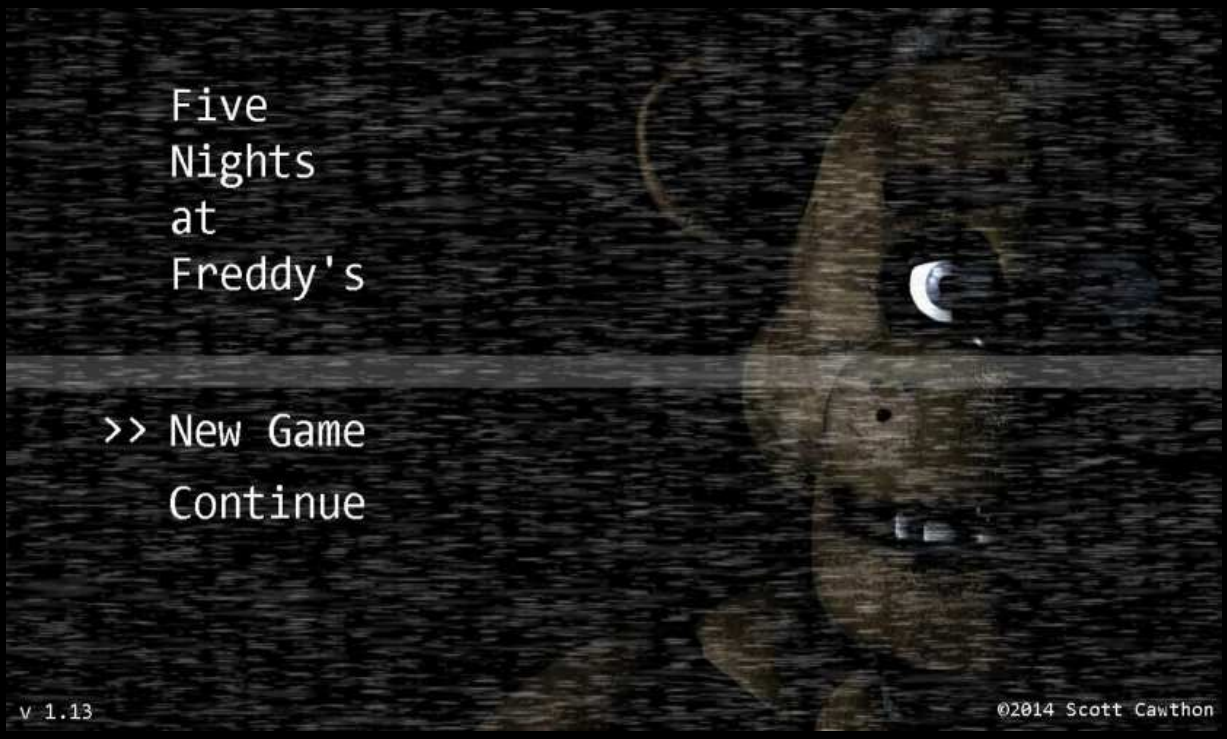


Five Nights at Freddy's

By PsychoAnon

Hello? Hello hello?

Welcome to Freddy Fazbear's Pizza, a magical place for kids and grown ups alike where fantasy and fun come to life! (Fazbear Entertainment is not responsible for damage to property or a person. Upon discovering that damage or death have occurred, a missing person's report will be filed within 90 days)

This place is not what it seems. The story of Freddy Fazbear's is a story of loss, of betrayal, of jealousy - of two men, father and son, one leaving nothing but misery and death in his wake while the other follows behind to end the monster his father has become. This is a place where the agonized spirits of dead children cling to contraptions of metal, trapped inside like an iron cage with their singular goal to kill the one responsible for taking their lives away. In time, this saga will end with everything being burned by the very man who created it, only to birth a new era of success from the ashes - one which may portend an even greater evil than that which came before.

But hey, there's no need to worry about that for now! Just grab a slice of pizza, keep your Freddy plush at the ready and prepare yourself for the work week of a lifetime! This whole story takes place over a long time, so there's plenty of eras to end up in, but no matter where you end up, you might need just a bit of support. That's why you're getting this gift, courtesy of Fazbear Entertainment - no need to thank us!

+1000 Faz-Points! (FP)

Time Periods

Select when and where you will enter the world.

1993 - FNaF 1

This isn't the best time for the Freddy's brand. Not only is there the baggage of multiple notable child murder cases, but one of the co-founders is pretty much the prime suspect and will soon get shishkebab'd by his own springlock suit. Perhaps as a result, most Freddy's locations are complete dumps. This is especially true of the location where "Mike Schmidt" will begin working as a night security guard, starting his very first week tonight. Oh, and it also just so happens the five murdered kids were stuffed into the animatronics' suits. That probably doesn't mean anything.

