



Five Nights at Freddy's: Lewd Robot Nights

By Jo Demon of QuestionableQuesting, KSn5Ynoh of QQ

Welcome to Freddy Fazbear's Pizza, a magical place for kids and grown ups alike where fantasy and fun come to life!

Well, maybe for kids, given Fazbear Entertainment's main attraction is their sex bots at their strip club. Or maybe the animatronics for their pizzeria really are that well endowed. Perhaps they're not even animatronics at all, instead being bio-engineered furies. The only thing that's certain is that you're entering a lewd parody of the FNAF universe.

Take 1000 points for your trouble. You'll be spending a year among the best lewd robots money can buy.

Origins

Nightguard- Your average security worker, keep people off the premises and distract the robots from going out by fucking them stupid, or by being such a submissive that they're distracted by teasing and fucking you stupid. Management isn't picky.

Day Staff- Despite what their appearance might tell you, the Animatronics are still machines, and thus require upkeep. Well, most of the time it's just an excuse to make sure their libidos don't get out of hand. No one is sure why robots have a libido, but outside of those who have broken hips, no one has complained.

Customer- Management has really enjoyed this particular aspect at least. Instead of being an employee of Fazbear's, you're one of the many, many people who come to *enjoy* the company's many mechanical employees.

Animatronic (200)- Oh, instead of being a human employee, you're one of the many machines that give the franchise its fame. Due to the benefits this entails, mostly in the physical abilities range, this particular origin requires payment to the management. Feel free to choose either an animal to be based on or a variation of the existing animatronic.

Location

Feel free to pick any of the various Fazbear locations, or if you feel like it, a conglomerate that includes all the various robots you want to fuck.

Perks

General

Built different (100)- Or better some would say. Regardless of your gender, you're absolutely stacked in whichever way you prefer. Even the animatronics tend to be stacked, probably due to some, perhaps slightly murderous, genius inventor.

Weird Science (200)- In some continuities, a pizzeria owner managed to discover the secrets to fusing soul with metal in an otherwise mostly normal world. Now, you can replicate similar feats, having an easier time discovering and researching obscure facets of reality. There's no guarantee this knowledge will end up being useful, and this will typically only cover enough to understand the basics and perform further research on your own, but you retain this bonus to discovering any perversion potential from this science.

I always 'come' back (400)- You are more likely to successfully be revived, and if you are revived you may continue your chain after being alive for a total of 10 years (or however long it is) in-jump, should your jump not end early. This also guarantees that once per jump or decade, whichever comes first, you will be revived, no matter how wacky or contrived the circumstances, although there may be drawbacks to your new lease on life.

Additionally, once you have sex with someone, attempts to have a repeat, whether through seduction or force, are more likely to succeed.

Nightguard

Nightshift, Night Life (100)- It's hard to work a night shift, to never see the light of day, but not for you. You're a night owl, capable of operating as if your nights were days. You never have to worry about problems about being awake at night or falling asleep during your shifts.

Five nights of lust (200)- Of course, these robots you're watching are an incredibly horny bunch, it's up to you to keep them distracted. You have the libido and the stamina to keep up with multiple robots at a time, you could spend a week fucking an orgy of machines every night for twelve hours straight and keep going beyond that.

King of FNAF (400)- Of course, who wants to simply survive the nights. No, you want to conquer them, you want to make it so that these machines are reprogrammed to worship your dick and you want to reprogram them with said dick.

And so you can. Your sexual skills are such that even machines can be mind broken into your pets, at least as long as said machines are capable of feeling pleasure from sex.

Day Staff

Safe Shifts (100)- The dayshift employees have it a lot easier than the nightshift ones. Every night the animatronics grow active and try to... 'interact' with the security guards. Well, outside of a few instances, they don't do that during the day, and you'll see similar benefits on your shifts. When someone or something becomes more aggressive under certain conditions, you'll find that they're more likely to remain non-aggressive around you the more those conditions go unfulfilled. And even when they do become aggressive, they'll be slightly less so, although this won't do much except slightly slow them down unless they're trying to resist it.

In addition, they'll grow less aggressive than normal from your actions, such as some light groping, but be careful, everyone has their snapping point.

Repair Staff (200)- Things wear down and break, and the Animatronics are no different. You have the skills to repair the animatronics here, and to perform upkeep on them. This insight also gives you the perfect knowledge of all their weak points, both physically and the points on their bodies that drive them mad sexually.

In addition, when you perform repair acts on sentient machines, they'll feel bursts of pleasure, with any machine you've worked on feeling more pleasure during sexual moments with you.

