Graveyard Shift's At Freddy's

“This it jumpers! You just scored the big gig at Freddybear’s Eatery and Fun, the Nightwatch position ! Granted, it seems there wasn’t a big competition for it….

Infamy has surrounded Freddy’s for years, but that didn’t deter you one bit (not surprising for a jumper). You finally got to see what all the fuss is about, and potentially even gain something from it.

But of course, nothing is that simple. The graveyard shift is calling you. Will you be able to survive there, Jumper?”

Welcome to this devilish pizzeria, host to animatronics out of the usual you may have seen before in similar universes dear jumper, because of Steve Raglan's actions, this will probably not be a walk in the park.

While you start with 0 CP for this gauntlet, don’t worry Jumpers, you are not just thrown in the slaughterhouse without nothing to help you, at a price you may receive CP, after all, a deal started all of this.

Origins :

Human (Free) : You’re human ! A good old boy or girl made out of fresh, delicate flesh…which will mean nothing in this universe so don’t worry ! (It’s a lie), you start in the ticket booth fresh off coming in the restaurant…what hour it is you ask ?....**Midnight why ?**

“Animatronics” (-400) : You are now one of Steve Raglan top of the box animatronics ! Able to roam around with the childrens, sing happy birthday and be perfectly good animatronics…during the day, at night well you a lot more…**different.** You start in the restaurant next to the show stage.

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Perks :

A Job ! (Humans Exclusive and Free for them) : You have a job ! great ! With this perk you now have access to, in this jump you are now a nigthguard.

As one, you're now an expert is overseeing places through camera feeds, able to notice the smallest of details or wrong in whatever you suppose to be watching at night, with this you'l be sure to spoke any wrongdoing !**...Ignore the puppets moving.**

A Fine Puppet ("Animatronics Exclusive and Free for them) : You're being is currently inhabiting the body of a machine, at day nothing wrong your fresh and clean as a whistle, for the reminder of the gauntlet you are now an puppet, an humanoid machine in the shape of a animal like a bat, a rabbit or a chicken. You may also have a more unorthodox form like a snake shape body like Sheriff Slithers
At night (or whenever you may wish after this jump) however your…different, your skin could look a greenish rot, your jaw wide open ready to crunch and bloodshot eyes that stare at the soul of any who gaze back.
You're at base easily strong enough to overpower and kill any humans beings…**but why would you hehe?**

Nightowl (-100CP) : You're perfect for any night job or activity, this perk allow you to reduce your tiredness at night and negating any effects of sleep deprivation, you would still need to sleep but you can take that time during the day **as you won't get much occasions here**.

Cat Eyes (-100) : You see in the dark !....maybe don't spend that much time in dark rooms that maybe the reason, with this perk you can see has much as you could in light than dark, helping you see in the shadows for anything you need. **You're not the only that probably can here however.**

Private Guitar Lessons (-100) : A good old perk that allow you to gain some musical talents in musical instruments such as any kinds of guitars, drums or even the piano at top level like you had done it all your life, perfect to just entertain others like kids or just yourself. **But don't make it when not necessary you don't to attract attention.**

Deceptive (-200) : You're deceptive jumper, your familiar and friendly voice lead other to dubious mistakes, after all if you say nothing wrong why would we care that the puppets are moving or that they are anything wrong at all ? **Do note that this would not deceive those that simply don't care.**

Mother Hen know best to RUN (-200) : You're fast Jumper, faster than one could expect, especially when not seen but even when you are you're probably faster than the average common human, this is as much as running speed than pure reaction speed like when doing a task for example. **A chicken would love to see you try her game.**

Snaky (-200) : You are sneaky, unnaturally even, you could blend in behind object or hide in a shade of shadow to make sure you're not seen, you know the best hiding spots wherever you are and more, perfect to make sure not to get caught by someone or something when you don't want to. **Be warn, you can hide well but don't be seen beforehand.**

For the Love of Money is the Root to All Evil's (-400, Human Exclusive): You can make pacts jumpers, devious, evil, **devilish** pacts with otherworldly demonic entities. In exchange, they can give you whatever you could need, material wealths, knowledge (weirdly enough, knowledge on how to do animatronics and similar robots) or more. The catch is that you would need to feed the demons well…**human** flesh to satisfy them, **frequently**. However, this perk allows you to not get in the loophole that would let you end in a similar situation to Steve Raglan. There you only need to fulfill your end of the deal one time.

As Above, So Below. (-400, "Animatronics Exclusive): You're a monster, no other way to define what you are, no longer simply a "possessed" animatronic but a source of evil itself, even tho you are not quite on par with what Dreadybear is, you are his closest to it in this universe. First, you can shape your animatronic form into a more monstrous form with longer limbs and an even greater maw filled with enough teeth to scare a shark. You're faster than the others animatronics and more strong although you don't seem to burst through the ticket booth yet…**do you want to burst through the ticket booth?**

Items :

Honey Bee Home Security System (Free and Exclusive to Human") : You now have a security tablet and a set of cameras given directly by teh Honey Bee Home Security System Company ! You can freely installed the set of Camera through any locations you own, by default in this gauntlet it will be in the pizzeria.

