FEAR STREET

By FancyFireDrake



Well this is quite the messy place you went to this time Jumper.

Welcome to Shadyside, Killer capital of the USA. One of the Cities that evolved way back from the days of the settlers out of Union. It is the worst place to live in America. Depression is high, out of nowhere people just go crazy and take the lives of countless innocents. All this suffering seems perpetual, never-ending and always choking the city and its inhabitants. Some whisper that it is because of the Witch Sarah Fier who cut of her own Hand to keep her grip on the Land.

On the other hand directly next to the worst place to live in America lies Sunnyvale, were the Sun always shines even when its cloudy. The other City to evolve from Union is the complete Antithesis to its neighbour. When the depression hits Shadyside, Sunnyvales business booms. Whereas Shadysides history is ripe with murder, Sunnyvale is crime free for 30 years.

However… not all is as it seems. The true source of the Curse lies within ambition of one individual back in 1666. In 1978 two girls believed the curse could be broken. And in 1994… a new group may just have the chance to save the City. What will your path be here I wonder? Will you fight to save Shadyside… or go fat from its suffering?

This is a place full of misery and murder but with a long and rich history. In fact this place is so unique… you can approach this in more ways than one.

Rules

Well Jumper how do you want to approach this? Wrapped in your otherworldly powers… or as helpless as the other Shadysiders?

Normal Rules (+1000): A regular old Jump. A stipend of 1000 CP on the house. And alongside it the risk of death in the Killer Capital.

Gauntlet Rules (+0): There is a different option for you in this World. If you forsake your Items and Equipment to be reduced to your bodymod, you may stay here without risk of chain fail should you die. Instead you will simply go to the next Jump.

If an option is in RED it applies to Gauntlet Rules (so you will have that price to consider when running a Gauntlet). You will stay here for the duration of the current 'killing spree' OR the next 10 years. However this option may be taken from you my certain drawbacks.

Time and Place

In Shadyside the past is never really past. Chose what Time and Place you want to start your Jump in.

1994/Shadyside High School (Free/Free): The time of Deena and Sam. The Curse has ransacked Shadyside for many years and the latest Mall Massacre makes the headlines. Though… it is also a time of hope. Hope that perhaps soon this curse can end. You arrive on the same time Sam ends up bleeding on a certain Witches bones after a Car Crash. Depending on your Origin you may have been in that Car or the Bus out of which came the cooler causing the crash… or maybe you weren't there at all.

1978/Camp Nightwing(Free/+200): Welcome to Camp Nightwing on July 12th of 1978. Shadysiders and Sunnyvalers alike enjoy their Summers here, with the Sunnyvalers always destroying their neighbours in the color war… or at least would have. One week from now Tommy Slater will fall to the curse and start a killing spree that will leave this Camp closed and abandoned, turned into a Mall instead. The mother of Ruby Lane, a previous Killer of the curse, would try to kill him before that happens but fail. Its also the time of Cindy and Ziggy as well as Nick Goode, the future King of Sunnyvale.

1666/Union (Free/+400): Where it all began. 1666 is a year of strive but potential as the settlers of Union make themselves at home on this Land. It is the time of Sarah Fier herself and the ancestors of the Goode Family Solomon. A Full Moon rises before the Nightfall. Good night to enjoy the fruits of the land. Tonight the teenagers of the settlement will enjoy themselves in the Woods… unaware of the plague and murders that are to come and have already been initiated.

NOTE: Due to the two towns being one in this time you will not receive CP for taking Shadyside Witch or have to pay CP to be a Sunnyvale Devil. However you will not bask in the benefits of being a Sunnyvaler like a peaceful and happy past in this World. You will be just as up for grasp as the other victims.

Origins

Shadyside Witch (Free/+200): One of many Shadyside Witches. Your town has not been nice to you and you likely have your fair share of emotional scars due to it. Your Age is anywhere between 14 to 20.

Sunnyvale Devil (Free/200): One of many Sunnyvale Devils. Your town has long since enjoyed prosperity and your past is filled with success and happiness. Your Age is anywhere between 14 to 20.

Outsider (Free/Free): It seems you are neither blessed by Sunnyvale nor cursed by Shadyside. Neither Witch nor Devil, you are an Outsider. No past to weigh you down. Neither joyful ones nor cursed ones. However this affects discounts. You only get two discount per price tier (100, 200, 400, 600) that you may use on any Perk OR Item in these tiers. Your Age is anywhere between 14 to 20.

