

Backrooms: Return To Render Continuity Jump
v1.0
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Imagine something with me, dear jumper. Close your eyes, play the sound of the buzz of fluorescent lights in your mind, and picture yellow wallpaper-covered walls. I bet I can predict your next thoughts. *Oh no, it's the Backrooms!* Well, wait a beat before you have that reaction. This is not any old continuity in The Backrooms. This is the Return to Render take on The Backrooms. This continuity is focused on comedy. I hope you're funny, it'll help you survive the next decade.

Now… to be fair, the main bit of comedy is how the researchers are going to bite the dust, but hey that's still comedy. For ease of access have a link to a compilation of multiple *Return to Render* Backrooms videos stitched into one. It's worth noting that that's not every single RtR Backrooms video, but that's the lion's share of them.

Take **1000 Hazmat Points** to fund your adventures.

Starting Location

There is one starting location here. Level 0.

Level 0

This is an infamous level with common elements across every continuity it is featured in, it is *the* yellow-wallpapered empty office space, but you'll find that this take on it is a lot LESS empty than other takes are. There are plenty of groups of researchers and murderous entities at this level, as well as all sorts of ways to get to other levels.

Age and Gender

Entities are effectively ageless, while Researchers appear to be able to be of any age so select an age you wish to be freely.
By default your gender is whatever you were previously. You can choose to change this, if you want, for free.

Origins

Both origins can be used as drop-ins.

Researcher [Free]
You are one of the hazmat-suit-wearing explorers tasked with documenting this bizarre network of unnatural landscapes. You may have memories of Earth, but it's also possible that you're a Backrooms native; the offspring of a pair of researchers who found love (or something else) in this weird world.

Entity [Free]
You are an entity. In this continuity many different entities have been spotted, ranging from partygoers to death moths to bacteria to things like smilers and other less easily identifiable entities such as massive spider-like creatures and shadowy-human-shaped silhouettes.

Perks

Origins get their 100HP perks for free and the rest are discounted to 50%.

Researcher

Athleticism [100 HP]
You know a normal person would struggle to move quickly in a hazmat suit. And they'd certainly struggle to do the sort of precise platforming some researchers do quite proficiently. And yet here you are, platforming like a certain plumber. You are athletic and what's more your clothes don't seem to get in the way of your parkouring abilities. This is a handy skill anywhere but especially in a place as dangerous as The Backrooms.

Entertainment [200 HP]
You are really good at coming up with ways to have fun. Even in a place as grim, and often as derpy, as The Backrooms you can find ways to entertain yourself and others. People will like working with you due to your sense of humor and this will also vastly lessen the negative mental effects of being in a place like this otherworldly dimension.

Teamwork [400 HP]
You are quite skilled at teamwork, able to coordinate extremely well with your fellow researchers. People naturally respect you and if you take charge people will tend to defer to you. You also have the skills to identify other people's strengths and weaknesses and can come up with strategies that leverage strengths and downplay weaknesses. Also when you take action to protect and save allies your efforts get bolstered by something akin to fate, making you temporarily more skilled, more athletic, and altogether better in proportion to the danger the people you're trying to save are in.

Comedic Durability [600 HP]
You are cartoonishly tough and enduring. The funnier the injury you sustain the more likely you are to be able to recover from it, or even outright walk it off. Something like falling from a large height will do almost nothing to you if the circumstances that led to the fall would make for a fun punchline in a video meant to get laughs. Getting punched by a powerful entity will make you see stars for a bit, but it won't break bones so long as the circumstances leading to the blow were comedic. Reacting to blows in a comedic way also helps with this, as does getting knocked "off screen". If you get sent far away in a battle, you are far more likely to survive your injuries.

This even minorly boosts your toughness overall, but this is best when you're getting in battles and enduring injuries that are funny. This also gives you immense endurance, letting you walk for miles without a break, and making you need only a few meals a week.

Entity
Appropriate perks here let you take on new forms.

Imposter [100 HP]
You are really good at disguising yourself. This is helped by your humanoid frame and human-like size, but you are ultimately something else. Thankfully everyone here always seems to be wearing those suits… If you got one you'd make a right terror. You are also beyond peak human in terms of your strength, and just under peak human in terms of speed.

Winged Menace [200 HP]
You have an insectoid form in the shape of a gigantic moth. This includes the wings (and you can fly at impressive speeds), and you can even produce jelly. As an added bonus, you can fire off acid, and have the size of a female deathmoth even if you are not yourself female. You can naturally command other deathmoths and similar giant insects with lesser but still impressive ease. You retain abilities other than flight even when not in your deathmoth form, but to a lesser extent.

In The Dark [400 HP]
You have a smiler's affinity for the dark, as well as the ability to take on their gigantic forms. Beyond having the ability to take on an enormous feline form you are also more intimidating when you are shrouded in the dark, and being in the dark makes you faster.

Bacteria [600 HP]
At will you can take on the form of a strange monster; a spindly, black thing with a slender but tall humanoid frame. In this form you are terrifyingly fast, eerily silent, and incredibly strong. This form is also bizarrely stealthy despite its height, with people seeming to struggle to notice you until you are almost on top of them.

Items
Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100HP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Researcher

Hazmat Suit [100 HP]
You now have a perfect hazmat suit, one which is comfortable, self-repairing, and always adapts to suit your size. This also does everything a hazmat suit is supposed to do, providing you with constant oxygen, and keeps you safe from local hazards.

