

Glitchtale

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---Introduction---

Long ago, two races ruled the world, Humans and Monsters, until the war that resulted in the Monsters being sealed in the Underground, while the Humans stayed in the Surface. Normally, this would be the description of the world of Undertale and in a way it is, but you're entering a different timeline. Welcome to the world of Glitchtale, where a failed genocide route glitched the entire timeline, creating various new events due to the Butterfly effect.
In that specific route, Chara took control over Frisk during the fight against Sans. Frisk sacrificed himself, causing the first glitch, and gave his Soul to Sans, who defeated Chara and reseted the timeline. After it, W. D. Gaster confronted the duo, but his defeat was followed by a second reset.
You're arriving here after this reset, in a corrupted timeline near the collapse, where a **HATE**-fueled Chara will start his plan to erase everything. You will stay ten years in this universe. Good luck.

Your gender stays the same from your last jump and your age is 12+1d8. You can pay 50 CP to choose both yourself.

+1000 Choice Points

---Races---

Monster (Free): The race sealed in the Underground. The Monsters are a diverse race, with their appearance varying from a literal stone to a humanoid spider to a being literally made of fire. They typically have four limbs and possess around the same physical capacities of humans. Their bodies, unlike the humans', are mainly constituted by magic, turning them much more magically capable. Their main weakness is their Souls, being far weaker than the human souls, at the point of needing the collective power of hundreds of monster souls to match the power of a single human soul.

Human (100 CP): The race responsible by the creation of the Barrier, sealing the monsters in the Underground. The humans can be found near anywhere in the three continents, except the Underground itself. Humans, unlike monsters, are made of physical matter. They have the same physically than monsters and just a select amount of humans can use magic, after constant contact with monsters or special training, but their true strength, and weakness, is their Souls, incredibly strong, being able to create weapons made of raw magical power, with enough training, enchant mundane items, making them much more lethal, and the souls are able to persist after the death of the physical body, which allows a monster to have time to absorb it to get a huge power up.

---Origins---

Monster Origins:

Drop In (Free): One day, you just arrived in the Underground, a mysterious foreigner in these lands, like an outside context problem. With no past, no memories, no allies and no enemies at the start. Your future is totally up to you. You can start anywhere in the Underground.

Underground Citizen (Free): You grew up in the Underground, among the monsters and living a normal life, until a kid arrived. Maybe you're a shopkeeper, an entertainer or even a caretaker. You can start in any monster city on the Underground.

Scientist (Free): You're what the humans call a (wo)man of science. The scientists in the Underground are responsible for the development of every technology used by the monsters today, even if this development is basically the result of reverse-engineering human technology. While you aren't the Royal Scientist, this position is currently occupied, you're one of these scientists. You can start in any monster city on the Underground or, alternatively, as a helper scientist in Alphys' Lab.

Royal Guard (100 CP): Since you were just a child, you always wanted to be a hero. To achieve this objective you trained until you were accepted to become a member of the Royal Guard, an elite military group trained to fight humans and protect the monsters. The Royal Guard is leadered by Undyne, one of the most powerful warriors in the entire Underground. You can start anywhere in the Underground.

Human Origins:

Drop In (Free): We don't know exactly where you came from, you just arrived in the city and now you're here. With no past, no memories, no allies and no enemies at the start. Your future is totally up to you. You can start in any human city on the Surface.

Surface Citizen (Free): You grew up in the Surface, among the humans and living a normal life, until the day when the Barrier was destroyed. Maybe you're an employer for some company, a teacher or even an entertainer. You can start in any human city on the Surface.

HSO Member (Free): A long time ago, the Human Safety Organization (HSO) was created in order to protect the humans and maintain peace. You're a member of one of the divisions of the HSO. Maybe you're part of the political council or of one of the military sub-organizations, like the HSO military section or the feared Anti-Monster Department (AMD). You start at the HSO Headquarters or, alternatively, at the AMD Headquarters, near the Barrier, if you're part of it.

Traditional Wizard (100 CP): You followed the traditional way of the magic, training like the wizards who fought in the great war against the monsters. You developed the ability to use magic like the monsters. During the times of war, you could be seen as an average wizard, but, today, you're a prodigy. You can start in any human city on the Surface.

---Perks---

General Perks:

The Very Essence of One's Being (Free): The soul, the very essence of one's being, in this world is a very present concept. Everyone has a soul, whether one is a monster or a human. Including you.

If you're a **Monster**, your soul looks like a glowing white upside-down heart, made of love, hope and compassion and naturally with little to no Determination inside it. The monster souls are the weakest type of soul.

If you're a **Human**, your soul is clearly superior due to the permanent presence of Determination. Each human soul is unique and can be divided into different Soul Traits. Your soul has a heart-shaped form, with its color varying depending on your Soul Trait(s).

Physical Body (Free to Humans/100 CP): While a monster's body is basically made of magic, a human's body is made of flesh, which gives some good advantages. Firstly, a physical body doesn't require magic to continue living and, secondly, flesh is capable of holding Determination without melting due to the strain caused by it. Humans are naturally born with a physical body, so humans get this for free, while monsters just develop a little more physical body after prolonged contact with humans and after eating human food, costing 100 CP to monsters.

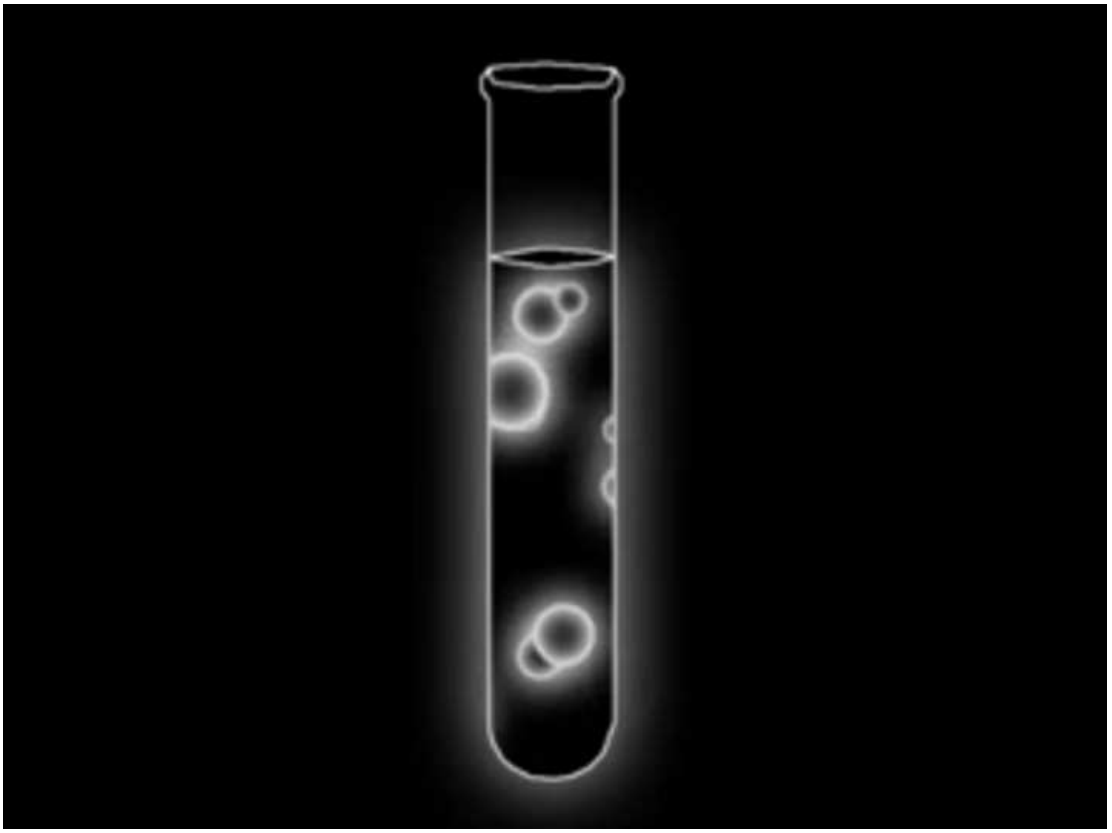
Noble Blood (200 CP): You were born in a special family, a family that holds the inheritance of a former noble family or even with some degree of kinship with the royal family. Thanks to your noble blood, your magical reserves are superior to those of ordinary humans/monsters, with about twice as much energy capacity as well with a greater magical affinity, what isn't really so useful to monsters but make magic usage an easier task to humans.

Unnatural Existence (100 CP/300 CP): A Soul can't absorb another Soul of the same type, this is a very known fact. No human can absorb a human soul and no monster can absorb a monster soul. But, to every rule, exist exceptions, and you're one of these exceptions. Artificial and unnatural existences, like a certain soulless monster flower or a certain incarnated human soul, are able to absorb both types of Souls. For the sake of this jump, you count as one of these existences. Monsters must pay 100 CP to get this perk while Humans must pay 300 CP. Human Souls are much more powerful than Monster Souls. Post-Jump, you maintain the ability to absorb and fuse with souls.