Companions

Fearful Friends (50/4 Purchases Free): Do you want to face the Horror with allies? Free of charge you may import four companions for free, paying 50 CP for every additional companion. They get a Origin and **600/0 CP** to make their purchases. Under Gauntlet Rules the same things apply to companions as do to Jumpers.

New Friends (Free/50): If someone of this World catches your eye you may take them with you free of charge, should they want to. Otherwise you may pay 50 CP to guarantee they want to go with you.

Perks

Perks belonging to their Perk Tree are discounted for those having the Origin associated with it by half. 100 CP Perks are Free.

General Perks

One Handed Witch (300/Free with Blessed Land): There seems to be something… special about you. Something that might make you an interesting target for certain people knowing of magic and curses. Animals you care for will always remain in perfect health and even difficult births are a childsplay where you can save both mother and child. However the most interesting thing is your ability to gather strength and power from places imbued with energy. If a Land is blessed in some way you will know and be able to use that Energy for your purposes. One other person shared this quality… what about you?

Black Fucking Blood (300/Free with Evil Heart): Oh my… it appears your Soul has been sold to the Devil and you have been brought back for some task. However… this isn't the actual case. You have your Soul and Free Will. However you ALSO have a quality the other revived Killers share. You just wont die. Your blood is black and you can regenerate from stab wounds, shoots through the head and even being blown to bits.

Shadyside Witch

Konami Code (100): Up, up, down, down, left, right, left, right, B, A, start. Try saying it. It'll help in stressful situation. Help you survive. You are able to keep a clear head no matter the situation. You are not influenced by fear or terror or the threat of imminent death.

It doesn't feel wrong (100): And why should it be? The idea of two girls being together as something to abhor is stupid and outdated. As such you will never again have to worry about such things making people condemn you. If you are different in any way, be it in sexuality or race, you wont have to worry about those that would hate you for it.

My Place Among the Stars (200): There seems to be no getting out of Shadyside. No matter how tenacious you are in trying to find success sooner or later this Town will destroy you. However that doesn't mean you shouldn't try. You have a nigh boundless capacity to motivate yourself to work. This may not seem like much but believe me in that it makes you stand out here.

Bewitched (200): "Greater love has no one than this, that someone lay down his life for his friends." Or her life for her girlfriend perhaps in this case. It may seem odd to quote the Bible here but it is appropriate for this Perk all the same. Should you and your allies, friends, lovers or otherwise people dear to you ever be framed for crimes… you can take the fall for them. Claim to have bewitched your girlfriend so they only hang you? They will believe you and will treat her without any hostility.

I Will Always Love You (400): Love is a strong thing. In some ways possible even more than magic. Love is the force that can bring someone back from darkness. Love you have will never fade and romance seems to always reach its happy end for you. Not just that… those you love can be brought back from any darkness, any corruption. Even if the Devil himself has their soul in his claw, you will be able to bring them BACK! You just have to see it through.

Incorruptible (400): One does not invite the Devil by choice. Even the weakest and most corruptible soul must make the choice to invite him. But you made the decision to leave him knocking. The Devil himself could come knocking for your soul and find himself unable to take you as corruption and curses of any kind slides off of you like water of a leaf.

The Grip of my Hand (600): The truth will come out. Maybe not today... and maybe not tomorrow, but it will. The truth shall be their curse. It will follow them for eternity. I will shadow them forever. And everything they take, and everyone they harm, they will feel the grip of your hand. You will show them what they've done. You will never let them go.

Anytime someone has wronged you, whenever you desire revenge against an individual, anything you have will strengthen in pursuit of this goal. You will be just a bit stronger, your plans just that bit more effective. The longer this grudge goes and the viler the sin they committed to deserve it, the more effective this Perk will be. They shall rue the day they crossed you.

Final Girl (600): Deena and co have come up with quite the plans in their horrifying adventure to defeat the curse. Now you share that quality. You are the perfect Horror Protagonist. You avoid the mistakes so many other boys and girls do when faced with such situations. You have a quick wit for making plans to escape dangerous situations, play hardened killers against each other or break sinister curses. If a Curse appears truly impossible you will know what to do at least to get yourself to safety, even if it may be difficult. This alone might not guarantee your survival if faced with a truly hopeless situation with no way out. But if there IS a way to escape the horror you WILL find it... or with some luck may just cheat death.

