

# Glorb Worldwide

A **SpongeBob SquarePants** Jump by SpiritualStill  
Version 1.0



Welcome, Jumper, to Bikini Bottom. Or rather, I suppose I should welcome you instead to *The Bottom*. In this version of *SpongeBob SquarePants*, Mr. Swags leads the Krusty Krab Krew, a gang operating out of the Krusty Krab. Their rival is Dankton, who works out the Chum Bucket with his computer wife, Karen. The two regularly diss each other, with violence following shortly thereafter.

Your Jump begins shortly before Swags releases his song *THE FORMULA*, and ends following the aftermath of *ATLANTIS*, where Dankton and the Krusty Krew will presumably fight A\$AP Larry. Whether you join Swags, Dankton, or do your own thing, I give you these to start off:

**+1000 Bottom Points (BP)**

## **Starting Locations**

You are free to start off in any location present within Bikini Bottom.

## **Age & Gender**

You can choose whatever age or sex that you want, so long as it reasonably fits within the setting.

## **Origins**

*All origins can be taken as Drop-Ins. All are also **Free**. Origins receive their 100 BP Perks for Free, with all others being discounted. They also receive their 50 BP Items for Free, with all others being discounted.*

### **Krusty Krab Krew**

I guess working with the Krusty Krew was too tempting. You start off working under Swags, with a crew in SpongeOpp, Squidwock, The Notorious P.A.T, Sandy Thee Snail, and Gary.

### **Dankton's Empire**

The allure of the underdog is also just as interesting. You work alongside Dankton and Karen. Maybe you were already his associate, or you are someone newly added, such as The Puff.

### **Unaffiliated Artist**

Maybe you'll join a side later, but for right now, you've only got an interest in yourself. You are an independent rapper, like A\$AP Larry.

## Perks

### Undiscounted Perks

#### **Gangster Jumper [Free]**

It's entirely possible that, going into this Jump, you do not fit the mood. By taking this, you are able to re-flavor yourself, all of your abilities and items, your companions, and even the entire setting to fit a surrealistic gangster theme. This is completely toggleable, and you can individually modify everything before the start of a Jump.

#### **You Know the Drill [Free/100 BP]**

If you don't have this, then what are you even doing here? You now have talent in drill rap, knowing exactly what to say and how to say it to not only flow well, but also to insult your rivals where it hurts.

For **100 BP**, you are just good at any form of music.

#### **A Very Violent Musical [200 BP]**

The continuity of the music videos, on several occasions, strongly implies that they are literally singing as the events themselves are taking place. As *GO!* also implies, several songs can literally take place in mere seconds before time is rewound. With this perk, you are able to do an improbably large number of things within a single song, so long as said song is about the thing. Plan and pull off a heist in 3 minutes and 22 seconds; or destroy your restaurant, make a casino, and become the undisputed top dog in the city within 2 minutes and 43 seconds. The only requirement is that you have to have the power and/or resources to do it normally.

## **Krusty Krab Krew Perks**

### **I'm a Stone-Faced Killer [100 BP]**

Yeah, these guys are *not* like their canon versions by a long shot. Among these clues is the fact that Squidward's a ruthless goddamn gangster. Much like him, you are capable of briefly shutting off your emotions when it comes to doing difficult or otherwise bloody actions.

### **Hi, Hi, I'm a Really Nice Guy [100 BP]**

If you say so, Mr. Swags. Whether you actually are or not, you have an extremely charismatic aura that makes people like you more easily, even if you only care about mere pleasure.

### **I'm Gon' Ride for My Fucking Team [100 BP]**

Swags is a lot of things, but he's ironically an amazing boss in this universe, willing to ride and die for his crew. Much like Swags, you become unerringly competent when it comes to your subordinates and friends, being able to set up plans, fight for them to the degree where you could literally fight a metallic version of yourself, and ensure they get the medical care they need to survive a lethal gunshot.

