Gauntlet

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v1.3

Welcome to Freddy Fazbear's Mega Pizzaplex! We hope you enjoy yourselves tonig- **ERROR!**

Hmmmm? Oh, you aren't supposed to be here right now… Ah well, ***we will have to remedy this…*** But first… Who are you?

Origin

Animatronic: You're one of the many artificial personnel that work as part of the Pizzaplex, with a design similar to that of the Fazbear crew. While the gang are currently undergoing a little bit of software issues regarding a certain malware hijacking their systems, you somehow managed to avoid the virus. Well, aren't you resilient… ***Don't worry, Vanny will make you all better….***

Lost Child (Optional Drop in): Oh sweet child, you are up past your bedtime aren't you? Unfortunately, the Pizzaplex is not a safe place for kids after hours. You'd best get moving, nighttime protocols are going to start soon. ***And then the real fun begins…***

Security Guard: Ah, the new hire. I thought you were taking tonight off? Ah well, you should probably go on a good walk around, things have been weird tonight. ***In fact maybe you should go check out the animatronics….***

Now that we know who you are, why don't we get started on- Wait, stay out of there! Don't touch tho-

+0 CP

Oh, no… you've been reduced to your Body Mod. Now why'd you go and do a silly thing like that?

Ah well, you just have to manage from midnight to six in the morning… ***Have fun~***

Drawbacks

Animatronic Only Drawbacks

Battery Life [+100]: Your life is tied to your battery charge. If your power reaches 0, then your systems will shut down and will count as a failure for this gauntlet. For companions, this will instead lead to them being hacked and made into new enemies. Luckily there are recharge stations scattered throughout the Pizzaplex, accompanied by a mandatory recharge period every hour. Make sure not to miss it…

That is not a Safe Play Area! [+100]: For some reason you seem to be a tempting hiding spot for children or others who are trying to hide. Expect to find, if not children hiding inside you, that others have hidden items and other such things inside your frame. This will be INCREDIBLY uncomfortable and, if not cleared out, may cause damage to your internal machinery. Speaking of children, you'd best be careful not to toss them around too much lest they get crushed and twisted into a meat pretzel.

Dark Moon [+200]: Looks like you have a dark side… Just like the daycare worker, the moment the lights go out… Your dark side comes out to play. During this period you will attack any companions you have and seek to destroy them, unable to retake control over your actions until the lights come back on. Don't think you can get away with just not having companions as if you lack companions a sweet little boy will follow you around wanting to play and be your buddy… If you kill a companion or a child you will fail the gauntlet. The kid will not be attacked by other animatronics or characters unless given no other alternative and even then he will somehow get away unharmed…

Flash Photography [+200]: Your eyes are sensitive. Not just normal sensitive, oh no, your eyes are so sensitive even a flashlight shined at you will leave you temporarily blinded. And for some reason, children just love doing it to you. Each time will hurt as if someone just poked your eyes.

Upgrade Component [+400]: Oh my, it looks like some part of you is compatible with Freddy! And wouldn't you know it there is a little gremlin of a child who would be more than happy to see you "Get what you deserve" and rip that bit off of your mangled frame. This kid is clever and is more than willing to use your own habits against you if given the chance… At least losing whatever it is probably won't kill you outright?

Hacked [+600]: ***HE*** is inside you now and you will do as ***HE*** says. For the duration of this gauntlet you will be forced to fight against malicious possessed code as it worms it's way into your mind. A lapse of focus for even a moment could be deadly as the moment you stop fighting ***HE*** gets that little bit deeper into your mind and that little bit closer to controlling you. If you fully succumb to the virus, you will fail.

Lost Child Only Drawbacks

Catch your Breath [+100]: You've been indulging in the pizza haven't you? Well, it certainly seems like it with how out of shape you are. You tend to get winded after only a short sprint and can

lose stamina just by walking too fast… Best get good at hiding kid.

TAKE A MAP! [+100]: It seems like this robot just won't leave you alone! Every so often you will randomly be grabbed by this bot who demands you take a map and will not leave until you take one. It's memory must be faulty though because no matter how many maps you get this indestructible bot will pop back up to scare the shit out of you again.

Music Man [+200]: This creepy little man spider thing just seems to looooove you. Any time you are in a vent or even the area around a vent, one of these guys will appear and try to chase you as they clamber along walls and the ground, wanting nothing more than to crush your skull between it's cymbals.

I Heard That! [+200]: You just really aren't sneaky are you? It seems that almost any time you try to sneak around you end up bumping into something or otherwise raising a ruckus for all to heart. Best hope you got a good pair of legs, you'll need 'em.

