The Bikini Bottom Horror Jump

|Spoilers for the webcomic.link at the bottom + official size chart|

Bikini Bottom, a place where the famous Krusty Krab resides and its resident fry cook, the lovable sponge known as Spongebob and his friend Patrick live. However this is not like the original everyone knows and loves,this place,however similar it may seem, houses an incredibly dark secret. The secret formula being a clone of Patrick filled with growth hormones and harvested for the Krabby Patties. The original Patrick then ate an undercooked Krabby Patty,and created a starfish apocalypse to get revenge on bikini bottom, despite them not knowing about what was happening. Here is some CP to help you out here.

+1000CP

Origin -
You may choose to have a generic background, replace the character the origin is based on or drop-in with no additional memories and only some ID.

Tortured Starfish - Pain is all you knew, until that fateful day, allowing you the chance to get revenge on Bikini Bottom for leaving you to your fate.

Sponge Mastermind - After learning the secret formula of the Krabby Patty you hatched a plan to be the owner of the only restaurant in Bikini Bottom.

Squid Survivor - You always thought he was just a nuisance,but seeing his clothes around a puddle of digestional fluid made you seek revenge.

Squirrel Resistance - What in tarnation happened here?! How did a starfish apocalypse pop up overnight? No matter, they need to pay for what they did to him.

Plankton Inventor - You were always seeking out the formula for the krabby patty, but now that you know, you are horrified that he would ever do something like this.

Race -
Starfish
Sponge
Squid
Crab
Squirrel
Whale -100 - You're a larger one aren't you, with your bulk you're fairly strong and durable
Human +100 - A human? What are you doing down here? Luckily you start in an air pocket so you don't drown.
Merman -100 - You're kind of like a human except you can breathe underwater and on land.
Plankton +200 - You're a little guy, barely able to lift a burger and can be easily crushed.

Perks -
You will receive a 50% discount on your origins perks and items with the 100CP perk and item being free.

General -

100CP - Clarinet Expertise - You gain expert level clarinet playing.

400CP - Semi-Realism - Everyone knows the cartoonish aspect of spongebob and how it isn't accurate to real life, but what do you think would happen if you mixed those two aspects? This perk, that is what happens.Things will be realistic while still holding the power of fiction. Things similar to Porifera and Krakatoa are possible with other species, but most of the time they will be kaiju sized,and if you use this while a kaiju? Even i'm not sure what would happen .Capstone Booster

Tortured Starfish -

100CP - Grudge - You gain the ability to hold a grudge forever that no one can remove, talking, magic, or otherwise as long as it is severe enough.

200CP - Regeneration - You gain the ability to regenerate as long as your mind still works.If you take Clones as a bonus your nervous system is spread throughout your body like a starfish

400CP - Clones(Starfish) - You gain the ability to clone yourself through splitting yourself in half.If you take Regeneration as a bonus your nervous system is spread throughout your body like a starfish

600CP - The Tortured One - You gain the ability to spread open your body like the patrick clones and gain bodymass.You can eat anything this way as long as it isn't specifically resistant to stomach acid.

Capstone Boosted - Using your clones and eating the equivalent of an entire city worth of people you can use all of that body mass to transform yourself into a kaiju sized abomination that was originally used by The Tortured One that has many abilities.You can also bring people into your mindscape that has you in the harvesting machine and thousands of hooks around you,that can tear a person's mind apart.

Sponge Mastermind -

100CP - Fry-Cooking Master - You are a master at all types of fry cooking.

200CP - Mastermind - You are a master planner and could easily do what spongebob did and release a kaiju sized monster in order to be the only business left in town.

400CP - Clones(Sponge) - You are able to clone yourself by splitting yourself.Unlike Clones(Starfish) these are a hivemind that you are connected to.

600CP - Porifera - You are able to regenerate yourself as long as a cell of you is left and if you also took Clones(Sponge) each cell can turn into another you

Capstone Boosted - By either splitting your body into hundreds of pieces or using a bunch of clones you can suck them up into you, transforming you into a kaiju sized abomination called Porifera giving you many abilities.

Squid Survivor -

100CP -Existential Nihilism - As you are an existential nihilist,why bother getting manipulated if nothing is real?

