

Slenderman CYOA

There are some things that beyond even you. You will be entering a universe defined by having one (or more) of these things. By the title, I'm sure you can figure out just what this being is. Thankfully, you're not left completely without compensation, and you only have to survive ten years. Before you enter, take this

+1000 CP

Before we get any deeper, roll 1D8 plus 18 for your age, and roll another for your location. You remain the same gender. You can pay 50 CP to choose gender, age, and location.

- 1: You land in the universe of **Marble Hornets**. Likely the most popular Slender universe, you are completely alone. The only one that's going to be friendly in this fight is going to be Jay, and maybe some others later on. Don't trust anyone, this Slenderman has mind control powers.
- 2: You land in the universe of **Almost everyone else**. Tribe Twelve, Everyman Hybrid, Compile Truth, Slenderman's abilities are as varied as the casts are. You can team up with some of them, but that's still only a few people against a god.
- 3: You land in the **Slender** universe. The game, that is. You won't get a lot of information, but Slenderman is going to take a little more direct approach in killing you.
- 4: You land in a universe with **No Slenderman**. Well, he DIDN'T exist, until you came here. Don't worry about any morality, I'll make sure you get placed somewhere where he is just spawned, or comes into focus, or something. The point is, you're all alone and have no idea what his abilities are.
- 5: You land **Somewhere Familiar**. Any jump you've been before, but with Slenderman. Don't think that you can use armies to fight him, he's kind of immune to an unknown amount of stuff. Also, yet again, you know nothing.
- 6: You land in **Prehistoric Times**. Not only are you the only recognizable human, you are also being hunted. On the bright side, you don't need to keep up any charade, if you wanted to before.
- 7: You land back **Home**. Like No Slenderman, you land in a version that is identical to the very first universe you're from, except Slenderman is here and you have recently gone missing. No correlation, I'm sure.
- 8: Lucky you. Choose one of the above.

Backgrounds:

Drop-in (0 CP)

You don't HAVE a background. No memories, no history, only you. Try not to get arrested, you don't have any paperwork.

-You (50 CP) (Only available with Home)

You're you. You get a refresher of who you were before all this, and get all the proof of it.

Survivor (100 CP)

At least, you hope. You have been surviving Slendy for years. You'll have an instinct on how best to avoid him, and maybe even some ideas on how to survive a Slenderman experience. You are unscrupulous, cowardly, but most importantly, alive.

Newbie (100 CP)

Maybe you were doing a show when Slenderman just appeared. Maybe you are investigating a friend's disappearance. Regardless, you're new to this. You've got a protagonist's brashness and curiosity.

Proxy (300 CP)

Well, you're not in a lot of danger. Slenderman is... on your side, one might say. You're not going to be killed by him, but you're just going to be a pawn in his game.

Perks:

Perks are discounted under their background, and the 100 CP perk is free.

Drop-in:

Off the record (100 CP)

Any minor crime you commit is not recorded, so long as you need to do so to survive, or at least think you do. Edit a hotel's listings so you were never there? Done. Stealing a hot dog? No one is really going to chase you.

Investigative (200 CP)

Not a boost in intelligence exactly, but a skill. You are familiar with every form of organization that is not magical, and even then you could learn woefully inefficient forms easily.

Unimportant (400 CP)

In the grand scheme of things, you're pretty unimportant. At least, that's what others think. You'll be underestimated and possibly even ignored by anyone that doesn't recognize your true power. Toggleable

The Mind (600 CP)

Some say Slenderman gets powers from beliefs. That may or may not be true, but it certainly is for you, albeit in a much more limited way. If someone is searching for all of the answers to you, you gain a very, very small power boost. So small that ten thousand people might let you lift another pound. Still, there are a lot of people in the world, aren't there?

Survivor:

Danger sense (100 CP)

You can tell when something that is willing to kill you is near. An avalanche will trigger nothing, but a murderer is going to set off some flags in your head.

