

Generic Backrooms Jump By LJGV



Welcome to the Backrooms! Although as you study the dull wallpaper and listen to the incessant droning of the fluorescent lights you're probably thinking "Oh shit, I'm in the Backrooms!". Don't worry, you aren't going to be in here unarmed. Take these. You'll need them.

1000 Backrooms Points.

Starting Locations:

1. Level 0. The level that people will, in all likelihood be the most familiar with, the endless yellow wallpaper, never-ending office rooms, and the occasional cryptid.
2. Level 11. The Concrete Jungle. The Endless City. Whatever you call this level, this level consists of a seemingly boundless city.
3. The Blue Channel. This vast, enigmatic space fills the area between levels and surrounds all levels. From here a clever Backrooms wanderer might be able to get to various other levels through the art of no-clipping.

Origins: There are no backgrounds here. You're a wanderer, just one of the thousands... millions... hell maybe even billions of people stuck in the Backrooms. That said, you could certainly BECOME somebody in the Backrooms if you have the right skills, perks, and items.

Age and Sex options: Pick whatever you want. The Backrooms won't discriminate. It doesn't matter if you're a 19-year-old man, a 62-year-old woman, a 45-year-old werewolf, or a 738-year-old dragon, it'll treat you with the exact same disdain it'd treat anyone else.

Perks: These cost 100 points unless otherwise stated. You get 4 Backrooms Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

The Art Of No-Clipping: Free for this jump, 100 BP to keep. This is a vital skill in the Backrooms. "Glitching" is the central way to even enter the Backrooms, though the majority of wanderers' first glitch is accidental. Travel throughout the levels, particularly the earliest and most stable levels, is often achieved by no-clipping into various objects. With this perk, you'll be a much more effective no-clipper capable of identifying places where you can easily no-clip and with time and training even use this to travel to different parts of whatever level you're currently on. Be careful, misuse of this perk in this jump might lead to The Blue Channel or other, more frightful places. In future jumps you'll be able to utilize glitches to travel through solid objects and even into neighboring dimensions.

Fear Expunger: First purchase free, subsequent purchases 100 BP. Some entities in the Backrooms, such as The Animated King, feed on or weaponize your fears. Each time you purchase this perk you can rid yourself of a fear permanently, such as ridding yourself of a fear of heights, of the ocean, or of dogs. This can be as broad as you want/as applicable as this could be to you, so if you're afraid of water this could cure that fear, permanently (other than when you are depowered/reduced to a body mod) since you are spending points to make it fiat-backed. For 300 BP you can instead immunize yourself to abilities that play on your fears, making you unshakable and unfazed in the face of monsters who seek to feast on your fears.

Not Talking To Myself (Yet): The biggest threat a mundane person will face in some continuities is not an eldritch monster or suddenly plopping into a radiation-soaked wasteland, but rather the sheer isolation of eternally wandering an endless maze of office rooms. This perk grants you flat-out immunity to the damage loneliness would inflict on one's mental health.

Earned Authority: Becoming a leader is a difficult thing. In the Backrooms where dozens of things, entities, and localized phenomena can fuck with a wanderer's sanity, it can be even tougher to become a leader. This perk seeks to help with that. People you save and who you help protect will feel a natural loyalty and inclination to listen to you. This means that if you protect a wanderer from an entity, especially one that was barreling down on them before you

intervened the effects of that rescue on their minds will be amplified by how in danger they felt they were before you intervened.

Mini-Map: This perk gives you a mental mini-map. This 3D mini-map will automatically update as you explore a location, and thus usage of it will allow you to avoid becoming lost. It also has a number of other functions, such as being something you can project externally, allowing other people to see it, and having a “Hero’s Trail” function that lets you know where you’ve been. Very importantly, you have the ability to ask people for permission to show up on the map, and if they agree you can ask for further consent to utilize the “Hero’s Trail” function of the map. Clever usage of this perk will protect you from places with supernatural geography and geometry, and can allow you to function as though you have a limited blindsense.

Don’t Underestimate Body Language: Listen buddy... you’re in the Backrooms now. You’re gonna encounter people from all over the world, and depending on the continuity, maybe even from different centuries. Heck, you might even meet someone like Dr. Juiole Charles; a time traveler from the future! In order to make yourself understood across linguistic barriers this perk makes you an expert at the underrated art of body language. You are fantastic at reading intentions, from humans at least, AND at pantomiming to get a point across, even across cultural barriers.

First Impressions Count: Humans are intensely social creatures. It’s one of our greatest strengths in the Frontrooms and in the Backrooms it’s even more important. While many levels lack You are a master of making a good first impression, and more often than not a good first impression in the Backrooms can save your life. Even if you’re bleeding from multiple stab wounds, you’ll have a clear, focused path-to-victory-like mental step-by-step guide that will show you how to make the best possible first impression.

