

Tab 1

The Backrooms War jump Origin/Class Supplement

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

If you are here reading this, it only means one thing and one thing only.

The Origins/Classes in the [Main Jump](#)... Didn't suit you.

Well thankfully you can look here for more origins that suit you to a fine degree.

So choose wisely, lest you regret it.

You use the same point pool you have in the Main Jump to use for your purchases.

Any info about perks from origins will be covered in the main jump.





Cursed Sorcerer

Pros: You can see and interact with intangible things. You have unique power that is yours. Tons of abilities to learn.

Cons: Requires emotional control to use well. Gives an "off" feeling to supernatural/magical entities. Power in misery.

Cursed Fate(Mandatory/Exclusive for Cursed Sorcerer): As a wielder of Cursed Energy (referred to as CE) one can do many great things, but at a cost however. It is cursed after all... and depending on what you are the effects may change for you in many differing ways, there are two options of what you will be in this selection here, choose wisely.

Cursed Human: You learned to control and harness your negative emotions, and yes you are now extremely strong to a superhuman level, you still are very much cursed. For starters, while the usage of cursed energy is quite useful, in its raw state it is way more... unstable to say the least, so keeping a clear head is a top priority no matter what to control your powers. Secondly is that you just draw bad attention, not from people mind you, at least not normal ones. I'm talking that supernatural beings will just be repulsed by your very existence, often prioritizing you over even way more dangerous or important targets. And the last part however is a double edged sword, as any negative emotions you have makes you not only have more CE but also make said CE more powerful.

However Considering this power requires one to be emotionally and mentally unwell, getting more power like this most likely could lead one into becoming a Wretch (also known as insanities) and losing themselves forever, is the price worth it?

Cursed Spirit: You are an aberration, born of humanities collective negative emotions, feelings and thoughts towards something, and as such you represent that thing and all the fears born from it. Naturally as a being made purely of CE, you can practically heal yourself on the spot using your stores of CE so long as you don't run out, along with that you have an innate talent for CE manipulation with no need to worry over managing your own emotions as they wont cause any issues for your CE under your command.

You might be reading this and wonder, "Hey, where's the catch?" and there are plenty enough to put you equal to humans who use CE, namely is that just like any Cursed Human those born of the supernatural (excluding other Cursed Spirits) will prioritize you over many most of the time, not just that considering you aren't really human and have an inhuman form, people will either run away, get paralyzed out of fear or just straight fight you.

Another main weakness is how while yes you may not need to eat, drink, sleep or even breath you still need to sustain yourself off of the CE that is passively released by people who aren't trained in using CE or other similar emotion fueled energies/powers/magics. Thus is that you must make a name for yourself and be a menace to others who cross your path, while it doesn't make you evil or force you to never work with anyone, even good people, you still need that terror, despair and hatred directed towards you in order to survive.

And the final thing of note is that while yes as a Cursed Spirit you can easily heal yourself using your stores of CE, things that naturally heal other and rejuvenate them will harm and damage you instead, so while yes you could exist as a decapitated head and be able to regrow your body, if someone were to use a healing spell or Reverse Curse technique on you... yeah you would probably be in both a lot of pain and be in a position where you could likely die.

(You're stuck as a Cursed Spirit for this jump)

Both Cursed Humans and Cursed Spirits have an innate cursed technique that is unique to them with Cursed Humans having one that is symbolic and either fits to the user as a person, their family's legacy or something that holds great value to a person from either trauma or bliss. Cursed Spirits however on the other hand have their innate cursed technique be that relating to the fear (or other negative emotion, feeling or thought) that made them, for example a Cursed Spirit of liquid pain would be able to conjure and control said liquid pain, while a Smiler Cursed Spirit would find themselves able to cast forth shrouds of shade and illusions to both choke out and mislead their victims all at once.

Your cursed technique will grow alongside you gaining new abilities you can use and more uses both for combat and utility will open up, it is up to you to grow and become better, for strength inst given freely, it is earned.

Yes you can have Cursed Techniques from JJK. Cursed humans are able to have any innate Cursed Technique of any of the Jujutsu Sorcerers, (except for Infinity) while as for Cursed Spirits

being able to pick the cursed technique of any of the Cursed Spirits in JJK if they represent the negative emotion/feeling of said curses respective techniques.

You can teach others how to use CE and they will eventually develop their own Cursed Technique, but their talent is a different matter entirely.

Unnervingly Calm(100): As per usual of most sorcerers, you know how to keep a cool head even in combat. Not only does this help you have better control over your CE, but it also makes you unsettling to your opponents or those you attack. The best part is that if you are vastly stronger than your target they will be outright horrified, potentially even enough to induce paralysis in your target enabling a quick easy kill.

However this isn't infallible as those who are brash, stupid, extremely calm or have tons of willpower can overpower the fear. Worse yet is that phobias, traumas and other mental issues aren't stopped by this and even with this new mental control over yourself you may still find terror and panic seep into your heart.

Accursed Reinforcement(100): It is true that CE can't heal a human body, but that doesn't mean it can't enhance it. You can use CE (or any other supernatural energy source) to enhance your body, making it tougher, faster, stronger and way more powerful overall. Not just that but it can also let you interact with spectral beings such as Cursed Spirits, ghosts and other things. However it doesn't let you interact with beings whose intangibility is elemental in nature, you can't hit a man made of flames but you can punch a ghost made of flames, simple as!

Cursed Restrictions(200): Sometimes what you have isn't enough to pull through, so what do you do? You perform a binding vow, a restriction that in return grants a blessing in return, with a penalty of breaking said vow is the blessing you got from said vow. You can reuse binding vows endlessly as you wish.

However this isn't the end of this perk, as if one is truly desperate and is on their last legs you can do an enhanced version of a binding vow. Where you can put up a truly high price in exchange for an insane power-up of some kind, however, whether if it's an immediate cost or a price for breaking the binding vow it should only be performed in a worst case scenario. And that's not to mention that if any binding vow is done while panicking the boon you gain from it may not be worth the price, however this also works in reverse where if one is to carefully and calmly perform a binding vow the blessing will be far greater than the binding vow you took. You can also perform binding vows with others where the vow ensures that both parties get a benefit out of the restriction chosen by the user.

Odd Traits(200): Rarely there are those whose CE has a different texture than others so to speak, and now you shall be among those rare examples. Your CE's texture is now that of any material/energy that exists either in the Frontrooms or Backrooms.

For example, one texture could have an "edge" than getting hit by an attack enhanced by said textured CE would be like getting hit with a bat with nails and barbed wires, meanwhile as for an electric texture that electrocutes enemies who touch what is enhanced by this variant of textured CE.

This perk can be bought as many times as you want.

Reverse Curse technique(400): Due to CE being negative energy, it cannot be used to heal human and other lifeforms who aren't made of negativity and darkness.

However if multiplied by itself it turns into Positive Energy, which not only allows more powerful abilities using your Cursed Technique by going the opposite way so to speak.

For example, a fire ability could be reversed to an ice ability and a power meant for healing can be used as a poison against others.

Note: If you are a Cursed Spirit or anything similar you will not be able to heal using RCT and trying to do so will heavily damage you.

Black Flash(400): Sometimes you need a miracle, just a shaft of light in the cursed darkness to keep you alive a little bit longer, this is the tool for the job. A Black Flash is something only done with incredible concentration requiring one to have your cursed energy hit someone at 1 millionth of the time your attack would have and never on purpose, these sparks of pitch black lightning serve two main purposes.

One is enhancing one's attack by 2.5x, which can be quite devastating to get hit by, especially if it was an already strong attack that unleashed a black flash.

Second is the bigger of the two in comparison, that whenever one unleashes a black flash they find their understanding about CE increasing greatly so much so that two masters of CE with one having performed a black flash and the other has not done so, they will find that the difference is like that between heaven and earth.

The only real issue however is that this power is never guaranteed to even happen and is up by pure chance, sure high concentration does increase the odds but even still it may not even happen.

Something of note however is that when unleashing a black flash the odds of unleashing another one increases temporarily, this could lead to chains of black flashes if one is lucky enough and maybe focused enough, all the while trying to enhance your cursed energy to 120% potential, and if you're not at 100% it will try to restore your CE to that level before pushing you to 120%.

Domain Expansion(600): A barrier technique utilizing one's own innate Cursed Technique, this is the pinnacle of Jujutsu sorcery. It manifests one's inner domain based on their cursed technique inside of a barrier that is bigger on the inside, and inside there is a sure hit effect that cannot be parried, avoided, etc.

Each Domain Expansion is unique to the cursed technique used to form it, one domain could have their sure hit effect be instant slashes that wound one opponent, another could have one's mind be overloaded with information to the point where the best way I can put it is their brain just blue screens, and another still could let one become temporarily immortal with infinite CE given some special circumstances.

Something else worthy of note is that while they near impossible for your opponents to escape the domain, they are incredibly easy to invade, worse still if your opponent has no CE whatsoever for whatever reason, they won't be affected by your domain expansion, but even still it is a powerful technique that could turn the tide of an entire battle singlehandedly.

Unfortunately it is not permanent and it takes a lot of CE to manifest and uphold, but despite that it is more than worth having.

Too Many Domains(Capstone Boosted): First things first, you have achieved the ability to make open domains, which is essentially painting your domain on the air massively increasing how large your domain can become without shattering from instability at the cost of opening up a way to escape if your opponents somehow survive that long. More impressively you can now create different effects for your domains to simultaneously have as if you were opening multiple non-conflicting domain expansions such as slowing someone down the faster they try to move while flooding their mind with overwhelming amounts of information slowing both their body and mind, and even applying multiple techniques to one domain creating a perfectly unpredictable domain.

Cursed Tool Creation(600): Tools are very useful things mankind has created, and it would be foolish to think that sorcerers haven't made tools for their craft either. Now you can forge up tools capable of using CE in very useful and interesting manners, even usable by non sorcerers to be able to wield their effects, with one sample being glasses that allow a non-sorcerer to see curses. You can also create weapons with varying effects from disabling a CE user's Cursed Technique temporarily when the weapon strikes them to even having an entire Cursed Technique attached to the weapon itself.

Any cursed tool you make will only be as good as how much CE you put into creating said object, and putting in an entire cursed technique or powerful effect requires the creator to be demonstrably strong to do so.

You can also turn regular tools and weapons into cursed tools by exposing it to CE for a long time, with the said transformed tool or weapon scaling with how much CE you exposed it to.

Cursed Automation(Capstone Boosted): Creating cursed tools is very useful, but it can prove to be very tiresome really fast when you need to provide weapons and equipment to your allies or even a whole colony. With this you will find that kitting out a whole colony won't be so bad for you. Now any crafting tools you either come across or create you can imbue with CE, now anything made using these Cursed Tools will be a Cursed Tool in of itself with the user of these tools being able to decide what effects or Techniques these weapons have.

The creations from the tools will still scale to your strength, but you can also decide how powerful the thing said tools can make as a safety measure just in case.

Something tells me someone with another origin would become besties with you.

Polycurse(1000): Sometimes just one Cursed Technique is not enough for one to use, and it has happened before with some sorcerers having multiple Cursed Techniques to use at their leisure. This perk allows you to gain more Cursed Techniques by experiencing different phenomenon and supernatural powers, this isn't adaptation necessarily, just gaining new techniques from experiencing new things.

For example encountering grimm could lead to a Cursed Technique about creating grimm to fight for you with the grimm you create being completely loyal to you, while if you instead

encountered a devil fruit user the Cursed Technique you would get would emulate the Devil Fruit's powers for you to use.

However the most interesting part is the ability to copy other Cursed Techniques and add them to your collection, this by itself is a really massive boon to you and your arsenal.

However it has a catch being that it takes very long to even do, so if you encountered a CE user and they fled never meeting you again, you wouldn't be able to get their Cursed Technique, but if they fight you multiple times however... that is a different story.

Creating a Cursed Technique based on other phenomena also takes just as long, with one encounter not being enough to suit the needs of this perk, repeated exposure is the key to using this perk to its maximum potential.

Yes you can create Cursed Techniques from other supernatural powers or perks you may have, but it will take even longer.

Nature's Mockery(Capstone Boosted): Before it took forever to get a new Cursed Technique using this perk, but now it will be much, much faster than before.

Before you would need multiple encounters to create a Cursed Technique, now you only need one to do so. On top of this you can choose to either delay the creation for a much stronger Cursed Technique or rush it to get an immediate but weak Cursed Technique.

You can also implant perfect copies of any Cursed Techniques you have into anyone who you place your hand on their head.

The Strongest of Today and Tomorrow(Scenario): There are two sorcerers that were unparalleled in their respective eras, the first being that of Ryomen Sukuna and the second being Satoru Gojo. They were so powerful in fact that no one could defeat them, and in their world when they finally met, their clash was that of legends and gods.

Now, they are both stuck in the forms of Cursed Objects.

Sukuna has taken the form of 20 fingers, while Gojo has taken the form of 6 different eyeballs. They are however indestructible unlike Sukuna's original 20 finger state, and each contains a fragment of the soul and power of these legends with each finger holding 1/20th of Sukuna's might and each eye holding 1/6th of Gojo's power.

What you must do after collecting one is to eat it, doing so will instantly destroy the object yes but the power and soul fragment will enter your body.

The full consciousness of either Gojo or Sukuna will appear in your mind once you eat one of their respective Cursed Objects, you mainly have one thing you must do, survive.

The minds and souls of Sukuna and Gojo are very powerful and must not be trifled with.

Sukuna is egocentric, hedonistic, psychopathic and exceptionally selfish and sadistic.

Meanwhile as for Gojo, he is usually relaxed and laidback with those he likes and his students, but very unsympathetic and cruel to those who get on his bad side, namely those who would hurt those he likes or threatens them, Cursed Spirits and scummy people.

Both of these sorcerers will gain access to your memories to look through and learn from when you eat one of their Cursed Objects, with them being able to occasionally possess your body.

With every one of their Cursed objects eaten the more influence they have over you and the more they can possess you and unleash their true power.

Once either or both all 20 fingers/6 eyes have been consumed they will be at full power in your body and there are mainly two things you can do, either A face them head on in your soul, or B make peace with them.

If you somehow manage to make peace with either one or both of them somehow you will have them expelled from your body, and with them able to copy any 10 perks you have collected on your journey for them to take home back into their original era in their original form.

If you manage to successfully survive you manage to get a new perk and a perk representing either supreme sorcerer you faced along with getting their respective Cursed Technique sadly with none of the skill to use it.

If you somehow manage to face both and survive by some miracle, you get not only all the previous rewards but a whole new one on top of that for you to claim.

Possessive Reincarnation(Main Reward/Capstone Booster): Like many sorcerers who volunteered to enter the culling games, you now can take out parts of your body to split your soul and power into and lay dormant.

Whoever eats one of these invulnerable objects will find themselves in a very similar predicament you once found yourself in, with you able to possess their bodies and control them. Once all of the selected pieces of you have been consumed by someone, you will be able to fully possess them whenever you wish with not just all of their powers, but also all of yours with your original body again.

You can also lend your power to your host when not possessing them at your discretion.

King of Curses(Sukuna Reward): Like that of the great and terrible Ryomen Sukuna, you now have a body perfect for Jujutsu. You are now incredibly muscular, have 2 extra arms, 2 extra eyes and a mouth on your abdomen. These changes won't cause any issues with your survival or comfort. On top of that you will find your CE output and capacity to be vastly improved, with you able to use your Domain Expansion multiple times without just burning out.

You can turn on and off the physical changes as you wish, and they can also apply to alt forms.

Six Eyes(Gojo Reward): The six eyes are not a curse technique, but a body part that allows you to perceive cursed energy on the atomic level, allowing for efficiency of cursed energy on a level beyond compare, allowing for such efficiency that you produce more cursed energy than you use, these eyes are now yours, allowing you to perceive supernatural energies, and use them at a similar rate of efficiency.

Just try and make sure your new eyes aren't taken out or destroyed, okay?

Terrordrome(Special Reward): An ultimate reward for facing down the two most powerful sorcerers in all of history. You can now create Shikigami/Cursed Spirits depending on your origin that are fully loyal to and under your command. The most basic application of this perk is to create Shikigami/Curses based off of the desires/fears of those around you.

These Shikigami/Curses scale to your power and ability and will never be useless to you, many with unique abilities and Cursed Techniques.

However that is just the starting point, as with time you could recreate not just powerful Curses and Shikigami to fight on your side but also recreate fictional icons, people like Jason Voorhees, Slenderman, Sonic the Hedgehog, Cloud strife and so on.

Never again shall you face your foes alone, for now you will have an army unlike any other.

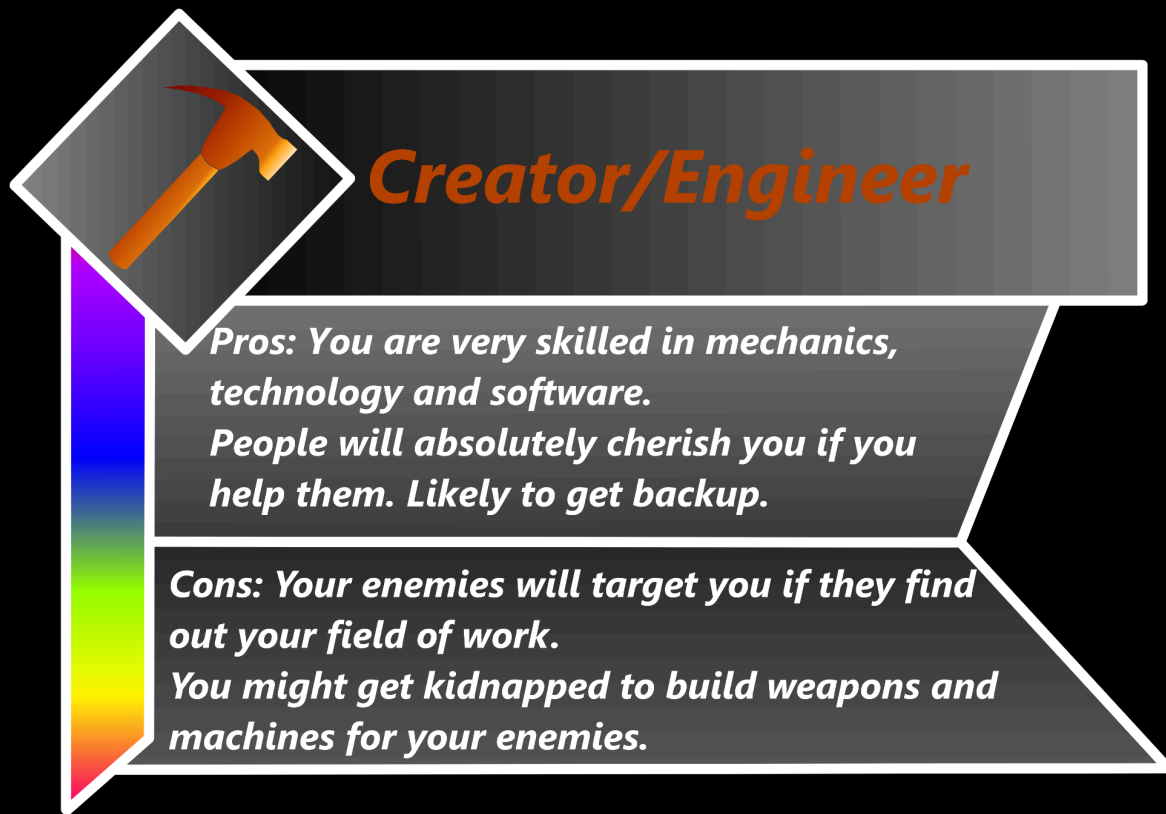
Sorcerer/Cursed Spirit(200/Companion): Your perfect, this guy will always be as skilled as you with your Jujutsu and can have any of the perks in this origin so long as you own said perk. They will be a human if you're a human and will be a Cursed Spirit if you are one as well. A perfect sparring partner, something both Sukuna and Gojo would be jealous of.

Inventory Curse(200/Companion): This really disgusting worm-like creature is an Inventory Curse, they are completely harmless and will wrap around your torso. You can put in items inside of it and retrieve whatever item you want from it. The only issues this has is that it has a limited amount of storage and is really nasty.

Heavenly Restriction User(200/Companion): This is someone who at birth gained a permanent heavenly restriction at birth, in exchange for having no Cursed Energy they have gained immense physical strength. Additionally due to lacking CE with none to speak of, they are immune to both Domain Expansions and also the Six Eyes.



Gojo and Sukuna facing off against each other.



Creator/Engineer

Pros: You are very skilled in mechanics, technology and software. People will absolutely cherish you if you help them. Likely to get backup.

Cons: Your enemies will target you if they find out your field of work. You might get kidnapped to build weapons and machines for your enemies.

Tech Wiz(Mandatory/Exclusive for Creator/Engineer): You are an engineer with quite the intellect, being able to make things that many people wouldn't even be able to imagine, however you aren't used to the backrooms' laws of physics, or supernatural materials yet. With time, and patience you will learn, and adapt to this weird world, eventually being able to make things like power armor that runs on firesalt, and with life that can involve almond water or other supernatural materials based on who's the armor for, plus far more.

Handyman(100): Some tools can be awful to find in such a place as this, but this should at least help with that. Now whenever you only have basic tools, you can use them to create slightly more advanced things then they should be able to. Not just that but you have a general sense of what the next upgrade and addition to your tools will be and how to either find them or make them yourself.

Liminal Scrapping(100): Let's face it, materials are going to be a pain to find here. Especially so with a war about to happen, but at least with this you will be set early on. As now whenever looking at something whether it be wallpaper, crates or something else you will know what materials it can be scrapped down to and how to safely scrap said objects. Even in the most resource barren areas, you can still find a way to make machinery.

Weapon Forger(200): Considering this hellhole has tons of things that want to kill anyone that crosses their paths, this is very much necessary to have despite the potential harm to others this might bring forth. Now you are capable of creating weapons both mundane and stuff no one has ever seen before, potentially even imagined for that matter using only the resources at your disposal. True they do take time to make and some of the more catastrophic weapons are way harder to make, but you sure as hell know how to make something that many would beg never to face themselves.

Maybe if you were truly crazy and put your mind to it you could make a weapon as devastating as a nuclear bomb, potentially even worse. Let's hope you use it for the right purposes though.