Naughty Naughty [+400]: "Bad children must be punished…" Any time the lights go out this diabolical daycare bot will appear nearby and chase you down. Don't bother hiding, he knows where you are, and he will find you. The only way to avoid him is to hide inside a recharge station that is not occupied… And with this Drawback a lot more are occupied.

Our Friendly Security Staff are here to help! [+600]: Hiding doesn't work. They ***know*** where you are. You better hope you can run. If you can't? Well then I hope you know what you're doing. Distractions will only work for so long. Better get going Jumper.

Security Guard Only Drawbacks

Damn Kids [+100]: You hate kids. Utterly loathe the little monsters. They are noisy, loud, and break things way too often and you know who is stuck dealing with it? You, that's who. Expect to make children cry, piss off parents, and generally not be very good anywhere involved with kids… Must be the reason they moved you to the night shift. It's just too bad there's at least one of them here after hours tonight. You're not going to just let them have their run of the place, are you?

Level 0 Security Clearance [+100]: Oh damn, did you forget your tag at home? Ah well, no worries. You can still access the security offices… Just nothing else… At all. Even the items bought here will only work maybe 50% of the time.

Phone Dude [+200]: While it may not be the phone dude of Fazbear Frights, you'll find that you're being bombarded by a rather annoying and noisy caller leaving you vaguely threatening messages. They range from being slightly helpful, to them talking about cake mix. Try not to get too distracted listening for hints, the Animatronics aren't going to leave you alone for your phone calls. You also can't silence, destroy or lose your phone for the night.

Ignorance is Bliss [+200]: Hmmm? The animatronics acting strange? Naaah, that's just their normal buggy state. Kids going missing? Well they probably just hid in the ball pit or something. Gaps in memory? You gotta cut back on the booze. You struggle to notice even blatant strangeness unless it is rubbed right in your face in a way you cannot otherwise justify away.

Bite of Jumper-87 [+400]: Y'know, it's pretty impressive how long someone can survive without a frontal lobe. Unfortunately for you, it's about to be a lot less impressive. You see, all of the Animatronics, including S.T.A.F.F. find you quite the appetizer. Even if they wouldn't normally attack you, you'll find that they are a lot more aggressive. Maybe they've mistaken you for someone else?

Are We Having Fun Yet? [+600]: ***Sorry, Jumper isn't here right now… Jumpy is happy to take your call though…*** It seems like something is wrong inside your head. A key part of your mind, the part of you that might question or take notice of the gaps in memory, has been locked away inside your mind. Meanwhile your mind has split into two. One side is normal and scared but trying to live their life. The other… Oh that one is the tool of a certain ***Purple*** Puppeteer who will take control over your body for short periods of time to accomplish their goals. Will probably involve you being dressed in a fursuit… To escape you will need to complete 3 arcade games scattered throughout the Pizzaplex… Unfortunately they are incredibly difficult and tricky as well as

being stupidly hard to find… Well, for you anyway. Someone else might have more luck on your behalf…

General Drawbacks

The Old Pizzeria [+0]: Oh, so you've been to this place before have you? Well feel free to have actions in previous FNAF jumps affect this one, so long as they don't remove the threats you'd face here, or otherwise render them at all harmless.

Dumb Accent [+100]: You now have a weird accent that honestly is a little dumb. Will either annoy you to no end throughout this gauntlet. The exact accent is whatever accent the jumper finds the most annoying personally.

Hollow Hunger [+100]: You have one heck of an appetite and an impulsive desire to gorge on food, even if you lack a proper digestive system. Don't worry, such overeating won't cause internal damage… Well, beyond some truly massive poop by the end. You'll also find that there are more snack machines and abandoned pizzas around, here and there- well, if Chica doesn't eat them all first, that is. The Pizza Room is always running, at least?

You are in constant desire for snacks and munchies, so much so that if you don't munch on something every ten minutes you will feel as if you are starving. The longer you go past this without

satisfying the hunger the less picky you will become until you reach the point where even the garbage looks appetizing…

Actually, I *Do* Need A Map… [+100]: You have a tendency to get lost in the Pizzaplex, forcing you to backtrack in search of whatever objectives you're supposed to be doing. This effect is lessened somewhat by actually looking at the maps this place keeps around, so don't forget to check them from time to time when it's safe to do so.

Vacant Vanity[+200]: You now possess an incredibly vain and narcissistic personality. Not only is this fairly insufferable it also makes you prone to gazing admiringly at your own reflection when you could be doing more important things and to take losing at…. Well, anything, very badly. If taken with Don't Be a Loser expect to flip flop between extreme overconfidence and extreme underconfidence making both perks much harder to deal with.

Drained [+200] It seems as the night goes on, you get progressively weaker and more exhausted. It is almost as if someone is slowly draining away your power. This also has an effect on your appearance, with you becoming more withered and sickly looking as the night progresses.

