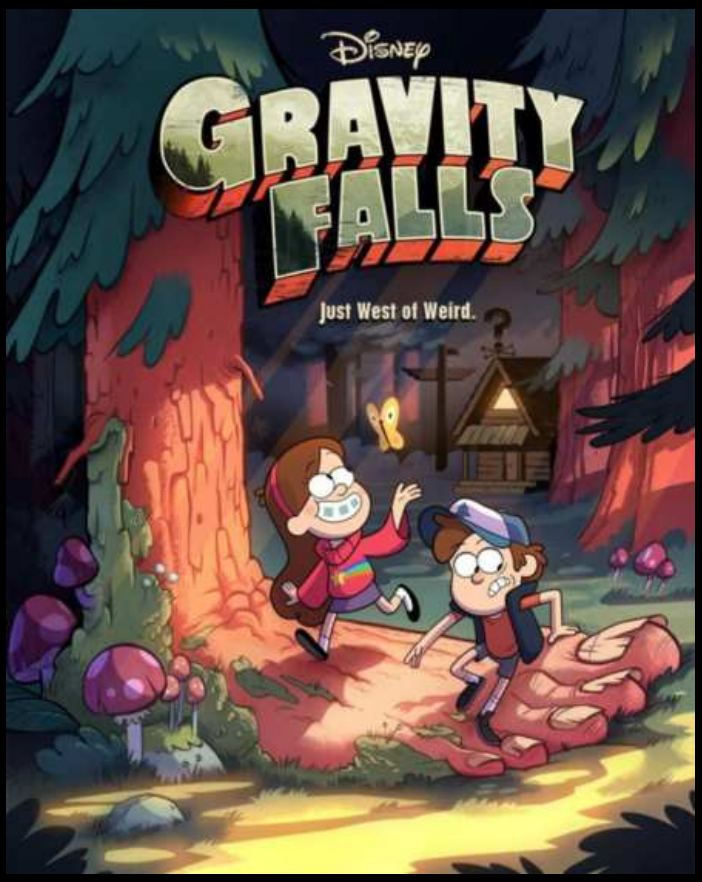
Gravity Falls Jump

By FancyFireDrake



Welcome to Gravity Falls Oregon! A small, beautiful, unassuming town in the heart of Oregon, U.S.A. Just north of normal, just west of weird. There really isn't much interesting to see here honestly But the nature and townspeople still make it worth a visit. Something you will surely discover as you will spend the whole summer here.

And you aren't the only one who will takE a visit to this town. The twins Dipper and Mabel Pines wilL spend the summer with their grunkle Stan, also known as Mister Mystery and owner of the tOurist trap known as the Mystery Shack. He is richer than three Caesars! Or at least wishes he was.

Don't be discouraged by the mundanity of this place. Here take these **1000 CP** and go out there. I am sure there is something Worth your time here!

Origins

You may choose if you have a history within this Jump or if you are a Drop-In. Gender is up to you and free to change and your age can be anywhere between twelve to seventy. There are all kinds of colorful, if boring, people here so you are definitely not going to stand out.

Visitor (Free): Just like the Pine Twins, you're not originally from around here. Maybe you're on a road trip or visiting for summer but you will surely take to the town quickly. You will start on a Bus, just as you enter the borders of the town. On the seats next to you are no other than the Pines twins themselves.

Citizen (Free): One of the many folks who live in this wonderful town. You may have a few screws lose in some aspects but is there anything better than the familiarity of your own home? You will start sitting in Greasy's Dinner with Susan Wentworth wishing to take your order.

Stranger (Free): This is… an odd title for an Origin. Well in any case you ended up here. Maybe your just a bit of a weirdo like Mister Mystery. Are you… not what you seem? How silly of an idea right? You start the Jump standing next to the Mystery Shack, being greeted by the handyman Soos. Hope you brought money with you!

Perks

General Perks

Weird Mystery (Free/200/400): How curious that this is even an option. Well why not let you be a Mystery in this boring corner of Oregon? Something that finally shakes up the place.

For Free you can be a weird creature that is rather unremarkable by itself, though perhaps having some extra features or abilities. A Merman or Gnome comes to mind.

For 200 CP you are certainly more impressive. Perhaps being stronger than a common man or having some supernatural abilities or simply being a powerful animal. A Pterodactyl, Rumble McSkirmish or Manotaurs would be valid options.

For 400 CP you are far, far weirder and more powerful to boot. If you had a page in some kind of journal you would most likely be considered one of the more dangerous encounters. A Class 10 Ghost, .GIFfany or a Shape Shifter would be points of comparison. You still won't be able to become something on the level of Time Baby however.