### **'Cause My Boss is Mr. Swags [200 BP]**

Similarly, the Krusty Krew is very clearly loyal to Swags, planning full-blown heists, pulling off drive-bys, and literally fighting in a war against a city-destroying robot. You and your allies quickly become unshakeable comrades, and their competency and skill go through the roof when you have to rely on them.

### **But We Got Him Back, Yeah [200 BP]**

Even though Dankton mind-controlled the Notorious P.A.T., it took all of literally one video, *offscreen*, to free him with little to no trouble. When your allies are compromised, mind-controlled, unsure, or anything else, all it takes is a little pep talk to not only get them back, but also to make them outright immune to any similar tricks.

### **Superpower [400 BP]**

In *The Bottom 3*, the Krusty Krew revealed that they actually still had the supersuits from *Mermaidman and Barnacle Boy V*. While that raises a *lot* of questions about how this world's setting works, all that matters for you is that you just have that sort of superpower. You are able to have one type of power similar in strength to Sandy's invisibility, SpongeBob's speed, Patrick's stretching power, or Squidward's lava. This is not connected to any sort of suit, either.

### **Author's Pet [400 BP]**

Squidwock is notable in the series for his verses just about always going the hardest out of everyone in the Krusty Krew - almost like Gorb has some favorites. This perk is a bit more subtle, as you seem to just get the best stuff. Best verses, best powers, plenty of attention, and anything else of this degree

**Do It Now, Jumper! [600 BP]**

*Break the Fourth Wall and rewind time!* Much like Fred inexplicably can, you are capable of reversing time once per jump and changing the course of events as needed for you to emerge victorious. Note that this doesn't guarantee you win in the end, as the Krusty Krew still got nuked by Dankton

## **Dankton's Empire Perks**

### **Young Enough to Die [100 BP]**

*And I'm rich enough to f\*\*k.* Dankton's early raps strongly suggest that the man came from nothing, and if that's the case, then it certainly explains a lot about him. Like Dankton, you find yourself willing to take risks, and these risks usually pay off well for you.

### **I Know That She a Stan, so I Gotta Keep Shining [100 BP]**

Of the many bomb drops in *VENGEANCE*, one was that Karen not only acknowledges that Dankton slept with Pearl, but that she also let him do that as a joke. None of your partners really cares if you have casual relationships with others, so long as you still love them more.

### **Oppa's Daughter's in My Quarters [100 BP]**

Crazy how Dankton not only did this once, but is implied to have done this *again*, even after *VENGEANCE*. You find yourself unusually capable of having "encounters" with the friends and family of your enemies. You can even do this in spite of your current hostilities with your rival.

### **This is a PUFF Production [200 BP]**

The enemy of my enemy is my friend, as Dankton would probably say, considering *Mob Ties*. When you are antagonistic to someone, you are capable of allying with their enemies - whether it be exes or full-blown supervillains they fought one time. What's more, you can get them to work alongside you even if you aren't directly fighting them, though you do have to at least be in competition of some sort.

### **Underwater, Under Pressure, Underpaid [200 BP]**

Dankton is a man who is, if nothing else, a skillful sort of guy, going from the bottom to going band-for-band with the Krusty Krew multiple times. You are the sort of person who can go from having nothing and rising up to the very peak with nothing but your own willpower.

### **I AM BACK! [400 BP]**

*Know that I'm "Him" 'cause there's only one "I"!* The Krusty Krew is simply unable to bring down Dankton, no matter how hard they try, and no matter how thoroughly they win. In short order, even if you literally lose everything but the clothes on your back, you are able to get back everything you lost in short order.

### **Back With a Vengeance [400 CP]**

*The mag got extended!* When Karen pulled up in *VENGEANCE*, she was by far the most powerful character in the setting at that point, going from a computer on wheels to a war machine that can bring down buildings. Once per jump, or every ten years (whichever comes first), you are able to revive either yourself or your companions, making them vastly more powerful than they previously were.

