

a NIGHTMARE on ELM STREET

"One, Two, Freddy's Coming For You
Three, Four, Better Lock Your Door
Five, Six, Grab A Crucifix
Seven, Eight, Gonna Stay Up Late
Nine, Ten, Never Wake Again..."

Thirteen years ago the infamous Springwood Slasher, Freddy Krueger, was killed by an angry mob. Krueger was burned alive in his hideout by the parents of the children he killed after being released from police custody on a technicality. Although he was killed in the blaze he was offered a chance for vengeance by Dream Demons, becoming a nightmarish, demonic spirit in his own right.

The year is 1981, and soon Freddy will return- creating a new nightmare for the inhabitants of Springwood, Ohio, where you have now found yourself. Will you fight against Krueger to end his reign of terror, or compete with him to see who the real king of nightmares is?

Here's +1000 CP to help you survive the coming nightmare.

Pleasant dreams...

Origins

You may pay 100 CP to swap your gender, and can freely pick your age within your origin's age range. 100 CP Perks and Items are free for their origin.

Drop In- You are new to this world, with no new memories or any history. Don't think that will stop Freddy, though. Age Range: 5-50

Dream Warrior- Your parents were a part of the mob that burned Freddy to death; at your age, you're an ideal target for the revived Springwood Slasher. On the other hand, if you can master your dreams you're also the ideal person to stop him... Age Range: 16-19

Doctor- You are a psychiatrist, doctor or other medical professional who has come to Springwood in response to the shared delusions of the teens living there. Although once the bodies start piling up you may just discover that these so-called delusions are very real. At least Freddy won't go after you right off the bat. Age Range: 26-50

Nightmare- You've been more than a little naughty; no matter what you did, it's bad enough that most in Springwood would like to see you dead, even if they don't know you're behind it yet. But for now, you're free. Age Range: 18-50



Drop In Perks

Sweet Dreams (100 CP)- Your dreams- when they're not haunted by an extra crispy serial killer demon- are pleasant. You sleep easier and always wake up feeling refreshed and rested. Sleep snug, smug.

Lucid Dreamer (200 CP)- Although the skills of a lucid dreamer- even a skilled one- aren't enough to match a Dream Master or a Dream Demon, they can buy you time before you get overpowered. You have a great deal of control over your own dreams, and have a sense for if you're asleep or not to help you take advantage of this.

In My Dreams (400 CP)- In your dreams, you can do anything you set your mind to; more importantly, in your dreams you can learn and grow as a person. Any training or practice you put into mastering a skill in your dreams will work as if you had been doing it in reality. Even exercise will be easier in the real world, once you've done it in your dreams- though you won't actually get any actual gains just from lifting weights in your head.

Dreamless Sleep (600 CP)- The powers of the Dream Demons- and therefore, Freddy Krueger- can no longer affect you. But not only are you immune to these powers in the world of dreams; you're immune to them in the waking world, as well, if his power ever grew to that point. In fact you're immune to all reality warping abilities that are dependent on alternate planes of existence, or the empowerment of the user by other beings. You no longer need to fear the world of Dreams, nor any world that others can warp and shape to their desires. Essentially this protects you from those who are "all-powerful in their home dimension" and the like, as well as those wannabees who only have power because they begged it off of somebody else. Knock on wood.



Dream Warrior Perks

Insomniac (100 CP)- Some people have a hard time waking up in the morning... but not you. When in danger- both in the Dream World, and in the real world- you find that your body often wakes you up in time to protect yourself. Might not leave you feeling rested, but at least it's better than getting a few knives through the chest.

I Am The Wizard Master! (200 CP)- Some people, when faced with a demon from their darkest nightmares, would falter and shrink away in terror. You are made of sterner stuff, however; in addition to being more courageous, you have a stronger will and a better hold of your sense of self. Just don't let it go to your head.

Dream Power (400 CP)- The Dream Warriors- perhaps as a result of their connection to Freddy Kruger due to their parents burning him to death- each have their own special power in the Dream World. The ability to pull others into and out of their dreams, super strength, a sonic scream, the ability to transform into lightning throwing wizards or gun-toting superheroes among them. You have your own ability, of a similar level of power; oddly enough, you will even have it in the waking world. Don't think about it; there isn't an explanation for that.

You're In My World Now (600 CP)- Those who have defeated Freddy Krueger have done so both in the Dream World- and outside of it. Somehow, by latching onto Freddy Krueger in their dreams, they are able to pull him into the waking world where he no longer has the ability to manipulate nightmares. You can do something similar, and have the ability to pull beings out of their world and into yours while substantially weakening them. So long as you can touch someone in another reality, you can literally pull yourself, and them, out of their world and into yours- removing much of their power at the same time. The same thing can also happen if you "summon" them normally, too.