Weak Flesh, Strong Mind (200 BP): The Backrooms is rife with devastating entities. Among the documented monsters that roam the Backrooms are infectious bastards like the Partygoers and mind-altering creatures like Jerry. With this, if you happen across something like a Partygoer and it manages to turn you into a creature like itself that, by itself, won’t obliterate your mind or warp your personality. Your flesh may be vulnerable, but your mind is a resolute fortress. This also gives you strong resistance to more dangerous mental abilities that ought to destroy your mind, ensuring that you must endure at least two instances of the same ability in a relatively short time period, a matter of minutes at the most, before succumbing. Basically, it takes being targeted more than once by a mind-wiping or mind-altering effect before such effects inflict ego-death. After taking a hit from a mental attack that triggers this perk you are briefly immune to the same type of assault for a few moments, giving you a chance to escape.

Environmental Adaptation (200 BP): Any skilled and sufficiently lucky (or unlucky depending on where you end up) wanderer will explore vastly different environments during their time in the Backrooms. A wanderer could explore the infinite cityscape of Level 11 and in weeks end up in the chilling depths of Level 456. A key to surviving in the Backrooms is adaptability,

but many environments are not amenable to long-term habitation. This perk gives you the ability to force your body to adapt to different environments, though you can only have one of these adaptations active at a time. These adaptations can be pretty significant, such as giving you the ability to breathe underwater, but are exclusively environmental. You cannot give yourself resistance to the claws of a smiler, for example.

Aberrant Animal Empathy (200 BP): This perk is a godsend in the worst levels of the Backrooms. With this animalistic monsters of all sorts are naturally tame towards you. This will stop you from being a victim of creatures like smilers, frowners, death moths, and various other animalistic backrooms entities. This won't afford you protections from every entity, at least not by itself, but it will stop some of the crueler and notoriously more malicious creatures from wanting to do you harm short of self-defense. A jumper with sufficient intelligence regarding animals, or other perks from other jumps, might be able to tame animalistic backrooms entities if this is part of their combo to do so. Befriended backrooms entities can be trained if tamed and a person in possession of a power like this would quickly become a legend across the backrooms if pains are not taken to keep this power a secret.

After Jerry (300 BP): You've taken on a property reminiscent of some of the more terrifying entities; the power to corrupt wanderers. Through a means you devise, but that must include physical contact of some sort, you can corrupt wanderers and more mundane non-sapient creatures such as deers or insects. Corrupted beings revere you in a manner equal to how the followers of Jerry revere him.

Humanity (300 BP): Humanoid and humanoid-adjacent entities, such as facelings and partygoers, will be neutral towards you by default. This stops applicable beings from being innately aggressive towards you, and this includes humans and humanoids in other jumps, though this won't stop humans and humanoids from becoming aggressive towards you if harassed or irritated, this merely gives you a level of grace such creatures would not extend towards other beings. With this, you could investigate versions of places like "Level Fun =)" that lack beings greater than partygoers safely, so long as you don't do anything that would upset the natives.

P.E.A.C.E.F.U.L. (400 BP): "Humanity" and "Aberrant Animal Empathy" cover humanoid entities and animal entities respectively. This perk is for everything else. With this, you gain an aura of inhumanity that causes eldritch and indescribable beings to perceive you as either human or inhuman, whichever is more beneficial to you in the moment. This aura reduces the innate hostility eldritch beings feel, at least related to you, allowing such beings or intelligences to not view you as an enemy. This can cover anything from alien organisms vastly unlike anything on Earth to powerful spiritual and natural nexuses of energy that have attained sapience and would normally seek to destroy all things vaguely recognizable as human or human-adjacent. Such creatures and intelligences, including the intelligences of whole levels, could be persuaded to converse with you even when they've only rarely conversed with others before.

Miracle Worker (400 BP): The Backrooms has never met a foe quite like you.

Undoubtedly the most psychologically harmful weapons the Backrooms has in its bizarre crusade against humanity are monsters and places that shatter minds and warp bodies. This includes dreadful beings like Partygoers, Ambassadors, and the “Sanguine Festivus Virus”. You possess an ability that lets you undo the transformations, mental, physical, or otherwise that the backrooms and the entities it creates inflicts on humans. When you undo a transformation, you bring back the person who was transformed. This means that curing partygoers who were once humans brings back the human in question, and this method even works on corpses. With a glance you can determine if a being is the result of a transformation you can undo.

In future jumps you can use this to undo other transformative effects, as far as conceptual transformations and zombie viruses. With this power, who knows how much you could change the backrooms? And, as a further boon, this makes you immune to transformational and alteration effects of all sorts.