### **It's a 1v3, And I'm Still Soloing [600 CP]**

As a matter of fact, at the current time, this has increased to a 1v5, with the same thing applying. When you are outnumbered, you find yourself subtly growing to match the threat of your enemies. This may or may not be direct power, but like Dankton, you can bring your foes to their absolute limits if they want to beat you.

## **Unaffiliated Artist Perks**

### **I've Been Me Forever [100 BP]**

*Don't mix business with my pleasure.* Much of *DUMB BELL* is about the fact that Larry has effectively always been who he is, as someone who wants to constantly improve himself. Much like Larry, your self-assurance enables you to always be the sort of person you want to be, regardless of whatever trials and tribulations you might face.

### **I Stay Outta Beef in the Reef [100 BP]**

Both Dankton and Mr. Swags showed up in Larry's first song as background support. Evidently, Larry was considered totally neutral. You are capable of staying out of any sort of beef or battle with two or more groups, and can even work with both. This doesn't protect from the indirect damage that the groups cause.

### **But If We Surf And Turf [100 BP]**

If they want a fight, then make sure that they get done well. If someone challenges you to a fight, or you somehow get caught up in it indirectly, you become empowered against the ones who challenged you. This won't work if you were intending on initially fighting them.

### **We're All Gonna Make It, Brah [200 BP]**

Just like Zyzz said. Larry is the bar, and it's up to him to set it for others to follow. Much like him, you are capable of metaphorically raising the bar, and people around you who are allied to you are capable of rising to meet the challenge.

### **Jumper 4 Mayor [200 BP]**

Within *GHOST IN THE SHELL*, while it's not clear why Larry was so popular he could become mayor, we can guess it was probably due to his sheer aura. Your charisma is truly immense, letting you gather a huge following simply from being who you are. When any authorities in the area fuck up immensely, you find your own popularity grows even more from them.

### **I Don't Need a Weapon [400 BP]**

And he means it to - he *really* means it, as we learn from the aftermath of *The Bottom 3*. Like A\$AP Larry, your body is a weapon and suit of armor in and of itself. You are capable of bringing down buildings, lifting up massive weights, and tanking full-on nukes with no problem.

### **I Always Knew You Were My Boy, Larry [400 BP]**

*GHOST IN THE SHELL* establishes that Larry and the Flying Dutchman are friends to the point where the Dutchman consistently goes to bat for him. How did they become friends?

Probably because Larry is just that guy. You are capable of befriending immensely powerful beings you have no right befriending.

**I Don't Wanna See the Beef Die [600 CP]**

*I resurrect them all!* Through some sort of pact with a powerful entity, you are capable of reviving everyone who died following a catastrophic event. You can even revive your enemies who died as well, just for kicks. Naturally, though, this is something you can only do once per Jump.

## Items

*You will receive a 50% discount on all item selections related to your origin and setting, with the exception of **50 BP** & **100 BP** items, which are **Free**. Undiscounted Perks obviously do not receive discounts. If two items are close enough to one another in concept (weapon and weapon, building and building, etc.), you are free to combine them together.*

### **Undiscounted Items**

#### **Nice Ass Suit [Free]**

You are a gangster, so you need to look the part. This is a stylish suit with vaguely criminal elements to it, tailored to fit whatever style you want. This will change with your Alt-Forms.

#### **Gun [100 BP]**

A simple Glock is really all you need. This is a simple handgun with the bizarre ability to have the gunshot it inflicts always do something. Even if you shoot a sponge, said sponge will potentially bleed out if not treated. This has little to no effect on people who are simply durable enough to shrug off gunfire.

#### **A Boy's Trip to Atlantis [400 BP]**

Oh hell yeah, Atlantis baby! This den of debauchery and amusement is the perfect place to bury the hatchet for any beef. So long as you can get one of your opps to join you on a trip, it is now guaranteed that the two of you are able to work together as friends. This doesn't mean this is permanent, but the friendship will only die once more if you want it to.

