A Jumpchain CYOA

FRIDAY THE 13TH

The year is 1979. Camp Crystal Lake is finally reopening after being closed for over twenty years, following the tragic drowning of a young boy named Jason Voorhees, the murder of two camp counselors, and numerous incidents during previous attempt to renovate the seemingly cursed camp.

For one reason or another, you have found yourself in this forsaken place. Are you here to help with the reopening? Seeking vengeance? Something else? One way or another, you've become a part of Camp Crystal Lake's twisted history. Pray that it doesn't claim you, too.

You have +1000 CP to spend

(Default starting time is 1979, taking you through the first Friday the Thirteenth up to Part 5. If you'd prefer, you may choose to start at a later time then this, or stay longer than ten years. Choosing to start later than 2003 (after most of Jason's known killings) will result in *something* happening that causes you to be frozen with cryogenics until 2450, where you will be picked up by the crew of The Grendel along with Jason Voorhees on their trip to Earth.)

Origins

You may pay 100 CP to swap your gender. You may pick your age within your origin's Age Range. 100 CP Perks and Items are free for their Origin.

Drop In- No memories, no history. You know how this works. Age Range: 20-30

Teenager- One of the new counselors? Or someone looking for cheap thrills? You might get more than you bargained for either way. Age Range: 17-19

Psycho- Kill kill kill… die die die… something's got you mad, and when that happens around here there's only one thing to do. Age Range: 25-40



Drop In Discounted Perks

Common Sense (100 CP)- You know the phrase, "common sense isn't common?" That's true here. Luckily, you know not to make dumb mistakes like running upstairs to get away from someone or going to have sex in the middle of the woods at night.

Brave (200 CP)- You're damn near fearless- able to take calm action in even the most dangerous of circumstances without fear getting in the way, while still retaining the ability to recognize danger.

Lucky (400 CP)- You have amazing luck. While it might not be enough to save you all the time, you often find useful things just laying around, and you evade danger frequently.

Deader Than Dead (600 CP)- In this place, where dead men return to kill again and again, you can grant them their final sleep. Things you kill, stay killed- short of major intervention on their behalf- and they won't be revived by random chance.



Teenager Discounted Perks

Sexy (100 CP)- You look like you could be the lead in a movie. Hopefully it won't be a scary one…

Run and Hide (200 CP)- You're good at avoiding danger. You're fast, steady on your feet to avoid tripping while on uneven ground, find good hiding places, and are better at detecting/avoiding traps.

Group Effort (400 CP)- You're the person that people turn to in a crisis. You're skilled at coordinating and leading others, and people generally listen to what you have to say. A handy skill for someone whose group is in danger, or a camp counselor.

Final Girl/Guy (600 CP)- When everyone else has been picked off, you're the one left standing. In dangerous situations you just seem to come out unscarred more often than not, and the monsters you face seem slower and dumber to make escaping, trapping, or defeating them easier.



Psycho Discounted Perks

The Horror (100 CP)- You are a very scary person. You know how to walk, act, and look to make others know you're a person that shouldn't be messed with.

Stalker (200 CP)- They can't get away, not from you. You're good at staying quiet and unseen, almost unnaturally so, and you're perceptive enough to usually notice when someone is hiding close by.

Serial Killer (400 CP)- You have a knack for killing people. Whether it's quick, drawn out, brutal or near painless, you have the imagination and skill to make nearly anything into a lethal weapon.

Brute (600 CP)- You're unnaturally strong and durable. You could easily survive a blow to the head with an axe, and are strong enough to crush someone's head with your bare hands. You don't feel much pain, and if your supposed "death" goes unseen you tend to be able to come back from it.



General Perks

PTSD Proof (100 CP)- Despite any horrible thing you've seen or acts you might have committed, they just don't seem to phase you all that much. You can easily shrug them off given time, and you won't go into shock and become unable to defend yourself in the aftermath of your discovery or bloodbath. Dealing with trauma becomes a simple matter of survival.

Trapper (100 CP)- You're excellent at setting up traps and ambushes. They'll never know you were there- at least not until they find themselves caught in your trap- which tend to be highly effective, and more importantly deadly.

Survivalist (100 CP)- Whether you're living alone in the woods or teaching kids, having survival skills is handy. You know a lot of skills necessary for survival; things like building shelters and making fires, tying knots, hunting, as well as other useful outdoors skills like archery, fishing, swimming, and rock climbing.

Ch-ch-ch, ah-ah-ah (100 CP)- If you want, you can make others hear some sort of noise that causes them to feel a sense of unease and foreboding when you're stalking, sneaking up on, or otherwise hunting them down. Sure, potentially warning your enemies that you're about to sneak up on them and stab them in the back with a machete might not be the best course of action… but it sure can be terrifying. You can toggle this on and off, for when you actually need to sneak around unheard.

Urban Legend (300 CP)- Rumors about you spread quickly when they would benefit you. With enough time (or bodies) you could very easily be a modern legend, and strike terror into the hearts of others. If you wish, your legend will inspire others to act similarly to you, if they were already inclined to act that way in the first place.