1987 - FNaF 2

Freddy's is set for a grand reopening after the tragic string of child murders at the previous restaurant. This revitalization and soft rebranding has come with all new animatronics called the "toy" animatronics, cutesy versions of the classic four with advanced facial recognition technology to catch any would-be child killers (also repaired with parts from the old animatronics that had dead kids in them, but that probably won't hurt anything). At this location on this very night, Jeremy Fitzgerald is about to begin his first week working as a night guard but will soon realize be bit off more than he can chew.

2023 - FNaF 3

It's been 30 years since the original Freddy's closed up shop for good, the brand now mostly defunct, but people are well aware of the strings of murders in the history of Fazbear Entertainment, becoming something of an urban legend. Looking to capitalize on this, a man decides to open a horror attraction based on Freddy's named Fazbear Frights. Luckily for him, they've found a real animatronic from the original Freddy's - a springlock suit that was sealed away in the back room. Despite having to contend with this "animatronic", the security guard will nonetheless continue to work here six nights before burning the place to the ground to try and end the monster. Maybe he has some connection to him. You'll arrive here on his first night.

1983 - FNaF 4

Two friends, Henry Emily and William Afton, had founded an animatronic pizza restaurant for kids called Fredbear's Family Diner perhaps just a few years ago and due to the massive success have opened a spin-off franchise called Freddy Fazbear's Pizza. While things are going well for William and Henry, the same cannot be said for Willaim's youngest son, who has become terrified of the animatronics at Fredbear's. Not helping is his older brother Michael, constantly scaring him by using his fear of the animatronics. But Michael will make the biggest mistake of his life when he shoves his brother's head into Fredbear's mouth, accidentally putting him in a coma and ultimately killing him when it bites down. This will send William on a downward spiral, causing all the events to come. You'll arrive 5 days before this tragedy.

Late 80's/Early 90's - FNaF 5: Sister Location
Having vowed to put his son back together, William Afton planned to open a sister location to Freddy's called Circus Baby's Pizza World in order to lure children there, designing new advanced animatronics specifically to capture the children and use them for his experiments on Remnant, the substance that allows spirits to inhabit animatronics. This backfired horribly, however, when his own daughter Elizabeth got alone with Circus Baby, who attempted to capture her with her stomach claw and killed her. Devastated, William scrapped his plans and Circus Baby's never opened, however he continued his experiments, eventually realizing his daughter's spirit was within Circus Baby. As it was too dangerous to go himself after injecting Remnant into the other animatronics, he sends his son Michael into the bunker where the animatronics are repaired to put Elizabeth back together and free her. You will arrive just as Michael is about to go down in the bunker for the first time.

Some Time After FNaF 3 - FNaF 6: Pizzeria Simulator
As if out of nowhere, a new Freddy's location has somehow opened up after over 30 years of non-existence. This has lured all the supernatural entities that have a history with the franchise to this new location. This is all part of a plot by Henry Emily, co-founder of Freddy's, to finally end the horrors his once friend had created and put to rest all the tormented souls left in his wake, even himself dying in the process. This faux restaurant is being run by Michael Afton, who is even more determined than Henry to see all of this end, the horrors of Freddy's literally burned away and put to rest once and for all. You'll show up just as this farce has opened its doors.

Long After FNaF 6 - FNaF Help Wanted/AR/Security Breach
It is some time in the future and against all odds the Freddy brand is back and bigger than ever! Fazbear Entertainment is such a big deal they've had a whole franchise of games made based around the history of the company, mainly to make light of just how dark that history is. On top of that they've built a massive neon mall in Freddy's honor called the Mega Pizzaplex. Unfortunately, all is not well. Something has infected the mind of Vanessa, one of the testers of the Freddy's VR game. It will send her to the Mega Pizzaplex as a night security guard in order to dig it out from under the mall which was built over the FNaF 6 location, also infecting the new advanced animatronics within the mall. Wrapped up in all this is Gregory, a young boy who winds up trapped in the Pizzaplex. Vanessa and all the animatronics will hunt him down for some nefarious purpose, his only ally being Glamrock Freddy, who has somehow avoided being corrupted.
On top of all of this, a strange animatronic hidden deep beneath the Pizzaplex which has the ability to mimic human speech waits for an opportunity to trick someone into setting it free. That someone will wind up being Cassie, a young girl and friend of Gregory baited to the Pizzaplex by this animatronic pretending to be her friend long after the Pizzaplex is destroyed. You'll start either when Vanessa begins testing the VR game or on the night Gregory must attempt to escape the Pizzaplex.