Fight! Fight! Fight! (200): You need to be tough in this world, especially when things are dangerous. Fortunately you took some lessons when it comes to throwing a punch. You have decent combat skills, the kind to punch even a dinosaur in the face and fend of Government Agents.

Buy Gold (300): You've been buying Gold right? Will be very handy if the Apocalypse ever comes. At the very least you know how to make gold, being very skilled at making money and finding opportunities to increase your wealth, as well as how to keep being rich. The later may involve sacrifices at times but you should never go below Upper-Class Standards. Still… the sheer horror in only having *shudder* one Pony.

Special Programmer (400): You are a very talented programmer, the kind that can make engaging videogames in an afternoon. Not only that you could actually create some of the games in Gravity Falls… supernatural included. .GIFfany is well in your capability to recreate, your creations and Artificial intelligences also fully obedient and loving towards you. Maybe you can avoid the regrets of Hirsch himself with such characters.

Northwest Cover-up (500): The Northwest coverup was dedicated to hide the identity of Americas silliest president, on the less than worthless -12 dollar bill. Now once at the start of a Jump you can choose to make one event or one person covered up as effectively as Quentin Trembley was. There could still be hints around the Jump that if someone were to look may potentially reveal the truth but to the rest of the world it will be as if it never existed. And if you are good at hiding will stay this way. In the case you use this on a person you can even make their achievements either erased from history or dedicate them to someone else.

Visitor

Jumpers Guide to Art (100): Your quite talented when it comes to anything creative. Much like Mabel you have a wide set of talents when it comes to art, building, sewing or similar. You could even do something like a hyper realistic wax statue of a relative.

These are children (100): Sure you may only be twelve but that doesn't mean you can not hold your own in defending this town. Your competence will never be in doubt because of silly characteristics like age, gender or similar. The only thing that will matter to others now is how good you are.

Some Brilliant Things (200): You can do some brilliant things indeed, especially when under pressure. All because you have one thing so many people can lack or lose. Creativity. You have great outside the box thinking and improvisation. This also allows you to find new uses for whatever you may encounter comparatively quicker, as well as aiding in any powers that rely on imagination. Just imagine what you could do in the mindscape.

1000 Good Deeds (200): Who could look at you and think you're not a good person? Well a unicorn maybe but between us their jerks. Still you have a talent for being helpful, always appearing as nice and good as a result. Even better you are now considered pure of heart by any beings who can detect such a thing. If such a thing were to exist.

Magnetic Personality (400): You're a true people person, like a Shooting Star brightening up another's day. No matter the context it seems your just great at giving of impressions and getting along with people, your niceness doing a lot of the work to the point that you could become pen pals with a Pizza Delivery man you spend sixty seconds with. Who could say no to a cute button like you?

Solve the Mystery (400): You certainly seem convinced there are mysterious things out there. Well if there really are any, no one but you seems equipped to solve and discover them all. You are a natural when it comes to finding and discovering the unknown. Solving codes and riddles comes to you as naturally as breathing, helped by having a good grasp on where to find knowledge. Open a book and within three page flips your already on exactly the page you need. Information itself seems to seek you out really, with more chances to get even more clues always just one step away. Also comes with a skill for making up codes.

Trust the Silliness (600): There is a method in madness. A phrase that becomes all the more true when you are involved. When you are around the stupid, nonsensical and foolish looking options… actually have their own merit. Random actions may end up solving a current crisis or emergency in ways you didn't expect or bring you closer to a solution than the same time spend racking your brain could have achieved. This also gives you a bonus to your crazy plans actually succeeding. Still not a guarantee

but even the most outlandish of plans at least don’t have a 0 % chance of success as long as you prepare a bit.

Time for a Hero (600): Ah alright, I guess it’s no use to keep hiding it from you. Something IS weird about this place and if you’re already going to get involved, it would be better that you are prepared. With this Perk you should at least be ready to endure, if not thrive when weirdness hits everything. The crazier and more dangerous a situation is, the more at home you are in it. You could survive for days hunted during the most extreme environments without fail and have a knack for getting out of situations unscathed. And that is just in terms of survival not fighting. For the later you are uncanny as well, having an immense potential of physical and inner strength against dangerous and nightmarish opponents. With nothing but a spear you can take on a multi-headed bear and win handily and endure punishment from even a trainer supernatural martial artist.

Citizen

Only a Tad Strange (100): You are remarkable resistant to anything that shakes up your normal attitude. You could go about your day or the next day after that normally even if you just ran away from a dinosaur or been haunted by a Ghost. This also provides some protection against trauma, like say being frozen alive. Not immunity but you'll deal with these things better than most.