200CP - Suction Cups - Your limbs gain the property of a squid's suction cups,being able to stick anything to them as long as the object or person you want to stick it to isn't immune to sticking.Toggleable

400CP - Three Hearts - You have three hearts that count for whatever purpose that requires hearts.

600CP - Krakatoa - You gain the ability to shrink or grow to a third or three times your size. Additionally you have a fairly powerful regeneration and immune system, capable of regenerating limbs and internal organs in a week, quickly closing wounds and fighting off pretty much all mundane viruses, bacteria, cancer, toxins and parasites.

Capstone Boosted - You can shrink or grow a tenth or ten times your size,or you can transform into the form known as the Kraken.You grow 30x bigger and gain 6 tentacles on the lower half of your body like a giant squid as well as a beak.You also keep your arms and head,the main thing that changed was your lower body.Your base form is also powered up to half of your Kraken Form. Additionally your immune system becomes capable of destroying even supernatural, but not Godly empowered viruses, bacteria, cancer, toxins and parasites and destroying all internal contaminants including any being that tries to incorporate you into its body, You can also control your immune system telling it what to attach and what not to. Your regenerating increases allowing you to regenerate limbs and organs within minutes also your body can now regenerate all parts of your body including your brain and DNA, Making you effectively unageing and there are also micro auxiliary organs laced throughout your entire body, These organs will quickly inflate if your primary organs get damaged providing you with life support while you heal, there is even a couple of brain auxiliary organs that will allow you to live through being decapitated and store your mind while your head is regenerating.

Squirrel Resistance -

100CP - I'm Always Packing Heat - You gain the ability to summon a gun that is always fully loaded.

200CP - Karate - You are now a master of karate.

400CP - The Resistance - You are now incredibly proficient in finding allies who support your cause and training them up so they can efficiently fight for the cause you believe in.

600CP - Fight the End - In times of great peril you will find allies crawling out of the wood works to help you additionally once every ten years or once a jump, you will saved from certain death for the duration of a crisis, guaranteeing you survive the event, also you Will come across items or temporary powers that will greatly help you with the crisis and guaranteeing it will not destroy the planet, although you may have to rebuild.
Capstone Boosted - With the capstone booster the damage is now reduced significantly,and as a bonus the temporary items and powers will now be permanent. Additionally you will find that despite all the hardship you've been through You will find that after the dust has settled the state of the world will be steadily improving even far past what it was before, buildings will be built better and stronger, politicians will actually help the people, technology will advance to ease the burden.

Plankton Inventor -

100CP - Durable - You are now very durable and will be able to survive things like being squished and be fine a day or two later.

200CP - Reverse Engineering - You are a master at finding random tech and reverse engineering it to fit your goals.You can also put in measures to prevent other people reverse engineering your technology

400CP - Ignoring Physics - You can make any sort of tech you learn under different rules of physics work no matter the current jumps physics, additionally you can make all of your tech work fine under water.

600CP - Deus Ex Machina - A limit on how far you can go with science?What's that?With this perk you are always able to find a new advancement on things that have been supposedly maxed out in terms of technology,except when it is quite literally impossible to go further with the tech in question.You are also able to create machines that would usually require months to create in mere days.
Capstone Boosted - You know that limit about your technology being pseudo limitless?well the "pseudo" part has been removed and you and it actually IS limitless.No matter what your tech will always be able to go forward and advance or even sometimes go backwards and advance farther than before in a new way.Your ability to create machines in days has also been buffed so you can create machines that would take years to even get the base work done you would be able to do it all in a maximum of a week.(Note this does not mean you can create anything in a maximum of a week,it only reduces it significantly.Something like the Brahmastra would still take a millenia to make.)

Items -

General -
Free/100CP - Diving Suit - A suit for living indefinitely underwater just like sandy's. It also comes with a separate air helmet although it won't protect you from deeper pressures. You can freely customize the suit and helmet badges and accessories. If you are a species that breathes air they are free for this jump only or by paying 100CP you get to keep the suit and helmet additionally they will repair themselves fast enough to avoid suffocation and will fit on any of your alt forms. You can also fill the suit and helmet with another medium to breathe in case you can not breathe air or you want to lend it to an aquatic friend by filling it up with water for them.

Tortured Starfish -

100CP - Sand - Sand? Why is there just sand here? It would be totally useless! Well this isn't just any regular sand my friend, this sand will stick to whatever shape it is put in unless purposely taken apart by a sentient being.

