

Backrooms: Lost In The Hyperverse Continuity Jump
v1.0
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The Backrooms. A place of fear, insanity, death, and suffering. And also a home to many strange, eerie, and on very rare occasions wonderful creatures. In this continuity of The Backrooms, a lone wanderer was exploring a hitherto unknown *Frontrooms* location and happened across an abandoned, police-tape-covered cabin, and, upon wandering in, sealed his fate by unknowingly stepping into *The Backrooms*.

Who are you, relative to this story? Are you the unlucky explorer? Are you a fierce entity? Or, perhaps most curiously, are you a friendly native of The Backrooms?

Take **1000 Choice Points** to fund your adventures in this eerie, liminal place.

Author's Note: This is a jump of a series that is still ongoing. As a result of that if you happen across this jump at some point in the future after the publication date you may well note how many things are missing. So just keep that in mind as you read this jump. To further help with someone's knowledge of this setting, have this link to every single one of the videos. The entire playlist takes a few hours to get through.

At the time this jump has been published, it covers episodes 1-13 of the series (from *Backrooms - Broken Forgotten Footage 1997* all the way through *Backrooms - The Hidden Exit of Neon Springs*. One of the videos is a compilation of some of the music Michael N created for an episode of the series.).

Starting Location

Your origin is what determines your starting location.

The Woods

Explorers initiate their time in this jump outside of an abandoned cabin that must be the site of a grisly crime because it is covered in police tape.

A Level
Both types of *Entities*, friendly and hostile alike, start here. This is one of the levels in *The Backrooms*. Currently explored levels have included a take on the standard *Level 0,* a Poolrooms level, a Grassrooms level, a suburbia-inspired take on Level 94 Motion, a nearly empty version of Level FUN, a take on level Kitty's House, an underground Hotel level, and a Vaporwave Mall level.

Age and Gender

You determine your age, within certain parameters, in this jump. Explorers are adult humans, and entities can be of a diverse set of ages, from those of a human child to something incomprehensibly ancient. By default your gender is whatever you were previously, but you can freely change it however you wish.

Origins
All origins can be used as drop-ins, and the *Hostile Entity* and *Friendly Entity* origins constitute alt-forms in future jumps (The *Explorer* origin also constitutes an alt-form in future jumps, if you aren't natively a human).

Explorer [Free]
You are a human who is now exploring *The Backrooms*. This is… unfortunate. Though, it's also survivable in the long-term as some explorers have wandered here for years. There are also some curious effects this has on your physiology. That will become apparent later on.

Hostile Entity [Free]
Ah, so you're an entity. It's a shame you're a hostile one. In some cases hostile entities are the result of explorers somehow transforming into monstrous beings with unique physiologies and eerie powers. At least some hostile entities, such as Rosemary's *Neighbors* do not appear to be transformed wanderers but rather beings native to a given level.

Friendly Entity [Free]
Now this is neat! You're a friendly entity, and in all likelihood have a strikingly human appearance… from a distance, at least. You may also be native to this place, though whether or not that is definitively true is unclear.

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

Explorer

Keep Moving [100 CP]

In this particular iteration of *The Backrooms*, despair is the greatest foe of them all. You have a powerful protection against despair; an indomitable spirit. You have the willpower, and internal mental stamina, needed to keep going. And so long as you can keep going you can resist despair.

Wanderer's Luck [200 CP]
You have a very peculiar talent. The more you wander, the more lost you become, the closer you get to your destination. Somehow aimless wandering just gets you to where you need to be. If you can explore enough, you'll find yourself where you were going.

Someone Else's Homework [400 CP]
This is a handy, if odd, ability. It seems that your fellow wanderers are the studious sorts and leave all kinds of signs, notes, and messages behind. This lets you get a multitude of hints regarding the areas you're visiting. This will invariably result in you learning a lot about the places you visit, so long as you keep your eyes open. In cases where truly no one has explored a given place, there'll still be signs that are eye-opening and that allow you to learn what you need to know. So long as you slow down and take your time, you'll never be completely blind-sided by environmental hazards and by locals that other beings have encountered.

Timeless [600 CP (Free for all origins for the duration of this jump, 600 CP/300 CP for Explorers to keep)]
A peculiar facet of this continuity of *The Backrooms* is the Timeless effect. Time in this particular continuity is distorted and broken in The Backrooms, and that affects all organic and inorganic matter. Being *Timeless* means you have infinite stamina, and don't need to eat. This is, as you can no doubt imagine, an incredible boon for an explorer stuck in a place like *The Backrooms*. Normally *Timelessness* has a few negatives, such as suffering from illusions and mundane technology becoming dysfunctional, but seeing as this is a perk you only grab the positives of this unique status condition.

Hostile Entity

Nightmarish Forms [100 CP]
You are a being of nightmares, with a profoundly frightening form. You can design an eerie, otherworldly form which revolves around an eerie idea such as a skeleton, a clown, a monster, or some other abomination. Those who see you will invariably be at least a little frightened (with human beings finding your form particularly repulsive and frightening), and the more frightened they are the more likely they are to shout and give away their location, as well as stumble and attempt to flee from you in ways that are unwieldy and ineffective.