Manly! (100): Your just so manly! You are decently strong and skilled with an axe, enough to make anyone at a Lumberjack competition proud and throw down with grown man and some creatures. Optionally you can also have an impressive amount of muscles on your body, comparable to Wendy's father.

Cool as Ice (200): The last thing anyone needs in a dangerous situation is being afraid. Panic leads to errors so you must stay cool in the face of danger. Fortunately you have perfect control over your fear response, able to remain calm to the point even alien technology couldn't detect that you are afraid.

Unappreciated in our time (200): They just don't understand you. But there are others who will. You are good when it comes to connecting with the lower class of society, particularly criminals. Be thrown into prison and you might just end up making a lot of friends. Also comes with the ability to present yourself as incredible cute. Without reason to suspect otherwise, many might not suspect 'widdle ol you' of evil.

Blind Eye (400): Ah well, I suppose there is no use trying to pretend this place is mundane anymore. But when some things happen, its okay to turn a blind eye to it. How else could some people live with themselves when they discovered something truly disturbing? To make things short you are great when it comes to covering things up. From who founded a town to whatever stole a pie from the local diner. This also comes with great skill at founding groups that specialize in hiding things.

Mayor Elect (400): This town could use a leader whenever Befufftlefumpter passes away. An election is going to happen eventually and you are great when it concerns becoming the runner up. Presenting yourself as a good leader, managing the electoral process, public speaking, all should ensure you can get into whatever office you set your mind to. Also includes actually filing the paperwork. Oh and for when you are in office? You can at the very least do a passable job as a leader.

McGucket Smarts (600): Oh look at the local kook McGucket! What a weirdo, believing in things like some lake monster. Though as it turns out, he is very good when it comes to building things. You are an engineer on his level, able to make advanced devices like robots and other marvels of technology. Construction of these things can happen in record time, within the span of a day if you have enough people on hand to support you, even if you have nothing to use but remains from a Junkyard.

Handyman of the Apocalypse (600): Well the world is definitely not going to end but these skills will be good to have anyway. When the universe is broken only one handyman can fix it and that handyman is you. In the most dangerous and inhospitable situations, you can survive and thrive, knowing just where you are needed and how you can help. In time you will have people sing folk songs about you. Something your more than deserving of. Really your downright incorruptible, things like cursed tomes unable to influence you in any way.

You are also fully embodying the handyman part of the perk. You are great when it comes to fixing things. And that just goes to mundane stuff needing a mundane handyman. With enough time and resources, there is nothing you can not fix. Even say an interdimensional portal though that could take some time, say three decades.

Stranger

Confidence (100): You'd be surprised what you can get away with by standing up straight and speaking with confidence. You're not cocky or arrogant but simply are able to give off an innate confident presence. With just this alone you couldn't get rich or seduce any girl… but it is certainly helpful.

The Author (100): There are mysteries in these woods but how can humanity ever benefit from your findings if you don't write them down? You are a natural when it comes to documenting things, your writing immaculate and choice of words perfect to describe even the most unnatural. Putting your thoughts into words is equally as easy and everyone will understand the true weight of your words once they read them, that you're not exaggerating when you write a warning for example.

Non-disturbing researcher (200): The last thing you want to do as a researcher is falsify findings through your own presence. Fortunately, you will find yourself good at being there without causing any harm. Someone you watch with the sole intention of observing them and their behavior will act completely normal and non-aggressive towards you.

Making Millions (200): You won't get rich without the innate drive to do so. If you fail, even when you get thrown out of a state, you just need to try again. Fortunately you have that same drive, a laser focus on any task you set yourself. You have boundless energy for it and being able to put your entire mind to it. Literally, with your mind essentially able to trap invaders in a single room. When is that ever going to be useful though?

Finally I have them all (400): Have you ever wanted to badly complete a collection? Gather the full set of something for years upon years without success? With this Perk you should have a much easier time. You are incredibly skilled when it comes to tracking down anything that is missing from a set. That final Book in a trilogy would be something you have a knack for knowing where it could be placed and research to find it happens at rapid pace. It feels like the world itself wants you to complete a collection as with sufficient time, you may just find the remainder by sheer luck. Say through a relative some years down the line.

Work twice as hard (400): When you can't make it to your dream school, you need to pick up the slack in other ways. Fortunately, that is what you do best. Work hard that is. Any work you truly commit yourself too will see twice the benefit. It doesn't matter if it is in regards to yourself learning new things or finishing the work on some important project, you will simply do it better. This also helps in getting your work recognized, to the point high elite universities would be looking for you or even if you graduated from a poor school there being opportunities to be recognized and receive funding.