Building for Survival(200): In a place as dangerous as this, not using your skills for survival isn't an option in any sense of the word, so you've learned how to make people live just that little bit longer through armor and other ways. Armor while taking far longer than weapons is the most straightforward way to keep your friends alive, or even enhance them if you go the way of power armor, but knowing how to stop people from getting hurt is one thing, fixing the damage is another, you know how to make things that can best be described as robotic doctors, stitching up any wounds, and applying any appropriate medicine you gave it to the wounded individuals, so they wouldn't give almond water to someone who's poisoned by almond water.

Modern Alchemist(400): Alchemy, a protoscience that fell off eventually due to it not following the laws of physics, but in a place where such laws don't hold such a concept down, maybe it could very well be plausible. Not only are you given access to knowledge on how to transmute materials into whole different ones, but also knowledge on the foundations of life itself. You could turn lead to gold, clay to flesh, you could even warp and mutate both yours and others forms without affecting or harming the mind.

Albedo, Rubedo and Nigredo are all yours to learn from and harness, but what will you do with it? That is the question.

Energy is Energy(400): Having your machines run on electricity isn't always an option, this can be for many reasons from EMPs, to some levels physics making electrical devices go haywire, so you need to find alternatives, luckily, or unluckily for your enemies you know how to build things that do just that, you can build things that run on heat, sound, or even more supernatural energies like the psychic energy that seems to flow through some of the levels, all energy is usable energy for you now, with enough research.

The Liminal Factory(600): Perfect Automation, a frenzy of construction and manufacturing that requires no further input, a dream for many in this place and one you could make reality. Now you can look at something you have made, and know what is the best way of mass manufacturing it with no costs to the environment or others by simple instinct. And these can build up on each other to the point of becoming a factory and beyond even that, the best part is that they are all fool proof and once constructed don't need further attention unless either someone or something sabotaged your hard work or that what you were messing with was beyond your current understanding and something had went wrong.

Keep manufacturing, for it will bring utopia upon the damned.

Artificial Levels(Capstone Boosted): Levels, one of the main defining features of this hellish place, each a dimension that connects to other dimensions and holds many pocket realms within them with untold properties and effects.

For many, a saddening fate of having to wander endlessly between them praying just to leave, for you my friend? Why they are the key to your magnus opus!

Now you boast the knowledge and insight to create machines that can create entire dimensions or levels on your behalf, of course this will take plenty of time and patience to master as some level you make could be barren of any useful traits or resources and others might be nightmarish hellscares. But with time you can work out a science to the process of creating and manipulating both levels and dimensions and eventually be able to create level exactly how you like them to the most minute details and even create sublevels, negative levels, and materials made out of time, space, reality and even dimensions themselves, although at a limited unstable state of these powerful aspects of creation.

Outside of the backrooms however is when this perk is at its maximum power possible, able to create universes, multiverses and potentially even murder beyond if you push yourself enough and even use them as materials for your machines

Ex Nihilo(600): The first law of thermodynamics, energy cannot be created or destroyed and $E=Mc^2$, Mass-Energy equivalence. These two things in tandem condemn the idea of infinite energy and infinite resources, but luckily not for you.

Through knowledge now bestowed unto you, you have been gifted the means of creating energy from nothing and being able to convert matter and energy into each other as you see fit. The process of even creating this advanced machinery and technology is immensely difficult to even achieve, but if you can manage to pull through by some miracle and through great effort you could genuinely make a paradisiacal oasis in this horrid place.

Clockworks of Reality(Capstone Boosted): Your technology does not just stop at manufacturing, quality of life, weapons and other such things, for you is a mind that can break reality over its knee and even do the same to the Backrooms themselves.

Now you have knowledge to create machines that can not only manipulate the laws of reality but also break them completely and utterly as you wish.

Have a gun that ages thing to dust, a machine that clones items and objects, and even machines capable of not only granting superpowers to normal beings but also alter concepts such as time, space, speed, strength, etc.

However to make these machines they will be both utterly massive and take extremely long to manufacture and create, but if you can manage the resources, the time and effort of such a project, you could find not just yourself but also mankind ascending to godhood.

The Mother of Invention(1000): There is a saying, one that goes, the mother of invention is necessity, and you are the best example of this very principle, whenever there's a truly dire need, one that can be helped with creation, that's when you are at your best. When there is a somewhat immediate problem your mind starts working harder, and harder to fix those

problems, if there is an active Invasion your mind will start coming up with dozens upon dozens of ideas of weapons, and armor, if there's a unknown poison leak you would just come up with a way to detect that leak, but to identify the poison, and potentially invent a cure for thought to be incurable poisons, whenever there is a need you are the one for the job, assuming you have the time and resources of course.

Deus Ex Machina(Capstone Boosted): Latin for God's little machine, a Deus Ex Machina typically refers to things that seemingly come out of nowhere, and solve massive crises in the darkest part of stories, now you can make these some machines when the time comes for it, but you have to remember, you are only one person, so you need a lot of time to make these, and only when there are no other possible options will they work as you are essentially pulling raw creation into reality in order to solve the unsolvable.

A Manmade Haven(Scenario): As it currently stands, there is no place in the backrooms made by mankind that is a paradise and even the natural ones are hard to find and enter already. Your task is simple, create either a utopia or dystopia that holds at least 10,000 people or more in a stable civilization for at least 3 years.

This is a lot more difficult than it sounds even when gifted technological genius that could make technology that shouldn't exist on a grand level such as yours.

Whether it be from raiders, entity incursions to even just natural disasters.

If you manage to hold down the fort while keeping a stable population you will receive a new perk.

This cannot be done in a safe or habitable level and must be in a level with some danger, as making a civilization in a safe level is something you don't really need to be an expert at anything to do, just someone charismatic enough.

City Forger(Reward/Capstone Booster): You have shown you were capable of creating a civilization in the backrooms, so it shouldn't be too hard to make more of them right?

And indeed it is now so for you, as whenever you put your mind into creating something you can achieve it eventually. Whether it be a new Colony to even a weapon that could slay one of the Children of the Empyrean Sea or something else.

While it does ensure you can always create anything, it doesn't mean they always will be stable, thus it would be advised to take not just the perks from this origin but also perks regarding creation and technology in general in order to ensure your success.

You have accomplished a lot for many even if you don't realise it, may luck be on your side.

Robotic Creation(200/Companion): A Sentient Machine you had made using your genius, as you are its maker you have its undying loyalty. Whether it's through hard coding or genuine loyalty it won't matter. You can modify it and upgrade it however you please, and if for some reason it is destroyed, you can always bring them back by rebuilding them.

Even if you were to do a whole "Ship of theseus" to them they would always still be themselves.

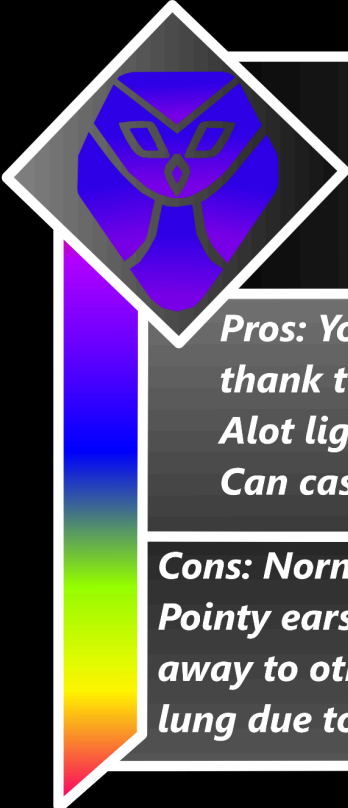
New Cyborg(200/Companion): This is someone you saved from a painful death by turning them into a cyborg, and as the one who saved them they are incredibly loyal to you, this one in

particular you made to focus on range, meaning they have plenty of guns, and lasers installed into their body, and the ability to, both predict where someone is going to be, and perfectly calculate the trajectory of their attacks.

Friendly Rival(200/Companion): A fellow creator who is your equal, and you both just so happen to be friendly rivals. While they will always try to improve their creations to be on the same level as you and push beyond, they will still always help you in need. You could potentially even become best friends with them if you met them in person.



Bondrewd, a twisted scientist who boasts intellect like none other.



Witch

Pros: You can cast magic from your heart thank to a bile sac. A very hardy stomach Alot lighter, thus much better relfexes. Can cast spells on the fly.

Cons: Normal food tastes bad to you. Pointy ears and Wild looking eyes can give them away to others and may draw suspicion. Missing a lung due to afformention bile sac taking its spot.

Arcane Anatomy(Mandatory/Exclusive for Witch): As you witch your anatomy isn't exactly human per se, but is very similar to it with a few noticeable differences. For one there are very minor physical differences, but more importantly you have a magical bile sack right next to your heart in place of a lung that draws magic from the surrounding environment which luckily for you the backrooms has enough magic, and other supernatural power to keep you supplied, because if you run out of magic, you die, you can use this magic by drawing circles in the air allowing for you to cast several different types including Abomination, Healing, Construction, Bard, Illusion, Beast-keeping, Oracle, Plant, and potentially even Necromancy. There is a catch however, as you aren't human you don't really understand them, and things that affect humans one way might not affect you the same way, but things like almond water, and liquid pain would still affect you the same.

Artists Mind(100): As befits something whose very power is by nature wild and frenzied, you do have an unbounded creativity and artistic skill.

Firstly your skill within all forms of art has been improved, enabling those who never touch a pencil to make a decent drawing and those who never used an electric guitar decent skill in rocking and rolling.

However this also boosts one's creativity not just in art but in just about everything, being able to use what you got in extremely unpredictable ways that are also fairly effective.
Be warned that creativity does not beat skill, but it can help somewhat even the field.

Picto-Glyphs(100): Most humans can't use magic normally, but with the right knowhow, artistic skill, creativity and something to write with and write on, one can create Glyphs. These glyphs which are circles with patterns inside of them, there are 4 main glyphs. Light, which can create light and floating orbs of light. Ice, which creates and manipulates ice and the cold. Fire, which creates and manipulates fire and heat. And finally Plant, which creates and controls plant life, even allowing plantlife to grow to massive sizes without the plant's needing to worry about nutrients. These four are the base elements of Magic, and they can be combined together into new unique glyph combos that rely on both the glyphs used and the user's imagination. The best part is that they don't even draw on your own magic, however that is where lies their weakness, that being if there is not natural magic in the area then the Glyphs won't do anything.

Magical Imbuement(200): You have learned how to not just use magic, but craft it into items, this can be done in two ways, but each has its own downsides. One, you can simply put magic into non-magic already existing items, but this tends to be on the weaker side of your two options be begin with, and two, you can craft items out of magic materials while shaping the internal magics, but this one can be harder, or limited to the magic in the materials themselves, but you don't have to just use one option for each item, you could easily imbue magic into an already magic item.

Potion Brewer(200): One of the few forms of Magic performable by those without magical power themselves, potion craft is still considered a main branch of magic due to its sheer versatility and usefulness in its power. My brewing ingredients together with either something magical as a component of pure magic being put into the brew, it will turn into a potion. These potions have different effects ranging from simple nutrients to a minor physical buff, holding off an incurable curse all the to even saving someone from near death. But just as they can be helpful they can also be really dangerous as well. To somewhat counter this you have a good intuition of what ingredients together do what, This isn't perfect as you can still accidentally make a deadly poison and drink it but usually your should be alright.

Coven Bound(400): The Coven System founded by Emperor Belos, it is a system that forces someone to have one main branch of magic as the only one they can use for in gaining a coven sigil you can no longer use other forms of magic unless either the sigil or part of your body where the sigil is located has been removed. Thankfully you don't have to deal with a sigil on your body and the price that comes with it, but you have recognised some genius in this system. Pick any branch of magic you like, from then on your skill with it is unparalleled to most others to an insane degree. As such you will push your brand of magic to its limits, with abomination for

example you can change your form temporarily into that of an abomination and with illusions you could perfectly mimic others and alter one's perception of reality.

Untamed Freedom(400): Magic is something that cannot be bound by rules or limitations, you know this as fact and you have proven this by honing your natural abilities to a level so great to the point where you change the spell you have unleashed on the fly along with a great skill and power boost in all magic you use with reduced costs.

Also you have gained a greater intuition about what spells will affect whatever you're looking at in various ways that will benefit you.

In Tune With The World(600): Magic as it is usually plays in tune with the environment around it, and as any good master of it rightfully should, you have taken this to another level.

Now any natural or supernatural phenomenon you spend enough time around, you can learn to replicate their effects using your magic via study.

Whether it be from replicating something simple such as "[Tattoos](#)" all the way to [The Great Backrooms Meteor Shower](#). If given the time and experiences, you can recreate just about any phenomenon.

Synchronised With The Universe(Capstone Boosted): This takes things to a whole new level, now not only are you replicating phenomena, but also manipulating the laws of reality and creating new phenomena with your newly bolstered magic.

Through arduous and difficult study and effort, you can learn to manipulate reality itself and aspects of it such as time and space, it may take eons but you could do it.

Artificial Magic(600): Whether you once were a part of the emperor's coven or simply stole both research, schematics and plans from Emperor Belos, it doesn't change the end result. You now have access to knowledge on not just how to use magic and machinery symbiotically, but also how to create artificial magic yourself.

However the most dangerous piece of knowledge you gained is how to make Coven Sigils, which are capable of completely sealing the magic or any supernatural properties of anything you place them on, even other living beings.

At first you only have access to the Abomination, Bard, Beast, Construction, Oracle, Healing, Illusion, Plant, Potion and Emperors Coven Sigils, which can seal but the brand of magic they were named after. (Excluding both the Potion Sigil which deactivates all magic minus what is needed to survive and the Emperor's Sigil which won't seal anything, but instead be attached to whatever you placed it on.)

However that is just the surface effect of the Sigils. As whenever any eclipse happen, either solar or lunar, you can perform a ritual involving either someone or a dummy with a sigil placed on it, once they are gathered together in a circular contraption the Sigils that you used for the ritual, all other sigils of the same type will all destroy whatever they were attached to.

You also have schematics on a contraption that can remove sigils.

Molten Beast(Capstone Boosted): The final horrific stage of artificial magic, one that warps one's body irrevocably by making it akin to sludge and somewhat amorphous, however due to

your newfound power thanks to a titan, you don't have to worry about looking warped or scarred, but instead keep all of the boons with none of the cons.

For starters, you can reform your body as you like from bending limbs in impossible ways to stretching said limb much further than possible to even creating blades and weapons from your body. You have potent regeneration that while yes consumes magic to use, it consumes very little and makes you practically impossible to kill via conventional means.

You can possess others bodies with even the victim of possession being unable to notice it until you actively take control over their form, and you can leave just as easily. (Although at the cost of leaving scars in the victims body)

And finally you can drain magic and spiritual energies from other living things you have defeated, bolstering yourself and increasing your already monstrous power.

Don't get cocky because you now are practically invincible, as you can still get slain if you aren't careful.

Arcane Wellspring(1000): You don't seem to have been like most witches, as your magic reserves are something that could be seen as godlike akin to that of the archivists.

Not only to you draw in more magic from the environment and can store a potentially infinite amount of magic without issue, but you also generate magic from nothing at a slow steady pace, ensuring that no matter what that even if you somehow run out of magic, you won't die and eventually will get back up if nothing took advantage of your vulnerable state.

Magic Nexus(Capstone Boosted): After your infusion with the power of the Titans, your already stupidly powerful magic reserves have become basically infinite. This is primarily due to two factors, one is that you have a literal infinite capacity for both magic or any other supernatural energy you wield, and two is that you create magic from nothing at a scary fast pace, so much so you passively start flooding the environment with magic by being there. At first this doesn't really do anything, but if you stay in an area for a month that place will permanently be magical and endlessly create magic which can spread and make the world magical as well.

And while yes people won't really access this, with only a few discoveries of glyphs here and there extremely rarely, but if you let evolution unfold, you will find all life there will have evolved to use magic while at the same time losing nothing in return.

You can also permanently alter anything to use magic in the same way a witch does with the absorption of magic in the environment without changing their anatomy or causing any issues including death due to lack of magic.

Be thy founder of a new era of magick, oh new Titan.

Titan's Catastrophe(Scenario): You know how the backrooms can have people No-Clip randomly and wind up here? Yeah well it managed to do that with several titans before with their corpses in an unknown very unstable level, and their souls lay trapped down there with no escape, slowly losing themselves to the wretched cycle, yet never falling to it completely. You will eventually be sent here with one task, escape.

However in order to escape this grave of several gods, you must gain the power of one and break through a gate that stands as tall as a sky scraper,

If you were wondering why the Titans couldn't escape, it's due to the fact that they were the size of islands, whose corpses could lead to whole ecosystems evolving on it for thousands or millions of years.

You can either steal this power or have the titans lend you this power in order to free themselves alongside you, however given their current state of madness and lack of logic given their condition, no matter how you go about it will be a pain to escape, if you even can at all.

Titanic Power(Reward/Capstone Booster): Whether through compassion or cruelty, you have done something that at least any witch on the boiling isles dreamed of having at least once or twice, the power of a titan. Now not only are you capable of creating glyphs in the air, but also your magic is wildly potent as well. Now capable of punching through a planet or two at first, and given a few centuries you could control magic if you really put your mind to it.

Fellow Witches(200/Companion): You have a group of 15-30 witches all following you as their leader, each one having decent skill in various types of magic. They all are loyal to you and are tightly knit friends, treat them well.

Luz Noceda(200/Companion): A human who dreams of being a witch, even though normally impossible beyond just potions and glyphs with a hint of oracle, she has potential somehow. And that potential is indeed mighty, for while now she is vulnerable to the dangers of this place having both weak nerd arms and a less durable frame, over time she will grow strong. However if you manage to successfully nurture her growth in both strength and character, she will gain all of the perks in the witch origin including the capstone boosted versions and the scenario reward permanently, minus the 'Artificial Magic' perk and its capstone boosted form of 'Molten Beast' due to her power being natural and from a titan.

A Mirror?(200/Companion): At first, this is just an indestructible, blue tinted mirror with a crescent moon symbol carved into it.

However in truth this object is just a container, a prison for a godlike being in said mirror and once activated said being can use and morph its shadow to communicate with you while able to speak to you through said mirror.

This being is the Collector, a young archivist (well young for archivist standards) who is still a child yet horrifyingly powerful, with the worst part is that the Backrooms for some reason cannot weaken him at all. He also is immune to most methods of harm including radiation, psionic energy and reality warping, with only godlike magic able to harm him.

His strength is one thing, ensuring he can use it is another thing.

Due to the way he is trapped it will require the power of a God to unleash him and free him from his seal, and even the power of the titans here cannot unleash this being as the seal is enhanced here.

However if you manage to break it whether by the help of an Empyrean Child or some other method, you will be nigh unbeatable especially if you formed a close bond with said child.



Luz Noceda, a human who managed to achieve a Titan Form.



Warrior of Gaia(Mandatory/Exclusive for Werewolf/Garou): You are part human, but that doesn't make you any less terrifying. You are a Garou (or for the supernaturally uninformed a werewolf) a warrior who protects Gaia from the Wyrms trying to eat them, and while you aren't on Gaia anymore, there's still so many Agents of corruption that needs to be destroyed, and you will be the weapon that annihilates each and every one of them. However others can feel your rage making any non-Garou tense around you, and the way you can fight against the backrooms vary from other Garou as you are a ____

Homid: as a Homid you were born a human so that is your base from, and since you were raised as a human you know how to act around them, and how to function in society with other people, but that came at the cost of your connection to Gaia leaving you with the lowest Gnosis (the spiritual power that fuels your non-Raged based abilities) any Garou can start with, and making you a bit over reliant on your logic when you need to use your instincts.

Metis: As a Metis you were born to two Garou making your base from your Crinos (also known as your war from, basically what you think of when you think of werewolf) removing the psychological drawbacks of being in that from, and allowing you to always become that form because that is just how you were born, but being a Metis has its own costs as you are a being Not Meant To Be. Your Gnosis starts between the amounts a Homid, and a Lubus would start

with, and you were raised as a Garou so you know the most about Garou society, and rituals to begin with.

Lupus: As a Lupus you were born a wolf, leaving you with almost no knowledge on anything human specific, but you are the closest to Gaia that any Garou could start, giving you the most Gnosis you could start with, have excellent survival skills due to living in the wild your whole life, and you have the best instincts out of any of the breeds of Garou. Your base form is a wolf.

Breed Garou with the Auspices of ____

Ahroun: Ahrouns are the warriors of the pack, their first move to solve any problem is violence because I love all of the Auspices you have the most rage out of every one, and for Garou rage is more than just an emotion, it fuels your physical abilities making you stronger, and can be directly used to heal yourself, and at your most angry even resist a death blow which is something only really seen in Ahrouns.

Galliard: Galliards are the bards of the pack, not just musicians, but lorekeepers as well. You don't just keep your pack's emotions stable, and positive, you learn the past, and all the ways that any problem you face has been solved before.

Philodox: Philodoxs are the judges of pack mediating conflicts between your packmates, and keeping the more reckless members of your pack, and being in the middle of the rest of the other Auspices has made you a jack of all traits, you have the fighting ability of the Ahrouns, the knowledge of the Galliard, the the spiritual communion of the Theurge, and the trickery of the Ragabash, but not to any of their levels, and as the middle Auspice you have the third strongest rage.

Theurge: Theurges are the spiritualists of the pack, and that means a lot everything has a spirit, from a specific rock on a mountain to the mountain range that contains the mountain, from a single duck to the entire species of ducks, and in the backrooms there are so many new spirits to interact with, for instance a almond water spirit could heal the mind, and body better than almond water itself, or liquid pain spirits could inflict horrific curses, if you can persuade them with a worthwhile deal long or short-term, but as your rule isn't to fight directly your rage is the second lowest of any Auspice.

Ragabash: Ragabashes are the jesters of the pack, your role is to bring up the question "is this the right decision" for your leader, and your tool is pranks which you are allowed to perform, because it's literally your job, and your experience with pranks has made you an excellent trickster and you don't plan on playing fair in your fights, lead your enemies through dozens of traps, and ultimately into an ambush that you prepared in the first place for this specific scenario, or even going so far as to assassinate them in their sleep, but as a consequence of not being a true fighter, your rage is by far the lowest of any Auspice.

