Freddy vs Jason vs Ash
A Jumpchain CYOA

You've heard their stories.

A town, haunted by a murderer that kills his victims in their dreams.

A lake, where a young child drowned and a murder was born.

A cabin, where the restless, evil dead rise to corrupt and destroy the living, and the man chosen to stop them.

These three souls are on a collision course, beginning with a titanic battle between the Springwood Slasher, Freddy Krueger, and Jason Voorhees, the Immortal Killer of Camp Blood. After Freddy used Jason to gather power in his name- giving him enough power to invade dreams once again- only to realize his mistake when Jason didn't stop killing, depriving him of victims. The two fought, and in the end Jason was victorious.

But Freddy wasn't done yet; five years later, when the two survivors of their fight returned to Camp Crystal Lake, Freddy spoke in Jason's mind as Pamela Voorhees once again:

"You need to go back to our old house and find a very special book. It's buried deep in the cellar.

Necronomicon Ex Mortis. The Book of the Dead."

…but we're getting ahead of ourselves. You will start out on January 1st, 2003. In September, the bloodbath will begin again, with the resurrection of Jason by Freddy.

Here's +1000 CP, to help you survive the horror ahead of you.

Origins

Roll 1d8+20 for your age; you can pay 50 CP to choose it and may also change your gender, if you want. 100 CP perks and items are free for their Origin

Drop In- Yeah, this whole "crossover" thing? Isn't as impressive when you do it every ten years or so. That being said, at least these ten years should be entertaining.

Nightmare Warrior- The Nightmare Warriors are a group consisting of various survivors from Jason's and Freddy's many rampages. In six years, if everything goes according to canon, they will band together first as a therapy group, and then as a band of true warriors- led by Ash Williams- when Freddy takes over Washington D.C. with an army of Deadites. You are another survivor of one of the two slasher's killing sprees- or maybe you had the bad luck to encounter both of them.

Scientist- Whether you work for the U.S. Government, or work on your own, you're a little bit more knowledgeable about the paranormal than everyone else- as well as one mundane field of science, which you have a doctorate in.. Normally, someone like you would only get involved later, when the President orders Camp Crystal's lake to be dredged, recovering the body of Jason Voorhees and the Necronomicon in an attempt to use them for military purposes… but through some strange twist of fate you're here, now.

Serial Killer- Ch-ch-ch, ah-ah-ah… bitch. You're an infamous serial killer; whether you do it for the thrill of chasing down screaming teens, vengeance over the people that wronged you, good old fashioned family fun and tasty cooking, or even as some sort of twisted justice, you've killed quite a few people in quite a few ways. You've been laying low for a while though; maybe the police were hot on your trail, or maybe you were just taking a quick dirt nap before the next round of ultra violent murders.

Locations

There's a few months before the party really gets started, but I'm sure you can find something to do in these places. Roll 1d8, or you can pay 50 CP to pick where you start; you can start in Springwood, Crystal Lake, or Elk Grove for free.

1. Springwood, Ohio- The town that Freddy Krueger called home, before he was burned alive and transformed into a nightmare spirit by Dream Demons. The town is quiet, for now, as knowledge of Freddy has been suppressed, keeping him from feeding off their fear of him.

2. Crystal Lake, New Jersey- This town, while small before, is practically a ghost town now- business has all but dried up, thanks to the massacres by Jason over the past few years. There are plans to build an S-Mart nearby, though this will take a few years to actually happen.

3. Elk Grove, Michigan- Ash's hometown; although the man hasn't visited it for some time, the cabin where his friends died and he was sent to the past is not too far away, in the nearby mountains.

4. Haddonfield, Illinois- Another small town, plagued by the occasional string of murders on Halloween- some even say it's the work of one man.

5. Round Rock, Texas- A small, quaint town in Texas. There's not much going on here, ever since the butchers closed down, but there's a gas station that serves chili that's to die for not to far away.

6. Baltimore, Maryland- The largest city in Maryland, home to numerous statues and monuments, as well as the Baltimore State Hospital for the Criminally Insane.

7. Fairvale, California- Yet another small town, this time in California. There's a hotel not too far from town that might be worth checking out, though.