## **Krusty Krab Krew Items**

### **Patty Mobile [50 BP]**

Goddamn, not only is the Patty Wagon back, but it's got some real upgrades! This high-end supercar, with the vague paint job of a Kkrabby Patty, has endless gas, is bulletproof, and is guaranteed to make you look quite stylish.

### **The Secret Formula [100 BP]**

What is the Krabby Patty secret formula in this world? Based on what is known, this particular formula is a massive strength enhancer, turning a puny lobster into Larry and Gary the Snail into a colossal kaiju with laser eyes. You now have a syringe of the stuff which, when fully injected into someone, transforms them into a vastly more powerful version of themselves. You receive a new injection every week.

### **My Shadow [200 BP]**

It goes wherever you go! You now have some sort of pet. Maybe it's a snail like Gary, a literal cat, a dog, or something else. Whatever you choose, this pet of yours is inexplicably very competent, able to lend you assistance whenever needed, and capable of even using literal guns to shoot people with if they harm you.

### **Krusty Krab [400 BP]**

If Mr. Swags can have a restaurant, then so can you. You now have some sort of very popular restaurant in Bikini Bottom, which is wildly successful and has tons of customers. Also, as *White Christmas* implies, you can have cocaine sold out of here.

## **Dankton's Empire Items**

### **Brainwashing Bucket [50 BP]**

In another instance of tech from the Movie, you have access to Dankton's brainwashing bucket helmets. Put this on someone, and they'll become your mindless drones, doing as you please, and not requiring any food, water, or rest. This doesn't make them any stronger, though.

### **A Dell [100 BP]**

More than an OS, to be sure. You have access to a highly capable sapient computer that also doubles as a romantic partner. When needed, they can also take on a "battle" form that equips them with a Gatling gun and makes them the size of a building.

### **Nuclear Warhead [200 BP]**

Genuinely, where did Dankton get this thing? You now have an absurdly powerful nuclear warhead capable of straight-up reducing an entire city to dust. Considering this literally killed Dankton as well, this comes equipped with a special guarantee to not damage or kill anyone or anything you happen to want to keep alive.

### **Clams Casino [400 BP]**

Bring a couple C-notes. You now have a wildly popular casino guaranteed to always be full of patrons whenever it is open, and a security system that makes sure no suspicious parties are capable of pulling off a heist against you.

## Unaffiliated Artist Items

### **Workout Set - 50 BP**

Jumper, are you Yeat? You have a massive gym full of weights and machines that is guaranteed to always be useful and help you train.

### **There's Something in My Veins - 100 BP**

You got the same mysterious syringe that A\$AP Larry discovered, following the nuking of Bikini Bottom. Considering the name of the song is literally *GHOST IN THE SHELL*, odds are these are some funky spectral steroids. With it, your strength grows massively, and you can also have a huge growth in size as well.

### **Dutchman's Ship [200 BP]**

It seems that the Dutchman has decided to pull up with you, or maybe he gave you a gift. This is a copy of the Flying Dutchman's Ship, and despite being semi-translucent, it can easily be walked on and slept on. You also instinctively know how to drive it, and can fly about at great speeds.

### **Goon Lagoon [400 BP]**

Yes, that is the actual name. You now control a nice-looking lagoon with plenty of beachgoers who greatly admire you *in all sorts of ways*. Make of that what you will, because I'm not going to elaborate. Although it's goo in this jump, the "water" of the beach will change to a more appropriate one in future jumps

## **Companions**

### **The Chain Gang [50/200 BP]**

For every **50 BP**, you may either create or bring along any companion you want, with them getting **+600 BP**.

For **200 BP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 BP** to spend.

### **Recruitment Drive [100 BP]**

If you can convince them, you are able to recruit any canon characters that you want.