Spooky Phantom [200 CP]
For an otherworldly, often shambling monster, you're quite adept at being a sneaky spook. You are capable of unnerving stealth and moving with extreme precision. You know exactly where you are, and can make yourself incredibly, unnaturally silent with a thought. You will always be able to catch your victims off-guard.

Floating Foe [400 CP]

Like some of the monsters in this continuity (Known as Phantombeloths) you are capable of floating. This is freeform flight, though at first you are very slow with this. This does not inhibit your ability to move on the ground, instead just giving you the power to move through the air as freely as you go on walks on the surface This gives you new vantage points from which you can sneak up on enemies or from which you can observe victims.

Neighbor [600 CP]
Are you one of the natives of *The Suburbs*? This perk gives you a faceless, mannequin-like form that comes with a few interesting abilities. Firstly you can teleport those you touch, sending them a vast distance away, potentially all the way to *Level 0* (though the greater a foe is relative to you, the more they can resist this). Secondly you can create illusions which you can use to trap and trick foes. Thirdly you are capable of minor feats of telekinesis, though this ability requires training to really hone. As you grow more mature you may learn new psionic abilities, including things like the ability to control anomalous energy and even animate inanimate objects, giving them some semblance of life!

Friendly Entity

Faceless Friend [100 CP]
There is an air about you that pacifies and calms those you seek to be friendly towards. If you want to interact peacefully with someone and they see you, even if they've seen your neighbors and clashed against them, you'll have a chance to make a more neutral first impression. People will look past your appearance and other things that may make them fear or treat you with caution, for the sake of giving you an earnest chance. This won't make it any easiest to actually befriend someone, but just having the chance can do you some good. Also, unlike Rosemary, you can speak (despite being faceless), but can also utilize telepathy. In a pinch, you're also pretty good at writing messages on a whiteboard.

Innocence [200 CP]
You are a rare thing in *The Backrooms*; a font of child-like wonder and innocence. You radiate purity, hope, kindness, and peace, and this makes it easier for you to befriend regular humans, as well as non-violent entities. This innocence persists even when you face abuse and torment from your neighbors, or when you see those around you do terrible things to those you seek to befriend.

Guiding The Lost [400 CP]
Those who are lost, and whose moral views align with your own, invariably find their way to you. When they meet you, all of you will find that you have an easy connection and ability to work together, and trust each other. You can easily guide them to safety, and those who follow your advice, at least when you have given it in good-faith and out of a real desire to help, they will be blessed with better luck and an enhanced skill at getting where you guided them. Additionally, you are far more likely to eventually find those you guide away from danger, and to be able to reconnect with friends you once thought lost.

Rosemary's Range [600 CP]

Like Rosemary, you are a humanoid-entity of uncommon power. You are fully capable of a range of psionic feats, such as telekinesis, telepathy, teleportation, and you can, for a short while at least, enter a state where you reach inward and use some of the vast and frightening powers within you to do things like banish other beings and project hands made of anomalous energy to batter your foes with. These high-end feats are incredibly costly in terms of energy and so without training this will remain a last ditch technique you utilize to desperately protect yourself or your friends.

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 100cp 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.

Explorer

Camera [100 CP]
This camera has been touched by the strange *Timeless* effect that is ever present throughout this version of *The Backrooms*. This allows the camera to record constantly, and while normal cameras are susceptible to the negative effects of *Timelessness* this one has built and modified in such a way that it has incorporated some of the data the APRF has compiled here, making it immune to needing "recalibration" and unable to lose footage. This is the ultimate camera when it comes to recording spooky encounters and liminal explorations.

Notes [200 CP]
Once per month you can pull out this sheet of paper and will it to disappear. The area you are in will become littered with various notes, all of which are seemingly written by skilled APRF scientists and explorers, which detail all sorts of important phenomena and facts about the area you're in, as well as maps, and facts about local entities, flora, and fauna. This area will be fairly wide, at least a few miles, and the notes will be very helpful for both survival and getting through these places.

APRF Suit [400 CP]
Alternate Phenomenon Research Facility, or the *APRF* are a band of intrepid explorers and researchers doing work throughout *The Backrooms* to categorize its contents, map it out, and study the supernatural at work in this strange otherworldly place. At least some members of the APRF have befriended Rosemary, a known friendly entity who has explored at least a handful of levels, and they have technology and knowledge that makes exploring this place a touch safer. This item is one of their trademark yellow suits, which has been treated and tested and is known to allow wearers to resist some local

environmental effects, as well as some anomalous ones, such as teleportation effects, and effects that corrupt and transform you. This isn't a perfect, absolute protection, but it is strong enough that you can easily overcome initial exposure to such abilities, provided the sources don't get to keep exposing you to the effects for multiple minutes at a time.

Hostile Entity

Hunting Grounds [100 CP]
There is a region, one many miles long and wide, that is yours. In this jump it'll be a part of the level you initiate this jump in, but in future jumps you can assign this status more freely. In this region you are the apex predator, a terrifying thing that is aided by the region itself when it comes to hunting down victims and catching unwary visitors off guard. Local obstacles and smaller, weaker predators obey you, and aid you, and the land shifts to be more confusing to those you're tracking and to those who are not invited. A clever explorer, or one who is lucky, can get away but this would still be tricky and make their life more dangerous.

