

By PsychoAnon

Into The Prologue

This town really used to be something. Now everything's dead and dying, and everyone is either moving out or becoming destitute. Nobody knows this better than Oswald, a kid whose parents are working super hard just to scrape by and can't afford anywhere else for him to hang out than Jeff's, a rundown pizza joint he's practically been living at all summer.

Trying to get some petty revenge on his dad, Oswald will jump into the old closed off ball pit to hide and scare his father only to find himself traveling through time, back to the 80's when Jeff's was a place called "Freddy's" and was the coolest place for kids to be. But once he discovers a gruesome murder committed by a yellow rabbit animatronic he'll narrowly escape back through the ball pit and his father will be captured by the rabbit.

The rabbit emerges and replaces Oswald's father, only Oswald able to notice the seemingly obvious change. Oswald will go back to Jeff's, back to the ball pit to find and save his dad. Oswald will go back into the pit. You're showing up just as Oswald is dropped off at Jeff's by his dad on the last day before school starts. Take this gift to help you on your journey.

+1000 FP (Faz-Points)

Origin

Select an origin. Perks and items are 50% off for matching origin. 100 FP perks and items are instead free for matching origin.

Kid

You're just another kid living in this backwater town. Times are probably tough for you and your family if you're stuck living here. Could be worse though - you could be dead. It'd be far from the first time. Your age is somewhere from 9 to 13 years old.

Adult

You're a resident of this place like any other and times are certainly tough around here. Making ends meet is difficult these days and opportunities are only dwindling. It's certainly not the ideal place to raise a family. Your age is anywhere from 20 to 60.

Monster - 600

You aren't human, not at all. You are a manifestation of extremely negative emotions currently possessing a defunct animatronic shell. What your goals are is unknown, but you have a natural, though not irresistible, urge to kill. As a mass of negative emotions you can transfer yourself into other vessels, be they animatronics or even humans, allowing you to possess them as your own and completely take them over. If the vessel you're currently occupying is completely destroyed, only then will you truly die. Your age is virtually an irrelevant concept.

Location

Welcome to smalltown USA. There's not a lot to do here or things to see. There's a school, a library, a big junk heap and, of course, Jeff's pizza (which is basically a big junk heap). This place has a dark history, what with the child murders at Freddy's, which eventually shut down and got turned into Jeff's. Surely that won't have any bizarre supernatural consequences.

Perks

Kid

100 - Pack Rat
You really like collecting random garbage, huh? Somehow no matter how much stuff you pick up it all just seems to fit into your pockets without any issue, even if it's something as big as a rat cage or a heavy machine part. You can't carry unlimited stuff, obviously, but it's a pretty big amount before it ever becomes a problem.

200 - Run and Hide
If you're going to survive then you're going to have to be quick and quiet. You're certainly not going to punch out the giant killer robot. You're very good at moving silently when you want to and quickly finding good places to hide wherever you are, maybe in a defunct springlock suit or silently crawling through the vents. You can really book it too, even with those little legs. Just try not to trip.

400 - Crafty
Things aren't looking good; you're up against a powerful supernatural force as a child. Time to get creative. You're good at coming up with solutions to problems on the fly and figuring out how to use whatever you've got at your disposal to help you overcome a challenge. Put these skills together and you instantly know what items on your person can solve the challenges you're facing.

600 - Power of Love
This might sound cheesy, but love really is powerful. When someone you love is in danger you can push past all your fears to save them. Not only will you overcome your fear, but you'll show feats of hysteric strength beyond what you should be capable of. Even a little kid can punch a 7 foot tall animatronic so hard it gets knocked back or lift their overweight dad if it's to save said Dad. Nobody messes with your family.

Adult

100 - Cool Dude
Times are tough, but you're not sweating it. You're so naturally relaxed that you don't feel stressed out by things like work or your financial situation. Beyond yourself, this chill vibe leaves a good impression on others. You've just got that chill aura that makes people feel like it's okay to talk to you about their problems and ask for advice. Now whether your advice is good is another thing.

200 - Good Parent
Raising a kid is hard, but like all hard things it's worth doing right. You're very good and dealing with kids - playing with them, imparting wisdom, understanding their feelings and helping them work through them. You can even work hard if only for the sake of your kids. You tend to understand what a kid needs to have a happy and healthy life and how to help them when they're suffering. Lots of people wish they had a parent like you.

400 - Mechanic
Fixing stuff is your forte. Seems like ever since you were a kid you've been ridiculously good at it. Anything from cars to arcade machines, factory equipment to killer animatronics, you know how to fix it. It's so natural to you that it wouldn't take you long at all to figure out how to fix something you don't currently know how to fix, even if it's high tech.

600 - Fight It!
Something evil has gotten inside you, but you're not gonna let it win. You have a family to take care of! When an evil force tries to corrupt you or take you over you can fight like hell against it to stop it from dominating your mind and body. Even if the evil is very powerful and takes you over, things that remind you of your loved ones and their memory can fully snap you out of its control. You'll protect them no matter what.

