

FRIDAY THE 13TH THE SERIES

Friday the 13th The Series By Quietlovingman

“Lewis Vendredi made a deal with the devil to sell cursed antiques. But he broke the pact, and it cost him his soul. Now, his niece Micki, and her cousin Ryan have inherited the store... and with it, the curse. Now they must get everything back, and the real terror begins.”

Welcome to the Chicago of 1987... Or possibly Toronto. Who can say? The cityscape is a strange amalgam of both. Either way you begin the jump just outside 666 Druid Avenue. A little curio shop named Vendredi's Antiques. Take this 1000 Curio Points. You're going to need them.

Your starting age can be anywhere from twenty one to forty one, your sex is yours to choose. Neither are necessarily fixed during your stay here in this world filled with curses and magic.

Background

Drop In - You enter this world with no new memories to help and only basic identification.

Cousin - You are one of “Uncle Lewis” closest living relatives and have thus inherited a share of ownership in his estate.

Occultist - Add ten years to your starting age. Whether you knew Lewis Vendredi or not, you have heard of him. And his accursed shop. You have connections in the hidden world of magic and mysticism. Your knowledge and connections will be quite useful should you choose to help recover the cursed Items this shop has sold.

Perks

Undiscounted

Local magic System -0CP Not everyone in the world has the potential to do magic. But you do. Be warned however, there are good and evil practitioners to be found here. This perk does not give you any training, just untapped potential.



Dreamwalking -100CP You have the ability to enter the dream plane, to astrally project yourself and enter the dreams of others. You can also tell when someone is possessed or has something affecting their aura even in the waking world. While with practice, you can use all of your powers and abilities during lucid dreaming. However, initially you will be weak and easily lost. Someone or something needs to be your anchor to the waking world, or you may slip into a coma and never recover.

Drop In

Private Investigator Skills -100CP Before the age of the Internet, Private Investigators had a completely different set of skills. Now these skills are yours. You know how to sneak about, pick locks, take pictures surreptitiously, tail a target, smoothly talk your way into police investigations and bluff your way into getting access to coroner's reports. You can read and compartmentalize multiple newspapers each day and quickly put disparate facts together.

Meeting At The Firm -200CP You have quite the head for details, the law included. Your knowledge of local, national, and international law is so robust that you could easily pass the Uniform Bar Exam, or the local equivalent. In fact, the papers in your pocket say you've done just that. You also have an appointment with a law firm for a slightly better than entry level position. You don't have to take the job, but it's good to have connections. Your legal knowledge will update to include the laws of any country or world you visit going forward. In every Jump, you will have the opportunity to join a law firm should you choose to do so.

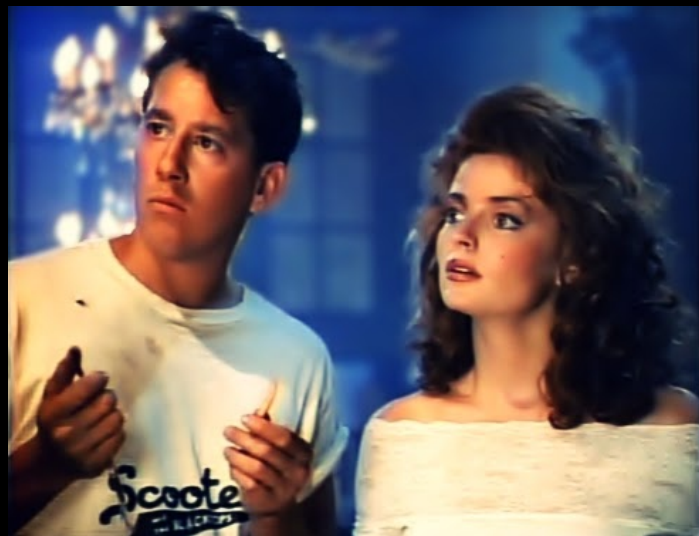
Police Orphan -400CP For a Drop In, you sure know a lot of people! You are related in some way to a deceased member of the local police forces in your starting area. This connection, however tenuous, ensures that the local law enforcement agents are more likely to look on you favorably and fondly, and will be much more likely to aid you in your endeavors so long as they aren't criminal. Should you be able to convince them of

the Supernatural, they would even turn a blind eye to your “retrieval” of cursed objects from crime scenes. This perk ensures you will start off on good terms with local law enforcement and will make it easier to convince them of the truth of things in all subsequent jumps barring drawbacks.