8. Free Choice- You can pick any location on Earth to start at.

Drop In Perks

Expy-dition (100 CP)- Causing crossovers isn't exactly possible all the time- not without a pod or some spending points, at least- but you might be able to set up the next best thing. You have a tendency to meet some unusual people- who might even resemble people you've met in the past- for better or worse. This tends to happen way more often in worlds where people like them would fit in better, or in worlds where such things might've happened before. For example, you might happen to meet a bat-themed superhero in a city that's also home to red and blue clad wall-crawler, or you might meet futuristic knights or a kid in green tights in a world where sword play is the name of the game. These people might look similar to the people you've known, but make no mistake- they are very different people. You can toggle this perk on and off if you wish.

Set Piece (200 CP)- Setting the stage is important for a fight- you don't want to just duke it out anywhere, do you? Luckily, you have the unusual ability to make fights happen in interesting, varied locations- often with lots of opportunities for improvised weapons, or the ability to use the environment in some way. This won't delay the fight; circumstances will just make it happen somewhere cooler.

Lets You and Him Fight (400 CP)- Why fight your enemies, when you can get someone else to fight them for you? You're a master at getting people to fight each other at various degrees of seriousness, in the spirit of all great comic book crossovers. You could get two best friends to fist fight with a few choice words, get two super-hero teams riled up against each other to the point they start brawling it out in about a day, and you could make three horror icons start killing each other by- well, you could probably just stick them in a room.

Call in the Calvary (600 CP)- See, the problem with fighting an army of dead-heads who've taken over the nation's capital is this- even if you're a big badass with a chainsaw and a shotgun, it's still a freaking army. Luckily, you have some odd luck; whenever you decide to fight someone, all their enemies just happen to come around at the same time to help you out. This might be an "enemy of my enemy" situation, or it could just mean that you get some unexpected help- not that the military mobilizing against someone who took over Washington DC and killed the president is that surprising.

Nightmare Warrior Perks

Survivor (100 CP)- You survived a murderer once before; you'll be damned before they get you this time. You have the instincts of a survivor. You know when to run, hide, and when you need to fight back. You don't make dumb horror-movie-chick mistakes either, like running off into the woods away from your well-armed friends when you see something scary.

Arm Up (200 CP)- Funny how people like you seem to find the things you need, when you need them, huh? You've got great luck at finding weapons you can use; guns, circular saws, machetes, anything up to a tank or the local equivalent thereof. What's more, you're unusually skilled with whatever you find- enough so that you could at least drive and shoot that tank you just found, or shoot that gun, or hack away with that saw or machete.

Monster Hunter (400 CP)- When you get down to it, this a world of monsters. Spirits haunt the sleep of children, zombie killers arise from lakes again and again, and demons swallow the souls of the living. But someone needs to fight back, even if it's just to free the rabble from the terrors of the monster of the week. You can do that, now; you're amazingly skilled at fighting monsters, be they zombie shamblers or spirit ramblers, and can fight toe to toe with freaks like Jason without getting shredded like so many others. Not only that, but your attacks seem to do a lot more damage against monstrous opponents- severing limbs and cutting through hide where others would be hard pressed to even draw blood.

Assemble the Chosen Ones (600 CP)- One person isn't always enough to fight back evil; not even a Chosen One like Ash Williams can fight off an Army of Darkness by himself- not for lack of trying. When it comes down to it, you just need a couple of others to help you out, be they Dream Masters, telepathic chicks, long lost Voorhees, or just some schmuck who thinks he's the only one who can take down a masked killer once and for all because he beat him twice before. Luckily, finding people with these special abilities and talents is a lot easier for you; what's more, once you've found them you'll have an easier time convincing them to follow you and see you as a leader.

Scientist Perks

You Need Help (100 CP)- You're good at convincing people of your point of view, especially when it seems that you have their best interests at heart; you could convince a group of traumatized, vulnerable, and paranoid adults to gather together for the purposes of therapy quite easily, and even get someone with a huge ego to consider your offers of help. Whether you're truly altruistic or not doesn't matter.

The Man Behind The Mask (200 CP)- A man who became a monster still has a man inside of him, and you can see that man as well as any other. You're great at constructing psychological profiles for others, and even inhuman creatures are possible for you to understand on some level; potentially, you could use this to predict their actions, behaviors; maybe even their thoughts.

