

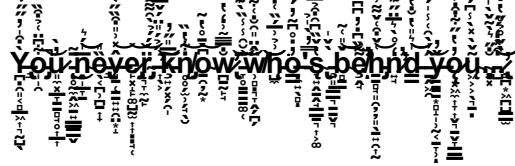


FIVE NIGHTS AT FREDDY'S MOVIE

Welcome to Freddy Fazbears Pizzeria, a wonderful place for children and adults alike, made by our beloved founder, this wonderful place was made to cater to both family friendly fun and robotic lovers with our state of the art technology designed to give you a Freddy Fazbear Fun Fest.

Unfortunately, by this age, the place is old and shut down, but the owner simply refuses to let it go, after the last security guard had an 'accident' with a mask, his empty position will soon be inherited by a middle aged man by the name of Mike Schmidt, looking to support his younger sister Abby.

Whether you get involved in this 5 night affair, or decide to simply live peacefully wherever you are, be careful.



1000 cp for free, as is the norm.

Origins:

Drop In/Nobody(Roll age of 5-9+20): You are a simple guy, whether be the everyman working the day shift at a local mall, a Taxi Driver who waits for people to get into his cab, or a night guard for a haunted pizzeria, your main concerns are a pay-check and coming out in one piece.

Child(Roll age of 1-4+5): You are not an adult, you are an innocent youth who has done nothing wrong, and hopefully it stays that way. Be you a little sister waiting for her big brother to come home, a kid who likes to play in the forest, or just some kid around the block, you have a kind heart even if you're considered a little weird by others.

กคน เก ย๑๑๑ (Roll age of 5-20+25): You are not a nice person, you are a bad man, who has done very bad things and gotten away with it. Maybe you killed a few kids and hid the bodies no one would find them, or maybe you're an up and coming Serial Killer wanting to bring light to an old tradition. But what you are not is an idiot with a knife, no, you are a genius of killing and getting away with it....

Ghost Child(Roll age of ????): You died, you were hurt, your trust betrayed by someone, and your body was never found. But your soul still remains, trapped inside its grave like a prison. And now all that remains in your heart is rage and a childish desire to hurt others for never saving you....

Perks:

Drop In

-I got a job for you(100): An odd job for you just seems to fall out of the sky, no matter what your current position or problems. Have a criminal record? Got a mental disorder? Beat a

man up in open public in front of his son? Don't worry, no matter what you can find at least once decently paying job on the list.

-Why do I always get the weirdo's?(200): You would think that working at a haunted Pizzeria or meeting animatronics possessed by ghosts would have more lives lost, but not yours. So long as you do your job and mind your own business, these robotic animals will be content to leave you alone as long as you return the favour.(Note: The second you start digging to deep, this immunity begins to fail and they or any other spirit will turn hostile, just do your job, and you won't get hurt)

-I know where you live(200): Some things always seem to work out for you in the weirdest of ways, have some guys come in to bust up your new place of work? The robotic attractions are sentient and will 'take care' of them, your evil aunt wants to kidnap your sister? A friendly ghost has grown fond of them and won't take kindly to it.(Note: This is not a constant get out of jail card, this will eventually fail if you rely on it too much.)

-Lucky to be alive(400): Sometimes, fortune will favour you. You might just wake up before an animatronic is about to kill you, or the death trap you're in might have a weakness you could exploit to get out, either way, chances are you can survive a near-death experience just by dumb luck giving you a shot.

-You needed stitches(600): And if that fails, then luck will have it, someone will come and find you, maybe your kid sister can call off the evil animatronics, or maybe a Police friend will be investigating and be there to save you, or just patch you up. With them, you're far more likely to survive with help than on your own. (Basically, an improved version of the 'Lucky to be alive' perk, but the other has certain benefits that this one doesn't have.)