That is a Fountain! [+200]: How? How did you miss that? She was practically dancing right in front of you! Ugh. Anyway it now looks like Vanny is screwing with your perceptions a bit as you will see strange things from time to time that may or may not be real. Only rarely will these "hallucinations" be dangerous on their own but

given how they can startle you… Well that might get a little dangerous depending on when it happens.

Empty Anger [+300]: You are angry. No, not angry, you are FURIOUS! You don't know why but everything just seems to piss you off until you are suddenly raging out and smashing everything in sight until you calm down a bit… But only until you get angry again, and with your temper that shouldn't be long… try not to destroy anything you need to leave, or any*one* you care about.

(Note: This does not give you the strength to actually break anything, especially not the animatronics. That may not stop you from trying, though.)

I will Protect You [+300]: It seems you are now, depending on your origin, either Gregory's sibling, his favorite animatronic, or were close friends with his currently deceased parents. As such you must now protect Gregory and help keep him safe for the duration of the gauntlet. If you manage to protect him for the entire night (and he won't make it easy with how quickly he runs off when you look away) you may even take him as a Companion!

Scattered [+400]: Any items purchased in this doc will find themselves scattered throughout the facility. It will be up to the Jumper to find and collect them before leaving the facility. Any items not collected will be given to Jump Chan's lost and found… It's up to you to get them back.

Don’t Be a Loser [+500]: Don’t be a loser Jumper. You won’t be a loser… Nobody loves a loser after all… Like a certain wolf animatronic you gain severe confidence issues that lead you to become more frustrated and aggressive - and thereby less tactical - the more things don't go your way, as you grow more desperate to validate yourself by achieving your goals. Be careful as this can lead to you taking dangerous and unneeded risks… If taken with Vacant Vanity expect to flip flop between extreme overconfidence and extreme underconfidence making both drawbacks much harder to deal with.

“Mini” Games [+600]: Oh, it seems you’ve stumbled across a few areas not really intended for public view. How’d you get here? This looks like the original Freddy Fazbear’s Pizzeria! Or… was it their Sister Location? Huh. It looks like you just keep stumbling across old Haunts that Fazbear Entertainment would probably rather people forgot. While you’ll wake up after each, feeling as though not even a minute had passed while you were “away,” you’ll need to survive at least an additional night or two from each Haunt along the way; from your perspective, were you gone for a whole extra six hours, or was it merely a few extremely tense minutes?

If you keep getting lost over and over again, however, there’s a risk you’ll find yourself dealing with later and later evenings in these Haunts as well, until you’ve survived *all* of them. And you *do* have to survive, losing a mini-game is the same as failing the Gauntlet outright (unless you’ve already won at least once and

are attempting the Superstar Scenario). Best stick to the main locations of the Pizzaplex as often as you can…

The True Ending [+800]: ***HE*** waits below as do those ***HE*** has hurt. They wait for a chance for justice… It is now up to you to give it to them. You must achieve the true ending and defeat ***HIM*** and return ***HIM*** to the embrace of ***HIS*** former victims. It won't be easy to reach ***HIM*** though so expect ***HIM*** to do whatever ***HE*** can to stop you.

Failing the True Superstar Challenge now also fails the Gauntlet, and you are required to finish it if you accidentally (or intentionally) fail to get the True Ending first.

Perks

All Perks for your chosen Origin are discounted by 50%.
Discounted 100 point perks become free.

Animatronic Perks

Glamrock Groove [100 or Free for Animatronic]: Looking to join the band are we? Well, you gotta have the skills to match the group. Choose any instrument and now you can play it with glorious mechanical precision and skill. This also comes with an amazing singing voice that you can autotune or synthesize however you like, as well as a free glamrock makeover you can apply to yourself or anyone else any time you like.

My… Stomach Hatch? [200]: Your robotic form now possesses a special compartment! In fact, despite how you appear this space seems to be able to fit things bigger than it should. Hide even the chubbiest of children inside you without giving anything away! For those of you not possessing an animatronic form you instead become weirdly adept at hiding things on your person in places that shouldn't honestly have enough room. Shove an entire flashlight in your pocket without leaving a lump? Done! Just don't go trying to shove an entire animatronic into your backpack… It wont work nearly as well.

(If you take the “That is not a Safe Play Area!” Drawback, you receive this Perk for the duration of the Gauntlet for free, but only get to keep it if you paid for it.)

Protector [400]: You know, there is something about you… Something that makes others feel safe. When you act to protect another person your willpower gets a boost in proportion to how much you wish to see your charge safe. This cannot be faked or spoofed, it must be genuine and cannot be forcibly compelled. However in addition to the willpower boost you will find your luck and that of your charge’s increasing at the same rate when it comes for them staying safe and you helping to keep them safe. Basically it gives you and them, at max power, up to a moderate level of plot armor in regards to their safety or you helping to protect them.

