Gravity Falls Jump v 1.0 by Alera_Anon

A sleepy little town in eastern Oregon, this place is mostly known for the local tourist trap "the Mystery Shack" which is a museum of the bizarre with exhibits like the Rock That Looks Like A Face and the Sascrotch. However mundane this town may appear, it is filled with great secrets. Mysterious creatures lurk in the shadows, a shadowy organization blinds the people to the truth, and nothing is as it seems.

Trust No One.

Backgrounds: For Ages, see Background or pay 50 cp for your choice plus gender swapping.

Drop-In (free): Just randomly appeared in town? Luckily for you that probably is the least strange thing going on here. Unluckily for you there's this old guy that wants your money at the Mystery Shack and there's not much else to do in town. Maybe you should explore a bit?

Local (50 cp) 1d8 + 15 years: One of the down-to-earth townsfolk of Gravity Falls, you've lived your life blissfully ignorant to the mysteries that lurked around you for most of your life. You'd still know more of the local tales and spooky spots than an outsider, but that kook at the Shack is the only one that bothers with that baloney.

Mystery Kid (100 cp) 1d8 + 7 years: It might be your youth or just boredom, but there's something about you that keeps you from the dull and complacent lifestyle of the locales and widens your eyes to the mysteries of this town. Now, go look for weird crap in the woods!

Charlatan (100 cp) 1d8 + 7 OR 1d8 + 40 years: You are an incorrigible grifter and fraud, with a mysterious and likely crime-filled past that somehow hasn't gotten you into more trouble than you currently are. Comes in Child Scam Artist or Old Con flavors.

Journal Entry (200 cp): While you might not actually be in the journals, you definitely belong in there. You are something not human, with strange and mysterious powers, or at least a strange form.

Locations: Roll 1d8 or pay 50 cp

1. Mystery Shack – Run by local shyster Stan Pines, this tourist trap has a spare room as long as you earn your keep working or pay some rent.
2. Gravity Falls Junkyard – If you don't mind the crazy inventor with a raccoon wife being your neighbor, you are always welcome to rummage through the scrap and maybe even help with his experiments while living here.
3. The Man Cave – Home to the Manotaurs, a race of manly minotaurs, who have taken you under their pits to teach you manliness and give you a place to crash. Prove your worth to them and you'll have some strong (if not bright) allies during your stay.
4. Gnome Forest – This beautiful forest filled with moss and mushrooms is under the control of the powerful Gnomes. They're currently in the market for a Queen, so if you could hook them up they'd owe you big time.
5. Scuttlebutt Island – Wow, a whole (small) island of your own! Surrounded by Lake Gravity Falls, you've got some prime fishing spots with a nearby family of adorable beavers. They sure love cavorting.
6. Suburbs – Well, it's in a nice enough neighborhood. And hey, Soos lives with his Abuelita next door. Better get candy for Summerween though.
7. Northwest Manor – Whether you are employed as part of the staff, haunting the halls, or you just made a nest in the crawlspaces out of money and peacock feathers, the home of the richest family in Gravity Falls is open to you as long as you don't screw things up. Like

threaten to ruin a fancy party, that'd get you kicked out for sure.

8. Free Pick!

Perks:

Awesome Opening Sequence (free): At the start of each jump, you get a well-designed opening sequence that both gives an idea of the personality of the "main cast members" (you and your primary allies, whether you make them in-jump or brought them with you) and the vaguest of foreshadowing (in that you may or may not recognize something or someone later on who appeared in it as a brief still image, even if they only show up once). Spend an extra 100 cp and you can have a complete boxed set of DVDs summarizing your adventures (here and in other jumps past and future) in the style of Gravity Falls (and also with what could be shown on said show, only push the censors so much folks) and in neat episodic bites.

Arts and Crafts Master (100 cp, Discount Drop-In): Making things is fun! And you know a bunch of ways to do it! You can sew, knit, make wax sculptures, pretty much any artistic endeavor is something you can do. And anything you add glitter to looks amazing!

Lumberjack Games (50 cp, free Local): You know your way around a hatchet, you can casually scale tall trees without handholds, and can chop/saw your way through a log pretty damn quick. Obviously you are /fit/ enough to do these things, plus agile enough to kick ass at your usual log rolling competitions. You'd probably most local Lumberjack competitions, maybe get a place at the Lumberjack World Championship if you dedicated several years to practicing with this perk alone.

