order's Atlantis Lostbelt, the actual concept is literally just the plot for the Children of the Empyrean Sea article. While all your perks will be useful, it's probably a combination of **A Few Lucky Breaks** and **Liminality Researcher** that'll help you find shortcuts. Beyond that, this Scenario is one that will take decades to complete, unless you have some powerful out-of-context technology or perks. If you really need it done quickly, I'd suggest supplementing this Jump with the Transynth Jump by Sin-God/Luciano.

The Rat's Nest, Decaying: The name itself is clearly inspired by the SCP Foundation's "Rat's Nest" canon, and the Backrooms' "Decay" canon. It also has inspiration in the implied portrayal of the Backrooms from Kane Pixels' "I Remember" video, and the nature of Level 404 (Wikidot) in the article "Icarus Procidens.". Also, despite the name, it's not actually the same as the Decay, because the Decay does not affect the Frontrooms, and reality warpers like Blanche don't exist due to breaking the premise.

As the scenario explanation implied, you'll need to find some method of inverting the Decay's effects to restore what has been lost. As a result, you'll likely need **Liminality Researcher**, and develop something based on Phenomenon 15. The offset of the article suggests that there is much more going on than just "colors and gravity are inverted" as the M.E.G. seem to believe. To go inside the Tear to fix it, **Protection of the Gray** is strongly recommended.

Escape Together: This scenario is, unsurprisingly, the first one I devised, as it has no underlying inspiration beyond the thing that every canon and Backrooms game wants you to do. I decided to have this be the Scenario where you can hypothetically get infinite CP from, although it's nonetheless something of a challenge. The fact that it can only be completed after doing every Scenario is to emulate video games, and also to set up the Final Scenario.

This Scenario, at least at the start with lots of people, can get rough. It's usually good to utilize **A Real Community** to establish an initial base of operations, and focus on either training your companions on how to fight (Via **The Common Good**), or helping everyone get along (The Administrator Origin as a whole). After some time, your group should hopefully be capable of safely traversing levels. If at all possible, you should scout out levels on the path, ensure some method of safe travel, and then bring your other companions along.

The Apprentice of Death from **Dread of the Grave** is super valuable here, as they can resurrect each of your companions at least once per Jump, and possibly more if multiple die from calamitous Scenarios.

In Pursuit of the Heart: This is the very last Scenario, accessible only by completing every other Jump. This Scenario came from the simple idea of: "what would be the ultimate reward in the Backrooms?" It was further devised by me reading the Backrooms CYOA's Slayer DLC, where the Backrooms itself was the reward. The fact that the Scenario itself is a mad dash to reach the core is inspired by the Ashtray Maze from the game Control™, and the amazing song attached to it. There really isn't any need for clues hee. You literally cannot fail this jump, and you will have all the resources you need to win. The only real "shortcut" is that you can get Blanche to teleport you into the Void

Other Points of Clarification

Balancing: The balancing for perks and items are somewhat finicky, if not totally imbalanced. I based them around the Scenarios, which use many of the high-stakes/fantastical phenomena and disasters from the Backrooms, rather than the "standard" idea of the Backrooms. Several of them are also based on SCP stuff that I felt neatly connected to.

Future Content: In the future, I plan to revisit this document, and likely add some sort of Trader/Businessman Origin. Originally, it existed in the same group as the Innovator Origin (Called "Entrepreneur"), before I split its Perks between Innovator and Administrator. Hopefully, I'll be able to do more with it.

More SCP Stuff?: While I wanted to add more stuff from the SCP Foundation, I was ultimately unable to do so on account of the degree of separation. There's a reason why a lot of the SCP stuff are "inborn" powers, or esoteric even by the standards of the Foundation. Any suggestions would be appreciated.

Special Perk Shop: This section is meant to separate Meta Perks from the rest of the General Perks. I did this mostly as a way to add Perks that I wanted, but could not realistically be justified as being part of the Backrooms or SCP Foundation

The Iron Fist: I make a few references to this organization in the "Slayer" section, due to the fact that the origin itself is based on them. By reading their page, you might have realized that their section in "THE VANQUISHED" implies that they've killed a lot of gods/godlike beings, several of which (Such as the Conductor and Blue Knight) interfere with your Challenges. In my canon, they suck at their mission, having only killed a few actual gods (Like the Gatekeeper, Lilith, and the Allseer), with the rest of their attempts either ending in failure or being thwarted.

Vtuber Brainrot: Several companions, as previously mentioned, are very clear archetypes based on Virtual Youtubers from Hololive. This actually stems from the SCP Foundation having two

different Vtuber SCPs (SCP-6777 & SCP-6930), with the latter one directly being stated as eventually joining Hololive. Additionally, that one vaguely implies that Hololive is in some way aware of the supernatural. Hololive released a Voice Pack ("The Four Types of Extreme Love"), where Gigi Murin chased the listener around the Backrooms. This bizarre chain of coincidences, combined with my love of Vtubers, caused me to add them into my canon, and eventually as companions.

Special Thanks To:

Sin-God/Luciano, who is one of my favorite Jumpchain Crafters, and has created (as of the current time) three Backrooms Jumps, the Generic Liminal Space Jump, and numerous others that I am fond of.

FancyFireDrake, another great Jumpchain Crafter, whose SCP Foundation Scenario Supplement (Among many others) helped inspire me to put emphasis on Scenarios.

Stupid_Dog, whose SCP Foundation Jumpchain was another key inspiration for this Jump, and its inevitable second part.

u/ThousandYearOldLoli, whose comment on my original post led to me rewriting this Jump to its current, considerably superior quality.

u/SpellCatty, whose many questions and suggestions helped me with this update.

Nerx, an awesome member of the community who introduced me to several jumps, and whose threads are always either funny or give me ideas.

Quicksilver, whose Pokemon Jump started the Jumpchain as a whole.

PucelleAnon, whose Kuroinu Jump (NSFW) was amusingly the first Jump I stumbled onto by pure accident, which brought me into this community.

Everyone in the Jumpchain community, whose contributions have made this hobby worth experiencing.

Image Sourcing

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Changelog

Version 1.0

- Released January 19, 2025

Version 1.1

- Released February 10, 2025
- Minor SPaG corrections

- Clarification on Tone, Perks, Items, Drawbacks, and Scenarios
- Added **Trader** Origin
- Changed **Phasing Proficiency** to allow escape from Trap Levels. Also made Mandatory
- Changed **Multiversal Metaphysics** to Unified Metaphysics
- Added **300 CP** Perks and Items to each Origin
- Nerfed **The Common Good** by removing its secondary effect. Secondary effect has been turned into **Try to Keep Up With Me**, which is superior
- Changed **Semblance Points** stipend from **+1000 SP** to **+2000 SP**
- Added more Semblance Perks
- Added **MASTERMIND.aic** & **The Demon**
- Added more Challenges and Scenarios
- Changed **Implacable Man** to **The Implacable**. Additionally changed so that you are protected from any mental harm, and not just from enemies
- Added CP stipend reward for **In Pursuit of the Heart**