A Community [200 CP]
Ah so you are not *One* but *Many*. With this you are the head of a group of entities that are hostile to explorers, such as *The Neighbors* who are not dangerous alone but in large numbers can be terrifying. The more human-like in size and shape you are the more newfound friends this grants you, and the larger and less human-like you are in size the fewer friends you manage to get. These individuals are followers who obey your commands, and who are innately hostile towards mundane humans.

Wires [400 CP]
Wires, or *Entity 0*, are anomalous objects, and entities in their own right, that are inextricably linked to the anomalous physics and properties of *The Backrooms*. These pulsing, almost vine-like strands of corruptive energy are present in the most anomaly-ridden areas in *The Backrooms*, and this is a set of Wires under your command. These can be used to block off passage to certain areas, or to corral people into a specific path, as well as to corrupt people into entities that are loyal to you. You have a small supply that, when used, begins to slowly grow and corrupt an area of significant size around where the wires were first used. Enough wires generate anomalies of various sorts, though you can opt to be immune to them if you wish. After you use them, you can cut off bits and pieces from the main tendrils of wires you have created, and plant the new bits elsewhere to spread the wires to different places more quickly.

Friendly Entity

Slides [100 CP]
This is a fun contraption; these slides teleport you to relatively close areas. You enter a slide and it deposits you out the mouth of another slide. This item is a network of connected slides that you can use to quickly teleport some miles around your starting location (or somewhere else if you opt not to import this item right away) near-instantly.

Native Level [200 CP]

You are the owner of a *Level*. This area is your native habitat, and can be a level of any design. It is empty aside from you and any of your followers and defaults to being a safe level for wanderers, though it'll respond in a hostile manner to anyone who tries to hurt or take advantage of you.

Guardian [400 CP]
This is a large entity that is your benevolent ally and loyal friend. It has some resemblance to a thing from one's childhood, such as a clown or jester, and can fly and has both startling speed and ferocious strength. This monster is loyal to you, and will do everything it can to keep you safe and happy, serving as both a friend and protector.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring characters from this setting, such as the explorer, Rosemary, or Lavender, with you. If you bring someone who is a character that an origin corresponds to, they get their perks and any freebie items.

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 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. ***This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.***

It's All Real [+0 CP]
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.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

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* universe you're about to enter.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. You can take this drawback up to three times for the sake of acquiring points, but after that all it does is continue to extend your stay in a jump.

Unwary [+100 CP]
You really struggle with paying attention to your surroundings. You are tragically bad at keeping up with what's going on around you. In a place like this, this is surprisingly dangerous, but this doesn't weaken your senses so you are still capable of being somewhat perceptive, but it tends to take a bit too long for you to notice things.

Jumpscares Abound [+200 CP]
For some reason you have rotten luck when it comes to encountering jumpscares. These things won't be dangerous, in and of themselves, but they'll be inconvenient, and if you're being chased by something they can be a serious problem.

Exits Are Scarce [+200 CP]
Exits seem to abound in this continuity, at least for the protagonist. Almost every time he is on the verge of being monster food he manages to find an escape route to another level. You… lack this luck. You need to be much more cautious from here on out.

Entities A Plenty [+400 CP]
Now once unique, or at least uncommon, entities are a dime a dozen. Monsters like the floating freak in the Poolrooms, and the nightmares in Neon Springs, are far more common, meaning you'll have to be much more cautious if you want to survive.

Live Wires [+400 CP]
The sinister and corruptive *Entity 0s* that the protagonist encounters are normally content to remain stationary, even when the protagonist draws close, barring active influence and exertion by The Neighbors (Or Lavender). The ones you'll encounter are a different breed. A much scarier breed. These wires are active, mobile things that move and grow of their own volition, and if they come across unwary wanderers they'll try to coil around them and corrupt them, turning them into new entities or outright murdering them.

Lockdown [+600 CP]
You have no **Out Of Context** items, powers, or warehouse. You can, alternatively, have pieces of this drawback. if you opt to restrict the effectiveness of this drawback you can select which of the following options you lose access to: your powers, items, or access to

your warehouse. If you restrict only one, you get 200 CP, if you restrict two you get 400 CP.

No Longer Timeless [+600 CP]
You no longer benefit from the effects of *Timeless*. This means that you'll need to eat, drink, and have limited stores of energy that you'll need to replenish with breaks and sleeping. If you take the perk, you still benefit from it at the start of your next jump.

Decisions

You have three choices …

Go to the 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 & Notes

v1.0

> Jump document creation was initiated on November 25th, 2024, and completed on November 26th, 2024.

Please note: some of the information in this jump doc stems from notes and details revealed by Michael N, the creator of this series, and are all publicly available information revealed to the audience through the usage of the Closed Captions.

Michael is fond of using the CC function to reveal their thoughts to the audience, and lots of information that one can find using the CC function constitutes things that are not immediately apparent, but allow viewers to learn more of the inner workings of the setting.