Jack of All Trades -600CP You have skills. No really. A Lot of Skills. You can easily turn your hand to doing all kinds of things, your learning rate for any kind of physical activity is phenomenal. While you don’t necessarily build muscle mass faster, your muscle memory is supernatural. Once you have done something correctly once, from painting a fence to waxing a car, you find it incredibly easy to duplicate that effort or even improve upon it. You can even translate skills from differing tasks into whole new skill sets. From chores, to karate, from cooking to potions, from ballet to kickboxing, creating efficient and ergonomic solutions to repetitive tasks is easy for you as pie, and you can teach the skills you know far faster than should be possible, a week under your tutelage would be as effective as a year under other teachers. Any Jobs that you do, or trades that you learn that involve certificates, or licenses for training will have those certifications follow you in subsequent jumps testifying to your skills.

Cousin

Fashion Plate -100CP Whatever the era, whatever the season, you find it effortless to get with the fashion, you can ride the edge of what is fashionable and always maintain your status as a trend setter and early adopter. Whenever you open any closet you own, or have legitimate access to, it will always have just the fashionable clothing you are looking for in it. While this does not necessarily come with “classic” good taste, your impulses and tastes will always adapt to be appropriate for the setting in which you find yourself.



Fine Arts Degree -200CP You have an associates degree in fine arts from a well known institution. Should you actually attend college and pursue it, this degree can become a masters or even a doctorate. Even if you do not however, this perk gives you a broad understanding of art and culture covering many periods and styles. The paperwork associated with the degree updates to reflect your identity and your actual level of education in each world that has such a thing, and will seamlessly fit your backstory. Should you drop into a world, this perk will ensure you have a firm understanding of the art and culture of your new world even without any personal memories.

Master of Disguise -400CP You're not just a pretty face, you can easily create disguises that would fool even the most observant of men. Why you could infiltrate a cloistered order with none of the members even realizing you were not of the same sex! Your efforts to disguise your face, form and voice are so convincing, that even without magic, it is almost impossible to uncover the deception. You may not be able to perfectly imitate a particular person, but even in casual disguise, you will not be recognized as yourself by any but those closest to you. With effort, even your own mother wouldn't recognise you. When you create a character to portray, you will never break character, or mix up their voice, speech patterns, physical tells, or body language with someone else's unless you choose to do so.

One Soul Lightly Toasted -600CP The Vendredi family has a long history with magic and the Occult. Lewis is only the most recent to fall to the corruptive influences of Evil. You yourself are slightly better off. When making deals and bargains, whether mundane, fae, eldritch, angelic or infernal, you, and your soul somehow always come out intact. No pact or bargain, save that made with your Chain Benefactor, can constrain, damage, or taint your soul. *"It matters not how strait the gate, How charged with punishments the scroll, I am the master of my fate, I am the captain of my soul."*

Occultist

Retired Stage Magician -100CP You once had a successful career as a stage magician. Whether your exploits were in theatres and halls, or shady nightclubs, you made your living performing and traveling the world. While you retired from that some time ago, you still have skills in several aspects of this performance art, including lockpicking, escapology, forging, metalworking and carpentry. Not to mention an excellent stage presence and commanding voice. You know just how to get and focus an audience's attention just where you want it.

Mystic Underworld Connections -200CP You've been around for a while, and have traveled extensively. In your travels, you have made connections in the hidden world of Mystics. You have sources, connections, traders, and informants that will be willing to help you in your magical endeavors. Whether that would be tracking down magic items, or creating your own, you know a guy. In future worlds, if there is a sub-culture of mystics or people with powers, you will always have an in, irrespective of your chosen background.