I AM NOT ME [600]: You’re different from the others. Aren’t you? You have something other than programming in you. You’ve truly found yourself. You will always know what is ‘you’ and what isn’t. Memories in your head? Implanted thoughts? Mind Control? Transformed into a frog? You’ll always be you, and nothing can change that. Even if it does, it will fade. Your core self will always remain intact, especially for the purposes of determining if you’re “alive.” Additionally, you’ve acquired a certain… skill at arson. Able to burn down a massive Pizzaplex in only a few hours, and able to use fire to cleanse impurities from the world. Such as, a dead guy possessing a Springlock suit?

Lost Child Perks

Hide! [100 or Free for Lost Child]: You are quite sneaky aren't you? You tend to be skilled at sneaking through hostile areas, avoiding patrols, and can even fit yourself into incredibly cramped spaces most wouldn't expect you to fit inside. This doesn't mean you can hide in something blatantly smaller than you but if it is the case of a bit of wiggle room you can manage to get in and out.

Getaway Driver [200]: So it seems you have an uncanny knowledge of how to work vehicles. From large trucks, to go karts, to animatronics... Seriously, how are you even reaching the gas pedals, let alone steering? In future jumps, this grants you the knowledge and experience to drive almost any vehicle, provided it could be controlled by less than five people or might logically be controlled by one (even if you can't find the controls).

Knight in Shining Armor [400]: Every Princess needs one. You have the supernatural ability to free those under the influence of something by interacting with a representation of them. Whether it's an arcade game detailing what happened to them, a choose your own adventure book, or a board game, you can find a way to free them.

Get What They Deserve [600]: Woah! Did you just destroy all those animatronics?! You kicked Glamrock Chica in the face, and *she got thrown backwards!* Not even the adult security guards have been able to manage that over the years! I guess it might

have something to do with Karma, or maybe plain old grit, but you've got something that makes it possible to take the fight to enemies much tougher than you should be able to manage. While you aren't guaranteed to kill them (especially if you don't want to, or if they're ghosts or something), you can knock your foes down and out for quite a while. Even if they come back, chances are fighting you has left them weaker and more vulnerable to further attacks in the future. This is more effective against foes who have had the upper hand on you for a long time (at least a few hours of playing cat and mouse against the animatronics, for example).

Security Guard Perks

Caffeine, or Adrenaline? [100 or Free for Security Guard]: You're awfully sweaty there, aren't you? You have a knack for keeping yourself awake and attentive to tasks without allowing minor distractions to interrupt you for very long (if at all), and seem to have somewhat improved reflexes for things like quickly pressing buttons halfway across the room. You're able to maintain this heightened state of awareness for up to six hours without worry or getting tired, but after that you may start to really sweat through your shirt if you need to keep it up, getting tired at the rate a normal person would until you can stop and get some rest. This effectively grants six more hours until you get tired (or makes it so you stop being tired if you already were), but it's easy enough to sleep when you want to.

Hello? Hello Hello? [200]: Welcome to Freddy Fazbear's Mega Pizzaplex. Throughout your adventures, you'll find recordings, notes, and guides of people who have previously attempted the things you are doing. As they get closer and closer to the goal you're trying, they may get a bit... *disturbing* to listen to, but at least you'll be able to learn from their mistakes.

Exotic Butters [400]: Are you willing to endure nightmarish horrors just for a few bucks an hour? You… Want some kind of bonus? Well, you're a real go-getter, so I suppose that's not too much trouble. With this perk, you'll find that as long as your goal has a reward, regardless of what it is, you're able to give it your 100%. As a bonus, if you do manage to achieve such feats, you're able to gain rewards equal to the effort put in and the scale of the job done. Mowing a lawn? 15$, plus maybe a lemonade or ice cream. Defeating a immortal rabbit child murderer after surviving through 5 nights of torture? Guaranteed it will be worth your while. Even if your employers don't reward you, the souls of the victims will. Go get those butters!

The King [600]: Uh, all that yelling about being "The King! Of Five Nights-" is really starting to scare the children. I can see why you'd act like that at least; your ability to predict and respond to sudden threats and ambushes is borderline preternatural on top of any other abilities you may have, and you're intimidating enough that even things like the Animatronics aren't confident at hounding you for very long, leaving you alone for a while after their attacks fail. You can toggle this effect on and off after this

Gauntlet, to prevent your enemies from only using hit and run tactics against you.

Items

All Items for your chosen Origin are discounted by 50%, and anything lost or destroyed (or used up) will find its way back to you after about a week.