Project: Black Book (400 CP)- With the existence of the supernatural, is it any surprise that science has advanced further as well? In secret labs beneath the capital, scientists work to unravel the secrets of the paranormal- creating machines to translate the Necronomicon, finding ways to open portals to the Deadite's dimension to retrieve Freddy Krueger, even attempting to find a way to replicate Jason Voorhees's unique condition. You have an increased knowledge of science that could make these things possible for you to do. Hopefully, you'll be a little smarter about it than Uncle Sam was.

Project: Chosen Ones (600 CP)- One of the attempts to use Freddy, Jason, and the Necronomicon didn't involve the two killers or the book at all- rather, they took a look at their victims, instead; people they believed to be "focal magnets" for the supernatural- to see if they could replicate that special something that made them survive, where others had died. While the project quickly fell through, you seem to have attained the knowledge they were seeking. By putting individuals in high-stress, dangerous situations, you can mold them into "chosen ones"- people who are naturally adept at survival, who seem to pull through in tough situations with a mixture of luck, determination, and quick thinking, and who seem destined for greatness- or at least not getting killed so easily. Just remember; these so called "chosen ones" pale in comparison to the King, baby.

Serial Killer Perks

Hack and Slash Horror (100 CP)- Taking lives is something you've become quite good at; whether it be with a blade, a chainsaw, or your own two claws, you strike terror into the hearts of others. Your extremely skilled and seem to do more damage than would be thought possible with a weapon of your choice, and you become a terrifying figure that haunts people's dreams is easy for you, even without nightmare powers.

Go to Springwood (200 CP)- See, there are certain advantages to everybody knowing your name, but there's also something to be said about being anonymous. And sometimes to get the best of both worlds you need to send someone else to do your dirty work for you. You're good at finding people that have talents that would be useful for you, be they hulking brutes or just someone who can make others vulnerable.

He's Back! (400 CP)- You kept coming back to kill; again and again, even when you should be dead and buried. You're unnaturally tough, even for a normal person, with brute strength and toughness that could give Jason some pause. Your greatest ability, however, is how you can survive and recover quickly from inhuman amounts of punishment- get thrown through walls, impaled, even cut your hand off with a chainsaw and you'll walk away fine a few minutes later, seemingly none the worse for wear due to bloodloss or damage. If you already have the ability to return from death, coincidences will often lead to your revival as well.

I am the Necronomicon (600 CP)- Deadites have been around for hundreds of years, possibly more. But there's something that sets those like Freddy and Jason apart from your standard horror movie monster, and that's power. But again, not everyone is as cursed as them to have so much power- which is why you're good at taking it. Just like how Freddy was able to absorb some of the Necronomicon's power, letting him use some of the supernatural powers it possessed- such as the demon resurrection ritual he used to revive himself, as well as making reality a "waking nightmare" in the area around him- you are capable of sapping the supernatural energies of objects over time, letting you you use their powers as if they were inherent to you. The more powerful the object, the longer it will take to absorb its strange energies. Completely absorbing an object's power will make these enhancements permanent (barring something happening that causes you to lose them), but some such as the Necronomicon may be too powerful to do so.

Supernatural Powers

Nightmare Spirit (600 CP)- You're a Dream Demon, created by other Dream Demons to haunt the living in their dreams on their behalf. Or at least, that's what you're supposed to be doing; they kinda just let you screw around most of the time, so long as you don't go against their wishes or try and cheat them. You can enter the dreams of the sleeping, where you are, essentially, an powerful reality warper- able to bend their dreams to your whims. Wounds you inflict on them will transfer to the real world, and if you kill them you will be able to absorb their souls, strengthening your powers. You also have enhanced physicals; enough to throw down with a brute like Jason, but not enough to overpower him. You're nigh-unkillable in the Dream World- vulnerable only to things like holy water, or being dragged out into the real world. Nightmare Spirits have no extra fail conditions, but if forgotten will spend their stay here in a sort of limbo until they are remembered and feared again.