Not Meant To Be(Mandatory/Exclusive for Metis): Being a Metis is not a good thing for several reasons one you are not liked by other Garou as Garou aren't meant to get into relationships with other Garou, and you are the result of that happening, and then there's the other reason, as a Metis you were in some way born wrong, to put it simply you were born with some sort of mutation rather than be physical or mental doesn't matter with one more extreme examples is that one unlucky Metis was born without skin, and due to this being a birth defect healing can't help with it because it's technically not an injury, but how your mind, and body naturally formed.

All Garou can communicate with spirits to some extent, and in some cases receive gifts from them in the form of extra abilities either passive or active with the active ones being fueled by Gnosis, and gifts are typically themed around one's breed or Auspice. Garou have 5 forms which are Homid which is essentially just minorally tougher humans, Glabro which is essentially just a stronger more beastly humans, Chinos which is the typical werewolf with physicality even greater than a brawler at the cost of the risk of going by berserk with blind rage if not actively fighting, or of just being a Metis because life is inherently rough for them, Hispo which is essentially a direwolf, and Lupus which is just a wolf.

(The only breed that has supernaturally fast healing in their base form is Metis)

Experience With Multiple Forms(100): As a Garou you have to know how to use all of your forms, and when to use this, with this you know how to handle any form you are in to at least a basic level if not already proficient with the form.

Spiritual Senses(100): Garous are half-spirits so it only makes sense they would be able to sense them, so with this your senses can pick up anything that can be considered a "spirit" even if they would normally be unperceivable.

Natural Instinct(200): Garou are part wolf, so they have very start instincts, it just so happens that yours are hyper attuned to detecting danger, if there is a smiler behind you, you will feel it, if that bottle is not filled with almond water, but liquid pain instead you could smell the danger from it, and if there's a scream eater the sudden quieting of the environment will stand out to you like a sore thumb

Spiritual Guidance(200): The spirits seem to like you, and while they won't be offering you any more gifts than they normally would, they seem to consistently guide you to things that either are useful in the moment, or could be very useful in the future, sometimes you'll just get a feeling to go somewhere, and following that feeling could lead you to something like a bottle of super almond water, or maybe if you were actively on fire that feeling could bring you to a no clipping Point that brings you directly to the pool rooms. You don't know if the spirits are just bringing you to useful things you find, or if they are putting them there just to help you, and you don't know if you should care if it's one or the other.

Balance With Your Beast(400): Frenzies are things that Garou, and most other shifters have to deal with if they lose control in a state of high emotion, and there are two kinds of frenzies, the first is a berserk frenzy where your rage takes control making you attack whatever is close to you friend or foe, and two a fox frenzy where the controlling emotion is fear making you turn into your lupus form, and in a blind panic desperately try to find a place to hide, luckily for you neither of those are a problem for you anymore as you are one with your inner wolf meaning that none of your forms has no intensely negative effects on your mind, you could stay in your Chinos form as a non-Metis and while it will still be mentally exhausting you would close no risk of going berserk.

Moonsilver(400): While this gives some extra skill in making fetishes (magic items made by putting spirits into physical items that use Gnosis to activate), and talens (single use fetishes) the true benefit of this is the knowledge on how to make Moonsilver, a material that is twice as effective against creatures weak to silver than silver itself, actively enhances your spiritual connection, and for some reason treats backrooms entities as if they were weak to silver. Moonsilver is so important to Garou that even a Metis with the ability to make, and forge it would become incredibly well respected as even having a single Moonsilver item is a big deal.

Controlled Wrath(600): You have in a way mastered your rage, allowing you to wield it far better without too much effect on your mind. You can suppress it for a time to interact with non-Garou without the curse that makes them feel how much rage you have affecting them allowing you to interact with them as if you were just a normal human, or you because could push it further into an inferno of wrath that fouls you so much that you can even push your healing to quickly heal even wounds made by your weaknesses in less than a minute, or massively push your strength to the point where you could outmatch primordial smiler for a small time, but that would be incredibly exhausting if you weren't already a higher level Garou, and the stronger a Garou you are the further you can push your rage.

Wrath Incarnate(Capstone Boosted): Your rage has evolved beyond what it was before, not only is it fully under your control, but it increases whenever you face any opponent no matter how small, and there's more, when you are in the presence of corruption your rage increases far more than facing merely an enemy, so fighting the agents of the Wyrms would make you a force of nature able to heal even wound done by silver in mere seconds, and able to easily throw around primordial smilers.

One With The Spirits(600): You are as a Garou, at least half-spirit, but you might be a bit more spirit than others of your kind. The spirits are far more willing to deal with you than any other, offering you many more gifts than they otherwise would offer others, and will be far more willing to let you turn them into fetishes, and talens to the point that some of the weaker ones might try to get you to do turn them into fetishes, or talens in order to help you out, but there's also the connection to the Umbra that always you to simply go into the backrooms version of it, and while the backrooms Umbra is more dangerous than Gaia's Umbra, being in the Umbra still makes you able to act as if you were essentially a ghost unaffected by the physical, and able to walk through walls, but in that state you can't interact with the physical either, this also makes your Gnosis far more intense allowing you to use less for more, and overall treating you as if you had more Gnosis in general.

The Voice of The Spirits(Capstone Boosted): As you received your blessing of purity your spirits self evolved to the point of absurdity, now your Gnosis is so intense that you can use it instead of spirits to make fetishes, and talens with only the expenditure of Gnosis without the need for spirits, not only that, but due to practically being an incredibly powerful spirit you can just make smaller spirits out of your Gnosis, and on top of all of that purifying corruption refills your Gnosis allowing you to use your gifts, and fetishes over and over again without having to rest.

Bestial Balance(1000): You have done what no other Garou has done before, you have somehow blended your wolf, and your spirit into one becoming what Gaia always wanted people to be, a perfect blend between the physical world, and the spiritual one, and this has gave you a lot of advantages, for one as a perfect blend between a spirit, and a mortal you can't just be killed from one side, in order to die someone would have to kill you both physically, and spiritually because if it's only done one way your other side will just regenerate the dead side, two something that only targets either the physical or spiritual depending on what's your to your benefit will treat you as if you were a pure physical being, a pure spiritual being, or a combination of both, and three your rage, and gnosis has become far stronger enhancing each other, meaning the more one you gain the stronger the other becomes.

Gaia's Guardian(Capstone Boosted): Now you're not just what Gaia wanted people to be, you're the perfect Garou in a sense. There is no longer any real difference between your spirit side, your wolf side, or your human side, you have become a perfect union of all three, and as such you are now even harder to kill than you ever were, as the purity you spread is also you, therefore as long as there's any of it you can regenerate from there so not only does it take killing both your physical, and spiritual sides, but your enemy would have to get rid of all the purity you spread or else you'd just come back.

The Wyrms' Plague(Scenario): The Spiral Dancers have found their way into the Backrooms, and like they always do they started to spread the Wyrms' corruption, but something strange happened, The Wretched Cycle seems to be getting quick started by the madness induced by that corruption in the victims of the Wyrms' corruption, and they aren't turning into normal wretches, what they are becoming are more like zombies than the wretches already were as any the very flesh, and blood of these wretches spreading the Wyrms' corruption wherever they go, and infecting the backrooms themselves while following the directions of the Spiral Dancers to corrupt even more. It's now your job to stop the Wyrms from gaining more ground in the Backrooms as the Wyrms should never be allowed to gain any power when it can be helped, how you do this doesn't matter, it just needs to be done.

Inner Peace(Reward/Capstone Booster): You've done it, you pushed back the Wyrms, and with this monumental success you have gained a truly wonderful gift, you have become a beacon against all corruption, your very presence burning the corruption out of the land you walk, your attacks burning corruption out of the corrupt allowing you to push back, and even undo things like the Wretched cycle, and the SFV, (partygoer virus) and causing purity to run so deep that corruption finds it hard to ever touch that the purified again making them spread a lesser, non-permanent purity that corruption can still push through at a far greater cost than it otherwise would be needed. (If Metis lose the Not Meant To Be drawback)

Spiritual Lupus(200/Companion): This is a rather special Garou, one that is particularly useful in anything even remotely spiritual, but is incredibly socially awkward, even more than a normal Lupus because they are constantly trying to balance over a dozen contracts with different spirits with a few parents Spirits being an almond water spirit that grants healing, a liquid pain spirit

that puts curses on those the Lupus wants gone, and a wood spirit that gives toughness to the Lupus, and also happens to be the first spirit they ever made a deal with, and over time the needs for their contract has gotten far cheaper than it used to be, as their relationship has gotten better overall.

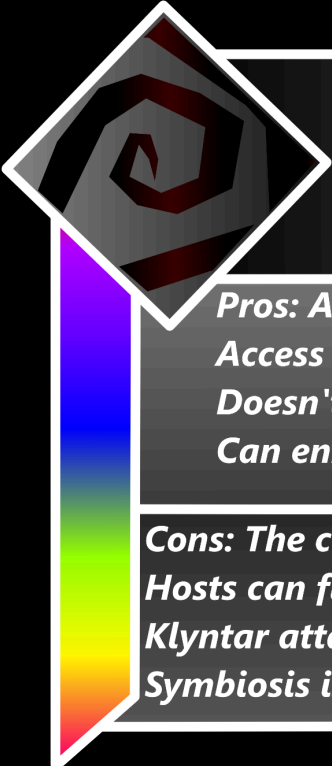
Jester Homid(200/Companion): This Homid is a prankster of infuriating competence, not only do they always manage set up their pranks without anyone noticing despite the enhanced senses of Garou, but they always have a point, and most likely one that the one being pranked wouldn't have even thought about, all of this experience in pranking has also made them the perfect assassin, as by their history it's obvious that no one would know what happened until it was too late.

Warrior Metis(200/Companion): This Metis is one of the best fighters you've ever seen, with them being over 7 foot tall in their Homid form, they also have a particular mutation that for once actually made them a better fighter, they can't feel pain, allowing them to shrug off damage that would even give a berserking Garou pause such as multiple broken legs, and having their ribs ripped out, because they just can't feel it, however this has a clear disadvantage, they don't actually know when they're hurt so they'll need your help checking for injuries (or improper healing in case they broke a bone) every so often, and they might not realize something hurts anyone because they don't have the ability to feel the pain from doing those actions themselves so don't get mad if they spell boiling water on you they, just they don't know that kind of thing actually hurts people.

Werewolf shifting from **Homid** to **Glabro** to **Crinos** to **Hispo** to **Lupus**



Garou's five different forms, each with their own purposes.



Symbiote/Klyntar

***Pros: Amorphous form that can hijack others.
Access to hosts memories, powers and skills.
Doesn't need food, water, air, and rest.
Can enhance their hosts form.***

***Cons: The classic weaknesses of fire and noise.
Hosts can fight back and potentially remove the
Klyntar attached to themselves. need a host to live.
Symbiosis is a two way street.***

Living Abyss(Mandatory/Exclusive for Symbiote/Klyntar): You are unlike many of the things alive here, hell even in most worlds and realities for that matter! You are made of an eldritch substance known as Living Abyss, a supernatural material that isn't comprised of atoms, or any thing like that, but instead is from the primordial darkness before life and light existed with the substance being usually black or red in color, but has been shown in all colors including white. As you were made for the purpose of taking over other lifeforms, you can of course bond yourself to any living thing and essentially take control over it. When bonded to a host you can not only move their body and insert thoughts which can either be clearly yours or disguised as the host's own thoughts, but also change and alter their own form, Including but not limited to...

Tendrils, blades, muscle, bone, toxins, and organs.

You can even hijack and control corpses when necessary, although you cannot stop them from rotting and decaying, eventually forcing you to move to either another corpse or a living host. And the final boon you have is that you yourself do not need to eat, drink, sleep or breathe at all, even able to serve as a safe breathing space for your host in environments where one cannot breathe normally no matter what you host must breathe to survive. However there are several cons to offset the power features you have.

Firstly is that you have a potent vulnerability to fire and loud noises, with flames being able to destroy and kill you and loud sounds causing immense discomfort and strain on you and any bond you might have at the moment.

Secondly is that your form on its own is not all that impressive and you need a host to survive, as if while you can move on your own you require a host to avoid decaying, as if you can't you will rot until your untimely end. Thankfully if you do get on a host you can eventually repair all missing and rotten parts of yourself.

Thirdly is that you are something that by nature is really terrifying and most will attempt to try and avoid you at all costs, and any newfound hosts that unless were willing to become your host will likely freak out and try to remove you until you resolve the issue.

And finally is that symbiosis is a two way street, that means while yes you have control over your host, your host also has control over you. And as you remain bonded to a host you could likely experience a change of personality to fit your host better.

As such binding to a goodie two shoes may see you becoming one yourself, while for someone insane you'd also become just as crazy as them.

Due to this you effectively share sanity, so when your host is mentally well you are as well, and if they are losing themselves, you could find yourself falling as well.

It is possible to resist this effect through tremendous willpower and resolve, but even then it is fairly difficult to maintain.

(you are stuck as a Klyntar until the end of the jump)

Omnidirectional PoV(100): A Klyntars senses are also just as weird as their anatomy and make up, how so you might ask? Well to put it simply they have sight, smell, hearing, touch, taste and can sense electrical signals and disturbances in the air.

However where they differ is in the fact that they can use all of these senses not only to a very sharp degree but also can use these senses from every part of their body.

This will never overwhelm or disorientate you and will be as natural as breathing for you to process it all.

Genetic Memory(100): Your mind is something alien in its own regards, and yet has plenty of boons that no one else would ever have. If any piece of you is alive no matter how small, you will still have all of the intelligence and skills you had ever gained along with your consciousness and personality. You also never forget anything you know and never have any of your skills degrade due to a lack of use.

Tendril Mastery(200): One of the main tools symbiotes use whether in combat or otherwise is their tendrils they can see with and use with surprising strength, you just so happen to be really skilled with using them. Not only can you use them by sticking to things to grab them or toss them around, but you can also sprout more tendrils to push yourself off the ground and retract them back into yourself in order to launch yourself.

Not only that but you can have the be sharp like blades, throw them out as projectiles, use to grab on to potential hosts even ditching a current one and way more.

Be creative with it and you could do a lot of things with this power.

Item Absorption(200): Something strange that Klyntar can do is take in items and materials into themselves and absorb them. Of course doing so takes time and the object can be pulled away from the symbiote, but if one manages to successfully do so they can use the items/material they took in to themselves.

If they absorb a missile launcher, they can protrude missile launchers from their body which they can use if given missiles and if they absorb adamantium, they would have all of the defensive properties of said adamantium.

Of course if they absorb ammo they will expend it when using it.

A potent power, given you can actually use it.

Anti-Venom(400): You most likely have been affected by the lightforce, and as such you now have some inverted properties alongside your regular properties.

You for one have a potent healing ability that while it doesn't work on you, it will heal others rapidly and cure just about any illness, sickness or disability that exists, as well as pushing back the control of outsiders such as other Klyntar allowing you to be the only thing affecting your host, or even allowing them to have complete control of themselves.

Abyssal Skinwalker(400): A terror that plagued humanity was always creatures that looked exactly like their friends, but were just merely wearing their skin.

This is a thing you find yourself representing as anyone or anything you bonded with or have eaten, you can disguise yourself and your host as them.

Considering how you can quickly bond to someone or something without it realising and then ditching it, you could realistically disguise yourself as your enemies best friend who you had just killed, and when they realize it's not their friend they're speaking to but instead something wearing his face as they find themselves swiftly devoured.

We Are...(600): Jumper! Whenever you bond to a host over time, you both slowly start having your compatibility increase, with you and your host getting more and more powerful until you hit 100% compatibility. At which point you and your host gain full control over each other's bodies, and are able to warp your form and body to degrees unnatural even among other Klyntars and hosts. Not only that your understanding of each other and yourselves are gifted to you being able to relate despite being entirely different beings.

It is also a lot harder for others to tell where "You" ends and your "Host" begins.

The Hive's knowledge(Capstone Booster): You didn't stop at being just one symbiote, you became a whole hive mind. Now you can split off parts of yourself that will grow into a new "You" your soul and mind are shared between all of your bodies and in order to kill you one has to kill every body you have in order to do so, not only this but all of your powers are not weakened doing this and you will never be overwhelmed by this, being gifted an incredible ability to multitask that some computers can't even manage.

Draconian Rule(600): As there are ancient creatures like dinosaurs and primordial smilers, there too must be a primeval version of a being made of Living Abyss and you are now one of

them. You are now a Klyntar Dragon, a beast that flew unto worlds and infected them with hordes of Klyntar that they spewed from are maws as a breath weapon.

As one of these great and terrible creatures, not only can you take the form of one of these slimy dragons, but also are massively boosted and are now immune to fire and noise, however at the cost of being vulnerable to divine lightning.

All Black(Capstone Boosted): The first Klyntar was a blade which was once Knull's own shadow, which he took and with the decapitated head of a celestial forged it into a blade, and now you are just like the alpha of your species as a second All Black. Not only are the boons you got from the base perk are boosted, but you can now take on the form of any bladed weapon you wish, and anything killed by you will be dead permanently until you wish otherwise. Not even immortals are safe as if they take lethal damage they will die. May all who breathe life fear your edge, for it shall be the last thing your opponents feel the bite of in their last fleeting moments.

Codex Access(1000): Whenever a klyntar bonds with anything living, a trace is left in their nervous system called a codex. These in essence contain not just a perfect copy of not just all their powers but also all of the skills, memories and experiences that person ever had. And now you can extract them to power yourself up, however at the cost of killing the person who had that codex you extracted. However the power can hurt you as well if it happens to relate to something regarding your weaknesses, and you can't get immunity from fire and noise (or divine lightning if you purchased Draconian Rule) using codexes. Is it worth a life for their powers?

Ultimate Life Form(Capstone Booster): Before, you had to end someone's life to gain their powers, but now? You can just get a copy of them without them even noticing. Anyone you have ever bonded with or infected with a symbiote you created, you can get a perfect copy of their codex if you wish. Of course the other caveats of Codex Access still apply where you cannot get rid of your weaknesses, and your powers can still hurt you if they are fire or sound based.

Knulls Invasion(Scenario): Some really bad news has just occurred, Knull the King in Black is trying to invade the Backrooms to take it over along with anyone and anything in there. While fortunately he will be weakened by the Backrooms, that won't help too much as he is still almost impossible to slay and put down. While thankfully you and your companions are disconnected from the hivemind that Knull controls, you still have to worry about the hordes of Klyntar and Klyntar hosts that are now under Knull's control.

King In Black(Reward/Capstone Booster):

Willing Host(200/Companion):

Friendly Symbiote(200/Companion):

Mystic Researcher(200/Companion):



A very powerful symbiote going all out.



(Mandatory/Exclusive for Hunter/Huntress): As a hunter you have learned how to harness your Aura, allowing you to essentially protect your body with your soul, and the use of your Aura has strengthened it, making your soul more assistant against outside influence. Along with your Aura you have your weapon, a dust powered contraption that helps push you even further, good thing you know how to make more dust out of the resources here such as fire salt, but unfortunately all of this makes you like a beacon to spiritual enemies, attracting them to you like moths to a flame, but your Semblance should help keep up with them with a power that is all your own.

Precise Aura(100): While having a particularly precise Aura control isn't very useful most of the time, if you are fast enough you could be particularly efficient with defense as you would only need to focus most of your Aura in a particular space to stop the damage.

Grimm Hunter(100): Your title hunter isn't for nothing, you know how to hunt, specifically track down your prey, find any hiding spots, and slay your chosen prey with your weapon of choice, and Aura.

Enhancing Aura(200): When you use your Aura on something like your weapon you slowly strengthen it over time, to the point where it can always keep up with you, even if it shouldn't logically be able to, it will.

Dust Powered(200): Dust is a special material that reacts to Aura to produce a variety of effects, and those effects are determined by what type of dust, you now know how to utilize every type of dust to its fullest, and efficiently make it in the backrooms.

Incredible Semblance(400): Your semblance is something truly incredible, to the point where it can gain abilities when others would be stagnant in what they do, meaning that eventually it will be able to perform all magic in remnant.

Aura Overwhelming(400): You have way more Aura than anyone else, to the point where some might think you just don't have an end to your power, but you do still have an end to it, it's just ridiculously further than any other hunter would have.

Eyes of Silver(600): Your eyes were a blessing to help humanity against the grimm, when you power them with Aura they activate, and release a light that starts destroying all grimm, and similar beings of darkness in your sight, and while particularly powerful grimm can handle this for a while, eventually even they will burn away in the light.

Pure Eyes(Capstone Boosted): Your eyes aren't just the same blessing that are around today, they are the original version, meaning that not only are these simply much more powerful than those silver eyes, they also cost practically nothing to activate, and keep on.

Half-Grimm(600): Wait, aren't you supposed to hunt grimm, not be them, well you're only half grimm, but still. Well this does have many benefits such as being naturally much more durable than you would ever be as a human (not considering Aura), a few abilities based on the type of grimm you are, a natural regeneration, and you don't always show your grimm side, only when you transform willingly will that side of you be exposed.

Grimm Gained Sentience(Capstone Boosted): Wait you weren't born human, then how did you even get here, wait you're still a hunter? How does that work, oh, you somehow managed to gain your freedom from your creator, and with the full power of a grimm, plus the power of Aura you are far beyond what I thought you were, making you something your world has never seen.

Curse of The Brother Gods(1000): You have been reincarnated over, and over, and over again as a curse for something the brother gods think you did, and rather you did it or not doesn't seem to matter as the results are the same, you've had generations to master everything about yourself, making your movements flawless, and your Aura is master to the point you could be any hunter with just it alone.

Blessing of The Brother Gods(Capstone Boosted): Wow you actually managed to do the Impossible task they set out for you, and since you did something so impossible they have decided to give you a blessing, now whenever you would have died if there is any of your unused Aura in the world that Aura will start to rebuild your body resurrecting you.

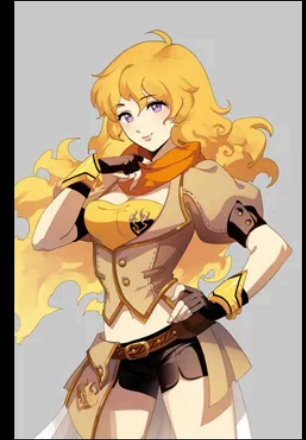
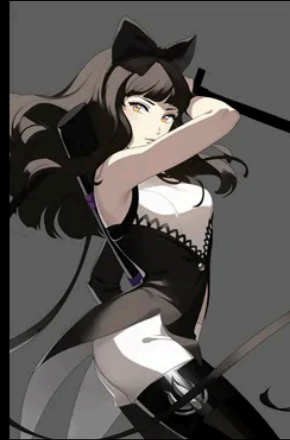
The Immortal Witch(Scenario):

(Reward/Capstone Booster):

Three Squadmates(200/Companion):

Mentor(200/Companion):

Passive Grimm wait what?(200/Companion):



Team RWBY, a powerful yet young group of huntresses.