Doctor Perks

Diagnosis (100 CP)- As a medical professional, you're skilled at determining what ails your patient- be it an unsteady mind, injury, being assailed by demons, and other imbalances of the humors. You can also tell when there's actually something wrong with them, or if they're mistaken or lying or merely hysterical.

Prognosis (200 CP)- A medical professional has to keep a calm head with their patients, even if they're not a surgeon, especially when lives are on the line. You're good at keeping people calm and level-headed in stressful situations, even when those people have seen their friends gruesomely killed or when they are in danger. Furthermore, you're good at getting people who are very different from each other to get along and work together; a useful skill if you're running a therapy group.

Treatment (400 CP)- Doctors usually set out to do one thing- help people. Even if that's just a byproduct of your real goal of finding fame and fortune, you're good at finding ways to help people. What's more, when you have goals like that in mind others are more willing to help you in turn- anything from letting you have experimental drugs, to putting themselves in danger. Just goes to show that the golden rule sometimes pays off.

Cure (600 CP)- Ultimately, even as a scientist, you must accept that in this world there are things that you can't understand or fix with medicine and therapy. In those cases, you must turn to equally fantastic and esoteric solutions. For you, these fixes seem to fall into your lap with surprising regularity; sometimes taking the shape of helpful spirits and other supernaturally powerful beings, or mystical artifacts and blessed relics- even in worlds where those don't exist or are at least uncommon.



Nightmare Perks

Tell Em' Jumper Sent Ya (100 CP)- You've got quips, one-liners, taunts, and threats for every occasion. No matter the situation, you can always find something funny or menacing (or both) to say. And no matter what tone you take or what words you say, others can still find you intimidating and dangerous in spite of your goofy demeanor.

Inventive (200 CP)- If you've got unlimited power, you might as well get... creative with it. You're gruesomely imaginative when it comes to finding ways to kill people, be it with torture devices, weapons, or other means. This is obviously very useful if anything from your dreams- and their nightmares- can be used against your victims.

Nightmare Fuel (400 CP)- You're the stuff that nightmares are made of; perhaps even literally so. But not only you are intimidating- to the point where most people would be too afraid to fight you, at least head on- but your exploits will spread like fire through the communities you terrorize; ensuring that everyone knows and fears your name.

But I Found The Key (600 CP)- They think they can trap you; lock you away and forget about you? They should think again. In matters of escape and cheating death, you are second to none. Escape from your rightful punishment on a technicality, escape from the Dream World by possessing another, even escape from being powerless and forgotten by getting some other sap to do your dirty work for you; so long as you're alive (or at least undead) you can escape anything, even your own death or whatever the equivalent is for whatever the hell you are.



General Perks

One, Two, Jumper's Coming For You (100 CP)- You have a song or nursery rhyme that's deeply ingrained with your identity and any legends you might have. Young children also seem to spontaneously know about it, if you wish, making it easier to spread without having to do the work yourself if you'd like.

Summon Creepy Children (100 CP)- You can summon creepy children, either alone or in small groups, and dismiss them at will. They tend to wear all white, and typically come equipped with jump ropes. They're useful for creeping people out, or delivering cryptic messages, but are otherwise normal kids. If you'd like, you can choose to make them companions if the morality of summoning and banishing children to and from the void is disturbing even to you.

The Secret of Pain... (200 CP)- ...if you stop feeling it, you can start using it! You no longer feel pain- at least not in a physical sense- and you're good at causing or finding the pain in other people, be it bad memories or just raking your claws across their back.

I'm Into Survival (300 CP)- You have that certain something that helps you pull through in tight situations. Call it luck, plot armor, fate, whatever; when you encounter the things that go bump in the night things line up in your favor more often than not, making you far more likely to survive your brush with the damned. Just keep in mind that there's a fine line between being lucky and pulling off a miracle without a real plan.



Drop In Items

Merchandise (100 CP)- You have a collection of all the merchandise that has been made for the Nightmare on Elm Street series, including movies, comic books, apparel, and other misc. items. This includes the stuff needed to store and use them so they're not just lying in a box in your Warehouse somewhere.

1428 Jumper Street (200 CP)- This is a suburban home on Elm Street; it's yours, and all the utilities are paid out for ten years. It seems to exude a sense of warmth and comfort when you're inside it, making it easier to rest and get to sleep. The house follows you, and retains modifications that are done to it.

Comfy Bed (400 CP)- This luxurious bed, with pillows, blankets, sheets and covers of equally high quality, is guaranteed to be the comfiest thing you could ever lie on. You'll always have a good night's sleep with this bed, as not only is it perfect for sleeping on, but while you're sleeping on it nobody will be able to attack you- in your dreams or otherwise.