Show Stage (Free and Exclusive to "Animatronics") : You're own show stage. at day you can use it to perform to an audience, boosting all artistic related perks like music, singing or anything of the sort and at the end of each night, you may freely choose to teleport here as if you never move at all.

A WORKING ROUTER (-100) : A router for anything a rooter can do, however compared to most and especially the router of the office so no issue with video feed and downloading anything with this will as smoothly as it should be.

Portable Music Box (-200) : A Portable music box, winding it up with make, for around 1m and 30s, soothing and calming down any demonic entities, in this jump this allow you to target one animatronic and sooth them which will render them unable to move for as long as it is working, you do need to wind it up for as much time as it was used.. This work even if the demonic entity is possessing something.

Alarm remote (-200) : A common black remote with a singular red button which when you press it will make in whatever direction you point it a alarm noise that will attract the attention of anyone near, excellent to distract someone last second. And this can also trigger any alarm systems nearby should you wish it.

A Secret Cellar (-400, discounted Humans) : Everyone need somewhere to hide stuff they don't want other to find, this hatch which you can import in any buildings you own later but in this jump, will default to be in the pizzeria. With this you can hide anything, magic items, machines, just random items, not yourself however, but you can store **corpses !**....wait what

Imp ? (-400, discounted for "Animatronics") : You got a small partner jumper, a similar being to what Cream is, just big enough to fit in the palm of your hand, this small puppet is obedient to you and crawl, at day it's pretty cute and gentle but at night it get more hellish features like giants spiders legs coming out of it's mouth. You can however make it freely switch form from one to another. They are also trained to scout ahead and can fit to a lot of small spaces you may not.

Your Own ~~**Hellhole**~~ Pizzeria (-600): Your own Pizzeria filled with NPC employees to take care of it, you of course get all monetary revenues from it. You can freely eat in it obviously but more importantly, this pizzeria come with a set of 3 **completely normal** animatronics of your design who can act as the perfect mascots to help your pizzeria business. At night they are still fully obedient to you even though they…may change a bit, they however can't leave the complex.

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Companions :

Steve Raglan (-200, discounted if Animatronic) : The man behind the slaughter himself, the cause the puppets are even there, having made a pact with an otherworldly demon entity to ensure his business success. A simple human but he could be a good pawn for your demonic schemes should you prove to him to be more…"reasonable". He has the following perks : A Job (CEO typed), Nighthowl, Deceptive and a weaker version of For the Love of Money is the Root to All Evil's.

Wolfgang (-200, discounted if Humans) : In another world, he would probably have been known as Foxy the Pirate, Wolfgang originally died in Graveyard Shifts at Freddy, disobeying the pact that bound him to the Pizzeria he bursted into flames and died.
However it seems your coming in this world changed that he knows you. Grateful and wanting more freedom by following in your jumps than staying at the pizzeria, he decided to help you. He has the following perks : A Fine Puppet (Fox), Cat Eyes, Mother Hen know Best and a weaker version of As Above, so Bellow.

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Drawbacks :

Sound Sensitive (+100, +100 additional CP if "Animatronic) : Loud and high-pitched noises are your weakness, noise like a car driving too fast next to you, the sound of loud music or banging noises will make you disoriented and possibly lose focus on whatever you were doing until the noise stop. This does included the Alarm signal of the Nigthguard if yours an Animatronic

Glutonny (+100, +100 aditionnal CP if Human) : You have a strange taste jumper, human, fresh human flesh, you crave it like a well done steak and if you could, you would trow yourself on the first occasion to eat anything like it. This is even more complicated to deal with as an human for obvious reasons…well there is a source in the pizzeria if you really need to.

Fair (+200, +100 additional CP if Animatronic) : You are strangely fair in most things, you won't lie or cheat to anyone you know, always being honest even at some absurd cost should it be necessary, if you're an Animatronic this will make you if you may attack someone always do it by the front and in a telegraphed way your target will know you have bad intent with them.

Sound Cues (+200, +100 additional CP if Human):: Whenever you do something, like moving from room to room, using an electronic device or just breathing may too loud, other around will notice, catching their attention and their focus, this is worse as a human, **you surely don't want more attention don't you?**

Camera Shy (+200, +100 additional CP if Animatronic): You cannot move under the gaze of a camera, you will sense if someone is watching you through one and this will paralysed you completely, rendering you unable to move in any circumstances. Only a minor inconvenience as human but as an animatronic, this means the nigthguard can easily stall you and even if not his point, any simple gaze as he looks through them will paralyse you in your tracks.