Draconic Menace(Mandatory/Exclusive for Dragons): You aren't just a big reptile, you are a dragon, a force of nature with elemental power, and an overwhelming presence, and you have a lot going for you. You are by far one of the strongest ones here, able to simply out perform everyone else in strength and durability, and your elemental aspect isn't too far behind as even something like liquid silence would make you completely silent absorbing all sound that you don't intentionally make, and storing it for your breath weapon which would be a shockwave of pure destruction, or something as actively harmless as almond water would be more support focused elementally speaking, having incredible physical, mental, and spiritual regeneration, and with a breath weapon of pure healing, but all this power comes with a few costs. One you are too big, and while in an open space that would be a benefit, most spaces in the backrooms are not open, meaning you will have to deal with spaces which are for you very cramped, and even making you simply unable to go to some levels without something to deal with your size. Two, due to your size and power it makes you quite clumsy compared to a human, after all you are simply working on too big of a scale to do things on a human scale. And three you are not agile, while you can move very fast you would need to build up to that speed so it's easy for smart opponents to avoid your attacks despite how much area they cover. You can also survive in most environments naturally able to hold your breath for at least an hour if you aren't aquatic to begin with, and most environmental factors don't affect you nearly as much as it would affect a human due to your inherently elemental nature that doesn't just protect

you against elements in general, but more intensely against things relating to your element, and your incredible durability. There are special cases where instead of getting a breath weapon you get an extra boost such as with Corruptionite where you become extra resistant against corruption, incredibly hot (even hotter than Corruptionite), and a mildly increasing level of strength based on the instability of the environment (although what is mild for a dragon is a lot for others), and there's not just one type of dragon for each element, so two liquid pain dragons can have that element manifest completely differently, but every dragon no matter how diverse has some sort of magic related to their element.

(You are stuck as a dragon until the end of the jump, and if you are too big for a level you may just skip over that level when trying to no clip into it)

Action of Scale(100): You are a dragon, a being of a truly massive scale, but not all power works on that scale, that's where this comes in, every bit of power that worked for you on a different scale will now work for you on this scale, not necessarily as good as they did before, but nothing you had before will become completely useless for you, even on the scale of a dragon.

Scales of the Elementals(100): Dragons have a massive amount of power flowing through them all the time, and that isn't always a good thing, as the environment isn't always as well prepared to handle your power as you are, with this that isn't as much of a concern as your body is able to contain its power as long as you aren't actively releasing it, have blood that's hot enough to burn titanium, not a problem you won't accidentally burn the paper you're holding, but the moment you put any real effort in this protection weakens until you stop trying, potentially causing accidental damage.

Draconian Resilience(200): Dragons are known for their power, but beyond that they are tough, it's never going to be easy to take down a dragon, and that especially applies to you. Your scales are harder than steel, and flesh made to survive the harshest environments, deep inside volcanos, the bottom of the sea, deep into the frozen North, and South, and even in worlds just as unstable as the Backrooms themselves, and this has made you resilient against practically anything, with no real vulnerability to any damage.

Dual Elemental(200): You are not just any normal dragon, normal dragons have just one element that their magic abilities focus on, you have two which could mean many things, you could have just been hatched better, or you could be a hybrid, but either way the result is the same, you have the abilities of two different types of dragons, and the synchronizations that comes from that.

Enduring Even After Death(400): Dragons are known for their ability to endure, but you have taken this further than most dragons could even dream of, you can come back from the dead. If you are to somehow be killed, and your parts are used after your death the stimulation of those parts by that use will start stimulating the dormant life still inhabiting your flesh after your death, and when that life gets fully stimulated you will start regrowing from the most stimulated part of you, bringing you back to your prime. To help with this your body parts function as a more potent

form of your element, making it irrational for you not to be used, and weirdly enough being consumed is absurdly stimulating to the life within the dead parts of you, to the point where that is enough to bring you back by itself if done to a significant extent so as long as there is some part of you in existence you could potentially come back.

Natural Disaster(400): Your elemental nature seems to have gone wild with power, allowing you to do things with your element that wouldn't otherwise be reasonably possible, for one you can create what is equivalent to a natural disaster with your element, for elements like almond water, and liquid pain you could make it rain your element, and for something like diamond you could make massive diamond spikes form underground that rapidly shoots up all around you, but as these are equivalent to natural disasters they aren't easy to control, two the enhancements, and your breath weapon has received a boost in power, enough to make other dragons reconsider fighting you based on that power alone, although you're focus on power hasn't really helped you with precision, so you will need to control that if you want to be able to properly work with others.

Monstrous Wrath(600): You are a dragon, a being that has had far longer than almost any other creature to hone your body into a force of nature, allowing you to master a skill only dragons leave long enough to properly train in, one that allows your raw magical power to flow with your every movement increasing the strength, and resilience of your body, and even the precision of your moves are better than any other dragon, but still not to the same level as a human. This also give you the ability to compress your size down to a manageable level, but this comes with a cost, your compressed size limits strength, so while you can work in smaller place, it would still be more effective to get someone accustomed to working at that size, the weakness that comes with being at a smaller size can be trained away but It would take a very long time even for a dragon's standards, meaning for now unless there is an emergency this is only really helpful for travel.

Flames of the Hells(Capstone Boosted): You've taken this skill to the next level, not only doubling the improvement to your physicality that your magic has on you, but you found out how to decompress your form beyond its normal level increasing your size, and physicality immensely, but just like with compression this has a weakness, your strength while improved is less than even the square cube law would suggest, and while you could theoretically increase your size infinitely eventually your organs would just collapse under their own weight, and while you could train this weakness away (even though this will take even longer than with the compression weakness) it will never be fully gone as while you can only get so small, your max size doesn't have a true limit.

Divine Wisdom(600): You are a dragon, a being that has had far longer than almost any other creature to hone your mind, turning you into one of the greatest sages there has ever been, allowing you to master an art that only dragons live long enough to properly learn, one that allows your raw physicality to increase the potency of your magic, and mind, allowing you wield far your elemental power at a level so complex that it becomes essentially unstoppable for any direct way of countering it that isn't just overpowering it, and with the variable ocean of

elemental power this gives you there won't be many that could actually overpower you in magical way. This also allows you to perform an art that even mortals have learned, but is particularly useful for someone like you, astral projection, allowing your soul to move where your body can't, but this has weaknesses, while nothing can physically touch you you can't touch them either because you're not in your body, and that art that allows you to enhance your magic and mind with your physicality isn't as effective because again you are in your body, and the farther away you are the more intense this problem gets, but you can train to increase your effective range, and even get rid of this problem with enough training, but that would take a long time even by dragon standards.

Knowledge of the Heavens(Capstone Boosted): You've taken this art to the next level, not only doubling the improvement to your mind, and magic, but you have found a way to make an after-life in your soul, allowing you to consume souls by putting them into your personal afterlife, and once in there you will be constantly absorbing the magic power those souls produce, so every soul consumed, rather they were dead or alive will mildly increase your magic power, and your personal afterlife doesn't have a limit on size, the only limit is that it can only store souls, and soul adjacent entities such as spirits.

First Legend(1000): You are a dragon, but what does that mean? It doesn't just mean that you are a physical powerhouse, or a magical savant, you are a force of both worlds, a force of nature which is why dragons are legendary in the first place, and so you have learned to combine both your physical and magical power allowing you to act as if they were the same, a curse on you or corruption could be fought back by your physical immune system, your claws would be just as effective on things that could only be affected by magic as they would be on anyone, and as long as something can be physically affected your magic can affect it just the same, there also one other aspect to this, your magic also acts as an extension of your body not making you immune to physical death but massively expanding the damage you could take before death could hope to take you.

Last Legend(Capstone Boosted): There is a legend in many cultures where there is an end of the world, and in several of those legends the one who ends it is a dragon, you have gained the potential to be that very dragon as you can affect existence as if it was just another object, making you able to physically rip space, and for a fire dragon burn time away aging everything far quicker than should be possible, or other conceptual madness involving your element, it's a good thing you are not at the level needed to simply destroy a world, because when you get there it might take something like a god to stand against you in any real capacity.

Beast of The Past(Scenario): There's something wrong here, something that should be alive, something that should have been extinct long ago, and it's hunting you, a Primordial Smiler, one that isn't normal (whatever could be considered a Primordial Smiler), it seems to have been made by the backrooms to specifically counteract you, with it being able to survive in any environment including the light, and it starts out 10 times stronger than you, but you have two specific advantages, one while it will grow with you it won't grow as fast as you, two you aren't

just a beast, you have an intelligent mind to work with while it only has its instincts, so either by outgrowing it, or outsmarting it you can beat it, which you will have to now that it's hunting you.

Eternal Improvement(Reward/Capstone Booster): You did it, you survived the hunt, and with it you have come to a realization on Dragons as a whole, yes you are a being of absolute power, but not built all at once, never all at once, your power comes with time, and that's your biggest advantage, as time goes on you get stronger. Every day you get unnoticeably stronger, physically mentally and magically, and while in the short-term this might as well be irrelevant, but in the long term it is everything, it is what makes you a dragon, power built over generations, power that never stops building.

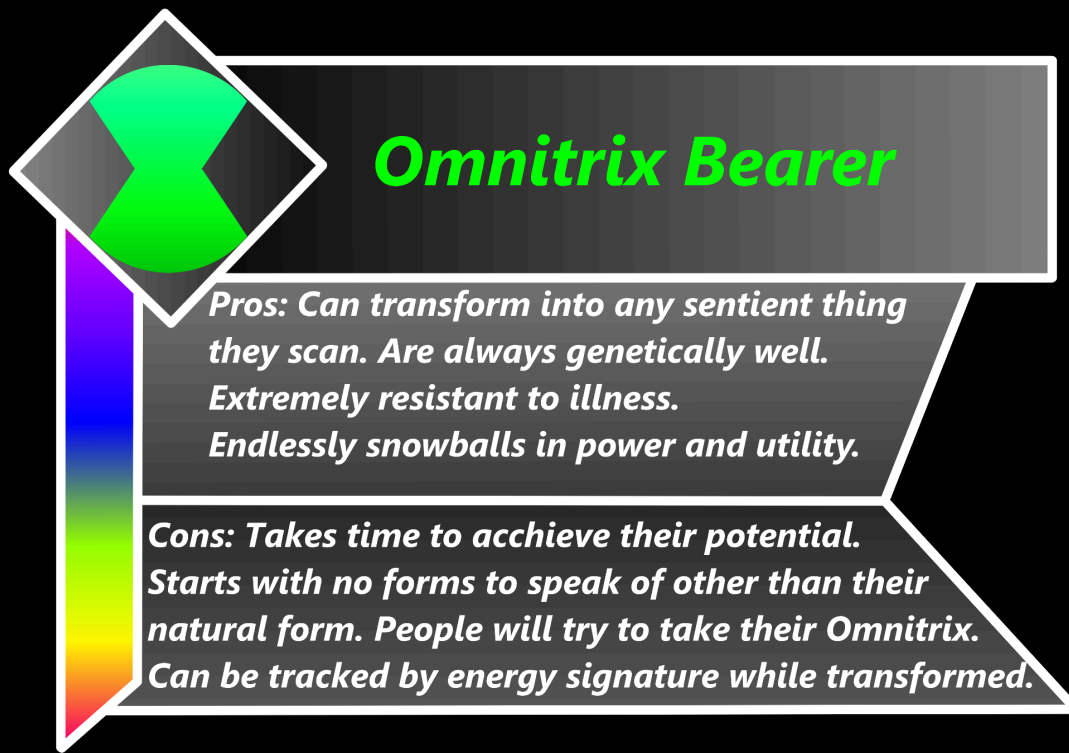
Personal Kobold Tribe(200/Companion): Kobolds are small, mildly draconic creatures who always end up following true dragons like you, and you have a whole tribe of them following you, and while they are each weaker than a human they have one advantage that you don't, they are small, and therefore working on a smaller scale, they would be practically useless in a direct fight, but they are excellent trap makers, they are also very stealthy in everything they do so they avoid danger easily, or even sneak into places for you, essentially all the weaknesses of your size are things they are good.

Fellow Dragon(200/Companion): A dragon just like you, but younger, and of a different element, they could be a mate, sibling, or just a friend, but they won't willingly betray you, and genie windy wants to help you, even though they don't really understand the backrooms. (Also if you have Last Legend they will instinctually be intimidated by you as they can feel your potential)

Dragon Slayer(200/Companion): A dragon slayer who you beat but spared, and they became your sworn knight (they didn't seem to care if you were a king or not they became your knight anyways) they are not a normal human by any means as they are excited to find the biggest thing here, and see if they can slay it, which explains why they are a dragon slayer in the first place.



A powerful dragon going on a horrific rampage.



Wilder of All Forms(Mandatory/Exclusive for Omnitrix Bearer): Whether it came from a fallen star, a gift from a genius unparalleled or even one's own creation, it doesn't matter as now you have an Omnitrix (short for Omni Matrix), this wondrous device is something truly unique, it allows you to scan, copy, and transform yourself into any biological (to start with), sentient (to start with) form that you have a scan, or genetic information of, but entering the backrooms seems to have caused a malfunction that erased all the forms you had stored up, meaning that if you want to transform at all you have to scan new forms, and the Omnitrix releases a certain very specific energy signature when active so as long as you're transformed, or scanning something you are trackable via that energy signature. The Omnitrix is bonded to you on a biological level so any damage done to it can be repaired by any accelerated healing method that would work on you.

Artificial Instincts(100):

Bodily Adaptation(100):

DNA Alteration(200):

Pinnacle of Genetics(200):

Changelings Empathy(400): Being someone who can take on any living things form, it makes sense that you would be able to not only feel for other inhuman beings but also relate to them. Your sense of empathy and understanding can let you help anyone in need from resolving trauma to making a new friend, even befriending a smart entity and maybe convincing them to join humanities side if you're daring enough.

You walk in the shoes of all other lifeforms, and so you understand all others.

Omnitrix Replication(400):

Supernatural Scanning(600):

Godly Scanning(Capstone Boosted):

Ultimatrix(600):

Omegamatrix(Capstone Boosted):

Compatible Integration(1000):

Omnicompatible(Capstone Boosted):

Secrets of the Omnitrix(Scenario): One day your omnitrix will start to glow an ominous yellow (or other color if your omnitrix color is different.) thus signaling your Omnitrix's self destruction sequence. Once activated you need to turn it off asap, and it will go off in about 10 years, with each transformation lessening the timer to inevitable death.

Whether it be by a super genius, intuitive hacking or some other method, all that matters is to deactivate the self destruct before it blows you and the level you're in with everyone and everything inside of it including sublevels to kingdom come.

If you by some miracle manage to do this, you will gain a new perk.

Master Control(Reward/Capstone Booster): You have by some means gained full control over your Omnitrix, not only removing all limits and weaknesses of your alien watch (minus the energy tracking) but you also now no longer have a time limit and can access all functions using your thoughts and thoughts alone. Not only that but it will constantly evolve more and more the more situations you find yourself in.

On top of that you unlock a to'kustar transformation in your Omnitrix, a colossal humanoid creature with four eyes with an uncanny resemblance to Ultraman which stands at around 230 feet tall. (or 70.104 meters tall) with strength, speed and toughness that could allow them to tear apart entire continents and armed with cosmic rays that could destroy planets. Of course with the drawback of not being able to be used in most levels and being very catastrophic for others when you use this form due to it being so massive in scale.

Now stand tall as one who is one of everybody.

Alien Partner(200/Companion):

Omnitrix Creator(200/Companion):

Magic Sibling(200/Companion):

ORIGINAL SERIES

PROTOTYPE



RECALIBRATED



ULTIMATRIX



COMPLETE



REBOOT

OMNI-ENHANCED



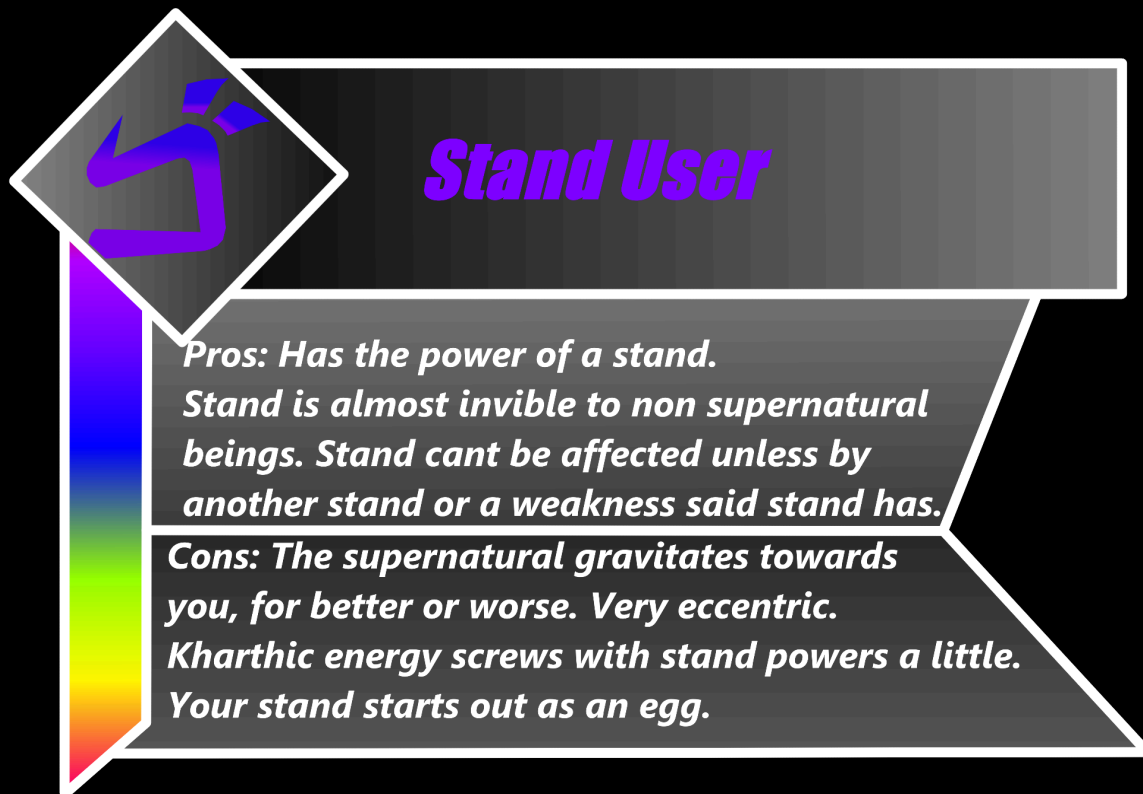
RESTORED



OMNI-KIX



Different Omnitrixies, each with differing functionality.



Stand User

***Pros: Has the power of a stand.
Stand is almost invible to non supernatural beings. Stand cant be affected unless by another stand or a weakness said stand has.***

***Cons: The supernatural gravitates towards you, for better or worse. Very eccentric.
Kharthic energy screws with stand powers a little.
Your stand starts out as an egg.***

Stando Powah(Mandatory/Exclusive for Stand User): As a Stand user you are never truly alone because you have someone always standing with you, that being your Stand, Stands are very powerful entities made from raw psychic energy, and battle spirit, and every Stand is different as they are based on their user, one could make you Supernaturally good at cooking, while another could stop time, or even connect to a different power in some way like hamon, or the spin, but there seems to be a side effect of using Stands in the backrooms, Stands release a constant flow of Kharthiact (psychic noise) that can be used to track the stand user, and the longer the Stand is out the more Kharthiact builds up eventually forming a glow around them, and affecting nearby humans if you have your Stand out too long (although as a source of Kharthiact themselves they have the benefit of being immune to it). There is another option, you could be a Stand without a user, but while that comes with the benefit that you now have the capabilities of a stand, it has the obvious cost of not being able to stop releasing Kharthiact as it is released whenever a Stand is out, and you are a Stand that is always out, the only way to avoid this is to have a user, but then you'll have someone far weaker than you that you'll have to protect with your life because their death is your death, and you'll have to be subservient to them anyways.

(Your Stand can't start out too overpowered so no Wonder of You, or stands that need a perk that you don't have.)

Family Secret Technique(100): This technique is one not copied nor stolen and is the ultimate trick in the book when things get bad... RUNNING AWAY!!! You are now able to run up to speeds of 60 MPH at first with the same effort a human would be exerting when running, but with time you can increase this.

Whether it's to use it in the traditional "Running Away" strategy to even something as wild or crazy as "Chasing some poor guy" the only limit is how far your legs can take you.

Styling On Your Foes(100): You know you have a powerful presence that even when walking you give off both style and menace to those looking at you. Now anything you do, you just do in a more stylish and stunning manner, along with several poses you can take that give off both a bizarre and cool aura.

Also these movements and poses make you ever so slightly more lucky by some odd means, huh.

How TF Does King Crimson Work?(200): A question that boggled the minds of many trying to understand "erasing time" before the JJBA part 5 anime released, and a similar question about your abilities will be asked by those who fight you. Now with this perk you know how to use your power(s) in such a way as to not only mislead but also misdirect your foes on what it is and how it works, potentially enough so that you could make someone think "Time Skip" is "Time Stop."

Joestar Mentality(200): You are a Joestar (even if you were somehow not a human), and you have inherited the Incredible willpower that all Joestars seem to have, things this willpower has been able to push through include being burned alive, and being torn apart by what was essentially evil rain made by a stand called Wonder of You, and you can push through that same level of pain although you aren't any more durable than a buff human if you are human.

The Ripple(400): The Ripple, or its real name Hamon is an energy that all life has flowing through them as it originates from the sun, the source of all life on earth, this allows you to manipulate that energy flow with your breathing, for now you only know how to strengthen your body, and accelerate your healing, but this is a vegetable martial art, and it will eventually allow you to increase your punching range by dislocating every bone in your arm, and slay things weak to the Sun like vampires, and far more with time and training (Did you happen to learn this from a guy in a bat costume? You don't learn something this versatile just anywhere.), and because this is an energy that flows through all life you can teach anyone who isn't actively weak to things like sunlight, just remember this isn't a hammer, it's more like a Rapier you need a direct path for it to work outside of your body (unless you're absurdly skilled with it).