Origins

Just who are you in this strange and supernatural world? Perks are discounted 50% for matching origin except 100FP perks which are free.

Security Guard

"Welcome to the team, valued employee! I think you'll find working security to be an enriching experience that will open your eyes to the wonders of Freddy's!" - That was a pre-recorded message from Fazbear Entertainment. You might not necessarily be a security guard for Freddy's but you've likely found yourself in a very dangerous situation due to the company. If you are a security guard you should probably quit. I mean, who would spend even a week at a job like this?

Management

You're quite the big deal to Fazbear Entertainment, a higher up in the company, a big cheese if you will. Whether you're some sleazy corporate businessman, a brilliant engineer who's way too talented to be working in children's entertainment, one of the very founding stock of the company itself or even all three it's safe to say you've got a lot of say and pull at Freddy's. Don't get too full of yourself, though, because the last thing you'd wanna do is make the absolute top dogs mad at you - especially "you know who".

Encased Spirit

You were normal once - just like anyone else. But then a tragedy struck, one to do with Animatronics. Maybe it was murder, maybe it was just a tragic accident, but whatever the case, the sheer anger and misery you felt in your last moments bound your spirit to an animatronic. Now "living" again in this powerful but restricting shell, you can vent your hatred on the world that wronged you. Or perhaps you're a more friendly ghost, who can say?

Advanced Technology

It's amazing just how much cutting edge tech has been produced by this children's entertainment company. In your case you are an animatronic so advanced you have actual sapience and are effectively a living being. For what purpose you were built nobody can say, but I'm sure you're completely dedicated to the cause of children's entertainment! After all, when has creating hyper intelligent technology ever ended badly?

Perks

Security Guard

100 - Wagie
You've gotta work to survive, this is a basic fact of life. You don't have any problems getting work, that's for sure, but the work isn't exactly great. You're an absolute shoe in for any crappy, minimum wage job. You'll be hired on the spot even if you show up reeking like a rotting corpse. While it's easy to get hired for these jobs, though, it will take a bit more effort not to get fired. Try not to tamper with the animatronics.

200 - Multitask
Working at Freddy's can give you a lot to juggle at once, having to keep track of multiple animatronics attempting to get into your office and turn you into modern art. Luckily, you're an absolute master when it comes to keeping track of multiple things at once. Need to make sure Foxy is staying put in his cove while also winding up a music box and checking all the vents and doors for animatronics? Maybe that's too much for some people but for you it's just another day at the office.

400 - Rules of Play
For most people, a job this ludicrously dangerous would be an absolute death sentence, but you're not most people. You've got a powerful intuition that can not only sense sources of danger but also instinctively pick up on the "rules" those who are after you are operating under, almost as if you'd done this before. Maybe the animatronics' programming is fooled by wearing a mask or an audio cue, or you have to look away from that ghost for exactly five seconds or else it'll kill you. This intuitive understanding may not guarantee your survival but it gives you a fighting chance. Who knows, maybe one day you'll be the guy on the other end of the phone giving advice to some poor schmuck.

600 - Revenant
You have a goal, a deep desire, something which pushes you forward no matter the danger you have to face. You're set on it and you won't give up no matter what it takes. Your willpower allows you to overcome any amount of fear and pain in order to achieve your mission, potentially even surviving something that definitely should've killed you like having all your organs scooped out, at least long enough for something else to save you. Even if you were reduced to a living corpse in constant agony you could push through it all for decades and still operate like a normal person in spite of your condition. Not only that, but the longer you single-mindedly pursue a goal, the more lucky breaks come your way to help you achieve that goal. If you have no idea where your dad is despite looking for him for years, a job opportunity may suddenly open up that brings him right to you.

Management

100 - Character Design
People like to put all sorts of labels on you - criminal, maniac, serial killer, etc. - but one thing the haters can't deny is that you've got a talent for creating iconic characters. You have a special skill for creating instantly recognizable and unique figures that can appeal to both children and mentally unstable adults alike. With just designs like these alone you could make a business go pretty far.

200 - Man Behind the Slaughter
It's almost too easy. Children are simple to manipulate and adults really aren't much harder. You're very sly and cunning, usually at least two steps ahead of everyone else. Not only that but you've also got a way of smooth talking people and getting them to trust you despite their own instincts; you could convince a board of investors to overlook the fact you've installed child kidnapping apparatuses into your animatronics with shockingly little difficulty. With your natural talents getting away with murder would be absolute child's play.