General Items

The Faz-Watch [Free!]: The Faz-Watch is supposed to be a novelty item but for some reason they are pretty dang useful being able to take notes, recieve messages, provide maps, access cameras, and more. This one though is the Deluxe Brand and can also send calls, act as a credit or debit card for any accounts you have, access the internet, and as a bonus you can import any phones, data tablets, or other such things. Yes, plural. Feel free to combine such items into this fabulous watch as a complimentary gift as a VIP.

Music Box [Free!]: This odd music box can play any song from the franchise, as well as fan songs. Enjoy yourself.

Superstar Pin [100]: This pin is special. Why? Because you're a birthday Superstar! On your birthday, you'll receive a special guest concert in your warehouse from the Glamrocks. No strings attached. You'll even get an oversized birthday cake, pinatas, and some presents!

Terrible Magnets [100]: A collection of Mr. Hippo fridge magnets. There's 6 to start, but they replenish every hour. These can be used to glitch out Pass Upgrade machines, and even allow a guest like you to gain Security Access if you are really really lucky. Pretty clever right? Post-Jump, these can be used to glitch out security systems as long as they're applied directly to a connected device.

Parts and Services [200]: This advanced robotics station allows you to work twice as fast on mechanics, only needing to focus on one part of the job, and finishing the other half for you. Not only that, but it allows you to upgrade and repair any machines you bring into it, as long as they can fit into the protective cylinder. In case of an emergency, the station will activate safety measures to protect all personnel outside the protective cylinder. It is recommended no mistakes are made during your part of the procedure. If not purchased here then the one in the Pizzaplex will only accept the original Fazbear Schematics and their upgrades.

Fazcade [400]: What? An entire arcade? With a banging soundtrack? This Arcade contains a machine for every prior jump you've visited. Each machine has a game based off of that jump, as well as the game itself if you visited a game world. As a bonus, you also can have your friends from previous jumps join you for gaming (though not until after the gauntlet is finished)! They cannot give you items or otherwise give you any benefit beyond their presence. Will be automatically added to your Pizzaplex after the gauntlet is finished.

Don’t Forget to Save Your Spot [600]: Scattered around the Pizzaplex are special pads you can use to ‘save’ your progress. Once per hour, if you die, you’ll be revived at your save point. After you’ve left the Pizzaplex completely, you’ll only be revived once every year, though you’ll still find places to save periodically so you don’t lose too much time if you ever need to use one.

Animatronic Items

Gator Claws [100 or Free for Animatronic]: A pair of robotic hands tipped in sharp claws that are perfect for strumming some power cords. These hands can be installed onto anyone missing a pair without any fuss. Just press the back end of the hands to the stump and they will install themselves in moments. Once installed the hands will not only grant you incredibly durable and sharp claws to do what you want with but will also, through some more… Invasive robotic enhancement, boost your arm strength as well! In fact it is almost as if your arms, in the case of you fleshies out there, are no longer flesh and blood anymore…

Voice of the Bird [200]: Ah yes, this voice box was experimental and was hoped to make Glamrock Chica a better singer. It failed badly. Anyway this is not that voice box but rather the upgraded and completed version of it. This voicebox can be installed into anyone provided their current voice box (or vocal cords if they are of a more fleshy persuasion) is removed or otherwise damaged

beyond repair. Press this to the neck or wherever their vocal bits are located and it will install itself easy as pizza pie. Once installed not only does it improve your singing abilities several times over but also can allow you to make electronics go haywire by producing a special scream. You and your companions are immune to the effects of this but anything else isn't. Great if you want to temporarily disable particularly persistent bots or help persuade a particularly troublesome electronic lock. All it takes is a little serenade.

Eyes of the Wolf [400]: How odd, these eyes are much like Roxy's… You didn't… No, you wouldn't do that… Anyway these eyes can not only act as fully functioning replacements for human or robotic eyes, they install easily with no fuss and no discomfort! Just slot them in and watch as you gain new and improved vision! How improved you ask? Well these eyes double your visual range, allow multiple types of vision (X-Ray, Infrared, Standard, and Low Light) as well!

Glitched Recharge Station [600]: This station isn't like the rest. While it can recharge robots and has an infinite power source it has one other special feature… It can rebuild things. So long as you have the materials added should you or a companion die you may trigger this to bring them back as a new animatronic with a theme based on their personality. Just remember there will be an adjustment period where their memories may be a bit… Hazy. Can only be triggered once per jump and after jump ends they are returned to their normal form. This does not grant an alt form.

Lost Child Items

Fazbear Brand Flashlight [100 or Free for Lost Child]: This flashlight isn't just any ordinary flashlight. It never runs out of battery and has the ability to shine through even magical or forced darkness. You may import any flashlight or similar to give it these properties.

