Spongebob Jump v0.3
By MagicSmithanon



"Are you ready, KIDS? I can't hear you! Ohhhh... who lives in a - Wait, who are you?! How did you get here? Still I guess we can't have those kids missing an episode because you felt like barging in here. This is what we'll do..."

Welcome to Bikini Bottom! This might come rather unexpected but the multiverse is a very big place and you just happened to jump right into this magnificent world. Okay, it might just be a world with talking sea sponges, underwater restaurants and a lot of innuendo but it is a fun world nonetheless. You will live here for 10 years.

Oh and I see Mr. Krabs has already set you down for the purchase of a thousand Krabby Patties.

+1000 KP

---Origins:---

You arrive in Bikini Bottom. Yes, the ocean is a very big place but somehow all the cool stuff happens in Bikini Bottom so deal with it.
Roll 1d8+17 for your age. Your gender remains the same but you may spend 50 KP to change either.

Drop-In: You find yourself sitting in the Krusty Krab. You might have shrunk a bit to better fit in this world but you are still you. You might want to remember that normal humans cannot breath underwater and that it would be very sad to have you drown in your first few minutes here so I suggest you not pick this option if that might be the case.
+ No pesky memories of this world
- The citizens of Bikini Bottom will take you for an odd tourist so finding a permanent residence might not be easy.

Colourful Fish(100 KP): You are a very colourful fish and might in fact not be a fish at all. You might be a lobster, a cuttlefish, a squid, etc... You hold an actual, useful position in Bikini Bottom be it as a boating instructor, the local musclehead, ...
+ You have a personality, good job!
- You have plenty of memories and have been through quite a lot of adventures here.

Underwater Mammal(150 KP): You came here as part of a scientific experiment and never left. You may pick any mammal that is usually found on land, resize it to the size of a sea sponge and enjoy having to wear a special suit to not drown.
+ You are naturally intelligent as is to be expected of an "airbreather" who lives under the sea.
- Drowning is a real and serious risk.

Human Superhero(300 KP): You are a human but are somehow the size of a fish and live underwater. You are a defender of Bikini Bottom: your mission to stop anyone who plans to steal the secret recipe of the Krabby Patty!
+ You are a very special snowflake and will be treated as such.
- You are a very special snowflake and will be treated as such.

---Perks:--- (origin discounts are 50%)

Underwater Physics (FREE FOR ALL): You may build a campfire, grill up a patty and talk to people without sounding like a moaning whale all while underwater. You may do other things as well! In fact, it seems you can just do about anything underwater that you can do on land except for breathing.

Jumpy's a Human? (200 KP, discount Drop-in): The people of Bikini Bottom don't seem to notice you are human unless you want them to. From now on, no matter where you are, people will assume you are member of their species until you choose to reveal your true nature.

Spongebob... (200 KP, discount Colourful Fish): You willpower is admirable. No matter how annoying things might get, how badly you are faced with others stupidity,... you can handle it: every setback a temporary annoyance to be overcome by the next episode.

I. CANT. BREATHE! (200 KP, discount Underwater Mammal): You instinctively know whether you can and what you need to survive in a specific environment. When you find yourself in a hostile environment you will survive longer than expected.

Evil! Evil! Where is it? (200 KP, discount Human Superhero): In the face of evil or simply when hearing someone say the word 'evil' you find yourself invigorated and battle-ready.

Krabtastic. (400 KP, discount Drop-in): You have learned how to make Krabby Patties. You can make these from any and all ingredients. These wonderful snacks are absolutely delicious, extremely nutritious and capable of curing various forms of corruption and mind-control. Baking them with love makes one Patty as filling and nutritious as a thousand. WARNING: unless you choose this perk, you may never bake a Patty outside of Bikini Bottom.

Bright Colours = Important! (400 KP, discount Colourful Fish) You are not just any fish, you are a designated side-character. You tend to integrate extremely well into any story and receive a pleasant plot armor that assures you can at least handle the most common dangers you might find yourself drawn into.