+Waking Nightmare (600 CP)- When Freddy Krueger first absorbed the powers of the Necronomicon, he gained the ability to use some of his powers in the real world by creating a "waking nightmare"; a sort of sphere with a radius of about 300 feet with him at the center. You have somehow gained the same abilities, but they come with a few limitations: you cannot directly affect or change yourself (save for some weaker versions of powers that you have in the Dream World; shapeshifting and the ability to survive huge amounts of trauma such as having your brain cut in two among them) or others (doing so indirectly is fine, such as by generating ice around them), and anything you transmute or create is reverted or destroyed once it leaves your sphere, and you cannot create any supernatural things unless specified otherwise. You can change the environment to any other normal environment and can make it bend to your will, creating doors that lead to other places in your waking nightmare or making space stretch and bend. You can summon explosions powerful enough to destroy buildings (things you destroy, including people, stay destroyed after leaving the waking nightmare if they were already there), summon huge gouts of flame, and even create nigh-indestructible barriers. You can create weak minions, a little stronger than a normal human adult, corrupt animals and plants into loyal Deadites, create clones of yourself that die after taking a single hit, teleport within the waking nightmare and finally you can turn manifest a giant version of your head in the sky that you can speak, see, hear, and use your abilities through. While it may seem that way to your enemies, you are not omnipotent, omnipresent, or any other type of omni inside the sphere; you just have a lot of magical, reality warping power.

Zombie (400 CP)- Just like Jason Voorhees, you're a hulking brute of an undead; strong enough to rip a person in two effortlessly and shrug off gunfire- including shots to the head- thanks to a powerful, dead body and a black undead heart that refuses to stop beating, healing you from even the most catastrophic damage so long as your body is mostly intact. Being dead, you don't require sustenance such as food, water, sleep, rest, or air, and you are immune to disease and poison (though some tranquilizers may work on you). You don't really feel pain, can move fast enough to give the illusion of teleportation when unseen, and have heightened senses. Unlike Jason, your body will heal back to looking normal and you don't share his compulsions to kill.

+You Can Never Die, Jumper… (400 CP)- That's your gift; you can never die! Your soul cannot be destroyed or irreversibly damaged, and once a year when killed instead of failing the current Jump your body will enter a dormant state (if destroyed entirely, your body will reform in a safe location) where it will slowly begin to repair itself, working over a period of one to six months until you are whole, your mind asleep until then. Barring drawbacks, your body is guaranteed to be able to safely heal over this time period, and the process can be sped along if you already have access to other methods of revival. You will not fail a Jump if you are in this state when it ends.

Chosen One (300 CP)- You're one of the chosen ones, like Tommy Jarvis, Tina Shepard, and so many others over the years who've survived being attacked by Jason, Freddy, and the other terrors of the night. Simply put, you've got luck on your side- though you may not feel so lucky standing among the bodies of your not-so-lucky friends. Coincidences often save your life, and when hurt you can cling to life in an incredibly tenacious way, surviving wounds that should see you dead long enough for you to get medical attention. Push this too far, though, and you'll soon find that you're not as lucky as you once thought…

+The King (400 CP)- You're not just A chosen one; you're one of THE Chosen Ones, like Ash, with capital letters and everything! Basically, fate wants you to win and survive whatever gets thrown your way. When you're the underdog, up against far superior opponents, you'll often pull through and survive- and maybe even find a way to win. Deus Ex Machinas get thrown your way occasionally, too, be they allies coming to your rescue or suddenly finding the MacGuffin you were searching for when on an unrelated venture. As the great man once said- hail to the king, baby.

Possessed Machine (400 CP)- Whether you're some sort of prototype AI, or maybe a Deadite that's somehow managed to enter a machine, you're something very odd, even for this world- a nearly 15 foot tall machine, armed with wicked metal claws that can shred men like a fruit in a blender. Naturally, for a metal monstrosity such as yourself, you're damn near impossible to kill with guns and melee weapons, and you don't need any of the stuff that fleshbags need, either, such as "food" or "air".

Army of Ghosts (600 CP)- A Dream Power, possessed by the Alice's son, Jacob, that manifested once she passed her Dream Master powers onto him; you can summon the souls of your enemies' victims as spirits, possessing all the abilities they had in life- as well as any Dream Powers they might have possessed, as well. After summoning them you can concentrate to keep them in a semi-spiritual form, where they are invulnerable to most forms of harm; breaking or losing your concentration won't unsummon them, but it will leave them open to attack and potentially being defeated or destroyed. Do note that you can't force them to be summoned (if they don't want revenge, they won't be summoned), and that you have no special power over them other than the ability to send them back to whence they came. It also only summons people; no army of ghost ants and flies for you.

