

# FRIDAY THE 13<sup>TH</sup>

The year is 1979. Camp Crystal Lake is finally reopening after being closed for over twenty years following the tragic drowning of a young boy named Jason Voorhees, the murder of two camp counselors, and numerous incidents during previous attempts to renovate the seemingly cursed camp.

Should history go unchanged, the vengeful acts of a mother will give rise to one of the most notorious serial killers in history. Jason Voorhees survived the accident that many thought had claimed his life, becoming a hermit in the nearby woods. Learning to survive and hunt on his own, perhaps using his time at- or proximity to- the infamous Camp as a guide. But after his mother's death he too will seek vengeance on all those who dare come back to the placid waters of Crystal Lake. Shrugging off fatal wounds as he follows the commands of his dear mother he will leave a trail of bodies in his wake that beggars belief- and even death will not stop his rampage for long.

For one reason or another, you have found yourself in this forsaken place. Are you here to help with the reopening? Seeking vengeance? Something else? One way or another, you've become a part of Camp Crystal Lake's twisted history. Pray that it doesn't claim you, too.

You have +1000 CP to spend.

## Origins

You may pay 100 CP to swap your gender. You may pick your age within your origin's Age Range. 100 CP Perks and Items are free for their Origin.

Drop-In- No memories, no history. You know how this works. Documentation will be provided to you so that no unfortunate questions get asked, but that's it. Age Range: 20-30

Teenager- One of the new counselors, here to work at the camp? Or someone looking for cheap thrills at the cursed lake? You might get more than you bargained for either way. Age Range: 17-19

Psycho- Kill kill kill... die die die... something's got you mad, and when that happens around here there's only one thing to do. Whether you come into conflict with these other psychos is another matter, but you might feel you're in good company regardless. Age Range: 25-40



(Default starting time is 1979, taking you through the first Friday the Thirteenth up to Part 5. If you'd prefer, you may choose to start at a later time than this, or stay longer than ten years. Choosing to start later than 2003 (after most of Jason's known killings) will result in *something* happening that causes you to be frozen with cryogenics until 2450, where you will be picked up by the crew of The Grendel along with Jason Voorhees on their trip to Earth.)

## Drop-In Discounted Perks

Common Sense (100 CP)- You know the phrase, "common sense isn't common?" That's true here; hormonal teenagers just can't help themselves it seems. Luckily, you know not to make dumb mistakes like running upstairs to get away from someone attacking you or going to have sex in the middle of the woods at night when you know a murderer is on the loose, the logical part of your brain powering through when in tense situations to help you make the best decisions you can with what information you have.

Brave (200 CP)- You're damn near fearless. Even when a hulking brute is bearing down on you with an axe you'll be able to take calm, careful action- be it when fighting back, escaping, or even trying to do delicate work when they're stomping around nearby. This also means that you won't do things like cry out instinctively in fear when you encounter dead bodies or zombies back from the grave, or any other involuntary actions caused by fear.

Lucky (400 CP)- It'd be one thing if you just happened to notice someone creeping up behind you with an axe due to a creaking floorboard, or got saved by an arrow due to bending over to tie your shoe; it's quite another when your pursuer is the one who ends up tripping while pursuing you, or you stumble across a weapon or someone friendly rather than a rock or root. Now, all those things are much more likely to happen- just hope your good luck doesn't run out.

Deader Than Dead (600 CP)- In this place, where dead men return to kill again and again, you can grant them their final sleep. Things you kill, stay killed- short of major intervention on their behalf- and they won't be revived by random chance either, like a lightning bolt happening to strike their grave.



## Teenager Discounted Perks

Sexy (100 CP)- Are you a campfire? Because you are SMOKING hot. Not inhumanly so, but you could definitely be a 10/10 by most people's standards if you don't have your own idea of what sexy is, which is another possibility so long as it's withing reason. Just hope that movie won't be a scary one; the cheerleaders and jocks are usually some of the first ones to go...

Run and Hide (200 CP)- Hide and seek to track and field; you're good at avoiding danger. You can run fast, you're steady on your feet even when the ground isn't suited for running, you find good hiding places, and you're also better at detecting and avoiding any traps that might have been put in place for you so long as you take the time to look for them or if they're even remotely visible.

Group Effort (400 CP)- You're a natural leader; the person that people turn to in a crisis. Ironically you'd actually make an excellent camp counselor, were Camp Crystal Lake ever to reopen without a murderer on the loose. You're skilled at coordinating and leading others, and people generally listen to what you have to say even when they're panicking, stressed, and just found their best friend chopped in half on the floor.