Avoidance (200 CP)

You get a feeling for which locations powerful beings frequent. While sometimes this is a bar, here this will be some type of wooded area.

Titler (400 CP)

Choose a theme. This could be cards of a deck, tarot cards, chess pieces, Greek Gods, it doesn't matter. When you meet someone, you get a feel for what they best represent. You may change your theme at any time.

Slender-psychology (600 CP)

You've studied him. Experimenting on him is... difficult, but you've managed, here and there. You know some of what he can do, and some of what he can't. In the future, you'll have lots of knowledge on how things you can't understand think.

Newbie:

Sympathetic (100 CP)

When people see you, they tend to like you. If you plan on publishing your story, expect to get a lot of help from people that otherwise wouldn't.

Unrelenting (200 CP)

You're searching for answers. Maybe not exactly answers, but something. No matter who faces you, no matter what you have to withstand, you will have those answers. You can inspire this same mystery in most others.

Lucky (400 CP)

By all rights, you shouldn't be alive. You have done some really stupid shit, and it seems like you've got a guardian angel over your shoulder. Be wary of overworking it, though. More than a single person has died that way.

Sane (600 CP)

In spite of everything, you remain capable of thinking for yourself. Mind control is less effective, stress just stresses you out, and you know who's side you're on, unless you get tricked.

Proxy:

Slenderman doesn't hate you (0 CP, exclusive to Proxy)

Slenderman doesn't want to kill you. After this jump, you'll find yourself to be exempt from most people's hatred until you earn it. Someone that hates humanity will just dislike you. Someone that hates something you do will still hate you.

Scary (100 CP)

Slendy is the most dangerous, but you're the only one that's killing anyone, usually. You can act in a terrifying manner. Sit still for just long enough, and then run at your prey to make any audience member jump.

The Ark (200 CP)

You're searching for something enigmatic. No matter what you have to do, no matter who you have to sacrifice, you will have those answers. You can inspire this same mystery in most others.

Planning (400 CP)

You are the only one in this world that isn't a complete idiot. Do research on a building before you plan a confrontation there, give people hints to clues you planted years ago, things like that.

Breaking (600 CP)

You could kill them, but wouldn't it be better to have an assistant? On the long term, you could break people over the internet, stopping anyone facing you. Not 100% effective.

Items:

Similar to perks, items are discounted under your background, and anything that costs 100 CP is free

Money (50 CP, first purchase free for everyone but Drop-in)

A thousand dollars in cold hard cash.

Marble Hornets (50 CP)

The biggest mystery in the Slender universe: just what is the student film Marble Hornets about, exactly? Now, you get the film.

Drop-in:

20 dollars (100 CP)

In addition to annoying Jay, if you chose the Marble Hornets universe, if you give this to the Slenderman, he will leave you alone for three minutes. It regenerates every ten years.

Diary pages (200 CP)

8 pages with cryptic messages about... something. When put into an abandoned area, people will believe that by collecting them, they'll come closer to their goal, whatever that may be.

Hideout (300 CP)

Your own garden of Eden. It is beautiful, but you can't bring any food, water, or recreation to it. You can change the clothes on your back, but that's about it. This exists outside of any dimension, and is very difficult for enemies to enter. It could even take the Slenderman hours to enter with enough training, and that's assuming you're his primary target. You can teleport here at will.

Survivor:

Journal (100 CP)

A journal of an expert survivors. Filled with theories and methods of surviving the Slenderman. Post-jump this will fill with a list of the major players of your current universe.

Vehicle (200 CP)

Surviving the Slenderman is mostly fleeing. You've got a vehicle. In addition to being extremely fast and durable, it has safe properties. If you go to sleep inside it, people will usually decide to prepare for your encounter rather than kill you right there.

Safe (300 CP)

A small safe. If you enter the correct five digit combination, you can open it to reveal a clue on how to continue on. If you enter the wrong combination five times, or try to destroy it, it will explode and destroy everything inside. The combination is out there, somewhere.