Fixin' It With Jumper (100 cp, free Local): You are one quality handyman! You can make almost any repair with just a screwdriver and duct tape, pimp out a clock with decorations, add nitrous boosters to a golf cart, and more! Yeah, you're at least as good Soos when working with your hands. Try not to get carried away with the decorations though. The stupid idiots love throwing money away on worthless crap after all!

Where is it, where is it, AHA! (100 cp, free Mystery Kid): You excel at researching on the go! Specifically at reading books while fleeing mortal danger. You don't need to worry about dropping what you're reading, tearing pages, and you can always find the page you need in 3 page turns or less. You can speed-read quickly enough to flip between watching where you are running and find details on how to stop what's chasing you with no problem. As an added bonus, you are now immune to paper cuts.

Tales Designed to SELL MY MERCHANDISE! (100 cp, free Charlatan): Fleecing tourists of their money with obviously fake sideshow attractions comes second nature to you. You can easily spin a tale about a fake leg with an eye glued to it because you know the greatest truth. People want to be lied to. And people REALLY want you to lie to them.

Open-Minded (200 cp, discount Drop-In): You are incredibly creative with an imagination positively spouting with wonder and glittery thoughts! Regardless of any annoyance this may cause others this makes you rather more capable at thinking outside of the box (which is now covered in glitter) than the average Joe, giving you boosts to problem solving and a knack for picking up thought-based abilities quickly (like conjuring kitten-fists for Dreamscape combat or learning how to work a magic amulet on the fly).

MANLY (200 cp, discount Local & Journal Entry): YOU ARE SO MANLY, YOU HAVE FISTS FOR NIPPLES! Oh sure, you could dial it back a notch (or just focus it into MUSCLES AND HUGE), but no matter what your manliness is undeniable in action. No matter what, you're still going to be taller and stronger than a mere man. Winning manliness testing video games can be done with the gentlest poke, wrestling bears (Grizzly or Multi) is a walk in the park, and your

fishing skills improve when you use just your hands. Your sense of smell also improves, allowing you to smell jerky from hundreds of yards or the presence of emotional issues.

Dipper Depths (200 cp, discount Mystery Kid): You could be a scrawny preteen, a lazy teen, or a crotchety old man, but you posses a strength of character that can be tapped into that proves you are so much more. When the chips are down, you really come through for those you care about, whether it's through physical action (like ripping off the cover to an air vent to impress some friends by breaking into an abandoned convenience store or getting into a fistfight with a pterodactyl to save your grandniece s pet) or inner strength (powering through embarrassment to put ghosts to rest with an adorable lamb dance in front of the girl of your dreams or resisting the temptation to keep you pet boy band and let them roam free).

Widdle Ol' Jumper (200 cp, discount Charlatan): You are just the cutest little thing, yes you are! You could make a mint on just your merchandise alone, not to mention how you can squeeze around some minor legal offenses just by hamming up your cuteness. You can switch from the middle of a seething rant to an adorable pose in an instant and your PR skills let you always keep being seen as cute widdle ol' you to the public eye (no matter how horrible a person you are behind closed doors). Now remember, if people have valid cause or solid evidence of your wrong-doing, you'll still get punished, but breaking out the handcuffs will still break their hearts.

MATCH MADE! (400 cp, discount Drop-In & Journal Entry): You know the intricacies of Love Potions (honestly more of a glittery, dust-like mixture) like the back of your hand, with all the subtle shades and varieties plus how to make it curdle and die. You have an eye for those who would make a natural match already, but just need the push to start. More importantly, you can tell the societal impacts of how it would turn out, so you don't tear groups apart accidentally. You also have these tiny wings that can allow you to fly, but you should probably make sure to keep them in shape.

Cheating At Life (400 cp, discount Local): You are RICH. That much is obvious. It runs in your family. Figuring out how to lie, cheat, and steal your way to riches and success is so ingrained in your family history it comes naturally to you, especially the part about erasing the ugly truths and putting an incredibly positive spin on it. And you'll make all sorts of useful connections along the way.

Laugh All You Want, I Have a Plan!(400 cp, discount Mystery Kid): You're incredibly good at making preparations for whatever it is you're planning to do. You'll never forget to account for any important factors that you're aware of, or have become aware of at some point, ensuring that as long as you have the resources, you won't be caught with your pants down. In addition the actual time and effort needed is drastically reduced, taking only minutes if you already have all the supplies and tools laying around and you just need to grab them. Should you be under extreme duress (because they are coming through the window RIGHT NOW!), you'll be absolutely preternatural at cataloging what you have at hand and getting it together in the scant little time you have.