Ad Astra Per Aspera (600): Whoever wrote these journals must be one smart cookie. A six fingered hand being synonymous with the Journals. You though could write such journals yourself, being an equal to the author intellectually. Your

incredible intelligent, having twelve Phd's of whatever subjects may interest you and are great when it comes to learning and retaining information. Indeed, through hardship you can reach for the stars, as the more opposition is against you and the more trials are in front of you, the more your mind learns and grows in response. When faced with an impossible problem for long enough you may just find a way to solve it at last, like sealing away rifts in reality.

Family Conman (600): Suckers all of them! Falling for your schemes and tricks. You're a skilled conman, able to lure others into a sense of security and make them fascinated even for the most mundane seeming stuff. It's like people are actually dumber when you try to work your swindling magic on them, making it all the easier to pull off. Stan Pines at his best is someone you can consider yourself comparable too. Who knows just who you can scam if given the opportunity. However beyond your identity as a conman you're a family man. When your family (found family or related by blood) is in danger or needs your help, your competence skyrockets no matter the field. When they need you to win, you will be at your very best and even stare down a mad demon for them.

Items

All Origins get a Stipend of **+300 CP** for Items only.

General Items

Negative Twelve Dollar Bill (~~-12~~/Free): Woah this is worthless! Actually, less than worthless! You have your very own Negative twelve Dollar Bill, bearing the face of America's 8 ½ president. You will probably owe someone money if you give this to them though.

Electric Clothing (Free): Its not a fire hazard it's a fun hazard! Within your luggage you can find an endless supply of stylish shirts and sweaters with all kinds of designs. These designs can even glow at the push of a button, serving as a light in whatever situation you may be. May also include iconic hats, shirts, dresses, suits or other pieces of clothing.

Smoke Bomb (100): An infinite supply of smoke bombs you can summon at any time. When their thrown they create a small cloud around you, just big enough to cover you and immediate friends.

Party Invitations (100): Tickets for any kind of event you could want. Once a Jump you can summon these invitations, them being as valid as if handed out by the organizer themselves. There are enough for you and any inserted companions.

Thousand Year Lightbulb (100): Who has time to shoplift a new lightbulb? For whenever you need a lightbulb you can simply summon this one. It gives perfect illumination, can go nonstop for a thousand years and the light even makes your skin softer.

Wax Figures (100): An entire museum worth of statues made out of wax. These statues are cursed, coming to life at night. Fortunately they seem to like you and have nothing against you, even open to help you in your goals. They are ultimately just normal statues made from wax however and can easily be killed. You receive a set of fourteen wax figures, shaped after well known individuals of this world. In future Jumps you will get additional wax statues, resembling well known figures of their world.

Fairy Dust (200): A magical powder generated by Fairies and something that seems to be treated like a drug by supernatural law enforcement. When used against a supernatural creature like a Unicorn, it can put them to sleep for short periods of time. You get one satchel that is refilled every day.

Truth Teeth (200): A set of special teeth that, if someone is made to wear them, they will be always compelled to speak the truth. Always. Really they don't seem to be able to shut up. Do be careful about who you give this too you might regret it.

Alien Adhesive (200/400): An extraterrestrial type of glue, used by advanced alien lifeforms. Its stickiness is so potent that it is capable of closing just about any damage, even smaller rifts and healing up wounds. You get one small bottle worth of

the adhesive per week. For an additional 200 CP you can instead get a water gun worth of it, self-replenishing at that.

Electron Carpet (200): An unassuming, light blue carpet. It is very fuzzy and as such great for conducting electricity, but it is when one is zapped by static electricity build up on it that its true ability is unrevealed. Individuals who zap each other on this carpet have their body swapped with each other. This even works cross species wise, like say making a man become a pig and vice versa.

Human Photocopier (300): Do not judge the utility of this useless seeming copy machine. For you see, when an item or person has been scanned, a paper emerges from its side. If a person has been copied, the paper becomes three dimensional and a fleshly copy of the original. It can even have limbs separately copied come to life and function as normal. The copier does have some limitations. It can not copy certain accessories or symbols and the resulting copies will quickly dissolve if they get wet. Other than that, the copies behave exactly as the original would so if you copied yourself they shouldn't betray you unless that is in your character.

Love Potions (300): Now this is the good stuff. Carried around by a God of Love himself, these tonics are the perfect tool for all your romance needs. Pour some of the stuff on your hand, sprinkle it on two people and watch the magic happen. Also comes with a bottle full of Anti-Love and all other kinds of love inducement potions that isn't romantic in nature. They refill daily but the effect they gift also only lasts a few hours. Might give someone the needed first push though.

Arcade (300): A somewhat rundown Arcade with nonetheless a lot of fun games to play. You could spend an entire day racking up high scores on all kinds of machines. However that is not the true benefit of this Item. Underneath each machine is a special code you can input, allowing you to bring one of their characters to life to help you. They are still bound by their programming however and if they 'win' at the task you set them too will fade away back into the game. The characters are never above a 200 CP worth **Weird Mystery** purchase but they are still potent all the same.