Drop In Items

Crossover: The Crossovering (100 CP)- Ever wanted to see a crossover happen, but weren't able to make it happen yourself? Well, now you can; this handy device is capable of making movies, comic books, books, even TV shows featuring any number of franchises interacting. See the Justice Leage fight the Avengers on the big screen (or however big your TV is), or finally settle all the "who would win" arguments once and for all. As an added bonus, you'll get a trillogy of movies and an eighteen issue comic book series about your stay here, for free.

The Crossover Special (200 CP)- A peculiar set of gloves; on one hand (glove) you have four machete-like blades. When you flex that hand, the blades reveal themselves to also be miniature chainsaws that don't seem to run out of juice. Flexing that hand again will cause them to turn back into machetes. On the other hand (glove), you have four shotgun barrels positioned in a similar manner that seem to fire when you will them to, and don't need reloading- but otherwise have a normal fire rate. Despite how bizarre these weapons are, you will be able to instinctively use them and developing an effective combat style will take little time, as well. They also seem to do a lot more damage than you would expect from weapons that strange and seemingly unwieldy.

Crossover Simulator (300 CP)- A Warehouse attachment, similar to the item above in that it simulates crossovers; however, it is also capable of allowing you to enter the "world" it creates where the crossover takes place, letting you meet and fight some of your favorite and least favorite characters. Since it's just a simulation, you won't be able to gain anything other than memories when you enter or leave it, and of course the people you meet will just be simulations, as well. It's capable of creating a wide variety of environments, and can simulate a theoretically infinite number of characters. Trying to learn advanced science or magic or any other supernatural things from the simulation is impossible, though you can practice what you've already got.

Nightmare Warriors Items

Boomstick (100 CP)- You really only need two things in life; a chainsaw, and a boomstick. While it doesn't necessarily have to be a shotgun, you have some sort of commonly available firearm that gets a lot of bang for its buckshot. It doesn't ever seem to need reloading, for one, and is powerful enough to put a hole in someone as tough as Jason Voorhees. Groovy. Free import.

Chain Lightning (200 CP)- S-Mart's top of the line chainsaw; this baby can cut through a steel beam or undead flesh like a hot knife through butter. Despite being over half the size of an adult male's body, it's also surprisingly light, enough that you can comfortably wield it in one hand.

Tank (300 CP)- Yeah, that's right, you've got your own tank. You can drive it and use its weapons pretty easily, even if it's just you. It also has a strange property; it's somehow able to get to places you wouldn't expect it to be able to get to. You could drive it right up to the White House and crash through to the second floor, somehow, if nobody was there to stop you despite how impossible that should be.

Scientist Items

Translation Machine (100 CP)- A special machine, designed by the U.S. Government for the purposes of translating the Necronomicon. It is capable of translating any written language into English.

Snake Bite (200 CP)- This is a weapon designed to tranquilize freaks like Jason Voorhees, who can't be taken out with plain old firepower. It looks like a hand held missile launcher, and has room for six rounds of extremely high-power tranquilizers- enough to knock someone like Jason out cold. It fires with enough force to send him through a wall, too, and the ammunition will replenish as you use it ensuring that you always have enough for reloads.

Deadite Containment Facility (300 CP)- Built in secret underneath Washington DC is a massive prison complex, meant for containing the undead creatures known as Deadites. Top of the line security and containment measures ensures that even the undead Deadites can't get out. You have a similar containment facility, and while it doesn't have any inmates yet I'm sure you'll figure something out. It follows you, and is staffed by equivalents to whatever military forces exist in the worlds you visit.

Serial Killer Items

Instrument of Murder (100 CP)- A wickedly dangerous melee weapon, be it a machete, chainsaw, clawed gloves or even just a kitchen knife. It's surprisingly tough; no matter how strong you get, it will always be durable enough for you to swing it around without worrying about breaking it. It also doesn't need any maintenace, so don't worry about clogging it up with the blood of your victims or anything like that. Free Import.