Glitch in the System (400 CP): The timeline of Glitchtale became corrupted due to the glitches caused by the random resets in the middle of the timeline, that shouldn't be possible. The glitches caused different paths to become available, turning some impossible events possible to happen, such as the revival of Gaster or Asriel's return. Even your arrival here can be classified as one of these glitches. You're a

glitch to the System that rules this timeline. You aren't limited by fate or prophecies. You can laugh in the face of fate. The legendary sword that can be used just by the chosen hero? You can also use it. Just the ones with Determination can defeat someone with an **Inverted Soul**? If you're strong enough, you can defeat them.

The Player (500 CP): Remember the system mentioned above? The System is a real concept in this universe. A concept attached to the universe itself and capable of changing the timeline freely. The System works around Frisk, the Player and main character of this universe, giving many exclusive game-like abilities and a certain tier of plot armor to him. But, the existence of the System is restricted to the existence of these game-like elements, like the Player, Frisk or later Chara, and Betty. The death of the original Player would erase both the System and the timeline, but this changed after the mantle of Player was transferred to Chara, and the destruction of the remaining game elements would erase just the System, freeing the timeline from it. Similarly to Frisk, you also have a System working around you, backed by your benefactor (normally Jump-chan), and this gives some very cool abilities to you. You get access to a personal inventory, a pocket dimension with space equivalent to a large room, enough to store several items and other objects. You also notice the ability to summon three buttons: SAVE, LOAD and RESET. SAVE lets you create "Save Points" while LOAD lets you, consciously, go back to the last created Save Point. You can just maintain one Save Point by time. RESET can be used just once by Jump to reset the timeline to when you arrived and after being used, the button disappears. You also get a basic plot armor, increasing your overall luck. The System will fuse itself with any type of game system you might have acquired, or will acquire, during your chain. At the start of each jump, or after a reset, you can activate the Hard Mode for that jump, making things much harder, but creating new challenges as well creating many new unique rewards in-jump. As a final gift, this perk works as a Capstone Booster.



HATE (600 CP): HATE, this Horrible Substance. **HATE** is an extremely powerful and dangerous dark substance, generated by the accumulation of hate, the emotion, generated by an entire species. This substance attaches itself to a host and grows within them, while working as an enhancer to their soul. Now, you're the host to a portion of **HATE**. The **HATE** increases your abilities, especially your magical and soul-based abilities, by a tremendous amount, up to 10 times your original power. The substance repairs any damage done to its host, you, capable of regenerating limbs in less than a minute. You can also generate and manipulate how the **HATE** manifests outside your body, being able to create barriers, domes, tentacles and weapons to be used for attack and defense. Your attacks can also be enchanted with a lightning-like darkness aura, giving the darkness element to them. If you have some way of acquiring the souls of those who died, you can use the substance to generate a body to create loyal servants from these souls. Your servants receive a weaker version of this perk while maintaining their original power. It's possible that the loved ones of your servants make them purge the **HATE** from their souls, but doing it, this will just die again and you won't be able to revive them again. **HATE** is also capable of absorbing the abilities of its host, if it totally consumes them. If you let this substance enter in your own soul, your Soul Trait can be inverted. Such power isn't free. The **HATE** inside you will try to take over your body and mind, influencing your actions. The more you use it, the more it will grow, the influence will become stronger and you will become more corrupted. Just willpower and love, the emotion, can help you counteract it. It's also possible to use raw magical energy to maintain control over it, but this way isn't very efficient. The **HATE** inside you isn't

the same that infected Chara and Betty and isn't sentient or alive, but still has its own will. It won't become sentient, unless you want, if you're feeling suicidal. You must take **This Horrible Substance** drawback for no points. Don't underestimate the **HATE**. Don't make the exact same mistake that Betty made.

+Animosity (200 CP/ Requires HATE): The power granted by the **HATE** isn't without a price, but imagine having this power totally under your control. You managed to do this near impossible feat: you tamed it, putting your will over its goals. The "tamed" **HATE** inside you became a new thing: **Animosity**. This dark substance is totally under your control and won't try to take over you again, without any of its downsides. As long as there is still **Animosity** in your soul, the dark substance will regen any damage done to your body, even if your body is completely destroyed. Your control over it lets you infect others with the substance to slowly take over their bodies and mind, transforming them into loyal servants, like your revived servants, or letting **Animosity** absorb them totally and creating a dark creature with any of the host's power, under your control. The **Animosity** inside you protects your mind and your soul from external attempts of controlling them. Lastly, this perk negates the effects of **This Horrible Substance**, removing the requirement of taking it.

Monster:

Magic is my Nature (Exclusive to Monsters): Using magic is something instinctive to you, because magic is literally part of yourself. You learn magic much faster than humans. While humans require some days of training to be able to start using basic magic, you can use it since you were just a baby. Post-Jump, you maintain this same boost to learning magic, and won't suffer the downsides of being made of magical energy anymore.

Magical Immune System (200 CP): You're completely immune to any form of mundane diseases, due to your body being basically made of magic… literally made of magic. You won't suffer from old age, but you still age.The only diseases capable of affecting you are those that are magical in nature.

Chroma (400 CP): During your childhood, you learned how to use a special type of magic known by the monsters as "Chromas". This magic enables you to use a bit of magic with each trait known: Red enables you shoot a blast of energy; Green enables you create a powerful barrier; Cyan enables you create strings and ropes of energy; Blue enables you launch energy razor blades; Yellow enables you shoot multiple projectiles; Orange enables you create explosive energy spheres; Purple enables you create spikes to attack your enemies. Instead of just using each trait separately, you can also activate the **Polychromatism**, a state where you fuse every trait of magic in just one, amplifying their power in more than seven times the original power, but this state consumes a lot of energy and can't be used if you're in a weakened condition.

Boss Monster (600 CP/ Exclusive to Monsters): There are monsters and there are these Monsters: the Boss Monsters. Boss Monsters are a special variant of the normal monster, who have magic that is exceptionally powerful and, as a result, their souls are powerful enough to survive for some time after death. You're a Boss Monster, like Asgore and Gaster. You don't age and any of your children won't absorb your magic, like the children of the other Boss Monsters. You also have an aura of leadership to other normal monsters, that continues working even post-Jump.

Human:

Hundreds to Match One (Exclusive to Humans): Someone once said that it would take almost all monster souls to match a human soul. This is probably a bit of exaggeration, but it's undeniable that your soul is very powerful. You can create weapons using raw magical energy. The strength of these weapons depends on your own magical power, your Soul Trait and even your willpower, depending on your trait. You can also enchant physical weapons using your magic, but purely magical weapons will still be stronger and harder to make.

Sacrifice (200 CP): Due to a glitch in the System, you can consciously dissolve your physical form, freeing your soul to give it to an ally, as a form of power up. You don't need to worry about someone damaging or stealing your soul before your ally fuses with it. After the fusion, your ally will transform in a stronger state, combining both of your powers, and, while they're at the control, your mind and your soul will continue as independent existences, inside them. Unlike Frisk, you can separate yourself from the fusion and remake your physical body. There is no time limit for the fusion.

Two-Traited Soul (400 CP/ Exclusive to Humans): It's impossible to combine two different Soul Traits, but it's possible for a soul to possess two Soul Traits at the same time. Possible, but extremely unlikely, because losing one of the two traits makes this specific trait permanently disappear. Your soul is one of these special Two-Traited souls, having two traits at the same time. This gives to you the magic from both the traits, as well with around two times the average power compared to a person with a single trait. You don't need to worry about losing one of your traits.

But it Refused (600 CP): During your chain, you will face many enemies and some of these battles will be impossible to be won. Once by jump, or once every 10 years, what comes earlier, during a battle, you can enter in a super determined state, where any damage done to your body, mind and soul will be repaired near instantly as long as you still have willpower. Your Determination will make you unkillable during the battle. Remember, this state won't instantly win the fight and even if you can't be killed, this doesn't mean that you can defeat any opponent. You'll return to normal after the battle ends.

Drop In:

The Fallen Kid (100 CP): Once a mysterious child appeared out of nowhere underground and yet no one, with the exception of those who were already chasing him, questioned where he came from. You have this same aura of trustable mysterious stranger, because, unless you give some reason, people will tend to not question where you are from and why you are here. Obviously, this won't work with the ones that know you.

Soul Reading (200 CP): When you look at a human or a monster (or any being with something similar to a soul post-Jump), you can see their souls, showing to you what traits it has and how much magic it has. You can also discover their moral alignment after analysing their souls.

Observer (400 CP): This is a very simple perk: If the timeline is altered, you'll remember it as it was before, knowing perfectly what was altered. Even if someone is literally erased from reality, you'll continue remembering who they are.