Final Girl/Guy (600 CP)- When everyone else has been picked off, you're the one left standing- almost as if destiny or fate have a plan for you. In dangerous situations you just seem to come out unscathed more often than not, the evils you face focusing their efforts on those around you before turning their full attentions towards you, at which point you'll find them to be much slower, dumber, and clumsier than they were before they got done slaughtering everyone else.



## Psycho Discounted Perks

The Horror (100 CP)- The thing that goes bump in the night, is you. Even if you're not a terrifying sight to behold on your own, with a warped and deformed appearance that only a mother could love, you know how to hold yourself in a way that inspires terror in others. From the way you move, act, or speak- or don't speak- to even minor tics like a tilt of the head, you radiate a feeling of fear and dread.

Stalker (200 CP)- They can't get away, not from you. Like a hunter stalking his prey you're good at staying quiet and unseen, almost unnaturally so, with quiet footsteps that can't be heard until you're practically right on top of someone. Not only that, but you're also perceptive enough to follow tracks and other clues which can point you to where people have gone, or where they're hiding if nearby.

Serial Killer (400 CP)- Simply put, you have a knack for killing. It could be a quick, painless, and perhaps even merciful death, or one that's drawn out, brutal and incredibly agonizing; regardless your twisted imagination lets you use nearly anything as a murder weapon. Your dark habits have also given you a crude understanding of anatomy; not in any medical way, but in that you know just where to hit someone to cripple or kill them outright.

Brute (600 CP)- The strength and resilience you have can only be called unnatural. You could easily survive a blow to the head with an axe, and are strong enough to crush a person's head with your bare hands. You don't feel much pain, even from gunshot wounds, and most curiously of all you seem to survive drownings and other indirect methods of death that should kill you if nobody is around to see your demise, recovering from the attempts shockingly quick.



## General Perks

PTSD Proof (100 CP)- Despite any horrible things you've seen, or acts you might have committed, they just don't seem to phase you all that much when it comes down to it. Sure, you might get startled when you find your friend's body hacked apart in his bed and feel bad about it, but it won't send you spiraling into depression or make you go into shock when you really should be more worried about the person or thing who killed him. At this point, dealing with your trauma becomes a simple matter of survival since even when your life isn't on the line you'll find it much easier to come to terms with whatever happened.

Trapper (100 CP)- Bear traps, spike pits, booby traps and more. They'll never know you were there with how expertly you hide your fatal snares, at least not until they find themselves caught in your web. You're quite good at spotting places where a good trap can be set, which happily enough also makes you pretty good at setting ambushes as well. After all, lying in wait is just a more proactive trap when you think about it.

Survivalist (100 CP)- Whether you're living alone in the woods or teaching kids, having survival skills is handy. You know a lot of skills necessary for survival; things like building shelters and making fires, tying knots, hunting, as well as other useful outdoors skills like archery, fishing, swimming, and rock climbing. Again- all useful things to know when you're acting as a camp counselor or when you're trying to survive in the wilderness, possibly with a maniac on your tail.







### Supernatural Powers

Revenant (600 CP)- Maybe your body was struck by lightning, reanimating it, or maybe you've somehow tapped into mystical powers. Regardless of the nature of your supernatural strength: physically you're a juggernaut, able to shrug off small arms fire and even take a shotgun blast to the face. Your sense of pain is almost entirely gone, although you can still tell when something is damaging you. You're strong enough to rip a person limb from limb with little effort, and could even tear someone in two. You can run and swim faster than any man alive, enough to give the illusion of teleportation when unseen. Your senses are heightened, letting you hear, see, and smell far better. Your dead body doesn't need food, drink, or air, and is immune to poison and disease. Finally a healing factor lets you heal from almost anything- your regeneration stops you from bleeding out, healing small wounds in a short amount of time and allows the regeneration of body parts over a longer period of time, and would even allow you to survive being impaled through the heart. However, you feel a compulsion to kill- you must take the Murderer drawback.

+Wraith (200 CP)- You can return from the grave by possessing the body of another. This only works once a Jump, but can be done indefinitely post-Chain; you can only be killed permanently by one of your bloodline. Subsequent possessions are also possible after the first, and are done by vomiting up a black, worm-like manifestation of your soul into someone's mouth, after which your previous host will die. In addition, you also gain the ability to teleport short distances- for instance, from the upper floor of a building down to street level.

ESP (600 CP)- If the dead can walk, perhaps the living can have their own powers- in your case, ESP. Your telekinesis has the strength to collapse roofs and floors, can be used to accelerate small objects with great force, and can control or strengthen fires, as well as toss the living (or unliving) around with ease. You will also get random, accurate glimpses of future events to help you avoid danger. Your psychic abilities are hard to control at times, though- you must take the Uncontrolled drawback.