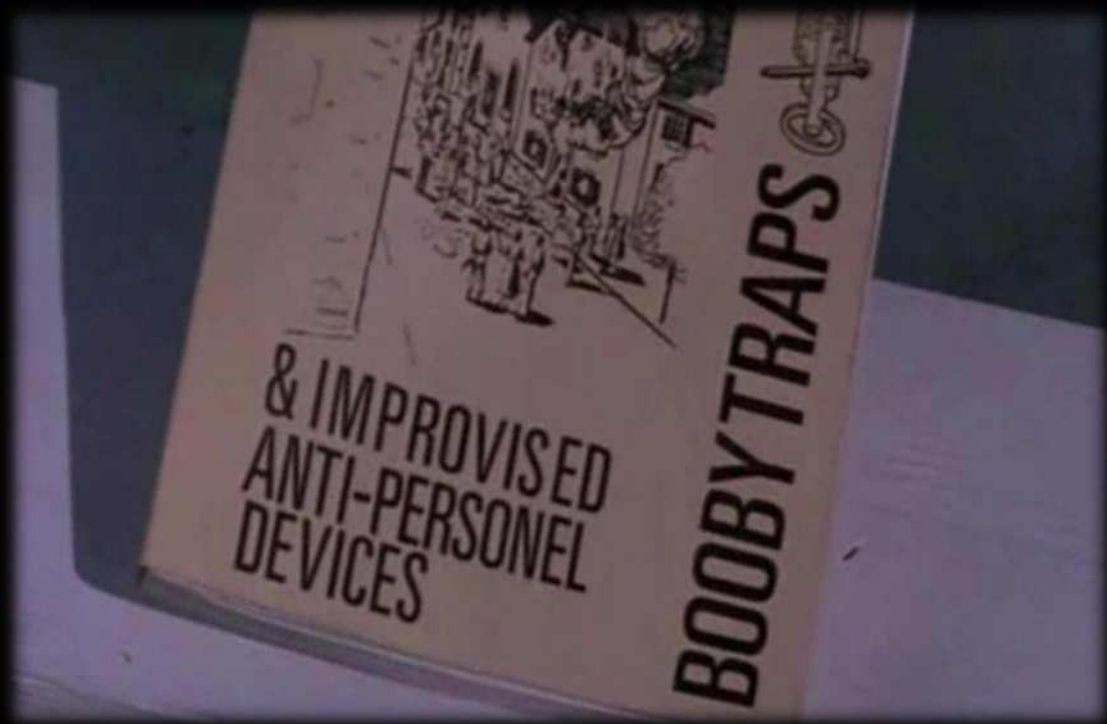


Dream Warrior Items

Sugar and Caffeine (100 CP)- You have a large, replenishing stock of sugary sweets and caffeinated beverages to help you stay awake. Oddly enough, they don't seem to be too unhealthy in spite of what eating nothing but sugar and caffeine should do to you.

"Booby Traps and Improvised Anti-Personnel Devices" (200 CP)- A book all about traps; techniques for creating your own, what position they should be in, etc. You also have a large supply of materials that can be used for making these traps, that will replenish as you use them. Remember: every home deserves a good trap or two.

Dream Mirror (400 CP)- A peculiar mirror from the Dream World; when an evil being sees themselves in it, the mirror causes them to feel immense pain- possibly even killing them. If they've absorbed or eaten souls, this will even free those poor tormented spirits- letting them rip their way out of their devourer's body.



Doctor Items

Sleep Monitoring Machine (100 CP)- This machine is used to monitor sleeping patients in hospitals; its sensors- which simply connect to the head- can monitor stress levels, vitals, and even determine if someone is dreaming or having a nightmare. It also comes with a wristband with an attached timer that makes a loud beeping sound when it runs out, for waking people up.

Hypnocil (200 CP)- Hypnocil is an experimental sedate and dream suppressing drug, not yet approved by the FDA, that is supposed to be used for treating psychotic disorders. Normally, it would include unpleasant side-effects like addiction, hallucinations, or even death, but this bottle doesn't seem to have those problems, so long as you take it as instructed. Your stock of hypnocil will replenish daily.

Mental Hospital (400 CP)- Your very own psychiatric hospital! Unlike certain other asylums you may have visited in the past, this place actually seems to do its job of containing- and of course, helping- its patients. The property follows you, and in each Jump you visit it comes equipped with both top of the line security, medical professionals and other support staff.



Nightmare Items

Iconic Outfit (100 CP)- You have an outfit that's distinctly, well, you. Be it a stripped sweater and a fedora, 80's fashion, some sort of super market uniform, or even a hockey mask and tattered clothing, anyone who sees it will know it's you- even if you look like beef jerky at the time. You can import an outfit you own to gain these properties freely.