Incarnation of the Soul (600 CP/ Exclusive to Humans): The Bête Noire spell, one of the inverted forbidden spells from the time of the wizards. The spell utilizes an **Inverted Soul** and a human vessel to create a physical incarnation of the Soul Trait of the soul. Even if you don't have an **Inverted Soul Trait**, you were created out by this spell. Similarly to Betty, your true form is a monster incarnating your Soul Trait, but you can still assume the form of your human vessel or use a hybrid form. Your physical strength is enough to destroy a wall made of concrete and your magic power is yet greater. You can also regenerate damage dealt to you, as long as you still have enough magical energy. You can remove the souls of those killed by you and use them as energy sources, but, due to you still having a human soul, you can't fuse with other human souls. You can shapeshift your limbs, transforming them in weapons or increasing their size. The only ways to kill you are to make you run out of magical energy or kill you in just one shot.

Forged by the Void (600 CP/ Exclusive to Monsters): Many years ago, you suffered an accident involving the CORE and, together with W. D. Gaster, you got temporarily stuck in the Void. As a result, the Void reforged your being. Firstly, your magical reserves are increased to twice of your original power. During your time in the Void, you learned how to summon and manipulate the same dark matter that this place is made of and discovered how to block any attempt to manipulate the reality, be it teleportation or literal reality manipulation, but if these attempts are stronger than you, it isn't possible to totally block them. You can also teleport to any location that you have been. Unlike Gaster, you aren't stuck in the Void and can get out from here at any time, as well maintaining your acquired abilities even in a completely materialized form.

Underground Citizen:

Puns of a Comedian (100 CP): Much like a certain skeleton who loves to make skeleton-related puns and other types of pranks, you seem to have this same talent. You have the talent for making puns at the right time (not all will be really funny, but most will be). This can be used to make friends, distract opponents and annoy some people. The part of annoying some people is my favorite part, but take care to not annoy the wrong person, like some eldritch god or personification of the multiverse.

Talent for the Kitchen (200 CP): While humans use physical matter to create their food, monsters, instead use magic, that is much more efficient. You can create any type of meals that you know how to make normally using just a bit of energy. These magical meals digest instantly after consumed, energizing the consumer, and don't produce waste. The more energy used to create these meals, the better the taste.

Chaos is my Reality (400 CP): *CHAOS! CHAOS! CHAOS!* The magic inside you is a bit "chaotic", even for the pattern of this multiverse. Like a certain jester (Don't worry, he's not here ...I think…), you can use your chaotic magic to distort reality to achieve some cool feats. Firstly, you can freely teleport to anywhere within a radius of 10 meters from you, as long as you still have energy. You can transform yourself on any weapon that you're currently holding and transform your weapon into a clone of you. Along with this transformation trick, you can temporarily multiply your weapons up to four versions of it and every one of them can be used to create a clone. As a final trick, whenever you suffer a fatal wound and still have enough energy, you'll automatically transform in a weapon form to recover from it, during an entire month.

Commander of the Monsters (600 CP): You aren't literally their ruler, but you definitely have the leadership ability for it. Along with it, monsters innately trust you and tend to follow you. Among the monsters, your opinion is respected, even if you aren't in an authority position, as long as your opinion isn't something completely insane or evil. This isn't mental control, it's just a strong innate instinct. Even irrational monsters, like the Amalgamates, will tend to obey you. Post-jump, this perk continues to affect magic-based creatures, like spirits and elementals.

Scientist:

Brilliant Mind (100 CP): You're smart and thanks to your own efforts, you acquired enough knowledge to match three Ph.D on three different fields in science or technology. You aren't on the same level that Alphys or Gaster, but you're still one of the smartest people here.

Mental Fortress (200 CP): What is more tragic than a dedicated scholar ending up losing his sanity because of the knowledge he has acquired? Fortunately, you never will suffer from it. Your mind is capable of handling any type of knowledge, independently if it's just a cooking recipe or the knowledge from the horrors from the darkness. Not even the eldritch gods are capable of corrupting your mind with their dark knowledge.

Progress Through the Trash (400 CP): Every technological progress made by the monsters is the result from replicating the human technology. As long as you take the time to study something and experiment properly, you'll eventually figure out a method for that tech you found. Even if this something is in a damaged state, like the human machines that fell on the Underground, you can still work with it, as long it isn't totally irreparable.

Royal Scientist (600 CP): You're a true genius, on par with Alphys and W.D. Gaster. While you officially don't have the title of Royal Scientist, like those two, you're definitely worthy of this title. You can create technology many decades ahead of the general technological level of this world, being able to create many wonders in the same level that the ones created by the two Royal Scientists, like the CORE, a Power Plant capable of converting thermal energy from the mantle of Earth into enough magical energy to power an entire nation on its own and even distort reality itself in case of overheat of the machine, the dimensional machine and the DT Extraction Machine, capable of draining the components of souls.

Royal Guard:

Elite Warrior (100 CP): You have trained since your childhood. You're one of the elite warriors of the Royal Guard, even if the majority of its members aren't exactly elite warriors. You have experience using melee weapons, like swords and spears, and, obviously, you know how to fight using your magic in the most efficient way possible. You also have peak physical condition for a monster and an above average magic power.

Elite Duo (200 CP): Teamwork is a vital part of the training of a Royal Guard. There are many units and duos working inside the organization. Choose a companion or another ally, if you prefer: now you two are part of one of these duos. The teamwork between you will be near perfect, to the point of, when fighting together, your powers are increased up to 25%. The limits and potential are now shared and the more you fight together, the greater you two become. It's also possible to, at critical moments, one temporarily manifest the abilities of the other, but this is extremely unlikely.

You Shall not Pass (400 CP): Another vital part of the training of a Royal Guard is the train to become able to efficiently guard a place. There are many Royal Guard units that stay stationed in a single area to protect it. You also trained it. You can sense everytime when a hostile being enters any of your properties, as long they aren't using any powerful supernatural ability to hide their presence. Your sensing ability becomes stronger the closer you're to your properties and if you know who the hostile invader is. Your ability also comes with a basic idea of how strong the invader is.

Determination of a True Hero (600 CP): Since you were just a child, you always wanted to be a hero. To protect the weak and the innocents. To grant a better future to the future generations. You won't give up on your goal and dream and you have the determination to stay in this path. You have become so determined to the point that your soul started to generate Determination by itself. This amount isn't enough to turn you into an Amalgamate, but it's enough to let you activate a super-mode powered by it, similar to the Undyne the Undying, increasing your power by many times, according to your willpower. You can maintain the form for just some minutes without becoming an Amalgamate, but, if you have a **Physical Body**, you can maintain this form for more time and don't run the risk of melting. Once by jump, you can temporarily activate a second super-mode, which increases its original power by about a hundred times, for a single attack to end the battle with a heroic moment.

Surface Citizen:

Under the Radar (100 CP): The most common power of humans in every part of the entire multiverse: be underestimated by strong beings. Your allies won't try to make you do all the work and your enemies won't treat you like a true threat, until you decide to reveal your true power in front of them. This also helps you to hide everytime you need to, like when these strong beings are hunting you.

Just Business (200 CP): While the minority of the population are born with magic affinity, you definitely have a "money" affinity. Making money is very easy to you, with a special sense when you need to administer any kind of business and quickly learn the ins and outs of any currency or trade system. Your talent is so great that you can turn a small factory into a multinational company, with enough time. Obviously, the world doesn't work based just on logic and hard work, because luck also plays its part. You gain a decent bonus on your luck, that is shared with your employees, your servants and your properties.

Anti-Magic Affinity (400 CP): It's not all humans that are born with magic affinity. In fact, the majority of the population aren't. But you took the lack of magic affinity to a whole new level. You're capable of generating an anti-magic aura with a radius of 5 meters around you. Inside the aura, any magic weaker than your own magic power is completely nullified. This doesn't affect raw energy and sentient creatures made of magic. Unlike what the description implies, your anti-magic affinity doesn't impede you from being capable of using magic yourself.

Commander of the Humans (600 CP): You aren't literally their ruler, but you definitely have the leadership ability for it. Along with it, humans innately trust you and are inclined to follow you. Among the humans, your opinion is respected, even if you aren't in an authority position, as long as your opinion isn't something completely insane or evil. This isn't mental control, it's just a basic innate instinct. If you're thinking that this perk is just a weaker version of the 600 CP perk for Underground Citizen, there is a little difference. Your leadership aura becomes much stronger during critical situations, like an attack of soul-reaping creatures or even a zombie apocalypse, working even with those who would lose their rationality and never would work well in a group, making them follow you and pay attention to your opinions and orders.

HSO Member:

We're Peacekeepers (100 CP): Maintaining peace and uniting the humankind are some of the objectives of the HSO. You're trained to become a professional negotiator, capable of maintaining peaceful discussions between rival factions, with opposite goals. You have talent when it comes to finding a middle ground between these interests, turning peace treaties is an easier thing to achieve. Your talent to maintain peace is good, but is still totally mundane, nothing supernatural.

We're Soldiers (200 CP): The HSO always tries to find a non-aggressive way to resolve its problems, but this isn't always possible. It's because of it that military sub-organizations exist within the HSO. You received basic combat training, that gave to you an above average CQC experience and average talent with firearms. If you're capable of using magic, what you're unless you take some drawback, you received magic training, regarding the use of the specific magic of your Soul Trait(s), putting you on the same level as a talented military wizard.