Newbie:**Flashlight (100 CP)**

A flashlight with infinite battery. Importantly, this frightens human enemies. If you try to take it apart to find out why it has these important traits, you will find it to be an ordinary flashlight.

Camera (200 CP)

A perfectly ordinary camera that you can upgrade at will. What makes this special, is it is extremely hardy. It can't be physically destroyed by anything short of a stick of dynamite, in which case you'd receive a new one in a month, and anything supernatural would just cause some corruption.

Youtube/blog (300 CP)

You're Youtube famous! Or famous on a blog. While they don't know your Slender story yet, some of your followers might be smart enough to help you with this whole thing. Can freely follow you through jumps.

Proxy:**Prettiest little knife you ever saw (100 CP)**

A knife. How you got it is unimportant, a gift from a friend, you found it, what is important is that it is beautiful. It's a perfect combination of intimidating, elegant, and any other aesthetic trait you want.

Mask (200 CP)

You get a very simplistic mask. When you put this mask on, you are overtaken by an alternate personality. You can describe this personality now, and adjust it at any time you wish. This alternate personality can have as many or as few memories as you wish. It doesn't take a genius to figure out a use for this.

Pet rake (300 CP)

Aw, look at Fido go. You get your very own pet rake. It has super human strength, a body designed specifically to kill, and a certain untamed viciousness. Point him at someone, and let him go. For an extra 100 CP, upgrade him to have a superhuman intellect and be your companion, still completely loyal.

Companions:

Import (50 CP per, 200 for 8)

Import any previous companions with a free background and 400 CP to spend as they (or you) wish.

Drawbacks:

Not enough points? You can take up to 600 CP worth of drawbacks.

"It's just a game" (100 CP)

No matter what you do, you cannot convince others that Slenderman actually exists. They all believe that it's some kind of game and that you're just really in character.

Paranoia (100 CP)

You're paranoid. This will almost definitely help you survive, until it gets you killed. Your companions are going to dislike you more and more as your paranoia gets out of control. Let's hope they're loyal, huh?

Senses (100 CP)

Your senses have been enhanced. Hurray! Well, not so much. Your senses have been enhanced so much that touch constantly feels like pins and needles, and if you ever feel ice water, you die.

The Rake (200 CP)

You are being hunted not just by Slendy, but also by the Rake. This is twice as strong and intelligent as the upgraded pet rake. Normally, if the rake exists, it doesn't dare to hurt you, given your state of claimed prey.

Slender Myth! (200 CP)

There aint no Slenderman no way no how! Take it's just a game, and now apply it to you. Whenever something happens, you'll be sure you planned it out to happen that way.

Out of the loop (200 CP)

People aren't willing to help you. Your friends are going to keep vital facts secrets out of reasons like embarrassment or instinct.

You can't handle the truth! (300 CP)

While you are here, you will not find the truth. All of your efforts will amount to nothing, except for perhaps survival.

Just an agent (300 CP)

There is something so much more powerful than Slenderman out there. Slenderman is acting for this entity, and if he succeeds at whatever goal he has, this entity will come into reality, and life will be a little less fun.

Erotica (300 CP)

Uh, okay. Good news and bad news. The good news is, Slendy doesn't want to kill you. The bad news is he's way, way more powerful now. The worst news is, he wants to rape you.

The Fear Mythos (600 CP)

Oh boy. Slenderman is no longer the big guy here. Now, there are a lot more. The afterlife is one of the enemies, as is one who can erase your childhood if he writes your name, and so, so many more. Thankfully, only Slendy is after you. You wouldn't survive a day if they were all after you.

The end

You have survived! Now, you have one more choice to make. Where do you go?

Stay here

You're having fun here! Who knows how many mysteries lie undiscovered?

Go home

You miss your life back when no one was trying to kill you. Go back to your friends.

Move on

Was there really ever any other option?