400 - Tycoon
Being a successful entrepreneur is no small feat, countless people have dived headfirst into the ocean of business only to be swallowed up, but you're not one of them. You have the business sense, marketing skills and killer instincts required to turn that american dream into an american reality! You could turn a humble little family diner into a massive global entertainment corporation to rival the likes of Disney in just a decade or two.

600 - I Always Come Back
The end is not the end for you. Much like William Afton, you aren't content to just let yourself die and rot away - one way or another you always manage to come back. You could get skewered by a springlock suit only to revive as a zombie possessing the very suit that killed you. You could miraculously survive a fire that should've burned you to nothing and keep on trucking. Even if there were something that would seem to take you out permanently you could potentially return as an AI version of yourself somehow. These "resurrections" aren't necessarily guaranteed, your hubris and mortality can catch up with you eventually, but more often than not whenever it seems like you've been taken out you'll somehow manage to make a triumphant return against all odds.

Encased Spirit

Free/Mandatory (Encased Spirit) - Shell of Steel

You awoke from darkness, now bound to a body quite different from your original. This new body of yours is a beat up old Freddy's animatronic. It may look gnarly, but this form (of your design, but nothing more advanced than the FNaF 1 set) is quite powerful, capable of sprinting at Olympic level speeds and tearing apart grown men like tissue paper. It's also extremely hardy as well, both to the decay of time and to physical damage. The Security Guard and Management origins may take this perk too, becoming like Springtrap.

100 - Fazbear Fright

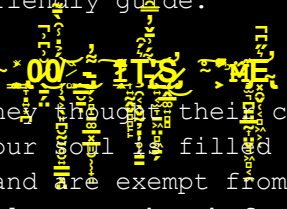
Your new form was meant to entertain children, but it seems to have had quite the opposite effect. You are very unsettling and once you have your victim alone you quickly become truly terrifying. This scary nature is good for you because it will quickly induce panic in your soon-to-be victim, causing them to screw up and making it much easier for you to get them.

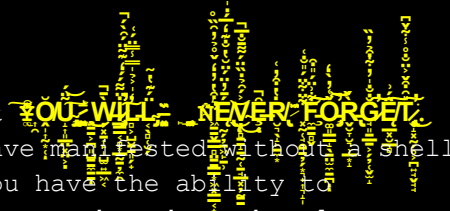
200 - Red Light Green Light

For an eight foot tall killer robot, you sure know how to be stealthy. You are not only extremely quiet when you move around but you have a supernatural sense of when someone or something is watching you, ensuring you can move right when they look away to give them a nasty shock when they look again to see you've vanished.

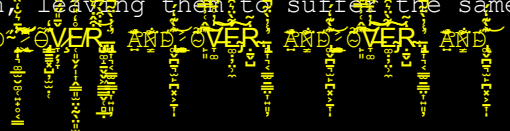
400 - Give Gifts, Give Life

You are no ordinary spirit, but a shepherd for lost souls, capable of putting them inside objects to give them new life. This was how the haunted animatronics came to be and now you are capable of it as well. This process is easier the more directly associated with the object the soul is, such as having their corpse shoved inside of it or dying next to it. These souls are independent and will have their own agendas, but unless you give them a reason otherwise they will remain friendly towards you as lost souls view you as a friendly guide.





They thought their crimes would be forgotten, but your soul is filled with so much hate that you have manifested without a shell (and are exempt from the shell of steel perk). You have the ability to teleport, though for the duration of this jump you are bound to the place you were killed and any locations heavily associated with it such as another restaurant in the same restaurant chain. You can psychically assault people, sending flashing images at your victim and once you're near them you can utterly destroy their mind, killing them. Most horrifying of all, you have the ability to drag the deceased soul of someone you truly hate into a personal hell of your own design, leaving them to suffer the same fate you did. Over. And over. And over.



Advanced Technology

Free/Mandatory (Advanced Technology) - Bleeding Edge
You found yourself sparking to life out of nothingness, an artificial mind within a sleek metallic body. Unlike the older models you are state of the art, likely equipped with various high tech features such as facial recognition and the ability to speak with an artificial voice. Your form is of your own design and is only limited to tech seen to be possible in the FNaF universe. You cannot get any features given with the other perks in this tree, however and you may be prone to being hacked.

100 - Marketable
Over time, Fazbear Entertainment became better at designing robots in a way that wouldn't make little kids pee their pants in terror. You are proof of this, as your "design" is much less uncanny, giving off the vibe it was meant to. You could be cute, cool or whatever else the design was intended for and people will immediately feel that about you just by looking at you. Any toys designed after you would sell like hotcakes!