Bargain Hunter -400CP Lets make a deal! You have the uncanny ability to strike deals and make bargains with supernatural entities. For some strange reason, when performing invocations and rituals that call upon specific beings for their aid, they are incredibly likely to appear or send an avatar to strike a bargain with you. Should you happen to meet such an entity slumming it on the mortal plane, or while exploring other realms even then they will usually be willing to form a pact or bargain with you. Just be aware, all deals have two sides. Be wary of giving away too much.

Magical Artificer -600CP There are many magical items in this world. Not all of them were cursed by Vendredi's bargain with the devil. Now you have the ability and some of the knowledge to create magical items both benign and monstrous. You may study existing magical items, and learn their functions, their curses, their spells, and easily see how such could be replicated. It is of course easier to craft or imbue power into items that have thematic weight, or significant history. Masterwork items, antiques, religious icons, art pieces of cultural significance are all much easier to enchant than simple day to day items. The power of your items is also limited by the time and effort you put into them.

Items

Discounted items are half off, 100CP items are free to their origin. Only the first purchase of an item may be discounted.

General

Vendredi's Manifest 0CP - This thick tome is a handwritten ledger listing all of Vendredi's cursed wares. The descriptions do not include the curses, merely the acquisition date, and when said item was sold. The manifest is indestructible, and returns to your warehouse or place of business within hours should someone steal or lose it. Post Jump, a second Jumper's Manifest will connect to your warehouse and act as a self updating index of all of your possessions. Entries will sort themselves, the tome becomes searchable and interactive, the ink flowing like oil and water.



Life Insurance Policy -50CP This Isn't an object per se instead it is a guarantee. Should you recruit someone to join you during your time in a jump and they agree, but die before the Jump ends, this guarantees they will be resurrected at the end of the jump to join you. This works with any person or being you have gotten an agreement to go along with you. Only one purchase required.

"Curious Goods" 200CP (Free Cousin, Discounted Occultist) Well, isn't this nice. You get to keep the shop exactly as it is at the end of the Jump. Along with all of its contents. If imported into a Jump, the magical shop will run itself, while specializing in magical antiquities, in a mundane jump it will also do a brisk trade in more mundane items. None of the remaining items in the inventory will be cursed, nor will the "Employees" sell magical items without your approval. They will acquire cursed items if such exist in the world and will keep them held back for your inspection. You may expand and improve the shop in each world and it will retain changes.



The Vault Free/200CP You have a special place where you can store magical items. This Vault will act as secure storage and will prevent any item stored inside from affecting anyone outside the vault. It is not in and of itself impregnable, and can be breached with enough effort. By default it will appear attached to the basement of a property you own, though in subsequent jumps you can have it as a warehouse attachment instead. The Vault comes with an updating registry listing every item stored inside along with any properties the items possess, even if you do not know its effects. Should an item be removed from the vault without your knowledge and consent, its entry will reflect that status. Should you choose to remove an item, its entry will be removed as well. For 200CP in addition to safe storage, in subsequent jumps the Vault will permanently remove curses from Items it stores, though depending on the item, this may remove all magic it has as well.

Drop In

Root of all Evil -100 CP No this is not a mobile mulcher... It is simply a stipend. That is to say, enough money to live a modest life for the next decade. For this Jump the amount is \$78,000 for the decade. This replenishes each Jump with just enough local cash to be just lower middle class in whatever setting you find yourself. May be purchased multiple times. Only the first purchase is discounted. (See Notes for complete explanation)

Gorilla Brain in a Jar -200CP This is literally a gorilla's brain in a jar implanted with a computer chip. It seems strangely advanced for 1987 technology. The chip's process and programming can actually enhance the biological function of the living brain. The



brain is kept alive by the nutrient solution it floats in and comes complete with instructions to make more. The neuroscience behind the cybernetic interface is exploitable to create direct computer-brain interfaces with a bit of study. The Nutrient fluid could conceivably be used to keep other organs alive, perhaps even whole heads.