Sunnyvale Devil

Goode is Evil (100): The greatest trick the devil pulled was to make people believe he never existed. Few suspect the snake in their midst. Their undoing. You're an excellent actor, easily able to give of the pretence of a well adjusted, well meaning philanthropist and friend. You can lie to their face as they cry on your shoulder over the suffering they endured… and you instigated.

Charming Heir (100): You have a certain charm around you. Within a day if you give it focus you might just end up getting that cute Shadysider girl to like you. This isn't anything crazy like making them fall in eternal love with you but if you can connect on any level, like say over a book series you both enjoy, than there is the potential for more. Something drastic like you betraying their trust will still pt an end to it though.

Life is Goode (200): Sunnyvale always enjoys great fortune. The people of this town haven't suffered a day in their life. This feature may be one you carry with you on your chain. Whenever you take a Origin that gives you a History in the World it will be free of misery and trauma. This WONT give you any powers or resources or the like and neither will it guarantee you wont get trauma after entering a Jump but you can be sure that from now on anytime you look in the past there will be prosperity.

Witch Hunt (200): Fear is a strong tool. When a crows is in disarray and seeking for someone to blame, you have an uncanny ability to direct their rage for your uses. Say you saw two girls lay with the Devil and if the mob you say it to is desperate for a way out they will say they saw them as well.

Luck of the Devil (400): You seem too just be lucky. As if you can get everything you want. You become Sheriff, your brother Mayor. This luck follows you and any you want good things to happen to. At the same time this luck is subtle enough for any instance of it to be rationally explainable. Surely you didn't make a deal with the Devil for this.

…You didn't but with this luck you might as well have.

Firstborn Son (400): What belonged to the father is to be passed down to the Son. Your parents, anything they own, anything they have, may one day be yours. Their Worldly possessions? Yours upon their death. Their abilities? May be taught or inherited by you.

Making a Deal (600): Why is it that Devils and Demons are willing to make deals with puny mortals? Well at least here the Devil appears to be a sportsman. When you reach out to a being they will here your offer and in case it insults them they wont smite you. Should they agree to the deal they will stick to the terms and never rescind their gifts as long as you uphold your end. Not even Tzeentch himself would break or manipulate a deal you made. In fact they will even be protective of your made deals and may seen enforcers after anyone trying to expose the deal.

Burn Down Shittyside (600): On the corpse of another the best of fruits can grow. You seem to have made a deal with a certain horned individual. Every Jump you can select to locations. The first location is the one who will burn. They will suffer tragedy after tragedy and no man or woman will find happiness there. And yet they will never collapse and they location will never just burn down, as if to extend their suffering. The second location of your choice however? They will prosper and able to grow fat and successful, taking the luck and success from the ones you have cursed.

Items

Shadyside Witch

Watergun (100): Its like in Jaws. Any mindless killing machine is attracted to something. Now this includes to what is in this Watergun. By default a neon coloured liquid, you can per Jump or every 10 years decide one being that will be attracted to the fluid in this Water Gun. Be it Zombies, Demons, Resurrected Killers, they will be attracted to what is in this Watergun and follow it blindly.

Red Moss (200): This Moss appears to have some connection to the vile witch Sara Fier. Than… why is it that it is always there when you need guidance? It appears that when you are lost or trying to find something, following this Moss will lead you to what you seek. Even places you should not be in or are purposefully hidden from sight.

Witchs Hand (400): In the poem it says that by cutting of her wicked hand, she kept her grip upon the land. Than it is a mystery how this severed Hand is actually useful to you. By bleeding on this skeletal Hand you may receive visions of the past of the setting your in. This vision will put you in the shoes of any character you desire, allowing you to live out parts of their life while no time passes for you in the real world. There is possibly no better way to find out the secrets of the deceased. Furthermore just for you, this Hand acts as a detector of curses and may even reveal the true nature of a curse to you if instead of assign a person to it, you bleed on it while thinking of a curse. In this case the vision might be of a victim of the original curser or the one who cast it themselves.