Purple ~~Murderer~~Pervert (400)- Ah, you're no normal employee. You're the genius behind the mechanical marvels, the source of these prestigious machines, so life like that it defies belief of these times, whatever that time is. The most important thing about this perk is that it allows you to understand every detail about the animatronics and what goes into building and programming them.

Who knows, you might decide to make some personalized machines. Just try not to make the decision of building a one to one replacement of your dead wife.

Customer

Sex Sells (100)- And you want to buy. If you desire it, you can find some lewd businesses with ease, whether it be an adult shop or simply revealing outfits. Even better, establishments you frequent may slowly become lewder in ways you approve, somehow never attracting negative attention or losing profits, although you might see less kids around. Don't ask how they're researching anatomically correct robots so fast. This process will speed up the more you frequent the establishment, or through more direct influence of management or employees.

Mask (200)- Despite it's popularity, no one wants to be known as the robot fucker. This perk means that as long as you're hiding your face, no one will recognize you. Even if some part of you is extremely recognizable, as long as you're wearing a mask, no one will connect you to the person railing the six and a half foot tall rocker wolf on stage.

It does have to be a full face mask, so skipping with bandannas or half masks.

VIP (400)- You are a very important person, and people recognize this on sight. While this does give you general preferential treatment, this is especially useful for convincing employees or freelancers to do what you want given a slightly reasonable cause. As a moderately wealthy customer, you could convince a waiter to deliver your pizza with a blowjob under the table, and if you can get that actress' career to the next level, she'll happily do a few private acting sessions with you.

Animatronic

Curious Attraction (100)- Even if you were a murderous animatronic, you would be surprised how many people would want to fuck you. And this isn't just down to your improved sex appeal, facts like being 'not human', 'a violent murderer', or 'actively trying

to kill me' doesn't dampen the appeal or arousal at all. While this might help you get a jump on your prey, this also means that if they ever have you at their mercy, they're more likely to have their way with you than destroy you.

Toy (200)- You were built with more than just basic animatronic technology. Your vision is connected directly to a facial database, instantly recognizing anyone in such a public database, and can tell if they've had any recorded crimes. You can also bring up any information connected to a face in a facial database you have access to. This includes your mind, so never fear forgetting someone's favorite activity again.

Additionally, your chassis is more advanced. It resists the effects of time more easily, such that you'll never need to fear rust or wrinkles, although your internals aren't quite as protected.

Glamrock (400)- You are not just any old animatronic, you are one of the most advanced ones to date. Besides a general upgrade to your animatronic form, this also means that your AI is definitively sentient. You are capable of actively resisting mind control, so long as you know to fight it, although resistance does not guarantee freedom if the control is strong enough.

Additionally, your body is very receptive to upgrades, almost never causing issues, and they tend to gain new lewd properties. For example, a voice capable of sonic disruption can also cause people to become incredibly horny, extra sharp claws could cut through clothes without harming the flesh underneath, and eyes that can see through walls could see through clothes without issue.

Items

General

Game and book collection (100)- You have every single official FNAF game and book available. More importantly, you have a lewd version of all the previous media, made with the same care and quality. You also have every lewd parody of the FNAF games.

Business (200)- This small business and the land it is on is completely expense free, aside from any income tax. The public also seems surprisingly accepting of any indecency that occurs here. This place will never go out of business, barring severe criminal charges. Even then, this is still legally your property, and utilities are free. Retains any upgrades.

Afton Legal Team (400)- This organization is dedicated to keeping you out of jail, with all their expenses paid. They could keep a business with regular customer injuries legally

a float and with only a slightly sketchy reputation, or keep the Purple Guy out of jail despite what he did, and how little he did to clean up after himself. They aren't above making bribes or using blackmail, and they have a cleaner team to take care of any evidence left behind. Noticeably, any lawsuit about obscenity goes surprisingly well, always winning quickly and having seemingly little impact on your reputation.

Nightguard

Night Uniform (100)- A security guard outfit that looks rather flattering on the wearer, also exudes a sense of authority. It can be easily adjusted to expose genitals or other sexual characteristics on the fly. It's also surprisingly durable, able to come out of a tussle with an animatronic no worse for wear, although this durability does not protect the wearer.

Security 'Tools' (200)- While being a guard isn't exactly safe, due to advancements in technology you don't have to wander around the entire establishment anymore. First off, you have a tablet that can connect to any security camera system, unless you don't have permission and they have strong cybersecurity. This tablet can also play a loud moan through cameras, even if they don't have speakers, which most people nearby would investigate. Finally, it has a flashlight feature that can be used through cameras, and luckily doesn't run out of power. Additionally, you can make the light seem brighter to others, in case you want to blind someone, or make it less noticeable, for more voyeuristic desires. Comes with a physical flashlight with the same features.