Monster

100 - Freaky
Fear. The most basic and powerful emotion, and delicious to boot. Your supernatural nature makes you very terrifying when you want to be. Even grown adults would run away at the sight of you. This effect is diminished if you're not in a particularly menacing body, but you could still make people quake in their boots if you put some extra effort in. There's nothing more fun!

200 - Bunny Ears
How stupid your prey is, thinking they could actually escape you. You know right where they are. Your sense of hearing is far more refined than any human's, able to pick up on anything above a whisper or a light footstep from all the way across a large building and tell exactly where it came from as if you had echolocation. If someone was running away from you even in a forest you'd be able to perfectly track their location in real time just from sound alone. They better hope they're fast.

400 - Good Old Dad
Has Dad been acting strange lately? It's probably just my imagination. He's always breathed heavily like a psychopath and stared menacingly at every child that walks by him. Perfectly normal. For some reason, people don't seem to pick up on your suspicious behavior when you're trying to act like someone else. Even a man's wife would have zero suspicions when he suddenly acts completely differently and clearly wants to murder their child. Maybe you're just a really good actor?

600 - Terror Reborn
Evil never really goes away. It hides, festers, builds itself back up and then strikes again right when it seems like the nightmare is finally over. Even if you've been struck down and "purged", surely dead, you'll find a way to make a comeback at least once a jump or once a decade. Beyond the literal resurrection, this also covers a metaphorical resurrection of the suffering you inflicted back into the world. 5 or 6 dead kids stuffed into animatronics sounds like a once in history tragedy, but somehow that tragedy will lead to more and more similar tragedies occurring every couple decades like a generational curse, at least if no one stops it. So it is with all the agony you bring into the world. Some way, somehow, someday, right now… you'll come back.

Items

Kid

100 - Pizza
Congratulations, you've won an unlimited supply of Jeff's town-famous pizza! Surprisingly good, if expectedly greasy. Especially liked by bird-based killer animatronics possessed by the ghosts of children. A very specific clientele.

200 - Arcade
Finally, something kind of fun! You've got your own arcade filled with tons of cabinets and games like ski ball and whack-a-mole. Winning the games gives you tickets that you can use to win prizes at the prize machine. There's lots of little toys and plushies - even exotic butters! New, different prizes will stock up every week and the prizes along with the arcade itself can switch themes to match the world you're currently in whenever you want them to.

400 - Mementos
Tokens of happy memories. You've got all sorts of sentimental items and photos relating to every person you're very close with. If you show these items to someone you love who’s possessed by an evil force, these can free them from that dark force's control. Will only work once per jump/once per decade, whichever comes first.

600 - Survival Sketchbook
You're not the first to deal with this evil. That means you can survive. This is a sketchbook filled with detailed drawings and descriptions of the haunted animatronics. This gives you incredibly valuable information about their personalities, behavior and designs. In other words, how to survive and beat them. This will update as you travel to include new pages giving the same information about whatever supernatural threats happen to be in the nearby area, like your local town or city. It'll also update when new ones move in. Be careful about using this if you think there's infohazards nearby.

Adult

100 - Nokia
The unbreakable phones from the olden times. This old brick phone is not only ridiculously sturdy, but has the uncanny attribute to somehow make phone calls even in time periods where cell phones didn't exist. Warning: many of these calls may end up turning weird and supernatural.

200 - Car
Vroom vroom! It's your car! Gets you from point A to point B! Gets your son to the place you leave him while you go to work and get the milk! Gets you to your 9 to 5 job. We love you, car!

400 - House
A humble abode. It's nothing fancy, but it's yours and you don't have to pay for the utilities. The locks in your house are very sturdy so you can rest well at night knowing no killer animatronics or terrifying wire creatures will break in to kill you. At least, I think so.

600 - Old School
What a throwback! This is a pizzeria just like Freddy's in its heyday, including the massive popularity and animatronics (dead kids not included). This place is both super popular and super profitable, to the point you'll quickly end up rich just by running it. You're definitely gonna wanna keep an eye on the kids, though, they've got a real bad track record with going missing around these parts.

Monster

100/Mandatory for Monster - Shell
A steel vessel to house your agony. This is a Freddy's animatronic from the 80's, empty of life and ready to be occupied by you if you're of the Monster origin. It's beaten up, but will still work more than well enough to function and run around. Even if you aren't a monster it's still got the Freddy's programming and could be put to use as a show animatronic with some slight fixing up or as a springlock suit if you want it to be one.

200 - Secret Room
Your own personal sanctum and den. This is a room in some building that you own that's so well hidden not even the police can find it. As long as you're in here it's almost impossible for you to ever be found. You and anyone else you drag here. The poor, poor souls.