Blessed Land (600): There seems to be something special about the Land of Union. Something that seemed to call to Sarah's mother and which she might have realized as well after her death. To some this might just be theories but you have a nice size of land that really is imbued with power. Power that you can harness over the years. What it means? Well Sarah managed to spread her influence over Moss, influence others and give them visions. You would be capable of the same at default. But if you have some familiarity with Arcane Energies I'm sure you could make use of the Power within this land some other way…

Sunnyvale Devil

A Goode House (100): A nice house in a wonderful neighbourhood. In it you can be sure to life a peaceful life and when inside will always be able to sleep easy. Though I hope you don't mind the Goat imagery. It seems that whoever gifted you this had a fondness for symbolism.

Hidden Cave (200): …if you purchased the previous option beneath the House will be a large labyrinth like Cave. It is vast, covering the underground of a whole Camp. Most importantly no one you don't lead here or are followed by will find this cave, making it perfect for certain business. And the Altair in the middle is a perfect spot for sacrifices and rituals.

Witches Book (400): … and if you purchase this than on the Caves Altar will be this Book. Within it are the Names of any Dark Gods, Demonic Beings and Twisted eldritch and ways to reach them. Using this book any such a Demon may be called out to in a two way communication and if you need something material for a ritual or an incantation it will be found on its pages.

Evil Heart (600): … And finally this. The Evil personified. This blob of pulsating flesh is a manifestation of the curse that is responsible for Sunnyvales prosperity. It is from this place that the Killers rise to protect the Devils deal. It appears you might just be a little devilish yourself. Any Souls you sacrifice, corrupt or claim may be stored in this mass, while also being seen as a generous tribute to whatever demon or dark god you want to dedicate it to. On your command, whenever you desire, these Souls will rise as mindless Killers to do your biding, each of them possessing the **Black Fucking Blood** Perk by default. Once per Jump you may even revive from this fleshy mass like the Killers you control.

Drawbacks

Supplement Mode (+0/+0): So much history located in one small area within the United States. What else might be out there? Well you can decide that with this option. For no charge at all you may use this Jump as a Supplement for another. **Choosing Gauntlet Rules will make anything you attach this Jump to a Gauntlet as well.**

The Nightmare Never Ends (+0/+0): Here I spend all this time illustrating this version of the World and you still want something else? Well all right than. The movies are just one of the many possibilities in this World. Should you perhaps wish to see what other Horrific tales might be unfolding you are free to instead go to one of the many Books in the Series. **Do NOT think that will make any Drawback easier though. You will still feel any Drawbacks you take at full force.**

You're Disgusting (+100/+100): You have some pretty gross characteristics or at least end up in gross situations. You'll find yourself keep wearing a shirt that's full of blood stains or end up in a cabin full with disgusting critters. Gross but it could be worse right?

Fly Catcher (+100/+100): The flies are the Devils Mark. A sign of one who is lost and doomed. But for you though? They are just an annoyance. There always seems to be a swarm of flies to annoy you, coming back at maximum a day later if you somehow swat them all.

Kill Those Preppy Assholes! (+100/+200/Mandatory for Shadyside Witches): The Sunnyvalers seem to have grown cocky, jerkish and arrogant in their prosperity. Now these bullies and jerks just will not stop bothering you.

Shadyside Witches however must take this Drawback, though they get the points for it.

You Always Hurt The One You Love (+200/+200): Romance just isn't your thing in this World. Unlike Deena and Sam who got their well earned Happy end, for you any romantic relationships will combust. That new crush at camp? He actually is the one responsible for the Axe Murderer running around. That cute girl you had fun with in the woods? She is gonna get executed for Witchcraft.

Go To Pound Town (+200/+200): You… have a very bad timing for jokes and 'self care'. I mean I can understand it when the horror hits and you want some way to relax but… really? Try and focus on something other than bad jokes and libido.

Not excluded (+200/+200/Exclusive to Sunnyvale Devils): Looks like the prosperity of Sunnyvale has a blindspot. You. You will not be safe from misfortune while you're here and any killers running around will not spare you just because of being a Devil instead of a Witch.

Since Who Gives a Shit (+200/+400): Shadyside has its way of breaking people. A day shift a night shift and a million empty beer cans is all that awaits you in your future, you saw it in front of your eyes, that's what you believe. Depression and nihilism has its hold on you in this Jump. Hope its worth the points.

