

# LOOK OUTSIDE

(you see your creepy neighbor looking at you through the hole in the wall)

**Look outside**

**Look**

**Don't look**

**Wait don't look I made a mistake**

(as you look you feel yourself changing into something you weren't meant to be) (you feel like you avoided a truly terrible fate)

You are **corrupted**

You are a **survivor**

I'm so sorry I'll help you get through this. I'm glad you didn't look. I'll help you survive.

I can't give you anything without it also costing you something so I'll start you off with  
0 look points

(choose your age and gender for free and even species if corrupted)

## General

### Good instincts (100LP)

You have good instincts you can tell if you're about to walk into danger if you go into a different room however your instincts don't tell you how dangerous it will be so it could be anywhere between just a few angry rats to the Rat King but your instincts won't alert you if it isn't a danger to you so if a few angry rats can't do anything to you a few angry rats

### Friend or Foe (300LP)

You are quite good at telling who is safe and who isn't and why that's so the next time someone comes to your door you can tell exactly what they want so you never have to worry about a monster making you about of them when you just wanted to buy some food

### Extremely adaptive (600LP **Capstone booster**)

You are truly magnificent you immediately adapt to new circumstances horde of rats running at you simply get on a dresser and as they're climbing up kick the dresser down crushing a lot of the rats someone getting taken over by their own teeth simply convince their teeth that you are not a threat and give it a hug the teeth might Jab into your shoulder but at least you won't have to fight it

## Corrupted

### Twisted form (mandatory and exclusive)

You've been changed you are no longer human maybe you were never human to begin with but I corrupted Mouse or rat or even a corrupted bird but anyways you certainly aren't human now maybe you have dozens of eyes maybe you have teeth growing where that shouldn't be teeth but there's one lucky thing unlike most others you kept your mind or maybe even gained one if you weren't human (notes)

### Twisted king (600LP requires Twisted form)

You're not just a normal corrupted entity you're a true monster at least in form one of the only things I can compare you to is the Rat King which is a enormous glomeration of rats over twice as big as a person

### (Capstone Boosted)

Um this might be a problem you're at least four times bigger than a normal person how are you going to fit through doors oh wait did you just shrink down it seems you can compress yourself but not for too long but long enough to get through doors I doubt anything would be dumb enough to fight you at your size you could simply tear your way through the apartment building and start digging through the concrete like it was sand

### Inhuman (100LP)

You are scary if you started running at someone even if they had some fighting experience they would most likely start running unless they clearly had the advantage but if you could convince someone they didn't have the advantage then they would run as if they had no advantage against you

### Resilient Body (200LP)

You are much tougher than you should be even if someone slashed at you with a sword you would keep going not even slowing down from the blood loss or the wound itself you might not be physically more durable but you can take a lot more then you should be able to

### Startlingly Powerful (400LP)

You are much more powerful than you seem maybe you have extra appendices that attack on their own or dozens of mouths that will all bite at once if you get close to your enemies just remember just because you're stronger than someone doesn't mean they can't beat you

### Corruptive (600)

This might be bad you can corrupt other people with some sort of contact like a bite those you corrupt will keep at least a part of their mind but will be undoubtedly loyal to you please don't go around corrupting people without a good reason and before I forget the corruption will be themed off

of your correction method and if the contact isn't physical like if you could just stare at someone then it will take much longer to corrupt them

(Capstone boosted)

You are now truly dangerous not only can you corrupt people but you can make who knows how many monsters based on the theme of your corruption so if you had a teeth based corruption the monsters you make will basically be giant Blobs of gum with large teeth sticking out of it and those

## Survivor

### Undoubtedly human (mandatory and exclusive)

People can still tell you are human even if they can only see a silhouette of you even the most paranoid of person would know that you are undoubtedly human

### Immune (600LP requires Undoubtedly Human)

This is truly wonderful not only are you still human but corruption can never take that away from you no matter how hard it tries your sheer Humanity would simply not let any corruption take without your explicit permission but if you let it then it will have its full effects

### (Capstone Boosted)

Not only are you immune to the bad effects of corruption but any good effects of corruption will be present so if you looked outside Not only would you be unaffected you would be actively getting stronger but something tells me that that strength is in some way Limited ny world I don't know what that means

### Friendly (100)

You seem safe to other people and even monsters would feel a sense of peace from you allowing you to even befriend the less aggressive ones