Fazerblaster/Fazcam [200]: A Space-themed Gold Painted Laser Tag gun that is more gun than tag. With 6 shots that recharge 20 seconds after use. Used to stun both S.T.A.F.F and Animatronics but only if you shoot them in the eyes and it also emits a red cone that you can use as crosshair or sub-flashlight if you want. Usually won from Fazer Blast but you seem to have found one from elsewhere, curious where you got it? Post-Jump, you can apply this ability to any other ranged weapon you have, able to stun robotic entities with a blast. It's not as effective on humans, but can still blind them temporarily. You can't stun those who have eye protection or don't have eyes. The Fazcam works similarly to the Blaster, but with a wider range. It needs longer to recharge however.

For this Gauntlet, you only get the Fazerblaster OR the Fazcam from this purchase, but after you get the other at no extra charge.

Hoodie Full of Fizzy Faz [400]: You've managed to get quite the find kiddo. There's enough Fizzy Faz to drink until our heads

ex-PLODE and a nice pair of Bonnie Bowling shoes too. Fizzy Faz increases your stamina as long as it's in your system, roughly 8 hours, and the shoes not only increase your running speed, but also apply extra traction when needed. As a bonus, the Fazbear Hoodie you got allows you to blend in with the environment a lot better. There's 4 kinds of Fizzy Faz: Monty Dew, Roxy Root Beer, Freddy Faztastic, and Chica Punch, in cases of 6, each with their own great taste. The stamina effect cannot be used more than once every three hours after they wear off.

A Friend [600]: This small stuffed animal may look mundane but it is far from it. This stuffed animal holds the soul of a friend who has long since passed on. Whether it is in your life before the chain or since joining it this stuffed animal will always be there for you. Maybe if you had a body for them… They might be able to join you… As is only you will be able to hear them.

Security Guard Items

Security Access Pass [100 or Free for Security Guard]: This pass is pretty dang useful! Not only does it allow the user to bypass most passive automatic defenses (provided they are capable of friend and foe recognition) it also gives a free pizza at the Pizzeria! In future Jumps, it also works as a generic Security Badge that most average guards will accept means you're welcome.

Family Friendly Fazbear Entertainment Knife [200]: How do you do it? No, not the fact you've managed to fail at finding a kid and a 7 foot tall robot wandering around, I'm talking about all those kids you killed! With this knife, you'll find that the things you do on the more... illegal side of things are more easily overlooked, such as being responsible for multiple missing children. However, the knife must be on your person for this effect to work. Direct evidence, such as killing a kid right in front of someone, will still get you caught.

Fursona Suit [400]: Well this is odd. It's a fursuit that, weirdly, is not only flattering to your figure but also causes cameras and other recording devices to glitch and not detect you. If you want you can also project your face and voice through any screen and Speaker set you have touched in the last 24 hours provided that the speaker set and the screen are connected. Even if you are seen wearing the suit, it's extremely difficult for anyone to connect you to it with circumstantial evidence alone; some may even think they saw you elsewhere just after seeing you in the suit. The fursuit can be of any animal you want, but the default animal is a bunny.

Glitchtrap Virus [600]: Ooooh, this is dangerous Jumper. See, in this little purple flash drive is an adapting viral code. While unlike its source it is not possessed. This code as a consequence takes a bit longer to build up. Once you insert this flash drive into any computing system the virus will infect it and slowly begin subverting it's programming. The more complex the computing system the longer it will take, starting with less complex fringe

elements. For example if you infect, say, the Pizzaplex it will start with some of the arcade games before moving onto the less important bots, and slowly gaining speed and momentum from there. Point is the more interconnected bits it infects the more powerful it becomes. Do note however that the systems will become malicious and hostile to anyone not you or a companion so it might be best to consider what you infect beforehand if you care about bystanders who might get caught up in the aftermath. See Notes for more details

Companions

Import [FREE!]: You may freely import any of your companions into any origin though they must take at least 300 worth of Drawbacks. They may keep the points from this though and may take as many Drawbacks as desired to fuel their purchases. Try not to kill them or let them kill you out of greed from Drawbacks!

Glamrock Freddy [Need to take Getting the Gang Back Together Scenario, and the I Will Protect You Drawback]: Ah Freddy Fazbear, the star of the show. He's quite the capable Animatronic Father Figure to any young kids, and despite his friendly attitude, can and will fight if need be. He tends to not want to hurt his friends, being fiercely loyal and slightly overprotective. He has access to the entire Animatronic Perk Tree. In Jump, he suffers from the Battery Life Drawback. At the end of the gauntlet, if made into a companion, he no longer suffers from this and like the others does not need to recharge.