I love kara-te! (400 KP, discount Underwater Mammal): You become a master of the ancient art of kara-te! The limitations of your body, your strength and agility, are ignored when using kara-te. Your kara-te becomes superhuman, sometimes capable of breaking the laws of physics, when you wear a spongy helmet and soft gloves.

Overcooked popcorn? (400 KP, discount Human Superhero): You ate some overcooked popcorn and now you have superpowers... You can breathe underwater, fly underwater and talk to all aquatic creatures. Everything that lives under the sea respects you and believes you are a hero.

Livin' in the Sunlight- (600 KP, discount Drop-in): Lovin' in the Moonlight! Having a Wonderful time! When doing something you truly love and are experienced in, you may start dancing and singing. Doing so will increase your speed, endurance and skill to incredible

levels. Spongebob might be limited to baking Patties but this power works just as well with swordfighting, casting magic, etc...

Idiot Box (600 KP, discount Colourful Fish): A box is just another gateway to adventure. You may crawl inside a cardboard box and use it to experience great stories. In truth it is all your imagination but the realistic sounds and movements the box makes, always manage to convince onlookers you are playing in a magical box. Somehow every cardboard box now functions as a portal to your warehouse... was it perhaps real magic after all?

Science-minded! (600 KP, discount Underwater Mammal): Your scientific skills are borderline unrealistic. Underwater spaceships that can fly to the moon and back in less than 5 minutes? You can do that. Matter transportation devices that ignore quite a lot of scientific principles? No problem. Still, you are not omni-science-potent: no matter what you make or when you make it, an idiot boy will be the first to test it and cause you troubles relative to how powerful your scientific invention was. Yes, this may end up killing you.

BY THE POWERS OF NEPTUNE! (600 KP, discount Human Superhero): You find a magic power ring. Yelling "UNITE!" while wearing it will activate your true powers. You gain these 4 skills:
* Waterball!: You may generate and throw blobs of water. The blob has the destructive powers of a cannonball and will explode on impact.
* Hyperspeed: You may fly underwater at the speed of sound, creating small tornadoes to be launched at your enemies.
* Fish-control: You may call to you and command all aquatic life. There is no immediate limit to this skill, but I would not try to order around C'thulhu...
* Superstrength: Underwater your physical strength increases twofold.

---Items:---

Spatula (free): You get a brand-new spatula! It's just a spatula. Nothing more.

Glass of water (free): Courtesy of Mr. Crabs you are given a delicious, fresh glass of water. Don't forget to tip your waiter!

MONEY-E! (50 KP): You get enough dollars to live comfortably for 1 year. Can be bought multiple times.

Krusty Krabby Hatty (50 KP): This employee hat signifies you work at the Krusty Krab. Taking this item will guarantee you get a job there during your stay. People who see you wearing this hat will automatically assume you are busy that day.

Patty Wagon (300 KP, discount Drop-in): You get your own Patty Wagon! This Patty-shaped car runs on frying oil. The best part? It requires absolutely no license to drive (YOU DON'T NEED A LICENSE TO DRIVE A HAMBURGER, SILLY!). This means that you will never

get into any form of trouble for the sole act of driving this car somewhere, this includes marathons, inside the White House, etc...

Anchor Arms (300 KP, discount Colourful Fish): You have gotten a set of your very own Anchor ArmsTM. While being nothing more than an inflatable balloon you can wear around your arms, it will give people the impression that you are impossibly strong.

Sandy's Suit (300 KP, discount Underwater Mammal): You get a copy of Sandy's suit tailored to fit you. While wearing this suit you can survive in almost any environment, i.e. underwater, in outer space, etc...

Mermaid Man's Belt (300 KP, discount Human Superhero): You get your very own belt of Mermaid Man. This belt has many uses but somehow the only thing that works is the shrink ray. The belt is unable to unshrink anything you shrunk.