### Good health (200)

You are in excellent condition you can outrun a lot of the monsters here you are strong for a human and you can take a hit not as much as the monsters here can but you certainly aren't lacking

### Well armed (400)

You can find a lot of equipment a lot easier but this doesn't just go for weapons and tools but also food allowing you to stockpile everything that isn't specifically rare and even then you would have a steady supply of the rare stuff too which would allow you to become a merchant quite easily

### Extreme luck (600)

You are way too lucky your weapons never seem to break and you can constantly land one in a thousand shots and you might never meet the rat king because you just happen to go to his floor when he's patrolling on the opposite side of the floor and not only that but the places where you looted before seem to always have more for you to loot maybe that 300-year-old castle fresh bread or maybe the apartment you looted a week ago still has more pizza

### (Capstone Booster)

Okay now this is ridiculous how did you manage to get that bar of gold

...

What do you mean it fell out of the ceiling gold doesn't come from nothing like that

## Items

### Your fridge (free)

Well of course you have your fridge you own it but here's a way I can alter it every other week it will feel with a week's worth of food of course starting with a week's worth of food already in it this way you won't have to scavenge as much

### A good knife (100LP)

You'll need a way to defend yourself after all a lot of the creatures here aren't friendly anymore and even some of the ones that are friendly can be made unfriendly with the wrong move this won't be enough for everything you're likely not going to take out the Rat King with this but it's also not likely to break unlike the other knives here

### Cleanliness supplies (200LP)

You might be wondering why this costs so much well that's because the shower will have a infinite Supply of hot water and you'll have infinite toothpaste and for you this does more than just make you smell good using these supplies will not only relieve a lot of stress but they will actively make you stealthier better at combat and somehow improve your charisma

### Your apartment (400LP)

You may be wondering why this costs so much well this isn't just a apartment it's the one place where you're safe as long as you don't intentionally open the door for anything dangerous or look out the window to the outside you are guaranteed to be safe from the outside world but you can only see the Silhouettes of things outside your door so be careful of who you open the door for because if it's dangerous you're now going to have to deal with that Danger

### Our apartment building (600LP)

Now you can take the whole building with you with all the creatures inside the building not only that but the creatures will not be hostile to you anymore and respawn in a 15-day cycle but I have to warn you looking out the windows will still have the same corrupting effect so I'll be cautious if I was you around those

## Companions

Me (free)

Sure I'll come with you but I'll only be a eye poking through a hole in the wall and if you got your apartment room then the hole will automatically be there

A masked friend (free)

You want to bring this guy sure you'll find him in random places but everyone else will ignore him but he'll help you sometimes

A rat child (free)

This young mutated rat can't survive on its own so please don't sacrifice it

Old friends (variable)

Are you sure you want to bring others into this? If so then each companion will cost 100 LP, and they can either be survivors or corrupted

## Drawbacks

### More time

I can give you 100 look points every time you take this but every time you do it will double your time here so instead of 15 days it will be 30 then 60 then so on so forth

### Messing limbs

I can take some of your body for 200 look points each, but depending on how many limbs you have I'll have to take more if you have more, if you had the normal human amount of limbs then each limb would give you 200 LP, but If you had double the limbs it would take I would have to take double the limbs for for the look points

### Degraded mind

I could trade some of your mind for 400 look points, but you'll have to survive with lacking sanity

### Unclean

Are you sure this will be a bigger problem than you think monsters would be able to smell you all through the building, and survivors would not trust you so I'd be able to give you 600 LP

### Losing oneself

This is too dangerous, you are slowly losing yourself, if you stop focusing on keeping yourself as you, you would become just another monster, and something tells me if that happens this will be the end for your journey that's why I can give you 1000 LP for this, but please don't take it it's not worth the risk

### Breaking building

Hide the building is crumbling, and there's a lot more dangerous things outside than inside so you'll get 1400 LP for this, but there's basically no chance you'll survive



The End

Stay

It's not safe here

Go home

No one will Judge you for that

Continue

I would like to see where you go

# Scenario

## Occult activity

Requires the rat child

There's a cult in this building I don't know much about them but I do know That you have to feed a certain **hungry door** in order to learn more about them, but there's multiple options you have

Feed it the child

How could you, how could you be such a monster

Reward lose me and the rat child, but keep the door who will give you small thing you need at the cost of doing something disproportionately monstrous

Feed it a limb

You, you gave it a piece of yourself, but You kept your Humanity in some from

Reward the park still human is yours no matter what situation you face you can always find a solution that keeps your morality intact