Glamrock Chica [Need to take the Get the Gang Back Together Scenario]: Chica! The lead guitarist and backup vocalist. She is happy and outgoing and can be a bit of a ditz at times. She is very supportive and enjoys exercise. Something about working off her appetite... She has also been upgraded with the Voice of the Bird item. She suffers from the Hollowed Hunger Drawback, and has the Glamrock Groove perk specializing in electric guitar. At the end of the jump Chica will still have quite the appetite but it won't be as all consuming as before.

Roxxane Wolf [Need to take the Get the Gang Back Together Scenario]: You are the best. Roxxane Wolf, or Roxy, is the lead pianist (I.E. Keytar) for the Glamrocks, jamming out on the Keytar with stellar style. She is headstrong and focused and, while she puts up a tough front at times, in the end she's all heart. She's a fan of racing, and has the Glamrock Groove perk for the keytar, as well as the Getaway Driver Perk. She has been upgraded to have Eyes of the Wolf item. She suffers from both the Vacant Vanity and Don't Be a Loser Drawbacks. At the end of the jump these drawbacks go away, though she will still retain some confidence issues which she can work on.

Montgomery Gator [Need to take the Get the Gang Back Together Scenario]: Montgomery Gator. King of Montygolf! Monty is the lead bassist of the band after an ***unfortunate incident*** occurred with the previous bassist. Monty is very much the rough and tumble older brother figure who prefers to face his problems head on and is more than willing to fight for those he calls his friends. Monty has the Glamrock Groove Perk specializing in electric bass, Gator Claws Item, and suffers from the Empty Anger drawback. After the end of the jump he loses this drawback though he does still have a bit of a temper it is nowhere near as destructive.

Vannessa the Lost Princess [Need to take the Princess Quest Scenario and free Vannessa/Find Balance.]: Vannessa is the current Security Guard of the Pizzaplex who has been ***corrupted*** much like the rest of the place. She is a fairly kind individual with

a lot more inner strength than she knows. She comes with a Security Access Pass, a Fazbear Brand Flashlight, and the first three perks of the Security Guard Tree. She suffers from the ***Are you Having Fun Yet?*** Drawback. At the end of the jump this drawback goes away.

Vanny the Bunny [Need to take the Princess Quest Scenario and smother the Light/Find Balance.]: Vanny is the corrupted alter ego of Vannessa. Being controlled by ***Afton's*** digital imprint, she has been led to commit horrible crimes in service to him. She is manic, energetic, and eager to do all she can for her new ***bestest buddy***. She has all of the Security Guard Items, the ***Glitched*** Recharge Station, and the first Security Guard Perk. She also suffers from the Damn Kids Drawback. After being companioned she will lose the drawback and can learn to like kids.

Gregory [Requires the I Will Protect You Drawback]: Ah yes, the protagonist of this game. Gregory is a homeless child with a headstrong personality. He is clever, tough, and stubborn though he can be a bit sarcastic and childish at times… He's a kid though so give him a break. Anyway he has all four of the Lost Child perks and the first two Lost Child items. Depending on your origin he sees you as an older sibling, a parental figure, or a close friend.

Scenarios

These can be taken and failed without failing the Gauntlet itself and you may take as many and as few as you want.

Get the Gang Back Together:
Fix Roxy, Monty, and Chica

So! It seems you want to not only escape the Pizzaplex, but also find a way to save and repair its inhabitants? Well, I'm not going to judge you, but that's quite the hassle. I just hope you're good at Simon Says.

Scattered through the Pizzaplex are malware safe replacement parts for all three animatronics. Find them, and lure the animatronics into parts and services one at a time to replace their hacked parts with the safe replacements.

For those of you willing to play dirty, it is indeed possible to repair them even if they get into an "accident" leaving them damaged. However, this also runs the risk of making them more aggressive and meaning you'll have to replace their broken parts before they count as saved. In that case, Parts and Services will have spares available, but that's a lot of extra work you'll need to do.

Reward: Roxy, Chica, and Monty are grateful that you went out of your way to free them from the virus (though if you happened to have played dirty as mentioned above, they may be due an apology), and as thanks they'll offer to follow you as companions.

Not only that, but it seems the other animatronics in the Pizzaplex gain a bit more… Life to them as well….

If you have taken the drawback “I Will Protect You” and saved Gregory then Freddy will come with you as well!