+ W for Wumbo (300 KP, discount Human Superhero): It seems the Wumbo function has been restored. You may now unshrink the things you shrunk or cause massive growth to the never-shrunken. This may be reversed with the original shrink ray.

Anti-seabear Circle (250 KP): Extra extra, fairytales and sea-bears are real! Luckily you have been given a magic crayon that you may use to draw a circle that repels all sea-bears. In any other setting, you must choose a single type of monster when first using the crayon; its circles then exclusively repel that type of monster.

A Rock (250 KP): This is a really nice rock. It's big enough squash a man and when put on the ground it may be opened like a trapdoor to reveal a comfortable home... where everything is made out of sand.

+ The Pioneers used to Ride 'em (150 KP): Incredible! It seems like this rock is a special pioneer rock. Feel free to sit on top of it and speed across the countryside. In every setting it is somehow faster than the equivalent of a common car.

The Wrapper (1000 KP): Do not be mistaken, Jumper. This bubble gum wrapper is a magical artifact of incredible power. He who holds the Wrapper may delude any person to madly desire it. They will offer you their every possession, i.e. their kingdom for the Wrapper. Yet this magic quickly fades after the trade has been made, causing the Wrapper to crumble up and dissolve. Your victim will regret what they have done and might attempt to regain what they lost. The Wrapper may be used only once per Jump, which is an absolute and unbreakable law of reality.

---Drawbacks:---

You may pick up to 600 KP worth of drawbacks.

Innuendo (0 KP): Bikini Bottom is still Bikini Bottom, except every now and then you will witness Spongebob getting attacked by tentacles who forcefully invade his mouth and body. Things like this are a normal occurence now, and no one thinks it is weird.

Gay Relationship (0 KP): Patrick and Spongebob have officially come out as Gay. This changes absolutely nothing, except for what they might be doing during a sleepover.

PATTY! PATTY! PATTY! (+100 KP): You can digest nothing but Krabby Patties. It is all you can eat during these 10 years. Eating anything else will give you explosive diarrhea.

Straight to Your Thighs (+100 KP): Your tolerance for Krabby Patties is horrible. Eating more than a single Patty a day will cause your thighs to swell to gigantic proportions and eventually you will explode. This kills a man.

The Secret Recipe of the Krabby Patty! (+200 KP): You must have it, the secret recipe. It is all you ever wanted and all you ever needed. You will never get it. You will spend 50% of your time comming up with ridiculous schemes that will always fail. You will never simply buy a Patty. CANNOT BE TAKEN WITH THE KRABTASTIC. PERK

MY LEG! (+200 KP): Your left leg seems to attract trouble. Once a week you will find yourself hurled into some sort of accident caused by Spongebob. You will compelled to yell out “MY LEG!” when this happens.

Life of Squidward (+300 KP): Your tolerance for stupidity is nihil. Anything that is even slightly outside of the ordinary causes you extreme mental agony. Know that Biki Bottom is a place of pure stupidity.

THEY LOVE YOU! (+300 KP): Spongebob and Patrick are extremely fond of you. They will spend most days in your vicinity, trying to get you to join in on their fun. They are also absolutely immortal and no form of magic or science can restrain them or keep them away from you. Comes with a personal 'thank you' note from Squidward.

What are you dreaming about, you old coot?! (+600 KP): You are old, very old. You will spend these 10 years with 1% of your power, living in the Shady Shoals Rest Home. You will retain your memories though they might be a bit hazy at times and will have to wear a diaper. You will be served meatloaf every single day, and Spongebob might occasionally come to visit you. You will not die from old age.

---What Now?:---

You have lived here for 10 years but now your time is finished. What happens next is up to you!

*GO HOME: You may go home, taking every power you have gathered with you.

*STAY HERE: Time resumes its course on Earth and you will live here for the rest of your life!

*CONTINUE: You continue the chain. The citizens of Bikini Bottom at least hope you enjoyed your time here.