The Golden Ratio(400): You've learned the Spin, something that was made for execution (So you definitely didn't learn this from a guy in a bat costume.), and thus this is very lethal for those up close to you, with a steel ball (which is something that you now know how to make, and start with one, but it takes a long time to make due to how precise you have to be in making one, but hey you can eventually learn how to make a specialized more combat focused version that is used by a certain group of knights) to mess with people's bodies in particularly dangerous ways, from stopping someone's heart to making a spiral of damage that leads directly to the heart

simply shredding it, and after a very very long time you can learn the golden spin that can manifest a stand all on its own, but you won't be able to do it on your own, you'll need a horse, good luck finding a horse in the backrooms, it's also a good thing you can teach all of these skills.

The Meteors Plague(600): The origin of all stands, a virus that mutated in earth's orbit (Where have I heard that one before?) and crash landed into greenland, those who investigated it in modern times found themselves getting sick with an unknown illness, and before their inevitable demise, they showed some supernatural powers before passing away.

These people were not to find the meteor however, as the one who would come to forge the stand arrows would take pieces from the meteor to make the said arrows, which could either kill someone if they had a lack of willpower and resolve or give a stand for whoever got stabbed, undoing all damage getting harmed by said arrow being instantly undone with no repercussions.

You now can infect others with this plague by placing your palm on their body and test their resolve. With the result being either you killing the person you infected or giving them a stand.

You may also contaminate materials/items/food/etc that if any get inside the body they will be put under this same test with either death or getting a power up.

If your infectee somehow survives by getting cured of the sickness and healed, they will get a stand that is an egg which will hatch once they build up their resolve and willpower.

Stand Replication(Capstone Boosted):

This is Big Brain Time(600): You are like a super computer, you know that? Any information you find will be processed at an insane speed with even the smallest details being accounted for in crystal clear detail, none of this will overwhelm you or lead to you tripping over your own thoughts. In fact your mind is also crystal clear being able to focus when you need it to, as well as being able to use any info you gain on an opponent to come up with a means of defeating them, sometimes even completely catching your opponent off guard.

Every battle is a game of chess, you just need to make the right plays to win.

Your Next Line is...(Capstone Boosted):

Made in Heaven(1000): This isn't an instant change or transformation, rather it is a process to evolve your stand due to its immense base potential and power.

The only immediate bonus you get is that your stand is a lot more powerful than other stands, with a powerful ability on the level of time stop, instantly blowing up things or anything else like that. It is not surprising that your stand could be able to overwhelm them in a 1v1 or even a group fight if you're skilled with it, however it is at the cost that you need to push yourself to even unlock it for the first time.

However once unlocked the path will open up for more power, a path to "heaven so to speak"

The path will be an elaborate ritual based off of you as a person with all of your struggles and baggage attached to it, with the whole rite's purpose is to improve yourself not just in power but in person as well.

The power you get will be the total manipulation of either a concept or a fundamental law of reality itself, such as gravity, vectors, quantum mechanics, etc.

As you progress through this rite your Stand will change into a new stand with all of the old stands boons, but enhanced and with their weaknesses diminished, however now with the power that completing the rite brings but at a lessened level that is more chaotic.

Once completed however, your stand will evolve into one with not only all previous abilities but massively improved to a grandiose level and all of its weaknesses nearly completely purged out, but also full and total control over that fundamental law of reality or concept that was selected for the rite.

Of course attempting this is incredibly risky and dangerous, but if you can pull it off, you will be one of the strongest wanderers here.

Whether you use that power for good or not... may only God know.

Over Heaven(Capstone Boosted):

Power of the Scarab(Scenario): The Stand Arrows which can grant people Stands don't just have one use alone. If one were to pierce one's Stand with an unbreakable will and drive, their Stand would evolve beyond the laws and rules of reality and develop powers to best help their users in both the moment and be so useful it becomes an all around power.

However to get the chance to even awaken such a power is an arduous task of itself.

The main opposition is Diavolo, who was trapped in an endless death loop by Giorno Giovanna and his Stand Gold Experience Requiem.

Key word, "was." As now that he has escaped his torment, he had been infected by a partygoer and turned into one thanks to SFV.

His stand is King Crimson, a close range combat stand with two powers.

The first being Epitaph, which lets him see 10 seconds into the future.

The second is Time Skip, which is a lot more complicated to talk about to be honest.

The ability has everyone act out their actions in fate for 10 seconds with them being "unconscious" during said ability and acting as if fate played out like normal, the catch is however is that the user is exempt from this effect and is rendered immune and unaffected by any and all attacks however at the cost that for these brief 10 seconds the user will be unable to attack or harm anything, sure he can use his blood to blind you or move your body into a position where you will get harmed, but never directly harming you.

However Diavolos stand is not the only issue you have to deal with as he had gotten himself to becoming one of the highest ranking partygoers out there, and with hordes of partygoers after you with many having their own unique abilities ranging from Semblances, Stands, Cursed Techniques, Etc it will be a nightmare to successfully retrieve the arrow.

However this task will also need you to grow and develop as a person in order to succeed.

Will you evolve or will you die? The choice is yours.

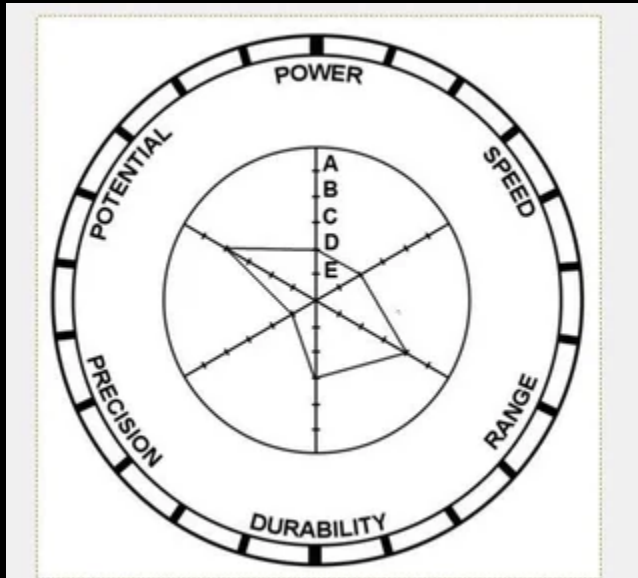
Requiem(Reward/Capstone Booster): The fight was hard, you most likely lost allies and nearly died plenty of times but it was all worth it.

You now have evolved your Stand

Fellow Stand User(200/Companion): A Stand User just like you, but this one's Stand is based on one of their skills, it could be anything from sword-play, to cooking, to gardening, or anything else that can be considered a skill of some kind, and they have gotten so good with the skill that it manifested Supernaturally as a stand that directly improves that same skill as long as a human could reasonably do it.

Eccentric Vampire(200/Companion):

Joseph "Funny" Valentine Joestar(200/Companion):



Statistics for Stands, E is very bad and A is excellent.



Zoro(200/Companion): Hey this purchase isn't supposed to be here! Did this purchase get lost or something!?!

Sigh Just keep it together, you can work with this...

This former pirate hunter turned pirate (weird I know) had one day no clipped in here and just wants to return to his crewmates, but for now he will work with on a temporary truce and once he leaves the backrooms he will be sent back to the time of his disappearance and you will lose him as a companion, however in exchange he is an absolute monster in combat boasting three swords and extremely high usage of Armament, Observation and Conquerors Haki's along with using three swords as his main weapons.

The only other weakness he has is that he has a frankly awful sense of direction so bad he can't even find the bathroom in the very ship he has been on for a long time, thus he needs someone to help him with where he is going.

Other than that he is a terrific ally to have in such an awful place.

Sea Devils Curse(Mandatory/Exclusive for DevilFruit User):

(100):

(100):

Armament and Observation Haki(200):

The Voice of All Things(200):

Color of the Supreme King(400):

Special Type(400):

(600):

From the Garden of Eden(Capstone Boosted):

Of Myth and Legend(600):

Godly Fruit(Capstone Boosted):

Uncanny Charisma(1000):

Joyboy Reborn(Capstone Boosted):

The Fruits Will(Scenario):

Awakened Fruit(Reward/Capstone Booster):

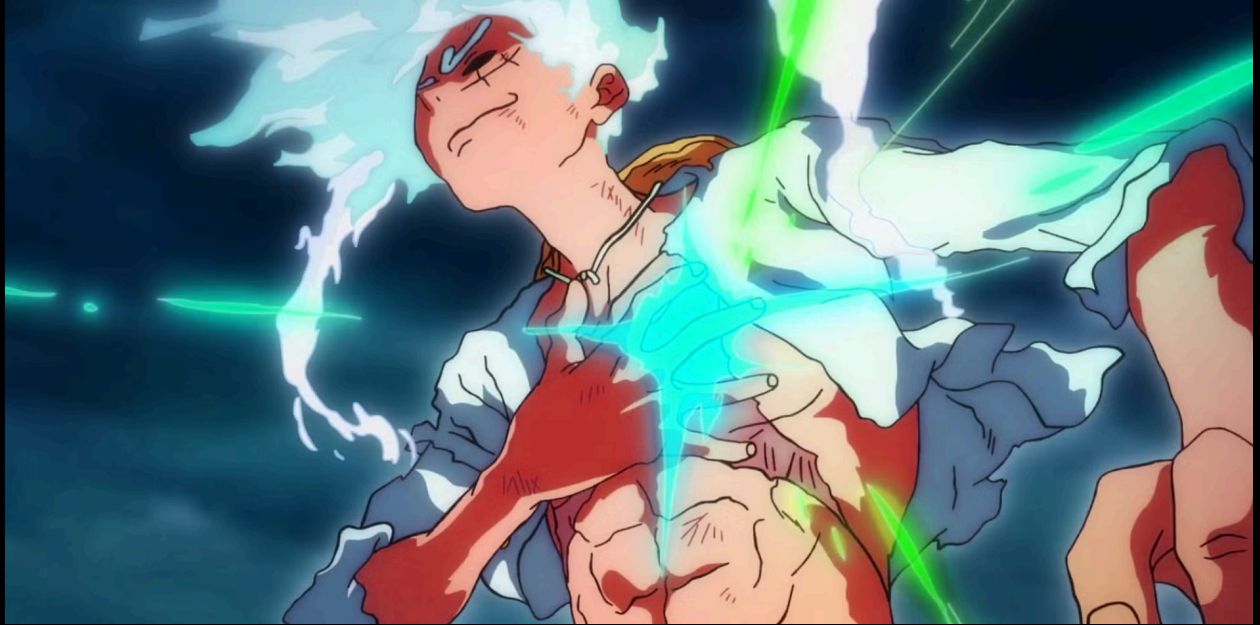
Navy Vice Admiral(200/Companion): A Marine Vice Admiral who was really focused and dedicated to his job, until he got here. Figuring he couldn't get back to his old job from here anymore he decided to work under you after you saved his life from a nasty entity attack. He has decent Armament and Observation Haki along with potential to use Conquerors Haki as well, he is a very skilled fighter who has a good devil fruit that helps him out quite a bit. Of course due to him being a devil fruit user he can't swim, and he has a bit of a prejudice against pirates from his old job but other than that he makes a fine ally.

Former Slaves(200/Companion): These people who were once the slaves of the Celestial Dragons have been forcefully No-clipped in here with no idea where they are.

And now you have around 20 of these former slaves, each weakened and worn down from constant abuse from the Celestials.

They include humans, minks, buccaneers, fishmen and other races as well from the world they came from. I ask of you one thing, and that is to please don't abuse them.

They... they've been through enough... just let their souls rest even if for a little bit...



Monkey D Luffy after awakening his Devil Fruit.



Is This an Object Show?(Mandatory/Exclusive for Sentient Object): No, no it is not, but I can see why you can think why this may be the case. As you now take on the form of an item of your choosing, whether it be a lightbulb, flashlight, rock or something else.

To be honest it will matter a lot what you are, as if you are a lightbulb you could shatter really easily but also create light endlessly, while as for a lead cannon ball you would be durable, heavy and immune to radiation.

No matter what you are, you will always be able to move and walk around thanks to having stick figure-esque arms and legs you can use. Of course these can be removed or pulled off, in such cases you may regrow them in a month.

Alternatively you can be a golem/elemental, where instead of being an object you are a being made of either a material or element, although similar rules apply with a fire elemental needing to burn things to stay alive and a stone golem sinking in water.

Hiding in Plain Sight(100): You are really good at hiding, so much so that you don't need to be behind, or under anything as you could just pretend to be an ordinary instance of whatever object, or material you are, but be aware of what object you are, because if you hide while being a bottle of almond water, and a thirsty wanderer finds you...

Skillful Blade(100): You are somehow really skilled at what you were made to do, if you were a sword you'd be a great duelist, and would know how to cut people deeply, or if you were a pencil

you'd be an excellent writer, and drawer, and you can extend this skill to others who'd be using you.

MOM WAIT I CAN EXPLAIN(200): Being an object and trying to talk to someone will either lead to said person to think they're going crazy, or for them to ignore you thinking your voice was just another one of the random voices that happen.

Now whenever you talk to someone, they will be far more likely to believe you, especially more so if you manage to provide a tangible benefit to them.

Just try to make sure you don't talk to the wrong people, okay?

Unorthodox usage(200): You know how to use yourself in ways that you weren't made for, but is in some ways far more useful and versatile than your intended use, for one if you were an ax you would know how to hock other weapons, or if you were a laptop you would know how to calculate the trajectory of projectiles, or if you were water you would know how to freeze yourself, and unfreeze yourself repeatedly in order to break things open overtime.

Pattern Recognition(400): Aren't patterns great? For you they are something you can not only pick up on but also use to your advantage, see smilers attacking enough and you will figure out a pattern of how they attack.

See a hostile group's raids and you will figure out how they go about attacking other groups.

Character Redesign(400): In case you ever were wondering if you could change what object you are, then this is how. In order to do so you must be recycled, yup, that's how.

Of course it needs to be made from materials your object could be scrapped down into, but if someone merges you with a non living object, you will take over it and that object will become your new body.

Just know that this will likely be a whole... traumatic experience...

I.O.N.(600): You ever wished you weren't the only living, sentient object around?

Worry no longer as you can make others like you or transform others into being like you.

By either giving an object some energy or by putting an object near a corpse and then pumping in power, it will change the result.

If it was just an object they would be an entirely new sentient being with a whole personality and skillset based off of what they were and have knowledge of someone who just graduated high school, they can also speak fluently in your language.

However, as for an object that was next to a corpse, that dead person will be reborn as the object with all of their past memories, experiences, personality and even their soul in this new body, while also gaining new skills based off of what they were.

This also works to create (or reincarnate others into) golems and elementals.

(Hey just between you and me, if you could find my body, and bring me back that would be nice, please I don't want to be in the grave anymore.)

Humanization(Capstone Boosted):

Euclid Object(600): You aren't any ordinary object, you are an anomaly, one that was held by a certain foundation, and most likely only gained sentience upon entering the backrooms, but this has given you certain abilities, what abilities in particular? Well you tell me you are the anomaly, but I can tell that they are very destructive to a point, lucky no one with bad intentions found you before you got into here otherwise they might have been able to be a real threat to a city over time.

Keter Object(Capstone Boosted):

Object of Legend(1000): You aren't any normal object, rather you are an item that myths were forged around. Whether you are Gungir, Excalibur, the Philosopher's Stone or anything else, you will be beyond powerful in your scope and abilities.

Best part is that no matter what form you take you will always have the powers from whatever myth or legend you spawned from, with Gungir never missing, Excalibur (thanks to the sheath) granting near unkillability or even the Philosopher's Stones power to transmute anything into another from lead to gold.

Now go forth with a worthy wielder, as you are legend itself.

McGuffin(Capstone Boosted):

Echoes of Dream Island(Scenario):

Inanimate Insanity(Reward/Capstone Booster):

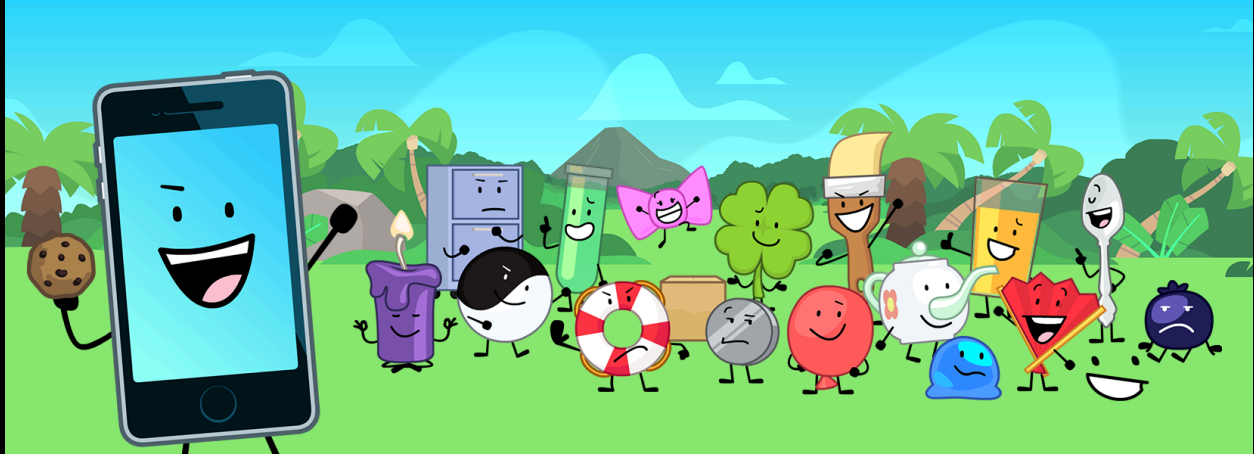
Fan(200/Companion): This Chinese hand fan whose name is Fan is a fan (heh) of Object Shows. Unfortunately for him, he is in the Backrooms.

He isn't really meant for an awful place like this, but surely you will protect him and keep him sane right? **RIGHT!?**

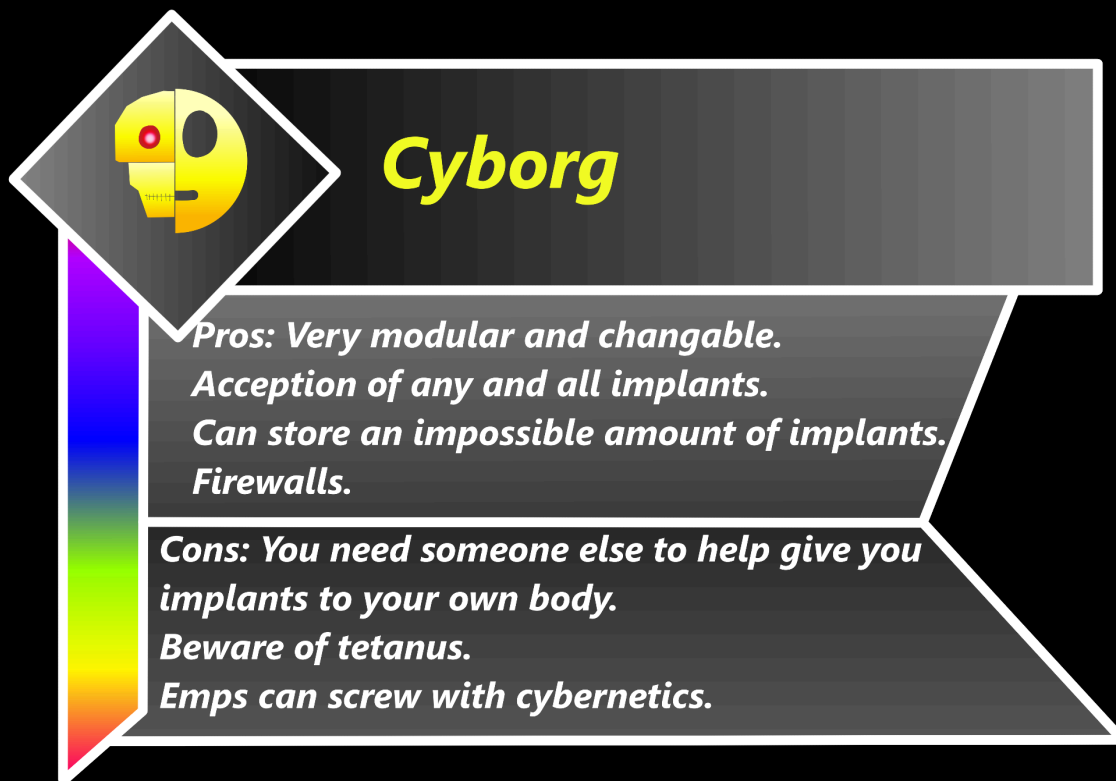
Limey(200/Companion): A wanna be evil doer who if anything is just a chaotic lil (emphasis on little) goober who strangely has no arms nor can ever grow them back.

He isn't really mentally made for this place but he has potential to be a mastermind on the likes of Light Yagami in terms of scale.

A Wandering You Wielder(200/Companion): You were an item someone needed, and you met that someone you talked to them and you both have a strong bond, whether through honor, friends or... another option that is more aligned with a deadly sin, you now have an ally you not only will maintain and keep you alive, but is skilled with utilizing you to your fullest potential.



Examples of sentient objects. (yes that is literally yin yang there, deal with it)



Mechanical Implants(Mandatory/Exclusive for Cyborg): While you may be human, your body is in part made of metal and wire, instead of blood and flesh, because when you realized the weakness of your flesh, you simply decided to replace it with something better, or you got hurt, and needed to get new parts to survive, either way you are now stronger, and tougher, but not necessarily faster, and you can add to your body anytime you want as long as no one gets in the way. You had a say in how your body was modified, giving you some options on how you turned out, you could be ranged focused with guns embedded in your body, or you could be more superhuman able to lift, and throw large monsters around, you could even have had parts of your brain replaced making you smarter, but more computer like with your logic weakening your creativity in order to increase your raw intelligence, but you have to remember at this point you are still more human than not.

Alternatively however you can be a robot instead, created with mechanical parts only with free will and sentience encoded in, while this offers more options to modify yourself you also now have to keep firewalls lest you get hacked into, and normal healing doesn't work because you aren't exactly organic, or made to heal on your own, so whenever you are damaged you would have to be manually repaired.