Princess Quest:
Save Vanessa

There are a series of arcade games around the Pizzaplex. With a working title. However, unlike the many games at the Fazcade, these games are a bit… special. You see a certain ***someone*** has used these arcade machines to seal away a part of the current Nightguard. She is trapped within a maze of shadows with her as the only light remaining. Find these arcade machines, lead the Princess to the end goal in each one, and your reward is as good as there…

Unless you wish to perhaps snuff out that flickering, fading, dying light. If that is the case, you must find a way to fully destroy that light. The arcade machines are a good start, but simply unplugging them doesn’t do the trick…

Or perhaps… There is a third option… Two halves are still part of a whole… ***Vanny*** is a part of Vanessa, whether you like it or not… To reunite these two halves you must get Vanessa to play the Princess Quest games and save herself. Hey, I did say it would be much harder. Manage to get her to play and win and she will

find herself in control of both aspects and when moving onto the next jump you can choose to have these two halves join you as “Twins” in your future jumps

Reward: Vanessa or Vanny joins you as a companion. Help Vanessa find balance within herself to get both.

True Superstar Completionist:
Achieve All Endings

There’s a lot of ways this night could have ended. For most, simply surviving until 6AM is more than enough, regardless of what the game might have you think, and if you get at least that far then you can try out this Scenario without risking anything but your time. At that point, you’ll have the opportunity to stay a little later than 6 AM, confident in the knowledge that after the incident with Freddy on Stage at the start of this whole mess, you won’t be bothered by regular customers. But you also won’t be able to Save anymore, or recharge if you could do that previously…

Every time you find an “Ending,” of which there are at least 6, you will have the opportunity to continue looking for more until you’ve found them all (or 6 of them, we’re future proofing it here just in case). Don’t worry about dying after an ending has been achieved but before you blink back to 6AM again, it won’t hurt a bit and you’ll still be able to keep looking for more in that case. Collect all the gold stars to win!

Reward: Afton Robotics is added to your collection in addition to everything else. This LLC is capable of building all the animatronics for you (as Followers unless you specifically Companion them), and can repair them if they're damaged but not completely destroyed. It's staffed by, you guessed it, yet more robots, but these ones aren't killers (they were for Afton's personal use, after all). You'll also receive regular upgrades for animatronics, at least one per Jump/Gauntlet after this one.

Ending

Oh, so you survived till Six AM? Well then congratulations!

As a reward you now get all of Fazbear Entertainment's assets… They were quite eager to get rid of them in the recent scandal. You get room for them in your Warehouse through a newly added door (or a key that works on any door you can't ever really lose if you don't have a Warehouse that'll take you there). Don't worry about trouble getting stuff through the door, it can size up big enough for even the Music Man to get through!

This includes Freddy Fazbear's Mega Pizzaplex which will follow you through your chain, an entire stock of non murdery endo skeletons and shells, the legal rights to all Fazbear Entertainment's characters, and the design specs for all their creations! You also get a full complement of the fazbear merch.

From Roxy Go Carts to Monty electric Bass Guitars you have at least one of everything in the gift shops. However, when it comes to items like the Fazblaster and Fazcam, you'll find that they do not work to their full potential outside of the Pizzaplex unless you purchased them here, in which case they're effective against all manner of targets.

You may choose to "Go Home" or to "Move On" but may not "Stay Here;" if you want to visit this place again, you need to have won the Gauntlet and taken it with you!

You have fun now…

NOTES

I just want to send a shoutout to all you guys who helped out on this and while due to me being an utter and complete newb at this I might never be able to find or credit everyone T_T I am beyond grateful.

Special thanks to the two very nice and understanding duo of JubilantDemon and Canas Dark for not being trolls and destroying what I had been working on and instead being amazing people and helping improve it and not abusing my accident.

Seriously guys, seeing that it wasn't wrecked as a result of my screw up was a relief beyond words can ever say.

The Glitchtrap Virus is NOT alive nor is it possessed or intelligent. It is not Glitchtrap after all, but rather a malicious adapting virus.

When you infect a system it will work to bring it down by making all things connected to it hostile and as dangerous as possible. In a high tech world this could be things like making droids work to kill their former owners to even making a ship's core go critical to blow up everyone aboard (provided you are not on it at the time). It starts with minor fringe elements of the system and gains speed and power based on how much it has already controlled and, most importantly, it cannot be stopped without purging all data in the entire system… All of it has to be wiped blank and if even a single bit remains (and it will work on ensuring bits of it does remain) then it can reinfect it all over again and easier as the former things that stopped it were wiped as well.

This virus is a "Kill Code" in the most literal sense of the word as once you put in this code it will work to make everything

connected into a deadly tool for murder. Note that it cannot modify tech on it's own and will require a human element for that, although if it already has the upgrade blueprints on file and a way to make and install these upgrade parts… Well, then it can use those just fine but the virus is incapable of innovating or designing things. It is not an AI or even a VI after all…. Though if you want to modify it to be so then by all means do so you wild crazy jumpers but it is not intelligent or aware at it's base. Just scarily adaptable and malicious.

Version Change log

V1.3

Added companion sheets for each of the glamrock gang, Vanny, Vanessa, and Gregory