Can t Con A Con-Man (400 cp, discount Charlatan): If there's one thing your good at, it's lying. So when some tries to lie to YOU, you spot that coming a mile away. It's like you have a sixth sense for when someone's trying to pull the wool over your eyes. ESPECIALLY when they are shoving a piece of paper under you nose. Anytime someone tries to get your signature, you instantly know the key points of fine-print that are relevant to you, what the signature is intended for, and a perfect written zinger to substitute your John Hancock with. You can even write with your mouth!

Trembley Before Me! (600 cp, discount Drop-In, comes with one free President's Key): Oh Jumper, you so silly. Good thing your silliness works out to your advantage so much! It might come by a new perspective, imaginative solution, or sheer dumb luck, but your plans just work better the less serious they are. They might not work out how you planned them (and honestly, rarely how you planned them) but the result is to your benefit. Even better is when you don't plan it, your silly intuition points you towards certain acts like using a hidden switch as a sight gag for picking your nose! Trust the silliness.

High-tech Hootenanny (600 cp, discount Local): Did you used to work at McGucket Labs? It sure seems like it, what with the crazy inventions you whip up. Giant robots (in manual control and mo-cap suit control varieties), death rays, memory beams, and voice-changing potions are just some of the things in your repertoire. The hardest part is learning how to drive a stick shift with your beard! Comes with free knowledge of hillbilly-speak and hambone.

Journalist (600 cp, discount Mystery Kid): Your skills at analysis and assessment are amazing! After a short period of observation, you can tell all sorts of detailed information about . Strengths, weaknesses, supernatural powers, preferences, etc. The time it takes to tell these things shortens the more you see their capabilities and scales according to how powerful they are, but never takes more than 2 hours to find out everything you need to know. Additionally you can get this information across easier, condensing everything important to know about the single subject in a 2 page spread (including diagrams) that even a 12 year old can understand and use effectively.

YOU'LL NEVER TAKE ME ALIVE! (600 cp, discount Charlatan): The repercussions from your misdeeds are strangely less than they should be. It might just be police incompetence, a good lawyer, or well placed bribes, but you could be caught committing felonies (like counterfeiting money) poorly and you just spent the night at the county jail. And that's IF they actually manage to arrest you. You can evade capture like no one else, misleading pursuers with an empty taxi or pulling daring escapes by taking advantage of predicted gravitational anomalies for example.

Journal Entry Abilities:
Every creature listed in the Journals has something that makes them strange and powerful. And if you happen to have the Journal Entry Background, you get 400 "FREE" CP TO SPEND RIGHT HERE! And only here. While this is the section for Journal Entries, you could purchase these for other origins if you wanted to be a sideshow freak or something.

Purely Cosmetic Appearance Change (free Journal Entry): That's right, you look how you would like to be a freaky creature for free! This doesn't give any benefit other than giving you another personalized alternate form for something inhuman.

Minor Ability (100 cp, discount Journal Entry with one free): You have a minor special trait unique to you or your kind! It might be a tongue that can stretch up to your body length, being covered in quills that prevent unprotected hands from grabbing you, or maybe you have fins that make it easier for you to swim.

Height (50 cp): Can be purchased three times, this feature either increases or decreases your size. The first purchase is by up to 1/3rd of your height, so a 6 ft tall person would be either 4 ft or 8 ft tall depending on whether they went with the decrease or increase option.
Two purchases has the following - Increase is up to 12 ft, Decrease is down to 2 ft.
Three purchases is - Increase up to 20 ft, Decrease down to 4 inches like a Lilliputtian.
Overall, this option is mostly cosmetic, you would have the same relative strength, speed, etc.

Monster Physique (100 cp): Generic monster /fit/ness, you may purchase this separately for Strength, Agility, Endurance, & Quickness with a noticeable gain each time.
1 purchase a human could still compete against you (and maybe even win, hypothetically) in that area. The MANLY perk counts as this rank for Strength for the purpose of this perk tree.
2 purchases and you will outclass humans in that area easily, but other creatures may still pose a threat.
3 purchases and you are supernaturally at this level, things that belong in the Journals would be impressed.

Flight (100 cp), discount Journal Entry: You can flyyyyyyyy! At about the same speed you can run. You may have wings, jets, pixie dust, however it is that you defy gravity with and taunt the ground-walkers from on high.

Hidebehind (200 cp), discount Journal Entry: You have a supernatural flexibility and a physique that lets you contort behind any object that would block you from view, along with heightened reactions sensitive to evading observation. Really goddamn creepy.

