Five Nights at Freddy's

Jumpchain

By: /u/SerFreke

Hello and welcome, to a world of wonder and entertainment. Perhaps you are here to see our Wonderful Fredbear's Family Diner? Or maybe Freddy's gang caught your eyes? Or could it be Fazbear's Fright horror attraction? Or even Circus Baby's Entertainment and Rental? There's quite a few places for you to visit and learn about here after all. Though, we need to figure out who you are first of all. Oh, I almost forgot, take this as a signing on bonus:

+1000 CP

Location/Time

Choose any FNaF game location and you'll go to that place and time to start.

Origins

Lost Child (Drop in Optional) - You're not really anyone who'd be missed, honestly only some broken toys or animatronics would even notice you. (Age: You may choose somewhere between ages three and ten)

Night Guard - Ah, the new Graveyard shift huh? Well, just between me and you these animatronics give me the creeps… they like walking around a bit much. (Age: You may choose somewhere between ages Eighteen and Forty)

Member of the Afton Family (100cp) - Related to William Afton who created animatronics and a rather profitable, if...controversial, pizza line. You can choose how you are related to him, be it sibling, child, cousin, nephew or niece, though nothing further away than these can be chosen. The one exception being a Business Partner, but then you'd be extremely close to the family, much like Henry Emily is thought to have been. (Age: You may choose whatever's appropriate)

Animatronic (200cp) - Well you're the new animatronic huh? Well, I hope you come to love being a part of the family. I'm sure the others will welcome you warmly, they love new friends, though they have some… *odd* ideas for passing the nights. If you decide against joining in, expect to be considered the odd one out… (Age: It doesn't really matter)

Perks

All origins get their 100cp Perks Free and 50% Discounts on the rest of their Perks.

Lost Child

Unnoticed and Unwanted (100cp) - You never really were popular, and most people barely gave you a passing notice. Now that works in your favor. You'll find you have a better time getting into areas you don't belong, and doubly effective in remaining there. Of course, once you get caught,

this effect won't work until you either manage to lose whoever caught you or you leave the premises. This perk can be toggled if you don't want the effect for some reason.

Crying Child (200cp) - For some reason puppets, golems, animatronics and such all seem to like you. While this won't make evil ones like or protect you, it will let some fight their coding to help you, if they'd be inclined to help you in the first place. But more interesting, those that have souls attached will be able to talk to you and you to them, even if you don't share a language or if one of you can't normally talk, and the soul can gain complete control to try and protect you, even completely breaking their programing to do so if needed.

You Won't Die (400cp) - Once per jump (unlimited after Spark) if you would die, you will instead possess a body - it may be a puppet, an animatronic, a golem, a mannequin - whatever it is your soul will enter it and let you control it fully. You may either prepare one ahead of time or just go into the closest one that isn't occupied with another soul. You can transfer your soul between suits if you're touching them. You can of course use other 1-Ups first.

Nightmare (600cp) - Fears do come to life after all; with this perk you can trap someone in a nightmare for Seven Nights. You can set it up much like a game, where they have an objective, and it gets harder to complete every night, though it has to be at least possible. If they fail the objective then their nightmare is lengthened by another day. To start the Nightmare you either have to put true terror or horror in someone's heart or put both hands on their head while they sleep. If kept in the nightmare for a full 31 days they will enter a coma and their body will become eligible as a target for "You Won't Die" or similar perks of body transference, gaining all their powers, skills and knowledge if you do jump into them.

Night Guard

On Guard (100cp) - It's not paranoia if demonic animatronics are trying to kill you via stuffing you in some kinda death costume to match their own. With this perk you get a slight boost to clues that something is coming, such as a quiet footstep or rustle of paper telling you to shut the door now! It also makes it so that you can stay on guard as long as you are awake, even at ten days with no food or water or sleep, as long as you were able to survive and stay awake you'd be just as alert as if you were at your best.

Danger Messages (200cp) - So, did you ever wish that you'd know about danger before it bit your ass? Well now you will! Maybe a friendly voice on the phone leaving a message, maybe a sticky note on your computer or something, though this will only warn of direct dangers against you, not widespread things.