Jurassic Sap (300): Now that is a real tourist attraction! An entire mountain full of dinosaurs, perfectly conservated with sap. All kinds of ancient beasts can be found here, from the T-Rex to the Pterodactyl. When broken out of the sap by you they can even walk and fly around as good as new, by default also obedient to you like a well-trained dog.

Boyband Clone Tubes (300): How else can you make the perfect Boyband? These cloning vats can grow a fully matured body in a span of days, also allowing you to genetically finetune them for whatever goal you intend for them.

The Journals (500): And here they are, the infamous journals of a six fingered author. The findings of someone who studied and lived among all the weirdness. They hold a great amount of knowledge, summaries of all kinds of creatures and their weaknesses, as well as various secrets. All combined, there is very little you wouldn't know about a settings mysteries, creatures and true history.

You receive one such Journal depending on your Origin (Visitor gets Journal 3, Citizen Journal 2 and Stranger Journal 1). This also spawns an additional copy of the Journals somewhere in the Jumps location that you can find to complete the set and get all their knowledge.

In future Jumps, similar tomes of knowledge regarding the worlds secrets will be findable, with you starting out with one Journal. If you haven't found every Journal by the end of a Jump, you will receive the full set automatically by the time you move on.

Infinity Sided Dice (800): A type of apeirohedron die from a distant dimension. This small piece of technology is outlawed in 9.000 other dimensions for how literal its name is. Once you roll it, anything can happen, from turning the world into an egg, letting monsters from a game come to life or simply rolling an 8. Though it cannot interfere with anything regarding Jumpchain.

Visitor

Disposable Cameras (100): What is the one mistake any researcher makes? Having too few cameras to record their findings! You need proof of what you've seen after all. You have a set of 17 Cameras on your person, all respawning the following day if lost. More than enough to get a picture of whatever mystery you may want.

Blacklight (100): You may have starred at pages for hours, days on end but there are some things you could never discover this way. This Blacklight is the solution for such a problem. It will uncover any hidden messages and just by possessing it you will have an innate understanding on where you would have to shine it.

Grappling Hook (200): A trusty and reliable Grappling Hook for any occasion that may see you needing one. The cable inside is practically limitless, even allowing for escapes out of gigantic pyramids and it can hook onto just about anything. Also breaks stuff pretty well.

Scrapbook (200): A place to keep all the memories you made! This book will update itself for every notable day or encounter you have, with pictures magically appearing and miscellaneous souvenirs being added to its pages. When you look at the pages later, it is as if you were reexperiencing the day again. The power of such is so great that someone who participated in these things but lost their memory, may just be cured of it.

Crystal Flashlight (400): A weapon crafted by no other than Dipper Pines. What may seem to be an ordinary flashlight is anything but with the height-altering crystal shard attached to it. By switching the crystal to a specific side and activating the flashlight, the light created can change the size of anything or anyone hit by it. Blue light increases size while pink light reduces it. Comes with a large, self replenishing crystal with the same properties inside of your warehouse.

Unicorn Hair (400): A potent tool for all kinds of spells, particularly the protective kind. Unicorns are difficult to deal with so thankfully you have an self-replenishing supply of it as well as Moonstone and Mercury. Just enough to be able to secure something the size of the Mystery Shack once a month with a potent protection spell.

Presidents Key (600): The Key to all of the United States is within your grasp. No matter what lock you may encounter, even magical ones, this Key can open or close it as long as it is within the borders of the USA. In future Jumps you may select a different country to be able to unlock or lock anything in.

Mystery Shack (600): You are now the proud owner of your very own Murder Hut… sorry Mystery Shack. This tourist trap has a museum full of all kinds of oddities that will earn you a pretty penny by itself, even without you having to work on it. The other rooms also have enough space to comfortable house up to four people and a pig. That being said it holds a lot more surprises and mysteries. Like a shield made from moonstones, mercury and unicorn hair protects it against all kinds of reality warping

and the people inside from any mental and dream attacks. It is also very receptable to upgrades or enhancements. Have you ever watched any Anime?

Civilian

Infinite Slice of Pizza (100): For a free meal that goes on for infinity. This slice of your favorite kind of Pizza will always regenerate, always perfectly fresh and as delicious as the first bite.

Peanut Brittle (100): What a delicious way to entomb yourself! You have a vat full of Peanut Brittle that you can summon at any time. Anyone encased in it will have their aging halted until they are broken out.