Cousin

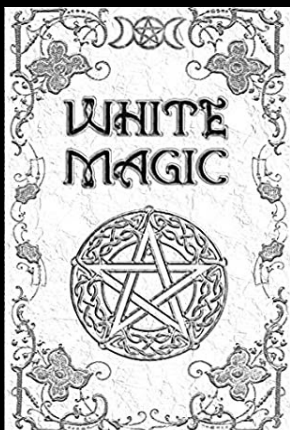
Sodium Pentathol -100CP This isn't technically what's on the label, instead this liquid when added to another and drunk causes the drinker to answer questions truthfully for the next hour or so. Just a few drops in a single glass of liquid, or a whole vial in a bowl of punch. The Truth Serum replenishes daily if used.

Vendredi Manor Home -200CP (Requires Curious Goods) With this purchase, Lewis' old home will also now be yours and follow you from world to world. It can be imported into a world, or act as an annex in your warehouse. By default it is a fairly large home in the outskirts of a local town. It has old growth trees and a nicely landscaped acreage. Red brick construction, two floors above ground, the interior is full of old world craftsmanship and finely carved wooden features. Guaranteed not to contain a portal to hell.

Occultist

Stage Magician's Props - 100CP You may have retired from your time on the stage, but you kept your props in good condition. This collection, while not as big as David Copperfields, is quite respectable. With it, and the accompanying instructions for each item you could easily put on an entertaining stage show, with a bit of practice.

Witches Ladder -200CP This bit of knotwork and feathers, charms and hair, was not created or sold by Louis Vendredi, and is unique in that the materials it is made from contain powerful positive energy. The knotwork and items held therein act as a powerful aid to white magic of all sorts. When used as an aid to focus, it can also bolster rituals.



White Magic Grimoire -400CP This spellbook was compiled by generations of white magic practitioners, and contains spells, invocations, and rituals to aid in healing, purifying, and bolstering yourself and your allies. None of the spells within require sacrifice or call upon devils and dark gods. In subsequent jumps, any purely positive spells you encounter or have access to will automatically be added to the book. It cannot and will not contain offensive spells

save those that target demons, devils, and undead. When opened the book will always be on the page you need.

Companions

Generic Companion Import! For 50CP You may import or create a companion with a background of your choice and 600 Points to Spend. For 200CP you may have up to eight, each with a background and 600 points. Companions may only take drawbacks that only target themselves.

Cannon Companion - Free you may freely invite anyone you meet here in the Jump to join you.

Drawbacks

Fan Continuity +ocp While officially there is no connection between them, there were rumors that Jason Voorhees Mask was one of the cursed antiques. Now this is true, and Camp Crystal Lake may be found in this world as well. If you have previously taken the original Friday the 13th Jump, your actions there may be reflected in this world's history. If you have not taken said jump yet, you may use this toggle to merge the two worlds and fill out both Jump Docs.



Bad Self Insert ocp - May not be taken by Drop-ins. You replace a canon character with your shared background. Inhabiting their body, and retaining all their memories. You are perfectly capable of acting as they would, but what would be the fun in that?

80's Hair +100CP - You will have big, teased or permed 1980's hair for the next decade. Long after it is appropriate or fashionable. No matter what you do, or what perks or powers you have, your hair will spring back to its full hair-band glory instantly. No hat can hide it, nor hood conceal, unless you yourself are hidden, people will notice, and remember.

Criminal Record +100CP - You have had a few run-ins with the law. Even if you are a drop-in, somehow you have managed to have a string of arrests for petty theft, and breaking and entering. You were even the suspect in a murder for a time. Because of this, you will be suspect should you be in the vicinity of any crimes being committed, and will be much more likely to be accused of foul play in the deaths caused by the cursed artifacts.

Bad Penny +100CP – Despite any precautions you and others take, it seems like the items making up the Vendredi collection keep managing to make their way back out into the world to wreak havoc. While you can potentially collect them all, should a year go by from the time you collect an item, it will become increasingly likely to be “lost”.