Moderate Ability (200cp, discount Journal Entry): Much like the Minor ability purchase, but a with a bit more oomph or utility. Perhaps those quills of yours can be launched towards your prey at high speeds, maybe you can roll into an armored ball for defense and to crush your enemies, or maybe you spew some kind of acid spit attack that can melt stone. Either way, it’s pretty weird and awfully dangerous.

Alright Guys, Like We Practiced (200 cp, discount Journal Entry): Through the power of teamwork and practice, you and others physically similar to you are able to link limbs and stack bodies to be far greater than one on their own. In other words you form a living mecha by making a cheerleader pyramid with enough of your buddies. This is a skill though so it can be taught, you just have the natural skill to guide a group efficiently enough to make an army of gnomes act as a single giant.

Minions (200 cp, discount Journal Entry): You have a natural command over some form of minion. You might have the lesser of your kind, be the creepy guy in the forest with a swarm of spiders, or RULE THE FISH OF THE SEA! It is command though, not like mind control, you have to oversee to make sure unintelligent underlings get it right.

Handwitch (400 cp, discount Journal Entry): Ok, maybe not a HAND-witch, but you have magic relating to something that size or smaller (it could be body parts, creatures, or objects) that gives you control of them, animating them, and even cursing them away from their owner. Like the Handwitch for example, you could control a massive swarm well enough to make them form a moving throne you ride on directed through will alone.

Gaze Attack (400 cp, discount Journal Entry): There is something special about your eyes. Maybe those that look into them see their worst fears, turn to stone, or you just shoot lasers from them. This is a toggleable effect, but you may be on the receiving end of it yourself if someone is quick with a mirror.

Dream Demon (600 cp), discount Journal Entry: Wow, you are just downright cozy in the Mindscape aren't you? With your ability to transition into the mental plane, you pick up useful tidbits and as such know LOTS OF THINGS. You can communicate to people through their dreams or animate a puppet and talk through it, see through the eyes of any and every image of yourself, rooting through someone's mind is all in a day's work for you, and you are kind of the shit at manipulating the mental realms for combat, travel, or just to freak people out (like tipping your hat and the entire world at the same time).

Shapechanger (600 cp, discount Journal Entry): You possess the ability to take on any form you witness (clothes included), including living flames or armored monstrosities. You can even combine forms to look like John Carpenter-esque nightmares to freak people out! You can turn into anything the size of an African elephant or your normal size (unaided by superpowers, magic, or shrink/growth rays or similar super-science; perks that increase your base height and alternate forms do count though) whichever is greater.

Gear:
Book of Codes (50 cp): This book is filled with commonly-used or historically significant codes and ciphers, with instructions on how to use or read them. And what's more, it updates for every world you have visited! No matter how many pages it has, it's always thin enough to be carried within a vest pocket or backpack and you can get to the page you need without too much hassle. Luckily it's well indexed.

Lifetime Supply of Awesome Sweaters (50 cp, free Drop-In): Oh yeah. You could wear a different personalized sweater every day for the rest of your life and have sweaters to spare. You can wear them again if you really want to, but that's up to you. A new sweater appears in what you normally store your clothing in either every morning or when you lose the current one. Additionally, all past sweaters appear sorted in the Warehouse.

Good Ol' 15 Poundy (100 cp, discount Drop-In): Wow, that is one amazing pig you've got there! Friendly, adorable, and a good dancer (for a pig), this huggable pet is sure to help relieve all your stress by providing the companionship that only a pet pig can give. For an extra 200 cp (undiscounted), your pig is upgraded to a Companion instead of a pet, with full sapience and a genius intellect and has developed a text-to-speech device that sounds like Neil deGrasse Tyson.

Merchandise! (100 cp, free Charlatan): You have a large supply of personalized merch to fleece rubes of their cash. T-shirts, mugs, action figures, snow globes, hats, you've got it all! Certainly enough to stock a gift shop for about 3 months.

Black Light (100 cp, free Mystery Kid): This light reveals all sorts of secret messages, even those not normally revealed by a black light. As long as it was written down, this light makes the text appear and appear much more noticeably. However, it does not decode it for you, so brush up on your code skills.

President's Key (100 cp, discount Mystery Kid): Belonging to the 8 1/2 president, this key opens any lock in the United States of America! Any United States of America. If it was ever US land and has a lock on it, you can open it.