Unbound Free Will (400 CP): There is just one person capable of controlling you: yourself. You're completely immune to mind control, possession and other forms of internal forces trying to control you. External forces are still capable of affecting, including supernatural charisma, but you have a very good resistance against it too. Mundane manipulation will still work on you, but you will always sense when someone is trying to manipulate you.

Modern Wizard (600 CP): While the wizards of old are definitely much stronger, today's wizards have the power of the science on their side. There are many machines and weapons that utilizes magical energy and magic itself as energy source and core feature, like the many magic handguns used by the human military and the machines used by Alphys. You're able to replicate any piece of magic-based technology shown in the series, as well as complete understanding about the science behind combining magic with technology that updates in future jumps. This knowledge also includes everything known about the souls, but neither humans nor monsters fully understand the nature of the soul.

Traditional Wizard:

Magic Training (100 CP): Your family is directly connected with the wizards of old, maintaining the arts of magic still alive within its members. You received enough magic training, at the point of being able to utilize your soul magic more efficiently and even being able access to the magic used by the monsters. With your current training and power, you're on the same level of the average military wizard.

Union of Wizards (200 CP): Human souls become stronger when near someone with similar goals or with the respective emotions of the user's Soul Trait. To you, this amplification is a step beyond the basic version. Everytime you're near someone that shares the same goals as you, you receive a small boost on your power (an increase of 0,1% if the person is totally mundane and an increase of 0,5% if the person has some type of supernatural ability). While this can normally be a very weak boost, the only limit for this increase is the number of people that shares your goals. Lastly, the maximum range of effectiveness for this work is the size of an entire human city.

Single-Edged Power (400 CP): Many wizards, like Agate Lightvale, inverted their Soul Traits. Some of them died during the process, while the survivors sacrificed their sanity to gain power. Unlike these wizards, you don't need to worry about these side effects and downsides. This perk protects you from the side effects and downsides from any object/ability that you use. A cursed sword that consumes the life force of the user while being used? You can use the sword without being drained. A physical enhancement ability that damages the user? The ability will still tire you, but your body will continue intact. The protection has a flaw: this doesn't remove the side effects and downsides of sentient abilities or objects, but, instead, gives a good resistance against them. A sentient cursed sword can still damage you.

Worthy of the Council (600 CP): Even during the times of the Great War, you would be considered a prodigy, a genius with few who can compare with you. You're an extremely powerful wizard, being on the same level as the ones from the Wizard Council, capable of fighting with a good chance of victory against Betty on her full power, that could destroy an entire city alone. Your magical reserves are increased to be on par with your magic power. Your magic affinity is strong enough to let you modify magic in some ways, like turning a small fireball in a giant fireball or turning an area-of-effect magic in a magic that affects just a single target, and even fuse multiple different magic systems from other settings, combining their strengths and advantages while weakening their innate weaknesses.

---Soul---

While nearly every monster soul has the same characteristics, each human soul is unique and possesses different amounts of each trait inside it. Just Humans have access to this section, except for just one special option.

Soul Traits:

No human is born with a defined Soul Trait, but, instead, they gain their traits themselves when they experience a situation that requires them to act a certain way. The Soul Trait of someone defines both their personality and the kind of magic they possess. The colour of your soul may also define the colour of your eyes, your hair and, incredibly rare, your lips too. Due to your nature, your Soul Trait doesn't affect your personality, but, during this Jump, acting against your trait will still make you lose it, turning your soul into a Grey Soul. A Grey Soul isn't a permanent state, but the longer a subject's Soul stays in this state, the harder it's to get back to normal. There are just 7 natural Soul Traits. You can buy just one Soul Trait, unless you have the **Two-Traited Soul** perk, in this case, you can buy two different traits.

Traitless (+200 CP): When a human loses their trait, their Soul turns into a Grey Soul. You didn't lose your trait, your Soul isn't grey, because you were born without a Soul Trait. The appearance of a Traitless Soul hasn't been shown in the series yet and nothing is known about their magical abilities. For sake of this Jump, consider that you can use just pure magic, like using raw magical energy to create weapons or projectiles. You can't acquire a Soul Trait during this Jump.

Bravery (Free): The Soul of those who possess Bravery as their Soul Trait is orange. This is the only aspect that can be divided in moral and physical aspects. The magic of this trait is focused in spawning magic spheres and creating weapons made of magic. Losing this trait might be the cause of humiliation or being filled with cowardice.

Justice (Free): The Soul of those who possess Justice as their Soul Trait is yellow. One of the easiest traits to be identified in a group according to their personality. Justice's magic will rarely be affected negatively by a situation since the wizard lies on their own morals and decisions to boost their magic. The magic of this trait is focused in using ranged attacks, capable of enhancing mundane ranged weapons, and capable of creating the Armor of Yellow, an invisible barrier that surrounds the user's body, to enhance their defensive capacity. It is possible to lose this trait when a justice soul does something in their view that is incorrect or no longer has the willpower to serve justice.

Kindness (Free): The Soul of those who possess Kindness as their Soul Trait is green. This is the rarest trait in terms of quantity, because of the cruel human nature.

While every human possesses kindness, very few will decide to practice it and live by it with enough willpower to make it their trait. The magic of this trait is unique, having powerful healing magic and the capacity of creating a shield, capable of blocking almost anything, depending on the wizard's expertise and/or power. Due to their pure essence, the Kindness Souls can't be affected by **HATE**. Losing this trait might be a cause of selfishness or cruelty to others.

Patience (Free): The Soul of those who possess Patience as their Soul Trait is light blue/cyan. The magic of this trait is known to be extremely flexible and unpredictable. The most common usage of this magic is to spawn strings/ropes from the user's hands, but, under very rare circumstances, few wizards acquire the ability of time manipulation, being able to slow down the time people and objects to varying degrees. Like Kindness magic, the Patience magic is usually used as defensive magic. Losing this trait may be the result of accumulation of impatience.

Integrity (Free): The Soul of those who possess Integrity as their Soul Trait is blue. This is the most common trait, making up the majority of humankind. It's also the trait that is most likely to become a Grey Soul. It is inside a human's nature to lie or to break your own morals to do something. Even when it's the right choice, and an Integrity wizard's magic can be affected by it. Compared to the other traits, their stability is very fragile. If an Integrity wizard is both morally and emotionally strong, they might turn into one of the most powerful kinds of magic known to date. The magic of this trait can be used to generate weapons made of magic, like the other traits, and have the ability of gravity manipulation, in some cases.

Perseverance (Free): The Soul of those who possess Perseverance as their Soul Trait is purple. This trait, like Justice, is well known for being a stable and powerful kind of magic, known to focus on destroying defenses and negating regenerative ability. This magic is focused on close-range combat, but still is capable of using ranged attacks and capable of manifesting an armor to protect the user. Perseverance wizards tend to become stronger as more adrenaline they gained during battle. To lose this trait, the person must either give up or become slothful.

DETERMINATION (500 CP/ Can't be taken with Inverted Trait): The seventh and rarest Soul Trait, the legendary red soul. Determination is the most powerful Soul Trait, capable of defeating any of the other Soul Traits, including the Inverted Traits, with its magic being driven just by the user's willpower. It is the rarest out of the traits as it is a combination of all the traits perfectly balanced in one soul.This trait has no known limits. Determination is also a substance found in any human soul, that, when a monster is injected with it, causes them to melt after some time, turning them into an amalgamate. The magic of this trait is capable of creating weapons and shields stronger than the other traits, as well giving a passive regeneration to the user, which increases according to their willpower. The user is also capable of resisting any kind of ability that negatively affects them, like the **HATE**'s influence or Betty's

Rhabdophobia. Even if this is the most stable trait, it's possible to lose it if the user loses their determination when they lose hope. A Determination soul can become strong enough to destroy an entire planet

Inverted Trait (300 CP or 500 CP/ Must be taken with another Soul Trait): There are 7 natural Soul Traits, but every trait, with Determination being the only exception, has an artificial, Inverted form. It's possible that a human soul inverts its traits, but this is usually fatal for the person, as their soul would not be able to adapt to the change. There is just a 5% chance of survival. Inverting one's trait is done by means of tampering or using **HATE** and allowing it to corrupt within, instead of it just coating the soul. Inverting a trait means that the user is trading self-control and sanity by power, but you're already paying a special price for this, so you just gain the power, without any insanity. The appearance of an Inverted trait is a darker colour of the original trait. Each Inverted trait seems to possess a special ability.
The only Inverted trait shows until now is the inverted form of Bravery, Fear, the trait used by Agate and Betty. While maintaining the abilities of the original trait, the Fear magic is capable of creating and manipulating hallucinations as well being able to feed on the fear, the emotion, of others, and the user's own fear. The special ability of this trait is Rhabdophobia, a large dome that disables magical abilities and gives the control of any magic, but not raw magical energy, inside it to the user, but this ability, when used consumes almost all the power of the user, if they're at the same level of Betty.
It's theorized that Miasma has the Inverted trait of Kindness, due to his abilities. He has the same defensive Kindness magic and is capable of generating a deadly gas capable of causing disintegration on living things.
Normally, you need pay 300 CP to buy an Inverted Trait, but, if you possess a **Two-Traited Soul**, the price instead is 500 CP, and both the traits are inverted, giving to you a terrifying power.