200CP - Biomass - A 2 ton chunk of biomass, which will contain different kinds of biomass depending on your jumps.

400CP - Harvesting Machine - You now have the machine that The Tortured One was hooked up to that was harvesting his flesh.

600CP - The Krusty Krab - You now own the Krusty Krab, except it has ethically approved ingredients instead of the harvesting machine.

Sponge Mastermind -

100CP - Hydro-Dynamic Spatula - You now own the Hydro-Dynamic Spatula that Spongebob bought in the first episode,with all of its attachments.Also includes a manual about how to modify it.

200CP - Pioneers Rock - You now own a Pioneers rock,a rock that acts like a car.It comes back to you in a week if you lose it.

400cp - Bikini Bottom / Land - You now own Bikini Bottom,but in a destroyed state. If you fixed it injump, the citizens would surely be grateful and come with you!

600CP - Pretty Patties - These completely vegan Pretty Patties come in all kinds of colors and tastes, being produced without any suffering and being a true delight for any who eat them. However more importantly, just one bite into these Patties can usher in a time of healing, curing people of the greatest of Traumas. Also they sell for a good price. Comes in a pack of 30, regenerates every week.

Squid Survivor -

100CP - Abstract Art - Monthly, a piece of abstract art appears that you can sell for money. It is also guaranteed to sell for at least $100,000

200CP - Clarinet - Squidward's Clarinet,what more is there to say?Also has properties that make people fall asleep.Works better the more stupid the target.

400CP - Squidward's House - A House that looks like a moai, it has been upgraded since Squidward had it and is now durable enough to survive a kaiju being thrown at it. It also has the security system that Squidward installed once.

600CP - Mount Bikini Bottom - This is a volcano that at any time you can summon and crack open, making a chasm of lava that is fiat-backed to make sure that if someone dies in it, they aren't coming back.

Squirrel Resistance -

100cp - Bubbles - you now own a special pot of bubble blowing liquid, that can blow bubbles into all sorts of weird shapes as well as emergency air pockets and flotation bubbles and weak

prisons. Works in both water and air and can float anything that's trapped inside, even in water or even space.

200CP - Treedome - Sandy's treedome,which has many things,the most notable being the giant tree in the middle of it that Sandy lives in that also has a laboratory.

400CP - Poisoned Weapon Arsenal - An very large arsenal of weaponry of all sorts, capable of outfitting an entire small town. These weapons are laced with deadly neurotoxins and evey jump after you gain more commonly available weaponry and can lace them with non-one of a kind substances that are critically effective against all sorts of monsters and beings. Additionally you can access this stockpile from any fiat-backed property or vehicle, this normally manifests itself as a cool hidden compartment.

600CP - Mermaid Mask - ah, the fabled mask of Mermaid-man. This mask is unique in that it grants you the powers of water breathing ,mind control over fish, and many other abilities.

Plankton Inventor -

100CP - Tools and Scrap - A bunch of boxes of random tools,scrap,and the occasional scrapped invention. If something is made with these the invention will hold up to the standards of Sheldon J. Plankton

200CP - The Chumbucket - Plankton's restaurant and home, it holds a lot of technology despite the restaurant part being destitute and the food garbage. Maybe you can learn something from his failures?

400CP - Fight-o-Plankton - The Fight-o-Plankton is a giant mech with Karen's software inside of it. This mech is actually bigger than a human, but you would still need to be pretty small to fit inside

600CP - Immortality Machine - A machine that will remove your soul and consciousness upon your death and safely store them within itself. The machine will also clone you a new body and transfer your soul and cautiousness into it when it is variable for habitation, it will take about 3 years to grow an adult human body or you can choose to download yourself into a pre prepared body, The machine can indefinitely store a biological body. Unfortunately there's a few things to note that if the Machine is destroyed while you inhabit it or if you die while it's in a non working state it counts as a possibly chain ending death also It cannot help with complete soul destruction, Fortunately it's quite powerful and can slowly repair your mind and soul. Comes with a few external interface sensors and ports, a display for communicating, a couple of pairs of limbs that can manipulate tools and drag itself around and internet connectability so you don't go mad from boredom

Companions -

50CP/Companion - Import/Create - You may create or import a companion from one of your past jumps. Each companion imported or created receives 800 CP, however they can't buy the capstone booster.