Lair (200 CP)- Someplace to kick back, relax, and dispose of the bodies you've made. You have some sort of lair where you can hide away in; it might just be a house, or some sort of catacomb under the town, or even just a warehouse where you store your tools and victims. You'll get a new one in each world you visit.

Clawed Glove (400 CP)- A wickedly clawed glove, or similarly terrifying melee weapon; it can carve through flesh like butter, and can even project its cutting edge somehow- letting you slash someone, and potentially the wall behind them, to pieces. You can import a bladed melee weapon to gain these properties freely.



General Items

Contraband (100 CP)- This is a collection of weapons, confiscated from misguided youths, stored in a secure metal cabinet. While you won't find any handguns or things of a similar caliber, there are a surprising number of knives, brass knuckles, throwing stars, improvised weapons and even a pipe bomb. When used or broken, they restore themselves to the cabinet after 24 hours.

Crucifix and Holy Water (200 CP)- A crucifix and holy water that burns and can potentially kill demons, regardless of whether or not they'd normally be vulnerable to that sort of thing. The holy water replenishes over time.

Your Skeleton (200 CP)- This skeleton, disturbingly, is a perfect replica of your own (scaled down, if you're taller than eight feet). You have the power to animate it, somehow. While it doesn't have any of your powers, it does have the strength to send people flying and is hard to put down, since it's already dead and all.

Jumper Street (300 CP)- A seemingly normal suburban neighborhood, belonging to an equally normal- if somewhat insular- small town. You have a strange relationship with it, though; the more people in town that know about you- and more importantly, fear you- the more power you seem to have. It has the name of your choice, and follows you on your journey.

Soul Food (400 CP)- Well, this is disturbing. Partly in that it's a creepy way to luxuriate in the blood you've spilled, but also because you now have the ability to conjure literal soul food- that is, duplicating the souls of those you've killed in the form of food, complete with their screaming faces sticking out of it. Enjoy your meal?



Companions

Companion Import/Creation- You can import or create one companion for 100 CP, four for 200, and eight for 300. Each companion gets 600 CP and a free Origin. Companions can't purchase property such as the Mental Hospital or Dream World.

+Dream Companion- For an additional 200 CP, you can give one of your companions Dream Master or Dream Demon.

Canon Companion- For 100 CP, you can recruit one canon character, except for Freddy Krueger.

Freddy Kruger (300 CP) (301 CP)- Seems Freddy's taken a shine to you, for whatever reason. I'm not sure why you'd want to take a child molesting serial killer demon with you on your journey, but in any case he's loyal enough and willing to follow your lead on things. He still has all of his powers, but isn't as hampered by their restrictions, and can now freely pass between the real world and the Dream World. Oh... and it looks like he increased his price, leaving you with 99 CP that you can't spend... how appropriately nightmarish...





Drawbacks (+600 CP Limit)

Alternate Continuity (+0 CP)- If you wish you may instead visit an alternate continuity of the Nightmare on Elm Street series, such as the comic books or the reboot timeline.

Phobic (+100 CP)- You have a phobia of something, and unfortunately you come across it pretty often- especially in your dreams- even if it's something that probably shouldn't be all that common. Although it's not going to be something that's likely to directly result in your death without Freddy catching wind of it, it'll still scare the crap out of you.

Sleep Disorder (+100 CP)- You have some sort of sleeping disorder; narcolepsy, night terrors, sleep walking, hypersomnia- pretty much anything except for insomnia, since that'd probably count as a perk in a place like this.

Institutionalized (+100 CP)- Rather than starting out somewhere in Elm Street, you have a set location now- Westin Hills Psychiatric Hospital. The staff there will do their best to keep you there, and while escape is possible the police will be out looking for you if you do.

Spiked (+200 CP)- Your drinks and food are often spiked with doses of sleeping medication. Whether this happens accidentally or deliberately, you'll usually find out about it right as they're starting to kick in. Better hope that they aren't TOO effective, or else you might just stay asleep forever...

My children... from the very beginning, it was the children who gave me my power. The Springwood Slasher, that's what they called me. My reign of terror was legendary. Dozens of children would fall by my blades. Then the parents of Springwood came for me, taking justice into their own hands. When I was alive, I might have been a little naughty, but after they killed me, I became something much, much worse. The stuff nightmares are made of. The children still feared me, and their fear gave me the power to invade their dreams, and that's when the fun REALLY began. Until they figured out a way to forget about me. To erase me completely. Being dead wasn't a problem, but being forgotten, now that's a BITCH. I can't come back if nobody remembers me. I can't come back if nobody's afraid. I had to search the bowels of Hell, but I found someone, someone who'll make 'em remember. He may get the blood, but I'll get the glory, and that fear is my ticket home.



Freddy will return in

Freddy Vs Jason Vs Ash