

A Silly Backrooms War Jump :D



Hello again... woah... that's uhh... that's a lotta people...

They all are Jumpers...? That's... woah...

I... How do I do this...

Wait, I got an Idea! This might just work.

Here, take these, you will need them for the purchases ahead.

+1000 Points

Be safe, alright?

The main issue

(Authors Note: this note I am writing is in fact Not Canon for these docs, you can use this [supplement](#) if you don't like the nerfs I added. Take care.)

Liminal Hell 3 In Space!(Mandatory Drawback): (You at this point know the rules and so do I, so lets make this quick, alright?)

For starters all of your perks are now at the level of being capable of destroying an entire city block with all reality warping/instakill/absolute perks being unavailable.

All supernatural parts of your bodymod now are weakened to the same extent as your perks.

No Supplements either. (except for the one mentioned here in this doc.)

Thankfully you can train yourself not only to bring back your perks and bodymod to what it was, but potentially even re-unlock your warehouse and items. For perks I would say a couple of months for all the perks one has bought in a jump, and years for the warehouse and items.

Best of all is all of the stuff you got from here from your [past adventures.](#))



Origins/Classes

Many people are very specialised in specific things.

Some may not even have their original forms or even started as human to begin with. But now that this hell that so many are trapped in is starting to destabilize and break down more and more, now that beings with sealed power are starting to have it awaken once more, there will be loads of people to fight alongside and against each other.

You may only choose one Origin/Class, and you will technically always be a “Drop-In” with no new memories or experiences, choose wisely.

Any Extra Origins/Classes will be placed in this Supplement here.



Newbie

Pros: Good at Just about anything whil not really bad either.

No stigmas or expecations.

Cons: While decently good at just about everything they arent the best.

No exceptional help right off the bat.



Brawler

Pros: Great skill in unarmed CQC, Training in CQC and learning new martial arts.

Great strength to render entities powerless.

Cons: You forsake skill with weapons for CQC.

You lack range at the start.

people will be confused at first.



Weapons Master

Pros: Very skilled with just about any weapon while also being decently skilled unarmed.

Well respected among wanderers.

Cons: While armed can take on hordes of strong entities, unarmed its a different story.

Needs to maintain their gear as a top priority.



Backrooms Survivalist

Pros: Boasts survival skills so good, they could survive in deadzones if they really wished to. People will deeply respect and trade for survival knowledge.

Cons: While they could survive anywhere if given the time, they often need to set up camp.

Fighting is a last resort.

General Perks

Temporal Stasis(MandatoryOnly for this jump): Yeah let's get this one out of the way, you do not age here at all. This is a really basic thing that we are just going to get out of the way as soon as we can really.

Blurring(Free): You know how in your past adventures here you used to have to phase or "No-Clip" through objects? Well now you can just teleport to where you want to go! It has a radius of 5 levels in either direction along with being able to go into sublevels. Additionally grants the ability to go to negative levels, may luck be on your side in this grand war against this endless tomb.

Note: This is only teleportation across levels/dimensions/realities/ect, and it takes a short while to activate and it can be interrupted.

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