The Rainbow Soul (500 CP/ Exclusive to Monsters): Even being a monster, your soul is very special. Your soul is made of a hollow human soul and the combination of a small portion of each natural Soul Trait, creating a perfect balance between the seven traits. The appearance of your soul has the shape of a heart, like the human souls, and its colours change between the colours of each trait. Your soul is the closest that a monster soul can get to a Determination soul, because that monsters can't handle Determination in its pure state, so the traits won't fuse in just one. The magic of your soul is still weaker than of a true Determination soul, but still stronger than any monster. You don't get any of the magic from the other traits, but, instead, any of your other magic abilities are enhanced to the same level of a human wizard, enough to fight someone on the same level as Betty in her base form.

---Magic---

While monsters don't have the powerful souls that humans have, their true strength is their magic. Humans need to have luck to be born with magical affinity and, even with this affinity, they still need to train to be able to use magic. To monsters, magic is literally part of their being. Using magic is natural to them. Monsters get free access to this section, but Humans require the **Magic Training** perk and still need to pay double to buy anything here.

Magical Bullets (50 CP/ Free to Monsters): Every monster has at least a rudimentary knowledge of magic. One of the basic usages of magic in this world is creating small projectiles, with their exact appearance varying to each monster. These projectiles, although very weak, directly attack the soul of an opponent and don't physically damage them, but it's possible to appear some superficial signs of damage. This magic is the only from this section that doesn't cause physical damage.

Weapon Generation (100 CP/ First Purchase Free to Royal Guard): You trained years with a specific type of weapon, to the point of your magic adapting to this mastery. You developed the ability to manifest magical copies of a type of weapon of your choice (like axes, spears, hammers, swords, daggers…). You can wield these copies like a normal weapon, control them remotely or even use them as projectiles if you want. The copies will be strong like a mundane weapon. Paying an extra **200 CP**, discounted to **Royal Guard**, you also make copies based on the weapon that you're currently wielding, if it is of the same chosen type.

Motion Magic (100 CP): Near every monster can use this magic. The user can send a blue or orange attack if they fight with an enemy. Each one of each affects the target differently depending on their movement. Blue attacks do not harm the enemy if they don't move, but do damage to the enemy if they move. Orange attacks do damage if the enemy does not move, but does not damage the enemy if they move. With some practice, you'll learn that it's possible to use multiple attacks, some of them with orange magic and others with blue magic, to make it possible just to avoid one.

Telekinetic Magic (150 CP): You're capable of moving objects and people using your magic. Your telekinesis is strong enough to send an adult human flying away at high speed and can become yet stronger if you increase your magic power. The main weakness of this magic is exactly the fact that it is a magic, which means that it's affected by anti-magic abilities/technologies and can be overpowered by a greater magic power.

Healing Magic (200 CP): While not strong like the Kindness magic, you're capable of using your magic to heal your allies. Your healing magic is not connected to your soul and losing your trait, if you are a human, won't affect it. You can't heal the Fallen Down state of the monsters and can't revive the dead.

Pyromancy Magic (200 CP): There are many types of magics, most of them is based on creating magic construct or upon the Soul Traits, but there some magics based on the elements, and you're capable of using the most common type of elemental magic: Pyromancy. You can create and manipulate fire, using just your magic. You can also manipulate natural fire and, with some effort, even try to control fire created by your enemies.

Gaster Style (300 CP): You learned how to replicate the fighting style of the Gaster family. You can summon up to 7 floating hands that can be used to melee combat and as a focus to any type of magic you have. Together with the hands, you can also summon up to 5 Gaster Blasters that send powerful blasts according to your own magic power. Maintaining the hands and the blasters summoned consumes your magical energy. As special attacks, you can fuse your floating hands in 2 giant hands and your blasters in one giant Gaster Blaster, but these giant versions, although they are much more powerful, consume yet more energy. This works especially well with **Chroma** magic.

---Items---

General Items:

Basic Necessities, again (Free): You receive a basic set of clothes, together with an amount of Gold, the currency used in the Underground, or alternatively you can get an amount of whatever currency is used in the Surface, so you won't need to sleep on the street or die of starvation. Both of them restock weekly.

Determination Orbs (400 CP): Every human soul has an amount of Determination inside them, regardless of their Soul Trait. The red souls are the souls with the highest concentration of it. There is a machine in the True Lab capable of draining the Determination from a soul and, after the process, the substance becomes a glowing white orb with an outline of the same colour of the Soul Trait that it got removed from. Somehow, you acquired seven of these orbs, one for each natural Soul Trait. After absorbing one of these orb, you acquire temporarily the regeneration factor used by the bearers of the Determination soul, a significant power boost (equivalent to fusing with a single human soul) and temporary access to the Soul Trait's magic (for example, absorbing the green orb will let you use the defensive magic of Kindness). Each orb is replaced at the start of each Jump or after 10 years of the usage.

Temmie Armor (9999 CP): The most powerful protective armor that can be found in this universe, with an unmatched defensive power. The armor is strong enough to easily resist attacks that could destroy a planet or two, gives to the wearer a brief moment of absolute invulnerability after being hit, boosts any healing factor you might have and increases their attacking power. The armor also becomes stronger as the wearer becomes stronger. This godlike armor is worthy of its price and there are no discounts.

Drop In:

Call of the River Person (100 CP): The River Person is the name used to refer to the mysterious hooded figure who provides transport to any place in the Underground, since that is connected to a river, a lake, the ocean or similar water bodies. You can call them to appear to offer transport to any place that you have been, following the same requirement mentioned above. The River Person usually stays in the Underground, but they can appear in the Surface or even in other worlds, post-Jump.

The Weapon for a Megalomaniac (200 CP): The perfect weapon to kill. You get a bladed weapon (it's up to you to decide if the weapon is a knife, a sword, a dagger, a spear or any other type of weapon that has a blade) that is fuelled by your killing intent, being incapable of killing a target that you don't want to kill and becoming much more lethal according of how much you want the target dead. The weapon is indestructible to anything below the power of a god and capable of syphoning with any magic you might have. If lost or destroyed, the weapon reappears in your Warehouse after a week. Alternatively and for free, you can instead import one of your weapons to get these abilities.

Heart Locket (400 CP): Behold the power of friendship. You get a golden heart-shaped locket, with the photos of your best friends, if you have any, within it. But this locket isn't just a simple locket. While you're wearing it, your defensive capacity will increase to around two times your original defense and up to ten times when you're protecting or fighting together with the ones you love. The locket itself is indestructible and protects you from corruption from any source, as long it still has a special meaning to you. Never forget your friends, they're the truest family that someone can have.

Dimensional Machine (600 CP): Somehow, you acquired a copy of the machine that is at Sans's Workshop, but, unlike his version, your version is completely repaired and functional. The machine can transport its users and open portals to any other dimension, restricted to the local multiverse (this limitation is removed Post-Spark and can reach to any dimension/universe in the entire omniverse). It can even reach dimensions like the Void and other exoteric dimensions, like astral planes and divine realms. Obviously, Jumpers aren't welcome in every dimension in existence.

Underground Citizen:

Echo Seeds (100 CP): you gained a set of seeds of a special kind of flora found in the Waterfalls, the Echo Flowers. These blue and bioluminescent flowers have the ability of repeating the last sounds they have been exposed to, very similar to echoes, but, eventually, after some time the sounds they emit become just white noise. You have a set of thirty seeds that restock themself at the start of each month.

High-Tech Cell Phone (200 CP): You received a cell phone, similar to the ones used by the monsters in the Underground. Your cell phone has an infinite battery and is capable of making calls and sending messages. You also get access to the Underground's social network, the Undernet. In future jumps, your cell phone will be able to connect with the setting's internet counterpart.

Home Sweet Home (400 CP): You're the owner of a house located in one of the major cities found in the Underground (if you're a Human, this house is instead located in the Surface). The house has two floors, with its rooms already furnished. There is also a hidden workshop behind the house that can just be opened using a special key, ensuring that only the owner, that is you, will be able to get there.

Slice of the Underground (600 CP): The Underground is separated in four main areas: the **Ruins**, that was the ancient monster capital; **Snowdin**, a winter wonderland, full of snow and forests; **Waterfall**, a strange place full of bioluminescent plants, glowing water and interesting rock formations; and the **Hotlands**, a vast lake of magma and the hottest place in the Underground. You can bring one of these four areas with you as a special Warehouse attachment or putting it in somewhere in future jump. The inhabitants, the True Lab and the CORE aren't included in this purchase. You can buy this multiple times, with each purchase letting you bring another area. Independent of the area that you chose, for an extra undiscounted 200 CP you can bring a fully functional **CORE** that becomes part of the chosen area.