Self-Maintenance(100): As someone with mechanical parts you will have to deal with a problem, machinery doesn't maintain itself, so you'll have to maintain it, which you know how to do for any, and all non-Self maintaining parts mechanical or otherwise.

Standardized Parts(100): You have standardized parts, meaning that your parts are made to be replaceable, and in this case modular, meaning it is a lot easier to repair yourself, and to improve yourself as the parts you need for that are simply more available to you.

High Quality Machinery(200): You are made with the good stuff, making you simple better than you otherwise would be in every way, if you are made with guns they fire faster, and hit harder, if you are made with hidden blades, they are tougher, and sharper, every robotic part of yours is simply better than they otherwise would be.

Mind-Body Cybernetic-Entanglement(200): Your mind and body have been tied together in such a way that they will stay connected even when in pieces, allowing you to do things like send your limbs flying off of you only to grab something pulling either you or that thing towards each other, and there's more, you also have no delay between signals of your body and signals of your mind, allowing your body to keep up with your hyperspeed mind, or vice versa.

Nanobots Son(400): You aren't just any old machine person, you have nanobots flowing through your systems whether they be organic or mechanical, and they have offered you several advantages, one they repair you over time, so whenever your machinery is damaged, you no longer have to manually repair it, two you they can either absorb excess heat cooling you down massively, or you could have them release heat, allowing you to burn whatever you touch, and three they act as additional armor when you are under attack, but that burns through the nanobots, and needs to be activated manually.

Self-Improvement(400): You now know how you were made into what you were, and how to improve on those same designs, if you are lacking speed you can rebuild your legs in order to run faster, if you aren't strong enough you can simply replace your muscles with pistons to improve your raw power, and any other improvement that you can think of, but you only know how to do so much right now, so you'll have to learn how to do more in order to get the most out of this.

Robotic Ascension(600): You know how to turn people into robots, and chances are you already did so to yourself, with this you can convert both the living, and the dead into things like you, effectively resurrecting the dead (as long as they weren't dead too long), and you can proceed to improve them beyond that point if you know how to.

AI Ascension(Capstone Boosted):

Organic Cybernetics(600): You aren't made with just any old metal, in fact you aren't made of metal at all, you are biomechanical, allowing for things that simply wouldn't have been possible with just being mechanical, you can make diseases in your body that are specialized to only

affect specific opponents, you could be superhuman with that actually significantly increasing your speed unlike with just being mechanical, and not only that, anything biology can recently do, you have to potential to do, and while you won't be able to upgrade yourself as easily, that in some part now happens automatically slowly improving your systems, but not giving you any extra abilities, if you want those you'd have to upgrade yourself manually.

Biomechanical(Capstone Boosted):

Alien Science Experiment(1000): You weren't made with any science made by humanity, but something far more advanced, meaning all of your systems have been improved massively in every way, even seemingly breaking the laws of physics, but you still aren't to that level, you are still following the laws of physics just parts of them that humans don't understand yet.

Eldritch Science Experiment(Capstone Boosted):

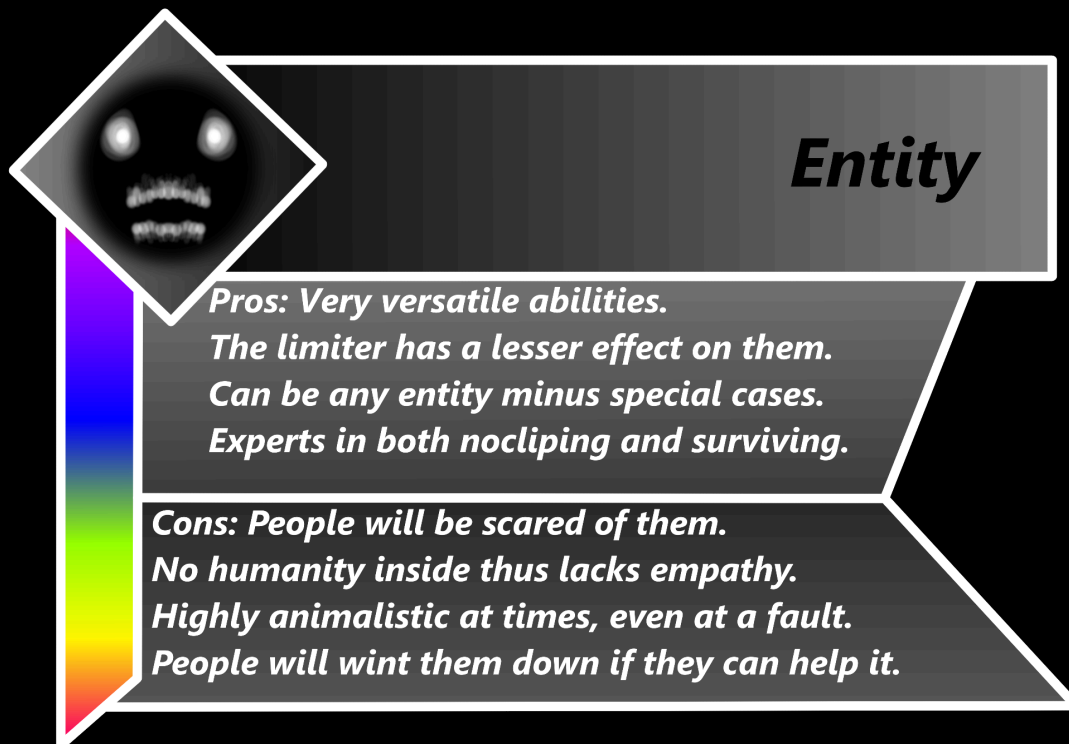
(Scenario):

(Reward/Capstone Booster):

(200/Companion):

(200/Companion):

(200/Companion):



Mockery of Humanity(Mandatory/Exclusive for Entity): You are unlike a lot of the other newcomers here, as while they just no clipped into here, you were born here (in some way), this has given you quite a few advantages as since you were made here you're the backrooms negative effects such as it weakening you are simply less potent against you due to constant exposure, and your experience has also made you an expert at no clipping (with the blurring perk you could teleport five times as many levels as the others, and with the advanced no clipping perk you could also no clip things other than yourself that aren't physically connected to you in some way as long as they are close enough), but this has some costs, as an Entity you are obviously not human, so you have the instincts of whatever you are, making you quite dangerous, and lack empathy on any real level (at least starting out), and as an Entity most would not take kindly to you as you are one the same species as one of the things that hunts them.

And while yes you will have a wide variety of options of what entities you may become (Smilers, Hounds, Howlers, Etc) You cannot become either former humans, (no partygoers or wretches) single case entity (No beast of level 5, conductor, thing on level 7, etc) nor godlike entities such as Primordial Smilers, Children of The Empyrean Sea, Etc.

Also you cannot purchase companions until you re-develop empathy, if you even manage to do so in the first place.

Liminal Inhabitant(100):

Fake It Till You Make It(100): While you lack any sense of empathy and cannot really sympathise with anyone or anything, you can at least make a good imitation of it.

Level Navigator(200): As something from the backrooms it will only make sense that you would know how to navigate it, and this is to represent a particularly strong knowledge of the backrooms, and its complete layout, but not necessarily about any of the entities in any particular level.

One of The Monsters(200): The other entities know you are one of them on some level, so any one of them who wouldn't have been normally hostile towards your species won't be towards you, but if your species is at war with another species that species will be hostile towards you as if you weren't just another soldier.

Beast of a Level(400): You are a very special entity, as while you may possibly resemble a more common entity, you are the beast of a level. What level? Whichever one that doesn't already have a unique entity of its own, not only are you simply immune to the downsides of living in that level, but you are perfectly made to be the apex predator of that level, for example if you were the beast of level 0 you would be able to come across any specific thing, or variant of that thing you are looking for (especially including people) in that infinite space as long as it would be reasonably in that space as well as causing whoever you want close enough to you to simply starve as if they were in level 0 and aren't able to find any food for days at a time, or if you were the beast of level 9 you would be completely silent, would not require light for your vision, and would be able to wield shadows as a weapon so any light becomes a danger.

Ancient Darkness(400): You are old, old enough to have lived in the time of the primordial smilers, and possibly even older, and that has made you strong, not just in abilities, but in raw power, while you might not be on the level of a primordial smiler, you are getting up to that level of power.

Feral Frenzy(600):

Quiet Hatred(Capstone Boosted):

Beastly Lair(600):

Level Maker(Capstone Boosted):

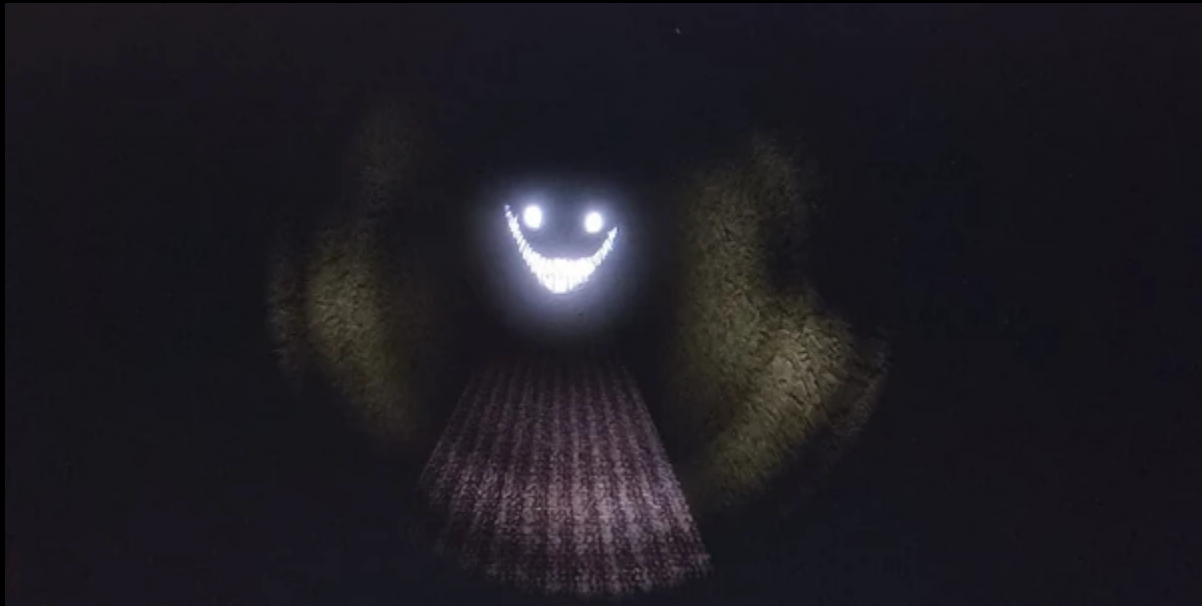
Liminal Demigod(1000):

Backrooms Deity(Capstone Boosted):

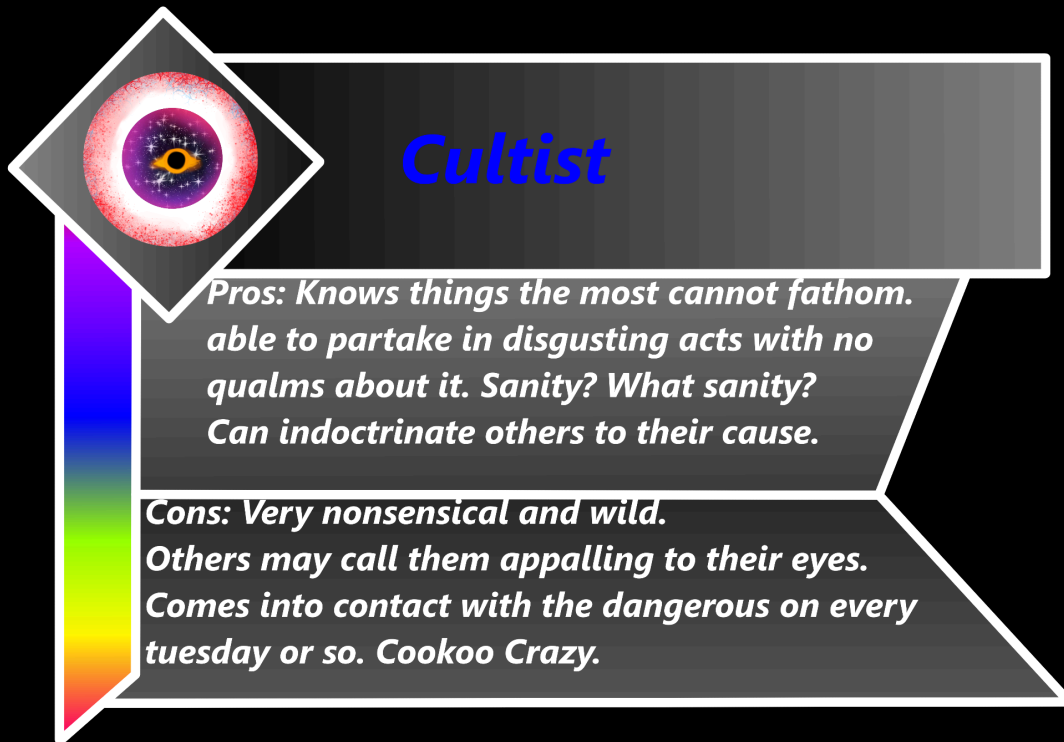
To Ascend(Scenario):

Eingengrau(Reward/Capstone Booster):

You are an entity, you don't have friends, so no companions can be purchased here.



Last picture taken before the photographer was found dead.



Forbidden Knowledge(Mandatory/Exclusive for Cultist): You worship things, things that might be worse than the backrooms itself, and that's saying something. They have given you a lot of knowledge on things you weren't meant to, or even made to know, and that has come at the cost of your sanity. While you can see things there that no one else can, you also see things that aren't there, you can exploit the backrooms in ways that no one else would know how to, but it can exploit your lacking sanity just the same, but the dark rituals they taught you overall give you an advantage over the backrooms that can never be understated, and neither can your bizarre charisma.

(If you don't please your dark gods they will punish you in some way that fits with them)

I See Dead People(100): You can see, and interact with the dead (in the backrooms you won't see any dead humans due to the grave taking them) allowing you to make deals with them, and potentially receive help in some cases.

Lovecraftian Languages(100): There are a lot of languages that humans simply can't use because they require doing things that the human body simply isn't made to do, well that's not a problem for you anymore, as you no longer need the physical characteristics typically required to perform a language for you to speak that language.

Cult Maker(200): You are really charismatic in one specific way, you can get most people to join a cult, and this is even more useful as you can teach your fellow cultists your Forbidden Knowledge, and have them do the same rituals you can.

Ritual Contributions(200): You have been taught how to have others help with your rituals (with is the reason to have a cult in the first place, on your side of things at least), they don't really need to know any Forbidden Knowledge, but it will certainly help quite a lot with the process.

Summoner of The Otherworldly(400): Your gods have given you the knowledge of how to summon their servants, and while they are incredibly powerful, they are also very animalistic, meaning that it is very possible that they could turn on you if you turn out to be a weak master.

Dark Magician(400): The magic your gods has bestowed upon you is very useful in very many ways, but there is a cost, the more dangerous the magic is for you, the more power it gets you, for example blood magic would allow you to do a lot more than something like fire magic as using your blood as fuel is more dangerous than being around fire. (You don't necessarily have to use your own blood, but whatever magic you use will assume you are using it in at least a somewhat dangerous way)

Dark Deal(600): You did more than worship the eldritch, you made a deal with one in particular, which one, well I can't pronounce their name (any of your choice), and they have given you a piece of themselves, making you something not human, something that might make something mistake you for a god, but you aren't, not at this point, and you still owe a debt that needs to be paid, if it isn't it you'd have something strong enough to genuinely threaten the backrooms in some way after you, and they will have direct sway over your mind and soul.

Dark Dealer(Capstone Boosted): You have paid your debt, and the piece that was given to you has grown into you, making you essentially a mini version of the one you made a deal with, but there is more, you learned how to make deals like your patron did, allowing you to bend others with a deal, but it's still a deal, so not only does the other party need to be willing, but they need to get something in return otherwise the deal simply wouldn't work. (You are no longer physically human due to your flesh, and bone being replaced with that of your patron, but you are still most likely not as strong as them)

As Broken As You Ever Will Be(600): Your mind is already completely broken, but that gives you a few advantages, for one anyone attacking your mind will be assaulted by so much madness that chances are they will be completely broken the moment they enter your mind. Two you are immune to any mind-Based conditions suggest the wretched cycle as you cannot go anymore mad then you already have. And three you are essentially immune to any outside mental influence.

Mind of a God(Capstone Boosted): You are not actually broken, your mind is simply so much more advanced that it is now able to affect the world due to sheer mental power, but it isn't just able to affect the surrounding reality, but the very minds of those you see fit.

Commune With Gods(1000): You don't just worship the gods, you are able to talk directly with them, and while every time you do this you risk your mind due to communing with something so far beyond you, but if you anger them you most likely won't survive, however if you convince them to help you there's essentially nothing that would be able to stop you in the backrooms, however there's only so much they would be willing to do for something as so relatively small as you compared to them.

Besties With the Gods(Capstone Boosted): You don't just talk to them anymore, in some way you are an equal to them, not in power, but in knowledge, and this has given you much more sway over them then you would have ever had as an ignorant Mortal.

I Looketh Upon thy King in Yellow(Scenario): The King in Yellow, sometimes called Hastur, is a malignant being somehow unchained by the place in the truest sense of the word. And the main feature he has is that if gazed upon by anything's eye, whether in person, digital or photo, the said person will gain all knowledge that exists, past present and future all at once. Of course who might wonder how this is a bad thing, well it is because it completely overwhelms the brain, with early symptoms being that of loss of sanity, paranoia and insomnia and usually after around 1 year, the victim will become completely paralyzed, thus stopping their heart and mercifully ending them.

You looked at the King in Yellow, and now you are paying the piper dearly.

Your only objective now is not necessarily to ride the knowledge you gained, for that is now impossible, but instead your goal is to change your fate and not only alter the future from what would have been revealed, but also managing to hold your ground mentally for 5 years, at which point the symptoms will dissipate.

However fate will not be so kind to you, and you have a most difficult time using the knowledge gifted to you to save yourself, if you manage to do so you will be blessed like no mortal ever has been in this place.

All Seeing Eye(Reward/Capstone Booster): The mental scars you received from the King in Yellow will never fade, but those scars will no longer be a curse but rather a blessing.

For now in this place this power is hampered, but even still it is mighty indeed.

For now you have all knowledge on the dark magics and eldritch knowledge from your gods, along with an iron mind always retaining enough sanity to not get affected by any mental sickness or corruption.

However once you leave this place you will be able to gaze at the past, present and any possible futures in any which way you wish to witness without being overwhelmed or confused along with access to any knowledge in whatever world you are in along with any past world you went to (minus the Backrooms of course) as you see fit, and this updates with every jump you go to.

Now show others the knowledge and wisdom granted to you by that which cannot be fathomed.

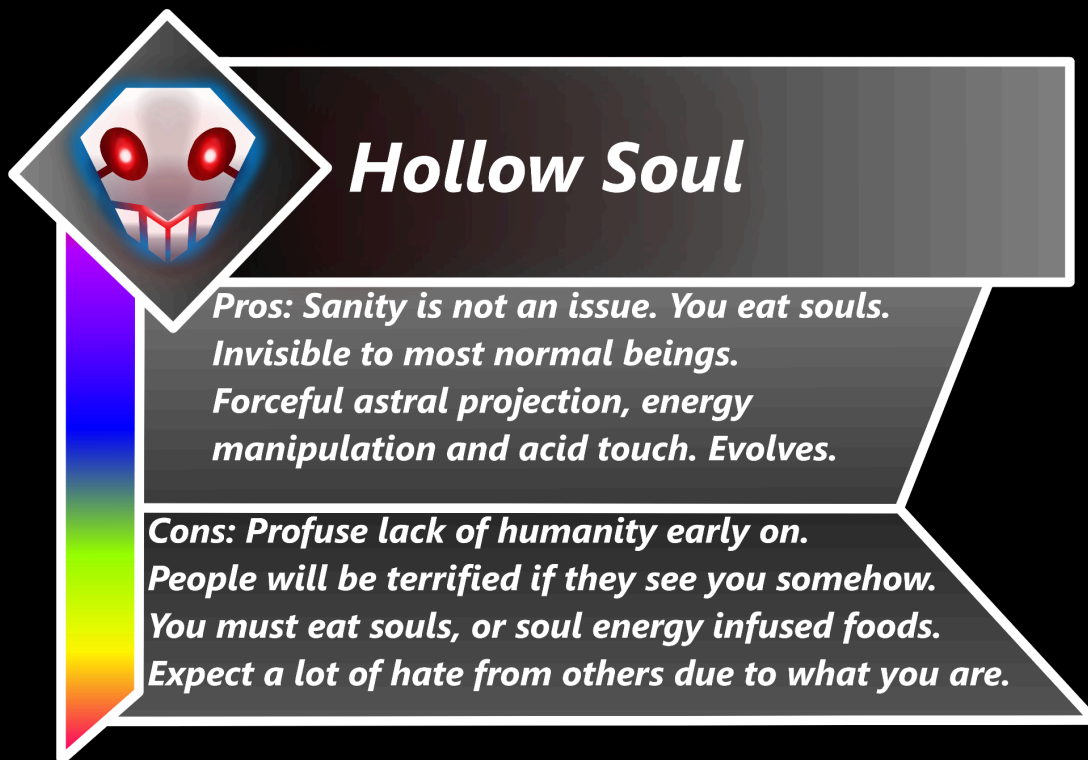
Your Own Cult(200/Companion): This is a group of around 10-30 people you have indoctrinated into your own beliefs with you as their leader, they will do anything in their power to assist you in your goals without complaint or hesitation.
May your wisdom spread yet further.

Friendly Eldritch Horror(200/Companion): This thing is not from your world, or the backrooms, but it seems friendly, to you at least, it's very powerful, but also incredibly animalistic, without any concept of language to speak of, so it's only really going to help you with protection, unless you train it somehow.

Willing Eternal Sacrifice(200/Companion): This is someone just as crazy as every cultist, but they have something that almost no other cultist has, regenerative immortality, so they can be sacrificed over, and over, and over again, and for some reason your gods don't seem to mind that they just come back.