Adaptive (400cp) - Most people would freeze in fear when they heard a screaming fox thing rushing down the hall or saw a bunny and chicken animatronic trying to murder them; you, well, it takes less than a second for you to adapt to your situation and use your knowledge, skills and experience to try and survive or do whatever you need to do.

Lucky (600cp) - You have some really good luck. While this shows itself mostly in dangerous situations it does affect the rest of your life too, such as finding money on the street and all that. The true power comes in when you're in danger, such as when murderous animatronics are at your doors. Your power might last longer than it should, or maybe they'll get bored and wander off, or maybe while you're staring death in the face it'll turn six o'clock and they'll be forced to wander on back to stage. Besides a general luck and survival luck boost, it also gives you a pure luck 1-Up once every ten years, Letting you completely dodge death and somehow get to a safe place for at least twelve hours.

Member of the Afton Family

Family Love (100cp) - Oddly enough, while families tend to argue or yell or even do truly horrible things, your direct family will always love you; even

if tortured for years and stuck inside an animatronic they could still recognize you and would still love you.

Purple Guy (200cp) - A nifty little trick you've picked up, as long as there's any form of doubt that you've committed a crime then the judge and jury will rule you not guilty. If you get involved with too many and too heinous a crime then this protection will wear off, but it's good protection for a while at the least.

Business Savvy (400cp) - You could start with nothing and work your way up to owning a state-spanning chain of restaurants in a couple of years, which is nice, but you could take it further with more work, though you could leave some competent people in charge and just make money from owning it instead; it won't grow anymore but it also won't dwindle either. And perhaps best of all, "accidents" tend to get swept under the rug… Kids going missing? Well, not your company's fault. Night guards vanishing? Well, no one cares anyways. A kid getting his head bitten into on stage? Well it may take a little bit but people will forget that too.

Robotics Genius (600cp) - You're a genius, pulling off things like graduating college at twelve years old and other stuff, though your focus and passion is in robotics, and it's what you'd have gone to college for anyways. With this you could create robots, animatronics and other such things with smart AI and perfect loyalty. Or maybe instead you want to go to a more...Medical field of robotics? Choosing this option instead could let you replace a person's entire body piece by piece over a week of work to turn them into a living doll, and they wouldn't even feel or realize you did such a thing unless they found their discarded body parts. You could make false body parts that can actually feel and as long as someone's brain is intact you could let them live in a new body. Though a word of warning, a damaged brain could lead to personality shifts. If you buy this perk twice you'll get both effects and can create animatronics and robots completely indistinguishable from humans, or even other species if you wish. This will only get better with time, study and practice. This skill can only go up, with no hard caps, only soft ones.

Animatronic

Metal Body (Free, Animatronic Only) - You're an animatronic, a creature of metal, wires and pipes. You may freely design a body in line with the other animatronics, either animal or human based. Though you will have to obey your programing for this jump it is lessened partially during the hours of 12-6 AM, and vanishes entirely post-jump. This form becomes an Alt-Form post-jump.

The Basics (100cp) - Singing, dancing, cooking, anything needed to run, and work in, a good pizzeria, you can do it, and you're pretty darn good at it: maybe not Top 10 in the world but at least Top 50. This also lets you be good at these things no matter your form.

Oddly Attractive (200cp) - Huh... okay? For some reason people always find you as attractive as you are in whatever form or Alt Form you have that would most appeal to them, from kids trusting the pretty animatronic to monster hunters wanting to lay that dragon booty instead of slay it. It also gives you a mild boost to at least model level looks.

Ennard (400cp) - Your endoskeleton has changed into an odd mess of wires and tubes, not as rigid as others of its kind. This lets you slither out of your exoskeleton and into other ones, even… "organic" ones, letting you puppet and control them with no one suspecting a thing. This also applies to other ways of controlling a body, such as possession: as long as you don't do something completely out of character, do something that the person/being you're inhabiting couldn't possibly do normally, or show your endoskeleton to someone they will all believe you are truly whoever you are controlling.

Karmic Backlash (600cp) - Everyone has karma, good or bad, but you can actively use the bad. The more sins, the more innocent beings they've killed, the more monstrous a person they are, the more their negative karma weighs on them. In simpler terms, the more horrible of a person

someone is, the stronger you become against them, and less powerful they become against you. This perk has no upper limit, but will scale depending on how powerful whoever it's used on in such a way that it has more pronounced effects on stronger people.