Child:

-Mental illness(100): You're not very social, but that's ok, you're doing fine on your own. Your private time(Which is all the time) has given you a good sense of drawing, enough to earn full marks in art and convey the message to anyone who looks at your work, even a robotic ghost would understand what you are trying to say. Certainly helps if you're mute.

-They're my friends(400): You have been meeting weird people in your dreams, after going past a graveyard, you can meet lots of weird people, going past a pet cemetery, your dreams are like a dog park, that creepy old place that shut down? You met 5 new friends your age. You can see Ghosts and have conversations with them, but only in your dreams and you pass where they were buried. If they were buried at all that is....
(Warning, not all ghosts you meet will be friendly...)

-Lets play(400): Well, aren't you just the epitome of cuteness? Animals wanna play with you, Murderous Animatronics will not lay a hand on you, even a serial killer with a thing for murdering children would at least be hesitant to harm you. Befriending any of these people will be easy as Pizza Pie.

-Don't Hurt him(600): It seems that Spirits don't like you, rather they LOVE you. Your kindness might remind them of their past joys, and these folks would never dream of

harming you, or letting anyone else for that matter. Now it's easy to protect yourself when your new friends will not hesitate to defend you.

(When combined with 'Lets play' and 'Their My Friends' you can now speak to spirits and convince them to do whatever you want, even if it was to their detriment. Just don't push your luck, while they won't harm you, they might not want to play anymore if you're not very nice to them in return.)

Man in Yellow:

-Steve Raglan(100): Who are you? Nothing but your friendly Pizza Worker/Janitor/Night Guard/Job Counselor/Robotics Expert. You've gained skills in hiding your identity with a list of talents for odd jobs you possess, this comes with a good ability to hide your identity by changing your name and face. Perfect for a wanted criminal mastermind!

-Perfect Symmetry(200): *You have quite the knack for finding the perfect victims to kill off, both thematically and without being found out. Say you murder a kids brother 15 years ago, that brother will be now in town needing a job and you have just the perfect place to dispose of them, you will always find the perfect kills, without even looking for them. They just fall right out of the sky for you...*

-I made you(400): *You have a knack for two things, Occult and Mechanics, and in both forms, you are without a doubt a certified Genius! You could make fully functioning robots decades before actual labs can come up with anything close to the stuff. And with Spirits you have a certain influence over both your victims and those they kill. Say you murder 5 children and put their corpses into your animatronics, not only would they come back as haunted beings, but with some simple manipulation through your arts, they would obey your every whim. Perfect for a death trap or making an army for yourself....*

-I always come back(600): *When it's time for death to take you, much like your victims, you can bind yourself to the mortal world. Not only getting a strong robotic body like the Animatronics, but also the repeated ability to cheat death as long as your robotic body is in somewhat permeable condition. Even if your ghostly victims turned on you, your new form would make you untouchable to them. Though you will still have to go through the pain of dying, this is essentially a +1 life and near unkillable body for the rest of the jump. Of which you can continue looking like a corpse or start fresh as a human by the next jump.*

Ghost Child:

-Dum-Dum Diddly Dum (100): *For a metal animatronic weighing likely 4 times more than the average human, you're shockingly fast. Being able to close the distance between you and others with ease, either to grab them or finish them off quickly. This works for a good chase scene, or a build up of suspense as your victims are caught off guard by your heightened agility.*

-Party Time(200): *For such a scary looking animatronic, you sure do know how to act friendly. Unlike most angry robots, you can perfectly act like a helpful and harmless animatronic to lower suspicion, perfect for luring victims away or planning your moves in advance.*

-What's in it for me?(400): *People sleep quite often, and in that sleep, they are quite vulnerable, thinking of loved ones and lost items, of things they envy and desire, so much they could have done right. Now what if you were to offer them that chance? By making a deal with these desperate folks, you can easily trick them into giving up something or someone they love. Of course you can easily twist the deal to benefit yourself more than them.*