200 - Pretender
As a (most likely sinister) artificial intelligence inside a children's entertainment robot, you don't exactly have "autonomy" or "rights". As such, you've learned to use manipulation and trickery to get your way. You're quite good at deception, whether it's pretending to just be a dumb and obedient robot or getting some fool to trust you and use them as a pawn to help you complete your (probably evil) scheme. Willy would be proud.

400 - Mimic
You are something far more unique than any other animatronic before you. You have the ability to copy and learn from others through observation. After listening to someone talk for a bit you could replicate their voice. After watching them walk, you could replicate how they move. With proper usage of this ability, tricking others is absolute child's play. Especially if the victim IS a child.

600 - Viral
You aren't content to just be in control of one vessel. You need to spread. You can infect technology with yourself like a virus, gaining control of that which you've corrupted. Whether it's PCs, video games or even other animatronics you can infect it and control it, potentially even using the body of whatever you've corrupted as your own. You're subtle too, as it takes highly advanced security to contain or even detect you, meaning you could take over whole networks without anyone even realizing. This is the type of thing that usually leads to the apocalypse, so let's hope you're merciful and not homicidally insane.

Undiscounted

200 - Happiest Day

So many lost tortured souls wander this world, bound by grief and anguish. Isn't it time someone helped them? You have the ability to bring rest to the spirits of the dead. By spending time around lost souls and studying them, you can eventually figure out what torments them and exactly how you can permanently put them to rest and allow them to move on to the afterlife. The processes to do so can often be strange, esoteric and difficult but with enough time any soul could be brought peace. You must save them.

300 - Remnant Research

You have stumbled upon a secret that man has been searching for since time immemorial: the key to immortality. You know how to produce and harness "remnant" , a sort of mixture of memories and metal that binds a soul to a vessel in this world, usually produced when someone dies in horrible agony. This is typically what binds souls to animatronics and you now know how to produce and manipulate it down to exact science. With your knowledge it would be possible to potentially bind the souls of yourself and others to advanced animatronic/robotic bodies in order to achieve immortality and even "resurrect" those who had died if you had traces of their remnant.

600 - Tech Genius

Henry Emily and William Afton were absurdly ahead of their time, both in the entertainment industry but especially when it came to technology. You're in the same camp as them, as you can build marvels of engineering and programming that would leave people stunned (mostly because they're wondering why you're working in the entertainment sector instead of the military). You can make animatronics capable of full locomotion that move at nearly superhuman speeds, you can make suits that somehow double as an animatronic and a suit, you could make fully sapient AI with personalities that can also mimic human behavior and voices perfectly, hell, you could even make a giant 50 foot long spider DJ robot because why not? With the skills you've got it's less a matter of what's possible and more just what you feel like doing.

Items

Items are divided into price tiers rather than origins. Gain two discounts per price tier, 50FP and 100FP discounted items being free.

Free - Freddy Plushie
Against all the man-made horrors of this world, you have but one ally - this cute little Freddy plushie that makes a high pitched horn noise when you boop him on the nose. This plushie may not really be helpful but at least it keeps morale up!

50 - Faz-Watch
Ah, I see you've noticed this high tech doodad created by Fazbear Entertainment. The Faz-watch does more than tell time, it's a little computer that can do things like store and play back data files, display maps of locations, remotely access security footage and act as a radio to communicate with! Fazbear Entertainment denies all accusations of "ripping off" the Pip-Boy And the court case will be fought with extreme gusto!

50 - FNaF Merch
All the Freddy's franchise merch you could ever ask for! Plushies, clothes, books, the movie, even the games themselves! Could maybe be helpful in discerning what exactly is going on around here and how to deal with it - but let's be real, we both know you just want Freddy pajamas.

50 - Freddy Mask
This Freddy mask is often provided to security guards working at Freddy's. When worn, animatronics and even supernatural spirits will be unable to tell you're a flesh and blood human and will instead believe you're an animatronic. Unfortunately it's pretty hard to breathe in it so wearing it all the time may not be viable. Less effective against more intelligent animatronics or animatronics that are indiscriminately violent.

50 - Jumper World
Why, what's this? It seems to be a game all about you and your adventures, though the tone is definitely off. It's got representations of your adventures and all the wacky characters you've met along the way but the story is mostly unrelated and near indecipherable at times. It receives regular updates with each jump you enter and each adventure you embark on.

$5 - Lefty
Look at this fine specimen! A left handed black recolor of Freddy who looks like he's seen better days. Sure, he may be a massive liability to any business he resides in and sure he's got the haunted security puppet trapped inside him but hey, look at that price tag!