Items

All origins get their 100cp Items Free and 50% Discounts on the rest of their Items.

Undiscounted

Mini-tronic (50cp) - Buying this gives you a pet/follower mini animatronic, it can be based on ones in the games such as Minireena, Cupcake, Bon Bon and the like or one that you make up around the same size, All of them will have working cameras in their eyes, letting you record a short amount of time, or stream it to something else. And if you want I guess you can Companion them? Heck Buy Multiple and I'll let you Group them as a Companion if you want.

Fazbear Phone & Tunes (50cp) - All FNaF songs ever made are now yours, it comes with a High Tech Smartphone that stores them all, and always has at least one terabyte of storage besides what the songs use. It also comes with free internet and can connect from anywhere on earth as long as the internet exists. You can choose which Fazbear Character the phone is based on.

The FNaF Experience (100cp) - Gives you all FNaF games and a high tech gaming PC. It's oddly compatible too, for some reason it always upgrades to "Best Commercially Available" form of computer, and retains any upgrades you give to it. It also lets you download the games to other devices to play it with them as long as you have enough buttons to play with, maybe with things that have different controls, honestly if you can think of a way to play it with something you can most likely download it and try it. Just... I might be weary of playing Help Wanted with the "Plug Into

Your Brain" kind of VR, these kinds of things might have… unintended consequences.

Lost Child

The Plushie (100cp) - A small plush toy of one of the animatronics, it seems to move around sometimes. Giving this to a child will help soothe their fears oddly enough and you'll get a new one a week later, either a copy of your previous one or a new type you get to choose. Further purchases are discounted.

The Minigames (200cp) - A collection of odd minigames that you can play to give yourself insights into the story or characters you're surrounded by, updating in future jumps.

The Puppet's Box (400cp) - An odd music box that just appears around you; inside is a living puppet that seems quite affectionate towards you. The box will begin playing music to warn you of danger and if you survive long enough for its song to finish the puppet will pop out, looking like some kind of monster and being able to at least match you in all physical stats until the threat is dealt with, though it likes to be a bit...lethal in its protection of you.

Night Guard

Application (100cp) - This lets you get a job as a night guard anywhere you submit it once per jump, no matter your background.

Pizza Place (200cp) - Well, it doesn't have to be a pizza place, but basically you get to own a place based on one of the places connected to Freddy. If that's Fredbear's, Freddy's, Fazbear's Fright or Circus Baby's or one of the locations seen in the Fangames if you've taken that drawback, it has generic animatronics that aren't possessed and aren't companions, though they have smart enough AI to run the place just fine without the need to hire any human help.

Office (400cp) - This is an addition to any property you own, a room that you can sit in and monitor the entire property. It also helps you with protecting yourself, being an order of magnitude more durable than you or your armor are.

Member of the Afton Family

Your Room (100/300/500cp) - No matter how big or impressive you are, no matter what disgusting acts you commit your room is always open for you. Attached to your warehouse, you'll always find it comfortable and to your tastes, past family members from previous jumps will visit you, and talk to you, making home made food, and generally caring for your wellbeing. For an added 200cp it instead becomes a Complex where your past families can stay and live in modest luxury, the various members able to talk and interact with each other. For another 200cp this complex will upgrade again to allow Companions' families to be added, and this will also now include close friends, or those bound to you or your companions, such as familiars or even peerages from Highschool DxD! (A member of the Afton family only has to pay 200cp to get both upgrades.)(Also for the 300 and 500CP options your Companions may stay in the complex letting you visit them even if you don't import them.)

Springlock Suit (200cp) - Huh, how'd this get in here? Oh wait, *you built it.* This is a springlock animatronic suit you've gotten your hands on here. A springlock suit effectively doubles as both an animatronic suit and a wearable costume for employees, which helps keep the illusion of the characters alive by having the outfit be identical to the ones seen on stage. It's actually kinda brilliant, in a way. Unlike the ones found in the series, this one will never ~~cause your horrific and agonizing death~~ suffer a springlock failure of any kind, and when wearing it, you seem a bit more trustworthy to young children...