The Man Who Sold The World (+300/+600): Sheriff Nick Goode. Solomon Goode. The Goode family has sold the Town of Shadyside to the Devil for their prosperity. And now you as well. Killers tailor made to hunt you will follow you till the Curse is broken. Even than you will only get at most one year of reprieve till someone else casts a curse on you, bringing back these killers to see you laid low.

No Escape from Shadyside (+300/+600): Think the Evil is completely gone from Shadyside? Think again. Even after the Trilogies plot has ended, or perhaps even during if you somehow avoid it, you will find yourself in a typical Fear Street Adventure. Murder, Mystery and Fear will be around you during this Jump and while survival and escape is not impossible it will be a challenge.

Scenario

Legacy of Horror (+400/+800): Let me tell you a little secret. Shadyside is cursed but not by the supposed Witch Sarah Fier. It was Solomon Goode that made a pact with the Devil and Sarah Fier was framed in his stead. As the Goodes prospered throughout the generation in their Heaven that is Sunnyvale, Shadyside continues to suffer for their profit and Sarah Fier has from the grave tried to tell the truth to any who bleed on her bones. A long time of suffering… but it may yet be broken. Maybe even multiple times.

And you will see it through.

Forget picking location and Time. Now you will get to take part in the whole History of the Town. For every tragedy that happened you MUST find a way to stop the current Goode and a way to break the Curse. Now at first this will be simple… just kill the Goode in charge of the Curse. However as you move throughout the times you will find yourself faced with more and more obstacles. Perhaps better killers, more prepared Goodes or the Devil himself pulling the strings to stop you from breaking his pacts. Hard possibly… but not impossible. Though you do best to not underestimate it. Even a seasoned Jumper will find himself challenged as the curse becomes more and more intent on fighting back and the final time will require all your effort to lift.

From 1666 you will be teleported to the next big massacre in time. While you MIGHT be able to avoid the tragedy that befalls you in every time you visit, the next Jump in time you do will still have everything play out as it should have. You might stop Solomon in 1666 but the next massacre will be in a timeline where Solomon succeeded. This will go all the way till 1994 upon which your Jump will end. You will not be able to escape the happenings by any means. **YOU WILL NOT RECEIVE CP FOR PICKING A TIME AND LOCATION IN GAUNTLET RULES. YOU WILL HOWEVER GET CP FOR ORIGIN BUT ARE LOCKED INTO BEING A SHADYSIDER/SUNNYVALER.**

Reward: You saved Shadyside more than enough times. You stopped the Devil and those who follow him. A dead that is as great as it is impressive. As such your reward will be twofold.

First: You will receive Shadyside. Not just any but the one you saved over and over. All the Shadysides you saved will fuse into one to come with you on your travels. Any who you befriended, you will also be able to take as companions free of charge no matter the time. Sarah and Hannah? Ziggy and Cindy? Deena and Sam? Feel free to have them all go with you.

Secondly: You become the living Anathema to Curses of any kind. With but a touch you can free a City from the Devils Grip. With a glance a cursed Item becomes Wieldable without cost. Nothing you free will become cursed again and if you take care of the rot of the problem anything that it was build on will disappear with the negative consequences of the curse gradually fixing itself. Never let Witches or Devils taint what you seek to have free and cleansed.

Choice

Looks like your time here is at an end Jumper. Whether you survived the Killers, summoned them yourself and if you did so as a mortal yourself, it matters little. What matters is whats next for you?

Go Home: Your home is surely a lot less crime infested than Shadyside. You go home with all you gained and my personal thanks for playing along.

Stay: You choose to stay in this Place? Well with the Curse gone Shadyside might have it better now, or maybe you like the doomed prosperity of Sunnyvale. Either way you can stay here with +1000 CP to spend. Your affairs will be put in order. Thanks for the ride.

Move On: Lets escape this Place, something many a Shadysider hoped they could achieve. Onto the next jump.

Notes:

-It has been noted that Sarah Fier possessed SOME kind of power but what it was exactly was never clarified. I admit I might be making some stuff up with the Land and its powers but canon gives me enough leeway for me to think it is allowed. The idea I had was basically you can use it to fuel any magical powers you have. However don't think you can just say that it gives you infinite mana or nigh omnipotence. If I were to nail the Item down and associated Perk down I'd say you be on the City level, the same size as the land you own and the Perk One Handed Witch merely allows you to work with energies imbued into lands. And no you do not have to be One Handed.