Animatronic Stunner (400)- A tool that when activated can stun any robot you point it at. They are stunned for a few seconds, but will remain stunned if you keep pointing the tool at them. There are various levels of stuns, in case you want them more aware, but at the very least they will be unable to attack you or escape. There is also a burst mode that can stun any robot in a 20m radius, in case you're surrounded, but can only be used like that once per hour. Does not work through walls.

Day Staff

Repair Tools (100)- A set of tools that could be used to repair anything, but specialize in repairing robots. For robots, they repair much faster and better than anything commercially available. They can even repair things they really shouldn't, such as fixing broken memory banks, although truly excessive damage could prevent that. You'll also find it cheaper to repair with these tools, with minor repairs not requiring any materials.

Animatronic Parts (200)- A pile of animatronic parts, enough to build 4 animatronics. Restocks yearly. The quality and technological level will vary between the technological level of your current jump, although it will never go below the level of this FNAF jump,

and your skills (if they are higher). Roughly 20% of these parts will be as advanced and sophisticated as if you made them personally (if applicable).

Jumper's robotics (400)- Your own robotic company. They're perfectly capable of switching their production on a dime, and seem to specialize in sex bots, which are slightly higher quality than other models. Even combat robots perform better when given an appealing form. Customers are even accepting of this design philosophy, as long as it isn't too explicit.

Customer

Money is the best lubricant (100)- You gain \$10,000 every month to spend as you wish. Interestingly, spending this money makes those you buy from or for much more willing to open their legs for you. Alternatively, you could proposition them directly, and most would be willing to agree 20 bucks is 20 bucks.

Request Box (200)- Sometimes you want to see a business do something different, but as a simple customer, you don't have the power to implement that. This box will help with that. By writing a request to a business and putting it in this box, the corresponding business will temporarily implement the request, which is guaranteed not to negatively affect them, even if it involves sex in a family-friendly establishment. If the change is affordable and well-received, the business might even implement it permanently.

VIP card (400)- While VIP can get you wonderful treatment, you still need to actually meet the people you want treatment from. This little card can get you most places. As long as the area isn't heavily restricted, such as top-secret military areas. The main exception is personal rooms, which require a conscious person to be there, in which case you can flash this card and they'll let you in for at least half an hour, until they plan on sleeping/leaving, or they kick you out. They may try to delay the meeting if the state of their living area would be embarrassing for you to see, but they'll only outright deny you out if it would have repercussions on them if they let you in.

Animatronic

Private Room (100)- You know, most animatronics don't have much in the way of a private life. Either they're up performing on stage or they're being monitored by the staff. Luckily, you have the privilege of an entire room just for yourself. Within these bounds, no authorities will ever snoop, blocking it out if they can sense what's happening inside, or enter, at least without a good reason. Refusing to leave for more than 5 minutes counts as a good reason. They will never deny you the ability or desire to go to this room while you have free time, and one will always be near.

While inside, all your basic needs are met, and any mental alterations temporarily lifted. You will not be able to directly affect the outside world in ways the authorities care about, including anything that could be taken outside the room, but interacting with or harbouring anyone you invite or 'intruders' who 'break in' is fair game, so long as the latter isn't caught.

Upgrade (200)- You have a robotic part that is roughly on par with those of the Glamrock animatronic series, whether that be claws that can cut through chain fences, a loud voice capable of disrupting electronics, eyes that can see through walls, or an entire cavity in your chest that can open up and fit a full person (curled up if they're an adult) without impacting your bodily functions. It also gets a lewd side effect in line with the Glamrock perk. You also get blueprints for this part and an implant equivalent.

Fursuits (400)- You have your very own animatronic, capable of fitting a human body without any anatomical rearrangement. If any corpse is placed inside of it, they will come to possess the animatronic with all the clarity they had in life, should their soul not be elsewhere and kept there. A living person placed inside will also become the animatronic should they not actively resist. The animatronic comes in any design you desire, or the occupant desires should you care about that.

You get a new suit every year if you have used the previous one. You can use this to revive yourself, but this does not guarantee your revival will allow you to continue your chain.

Companions

Import (50/300)- Your standard import options. You can import a companion for 50, or eight companions for 300. They each get 600cp to spend.

FNAF World (300)- With this, all your companions can join in on the fun, as they're all imported with 200cp! Sorry, with this many people, not all of them can be main characters. On the bright side, the animatronic option is free for anyone imported this way.

Export (100)- You are guaranteed to meet the designated character and they will agree to become your companion.

Alternate (100)- Perhaps your desired companion doesn't actually exist here. Maybe they're from a future you would butterfly away, or simply would leave before then.

Perhaps you really want Foxy to be a woman when he's a man. With this, you can choose a FNAF-based character to your specification and they will simply appear as your companion. They can't be more capable than the people found in this continuity though (including the near future).