100CP - Canon Companion - You may take one of the main characters with you except for The Tortured One.

Drawbacks -
800CP Limit,besides Torturer

+0CP - I'm Sorry Spongebob - This toggle removes the evil spongebob of this jump with the regular one, and instead of feeding the undercooked krabby patty to patrick out of malice, he did it so the truth could be revealed because he just didn't know how to otherwise.

+0CP - Main Continuity - You want to go to the regular timeline? Fine, go ahead,just remember your powers you got here will be limited by the toon force in the regular timeline. Alternatively you may choose to go to the Suponjibobu anime timeline, where the powers will work to it's fullest due to it being an anime.

+50CP,Up to four times - Extended Stay - You want to stay in this world longer than the main plot for some reason? Okay,you get to stay for 10 years longer.

+100CP - Patrick Magnet - Patricks of all types will be drawn to you,whether that's because of how you taste,because of your nutritional value,or just because they like you,is up to you.

+200CP - Krabby Patties Reaction - When you eat a krabby patty you have an allergic reaction, your throat will close up and all of your extremities will swell to uncomfortable sizes, while it won't be directly fatal if left untreated you could suffocate. Unfortunately SpongeBob cannot understand why somebody would be allergic to a Krabby Patty and keeps offering you one or trying to slip you one unnoticed, although he will stop once he sees the effects of you eating one. This still leaves you with the problem that the only real fast food chain is the Krusty Krab and social experiences tend to end up there, meaning you'll have to not go, leave early or sit there and not eat anything.

+300CP - PTSD - Something happened to you and it scared you. Occasionally when you let your mind wander, you will relive the experience and you also sometimes dream of it waking you up in the middle of the night and making it hard to get back to sleep.

+400CP - My leg! - Every so often you somehow hurt your leg, It will always be painful no matter how durable you are or how fast you heal. Depending on how severely you hurt your leg will determine how often it happens, with banging your shin into a hard edge will happen a couple of times per day while shattering your leg bones into shards will happen monthly. Even if you heal very quickly you will still feel phantom pains.

+600CP - Powerless - All of your perks, power and items from previous jumps are locked away from you, Reducing you to just what you purchased here, your body mod and an empty warehouse.

+800CP - You Never Asked - For 1 year before the jump starts you will be subjected to what the Tortured One endured.Perks that help prevent this are halvedfor the duration of this drawback.

+1200CP - Torturer - Whatever happened, Apparently The Tortured One decided that you were the reason for his suffering, As well as spongebob deciding that you were in his way to having the only restaurant in Bikini Bottom. Prepare to get targeted by both sides,and good luck.

So you got to the end huh,will you-Wait, why do you want to bring the Tortured One with you? Eh,not my problem, but I can't just give him to you for free you know. So with that in mind-

Scenario

Savior Of The Tortured One -

As I said,this is going to be pretty hard. You can't take this with the Torturer drawback,for obvious reasons. You will have to first have to take him away from the Harvesting Machine, then somehow convince him that only Eugene Krabs was to blame, and not the entirety of bikini bottom, and then after all that somehow convince him to come with you on your jumps. Did I mention that you will have to do this all without your charisma perks working on him? If you somehow do all of this you get to bring The Tortured One with you to your jumps. As a bonus,you also gain the perk
True Torture - You will always be able to torture someone,no matter if they are immune to it,you will always be able to break them. You are also immune to all torture,even if you came up with it yourself.

Now that we are actually at the end would you like to -

Stay - I don't know why you would like this place,but you do you.

Go Home - I wouldn't blame you after seeing what happened here.

Continue - The most likely option you were going to choose.

Notes -

This is my first jump, it;s still sort of a WIP but it can be jumped,if you weren't going for items.Any help would be appreciated.Also here is the webcomic if you want to read it.Also huge thanks to Nuthenry2 for suggesting a lot of ideas.I'm fairly sure he essentially did like half of the jump lol.

Webcomic

Size chart, Couldn't fit it in here because the image is massive, it literally crashed the page when i tried to put it in

V.1 Made the concept and posted it as a work in progress

V.5 Nuthenry2 started helping me with a ton of help.

V1. Jumpable, but unpolished.

V1.5 Polished it up a bit, changed a few descriptions to be more clear and to also make it more balanced.