Scientist:

Soul Containment (100 CP): You acquired a set of 7 glass containers that can be used to contain a soul each. The souls inside them won't suffer any degradation from the time and can be stored for an indefinite amount of time without shattering. The containers would also work on monster souls, but these souls shatter immediately after death.

Some Magical Gadgetries (200 CP): You gain a self-replenishing set of ten gadgets of each of the 7 types created by Alphys. These gadgets are round mechanical spheres that store magical energy from each trait. For example, the cyan gadgets teleport the user and a determined number of people near them to a different location and the green gadgets generate a green shield around the user. Each type of gadget has a different function based on each trait (similar to the ones used by the **Chroma** magic). If lost, destroyed or after usage, a new gadget appears in your Warehouse after a month to replace the old one, but the max will still be ten of each type.

My Own Laboratory (400 CP): How can a scientist work without a worthy laboratory, fully equipped with an equally worthy equipment? We aren't selling the answer for this question, but instead a worthy laboratory for you. You become the owner of a laboratory of the same size as the True Lab, but not containing the same soul-based technologies. The equipment found here is of the highest quality that can be found in this world and will update with the technology level of future settings.

The Anti-Life Machine (600 CP): You gained a large room with a technology similar to the Nullifier Room, found on the CORE expansion. When activated, the room will lock itself, barring any being from getting in or out and will send an extremely lethal wave of energy against any living being inside it, killing them. Unlike the original Nullifier Room, your version doesn't kill just monsters and humans, but any being with a concept of life and/or death, but consumes a large amount of energy to properly work, requiring something on par with the CORE to fuel the machine. Try to not be stuck inside this room.

Royal Guard:

Royal Armor (100 CP): You received a metallic armor as part of your basic equipment as a member of the Royal Guard. The armor itself is mundane, but it's self-repairable and, if destroyed or lost, reappears in your Warehouse in the next day. Any resemblance of the armor with a Battle Armor from a specific anime it's just a mere coincidence.

Your Own Unit (200 CP): You're the leader of a small squadron, composed by ten Royal Guards, each one having a slightly weaker version of the **Elite Warrior** perk and receiving a **Royal Armor**. They're entirely loyal to you and are slightly stronger than the average Royal Guards. Your subordinates count as followers in future jumps. Lastly, you can summon your subordinates to your current location at any time.

Magic Empowered Weapon (400 CP): You acquired a high quality weapon (be it a sword, a trident, a handgun, a hammer, a bow, a spear or anything similar), made of equally high quality materials and infused with magic, like Asgore's trident. The weapon is capable of easily cutting through steel if it's a cutting weapon, capable of easily breaking a concrete wall if it's a blunting weapon or capable of shooting projectiles that pierce steel if it's a ranged weapon. It's capable of focusing any type of magic you have, turning them easier to use and costing less energy. The weapon is also indestructible to anything below the power of a god. If lost or destroyed, your weapon reappears in your Warehouse in the next day. Alternatively and for free, you can instead import one of your weapons to get these abilities instead.

Second in Command (600 CP): You aren't just an ordinary Royal Guard, but, instead, you're the second in command of the entire guard. Your authority in the Underground is below just Undyne's and Asgore's himself. Post-jump, you can bring the entire Royal Guard along with you in future jumps, with all of their members (except Undyne) included, and you'll be the captain of the Royal Guard. While they can be seen as a joke today, they can be trained to become a force feared by the ruling force of any jump. The current members of the Royal Guards, and the future ones that you recruit, will count as followers, unless you import each one separately as companions.

Surface Citizen:

Physical Handgun (100 CP): Normally, firearms are something restricted just by the police of military organizations, but you acquired a handgun, with two magazines. The ammo replenishes weekly and, if the handgun is lost or destroyed, it'll reappear in your Warehouse in the next day. No one knows when an army of soul-reaping creatures will attack the city.

Human History Books (200 CP): You receive a complete set of history books, telling about humankind's history, including about the Wizard Council, the human kings, the Great War and the art of magic used by the wizards of the old. The books update themself in each future setting, showing the history of the humans of each one of these worlds. There won't be any extremely specific, lost or hidden knowledge.

Rudalite Heart (400 CP): You received a special gift from someone influential and important in human society. This gift is a heart, made of a pitch black metal known as Rudalite. This metal has the special property of blocking and nullifying all and any magic. If a wizard holds just a little shard of it, they lose any ability to use magic and their magical energy is drained. This is especially deadly to monsters, due to them being made of magic, and similar creatures. You receive a new black, metallic heart at the start of each jump.

The Company (600 CP): You became the legitimate owner of a powerful and influential company, in the same level of the Rutrow Company. Your own company, by default, is focused on magic-based technology and other forms of advanced technology, but you can decide what this company exactly does. You can continue in the area of military magitech or instead you can focus on magic-based utility technology or even try to be an alternative energy company. If you want to follow my suggestion and turn your company into an alternate energy company, I heard that the monsters discovered a new source of renewable energy, using thermal energy from the mantle to generate magical energy. Talking about your company again, it has a very good R&D department, which scientists are capable of replicating most of the technology you give to them, a testing area, and a financial/marketing department, that can keep making decisions and controlling the company when you aren't around. The employees working for your company will be replaced by others in each jump.

HSO Member:

Magic Handgun (100 CP): You receive a handgun, capable of using your magic to shoot projectiles based on your trait(s). This weapon also has a charge mode to increase the power of each projectile. If you have a **Two-Traited Soul**, you get a second handgun attuned to your second trait.

Anti-Magic Ray (200 CP): The Anti-Magic Ray (or AMR for short) is an experimental variation of magic handgun, but the project was abandoned due to the danger to the user's soul, that is used by the weapon as a power source. You acquired the perfected version of the AMR, that uses just the user's magic instead of their soul. The weapon's shot nullifies magic from any kind, as long they're weaker than the power used by the AMR, and neutralizes the powers of magic-based creatures, like the monsters, causing immense pain for the target. The weapon is fiat-backed and can handle any amount of magical energy you put on it.

Avalon (400 CP): One of the magic-based technologies developed by the Rutrow Company. The Avalon is a machine that stores a massive amount of magic inside it. can transform different trait's magic into the one it needs to its main and sole purpose: generate an extremely powerful dome-shaped barrier that, with enough energy, is capable of containing a creature on par with the Giant Kumu and being yet stronger with more energy. The device's interface informs about any damage done to the shield and can be used to manipulate its shape. Unlike the canon version, your version has a built-in magic generator, capable of recharging itself after some time and capable of converting other forms of energy, like heat and electricity, into magical energy. If lost or destroyed, the machine will appear in your Warehouse after a month.

The Organization Itself (600 CP): A long time ago, the Human Safety Organization (HSO) was created in order to protect the humans and maintain peace on the Surface. You can bring the Human Security Organization with you to future worlds. The Organization will be accompanied with its staff as well their buildings, sub-organizations and resources. The HSO will, during the start of each jump, maintain its status as a neutral, independent power, separated from the local authorities of the setting, but this may change depending on your actions. During this jump, you'll probably start as one of the military wizards working for the one of the military branches of the HSO, but, Post-Jump, you'll become its leader, but its directors, totally loyal to you, can control the Organization without your attention.

Traditional Wizard:

Arcinite Ingot (100 CP): While Rudalite could be described as an anti-magic metal, Arcinite is an extremely good conductor for magical energy. Tools and weapons made of this material are easier to enchant and can store energy for future usage, working as some type of battery. This material is restocked monthly.

Magic School (200 CP): You're the principal of a special school for special students. Your school, unlike a normal school, teaches the art of magic and Soul Traits for its students, independent if they're children or adults. Any magic training done inside the area of your school is twice as effective and even people with little magic affinity can learn how to use magic here. Post-jump, you can bring the entire school with you to any future jump.

Bête Noire Spell (400 CP): Somehow, you acquired a scroll containing information about how to use the Bête Noire spell, a forbidden spell from the times of the wizards. The spell utilizes an **Inverted Soul**, usually the user's own soul, and a human vessel to create a monstrous physical incarnation of the used soul in the ritual, focused on completing a specific goal. The version you found is a little different. You can use any human soul, independent of the Soul Trait, and the created incarnations are totally loyal to you and aren't focused just on a single purpose. Each one of the incarnations receive the **Incarnation of the Soul** perk, as well maintaining the abilities of the soul and of the vessel. Post-jump, you can utilize other things as vessels instead of human bodies and can use any type of soul.

Tomes of Knowledge (600 CP): You acquired a mythical set of tomes capable of absorbing magical knowledge, that is about magic and anything related to it, from the entire universe and archiving it into itself. They're already in this world since many centuries before the Great War. This means that this set of books has every knowledge about magic from this universe, including the magic used by the wizards of old. They also update in future jumps, absorbing knowledge with time (around ten years to absorb near every magical knowledge from a jump). This set of tomes isn't omnipotent and can't absorb knowledge about fully lost or hidden magics and about the magic used by deities and similar beings, unless you already have power that rivals the power of a god.