Scare Chord (300 CP)- Whenever you're about to be in danger, you hear a very distinctive noise. While it won't help you find what's imperiling you it can tell you when to be on the lookout. You can choose what it sounds like, but only you hear it.

My Special Child (300 CP)- When you focus your thoughts, you can send or receive mental messages from those related to you- even from those who are deceased. If you have a strong connection to them, this can even work across worlds- though in that case these messages might just be guesses as to what your family member would say to you, formed by the strength of your bond.





Supernatural Powers

Revenant (800 CP)- Maybe your body was struck by lightning, reanimating it, or maybe you've somehow tapped into mystical powers. Physically you're a juggernaut, able to shrug off small arms fire, and even take a shotgun blast to the face. Your sense of pain is almost entirely gone, although you can still tell when something is damaging you. You're strong enough to rip a person limb from limb effortlessly, and could even tear someone in two. You can run and swim faster than any man alive, enough to give the illusion of teleportation when unseen. Your senses are heightened, letting you hear, see, and smell far better. Your dead body doesn't need food, drink, or air, and is immune to poison and disease. Finally, a healing factor lets you heal from almost anything- your regeneration closes wounds in a matter of minutes, and allows the regeneration of body parts over a longer period of time, and would even allow you to survive being impaled through the heart. However, you feel a compulsion to kill- you must take the Murderer drawback.

+Wraith (400 CP)- You can return from the grave by possessing the body of another. This method of revival works once a Jump, but can be done indefinitely post-Chain; you can only be killed permanently by one of your bloodline. Subsequent possessions are also possible after the first, and are done by vomiting up a black, worm-like manifestation of your soul into someone's mouth, after which your previous host will die. In addition, you also gain the ability to teleport short distances.

ESP (800 CP)- You have psychic powers, granting telekinesis and precognition. Your telekinesis is strong enough to collapse floors and roofs, toss around or levitate people, and can be used to accelerate small objects with great force or even to control and strengthen fires. Additionally, you will occasionally get accurate glimpses of future events. However, your psychic abilities are hard to control at times- you must take the Uncontrolled drawback.
+Revival (400 CP)- Your ESP has somehow given you the ability to temporarily raise the dead as beings similar to Jason, with enhanced strength.



Cyborg (800 CP)- Your body has been rebuilt, making you better, stronger, faster than you were before. Cybernetic enhancements make you monstrously strong and durable, capable of taking fire from futuristic firearms that would blow off the limbs of lesser men and monsters with nary a scratch, while also giving you the strength to easily punch through the armored walls of a spaceship. However, the fleshy bits you have left are vital- you must take the Weakness drawback.
+Android (400 CP)- You're not just part metal; you're a fully mechanical being, although you still look like a human. You no longer have any biological weaknesses, not needing to breathe, eat, or drink, nor can you bleed out or be poisoned or infected with a disease or parasite. Because you are a machine, your body can easily be repaired so long as your head- which contains your mind- remains intact, letting you survive pretty much anything. You also have access to combat programs and futuristic weaponry; two machine pistols and a rifle. Neither need reloading, and both are extremely high power- the rifle could easily blow Jason's limbs off.



Drop In Items

Friday the 13th Series Collection (100 CP)- You have the entire Friday the 13th series on VHS, as well as all the comic books, video games, toys, and other related merchandise.

Masks and Disguises (200 CP)- You have a collection of very realistic, well designed masks, as well as other things for making good costumes such as makeup. With a little know how and time, you could make a convincing disguise for just about anyone, within reason.

Research Facility (400 CP)- An advanced (for 1979) research facility. While it's main purpose is study- containing a lab and supplies- it serves another purpose, namely the containment of dangerous beings. Similar to the Crystal Lake Research Facility, it has cryogenics pods and numerous powerful sedatives that can keep even Jason down, as well as enough durability to withstand apocalyptic events.



Teenager Items

Party Supplies (100 CP)- A replenishing supply of alcohol, drugs, condoms, snacks, and other misc. supplies you need to have a good time.

Car (200 CP)- A durable and extremely fuel efficient vehicle of your choice. This can be any car or truck that was available during the time of your stay in this world. Fuel replenishes.

House (400 CP)- A large, cozy cabin near Camp Crystal Lake. Two floors with several bedrooms, as well as amenities like running water, electricity, heating, a bathroom, kitchen, and living room. These aren't its greatest features, though; it's surprisingly defensible, easy to barricade and hard to infiltrate. With a group of people working together, it would be easy to cover each entrance to see any intruders or threats coming. If it's damaged, the cabin will slowly repair itself over time until the damage is fixed.



Psycho Items

Hockey Masks (100 CP)- A collection of the iconic hockey masks worn by Jason Voorhees and his impersonator. When wearing one it becomes harder to tell who you are, so long as you don't speak.

Machete (200 CP)- A wickedly sharp machete that can slice through flesh like butter. Even a normal person could decapitate someone else with one well-aimed stroke. A stronger person could do much more damage.

Camp Crystal Lake (400 CP)- A copy of the cursed camp will follow you on your journey; although it won't be owned by you, it will see no shortage of victims/visitors regardless of how many massacres happen in and around it. Due to the bloody history of the camp, it also seems to attract madmen and murders, who tend to go on those massacres. Dark rituals and the like also seem to be much stronger within its borders, if you're the type to use those.