-She's Sleeping(600): *Now you can do much more, in their dreams, you can attack them, hurt them, scare them away. If you want them dead, all you need to do is try a little hard and they will never wake up, or you can even send a message by making them bleed. You don't even have to be near them to do this, just have a good idea of where they are and go into their dream world. Go Freddy Kruger and Murder people from a distance, without any evidence you harmed them.*

Items:

Balloon Boy(Free): *This little guy doesn't do much, he's more of an easter egg for fun, or to spook other guests you might have over. You can get a kick out of it at least.*

Drawing supplies(100): *You're quite the artist, and now with this you can go just a little bit farther. Crayons, paint, pencils, paper, all the little things you need to draw whatever your heart contents. This box of supplies will never be too far, so good for passing time or sending a message.*

Dream Medicine(150): *You need to remember certain things that happened, so now you have a prescription from the Doctor to help you sleep. Help you recall what happened, it might not always work, but with every time you do it, you feel you come just a little closer and closer to finding what happened...*

Taser(150): *A little gift from a friend in the force, this taser can extend out and shock anyone it hits, perfect for giant killer animatronics, or creeps without armour. The main flaw is that if it misses, you will have to reload it, or else it's useless.*

Electric Rod(250): *This is basically an upgrade to Taser, as now rather than something you have to aim and can only use once, this rod can be used like a weapon and jabbed into anyone who gets too close to you. Perfect for combat or beating Robot Animals away with a stick.*

Taxi(250): *A little yellow cab you now own, this costs no fuel, no electricity, no payment, it's all yours and no one can take it from you. If someone tries to steal it, it will show up back within a few days. Or if it's wrecked it will slowly repair itself. Perfect way of income or getting as far away from this town as you want. Even an Animatronic can't catch up to you in this.*

Springlocked Suit(400): *A suit, powerful and well kept as the one belonging to the Yellow Rabbit himself, thought this doesn't necessarily have to be a Rabbit, it could be a bear, a fox, a dog, a chicken, a wolf, a gator, or every a Marionette if you wanted it to be. Unlike Aftons, this one won't accidentally springlock murder you, not unless you wanted it too. This thing*

offers a great disguise, enhanced strength, durability and also proves a good way to gain a new alias. How does Sparky the Killer Dog sound?

Cupcake(400): *A creepy pink cupcake, this little mechanic treat is fully sentient and protective of you. Being able to move faster than a robot without limbs logically should, it can easily jump into the air to catch victims off guard, hide in vents to protect itself, and has a bite force strong enough to crush someone's face or tear through armour. Thankfully it won't attack anyone you don't want to, even over a misunderstanding it will leave people alone.*

Freddy Fazbear's Pizzeria(600): *The place, the pizza, the Legend! Freddy Fazbear's Pizzeria is now yours to own, fully fixed up and ready to serve, you have a full staff of guards, workers, repairmen and chefs to make sure its a place fun for the whole family. You even have 4(5) lucky animatronics who play and dance all night for no income needed. And are thankfully not possessed by murderous children who want to stuff you inside a suit. This place has its own power supply, you own the land its built on, and you can easily expand with no issue in the future. Welcome to Freddy's, where family fun is our top priority!*

Companions(All 100 unless otherwise said)

Younger Sister/Brother: *A younger sibling, which your parents had after about 13 or so years after you were born, despite the age gap, they love you and the sentiment is hopefully returned on your part. They try not to be a burden and give a little more joy in your life. They are roughly 10-12, while also having a talent of their choosing. Just make sure nothing bad happens to them.*

Nightguard: *A friend of yours, one who recently got a crappy job somewhere, let's hope nothing bad happens to them. They are a bit rude at times, but mean well and you have known them for a long time. They have certain skills that can come in handy, but some stuff has happened that has left them very vulnerable. (As a bonus, this person can look, act and sound like Markiplier. The King of Fnaf)*

Officer Shelby(150): *A new friend in the force you have made, one who seems to have a connection with a certain place and love of childlike things. Despite how things go, know this girl is very caring of your health and will want you to stay out of danger to avoid it, she might even give you the slip on some things she might have grounds to arrest you for...*