Closet of Clawed Hands (200 CP)- You ever hear about the blades and the bees? You have a closet stocked with right hands with sharp blades growing through the fingernails. They seem to follow your directions when you order them around. They're very protective of you, but when they're at rest they like to play card games, tic-tac-toe, and other simple games that can be played easily with one hand.

Hunting Grounds (300 CP)- Sure, seeing the sights and taking trips around the US is all fun and good, but there's always that one spot that you can't keep your mind off of. Maybe it's a forest, a neighborhood, or even a summer camp, but in any case it's near and dear to your heart. You've got one of those places, and luckily enough it's got you, too, and will follow you around on your journey. No matter what you choose, it seems that it'll always have a fresh supply of victims for you, no matter how many rampages or killing sprees you go on.

General Items

Minimum Wage (50 CP)- "My name is Jumper, and I am a slave to S-Mart…" Not! You don't have time to work, not when there's work to be done! Luckily, you get paid $58 dollars a day- that's $7.25 times eight hours- every day of your stay here. That's a whopping $21,170.00 dollars a year, baby, and there's no pencil-neck pen-pushers to dock your wages now. Just try not to spend it all in one place.

Cooler (50 CP)- You've got a small cooler; the type you might take on a fishing or camping trip. It's full of ice, and more importantly alcohol; closing the lid will refresh its stock of fine brews and spirits.

Halloween Costume (50 CP)- Whatever type of clothing you want! Hockey gear, striped sweaters, S-Mart uniforms… the only catch is that it can't be too protective. After it gets damaged, it will slowly repair itself over a short period time.

Companions

Companion Import/Creation- For 50 CP per companion, you can create or import one companion with 600 CP to spend. Companions cannot purchase property.

Canon Companion (50/200 CP)- For 50 CP you can recruit a canon character without powers, such as Tommy Jarvis, or for 200 CP you can recruit someone with special powers like Jason, Freddy, or Ash. You will need to convince them to come along with you.

Nightmare Warriors (300 CP)- The Nightmare Warriors; Ash Williams, Neil Gordon, Stephanie Kimble, Alice Johnson, Jacob Johnson, Tina Shepard, Rennie Wickham, Tommy Jarvis, and Maggie Burroughs. By purchasing this, you can take one or all of them with you on your journey, either as individual companions or all in one slot. You will meet each one on relatively good terms, and hit it off pretty well with them, but you still need to convince them to come along with you.

Ash Williams is THE Chosen One; fate's on his side, and he's really good at fighting boogeymen thanks to years of fighting Deadites. Neil Gordon is a psychologist; a relatively normal man with a slight addiction to Hypnocil, thanks to the fear of Freddy Krueger. Stephanie Kimble's real name is Stephanie Voorhees, and with the right touch of dark magic her power as a Voorhees can be awakened, giving her the powers of her uncle, Jason. Alice Johnson is the Dream Master; the guardian of good dreams and those who sleep. Her Dream Master powers have matured greatly, allowing her to do nearly anything in her dreams, but they have also made her very sick. Her son, Jacob, is a relatively normal guy, but was once a potential vessel for Freddy Krueger. Tina Shepard is a powerful telekinetic, and can even raise the dead. Rennie Wickham has empathic powers that allow her to sense emotions, and transmit her emotions to others nearby. Tommy Jarvis has become a paranoid loner after seeing so many people killed by Jason, but has also been preparing for a final confrontation with the immortal slasher- gathering a stockpile of weapons and honing his body. Maggie Burroughs opposed Freddy, once, and even killed him, but has since come to work for him for unknown reasons- possibly mind control of brainwashing. If you can convince her or free her from her father, she will join you as well.

Drawbacks (+600 CP Limit)

I've Been Here Before (+0)- What's that? You've seen Ash, Jason, or Freddy before? Well, if you want they'll remember you- your actions in the Friday the 13th, Evil Dead, and Nightmare on Elm Street Jumps will carry over to this world. If you've made companions of all three of them before coming here, than Ash will set up a groovy party as a celebration of the oncoming ten year vacation. Barbecue, pools, chicks, beer, chicks- the works. If you take any drawbacks in this case, beings strangely similar to Jason and Freddy will do battle instead, and Ash will grudgingly get out his chainsaw and boomstick.