One of the Gods that madmen worship.



Heartless(Exclusive/Mandatory for Hollow Soul): You are dead, and have lost your humanity. Whether it be by ripping out your own chain of fate, great grief or despair or no soul reapers coming to save you in time, it doesn't matter as now you are a Hollow, a wretched being can only feed on souls or Reiatsu infused meals.

You have a few boons to being one of these creatures, for starters as you eat and absorb more souls and reiatsu into yourself you will get stronger. Not only this you also have a natural acidic touch that can be turned on and off, and the ability to use your reiatsu for different abilities, whether as an energy beam/blast (Cero) or as quick and fast projectiles (Balla) or as something else. You will also always have a new hunting mechanism of forcefully pushing someone's soul out of their body to try and hunt and eat it. However this will not work on supernatural entities so to get their souls you first must kill them then eat their soul.

This isn't the end of your powers as you have Hierro which can increase one's durability to much higher levels than normal at the cost of reiatsu.

You have fast regeneration that does consume reiatsu but can least do regrowing organs and limbs in a few moments.

And then finally there is Kūmon which allows the Hollow to tear open a rift between words, or in here, levels. While normally in other worlds this would lead to the Garganta which is the void between worlds and dimensions, here you will instead access the Blue Channel.

This empty void with no gravity is filled with buildings with windows showing different levels, sublevels and negative levels. You can float around freely here and go wherever you want in

this safe space (except for other Hollows in here for some reason) and by no-clipping into one of these windows showing any level, sublevel or negative level you wish, you will enter that level. You have primarily 4 stages of evolution, the basic Hollow which you will start out as, then after consuming around hundreds or a few powerful souls you will become a part of the Menos Grande, with the first one being that of a Gillian.

A gigantic collage of souls sharing one body, of course if one is to continue in the chain of progression and keep going forward you must take control of this body yourself by dominating the wills of all the others, at which point after eating enough souls and reiatsu while in control you will evolve again into a smaller Menos.

That of course being the Adjuchas, who all have an animalistic/strange form that they call their own. Each form is based off of the main soul's personality and has strengths and weaknesses that suit that person due to said form. However if you are to ever slack on eating and regress from starvation back to a Gillian, you will no longer ever be able to return to Adjuchas.

However to reach the final form, you will have to push yourself to your absolute limits at the height of your power and survive whatever gets you to that point without having any piece of you eaten ever, you shall become a Vasto Lorde which is around the size of a regular human. Not only do Vasto Lorde's no longer have to worry about regressing or any of that, but they have all of their human intelligence and all of the souls they had ever consumed along with all of their skills. Not just that but they also have power great enough that one attack could completely obliterate the gates of hell in their own universe where the Hollow originated from.

Of course being a soul eating monster is going to get you on everyone and everything's target list, even by other Hollows due to them being very cannibalistic in nature.

Thus it is a good thing that most normal beings cannot see or detect them.

However all hollows have a mask, and while it is the most durable part of their body (which also can regenerate) if it ever breaks for whatever reason the Hollow will be redeemed for all the sins they ever committed as a Hollow, and then sent to their proper afterlife as a human with all the souls consumed going to their own afterlives.

However since we are here that would automatically be the grave and just be a death sentence.

Alternatively you can instead be a Vizard, someone who was being corrupted into a Hollow but managed to overcome the corruption and gain the powers of a Hollow for themselves.

However the cost is that the Hollow inside still wants to gain control, and if it manages to do so you will become a Hollow with even less control than if you started out as one.

Sure you can gain control over yourself but you will never be able to go back to being a Vizard ever again for the rest of your time here at least.

Masklophobia(100): All Hollows have natural armor and a natural ability of Hierro which increases their durability, but you take this to a whole other level. Your hollow body is naturally armor with the bone plating all over you, your skeleton and your mask all being not only greatly enhanced to endure explosions at base, but also not just to grow with you but also heal at a much more rapid rate than usual, keeping your form intact.

Cultivated Food(100): To be honest just a few souls here and there may be an issue, especially with the amount of Reiatsu you gain from them. Thus this will be a massive boon, as

wherever you roam or choose to stay in, the amount of Reiatsu every edible and living thing has will increase exponentially.

Sure this can make your prey stronger than you very rarely from time to time, but this will make getting your fill actually plausible here to begin with.

Additionally those who die in these Reiatsu filled areas with deep emptiness will turn into another Hollow that will give plenty of Reiatsu to feed from if you manage to eat it.

Tearing Your Own Skin(200): The different body parts of a Hollow can prove effective to use, although sometimes they can be a pain to get. Well thanks to your Greatly increased regeneration that costs less than other Hollows regeneration, you can just shed off parts of your body and regrow them in record time! Where you use your shedded parts as weaponry, back up food or even just quality of life and clothes is all up to you.

Hollowfication(200): As you might know, humans who die unsatisfied or empty will slowly turn into a hollow, but what might surprise you is that their Reiatsu is corruptive and it can corrupt others into Hollows.

Not only that, while they are transforming into a hollow against their own will, they become even more rich with Reiatsu and very easy for you and other Hollows to track.

And if they fully transform into a Hollow they will be aggressive to you sure, but you can consume them for a lucrative amount of Reiatsu to boost your own growth.

However something to note is one can recover from this illness, and if they do they will turn into a Vizard. And let's just say they won't be pleased with how they almost lost themselves because of you if they do find out. (unless they were willing for some odd reason)

Beastly Nature(400): As a hollow you represent the primal, the instinctive urges of an apex predator of the Id. Your body and natural weapons are enhanced to a frightening degree, with claws that could tear through Titanium like tissue paper and a missile proofed body.

Not just that but as you grow stronger, your body will evolve to become more deadly, you can even retract all these dangerous parts into yourself with no indication they are there and no extra size on your body, and pull them out again as you wish.

Do try to remember, there are always bigger predators than you, so sometimes you have to run and hide like prey.

Human Cruelty(400): As a former human you represent logic, the empty coldness and cruelty of Ego. Your Intelligence and logic is the same as it was as a human, and the more you consume and gain power the smarter you get.

Maybe as a Gillian you will be able to operate a nuclear reactor, and as an Adjuchas you could hypothetically operate a whole space station. And yet maybe as a Vasto Lorde Clarketech would be right in the palms of your hands.

Note is that this does not grant knowledge on supernatural or spiritual matters, due to how many people are unaware of it, as such you may only increase knowledge on spiritual and supernatural matters if they are either common enough knowledge in a world or you consumed someone with said knowledge.

Mayuri's Rival(600): Well aren't you both smart and horrifying, as you are an intellect rivaling Mayuri in both the spiritual/supernatural but also in experimenting with others.

This gives you some basic knowledge of things you can make, these include flesh bombs, healing serums, Gigai which can allow a spirit to walk among the living again (in a perfect replica of their own body no less), Data gathering bacteria, supersoldier drugs, Reiatsu amplifiers, a Reiatsu suppressing material and more.

And the best part is that the more you grow and learn, you can create new inventions whether biological, spiritual or even technological and even create counters to others you meet or learn about. Now show the world your maddened genius!

Unit 731(Capstone Boosted):

Event Horizon(600): Before there was the world where the normal everyday hollow emerged, there was emptiness and primordial Hollows. They ate each other until they all became the original Menos, at which point the soul king arrived to slay the first Menos and create Hueco Mundo. Of course after the soul king's death his body was used to create everything else including the modern day Hollow, but what matters is that somehow, somehow you are a Primal Hollow. Of course while yes this does make you bigger and stronger than your average Hollow, the main benefit however is that whenever you eat any soul, they are instantly quiet, instantly submitting to your will.

On top of this other Hollows will have an instinctual understanding of what you are and are more likely to either submit or attempt to flee without a fight.

Singularity(Capstone Boosted):

Nihilism(1000): Are you Ulquiorra Cifer's apprentice or something? Your power is inherently that of being a master of all fundamental powers that all Hollows, no matter their state has. Of course you still need to get up to a certain point to use these powers in the first place, but you can push any fundamental ability you may have to beyond its limits. Maybe you can create a new form or new powers based from this ability?

Soul Kings Heir(Capstone Boosted):

Ripping Off Ones Mask(Scenario): As much as there is a natural peak of Hollow evolution of Vasto Lorde, there is a different path, an unnatural one yet one that will make you stronger. This path requires one to obtain a Hōgyoku, which is both a difficult and time consuming task to even accomplish in the first place, which already does not bode well with being a Hollow because either you are just like an animal, or just too unruly to even work on it with all the focus and care it takes to make one.

Sure there is an already existing Hōgyoku, but the only issue is that it is in a deadzone level with no living things sure, but the level could still kill even a Vasto Lorde if they are too reckless. Once you do obtain it however it will grant you potential, now you can only use it as a Menos (Gillian, Adjuchas, Vasto Lorde) and you must rip off your mask, a procedure that normally would kill a Hollow.

In this final test you will be forced to face and confront every last soul you consumed, human, entity, hollow, all of them will not submit (Even with perks made to make them submit) in order to succeed you can either defeat a soul and force it to submit, or make a bond with said lost soul, and helping them be at peace with their predicament. You can use either of these methods on different souls.

If you succeed you will transform into a new form, and gain rewards scaling from how high you were on the Menos totem pole with all rewards from the previous tier you are at to become yours.

Resurrección(Reward/Capstone Booster):

Empathy Reborn(Gillian Reward):

Spiritual and Physical(Adjuchas Reward):

Perfected Hōgyoku(Vasto Lorde Reward):

Hollow Partner(200/Companion):

Former Prey(200/Companion):

Someone Close(200/Companion):



Power of The Warp(Exclusive/Mandatory for Psyker): Being a Psyker as upsides, and downsides, the upsides include immense power from your control of the warp, including the ability to perform Biomancy, Divination, Pyromancy, Telekinesis, and Telepathy, but the downside include Daemons trying to manipulate and corrupt you, and your mind potentially getting lost in the warp.

Born in War(100): You were born in a world where the only constant is war, and that has hardened your mind against mundane trauma, supernatural influence can still get in, but you won't be going insane from something like a wretch hoard simply attacking you.

Deep Concentration(100): Your focus is particularly important because if you lose focus while you're actively channeling the warp your mind could simply float away from you, ending up with you being very vulnerable in a time where you likely couldn't afford to be vulnerable. Thus your concentration from years, maybe decades of pure unending focus is able to keep most mental hazards away from your mind, along with being able to resist insanity inducing phenomena as well.

Ignore The Whispers(200): Daemons are very manipulative creatures, to the point where some of them are literally made of manipulation, but they aren't always forceful with it, so any manipulation that isn't actively forcing your mind into a certain state you can simply ignore.

Multi-Psyker Psionics(200): Sanctioned Psykers rarely work alone, they often can find the powers with each other in order to produce a noseble effect without much real danger, only the strongest Psykers actually are allowed to work alone, but you maintained your ability to combine your power with others in order to enhance it.

On top of this you can turn others into Psykers by placing your palm on their forehead and helping them focus on their innate power.

Incredible Mind(400): You have used your power for years upon years, and it has forced your mind to keep up with it, making it exponentially more powerful than any other human mind would normally end up being, and the psychological strength has also boosted your power in a way, not in raw strength, but in sheer precision, making it like a scalpel when needed, and a tornado when that is needed, and that's not even mentioning the multitasking.

Massive Soul(400): Your soul as a Psyker is far bigger than that of a normal human, but yours in specific is enormous, if someone not prepared actually saw it they might be blinded by the sheer brightness of it, and this size has only increased your psionic power exponentially making you at least a grade A Psyker.

Blessing of The Emperor(600): The Emperor of Mankind has blessed you with his power, and that has manifested in extraordinary ways, first you are now incredibly lucky, as if Someone was looking out for you, two you are essentially immune to corrupting effects like chaos or the wretched cycle, and three your powers are far more efficient at destroying corruption, and its creations.

Living Saint(Capstone Boosted): Your faith in the Emperor was apparently well paced as he not only made you a being able to fight off corruption with your presence alone, and every action, but death is now impermanent as you will simply reform in the warp (or equivalent place) when you die.

Deals With Daemons(600): You have made deals with chaos, and it has given you an immense amount of power, making you a sorcerer, but what they gave you specifically depends on what you made the deal with, if you made the deal with a daemon of Khorne than chances are all of the power they gave you would be focused on creating weapons as Khorne is not one who likes magic being used in any way outside of enchanting and non-combat usage, but if you made a deal with a daemon of Tzeench chances are all the power would manifest in intelligence, and psionic ability.

Daemon Prince(Capstone Boosted): The chaos gods has deemed do you worthy of being a daemon, and that comes with a lot of power, making you stronger in every right related to your deal, as well as generically improving your physical, and psionic power, but that's not necessarily the reason why being a daemon is so sought after by cults, being one Gives you the same immortality as being Living Saint (making the reformation even faster if you have both).

Psychic Calamity(1000): you are not just any Psyker, you are a calamity, an anomaly, someone who bends the warp itself, your raw power in the warp is only matched by primarchs, and that's saying a lot, but there's more, due to all of that power any mind affecting being that tries to mess with your mind will simply be overpowered by all of that psychic energy constantly flowing through your soul, and you no longer have to deal with the typical problems that simply using your powers usually has due to the sheer amount of power you wield, and the sheer control you wield it with.

Psychic Demigod(Capstone Boosted): You have reached (or even surpassed) the emperor in his early days when he was still a mortal, and while you don't have his undying nature your raw power is now a match for his, making you the strongest mortal alive if you were still in your world, and this isn't just psionic power, in order to survive being this powerful your body has adapted as well giving you the emperor's physicality, but not necessarily his height.

Quests of the Warp Gods(Scenario): There are a few gods from your world, and they seem to be able to send messages here, and even get power from here if the source has a strong enough connection to this place's version of the warp. Wait something is happening— **—Now that that mortal is temporarily under my control I have a demand of you pathetic Psyker, you will slay 8 of every monster that actually give a proper fight instead of those weak indirect powers that you weaklings claim is superior than a good physical fight, and no using the warp, or any other similar power, you will do it right, with weapons and PHYSICAL strength.— —Don't worry about him darling, he's only just made of anger, and war, he doesn't know how to make a proper deal, but I have a request, find me every mind altering item and substance, and tell me how to make them, after all you can never have enough sensation, or experience.— —Wait stop— —Don't mind them, but I need a favor from you, I was looking around this place when I noticed all the wonderful plagues here, they are all so wonderful, but I don't know anything about them, so how about you research them, how they work, and more importantly what wonderful effects they have so I can replicate even the smallest detail of them and give them to my "family".— —Oh don't listen to any of those idiots, they aren't on your side, but I am, you know that right? And I have a little favor, there are so many different reality breaking creatures where you are, and I want you to tell me about every single one of them, how they work, and what made them that way in the first place.— —It's finally over, wait it's happening again, but it feels different.— —Young Psyker you are in a very dangerous position, but I know you can handle it, however there are those there that can't so please help them, save as many as you can, I know you won't be able to save everyone, but save at least 10,000 humans from nearly hopeless situations, and I'll give you some of my power so you could save more in the future— —That felt weirdly pleasant.**

Divine Attention(Reward/Capstone Booster): You have not only caught the attention of a god, but you actually did something significant for them, and that is something they didn't actually expect you to succeed at, so they gave you a bit of their power (purified of their direct control by the backrooms version of the warp), and it has removed all the drawbacks of your mind/soul based powers that weren't just the price of using them.

Khorne's Resilience(Reward): You've done better than I expected Psyker, you've proven yourself a warrior in a way, so I'll give you this blessing of mine, whenever someone tries to indirectly fight you it won't work out for them, every step of going against you that isn't either a direct fight, or preparing for a direct fight will be met with disaster, so wage war like how it's supposed to be waged Psy- No Warrior.

Slaanesh's Art(Reward): Wow you actually did it, in an infinite world you found literally everything that can alter the mind, found out how to make them, and told me how to make them, I wasn't expecting you to get that far, I honestly thought you would die halfway through, but since you didn't I'll give you this blessing, whenever you are making anything that could be even remotely considered art including forging weapons, (and psionics due to how unpredictable they are) your skill in that art will simply improve faster than anyone else's, and the longer you go at it the faster you'll improve.

Nurgle's Teachings(Reward): You did it grandchild, you learned every disease in this infinite room, and taught it to me, so how about a gift from Grandpa, from now on every single power you have will be able to make different diseases based on those powers, cursed energy would be a disease of the mind sending the infected into a mental spiral of negative emotion, while other powers would manifest differently, or even different manifestation for the same power.

Tzeentch's Occultism(Reward): You're smart one, and that's saying something from me, not only did you study all of those anonymous entities, but you managed to survive studying them in the first place, so here's this, a favor from a fellow genius, whenever you encounter something that doesn't follow the rules of reality, you can study them, and find out how to copy what they are doing for yourself, and how to counter it.

Chaos Undivided(Special Reward): All of the those gods who gave you Rewards higher up seems to be even more surprised you managed to do all of their tasks (although I wouldn't trust him to actually be being honest with his surprise) so they have decided to give you even more, Khorne has made your Psyker power also improve your physical body, Slaanesh has improved your physical, and mystical senses exponentially, and removed any risk of sensory overload, Nurgle has made your biology function like a disease meaning that if you die and your biology is in someone else's body in any way, and it manages to overwhelm their immune system it uses their body to resurrect you, and Tzeentch has made your mind unmanipulatable without your consent.

Emperor's Strategy(Reward): You did wonderfully, you saved so many that were thought to be unsavable, and that deserves a reward, here have this, I have altered your mind to allow you to easily see the future in dire circumstances, and on top of that I have enhanced your ability to strategize with that information tenfold on top of having that information in the first place, so now you are feel to save others how you see fit with the gift I gave you.

Walking Warp Storm(Special Reward): All of the power from everyone up above has started reacting in weird ways, but you seem to be able to control all of that power fine as if you were

meant to have this power somehow, making your raw psychic power exponentially stronger than it was before.

A Baker's Dozen Weak Psykers(200/Companion): These are a bunch of Psykers, but they can't really use their power alone so they either need to team up in order to use it, or you need guide them, But if you can they'll still be really powerful together.

Space Marine(200/Companion):

Friendly Warp Entity(200/Companion):



A Psyker casting Warp Lightning using the might of both mind and soul.



Henshin(Exclusive/Mandatory for Kamen Rider): You are just a rider passing by, and you can't just let chaos reign here any longer. For starters you have a pocket dimension that you can store stuff, however it can only store weapons, rides, gear, Transformation Devices (Driver) and Transformation Items (Collectible Power Ups/Transformations). However this pocket dimension isn't the best but we will save that later.

You will start out with a Transformation Device of your very own along with a Transformation Item. They can always be summoned to you, are indestructible and can never be used by anyone else unless you give permission for them to use it.

The Transformation Item you now have is how you access your default form, along with a default weapon styled after the form (Sword, Axe, Gun, Bow, Etc) or just your fists alone to do the job for you.

If you were worrying that your strength, durability or other stats are not enough, no need to worry as being in a transformed state, your physical stats and powers all improve greatly.

On top of this you have a variety of super moves for each form, your default has a Rider Punch, Rider Kick and a super move for your weapon.

Of course you can get more Transformation Items and even Devices for you to use, but getting access to them either from someone making them, slaying an entity or even just finding it lying around, you can use them all the same.

Of course you can also summon one ride of your choice, a motorcycle, car, train and more are up for dibs. The ride you pick will be a starting item for your Pocket Dimension and will be protected and self repair, and also never need re-fueling.

This ride can ride on all terrain, drive on water and even fly if need be, just make sure you are careful when driving and aren't knocked off.

Of course we have to mention the two main weaknesses, one is that your armor isn't invulnerable and while wearing the armor if you get hit by heavy attacks, expect to take some damage to your actual body along with great damage to said armor.

Worse still if you take too much damage your armor will be desummoned along with your weapons, leaving you open.

Of course this armor is self repairing, but it repairs faster when not in use, with around 3 minutes being a completely full repair back to tip top shape.

However the other weakness is that other than your Starting driver and Transformation Item, if you take substantial damage you will have the stuff you stored in the pocket dimension exit your pocket dimension where now people and entities can steal them from you.

Of course this weakness can be overcome by a [Pocket](#), and if you got one from the [first jump](#) ignore this second weakness altogether.

Merchandising(100): Let's be honest, the main reason why the whole Transformation Items and Devices are very much like toys, and getting a toy shouldn't be that hard.

Now you can get more Transformation items (or very rarely a new Driver) by either pushing yourself forward in tough times by slaying entities and other threats, or just finding something that either leads or turns into said Transformation Item (or driver) like an egg hatching into a new power-up for you.

Driving In my Car Right After a Beer(100): The king's chariot cannot be stopped.

Okay okay... memes aside, one of the main things of a Kamen rider is their sweet ride and boy do some know how to fight using said ride.

Whether it be shooting someone while driving, entering a sword duel, kicking someone while driving or even just go all in on the meme and run someone over.

Not only that but you can do it all with a clear focus on the road and what's on it with no issue, don't want to wind up getting into a car crash and becoming traffic jam.

Set Booster(200): Okay, while some riders only use one Transformation Items at a time, there are some who use two at a time and some who even use three, looking at you OOO. (you too Saber) And now you too can have either 1 or 2 extra new slots thus bumping up the amount of Transformation Items in play up to either two or three, two having more power yet three having more versatility.

But that is just surface level as usual, all Transformation Items belonging to riders with two or three open Transformation Item slots (Except for Ex-Aid I think?) are a part of a set, whether it be Rabbit Tank and Gorilla-Mond (Gorilla and Diamond) for Kamen Rider Build, or TaToBa Katagiriba for OOO, you too now like many others now have Transformation Items be a part of a set that you can use and even mix and match from.

For starters your Starter Transformation Item now comes with another Starter Transformation Item(s) in order to make one whole set This will be your default and all rounder set, which is good at just about anything but it's not specialised for anything.

Of course Transformation Items you find will be part of a set, and by having the whole set of Items, you can access a new Set Transformation which will be specialised for different areas, one form might be good for speed, another strength, another flight and so on.

Not only this but it can also enhance any powers you might have as well.

Touch of the Supernatural(200):

(400):

(400):

Dark Form(600):

Controlled Darkness(Capstone Booster):

Rider Engineering(600):

Crossover Forms(Capstone Booster):

Super Form(1000):

Secret Final Form(Capstone Booster):

Another Jumper(Scenario): Were the Time Jackers behind this? As there now is a more Monstrous version of you terrorizing others for its own gain. It has all of your own powers and knows how to use them well, along with having a personality and morally opposes you, meaning if you are a good guy it will be a villain, and vice versa.