Animatronics(200/300): *The Band of 4, Freddy, Bonnie, Chica and Foxy. Four of the world's most advanced Animatronics, happy to perform for your parties and guard the place when its closing time. In all seriousness, the kids inside the Animatronic suits know you're not the one who murdered them, and either think you're a former friend of theirs, or understand you're a good person that they will leave you alone. They care about you and see you as a close friend, but thankfully they won't stuff you inside of a suit to make you 'like them'. They all are physically stronger than an adult, and faster in Foxy's case, Chica also comes with her Cupcake, though it generally stays with her most of the time. They also know how to rock out and play good music with whatever instruments or mics you give them. Just don't be expecting an Oscar winning performance. **For an extra 100, you can take Golden Freddy***

as well, who has all the ghostlike powers you'd expect of him, including teleportation, dream deals, and killing people without touching them.

Babysitter: You have someone to take care of your younger siblings for you, or someone your big bro/sis hired to take care of you while they are at work. Despite not having that great an income from you, they understand money is tight and are very sweet to you. Who knows, maybe they want a ring on their finger from a certain someone...

Drawbacks(Max Limit of 700):

-Mean Aunt Jane: You have an awful family member, one who desires to ruin your life for your benefit, this isn't necessarily an aunt, it could be an uncle, a cousin, or even a parent, but point is, you have something they want, and they are not taking no for an answer. Maybe they want a child under your care for the state fund, maybe they want the inheritance a relative left you, or maybe they just plain imagine you have something you actually don't. Point is, whatever it takes, be it getting you fired, taking your family away, or even flat out killing you if it comes down to it, they will try their best to take what they see as theirs:

+150(Not for Ghost Child)

-The Dream Theory: You lost someone, a long long time ago, your brother, your sister, your cousin, your best friend. You can't remember who took them, but you think you can. Every night you will take special pills to sleep and try and recall the memory, refusing to let go till you find who took your loved one, a face, a name or anything. This will cause you mental issues and affect your job hours, on top of leaving you no pleasant dreams at night. Only by learning to let go of what happened or finding the killer will put an end to your obsession.

+100

-His name is William Afton: You have gained his attention, the killer will be after you, perhaps you took a job that he gave you, or he found out you're related to a prior victim of his, but be it siccing his daughter on you, or coming after you personally. This mastermind will not stop to use any connection he has to end your life.

+200

-And he's my Father: You have an abusive member in your family, he controls your actions, forces you to get a job to assist them, and verbally and physically abuses you whenever he gets a chance. Your confidence has taken a beating and you're too scared to fight back, and if you manage to piss him off too much, he might just cut his losses and get rid of you. Only by finding confidence can you have a chance to fight back against him.

+100

-They can't remember(Ghosts only): Your murderer has a pull on you, some sort of demonic influence. You can't remember how you died, only to trust them, do as they say. You can't break this, you're just their tool now. Maybe someone else can break it for you, but until then, you're an animatronic monster for the man in yellow's control.

+300

-They want to make her like them: You've got a loved one, a little brother or sister who adores you despite everything, but some people want to take her from you. They are not

*weak, they are strong, if they find them, they will take them from you... and you will never see her again.***(Automatic Chain Fail if you fail to protect them, free sibling companion if succeeded)**

+250

-Have you met them yet?(Drop in/Killer only): *You have a new job, one you have to attend for at least 5 nights a week. A security guard at an old abandoned Pizzeria where kids were murdered and the bodies were never found. Sounds easy, yeah? Wrong, 4(5) other tenants live in that building, and they don't like you. Each night they are going to try their best to kill you, and unlike them, you don't have the benefit of Electric Doors to keep them out, and no, you can't just ditch the place. You have to stay the whole night or its a chain fail. Maybe you can fight back or find a way to appease them, but until then?* **Welcome to**

Freddy's

+300