Time's Up!! (-400):: You made a pact, maybe unknowingly when arriving in this gauntlet and you have not respected you're part of the deal for whatever it was. It made someone really angry…. and hungry. You are now the prime target of Dreadybear, a demon probably fully incarnated in the body of Freddybear the mascot. He can easily burst trought doors, run faster than you and if he gets his dirty and bloodied claws on you? Well…It's not gonna be pretty. However, he will only appear toward the final shift in this gauntlet. He is not limited by anything, unlike the others he can freely go outside the Pizzeria to hunt you down and will partners with the others Puppets to ensure you're demise. **the only way this end…. is for you to die…. or is it?**

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Scenarios

GRAVE DANGER (+300CP if Taken, Humans only)

This is hard mode, you start in the office and you will stay in it for all five shifts in place of Mr Rodriguez. You have 3 Lifes for this task, if at any points you die you will restart at the start of your current shift with one life loss, if however, you lose all trees, the Gauntelt is immediately failed and you are sent back on your next adventure with nothing gained here. (Be reassured, Dreadybear will not activate at Shift 5 if you did not take the drawback, you can thank your benefactor probably)

Should you win ! and if you do congratulations, you first gain all three lives permanently, giving you 3 ones up each one (if lost, you however only regain them at the end of the jump you're currently in) and you also receive The Office, the same Office of the game however with a few tweak. Now you don't have any backdoor

behind you, the ticket booth is completely unbreakable by any means and if any robots or demonic entities or both try to even think to enter or move in his direction, they will find themselves extremely slowed down. And you are now THE NIGHTGUARD for having succeed this challenge, making you perfect at any similar nightwatch jobs.

DREADYJUMPER (+300 if Taken, Animatronics Only)

You are hungry.
And it's been so long since you last feast on something. for this scenario, you're task is simple, you have to kill and eat the nigthguard. However for this jump, it's not just a nigthguard, it's THE NIGTHGUARD. With enough reflexes to speedblitz through the camera like nothing, close the door on your face the micro second you're about to enter, an real king of five night if you could say. And don't think getting in the office is the end because he will jump and punch you in the face if he can and it will HURT. And seemingly, the others animatronics are inactive as if not wanting to confront him.
However should you manage to beat him, you will feast on his flesh like a rabid dog and you will find yourself…change. If you didn't had the As Above So Below perk, you now gain it for free and if you happened ot have it when doing this scenario. You will find it enhanced, you're even faster and stronger than before, also giving you the ability to teleport over short distances and room. Most importantly, no door should hold you back, any door, divinely made door, adamantium door, NOTHING, for if you want it, you will get it however the mean, for your target time is UP.

Not the time Yet (Required Time's Up Drawback to be taken, can be taken in addition to one of the other two scenarios. +300CP if taken.)

…You're a jumper, you are not gonna get killed by some elongated furry bear are you ?! at Shift 5, where he would awaken first at Freddybear then at Dreadybear to kill you. You will have a vision, around the pizzeria are posters of him, engraved in the walls and floors. 4 exactly, a simple scratch or mark on them would destroyed and weaken whatever bind him to this place, however each destroyed will weaken Dreadybear heavily but cause another animatronic around the pizzeria to take a similar form to him.

But after the first four at done, you will realised something is missing, as the Puppets get more and more feral and violent, you will sensed the last one you miss, in the secret cellar under the playroom, where Steve Raglan stored the bodies he fed to the Puppets you will find a small icon of flesh representing the demon Baphomet. The puppets will go crazy over it's protection but should you manage to destroy it, it's over as they all crumble in flames, becoming nothing more than ash and bones. The end now depends on whatever you are.

As a Human, you are now a source of respect for any hellish creatures. They know you can strike them down and any deals with you is taken more cautiously for you have the bones of the puppets as proof you're not to mess with. You can almost freely choose what matter the contract you can make with demons are, essentially gaining a boosted version of the For the Love of Money is the Root to All Evil's perk.

As an Animatronic, you are now the only demonic entity in town. Similar to Dreadybear (or Baphomet in reality as theorised), you can now form pacts with mortals, giving them power or money, in exchange, they HAVE a fufill a condition you imposed on them. This also allow you to create others animatronics similar in shape to the others find in the game as extension of your will, and the more sentient being flesh you eat, the better the form from As Above So Below will get, even potentially gaining more devilish powers in the long term.

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The End :

Congratulation on surviving the 5 Shifts and more Jumper and to have won this Gauntlet !

You are now free to :

Go Home

Stay

Or continue the wonderful adventure you Jumper can live, and hopefully, you'll meet my work again.

This said, good afternoon, good evening and good jump !

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Notes :

Yes you're basically fighting a meme Markiplier nigthguard in the DREADYJUMPER scenario.

The last scenario si not canon yes, however it's something i always wish playing the game to beat the crap fo that fucking bear so you can as well enjoy it in a scenario too

Thanks everyone for reading my first truly complete Jump !

As english not my first language i excuse myself in advance for the devious and horrible grammar of this document TT

Thanks to avocadodreams for making this game.

Author : Mobile-Note-3653/Walt The Why