## Drawbacks

### **Back in the Bottom [+0 BP]**

Have you been in a place like this one before? If you've previously done a Jump in a SpongeBob Squarepants setting before, your relationships carry over to this one. This setting is treated as an *Alternate Universe* of your original, however.

### **Supplement Mode [+0 BP]**

Is this Jump too short for you? You may use this document to supplement any other SpongeBob SquarePants Jump.

### **Prolonged Stay [+100 BP]**

This Jump lasts only for the events of one book, but surely you can stay a while longer? For an extra **+100 BP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

### **Your Dumb Daughter [+100 BP]**

Whatever their actual relationship to you, it seems that your opps will *always* be able to get hanky-panky with your "daughter", regardless of how obviously bad they are. It's not going to matter much, but expect the opps to use that line.

### **Sippin' Hella Lean, Smokin' Hydro [+100 BP]**

It's time to put your money where your mouth is - or maybe the weed where your mouth is. You are now pretty consistently in a drunken or drug-filled stupor. You are mostly high-functioning, but it's still going to cause you some troubles.

### **Nice Guy [+100 BP]**

Oh, great, now you have to deal with this sort of nonsense. Now, you are far more likely to run into weirdos who are very clearly trying to make themselves look nicer to you, but they very clearly want something from you.

### **Don't Forget I Left You on Read, Gang [+100 BP]**

Oof, that is NOT gonna look good with the krew, my guy. If you were hoping that you were gonna get some women, I sincerely hope you are a romantic type. If you try to have a casual hookup with someone, it is going to end embarrassingly, and everyone will find out.

### **Escalating War [+200 BP]**

You are going to have to deal with a brewing gang war in Bikini Bottom. It'll start with disses, then drive-bys, then gang violence, then full-on city-destroying war. The collateral will be massive, for sure.

### **All This Money Ain't The Same [+200 BP]**

It seems that this sort of life just isn't all that exciting for you anymore, or perhaps it's the day-to-day. You are more jaded and reserved than you otherwise would be, and don't find much enjoyment in action.

### **Put That On a Chain [+200 BP; Requires at least one companion]**

*There's a reason I'm de-pendant on them.* For reasons that may vary, you are guaranteed to fail at what you intend to do without the backing of at least one ally. This doesn't stop you from stuff like sleeping alone or making yourself breakfast, but doing anything beyond the basics means you need help.

### **Never Had a Plan B [+200 BP]**

Obvious euphemism aside, you never really have a plan ready in case the first one fails, and this ensures you've got a higher chance of that happening if you aren't really thorough.

### **Perk Lockout [+300 BP]**

Any perks from out of this Jump are sealed for the duration of this one. If you purchased **Back in the Bottom**, you do have access to your past SpongeBob SquarePants perks.

### **Property Lockout [+300 BP]**

Any items or properties from out of this Jump are sealed for the duration of it. If you purchased **Back in the Bottom**, you do have access to your past SpongeBob SquarePants items and properties.

### **Memory Lockout [+300 BP]**

Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you will have always been from the Bottom. If you purchased **Back in the Bottom**, you do have access to your past *SpongeBob SquarePants* memories.

### **One vs All [+600/1000 BP]**

For one reason or another, it seems that all the major players of Glorb's setting have some sort of beef with you. This includes the Krusty Krew, Dankton, A\$AP Larry, the Flying Dutchman, and anyone else allied with them. It's up to you to squash the beef. As in, you have to convince them not to fight you anymore - if you end it by killing them and having them stay dead, you will have failed this jump.

For **+1000 BP** instead, they are at their theoretical best. The full Krusty Krew is available, with their super suits, with Gary taking on his giant form. Dankton has all the villains, a giant Karen, and Clam Casino. A\$AP Larry is Mayor, and has the ghost steroids. What's more, the Flying Dutchman is willing to bail them out one time each.

## **Final Choice**

Your journey in this Jump is over, and now it's time to decide your next move.

**Go Home:** Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

**Stay Here:** Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

**Move On:** There's always something new to experience. You move to your next Jump.