+Revival (200 CP)- Your ESP has given you the ability to raise the dead as beings similar to Jason for a short time, complete with memories of their life- although you won't necessarily control them.

Cyborg (600 CP)- Your body has been rebuilt, making you better, stronger, faster than you were before. Cybernetic enhancements make you much stronger and more durable, allowing you to shrug off even futuristic firearms while also allowing you to punch through the hull of a spaceship. However, the fleshy bits you have left are vital, and vulnerable- you must take the Weakness drawback.

+Android (200 CP)- You're not just part metal; you're a fully mechanical being, although you still look like a human. You no longer have any biological weaknesses, not needing to breathe, eat, or drink, nor can you bleed out or be poisoned or infected with a disease or parasite. Because you are a machine your body can easily be repaired so long as your head- which contains your mind or "soul"- remains intact, letting you survive pretty much anything. You also have access to combat programs and futuristic weaponry; two machine pistols and a rifle. Neither need reloading, and both are extremely high-power; the rifle could easily blow Jason's limbs off.



### Drop In Items

Friday the 13<sup>th</sup> Series Collection (100 CP)- You have the entire Friday the 13<sup>th</sup> series on VHS, as well as all the comic books, video games, toys, and other related merchandise; this also includes all the required hardware to use them, such as a TV or gaming consoles.

Masks and Disguises (200 CP)- You have a collection of very realistic well designed masks, as well as other things for making good costumes such as makeup. With a little know how and time, you could make a convincing disguise for just about anyone- within reason. Furthermore you also have a large collection of clothes- more specifically your stocked wardrobe would let you replicate the look of any outfit from the Friday the 13<sup>th</sup> franchise. This includes a collection of Jason's iconic masks and outfits, though the masks aren't anything special.

Research Facility (400 CP)- An advanced (for 1979) research facility, built in a remote area near Crystal Lake. While it's main purpose is study- containing a lab and supplies- it serves another purpose, namely the containment of dangerous beings. Similar to the Crystal Lake Research Facility, it has cryogenics pods and numerous powerful sedatives that can keep even Jason down, as well as enough durability to withstand apocalyptic events that may or may not ravage the earth in the next few hundred years or so.



## Teenager Items

Party Supplies (100 CP)- A replenishing supply of alcohol, drugs, condoms, snacks, and other misc. supplies you might need to have a good time. There's enough here to easily supply a large group of people for a while, or a handful of unsupervised teenagers for a couple of days without accounting for the restocking, which happens daily and replaces anything you've used up.

Car (200 CP)- A durable and extremely fuel efficient vehicle of your choice; this can be any car or truck that was available during the time of your stay in this world, painted, decorated, and otherwise tricked out however you'd like within reason. The fuel supply is unlimited, although the gas is otherwise non-remarkable.

House (400 CP)- A large, cozy cabin near Camp Crystal Lake. Two floors with several bedrooms, as well as amenities like running water, electricity, heating, a bathroom, kitchen, and a living room. These aren't its greatest features, though; it's surprisingly defensible, easy to barricade, and hard to infiltrate. The rifle hanging on the mantle over the fireplace isn't just for show either, though it's not that special compared to the cabin it's inside of. With a group of people working together it would be easy to cover each entrance to see any intruders or threats coming. If it's damaged, the cabin will slowly repair itself over time until the damage is fixed.



## Psycho Items

Hockey Masks (100 CP)- A collection of the iconic hockey masks worn by Jason Voorhees, as well as the mask worn by his impersonator. Appropriately enough when wearing one it becomes harder to tell who you are, so long as you don't speak; furthermore the mask itself seems to be sturdier than you would expect even for sports gear, and while it's not bullet-proof it can easily weather the elements and weaker attacks. If it does break, the mask in question will repair itself in a day.

Machete (200 CP)- A wickedly sharp machete that can slice through flesh like butter. Even a normal person could decapitate someone else with one well-aimed strike- and a much stronger person could do that much more damage with it. If you'd prefer not to be a copycat killer you can instead choose for the machete to be something else, like a pickaxe or hammer; blunt instruments will instead easily break bones rather than tearing through flesh like paper.

Camp Crystal Lake (400 CP)- Can't get enough of this place? You're not alone in that; in any case a copy of the cursed camp will follow you on your journey. Although it won't be owned by you, it will see no shortage of victims/visitors regardless of how many massacres happen in and around it. Due to the bloody history of the camp, it also seems to attract madmen and murders who tend to go on those massacres. Dark rituals and the like also seem to be much stronger within its borders, if you're the type to use those- almost as if the place was built on a Native burial ground.





## Companions

Companion Import/Creation- You may import or create one companion for 100 CP, four for 200, or eight for 300 CP, giving each one 600 CP to spend on themselves and a background.