Drawbacks

Schitzo Tech (+100): Usually, whoever is making these animatronics has some pretty crazy advancements in robotics. It seems sex bots are not one of them. The sexual features of animatronic bodies are constrained by the actual time period, meaning their “skin” might feel plasticity, their vaginas just fleshlights, and any body heat being rudimentary heating systems. Even should the “animatronics” be basically biological, they’ll feel synthetic or off somehow.

The exception is for innovations you personally design and implement. While others can learn from these, they never seem to be able to replicate your quality, leaving a few defects that make the experience worse. This includes any form of automation you might have, so the best sex bots you’ll have to make yourself.

Dead End (+100): The majority of the FNAF games are through the lens of a night shift worker in an extremely dangerous job making almost minimum wage. You too will get to enjoy this experience as you work in a similarly awful job for 5 years. The details don’t have to match up exactly, perhaps instead of dangerous it’s merely humiliating, or one of the worst customer service jobs, but it will be just as bad and pay next to nothing, perhaps actually nothing if you’re an animatronic. Not doing your job will only result in the 5 year timer not going down and getting fired and shuffled into a similarly shitty job, or something worse happening depending on your boss. This doesn’t actually prevent other sources of income, and the bad qualities of the job don’t scale to your capabilities.

Free Fursuit (+200): So, it turns out the animatronics don’t just want to fuck you. They want to make you one of them, by trapping you in a suit. Which is a one-way process. Once transformed, you no longer inherently have control over your body, but you will still feel everything as the other animatronics fuck you and your body performs at the location. You will get into situations where the animatronics have the freedom to act on these desires. You can’t take this if you’re already an animatronic.

Purple Lust (+200): You have a fetish for animatronics. That wouldn’t be so bad, if your fetish wasn’t specifically turning people into animatronics. You can be sure that killing someone and stuffing their body in an animatronic will cause them to possess it, allowing your fetish to be possible. After you transform someone, you can satisfy your fetish by fucking them, although your desire to transform someone new will slowly grow until you do so.

You will have a strong desire to act on this fetish, which can’t be ignored, although enough willpower can painfully ensure you don’t act on it if you have a good reason. Morality will have

less of a grasp during this argument, but fear of consequences might work. You're not above consequences yet, are you?

The (Wo)Man Behind the Slaughter (+300): Looks like they've caught their eye on another victim. The purple (wo)man will try to kill you, and none of your powers that can trivialize their attacks will work against them. Should you be human, when they kill you your soul will inhabit an animatronic. If you already are one, they will disassemble you and remake you to fit their tastes. Regardless, while you'll still be alive, you'll now be bound by their programming, although they can't force you to use supernatural powers. Expect to spend the rest of your stay attempting to drag in more victims and fucking your killer.

SAVE THEM (+300): The puppet gave the ghosts life. You have to allow them to live. To succeed in this jump, by the end of it every sentient animatronic (or the main ones, if there's more than a dozen), whether AI or haunted, must have a relatively happy life. It's guaranteed most of them won't have this fate without intervention. Of course, the specifics don't matter, so you can keep them as your sex-addled pets if you want. While you don't need to save every single one from destruction, you do need to make sure at least $\frac{2}{3}$ of the animatronics survive, and can't kill one or personally let one die without notable personal cost.

Don't Fuck the Animatronics (+400): Well, if you want to take the fun out of this, here's the drawback. You fail the jump if you fuck any animatronic (outside of Ultimate Custom Wet Dream). You will either get in situations where you have easy opportunities to fuck a horny and willing (if you like that) robot, or they will try to rape you. You can choose which one, unless you're not attracted to robots, in which case it's the latter. It also doesn't stop the other situation from happening, and you can choose both if you want.

Ultimate Custom Wet Dream (+400): At some point during your stay, possibly before you even arrive, you'll be trapped in some sort of purgatory. A sexy one. To get out, you need to survive a full 6 hours without getting caught by the 50 animatronics on the equivalent of 50/20 mode, without outside perks that make this significantly easier, such as most superpowers. On the bright side, you find them all at least somewhat sexually attractive. Each attempt you can adjust the difficulty of each one, as you'll likely want to practice first. Each time you're caught, all nearby animatronics will fuck you, which on 50/20 mode will probably be all of them. Luckily, they don't have limitless stamina, and they don't recover between turns, so it shouldn't take more than a few hours. You have unlimited attempts, but can you withstand such violation and come out unchanged? Giving up results in a chain end.

Ending Options

Stay Here: Stay here among the land of Sexy and incredibly thirsty robots

Go Home: Sounds boring, but it is your right.

Continue: Continue on through your jump