---Companions---

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

---Special Companions---

Some of the canon characters are special, either depending on special requirements to be able to be purchasable or being worthy of more than just 50 CP. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



The Pacifist/Genocidal Child, Frisk (100 CP): The Player, the current owner of the Determination soul and the first protagonist of Glitchtale. Frisk is a child who appears to be around thirteen years old, but mentally older due to the 30 years that he got stuck in the time loop. He didn't exactly have a life before he climbed the Mount Ebott, but he have seem every possible ending and every dialogue that the time loop could offered After it, he activated the hard mode and decided to start a genocide route out of boredom. His personality is somewhat ambiguous, having both traits from his genocide side and his pacificist side and show some guilt due to his action in the genocide route. He developed his own magical abilities after being exposed to magic, being able to project a Shield of Determination, which can block almost anything, can create a Sword of Determination and can repair any damage to his body, recovering his HP to max, if Frisk manages to stay extremely determined as well as his own version of **The Player** perk. If the canon events happen, Frisk will

erase himself from the timeline and resurrect Chara and, if this happens, you won't be able to take him as a companion.



The Megalomaniac, Chara (100 CP): Chara Dreemurr was the First Human to fall into the Underground and become the second protagonist of Glitchtale. After his death and destruction of his soul, Chara become struck in the Void and become like a phantom that helped Frisk during the many different timelines, until that he become corrupted by the **HATE** generated by the genocide routes. Thanks to Frisk, Asriel and the other six human souls, Chara removed this terrible substance of his soul. He also developed a hatred for humanity while being very caring towards monsterkind. Chara is capable of using the same magical abilities as Frisk, due to also having a Determination soul, but being stronger than him. He also has a portion of **Animosity** inside him, but it's unknown what abilities this gives to him. If the canon events happen, Frisk will erase himself of the timeline to resurrect Chara, and, if this happens, you'll be able to take Chara as a companion.



The Comedian, Sans (100 CP): The most famous skeleton in this world. Sans is a short skeletal prankster, being usually an easy-going and agreeable person, but getting eerie serious in certain circunstances, like when fighting against a genocide kid. He also deeply cares for his family and friends. Sans is unexpectedly one of the most powerful monsters, being able to summon giant bones and multiple Gaster Blasters to both attack and defense, has the power of telekinesis and is also capable of teleporting somewhere in an instant. Sans summons a wall of Gaster Blasters as a special attack, but this attack heavily tires him out. Due to one of the glitches in the timeline, he can remember every timeline after that point, essentially giving to him his own version of the **Observer** perk. Lastly, he can generate a small amount of Determination within his soul, that gives a significant power boost to him.



The Prince of Monsterkind, Asriel (100 CP): Asriel Dreemurr is the biological child of Asgore, the king of the monsters, and Toriel, the former queen of the monsters, and adoptive brother of Chara. After some events in the past, Asriel died and thanks to Alphys's experiments he reincarnated as Flowey. He has a very kind personality, as it shows that he greatly cares about his friends and family, being the exact opposite to Flowey. If the canon events happen, he'll resurrect after Chara gives his hollow soul, combined with a small portion of each Soul Trait, to serve as a new soul for Asriel, turning him back to normal and, if this happens, you'll be able to take him as a companion. Asriel is a goat-like boss monster that inherited pyromancy magic from his parents and can still use his God of Hyperdeath powers due to his Rainbow Soul, but he doesn't have access to Flowey's reality manipulation anymore.



The Head of the Royal Guard, Undyne (150 CP): Undyne was considered a heroine in the Underground and captain of the Royal Guard and, latter, became part of the Surface's police force to protect both humans and monsters. She has a very heroic, honorable and optimistic personality, caring for others and does what she believes is best for them. Undyne is a humanoid fish monster and one of the strongest monsters in the entire Underground. She summons spears made of magic as her main form of attack and one of the few monsters capable of generating her own Determination, being able to endure the strain caused by it without melting and becoming an Amalgamate due to having physical matter in her body, instead of just magic. Undyne is capable of transforming into Undyne the Undying, which increases her abilities by many times and gives her the same regenerative ability used by the other Determination users. She is also capable of using a second form, which increases her power yet further, letting her easily destroy the Giant Kumu with just a single attack, but draining near all of her magic.



The Royal Scientist, W. D. Gaster (150 CP): Wing Din Gaster was a member of the Wizard Council and the former Royal Scientist, before Alphys earned this title, until the day when he fell into his own invention, the CORE. After it, he got stuck in the Void until Sans and Frisk released him, which was possible thanks to a glitch in the timeline, and just if this happens, you'll be able to take him as a companion. He is a skeletal Boss Monster and Sans and Papyrus' father, but just Sans remembers him. His personality is somewhat volatile, having a kind nature but still being rather vengeful when his family and/or friends are hurt or even killed and he has a bad habit of not using his powers to their fullest extent. W. D. Gaster is one of the few monsters capable of using the special type of magic known as Chromas. While he is capable of easily killing Betty using his full power, his magic is currently divided in his two sons, what is natural for any Boss Monster with children, which greatly limits his power. His special attack currently is **Monotone** (that uses the same trait in each one of his hands), but if he recovers 50% of his power, he becomes able to use **DUALITY** (that fuses all of his floating hands in just two giant hands) as a special attack. If he recovers 100%, he'll be able to use his original special attack, **Polychromatism**, but this just happens if both Sans and Papyrus die or if he drains their souls in order to use this ability.



The Black Beast, Betty (150 CP): Bête Noire, also referred to as Betty, initially appears as a preteen human girl, but, in truth, she is the physical incarnation of the Soul Trait Fear. She was created by Agate Lightvale using her own soul and using Amber Lightvale's body, her own sister, with the only purpose of making sure that monsters and humans would never live in peace. Her personality is sadistic, psychotic and violent, that becomes worse after she has been infected by **HATE**, but even she is afraid of its intentions. Her villainy was not caused by her own decisions, but caused by the decisions of her creator and she believes what she is doing is honorable, considering that monsters and humans living together is "like a time bomb waiting to go off". She is also unsure if what she was doing is right or not. Betty was every benefit from the **Incarnation of the Soul** perk, with some extra abilities like being able to split into two different entities (herself and Akumu, a sapient pink creature made of a significant amount of her magical energy) and the abilities of her Fear soul, including having Rhabdophobia as her special attack. She also receives her own version of the **HATE** perk, which she can't evolve into **Animosity** without your help. Post-jump, the **HATE** inside her will become a separate existence from the main substance, losing its sapience.



HATE (Special): This is a special option and totally optional. This horrible substance, **HATE**, isn't just a purely evil substance, but instead an independent entity with its own mind and will. It's a being born from evil, that knows just evil and that does just evil. The **HATE**'s true purpose and goal is total annihilation of everything in existence. It's born during the genocide route taken by Frisk and initially infected Chara, but after the latter's defeat, it flee from the Underground, but got captured by the AMD, just to infect Betty a month later. The substance can just be destroyed if killed together with its host, but, at the same time, it requires a host to do anything. It lost this limitation after totally consuming its host's body. **HATE** already has some Determination abilities that it gained from Chara (it couldn't absorb many abilities because it isn't in full effect and didn't consume its host) and, if the canon events follow the same way, it'll consume Betty and gain her Fear abilities, as well becoming independent of a host.
You can take it as a companion for free, but just if you find a way to convince this omnicidal maniac and force of evil to abandon its goal and become a force of good. This is a near impossible task, needing an extremely great amount of effort. Mind control and similar things won't work on it, but Charisma perks may help.

---Scenarios---

You can choose just one of the below scenarios.

Road to the Peace: During the Great War, countless lives were lost, mainly monsters than humans (according to Undertale, no human died during the war, but this probably is different in Glitchtale), and, even if the hatred between the two races is still alive but weakened between the ordinary citizens, there are many forces that desire that the races never stay together or that want to destroy the opposite race. Many consider that a perfect coexistence between the races is a temporary illusion, like a time bomb waiting to go off, and will try to destroy any attempt to a definitive peace. Some of these groups are the AMD and the Royal Guard, regardless of Frisk's influence. You're, unlike these fools, fighting for peace. Your objective in this Jump is find a definitive way to make possible a permanent coexistence between the races. In addition to the opposing parties, there are many differences that can be a problem for the peace, like the monsters' abilities of freely using magic and absorbing human souls and the humans' extremely powerful souls.

-Reward: Once the peace becomes this world's reality, this scenario is concluded and you get your reward. You receive the unique perk: **Happiest Timeline Possible**. Regardless of the circumstances, there is always a chance of a happy ending. The lovers will have the chance of staying together, the world can be saved from being dominated by a soul-devouring monster, the heroes can win, the opposite races can have the chance to overcome a thousand years-old hatred between both and the villains that still have goodness in their hearts can be redeemed. Obviously, this will still be an extremely hard task, needing much time, effort and even luck but there is always the potential and the chance of this good ending happening.