Clipboard [200 HP]
This small clipboard has a single piece of paper on it which is filled with instructions of what to do to guide you towards the completion of your goals. When you finish each of the tasks on the paper and look away, the instructions will refresh and you'll find yourself with new tasks. This is not a full-proof guide, and it's limited by what you want to do, but it will persistently guide you towards your goals and objectives if you listen to it.

Community [400 HP]
This is a community of hundreds of researchers who have erected settlements, of a sort, across dozens of safer levels. These researchers are hardened against despair thanks to their experiences in this place, and at least some have a working grasp of various sorts of engineering and maintenance, able to help maintain all sorts of tech and even invent simple but surprisingly effective traps and defenses that ward away the more corporeal and direct threats present in the Backrooms. You are a valued member, a leader even, of this community and they are open to your suggestions. The levels they have settlements in will be places you can enter in your warehouse, though quite limited in size to only a bit beyond any settlements.

Entity

Push The Button [100 HP]
In areas you control you can create special rooms. In these rooms there is a prominent red button, signs that point to the button, and a special area past the button that is a large round space blocked off by glass walls and a small, sealed door. People who enter the room without your permission are compelled to push the button. Doing so will cause the special area to begin to change. After a few seconds the area will stop changing. The sealed door will then open and people will have to suffer whatever is on the other side. The punishment they endure will depend on your relationship with them and how mad you'd be that they entered your space without your permission. If you'd be angry enough the door will open

into outer space and simply kill them outright, but if not they may have to run through a brief obstacle course to get further into your home. For visualization's sake, view this.

Slides [200 HP]
You get a mobile button that you can place on walls, roofs, and floors. When you put this button somewhere and press it the thing creates slides in appropriate surfaces that are closeby. You can decide how dangerous these slides are, using them as traps or as convenient and fun routes to get somewhere safe that is relatively close by. You can press this button once a day and can create as many as three slides with each press. The slides can be as long-lasting as you want, but they can't traverse vast distances (unless they are connecting to your fiat-backed properties, in which case they can traverse vast distances).

Trains [400 HP]
You are the owner and controller of a vast network of trains. These trains are capable of near-instantly traversing vast distances, and can connect different dimensions in the same setting with ease, though that would lead to train rides that take a few minutes. Other, smaller distances are traversed in seconds. You can erect train or metro stations at will, and in doing so connect a new space to your network for ease of travel. This process takes minutes but requires an appropriate amount of space.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own pack of entities? Or your own company of researchers? Well import a single companion into any origin for 50HP each or eight for 200HP.

Canon Companion [50]
So you want to take any other existing character from this world. Well then this option is for you. With this you get a token that you can give to someone in this jump. If you give it to them and explain what it means to follow you, they can choose to follow you or not follow you. If they don't follow you you can take your token back and use it on someone else. If they do follow you you gain them as companions. This is only possible when you are not using something like mind control or supernatural persuasion, but this is a smart limit and does not stop you from using supernatural abilities to communicate.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 HP]

Do you want to go somewhere else? **Use this as a supplement toggle. Take another jump and blend the two settings however you see fit, while keeping your point totals separate.**

It's All Real [+0 HP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Backrooms you're about to enter.

Extended Stay [+100 HP]
For each purchase of this your time here is extended 10 years. You can take this up to three times for points and after that you can continue taking the drawback for the sake of extending your stay here but you won't get more points.

Stranger Levels [+100]
The levels in this continuity are weirder now. These changes are subtle, for the most part, but comedic rules and things are less emphasized now and the surreal nature of the Backrooms begins to reassert itself. Long empty spaces, vast miles of unexplored land between settlements, and weirder events are commonplace now. Still, this isn't hostile.

Inept Researchers/Entities [+200]
This drawback affects whichever group you align with, regardless of your origins. This makes researchers less competent, or makes entities more clumsy and liable to fall for traps. If you're a neutral party who interacts with friendly faces in both factions then this affects which group you're interacting peacefully with.

More Traps [+200]
This continuity of The Backrooms is replete with traps. This makes them even more commonplace, and grants both entities and researchers more intelligence when it comes to setting up and using traps.

More Diversity [+200]
There is now an increased amount of diversity present in this continuity. There are more levels, different factions of humans, and greater numbers and diversity of entities. You can very easily anticipate encountering entities from other continuities, and humans from different takes on The Backrooms.

Weaponized Laughter [+400]

Now more adversaries have learned to weaponize the comedic tropes that run this place. Expect to come across both entities and researchers who purposefully utilize comedy to take advantage of things like comedic durability.

Liminal Land [+400]
The popular amusement park has come for you. Now you have to spend part of your stay, an extended bit, working in The Backroom's very first theme park. This may well require hunting down those brave enough to stay after the park closes. They suffer an… unpleasant, and dire, fate.

Everyone's Foe [+600]
Researchers have discovered your very own anomalous nature. Entities think you smell delicious. Now everyone wants a piece of the jumper. Both entities and researchers will want to capture you, though for very different reasons and to very different ends.

The Audience [+600]
Now you are at the whims of the audience. Periodically throughout your stay in this jump videos of your time here will be uploaded to a YouTube channel showcasing your shenanigans to the multiverse. People will be asked to like or dislike the video. You need to reach a certain threshold of likes and subscribers with each video, or else you suffer increasingly severe penalties, ranging from debuffs to outright pain, based on how badly you missed the mark.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log
v1.0

Jump started on November 8th, completed on November 9th