Items:

Almond Water: This is a quintessential Backrooms item. This water bottle contains a replenishing amount of almond water, which refills faster the more of it that has been drunk. Almond Water, if a full bottle of the stuff is downed, provides the same nutritional value as a healthy 600-calorie meal. If you down the bottle in one go and time how long it takes to refill the whole thing you’ll find that it takes about four hours. Enough almond water has been known to restore mental health and can even end slower detrimental effects. Someone who has recently downed a full bottle of almond water and who sustains minor or superficial wounds finds that the wounds will knit themselves closed at a noticeably but not dramatically faster rate.

Liquid Pain: This is another common Backrooms item, though one that tends to appear in later or more dangerous/tricky levels. This nasty substance is effectively a potent poison and it induces intense pain in those who imbibe it or who come into contact with it. Ingesting it can be and sometimes is lethal, especially if the imbiber does not receive urgent medical care and a significant amount of almond water. Purchasing this gives you a metal thermos filled with the stuff that will gradually replenish when used. It replenishes faster when replenishing from a more empty bottle.

Squirt Gun: This is a nifty device that can be used to transport and/or fire a range of supernatural fluids, safely loading and storing a small quantity of various esoteric liquids including ones that are normally dangerous to handle such as liquid pain. It has an additional supernatural property of boosting the properties of whatever fluids it is, with the dual local exceptions of it not boosting the properties of liquid silence and memory juice. In future jumps this can be used to provide a small boost to the properties of potions and other supernatural fluids.

Chekhov's Gun (200 BP): This exceptional object is a very anomalous gun that will appear to those who purchase it in desperate moments of need once a week. This strange gun requires no ammunition, will not recoil when fired, at least momentarily stuns whatever it hits (even ghosts and incorporeal beings in future jumps), and disappears when the threat it was used to combat has been neutralized or you've gotten far enough that it is no longer pursuing you. In exchange for the thing's disappearing act, it will appear to you no matter how unlikely it is that this strange gun will be wherever you truly need it so long as it hasn't appeared to you in a week. In a life-or-death fight, particularly against entities, this can be an invaluable weapon.

Crimson Map (300 BP): This unique item is remarkable. Once per month, you can attune this map to a Backrooms level and it will provide you with a living map that highlights nearby entities and entrances or exits to the level. In future jumps you can focus for a short while, all while holding the map to attune it to an area, and until you attune it to somewhere else it will continue to show you the area no matter where in the jump's setting you are. It will continue to highlight supernatural beings and showcase supernatural phenomena.

It's Just Business (300 BP): Congratulations Mr/Ms/Mx president, it's a company! With this purchase you are now the head of a business of some sort that is determined to find some way to make the Backrooms profitable. You sit at the head of an organization that has employees situated throughout some of the safer or at least more stable and occupied levels and sends special field operatives to more wacky levels. You also dictate company policy including how they treat mundane wanderers and what the company handbook says about various entities. Your employees are very recognizable as they are people of every gender and race in hazmat suits. Many of your employees are surprisingly lovable goofballs but more are hardworking, no nonsense folks determined to succeed at their jobs. In future jumps this business follows you, and the employees remain determined to monetize the supernatural in whatever settings you arrive in.

Objectively, A Dick Move (Varies): You ever wanted to yeet someone into the Backrooms? Congratulations, now you can! By purchasing OADM you gain a handheld melee weapon of your choice that allows you to send someone to the Backrooms. If you invest 300 BP you can send someone to the Backrooms once a week. If you invest 200 BP you can send someone once every six months. If you invest 100 BP you can send someone once every five years, or two people a jump, to the Backrooms. If you invest an additional 200 BP you get a ranged weapon that can cause those struck by it to no-clip into the Backrooms. Using this on yourself, if you pay for the 300 BP variant can get you out of the Backrooms. Post jump this function becomes a "Get Out Of Jail" free card. After this jump when this is used on someone it defaults to sending them to the original iteration of the Backrooms, the endless maze of yellow office rooms with the occasional entity, though you can decide to change this if you want them to go to a specific continuity.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit A Wanderer: Free! Any mundane wanderer you want to recruit in this jump is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Found Footage Man: You happen to stumble across this... man? Entity? No one is sure, though he seems to believe he is a man. The reason you are less sure is that there is no head atop his neck. Where a head should be is a camera, one that is nearly constantly recording what he sees. The two of you meet early on in your Backrooms adventure and hit it off quickly, thus ensuring you won't be wandering around the Backrooms alone. He has wandered the Backrooms for years, and when he decides to communicate he writes stories about his friend, a young, allegedly psychic, and supposedly friendly faceling named Rosemary.