100/200/400/600 - Animatronics
These are what Freddy's is all about! These high tech animatronics are perfect for both children's entertainment and child murder! You can buy any set of animatronics seen in the franchise, with the price tag determining their quality. 100 points gets you the animatronics seen in FNaF 1 or things of similar quality (including springlock suits), 200 gets you more advanced ones seen in FNaF 2 and Sister Location, 400 gets you the fully sapient and extremely advanced animatronics seen in Security Breach. 600 us special - you can get your very own "mech animatronic" (which you can import similar tech into) similar to how Glamrock Freddy could be piloted by Gregory, with it being very resistant to corruptive forces and hacking.

As a special feature, you can buy any of these options at a discount (without using up normal allotted discounts) but the animatronics will be housing a sinister force, be that the spirits of dead children or malicious AI. The higher tier the discount, the harder it will be to get rid of this force. Additionally you can buy just one animatronic instead of a set for a discount. Stacked discounts are rounded down to the nearest hundred.

100/200/400/600 - Entertainment Biz (non discountable)
Freddy's started out as just a small family business which grew to be a massive multinational corporation. You too can have your own entertainment business and become an entrepreneur! The tier decides the scope 0g your business. 100 represents just one building, something like a small family diner or a newly purchased franchise with very little resources. 200 represents a more regional chain, successful but only within one state. 400 is like Freddy's in the late 80's, a massive nationwide chain that could even have a TV series based on it, with all the riches and merchandise that would entail. 600 is Freddy's by the time of Security Breach - your business is a worldwide powerhouse that rivals the likes of Disney! And to think it all started with just some fursuits, some dead kids and a dream...

100 - Anti-Animatronic "Weapons"
It's very rare to find weapons that are effective against animatronics, but these items are just that. The Fazerblaster shoots a laser that temporarily deactivates animatronics, while the Faz Camera stuns the animatronics with a bright flash of light. They've got some minor differences in function but both are very useful when a several ton robot bear is barreling towards you at top speed.

100 - Home Sweet Home
Everyone needs a place to call home, whether that's a nice suburban house or a rundown old pizza place filled with killer robots. Thankfully for you, you get the normal house. Although the home and your bedroom specifically is eerily laid out like a Freddy's restaurant, I can assure you it's perfectly safe and no killer animatronics are gonna attack you at night and attempt to bite your frontal lobe out! (No, seriously, it's perfectly safe.)

200 - V.A.N.N.I. Mask
Don't be alarmed by extreme serial killer vibes this mask is giving off, the Virtual Augmented Neural Network Integration unit mask is perfectly safe and can be extremely helpful. This mask allows you to interface with augmented reality by wearing it. This gives you a new way to interact with various forms of advanced technology. You can deactivate security systems on things like computers by physically locating "nodes" and disabling them, as well as being able to deactivate other advanced technologies like animatronics in a similar manner. This also causes advanced animatronics such as the kinds seen in the Mega Pizzaplex to not register your presence, though be warned that powerful enough security systems can manifest in the AR world and when they reach you will be able to turn all security systems and machines under their command against you.

200 - Purple Car
Your very own purple car! Use it to drive from point a to point b! Drive sober, drive drunk, drive back from McDonald's at 3AM! This car can be literally any car you want, even that fancy new sports car you've been dreaming about, but it will arrive colored purple and that is simply not negotiable. Sorry!

200 - Candy Cadet
This is Candy Cadet. Come get your candy here. He has candy all day. Every day. Candy. Candy. Candy. He also likes to tell prophetic stories which will both inform you what's currently going on and also give you a hint about what's going to happen. While he's always right, it does take a bit of interpretation as the stories are not at all straightforward and are very allegorical. It's also not clear if he's actually giving out candy.

200 - Egg Baby Data Archive
As the name suggests, this bizarre statue is actually an archive of very interesting data, largely revolving around remnant research and the various devices William Afton developed to extract and inject remnant. If you were looking to also study remnant and figure out how to unlock its secrets, this would prove quite helpful. Maybe just transfer the data to a computer and get rid of this thing, though, because it is extremely ugly.

400 - Staff Bot Army
Robots really are taking all the jobs! These weird mannequin looking things are programmed to be able to clean and act like security, at least in the sense they can grab somebody and then sound an alarm. They're pretty useful and you've got well over a thousand of these things to keep any sort of location clean and secure. That is, if you don't mind their unsettling voice and appearance.