10% Stocks (400cp) - You now have 10% of the stock, but in what? Well for this jump it's in the Aftons' company and business chain. In future jumps

though? Whatever company you want; you can even split up the stocks to go into different companies.

Animatronic

Who I Was (Free, Exclusive to Animatronic, One Time Only) - You were Someone before you were a robot and, oddly enough, things from that past tend to come back to you. Choose any one Item from the other origins and gain a one time discount on buying it. You only get to do this once.

Stuffed Suit (100cp) - What an interesting thing you've got your hands on. This is a regular old animatronic suit, the kind animatronics like yourself tend to use. Strange thing, it's almost big enough to fit an adult-sized person in… if it weren't for all the crossbeams, metal wires, and sharp metal bits inside. An odd property of the suit is for some reason or another, it seems to attract spirits and the like, particularly those of children. Why, if a person, perhaps even a dead body were to be, say, **forcibly stuffed inside…** well, you wouldn't do that, would you? It's not like you're *that* desperate for a friend… right? Comes with a free endoskeleton that doesn't do much… *yet.*

The Gang's All Here (200+/1000cp) - Choose one cast of animatronics, such as FNaF 1 or Fredbear's Diner or Sister Location, or any cast applicable with the "**Fan Games and Fics"** drawback if you took that. You can't choose FNaF World or similar games for this Item. Additional purchases lets you purchase more animatronics from another of the FNaF games' casts to add to the group companion. For 1000cp (discounted to 500cp for Animatronics) total you get all animatronics for Scott's games, as well as up to two fan games. They are treated as one companion slot and split perks evenly at the lower tier but for the 1000cp one all the members of the group get half the stated power of a perk or ability. These animatronics are now fully sentient and sapient, and you can choose how each one sees you personally at purchase. You can take either the lesser or greater option as a follower if you want. Either way any animatronic

destroyed or damaged beyond repair, or killed will come back fully repaired within one week.

Companions

Import (50cp) - Import a Companion into the setting, they get 400cp to spend.

Create (50cp) - Create a new OC companion. They get more to spend here, 600cp in fact, but all Origins count as being free for them.

Canon (100cp) - Okay? Sure I guess, with this you can take a single individual, flesh or steel, to come along with you. Of course, convincing them to tag along is another matter entirely...

Family (300cp) - Family is important jumper, in fact, I believe them so important that I'm offering this, if you take this you're buying your direct family from this jump as a group companion, whether they are alive, dead, in hell or in an animatronic by the end of this jump to come with you on your chain, they are guaranteed to love you and will always import into future jumps for free, getting 400cp to spend on top of whatever the Jumpdoc offers as the basic amount for imported companions.

Scenario

Hell - Well, welcome to hell Jumper...First thing's first, all your out of jump powers and abilities, items and the like, everything from out of jump, hell you know what, everything from in jump, even your "Body Mod" all of that is gone...Now, now you are just you, no body mod, no perks, nothing.

Now we can start your journey through hell… FNAF, you wanna play the games? Well I guess it's only fair you live them, all the games, you have to live through them, all of Scott's and any fan games you pick up.

You have to beat every night, every minigame, every ending. Don't worry, you don't have to do this in one life, you simply have to do it over and over again until you find everything, complete everything; yes, this includes Ultimate Custom Night on All 20 Mode. Again you will always get to try again whenever you fail, but if you want to give up you can, failing the jump, losing anything purchased here and forever gaining a patch of rotting skin around one of your eyes that will always show, no matter your form or powers. Just don't give up, it's easy you have to win eventually right?

If you manage this, if you find every ending, do everything you get quite the special little reward not only to you get everything back from your past jumps, as well as whatever you bought here coming to you you gain a perk…

I ALWAYS COME BACK - A Unique perk, you no longer solely exist "Physically" no, instead you exist, as something similar to a concept, or a memetic entity of some sort, unless something has the power to kill a memetic entity, a concept or something similar they aren't killing you, you will come back, maybe you possess something, maybe you hypnotise someone and control their body, maybe you're reborn, I don't know or care, I just know you always come back, hell, I'll even throw in a free cult that just appears in the jumps you visit in the future, dedicated to you of course, Just to make it harder to end you conceptual or memetic existence

Drawbacks

Fan Games and Fics (0cp) - Picking this up lets you choose to instead change your location to either a fan game based on FNaF or into a fanfic involving it somehow.