Now normally this would require Kamen Rider Zi-o to defeat, but there is both bad and good news.

The bad news is that Zi-o isn't here to help defeat the Another you, however the good news is that you can still defeat them and without the help of Zi-o, but it won't be easy as they know how to use your powers effectively and are as smart as you.

Final Form(Reward/Capstone Booster): A staple all Kamen Riders have, a Final Form where all of their powers are at their pinnacle. Generally Final Forms for Kamen Riders function in either one of three ways.

One way is that they are the pinnacle of the power system that both they and their foes use, able to use it at the pinnacle of what is even possible.

Another is that the Final Form is the complete counter to said power system, able to absolutely mollywop any and all foes in their way.

And finally what you will have is both at the same time, now any power system you gain mastery over will now be pushed at its limits while in this form, on top of that your physical stats are off the charts and are supremely enhanced, making you an insanely strong foe to face, however this all does have a downside.

The Final Form can only be used for around 20 minutes at first

Scars of War(Scenario):

A Shoulder to Lean On(Reward):

Monstrous Discovery(Scenario):

Army of Darkness(Reward): Or light, I won't judge.

Arrival of Ohma(Special Scenario):

Decade(Reward):

Born to be King(Special Reward):

Secondary Rider(200/Companion):

(200/Companion):

(200/Companion):

Even More Drawbacks/Threats

In case you either are really greedy for points or you weren't happy with the base drawbacks you have come to the right place. Here there are many more options you can take for more points.

Heavenly Restriction(+400):

Low on Resources():

Coven Sigil(+100/400/600):

Wyrms Food():

Everything's on fire():

Grimm Infestation():

Dragon's Pride(+100/200/400/600/):

Broken Watch():

THE RAT'S A STAND USER!?(+100/200/400):

Wandering Zoro's(+600): Wait what is this? HOW DID ALL OF THEM GET HERE, AND WHY ARE THEY ALL FIGHTING??? Calm down, calm down, okay so apparently there's more than one of these guys that ended up here, and they keep ending up fighting each other in the most random of places in order to be "The Strongest Swordsman" whatever that means. Wait a second there seems to be more, HOW CAN THEY END UP IN FUTURE WORLDS, NO NO NO THIS IS JUST TOO MUCH?!?!

(you can keep this drawback in future worlds to gain the same amount of choice points as you did here, but prepare for a lot of chaos, and they would specifically be showing up around where you show up).

Perfect Sense of Direction(Reward): Unlike with the hordes of Zoro you always know how to get where you are going, to the point where it's just as absurd as Zoro's lacking sense of direction, so if you want you could actually intentionally make it to where Zoro accidentally end up, even in places that should be impossible to end up, but that would be just as confusing as how Zoro gets there because your path would still be just as nonsensical as his even though you know exactly what you're doing, meaning you could actually get ahead of someone taking a more logical path to the point where people would just assume you were teleporting.

Rusting(+100/200/400)

Entity Warfare(+200/400/600)

Eldritch Invasion(+600/1000)

(600 Reward)

(1000 Reward)

Warp Storm(+400)

Foes from the Omniverse(+600/100 Can be picked 7 times):

Notes

Big thanks to **PracticalDoughnut377** for suggestions on these origins here.

Non-human species guide:

Cursed Spirit: Cursed Spirit's are a special case as they don't really have a consistent biology, they can physically be anything that can fit inside a building and is thematic with their concept, making gender mostly psychological for them.

Dragon: Dragons are powerful creatures of both physical and elemental capability, but they have a few things that need to be considered outside of their size, one dragons of different genders are hard to tell apart, with very little physical or social difference between the gender, two there are technically multiple species of dragon, and so two different dragons can have a lot of physical differences, and some are even aquatic meaning they can live indefinitely underwater without any problem, but that has some restrictions, you wouldn't find an aquatic fire dragon, and being aquatic has a cost of being weaker to hot dry environments, you'd still handle them better than a human, but worse than a non-aquatic dragon, and three dragons take a long time to be made, and exponentially longer so they have an absurdly strong parental instinct, to the point that if a dragon starts seeing someone as their child they would constantly be by the side at every waking hour until they are absolutely certain their perceived child is absolutely safe. (Dragons have 4 legs with the front ones precise enough to act like arms, and at least two wings.)

Witch:

Klyntar:

Garou (Other forms): Garou have 5 forms, Homid which is just human, Glabro which is still mostly human, but they are bigger, stronger, but still only a small part of a Garou's power, Crinos is the strongest form, and the full-Fledged werewolf form they most would think about when they hear werewolf, Hispo is just a giant wolf form meant to hunt, and kill, and Lupus is just a wolf.

Stand: Stands are even more variable than Cursed Spirits, so they could theoretically be anything smaller than a skyscraper, but don't expect to be mobile as anything too big.

Cyborg: Cyborgs are humans (or whatever non-Human origin that has multicasted into them) who have had parts of their body replaced with machinery of some kind, making them essentially stronger versions of whatever species they were.

Hey... there is nothing here, what are you looking for?

The purchases and origins are up there you know?

Dude there isn't anything down here...

Seriously stop looking.

Dude just stop, why won't you stop?

WHY AREN'T YOU STOPPING!?!?

ALRIGHT ALRIGHT! I lied, but I did so for your own safety, but if you really want this, then the next two pages down have what you are looking for, but don't say you weren't warned...



Shin Infected

***Pros?: Easily the most powerful origin.
Biological immortality, impossible to
succumb to any illness even mental.
Constantly evolves endlessly.***

***Cons: The pros aren't worth it, please never
pick this origin, just don't.
Unending suffering, and overheating.
Highly radioactive, can kill your allies by accident.***

Evolutionary Monstrosity(Exclusive/Mandatory for Shin Infected): You were infected with something truly terrible, you are becoming a kaiju, a monster on a truly ridiculous scale, but you start out mostly human (with a few obvious mutations), but you just can't stop mutating more, and more, and worse still it hurts, it hurts so much, and it won't stop getting worse because you can't stop mutating, and nothing seems to help because your new biology is essentially immune to anything trying to mess with your bodily functions like disease, and drugs, but unfortunately this includes your nervous system, meaning painkillers don't work, and there's more, you are incredibly radioactive (consequently making you physically very hot to the point where the air around is visibly heated), while you can simply hold the radiation in (somehow), but the more you hold it in the more radiation builds until you simply can't hold anymore in, and it explodes out of you which would be fatal if you didn't regenerate so quickly, but even healing hurts, so don't let it get to that point, you could release it in a blast (atomic breath), but that would still irradiate the environment, so don't do that around anyone you don't want to have radiation poisoning, but fortunately this releases all of the built up radiation if you want get out quickly. You also can no longer talk due to both your vocal cords and jaw structure becoming so warped, instead it's only capable of unleashing a horrific roar that causes anyone that hears it to have an instinctive fight or flight response.

However the worst part of this is that if any of your blood gets into the veins of any other human being, they become infected and will suffer the same fate as you with the same symptoms and everything else this entails, except they would not survive for too long and eventually their own heat would boil them alive.

(You no longer need to eat, drink, sleep or breathe because the same mechanism that makes you so radioactive is what sustains you, even though it doesn't actually stop you from getting hungry)

“King” of the Monsters(100): As the “King” of monsters you have an aura of power that “all” monsters can feel in some form, to enemies it acts as a mild fear Aura, but to those who aren't your enemies at the moment something unique will happen. Every minute a non-hostile monster is near you they slowly start to become more submissive to you over time as their king, and if you defeat it a monster this somehow becomes even more effective even if they are still hostile to you as they have been proven your lesser, and so their instincts will submit to you because they know the alternative is death.

Putrid Flesh(100): Even your flesh is dangerous as it is a poison to anything but you, so if something thinks of you as food, and somehow takes a bite they will have a very rude awakening when they start throwing up blood, while you may be a non-fatal poison nothing wants to eat poison if they can help it so once they have a bite that will likely be the last bite they ever take.

Eternal Pain(200): You are in constant pain, but you have learned to live with it, you still don't like it, but it doesn't get in your way anymore, so you could despite being in constant agony stay perfectly still when you are laying an ambush, or be perfectly precise (as much as your biology allows you to be), despite feeling like your bones are trying to rip their way out of your Fresh, and there seems to be a benefit to this, you don't experience physical shock, because nothing can cause you more pain than you are already experiencing every single moment, so getting stabbed or having your ribs broken wouldn't slow you down, as long as structurally you can still make all the movements needed for any particular action you can still perfectly do that action.

Something Wrong(200): You are something so monstrous that even the entities here can feel it, and for once they know fear, because they know just what you will do to them, any monster that sees you knows you are even more of a monster than they are, that you can, and will be their end, even things that can mess with reality will feel how much worse you are than they are, and this even applies to things on your side such as the curses, and dragons that just came here around the time you did, and things like delirium wouldn't be as effective at hiding your monstrous nature, unless you are also hiding.

Unmuting Mind(400): Your ever evolving nature seems to ward off the negative mental effects of this place and also mental attacks as your genetic, and cellular structure is constantly (including your brain) changing no effects (supernatural or anomalous) seem to stick to you for long, and there's another helpful effect, this makes sure your personality is always at least somewhat stable, and your mutations can't just fundamentally change who you are, in the end you are still you, no matter how psychologically broken you get.

Ungodly Form(400): Your body was made by no godly being, or devil, it's just too terrible for that, your body is designed to destroy, you are stronger, faster, tougher, and your radiation is

deadlier even to the supernatural, you can fight through hell, and even then you'd be able to come out on the other side, but there's more, a lot of supernatural forces simply won't be able to detect you, so if you were to go against a domain expansion it would treat you like a heavenly restriction wilder, and supernatural detection simply wouldn't detect you in a lot of ways because it had no part in your creation.

If I Die In This World(600): You just can't seem to die, no matter what happens you just heal from it, if you were to be rendered into a puddle of blood you would have to experience regrowing downstairs from a puddle, and there's the second thing, you are physically unable to go unconscious, meaning you can't sleep, and you'd have to experience every second of being rendered into that puddle of blood, but there is an upside (I don't think surviving counts as an upside at this point for you) your mind is just as regenerative as your body now, no matter how broken it is, you will always come back to who you are, rather you want to or not.

Who Will Know Something of Me(Capstone Boosted): You have somehow gotten even harder to kill, as even the memory of you is enough for you to come back, for you to die you have to not only be completely annihilated, but you have to be forgotten completely even by the one who destroyed you, and the moment someone learns anything about you this Process starts again, allowing you to come back, there is more as well, not only can you stay awake forever no matter what happens, but your consciousness exists in anything that is remotely you meaning that you are completely aware of every bit of knowledge of you, and if it exists somewhere you are there, at least mentally.

Persecution of The Masses(600): As what you are you are never going to be accepted on a large scale as your very existence is dangerous, doesn't that make you angry, doesn't it make you want to destroy the ones who refuse to accept your very existence, well this will let you if that is your desire, your new instincts know exactly how to destroy anything, and your biology is designed for war, your atomic breath is now immensely more destructive, your strength enough to crumble any building in your path, and your blood, that's where things start getting interesting, whenever your blood gets into another living being it acts as an infection, one that painfully slowly takes over whatever is infected making them like you in a way, not as strong, but still a mutating radioactive monster who can't help but to submit to your commands as they are now made from your Flesh, Blood, and Bone, and you are the one in control of your Flesh, Blood, and Bone, there is one other thing, while your now minions can mutate to the point you can, they can never surpass you, for you can't surpass yourself in strength because that would just be your new strength.

Sacred Blessings Count For Nothing(Capstone Boosted): Now that you have conquered that beast that cursed your form to begin with you now have something truly powerful, you can simply ignore all non-Inerant supernatural defenses, if a god thinks it can stop you from destroying a city than they would need to stop you themselves because any blessings simply wouldn't work against you, not only that but those you deem your enemy would have any "blessings" they have that could possibly help them against you slowly corrode away as if they were never given to them in the first place, even if the blessing in question is simply luck, not

even chance cannot save them now, for when you determine someone's fate to be destruction only someone directly standing in your way with their raw power alone has any chance of stopping that fate from occurring.

Incineration of God(1000): Did you look at the Yellow King? Or are you perhaps a child of a certain Scarlet King? That doesn't matter as the results are the same, you will mutate in response to danger, and damage, making you able to overtime build up a resistance to whatever is threatening you, but this has a very specific cost, because this is a specialized of mutation, it hurts much much more than mutating already does, so your mind would most likely break your mind if this started for something too out of your league, it's also the best tool you have, as while once you mutated to the point where whatever was a threat is no longer a threat, and can easily be taken care of by you, the mutations will never actually leave you, so as long as there is danger you can become something that matches, and surpasses that danger, with enough pain at least, and your mutations don't necessarily have to follow the rules of biology or physics, so things that are supernatural in nature aren't safe from you either, but neither is your own mind.

Ultima(Capstone Boosted): A final evolution of tremendous and grand importance, your true self has left the Backrooms and in its stead you will have an avatar you can control, the real you is just in your Cosmic Warehouse and is literally the exact same as the avatar if only 4x stronger.

Just by wandering around you create this red fog which will create kaijus that follow your command completely and utterly, while they can never transcend your power, they can have many abilities you don't have and can be very versatile assets in your goals.

On top of all this, you also never experience any negative side effects of the original perk and not only that, but your mind is so impossibly advanced that it can store infinite information inside of it. You also now understand how not just reality but also the Backrooms works on a fundamental level, able to leverage it into going wherever you need to go and manipulating levels as you see fit.

Additionally you can only have one avatar of yourself at a time, but if said avatar falls you can make another one with no consequences to both said avatars death and just making a new one. You can control both of your bodies without being overwhelmed or having any issues. Rule, for you truly are the King of the monsters.

A Hope of the Salvation of Freedom(Scenario): "Monsters are tragic beings, they are born too tall, too strong, too heavy, they are not evil by choice." A quote by Ishiro Honda, and a quote that suits your new state of being perfectly. But maybe there is a way out, maybe there is a way to free yourself from your torment and be... well not completely human anymore as that is an impossibility, but rather just human enough to return to your old form with only minor alterations. It won't be easy however, as this path will be something exceptionally painful even for a being of your standards.

For starters you need to be able to be in friendly human contact constantly, something already risky due to your naturally dangerous physiology on top of how warped you are.

This will trick your mutations to keep your size more or less the same and let you stay somewhat human.

Then you must douse your insides with liquid pain, this will cause severe pain and suffering unlike any other considering it is literally liquid pain. This process will help force out and destroy cancerous DNA leaving only cleansed DNA.

And from there you must feast on the flesh of multiple Primordial Smilers, Party Hosts and other powerful entities in order to gather the correct DNA to stabilize your form enough for the final step to your cleansing.

And that is a forced hibernation, that once you get all of the right DNA you will pass out (even if you shouldn't be able to) and go into your mind, and there you will face **IT**.

This is the manifestation of not just all of your past sins, mistakes, fear and trauma, but it is also the last remaining corruptive presence from the thing that infected you.

This is a warped Godzilla, and it looks like what your final form would have been had you not tried to cling onto your humanity and retained it.

In here you will have all of your perks minus all absolute perks, but so will your foe.

There are no 1-ups, no do overs, you are facing the worst of yourself and you must prove yourself even though you still are in hellish agony, win and you will find yourself free from this prison of a cursed body.

Cleansed Soul(Reward/Capstone Booster): You have finally done it, you have broken free from your torment at long last, while still maintaining all of the boons you get from said cursed form, but of course these blessings are magnified by a great amount.

On top of this none of your mutations will ever change your form in any way you don't like, and you can revert and bring back any of these mutations as you see fit.

However some scars will still always remain from that state, but fortunately you have now honed it into your weapon.

Your normal original form is the same except a little taller, having sharp teeth, scales running down your back and limbs and some on your cheeks, (No not your rear end) dorsal plates, a tail with said dorsal plates running down and sharp claws on both your hand and now dinosaur like feet, as well as somewhat non-human, vaguely snake like eyes that glow slightly.

On top of this you now have a Godzilla alt form you can instantly swap back and forth from without needing to worry about you ripping apart your clothes as they will become part of your form until you change back at which point they will instantly be back to normal.

In this Godzilla form all of your powers are massively increased to insane levels with even the weakest abilities being massively strong.

Not only that but the previous weakness of needing to keep check over your radiation levels is now resolved as not only do you never build up enough to ever overheat yourself or explode, but you can also overclock it in times of desperation and tone it back down whenever you wish.

Also you can now talk like normal again with no issues, but you can always do that iconic roar.

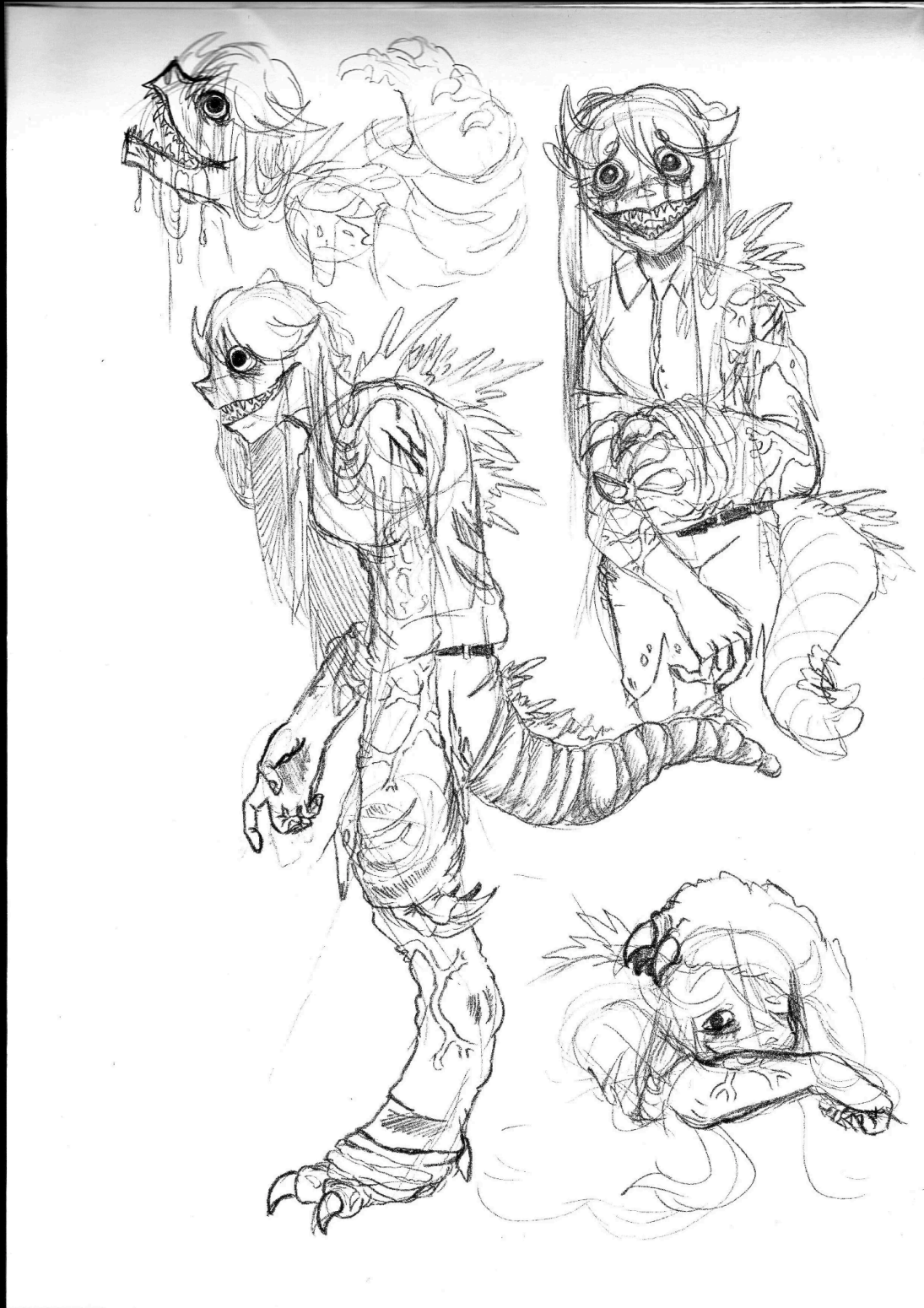
(Any clothes you might have had or any new ones you gain will always be able to fit on your body with no issues and always be compatible with your form, always covering your body as you wish, and you never have to deal with that hunger of yours ever again.)

Helpful Moth(200/Companion): This is a moth that cares a lot about you, and while it's bigger

than a human (so bigger than you start), it's not very strong physically, it's real power comes from making others stronger, especially things like you, and it also releases a special radiation that instead of hurting life it heals it, and as something radioactive, it's immune to the harmful effects of heat, and radiation, so don't worry about releasing your radiation around them, and it also likes cuddling, which is particularly helpful considering how soft it is, with it being a moth and very fluffy.

Cold Giant(200/Companion): This is a Kaiju that seems to be on your side, and while they are quite lazy, they are always willing to help you out (although they won't do much as they are as stated before lazy), but a Kaiju is still a Kaiju, and what they can help with specifically is particularly helpful for you, as an eventual Kaiju yourself you experience something that most of them do, and that is constantly being burningly hot for anything not a Kaiju, and that's where this one can help, as a ice-based Kaiju they can cool you down to near absolute zero (for you it is surprisingly safe), and that can stop you from accidentally burning everything around you even at high radiation buildup you'd still be able to be somewhere without causing trouble, which is something you'd otherwise find nearly impossible.

Gorilla Whale(200/Companion): Uh, what is this thing? Is it really a whale, with gorilla arms, and legs? Well I guess it's friendly enough, and it wants to go with you, and it doesn't seem to be negatively affected by your hot radiation so you don't have to keep all of that pressure in you constantly while around it, and even seems to like it quite a bit, but it doesn't really talk much, so don't expect a conversation from it, but it's really strong, strong enough for it to physically outmatch a dragon, and somehow faster both on land, and in water, somehow. (Seriously how does something this big move this fast)



Drawing of someone horrifically warped by Shin Godzillas Cells, the poor soul. She never deserved this fate worse than death.