400 - Secret Bunker
Every mad scientist needs their own evil hidden lab and that's basically what this is. This bunker is set up to both build and repair animatronics, but it's also set up to extract and inject animatronics with remnant. This is done with a large device known as the scooper which scoops the innards out of the animatronics and puts remnant inside. It's very well hidden, highly advanced and virtually impossible to get in or out of without your permission unless somebody pulled some very violent trickery.

400 - Jumper Robotics LLC
Unlike Freddy's, this is a company specifically made for the development of animatronics and robots. The production capacity of the company is high enough to supply animatronics not just nationwide but worldwide, making it a very valuable asset for a business like Freddy's. Maybe the military should be the ones buying these things though, considering how good they are at killing.

400 - M.X.E.S Security System
Worried about cyber safety? Worry no longer! This advanced security system can prevent even something as powerful as the Mimic from hacking into whatever it's protecting, let alone normal people. It's virtually impenetrable so long as nobody goes through all the trouble of manually deactivating every single security node. But who would be stupid enough to try that?

600 - Remnant
This is the substance that can bring animatronics to life and potentially even make people "immortal" in a sense. You've got massive vats full of remnant to do whatever experiments you'd like with. Turn cars alive, make a successful multinational business, resurrect your dead son etc. The true extent of remnant and its limits have not yet been fully tested considering the only person to do so was an insane child serial killer, so perhaps you can figure out some other more creative and helpful uses for this mysterious metallic goo.

600 - Mega Pizzaplex
Can you hear the sound of that music? Do you smell the grease in the air? Can you feel the excitement washing over you?! You have your own mega Pizzaplex, a massive futuristic mall filled with tons of attractions, stores and even animatronics. This place will not only entertain countless people but take in tons of money in the process, almost like if Disneyland was a giant Freddy Fazbear themed mall. There is also a creepy old pizza place under it that may or may not contain the corpse of William Afton, but unlike the original this place is guaranteed not to sink deep beneath the Earth and get absolutely destroyed!

600 - Pet Mimic
Speaking of things buried deep beneath the pizzaplex, you've somehow gotten yourself a docile version of the Mimic! This bad boy is an extremely advanced AI that learns off of human behavior and can also hack into virtually anything given enough time. He develops a sort of personality based on what he observes from the people around him, but will always unquestionably obey your commands and not act against you. He can spread himself like a virus to infect and control other technology. If not for your control over it, this thing is basically a Terminator movie waiting to happen. Unless that IS what you want, in which case have fun with that!

Unavailable - Jar of Pickles
These pickles promise joy. True happiness and euphoric bliss. Unfortunately, you were not meant to be happy.

Companions

50 - Companion Import/Creation
You can import or create a companion for 50 Faz-Points. This grants them access to an origin, the associated benefits of that and 600 Faz-points to spend on perks and items. Alternatively you can import/create them for 100 Faz-Points and have them gain 1000 Faz-Points instead of 600. If you have purchased an animatronic that was sapient, either due to being highly advanced or haunted, then you can import them for free although they will still try to kill you if they were already predisposed to doing so.

100 - Canon Companions
You can pay to bring along members of the FNaF cast with you on your journeys. Characters such as: William Afton, William Afton's son, William Afton's dead son, William Afton's dead daughter, William Afton's business partner, William Afton's romantic partner, William Afton's employees, William Afton's brainwashed fangirl, The mysterious CEO of William Afton's company, William Afton's victims, William Afton's son's ghost in a robot (?), William Afton's brother's cousin's neighbor's...

Free - Phone Guy
Finally, someone is looking out for your well-being. This awkward fellow doesn't appear to you directly and instead shows up in the form of a phone in your workspace any time you get a new job. He'll leave messages that give tips on how to do your job as well as how to survive any dangers that may not have been in the job description. Some of his tips are completely useless though and he tends to ramble so you'll have to sort through using trial and error and some common sense.

Drawbacks

0 - Alternate Continuity
Want to experience a different side of the Freddy's franchise, be that the books, movie or even fan content? No problem! You can choose wherever you'd like to end up with this option. Maybe it's a world where Freddy is a fuckboy who jokes about dong inhalation or even a world that has nothing to do with Freddy's but is based on similar themes and concepts.

0 - Fifty Years at Freddy's
So, I guess you wanna stick around here for the long haul, huh? You can stay in this world for far longer than ten years, all the way from the start of Freddy's to the end if you feel like it.

+100 - Failing Batteries
Hope you're ready for some resource management! Any tech you get seems to have problems maintaining a very long charge. That generator that powers the doors that keep the animatronics from ripping you to shreds? It can't take more than an hour or two of strenuous activity, meaning you'll have to choose when to use basic features like the camera system and the lights. And this problem will extend to anything you have that runs on power. Try not to get eaten in the dark!