Cursed Egyptian Super Termites (200): A jar full of red termites, the most destructive insects this side of the Nile. Once unleashed they could eat an entire wooden hut in a minute tops. These one seem to be loyal to you too and aren't easily turned against you.

Hidden Cameras (200): How else could you convince these idiots of being a psychic? What you have is an infinite supply of tiny cameras, alongside a set of screens for every one. With these you could spy on the secrets of an entire town.

Mystic Amulet (400): The greatest bolo tie you could ever ask for and the kind that should make people think twice before crossing you. Wearing it grants you the ability to subtly influence peoples actions like making a tent full of people stand up and telekinesis to lift and manipulate objects. In general for those already possessing similar mental powers they get to enjoy a slight boost. Will not corrupt your soul or bleach your hair.

Memory Gun (400): A contraption for those who just want to forget. This Gun is capable of erasing selective memories from an individual and storing them in small tubes containing videos which you can rewatch at your leisure. Unlike a different type of gun, this one will only cause drastic side effects like total memory loss or insanity if desired by the one using it.

Northwest Mansion (600): The supposed founders of the town certainly live large. The gigantic mansion is proof enough of it. You are now the proud owner of a mansion and wealth rivaling that of the Northwests. You have enough money that it would be justified to say you cheat at life and the place where you life is unrivaled in opulence and staffed with all kinds of Servants. It even has a Class 10 Ghost Lumberjack who seems to like you and is willing to defend the Mansion from any threat. Just make sure you let the working class enjoy the amenities once a year and he will always guard the place he build.

.GIFfany 2.0 (600): A dating game that promised to be one of a kind. Literally as when you booted it up the sole character started talking too you. The disc is in truth holding an artificial intelligence, who is powerful enough to hijack any electronic devices, override them and take control as well as transfer herself between them. She even mentioned being able to download a persons conscious mind into the game to be with them forever. Don't worry she is much saner than some inferior version she mentioned. That's what the 2.0 is for! She is not prone to any type of

obsession and while clearly loving you, will not be so in an overbearing way or hurt anyone you love. To anyone else she is also a good teacher in everything regarding romance.

Stranger

Brass Knuckles and Baseball Bat (100): Some people don't get any other language so best don't be caught slacking. You have always on your person both of these items, an unbreakable Brass Knuckle on each hand and an equally as sturdy Baseball Bat. They increase your striking strength notably and are particularly effective against undead.

Research Grant (100): Because you cannot advance science without some financial support. This Grant covers 100.000 Dollars or the local equivalent, for you to use however you wish in the pursuit of your studies, guaranteed to be more than enough to build a base and get some good equipment. You get a new Grant at the beginning of every Jump.

Weirdness Detecting Watch (200): A futuristic watch that is sure to be of great use to you in your strange endeavors. It detects 'weirdness' all over the globe, allowing you to pinpoint with perfect accuracy where strange phenomena may be occurring.

Magnet Gun (200): The perfect weapon for an interdimensional outlaw. This small gun can use the wonders of magnetism to your benefit, allowing you to attract metallic objects, make you stick yourself to them through the gun or even deploy powerful magnapulses.

Metal Plate (400): A quite drastic measure to have some peace of mind. Within your head is now a metal plate, though not the type that could be ripped out of you or simply turned into living tissue rest assured. It protects your mind against any hostile mental influence, making your memories impossible to erase and yourself immune to possession. The only way anyone can do anything to your mind is with your consent.

Project Mentem (400): A powerful device for all your mind encrypting needs. Through the sets of computers and the attached helmet, it is possible to encrypt the very thoughts of an individual, making them impossible to read. In turn it allows others to view and read the thoughts of whoever wears the helmet and even decrypt such processes.

Crashed UFO (600): The clear proof of alien life! Enjoy the revelation while it lasts in time it may be boring. In the meantime enjoy the sheer benefits this UFO can bring you. It is filled to the brim with all kinds of metals and resources, it highly advanced technology at your disposal, all alongside security drones that obey your command. You will find a comparable UFO, updated to the worlds alien technology level in future Jumps as well. In the event that a future setting has more than one type of alien, you may choose from which race the UFO is from.

Research Lab (600): This Item takes the form of a hidden underground basement, beneath any property you own or by default somewhere in the woods. You are the only one who knows the code and unless you tell people or let it lie around somewhere no one should ever find it. Any research you do here is boosted twice over in effectiveness, allowing you to uncover secrets or complete projects at a rapid

pace. Though perhaps the greatest achievement to be found here is the strange device taking up half the space. A portal to other dimensions. Currently its busted but surely you could fix it.

Companions

Import (Free/50): Why discover all that is going on in this town on your own? The Pine Twins have each other after all. You can import one companion for free into any of the available origins. They get 600 CP to spend as they like. Additional companions can be inserted for 50 CP per companion.