Rosemary: This faceling has a curious power set. It seems that she is capable of psychically powered flight, as well as telekinesis. She even appears to have the ability to forcibly shunt people and entities from one level of the backrooms to another! She is friendly towards you, and if not taken with her friend, the camera-headed entity, will ask about him until the two of you leave the backrooms.

A Knowledgeable Entity: This strange demon-like creature is an entity but one who is remarkably friendly and only uses violence to defend himself. He calls himself Coogli. He knows a ton about the backrooms and is more than happy to share his wisdom with anyone who'll listen. Entities seem to ignore him entirely. He's not sure why, as there have been instances of entity-on-entity violence in some spaces.

Drawbacks: Each of these offers 200 BP unless otherwise stated.

Continuity Toggle: Free! This is... this is incredibly important. By using this you get to decide which of the Backrooms continuities you'll be experiencing.

Longer Stay: You'll spend 10 more years here. Given the nature of the Backrooms, take an extra 100 BP, for a total of 300 BP, if you elect to take this drawback.

True Randomizer: Over the course of centuries, humans and some friendly entities have steadily begun to settle into life in the Backrooms. One important aspect of this is popularizing knowledge of how to travel throughout the Backrooms and, most importantly, some stable exits and entrances. By taking this drawback you forsake all of that. Every time you travel from level to level where you appear will be completely randomized. Even if you take the most well-known entrances to remarkably safe levels you are guaranteed to arrive in a random destination. That said, this curse can potentially allow you to leap from danger to a safe haven. Spin the dice, take a chance.

Hydration? More Like Die-Dratation: For years wanderers have felt safe imbibing almond water. The moment you set foot in a level, any and all almond water currently located on the level mysteriously transforms into liquid pain. No almond water, with the sole exception of your almond water if you purchased the almond water item, on the level is safe or will remain unchanged. So long as you are on the level no one but you will be able to enjoy the benefits of almond water. And if you give your bottle to anyone to drink from it'll turn into liquid pain the instant they touch the bottle and won't revert until you depart from the level.

(Hostile) Entity Magnet: Something about you attracts hostile entities... And really, really pisses them off. For the duration of your stay you'll be targeted by various aggressive entities. They'll still have to detect you, but once they do they'll target you for a truly absurd amount of time, sometimes even across levels if they are entities that can no-clip.

Level Evolver (+400 BP): Your presence has agitated the backrooms and in response it is making the setting even more dangerous. Each level has its danger rating go up or down by a notch, whichever is a bad indicator with regards to the safety level of the level. This means many theoretically survivable levels have now become hellholes and slaughterhouses, while even the safest levels like Level "You WIn" and some variations of the Poolrooms have just gotten a little worse and are now no longer a reliable paradise.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that. In this case, this could be as simple as the head of MEG or another significant faction learning about you and wanting to defeat you, or it could be as massive as the Backrooms itself realizing that you are a frightening foe with the ability to unify people and deciding to kill you. In that case take 600 Backrooms Points, because you're going to need them.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

- Hi there! I decided to make a generic Backrooms jump because I really, really like the [Liminal Archives Backrooms Jump](#) and wanted to make a jump that lets friends visit the other continuities.
- If you can see this note, that means that this jump is still in an EXTREME W.I.P. stage. Probably not even meaningfully jumpable just yet. Feel free to leave comments and recommendations!
- Odds are the biggest influence on this jump will be the Wikidot continuity, but I may well take inspiration from things like [Lost In The Hyperverse's Backrooms series](#) and the videos by [Return To Render](#), which are among my favorite Backrooms content creators who don't do explanatory videos.
- "Found Footage Man" is my joking take on the protagonist of the Lost In The Hyperverse Backrooms series on YouTube. "Rosemary" is the name of a prominent character in the series.
- "It's Just Business" is a tribute to Return To Render's series which was the first series I saw to depict the hazmat suit people in the Backrooms as fun-loving and oftentimes bored goofballs. Love them.

- If you want to learn about Backrooms things and don't have time to go down a rabbit hole but like to listen to people... Check out [Broogli](#)? He's a very helpful Backrooms content creator who makes explanatory videos talking about levels, entities, and groups in the Backrooms. To my knowledge, he focuses mostly on the Wikidot continuity.
 - A special thank you goes to Burkess whose supermarket style template was used to make this particular jumpdoc.
 - Most of the items are actual Backrooms objects, though not necessarily from the same continuity. I am decently familiar with the Wikidot continuity and I had never heard of Chekhov's Gun before I was looking into potential items so that was a neat discovery on my part.
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Changelog:

- Version 0.1 (08/13/2023): Initial document created and shared with a handful of jumpchain communities.
- Version 0.2 (08/27/2023): Initial edits being implemented, more perks created & items added.
- Version 1.0 (10/10/2023-onward): Numerous edits, perks being partially rewritten, and drawbacks added or reworked, and more.