Screaming Psychotic Chainsaws (+100 CP)- Uh oh, seems a few other horror movie characters have been drawn into the mix. Seems the Sawyer clan is having a good old fashioned barbecue, and they've decided to add chili a la Jumper to the menu. The ghostface killers have decided to stop imitating, and start outdoing- making it their goal to kill more people than Jason and Freddy combined. Finally, a disturbed man by the name of Norman Bates has decided he wants to use the power of the Necronomicon to enforce his own twisted views on the world.

+Halloween is Pumpkins and Child's Play (+100 CP)- What's that? Even more horror movie monsters have joined the fray? Michael Myers has somehow been drawn into this mess, though whether it's to fulfill his own agenda or as an unwitting pawn he won't say. Chuckie, a murderer trapped in a children's doll, seeks the power of the Necronomicon to restore his body, as does the being known as Pumpkinhead, who has been resurrected to take vengeance on the entire world.

++That Thing, IT Raises Hell (+100 CP)- Okay, no more, I promise. Deep in the Antarctic a strange being awakens, with the goal of assimilating all life, while in a small town called Derry in Pensylvania an abomination becomes aware of the powers of the Necronomicon. Also seeking the damned book are the Cenobites, lead by Pinhead, who wish to use its power to bring their own brand of pleasure to everyone in the world.

Freddy's In Your Head (+100 CP)- Seems Freddy, or a spirit similar to him, is rattling around in your noggin. While he's harmless, he likes to show you disturbing visions and hallucinations, and can even change what you're hearing since you're such a pig-fucking disfigured faggot with a testicle-sized brain.

I Know Your Type (+100 CP)- Seems everyone's got the wrong idea about you, Jumper, and your reputation's so far down the drain that even hard work will only get people to like you a little bit. You might be able to make a couple good friends, but do anything to piss them off and you're back to being a scumbag in their eyes.

My Name is Jumper, and I am a Slave to Barbecue (+100 CP)- Seems you can't help but pine for the domestic life. And all this supernatural nonsense happening; it's not really any of your business, is it? While you may still choose to intervene in the events that are about to go down, you'll only do for as long as it takes until you can get back to your grill and swimming pool. You can also forget about learning or stealing any of that supernatural stuff while you're here; it just doesn't interest you any more.

Does That Sound Like A Fairy Tale Ending? (+200 CP)- You've already seen some messed up stuff during your time in this world. If you're a Drop In, it happens soon after you arrive. In any case, you've got some pretty serious mental issues because of it- anxiety and depression among them, but also a lack of social ability and a few psychological triggers that cause you to flip out like a Nam Vet on the fourth of July.

I Had A Real Life Once (+200 CP)- But now? You're life is one B-Movie horror show after the next. Seems wherever you go, trouble's not too far behind… or above, or below, or right in front of you. You've got all sorts of ghoulies after you, and they're not particular about they people they hurt getting to you.

Movie-Chick Stupid (+200 CP)- "Look behind you! Behind you! No, don't go in the basement!" Sound familiar? That's what people are going to be screaming at you for your stay here, because while you're not dumb you sure as hell aren't wise, either. You have absolutely no common sense, and will happily run off alone to get chopped, take showers when you know there's a killer on the loose, and who knows what else.

National Threat Level: Royally Dicked (+300 CP)- Well, something has gone wrong. The sky seems to be leaking blood, like Mother Nature herself is on the rag, and somehow everyone in the good old U S of A has been turned into a soul swallowing Deadite except for you, your companions, the Nightmare Warriors and any enemies from drawbacks. Maybe Krueger's passed his "No Child Left Alive" policy?

Final Destination (+300 CP)- Okay, I lied, there's one more crossover. Early on in your stay your life was miraculously spared from an accident; unfortunately, now Death's pissed off and wants your soul. Extremely convoluted, highly dangerous accidents happen around you all the time as the Reaper Man tries to get what's owed to him, and you can forget about any plot armor or luck you once had.

A Taste of Your Own Medicine (+300 CP)- Since you like killing so much, why don't you have a taste of your own medicine? Every soul you've killed- from the humblest ant to the mightiest god- has been resurrected in this world, and they've all got one shared goal- killing you. Some have even been creepafied into undead ghouls and ghosts, so don't think you'll get off that easy if you've only killed a few average Joes and insects.

Ending

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Notes

-YJ_Anon