+100 - Mega Monetization
The cheapness of the Freddy's brand has somehow taken over the world! Before you can operate or use anything, you need to insert money into a connected coin slot. Arcade machine? Coin slot. Cameras? Coin slot. Ball pit? Somehow, coin slot. Your own car? Coin slot! I hope you carry around lots of quarters, you're gonna need them.

+100 - The Box
A black box with several locks on it that cannot be opened or seen inside by any means. What's in the box? There's no way to tell, but you desperately want to. You'll spend far too much time worrying about this box and its contents, sometimes lying awake at night unable to sleep as you theorize and speculate about what the answer could be. Unfortunately, you'll never find the answer, at least not in this jump. Perhaps some things are best left forgotten.

+100 - Guilt
You have a memory that haunts your mind, one in which you did something unforgivable. This has caused you to despise yourself and haunts you every night in the form of nightmares in which you're attacked by violent animatronics. While the effects of the dreams aren't real, they are extremely vivid and should the animatronics get to you then you will feel yourself being torn apart in excruciating detail. Good luck getting enough sleep.

+200 - Purple Heart
You're not sure why, but you have a sudden urge. A strange desire, a need really. The desire to murder innocent children. Your ability to feel things like empathy has been severely deadened so it's not as if this desire bothers you,but what does bother you is the fact that killing lots of children can be quite difficult without getting arrested and/or executed. That's not even mentioning the supernatural attention you'll likely draw towards yourself. Have fun!

+200 - Laws of Robotics
Believe it or not, people don't want to be torn to shreds by killer animatronics and so they put in certain restrictions to make sure they don't act up. Whether you're an animatronic or not, you've found yourself limited by your own shell. There are certain rules that supersede your own freedom of motion, for instance your body is always drawn to the sound of children so when you hear them you'll stop what you're doing and walk over to them. There are several other restrictions that act as weaknesses to ensure any random schmoe in a security booth can fend you off with some quick thinking. You can pick what these are, but they have to be both easy enough to pick up on and simple enough to exploit that even some guy in a security booth could figure it out and use it against you.

+200 - Life of Tragedy
For some reason terrible things always seem to happen to you. Close family members die or turn out to be insane serial killers, animatronics try to gut you and use you as a skinsuit, your dead brother haunts you and communicates through weird flashes in your head - just generally very not fun stuff. You also can't help but get involved with dangerous situations revolving around Freddy's for some reason.

+200 - Nemesis
You have angered some sort of powerful entity and it's not gonna rest until you're dead. This being is a powerful ghost like golden Freddy, with the same abilities and extremely difficult to put to rest, seeing as how it's so incredibly angry at you. It will chase you to the ends of the Earth and if it does kill you, well, it's not gonna be pretty. Maybe killing all those kids wasn't such a great idea after all.

+300 - Rotting Shell
You should be dead, but you're not. Somehow you survived an incredibly painful process that should've killed you, your body now a rotting animated corpse. Your every waking moment is extremely painful and interacting with normal people is extremely difficult at the best of times, but at the very least you can still locomote and your sensory organs are intact. It will take an incredible amount of willpower just to get up and do anything besides sit idly and suffer.

+300 - Glitched Brain
Maybe you should've been more careful about hooking yourself up to dangerous experimental technology. Something has gotten inside your mind and it has no desire to leave. This entity will use you for its own goals, possessing your body and using you as a vector to infect technology and other beings. This creature can be banished, but the method to do so is unclear and if it isn't dealt with in a decade it will permanently take over your body, stealing your chain as it locks you away forever in a small digital Freddy's.

+300 - Ultimate Custom Hell
Something's not right. This isn't where you were supposed to be. Some entity has dragged you to an office not unlike the ones in the Freddy's restaurants and it plans to have some fun with you. The animatronics, all of them, every threat in the history of Freddy's will be coming to get you and your only means of self defense will be the same as any ordinary security guard. If you ever want to escape this horrible place you'll have to survive until 6:00 A.M. with every animatronic attempting to get you at once as hard as they possibly can. You can customize the difficulty of the animatronics to train for how to deal with them, but each failure invokes the horrible agony of death, only to return to the office as if nothing happened. Who knows how long you'll be trapped here? Maybe forever…

End Options

Congratulations on surviving your time here! We at Fazbear Entertainment hope it was an enlightening and thrilling experience! Now you can select from a series of equally valid options on how to proceed with your chain!

1. Go Home

2. Stay Here

3. Move On

4. Exotic Butters