Lifetime Supply of Snacks (100 cp, free Local): Pitt Soda, Chipackerz, and Smile Dip. These (probably/totally unhealthy) snacks are in constant supply for you! You have one box of Pitt Soda cans for all the peach soda you could drink (and do watch out for the pits), a box of Chipackerz (The Chip-flavored Cracker!), and a packet of Smile Dip (banned from sale in America). Not a whole lot of sustenance or nutrition here, but it's good enough comfort food and party snacks.

House (100 cp, free Local & Charlatan): You have a place to call your own! This comfortable home follows you between Jumps and can be set in any property that belongs to you. Its appearance is up to you, it could be anything from a standard cookie-cutter suburb house to a Tent of Telepathy. For an extra 200 cp, (free Cheating At Life) your home is upgraded to Northwest Manor-level opulence or Mystery Shack-style Jumper Museum (with secret basement behind the vending machine).

Trust Someone (100 cp per purchase): You can either import or create companions to have allies right off the bat. They gain their origin for free, and have 300 cp to spend on perks. Additional purchases add an additional 300 cp to the companions' pool to spend up to a max of 600 cp. Alternatively for 300 cp you may import up to 8 companions with 400 cp to spend. Companions cannot purchase this option.

Magic Amulet (200 cp, discount Charlatan): This lucky bolo tie helps unlock your psychic potential! In most people this just means it allows access to those powers, but if you already have them it provides a noticeable boost in their power and control when worn.

GRAPPLING HOOK! (200 cp, discount Drop-In): You can pull this amazing grappling hook out of nowhere to assist you in all of your grapple hooking-needs. The cable doesn't seem to run out though, that's kind of weird. Maybe it's magic?

Toolbox (200 cp, discount Local): The perfect compliment to any handyman, you can reach into this toolbox and pull out any tool you've come across. Perfect for condensing your repair kit, but you do need to actually fit the tool through the toolbox's opening.

Claymation Magic (300 cp, discount Journal Entry): You have a collection of magic clay that you can mold into living creatures! These ones actually do what you say, luckily, but you only have a 12 cubic yard block. Good for a set of minions as capable as you can sculpt them. They still look creepy and out of place, what with their claymation appearance & movements and all.

MYSTERY TWINS! (400 cp, discount Drop-In & Mystery Kid): Aaaw yeah, you've got a twin for this jump! Not necessarily identical or even the same gender as you, this can be a brand new companion or an imported one. They have a free different origin than you (and are unable to be a Journal Entry) and 800 cp to spend on their perks and equipment.

Mailbox In The Woods (400 cp, discount Journal Entry): You found it one day, wandering through the woods. An abandoned mailbox, alone and forgotten. Long story short, you know where to find this mailbox in every Jump now (hint, in the woods). You place written questions and a possibly omniscient but surprisingly benign and helpful mysterious being answers them with an aged, wax-sealed letter. However it is somewhat sensitive, so some things mailed to it may be viewed as disturbing and insulting, causing it to implode and then explode, removing it from the rest of the current Jump's duration (it will appear next Jump to give you yet another chance).

Strange Photocopier (400 cp, discount Charlatan): Hey, you finally got this old thing working again? Well, now you can make photocopies that turn into three-dimensional clones with the same abilities and minds as the original! You probably shouldn't have to worry about clones of yourself turning on you or something, unless you're the kind of person to do that to yourself. But if that happens, they are still made of ink and paper, so you should handle them easily enough. Watch out for paper jams though, the results are... kind of disturbing. You can have up to five copies active at once.

Journal (600 cp, discount Mystery Kid & Charlatan for 1, max of 3 purchases): You have a perfectly identical copy of one of the Journals, complete with its hidden messages and any missing pages. There are great secrets in Gravity Falls and these Journals are invaluable to one seeking them out. The knowledge within works on similar targets in other worlds (like instructions on how to deal with ghosts and the like), but some things are only found here.

Drawbacks:

...It Says "BEWARB" (100 cp): Wow, all this strange stuff around and you can count the people that believe you with one hand. Even when you outright show the truth to people, they refuse to believe no matter what. While any companions you have are immune to this, you'll be hard pressed to convince any but the closest friends you make here.