+Improved Companion- For 200 CP, you can give one companion Revenant, ESP, or Cyborg in addition to the above. This can be purchased multiple times.

Canon Companion- If you can convince them to come along with you, you can recruit one normal person for 100 CP or a person with supernatural powers or a non-human physiology like Tina Shepard or Kay-Em 14 for 200 CP.

Jason Voorhees (500 CP)- Jason Voorhees, the infamous killer of Camp Crystal Lake, has for some reason decided to follow you on your journey. Whether it's because of some action on your part to soothe his tormented spirit, or merely because he's found fellowship in another murderous freak, the killer of Camp Crystal Lake is now completely loyal to you. The zombie-like Jason Voorhees will happily kill in your service, or curb his murderous tendencies at your request. Admittedly he's a bit limited in the cognitive field right now and not much of a conversationalist, but hopefully you'll be able to fix that. He will have his powers regardless of when you start, though, even if he hasn't come back from the dead yet.





### Drawbacks (+600 CP Limit)

Alternate Continuity (+0 CP)- Instead of going to the main continuity you may choose to go to a different one- such as the 2009 reboot- including crossovers such as Jason vs Leatherface.

Coward (+100 CP)- Let's face it- the idea of a seven foot tall zombie in a mask coming after you with a machete is terrifying, even if Jason has the occasional goofy moment. But while you might have been steeled against such horrors in other worlds, now you'll find yourself jumpy and cowardly. Given the option to run or fight, you will choose to run every time, and danger will quickly send you into a panic.

Nightmares (+100 CP)- Traumatic experiences can do strange things to a person; make them see and hear all sorts of things that aren't really there. You've become plagued with these types of hallucinations, sometimes hearing voices, sometimes seeing or even feeling things that aren't really there.

Disfigured (+100 CP)- You embody the phrase "a face only a mother could love"; even then she'd probably have to be some flavor of crazy to tolerate you. Your face is hideous and nothing can change that.



Dumb Teen (+200 CP)- While the teenager part is optional, you're definitely not the brightest of bulbs. You constantly make dumb decisions like deciding to go off alone into the woods when you know there's a murderer around, and also do cliché things like tripping while running away from murderers- even through no fault of your own. Having somebody to watch your back is almost essential now- hopefully you won't drag them down with you.

He's Back! (+200 CP)- You just can't seem to get rid of the people you want gotten rid of. Whether they're murderous or simply annoying, these frustrating people have a habit of attaching themselves to your hip. They will be surprisingly durable, capable of shrugging off all manner of abuse- and even if you do kill them, they just rise from the grave after lightning strikes it. And if they didn't want to kill you before, well, getting raised from the dead as a zombie usually doesn't do wonders for one's mental state.

Crazies (+200 CP)- Like how this mountain seems to attract or perhaps create murderers, you seem to attract the worst that humanity has to offer. Gang members, serial killers, rapists, cannibals, and worse all seem to cross your path to menace you with frightening regularity, especially when trying to do something fun.

Murderer (+300 CP)- You have an itch; a need to kill people that starts out as a compulsion and might just end up as an addiction. While you can choose your targets if you embrace this feeling, ignoring it will result in you blacking out, waking up only once you've committed a rampage- or been put down like the animal you are.





Uncontrolled (+300 CP)- This is not a world of superheroes; there is no league of heroes to save people from harm, nor is there anyone to help those few who have developed supernatural powers master their abilities. Unfortunately, yours seem to be on the fritz; even if you had a good control of them before you'll find that your powers are harder to control, sometimes lashing out at random or doing things you don't want them to do when you try to use them. And if you don't have any powers you become reckless, overly confident and headstrong.

Weakness (+300 CP)- Well, there might not be any superheroes here but you certainly have your own Kryptonite now. It might be a flaw in your form such as an exposed brain, or maybe it's something like a psychological weakness, like an inability to harm people who look like others you know or even a fear of water. In any case, those who know about it- and it will come up during your time here- are sure to use that knowledge against you.

Jumper vs Jumper X (+600 CP)- An alternate version of you has arrived from the future, or perhaps you've somehow found yourself there and got cloned? They are a being similar to Uber Jason; undead, and enhanced with cybernetics in addition to any other abilities you might already have. Ruthless and powerful, they want to kill you in the vague hope that doing so will let them take your place in the Chain, and they will do anything in their power to do see you dead. On the bright side, while they possess equivalents to most of your equipment they don't have anything that's too large to carry on their person, or any other people helping them out aside from themselves for that matter.





"Jason, my special special boy. Do you know what your gift is? No matter what they do to you, you cannot die. You can never die. You've just been sleeping, honey. But now it's time for you to wake up. Mommy has something she wants you to do. I need you to go to Elm Street..."