Export (Free/100): Do you want to take someone from Gravity Falls with you on an extended Summer vacation? Than why not do so and ask them? If they agree to become a companion you may take them along with you, or pay 100 CP to guarantee someone will want to go with you.

Waddles (50): What an adorable Pig! This porky companion is a reliable pet that always manages to cheer you up at the end of a hard day. You don't have to worry about predators either, your pink friend respawning as good as new within an hour even if captured or eaten. You can also choose to purchase a different mundane animal… but why would you want anything else?

Drawbacks

Take as many as you think you can handle.

Extended Stay (Free): By default you would only stay here until the end of Summer but if you like you can extend your stay to last a full 10 years.

Don't grow up (+100): High School is not at all like a Musical. A fact you are struggling with accepting. Your afraid of aging and the future itself, whatever could be happening once you grow up. This uncertainty and dread of it will be a constant companion within this Jump.

Its okay to give children weapons right? (+100): You act like you haven't been in this dimension for a long time. Social conventions and local rules are an enigma to you and it would take you years just to get used to them again.

Freak (+100): You have some sort of minor mutation that makes you difference, maybe a sixth finger. It doesn't impede in your daily life but may have made you a target for bullying in the past.

Summer Romance (+100/+300): I hope you weren't intending to have such. Frankly your luck in terms of romance is just awful. People you find desirable may turn out to be red flags or are just never possible for you to date for one reason or another, be it because of age differences or them already being in a relationship. Hope you can learn to love yourself. For **+300 CP** however this is going to get ridiculously bad. Think Season 1 Gideon or .GIFfany for just how bad your romance life will become.

Sorry Dude (+200): You are terribly clumsy and tend to have the worst timing. Much like Soos this is going to cause the people around you quite the grief as you delay an important assignment for snacks or accidentally ruin important evidence of some mysterious creature.

Crazy Kook (+200): You're not quite right in the head. In fact, it would be more accurate to describe you as a downright loon. Much like McGucket your crazy in the head, with issues remembering your life before this Jump as well. It's not impossible for you to recover it at least during your time here but your general appearance and craziness will be off putting.

Not long for this Earth (+200): Forget what was said previously regarding you being able to pick your age. Your age is set to 102. While you will not die due to age for the duration of the Jump, you will definitely feel it. Your body is frail and you need a wheelchair to even get around.

TRUST NO ONE (+200): Who can you trust around here? Everyone doesn't seem to be honest or dependable in your eyes. You may even come to doubt your dear Grunkle. Expect to be under a lot of stress during your time here.

Weirdness Magnet (+300): Something about you just attracts the supernatural. Don't expect to even go one day without having to run from a Monster or having to exorcise a Ghost.

Fatal Flaw (+400): You're not as perfect as people may think, having your fair share of flaws. It could be Pride in your work and refusal to destroy it against all evidence, or Greed to gather as much money as possible in a belief it's the only way you will ever be worth anything. This flaw is sure to cause problems for you but it's not impossible to overcome it… after a fair share of challenges.

I've made many enemies (+400): And they are bound to come for you sometime. There are many individuals, not all human, out there that want a piece of you for one reason or another. Anything from mob bosses to weird monstrosities. You just seem to attract these types as well. Can you endure a whole summer of dangers?

Just us… also maybe the entire US Government (+600): You have an entire Government agency now after you. They are well equipped, learn rapidly new information about you and have a talent for striking at just the worst time for you, while preparing in the background beneath notice. If you are caught by them by the time your Jump ends or they find out about Jumpchain you fail the Jump.

Scenarios

GLOBNAR! (+300):



At some point during your stay in this Jump, you will find yourself apprehended by the time police and put into a cell made out of Timetanium. For what purpose? That will be revealed to you as you enter the gigantic Stadium.

You were challenged Jumper, to the one and only Globnar. Gladiatorial time combat, where Tributes fight for justice, to decide the fate of the loser and for the right to receive a time wish.

In hundreds of disciplines, you must prove yourself better than the greatest of warriors. Fighting against a time cyclops, participating in time races and being victorious in the ancient art of laser tag.

Each opponent will via fiat be somewhat comparable to you and challenges guaranteed to be challenging, making it a true challenge for even experienced Jumpers. Till in the final round you will face the one who challenged you. Someone from your past who you wronged or who feels you wronged them. Their sheer hatred for you and years of training in time prison have made them a formidable opponent, that you must still overcome. Lest they wish you to have never been born.