Failed Summer Romances (100 cp): You have terrible luck with love. You just keep having no luck and finding yet another short-lived target for your affections. You could be a master at setting up relationships but it just never works for you personally. They might turn out to be a collection of gnomes in a human costume, creepily obsessed with puppets, or at best have to return to the ocean and be arranged to marry the Queen of the Manatees.
-OR-
It's Not Like I Stay Up All Night Thinking About Them! ....Oh no. (100 cp): Oh you have terrible luck with love alright. Unfortunately you have eyes for only one person. It takes a tremendous amount of effort to even stammer out a whispered compliment and you are 100% guaranteed to have spaghetti spilling out of your pockets any time you try to act romantic with the target of your affection. Platonic friendship is totally fine though, imagine that?

Soos'd It Up (100 cp): Sorry dudes, but your bumbling antics are going to put a cramp in any plans you get involved in. You are kinda clumsy, pretty hungry, and sometimes just have rotten timing. You might turn on the lights and ruin developing photos of the latest monster encounter, stop to get snacks while a Dream Demon is being sent after your boss, or just get distracted by a memory door while someone pretending to be you fools your friends. Whoops.

Turning a Blind Eye (200 cp): The Society of the Blind Eye have their gaze upon you and your actions. ...Well, they at least are better at noticing you and your other-worldly powers whenever you do something out of the norm. And they WILL seek out you and any witnesses and remove the memories of whatever it was you did. Think you're alone and you use telekinesis to get the TV remote? They're after you. Go into an alternate form? They're after you. Access an inter-dimensional warehouse filled with magical artifacts and mad science? You better believe they're after you. If you turn the tables on them and remove their memories, for some reason all memories related to you eventually come back for them in a way that doesn't shatter their mortal minds. If you deal with them in...other... means, somehow they never run out of recruits. And that's on top of their usual duties of removing memories of everything ELSE weird in Gravity Falls. Still, better watch out for those long-term side-effects of that memory ray.

Journal Page (200 cp): You re in one of the Journals. Whether it s in a two page spread or you have your own section, you are in one of the Journals. Roll 1d6 (on 4 through 6, subtract 3 to get your result) to find which of the three Journals you are in. For another +100 cp (making this a total of 300 cp) you have a section in each Journal about you. Kinda like how Bill Cipher has a summoning section in Journal 2 and a warning in Journal 3.

ROMANCE ACADEMY 7 (300 cp): Oh, hi Giffany. Again. You just had to buy her game, didn't you? It was pretty cool at first, she's into you, you completely disregarded every red flag and warning sign even when you took note. Then she started trying to isolate your life, just you and her. Getting you to skip out on hanging with friends, talking against going to work, wanting you to stop making eye contact with other life forms. When she thinks you're getting too close to others, she starts getting violent. To them at first, in subtle ways, causing “accidents” with electrical and mechanical systems, as time goes on she gets more overt and may target you as well to MAKE you be with her alone forever (which is a failure condition, obviously, you Go Home once digitized by her).

You won't get out of this by destroying her disk, since she can now transfer and copy herself out of it for good. Now she's obsessed with you And she's your new waifu. And only waifu, or she'll end your laifu. I really hope you don't have any cybernetics. At the completion of this Jump, you get Giffany as a companion but you'll actually have a shot at calming her yandere streak.

Let's Make A Deal (300 cp): Well, you're stuck in an incorporeal form invisible to others outside of dreams for this Jump. You can't swap places like Bill did to Dipper, but you're basically in the same boat as Dipper was. Luckily nothing is piloting your body without you, you just need to have a cat's-paw and trade favors in order to do ANYTHING. Want that shiny rock in your Warehouse? You need someone to pick it up. Want to punch Gideon in his chubby widdle face? You need someone to do that. Want to save Big Henry's life? I wonder who you'll get to do that.

LET GLOBNAR COMMENCE! (800 cp): Oh shit, you got called to the REAL Globnar. The one Blendin talked about, how “how many lives were lost and wars were fought over Time Wishes”. This is not a match against a fat, bumbling, temporal equivalent of a park ranger that can be won in Lazer Tag while behind in points, this is Time Gladitorial Combat against beings equal to your strength, brought forth by Time Baby himself. But hey, if you beat all the odds and actually win? You get a TIME WISH. That's one time-paradox-free wish for anything. To be collected Post-Spark of course.

Notes:

The greatest secret of the Journals may very well be the schematics for a device, which requires all three to show the full picture. Spoiler, it's a dimensional gateway that also causes gravitational anomalies in its start-up phases.

The 400 “Free” cp for the Journal Entry is written like that since the background costs 200 cp.

Peanut Brittle has incredible preservative properties, able to store living beings indefinitely with no repercussions. Who knew? The 8½ President knew.

JR KRPH VWDB PRYH RQ