Restless Dead +200CP You see dead people, and sadly they see you as well. The spirits of the restless dead will hound you during your time here, demanding your attention and aid in resolving their unfinished business. Some will be malevolent and some may even have the ability to affect the material world like poltergeists. They say there is no rest for the wicked, well these wicked spirits will attempt to ensure there is no rest for you.



Coven of Darkness +200CP – In a world with real magic, there is of course both dark and light. Sadly for you, you have become the target of a Dark Coven who are convinced that killing you will greatly empower them. The coven members will not be foolish in their attempts, and should some die, will replenish their numbers before trying again. No matter how many you defeat, some will wait and watch from shadows and return forewarned by your actions.



Damned Souls +200CP – You have the Devil’s attention, periodically, at least once a year, he will send trios of damned souls back to the mortal realm to eliminate you with either, as yet uncollected cursed antiquities, or more mundane means. They may or may not be able to kill you, but being trapped inside a snow globe, or other cursed prison when the jump ends, still counts as a loss.

The Charnel Pit +200CP – Instead of Chicago, you find yourself chained to the wall in the dungeons of The Château de Lacoste. Instead of 1987, you find yourself in the year 1768. You will spend the next decade trapped in the past with no method of time travel working to allow your return to the 1980’s. Should you remain in the dungeons of the Marquis, you may meet Micki, but even if she should escape to the future, your time is the past.

Double Exposure +300CP You have an evil doppelganger. They don’t have all your perks and abilities, (though they do have any you purchased here) and they want nothing more than to destroy your life. They will openly and publicly commit crimes leaving plenty of

evidence behind that you were the culprit. While not necessarily murderous, they will be violent and unreasonable. The longer they are left to their own devices, the harder it will be to convince anyone you aren't responsible. If captured by the authorities, they will quickly escape, and will never be killed in pursuit or while committing a crime unless it is by you. Should you succeed in killing them, their body will turn into a full sized cardboard cutout of you retaining any damage you did to them.

Cancellation +300CP - You have three years in this world instead of ten. Sounds good right? There's a Catch. You must retrieve, or aid in the retrieval of all of the cursed items listed in Vendredi's manifest and have them secured in the vault by the end of that time or your chain ends here. The Jump ends in failure, and no perks or items purchased here will remain with you. *May not be taken with The Charnel Pit.*

Third Eye Blind +300CP - Any method or technique you have to scry, douse, scan, or search for things remotely will be blocked, your and any companions abilities, or technology you have will be reduced to mundane means available during the decade this jump takes place in. You will be forced to rely on paper records and detective work to find anything you are looking for. If taken with Cancellation, you will have a very hard time finding all of the Items in time.

Make your choice. All drawbacks end after ten years, or the end of the jump.

Go Home; The devil is in the details and the details got to be too much?

Stay; a deal is a deal, are you sure this is the deal you want?

Keep Jumping; There is more to see than has been seen.

Notes

According to the episode Vanities Mirror, there are 230 cursed objects... Other episodes seem to indicate there are far more.

Root of all Evil Look at the poverty line for the first and last years of the decade you are in, if there is a steady increase, Multiply the Poverty line amount for year ten by ten. Otherwise, use the highest yearly amount. Should the poverty statistics not be available, fanwank accordingly. The income is based on a low to middle class commoner, and should be just barely enough to get by as a single person renting and cooking their own food.

Third eye Blind prevents any form of remote viewing and scrying whether magical or technological. This renders things like Social Satellites and long range scanners ineffective. It also directly counters attempts to query the Akashic Records, or otherwise psychically divine the locations of your query. Luck and Fate based searching are also hampered so you will not be guided to your goal by some felix felicis, golden path, or path to victory.

Taking Third Eye Blind, Cancelation, and Bad Penny in combination will almost certainly result in a jump failure without extreme and unusual outside context abilities.

Version 1.1 Corrected errors, Added Companion Options, Life Insurance and fixed bad price point. Moved free item from Cousin to General.