General Items

Revolver (100 CP)- “Wherever the red dot goes… ya bang!” A powerful revolver with a red dot attachment, the bullet will without fail land on the red dot. Ammunition replenishes.

Shotgun (100 CP)- A surprisingly powerful shotgun; it would take more than one shot to put a brute like Jason down, but at the very least it could knock him down for a while. Ammunition replenishes.

Diner (200 CP)- You own a small diner that serves tasty, all-American food. You can choose to work there, or just collect income from its running.

Voorhees Dagger (400 CP)- An dagger enchanted with powerful magic. It deals great damage to beings that are similar to the wielder, and deals catastrophic damage to those that share the wielder’s bloodline. The dagger will almost always be lethal when used against someone belonging to your family, barring those of great cosmic power.



Companions

Companion Import/Creation- You may import or create one companion for 100 CP, four for 200, or eight for 300 CP, giving each one 600 CP to spend and a background.
+Improved Companion- For an additional 300 CP, you can give one companion Revenant, ESP, or Cyborg. This can be purchased multiple times.

Canon Companion- If you can convince them to come along with you, you can recruit one normal person for 100 CP or a person with supernatural powers or non-human physiologies like Tina Shepard or Kay-Em 14 for 200 CP.

Jason Voorhees (800 CP)- Jason Voorhees, the infamous killer of Camp Crystal Lake, has for some reason decided to follow you on your journey. Now completely loyal to you, the zombie-like Jason Voorhees will happily kill in your service, or curb his murderous tendencies at your request. He will have his powers regardless of when you start.





Drawbacks (+600 CP Limit)

Alternate Continuity (+0 CP)- Instead of going to the main continuity you may choose to go to a different one- such as the reboot- including crossovers.

Coward (+100 CP)- You are a very cowardly person. Given the option to run or fight, you will choose to run every time, and danger will quickly send you into a panic.

Nightmares (+100 CP)- You are plagued by highly realistic and vivid nightmares and hallucinations.

Disfigured (+100 CP)- You are horribly disfigured, with a face that only a mother could love.





Dumb Teen (+200 CP)- While the teenager part is optional, you're definitely not the brightest of bulbs. You constantly make dumb decisions, like deciding to go off alone into the woods when you know there's a murderer around, and also do cliche things like tripping while running away from murderers.

He's Back! (+200 CP)- You just can't seem to get rid of the people you want gotten rid of. They will be surprisingly durable, capable of shrugging off all manner of abuse- and when you do kill them, they just rise from the grave after lightning strikes it.

Crazies (+200 CP)- You seem to attract the worst that humanity has to offer. Gang members, serial killers, rapists, and worse all seem to cross your path to menace you with frightening regularity, especially when trying to do something fun.

Murderer (+300 CP)- You have an itch; a need to kill people. While you can choose your targets, ignoring this compulsion will result in you blacking out, waking up only once you've committed a rampage.





Uncontrolled (+300 CP)- Your supernatural abilities are harder to control when you're in a heightened or emotional state, lashing out randomly and destructively. If you don't have any, you become reckless, overly confidant and headstrong.

Weakness (+300 CP)- You have some sort of weaknees. It might be a flaw in your form, such as an exposed brain, or maybe it's something like a psychological weakness, like an inability to harm people who look like others you know or a fear of water. In any case, those who know about it can use it to kill or exploit you.

Jumper vs Jumper X (+600 CP)- An alternate version of you has arrived from the future, or perhaps you've somehow found yourself there. They are a being similar to Uber Jason; undead, and enhanced with cybernetics in addition to any other abilities you might have. Ruthless and powerful, they want to kill you in the hopes of taking your place in the Chain, and will do anything in their power to do so.

Notes

-YJ_Anon

-The mandatory drawbacks from Revenant, ESP, and Cyborg do not give CP. Companions have to take the mandatory drawbacks if they have one of those powers, but otherwise they are not allowed to take drawbacks.

-Deader Than Dead works on intent in regards to resurrections; accidents such as when Tina wanted to bring up her father's body and instead revived Jason would be prevented, but not Freddy deliberately resurrecting Jason, for example.

-The machine pistols from Android are extremely rapid-fire, and can potentially blow away those too strong to be shredded with their sheer force. The rifle is much more powerful, but also less fast.

-Items that you have that are similar to the ones you can buy here can be imported freely to take on their appearance and properties if you purchase them.

-If you don't want a Machete, Revolver, etc. you can get something similar, like a katana or pistol.

-The Diner, Cabin, Research Facility, and Camp Crystal Lake follow you, and all but the Camp retain modifications.

-Fun fact: I actually completed this Jump before the Evil Dead, but decided to delay releasing it because I saw that 10/13/2017 was on a Friday.



"Jason, my special special boy. Do you know what your gift is? No matter what they do to you, you cannot die. You can never die. You've just been sleeping, honey. But now it's time for you to wake up. Mommy has something she wants you to do. I need you to go to Elm Street..."