Aesthetics (0cp) - You can change how the animatronics look, be it just making them Furry, making them look alike to Faunus from RWBY, Making

them sexy anime waifus, whatever, this lets you do it, though they still have to be animatronics, the least you can go is doll-like limbs. This affects you as well, letting you change your animatronic body if you have one the same way you can change others.

Lewd FNaF (0cp) - This makes all the animatronics want to do lewd things to you...the killing just happens because they are a bit over enthusiastic. Or if you're an Animatronic you do lewd things to others.

Decommissioned (100cp, Animatronic ONLY) - Oh, that's… not good. It looks like you're a bit outdated, and quite frankly… busted up. You'll no longer be performing during the day, and if anyone sees you online during the day, you'll be shut-down and taken back to the back room/parts and service room of whatever location you started. On top of that, you've been used as spare parts for any other animatronics, meaning you'll be barely operational for the most part. Expect lots of glitches and software bugs, and even some hardware failure for the most part. You're also kinda terrifying to kids.

Gacha Life (+100cp) - Everything looks oddly cute and kinda pastel. You feel a bit like you're on a drug trip honestly, and people look and dress weird and it's all a bit weird, but it could be weirder I guess?
+Singing Battles (+100cp) - For some reason everything seems to get settled by "Singing Battles" between individuals or groups. Someone killed your kid? Singing Battle! Winner is in the right. Your Wife cheated on you? Singing Battle! Doesn't anyone get tired of this?
+Reactions (+100cp) - Randomly mostly about once a Week you'll be randomly kidnapped and forced to sit through Memes, AMVs, TikToks and other such things about both yourself and whatever people from whatever fandom you get randomly dropped in with, mostly this lasts only around ten minutes, but some can last for over a hour.
+Softie Jumper (+100cp) - Well, not really a big bad tough guy anymore are you? You're a softie, if you were a child murderer you'd find that no in fact it was the evil spirit possessing you who did it, also you now love him.

Why, idk, this is weird, you'll also be randomly dropped in on your tougher AUs every now and then, try not to piss them off softie.
+Creator Interference (+100cp) - You've become Plagued by a race of beings known as Creators, they can't stop you, or directly control or kill you, but they will use you for their amusement...You'll most likely have a couple hundred backstories, more fangirls than you can count and a loving wife, an abusive wife, a loving murderous ghost clone, an obsessed girlfriend wanting to be in your cult and more over your time here.

Drawn to the Bitter (+200cp) - Tragedy is drawn to the bitter as they say. And it seems drawn to you more than most, you're going to face or have faced some hardships that will or have left you pretty traumatized. You have severe PTSD in the form of Nightmares of old enemies.

You're Back (+200cp, Nightguard ONLY) - You're back again huh? Can't stay away from this life is that it? Well, I hope you know what you're doing. For some reason you'll find yourself always working as a nightguard at a shitty location, be it Freddy's or somewhere else, it might be murderous animatronics or it might just be annoying kids or shitty bosses, but you'll hate your job as a nightguard all the same.

Do You Wanna Get The Scoop? (+300cp) - You'll find people to be helpful, open and friendly, and in fact, quite often you'll find their advice saves your life. But then, every now and then, one will betray you, and it'll be extremely hard, but not impossible, to figure it out.

Confined (+300cp, Nightguard & Animatronic ONLY) - Like a rat in a cage, you're utterly stuck where you are. If you're a Nightguard, you'll be stuck in your office for the entire duration of your shift, unable to leave until the clock strikes the oh so sweet 6AM. If you're an Animatronic, you're stuck in the location you started at, and will be unable to leave of your own accord. If by some chance you get moved outside by forces other than your own, you will be completely and utterly compelled to return to your starting location using whatever means necessary. Better hope the place doesn't somehow burn down with you in it, though if it DOES burn down and you

happen to survive, this drawback will change what your confined area is to the most closely similar location.

All I See Is Purple (+300cp) - Well you're obsessed with the color purple for some reason, loving it more than any other. Besides that though you also find yourself not in control of your body as someone else pilots it around doing things you wouldn't, forcing you to watch.