400 - The Band
Turns out you're not a solo act. You've got a whole band of killer animatronics just as willing to end people as you are. They obey your commands and will, doing anything you command them to without question or hesitation. They're all a bit quirky in their own ways but each one is a terrifyingly efficient killing machine.

600 - The Pit
This is where all the trouble began. Whenever someone enters this ball pit, they will be transported back in time to the 80's, when Freddy's was all the rage. Whether this really is time travel or some sort of illusion induced by soul magic is unknown, but the end result is the same as actions taken in "the past" will affect the future once someone heads back to the future through the ball pit again. In future worlds this item will take you back 30 years in time. Both in this jump and future ones, time is moving parallel, meaning spending a day in the future makes time in the past advance a day and vice versa.

Companions

100 - Into the Jump
Want to call in some old friends? How about making some new ones? Either way, this can help. For every 100 FP spent on this option you can create/import two companions, each getting their own origin and 600 FP to spend on whatever they want. Alternatively you can create/import just one companion per 100 FP, giving them the same benefits but 1000 FP instead of just 600.

Free - Pizza Pals
If you make some friends here then you can bring them with you. Anyone you ask to join you can come along freely as a companion to future worlds on the condition that they agree.

Free - Little Lisa
What's this? A childish animatronic that looks like a more “realistic” and slender take on Circus Baby. From a distance you might mistake it for a real child, but up close you can see the metal plates. If you approached it you would find the animatronic is very human and speaks in a melancholy tone. Lisa was a middle aged woman who was suffering from an immense fear of aging and death. When she found out about the hauntings at Freddy's she bought the animatronic and killed herself to try and have her soul transfer to the immortal body. By some ridiculous fluke it worked and now she's a youthful animatronic forever. She quickly fell out of love with this idea when she realized she can't feel anything or live a normal life anymore. Now she lives in hiding, generally depressed and miserable but still too scared of death to kill herself. She'd really appreciate it if you took her with you. Or took her out. Either or, really.

Drawbacks

+0 - Different Time
If you take this drawback you'll arrive in the book version of this story with whatever differences may be there, along with the significant difference of being in the universe of that book which connects to multiple others.

+100 - Trippy
You simply can't stop tripping. If you run too much you'll inevitably trip, with “too much” being as little as a minute of running. This is seriously gonna hamper your attempts to run from the killer robots. Someone has to put up some wet floor signs around here.

+100 - Dork
You're the typical nerdy bullied social outcast type. You regularly get picked on by others and while you can quell it for a while by fighting back, things inevitably drift to the status quo. At least you can make nerd friends.

+100 - Musophobia
Eek! You have a severe phobia of mice and rats. Just the sight of one is enough to make you jump out of your seat in fear and either cower helplessly on top of a heightened surface or flee like your life depends on it. Good thing this isn't that other mascot pizza place.

+200 - No Christmas
Times are tough and you're tight on cash. No matter what you do you'll always find yourself hard up for money, barely making ends meet and very rarely having enough to afford any luxuries. This will seriously bum you and your family out even if you don't need money for anything.

+200 - Dunce
You're not the sharpest knife in the drawer. In fact you're kinda dumb. You could be pretty easily tricked even by a literal child and generally are too lost in boredom and daydreaming to really think deeply about anything.

+200 - Strange Visions
Things are very wrong lately. You've been seeing things that aren't really there. Disturbing and terrifying hallucinations now haunt your mind. Your dad sometimes looks like a killer animatronic and so do the kids in your school. These visions vary in frequency, but they are frightening and often make you act irrationally as you struggle to distinguish reality from fiction.

+300 - Jumper Is An Average Kid
This is a strange turn. It seems you are Oswald and you'll have to go through the entire 6 day adventure he did in order to rescue his, or rather your, dad. You and your companions have been restricted to only your purchases from this jump and the body of a child (until you grow up naturally). If you fail to save your dad by Friday you'll lose your chain.

+300 - Possessed
Something has gotten inside you and it doesn't want to leave. A mass of agony has possessed your body and is now using it to its own ends. You're stuck in a sort of mental/spiritual realm that seems extremely difficult to escape from. You'll have to figure it out, though, because if you're still possessed by the end of the jump then you'll lose your chain to the evil mass. It would help if you have anyone willing to try and save you.

+300 - Agony Incarnate
Misery, suffering, hatred - all the darkest parts of the human heart and their memories are what you are. The desire to kill is now uncontrollable in you and consumes your thoughts every waking moment. You can still act intelligently, not going on indiscriminate massacres and hiding your actions, but your only true desire is to cause suffering and death. Truly pure evil.

The End

So it seems you've survived your foray into the pit. Did you learn anything? Grow at all? Just enjoy time traveling to the 80's? Whatever the case, it's time to make one last choice.

Go Home

Stay Here

Next Jump

Notes

- If you really don't want the pit to time travel you can say that it's just a weird agony pit.

- Thanks for using my Jump! God bless you!