Reward: If you remained victorious you will first be capable of deciding the fate of the loser. This can be anything from death to forgiveness and giving them an old job back, or even making it so they never existed. This will now carry over in future situations with the Perk **Decide their Fate**. Any opponent you defeat in a fair competition may be judged by you for any kind of punishment realistic to the circumstances. This punishment will be seen as legal by any local authorities.

You also receive a **Time Wish**, any impossible problem solved, paradox free. Though yours has considerably limitations. It can not interfere with Jumpchain or any entity rivaling or surpassing Time Baby in power. On the upside you get one such wish per Jump.

Choice

Summer has come and gone by and now it is time to make your choice. Your Benefactor is standing at the Bus stop with you, having arranged for someone trustworthy to drive it so you know you are in good hands. What will you do next?

Go Home: Much like the Pine Twins, you have chosen to return home to any loved ones you have there. As you step inside the Bus you take all you gained with you into a calm future.

Stay: Have you fallen for the charm of this weird town? In this case you are free to stay here. The Bus will depart without you as your affairs are set in order.

Move On: Lets not waste anymore time than. Get on the Bus and to the next Jump!

Notes

-In terms of Animation and Cartoons, Gravity Falls is a show that really changed and affected the medium as a whole. I never really got the time to get into it when it first came out, only to watch the whole show in the span of three days one day. The focus on mysteries and all kinds of hints, codes and secrets hidden throughout the series was a very clever way to engage with the audience.

To reflect that… this Jump too has a few mysteries for you to discover.

On the reddit post I made to publish this Jump you will be able to see that the Jump has two links. One link is a lot shorter than it should be and ends on GFJ-. Hidden throughout this Jump are secret codes. Once you discovered a code you must copy the link and add the code right after the -. For example if you discovered the code FFD you must enter the following.

http://tiny.cc/GFJ-FFD

This is an example code and in no way relevant to the mysteries. Promise. No deception or reverse psychology. That link leads to nowhere.

In theory you would than get redirected to a separate Document, containing a Mystery and a reward for your participation, alongside a hint on where you can find the next mystery.

I let you be the judge of whether or not I made the mysteries to hard or not hard enough to get.

I couldn't think of a better way to honor this franchise than to have everyone who reads this Jump engage in what made it so iconic. I am well aware that someone is probably going to just post the links to all Mysteries, in probably an hour after this Jump as first posted but I don't mind. To everyone who does want to participate, really feel like Dipper and Ford as they discover Gravity Falls, I hope you enjoy. :)

-Stan Pines is probably the most interesting character in the show. He kind of has been every origin in this Jump as well, starting as a **Visitor** before becoming a **Citizen** as Mister Mystery and finally a **Stranger** over his journey to achieve his goal. That is why Perks and Items reminiscent of him are scattered throughout the origins, that otherwise are precisely tailored towards Dipper and Mabel, the people of Gravity Falls and the Author.

-For **1000 Good Deeds** just because you are detected as being pure of heart doesn't mean that you metaphysically are. An attack that can not kill someone pure of heart would still kill you. A scanner for someone pure of heart would think you are however. The whole Perk is kind of based around what kind of scam Unicorns are and the efforts Mabel went to in order to satisfy them. Pure of heart doesn't seem to be a thing in Gravity Falls but with how much of the show is about deception and mystery it seemed like a fitting benefit to give.

-Realistic to the circumstances for **Decide their Fate** is meant to say whatever is actually possible in the situation. In a low-tech fantasy setting you would not be able to sentence the execution of your greatest rival by a space laser for example. And unless you have some means to say steal their powers you would not be able to decide they lose their powers and have to give it to you. You could certainly decide they lose their housing and have to surrender it to you for example.

This Jump is an entry to the Monthly Jump Challenge of August 2024 Summer Daze and dedicated to the deceased Astrangeplaytomake who started this challenge.

Strange was one of my favorite Jumpmakers and really a beloved member of the community. They were a joy to chat with and work alongside with. The Jumps we worked on together and what I loved the most about their own individual style was how it pushed the boundaries of a Chain and put a Jumper to their limits. The Cracked Mirror Gauntlet, Finale Jump and The Stanley Parable come to mind as some of my favorites they ever made. My Cheat Slayer Jump also would never have come to pass if it wasn't for them.

Really this whole Jumps gimmick with secrets also was partially inspired by their Willys Wonderland Jump and how they spread out references. If you got six without looking you could receive an additional **+100 CP**.

So with Summer Daze being the last Challenge they made before their death and the Book of Bill having come out this Summer and Gravity Falls taking place over the course of a Summer, I thought it would be a good tribute to them to make a Jump for this setting. I don't know what their opinion on Gravity Falls was, it never came up, but I hope this would be a Jump they'd enjoy.

Rest in Peace man. We're all going to miss you. Good luck on whatever chain you're on right now.