Angel of Freedom and Death (Exclusive for Monsters/ Can't be taken by Drop In): After the Great War, the Human King ordered the monsters to go to the Underground, where they got sealed by the Barrier. Around a thousand years later, the monsters are still prisoners behind the Barrier, waiting for the arrival of the angel that will release them, according to the prophecy of the Delta Rune. You must take the mantle of angel and find a way to destroy the Barrier, giving freedom to the monsterkind. The Barrier is a very powerful sealing spell, surpassing any conventional magic, that can be destroyed just for something with enough power to match the entire Wizard Council or the full power of 7 human souls. If you aren't strong enough to destroy the seal by yourself, you can try three things that can help you in this task: First, try to convince Asgore to give the six human souls to him (this isn't possible if you take **The Prequel** drawback); Second, redirect all the energy of the CORE to some advanced weapon to match the power of one human soul; Third, wait to the next human fall in the Underground. Neither Frisk nor Asriel will break the Barrier this time. Unfortunately to you, breaking the Barrier is just the first half of this scenario. The second half is the revenge of the monsters against humankind. You must become the angel that will bring death and destruction to the humans. You must restart the Great War and this time the monsters must win. Without your intervention, the monsters will lose the war again. After the monsters' victory, it's up to you to decide if you exterminate the humans or if you seal them in the Underground, like what they made your race.

-Reward: After the victory, you have become the **Angel of Freedom and Death**. This title makes any sealed/imprisoned creature to see you like a savior that will release them, to give them freedom and a chance of revenge. You also get an exact copy of the entire **Underground**, including its inhabitants (counting as followers), the True Lab and the CORE. You can bring it along with you to future worlds and it'll retain any modifications done to it.

Glory to the Humans (Exclusive for Humans/ Can't be taken by Drop In): The prophecy of the Delta Rune mentions an angel that will destroy the Barrier. We all know that it is inevitable the destruction of the Barrier and the return of the monsters. We all know that the hatred between the races is still alive and a second Great War will happen. As humans, it's our duty to show these monsters which race controls the world and send them back to the Underground or definitively exterminate them. Unlike the canon timeline, the monsters have become much stronger than before, many monsters are now capable of handling a little amount of Determination, the Chromas magic becomes much more common between them and many strong monsters are back to their peak, like Gaster and Asgore. Without your intervention, the humans are destined to lose this war. It's up to you to change this and help humankind win.

-Reward: After the victory, you have become a leader among the humans. You can bring a copy of the **Seven Districts** along with you to future jumps, including its inhabitants (counting as followers). It'll retain any modification done to it. Lastly, you get a copy of the legendary spell that created the magical force, responsible for the separation of the Surface and the Underground, the **Barrier**. This spell can be used to seal a specific location, separating it from the outside. The seal can just be removed/destroyed by you or something stronger than you.

A Twisted Mind's Goal (Exclusive for Human Drop In): Originally, Agate Lightvale was a kind person, but made poor life choices after losing a battle against her brother, Copper Lightvale, in front of many people, that emotionally destroyed her. Her Soul Trait was inverted and her personality changed, losing her sanity. Agate betrayed the humans, killed her siblings and used a forbidden spell to create a being with the single purpose of making sure that humans and monsters would never live in peace together, currently known as Bête Noire, or Betty. You're also one of Agate's creations. Maybe she created you to test the forbidden spell or created you to support Betty in her purpose. You'll awake together with Betty after the Barrier's destruction and, together with her, you must make sure that the two races will never live in peace, regardless if you need to destroy/seal one of the races or if you start a new Great War. She originally planned to stealthily kill the current Determination wizard, better known as Frisk, and collect dozens of human souls, including the very special soul inside the CORE, acquiring enough energy to destroy the entire monsterkind and become the ruler of the humans. You can follow her original plan or try to convince her to follow a different strategy.

-Reward: Once separating the two races forever, you conclude this scenario and receive your rewards. After fulfilling her purpose and finally having free will to do whatever she wants, **Betty** will follow you in your Chain, becoming a companion. She originally just wanted to be a normal girl before remembering her creator's goal. Maybe she can be a normal girl now. You also receive the unique perk: **The Black Beast**. At the start of each jump, you can choose a specific group, species, event, location or individual to be your "nemesis", similarly to what the monsters were to Agate and Betty. As long you totally focus on finding a way to defeat, seal, destroy and/or neutralize this nemesis, it's near garranted than a way to defeat them exists and is possible to you. This won't be an easy task, but will be possible as long you totally focus on it.

Hollow Prison (Exclusive for Monster Drop In): You were a scientist working in the CORE until the day of the accident, when it overheated and something very weird happened. The only victim of the accident in this timeline was W. D. Gaster, but, originally, you aren't from this timeline. You're from another timeline where the accident happened and the CORE exploded, transporting itself and the True Lab together with you to the Void. You're the only living thing that got transported to this empty place. You'll stay stuck here and your only chance to escape is to find a way to repair the resources and technology found in the CORE and the True Lab to create something that can open an exit from here. During your time here, you'll be restricted to just your bodymod and anything bought in this Jump and not even your companions can help you. If you don't find a way to escape from the Void in ten years or if you give up to the insanity, it's the end of your Chain. There is just one word to define the Void: **DARKER**.

-Reward: Once you escape from the Void, you'll be sent to the canon timeline where all the fun happens. You have acquired a great knowledge about how the time, space and reality works and how to alter them using technology and/or magic. You receive the unique perk: **The Man who Speaks in Hands**. You can always start a new Jump as a Drop In, with no past and unknown to everyone here, even if there are no options that let you do it (unless that some drawback blocks you from starting as a Drop In). You can summon your Followers, greyed versions of characters found in each setting or your companions, that can work as spies by you or send messages to someone (a creepy way of sending messages). These Followers aren't truly alive, being more like just a manifestation of your power and can't be permanently killed, but, at the best, are just as strong as 1% of your own power. Thanks to surviving and escaping from the Void, you're completely immune to insanity and will never lose hope during any kind of situation, having a near unbreakable willpower to endure even one of the darkest places in the entire omniverse. As a final gift, you can read and write using Wingding, perfectly understanding this alphabet and without any difficulty.

The X-Event (Requires A Greater Multiverse drawback): Around a month after the Barrier was destroyed, the monsters and the humans are starting to live together and Betty still hasn't started her plan yet, when a mysterious skeleton, looking like Sans, with white clothes arrived in this universe and started trying steal the core code of the world, but he failed due to the timeline is already corrupted. After it, another alternate version of Sans known as Ink explained the situation to Frisk, you and the other monsters, telling about Cross trying to recreate his home universe. He also told just to you about XGaster's plan and about the truth behind the X-Event, in an attempt to get your help. You have two choices from now: Help save the multiverse and the AUs from being destroyed by XGaster or help XGaster and Ink in their plan of creating the perfect timeline. Regardless of your choice, you'll need to find a way to travel to many different universes, be using your own powers, some machine or even with the help of another dimensional traveler. Mysteriously, some of these alternate universes seem to have some characteristics of settings you visited in the past, like an AU where the nanite event happened if you visited the Generator Rex Jump or another AU where humans awakened quirks if you visited the My Hero Academia Jump.

If you decide to stop XGaster, you'll need to follow him in each universe he visits. You must defeat his servants, Ink and the doctor himself. This isn't an easy task, considering that some of his servants are strong enough to match the strongest beings found in Glitchtale. There is also the OVERWRITE button, capable of manipulating the timeline according to the user's will. This won't be an easy battle, but you aren't an ordinary dimensional traveler, you're a Jumper.

If you decide to help XGaster, you'll need to help him extract the best part of each AU. You'll need to face many dangers and opponents from other universes, as well some dimensional travelers wanting to stop XGaster's plan from sacrificing every AU to create his perfect timeline. This task may take years, according to the size of the local multiverse.

-Reward: After completing this scenario, you receive a different reward depending on your choice earlier.

If you decided to help him, **XGaster** discovered that the omniverse is much greater than he thought and will follow you on your Chain. He's accompanied by his ten Codes (Asriel, Asgore, Toriel, Muffet, Undyne, Chara, Frisk, Mettaton, Papyrus and Cross) and his loyal assistant, Alphys. Unfortunately, his master creation became inert after being used to create his perfect timeline and can't be used anymore. The doctor can create something to replace it later.

If you decided to stop him, you acquired the OVERWRITE button, but, unfortunately, it loses a significant amount of its original power. The OVERWRITE can be used to generate matter and energy ex nihilo, control minds (shows as a purple "X" in the faces of your targets), speed up or slow time and teleportate the user to anywhere in the universe. Using it will cause strain in your body, but this is something easily lifted. Post-Spark, the button loses its limitations and comes back to its full power, being able to affect and control the entire multiverse.

The Omnicide Route
(+300 CP/Requires that you have been in the Murdertale jump before)

Greetings.

I am Chara~.

We have met before.

It’s time to continue what we did in that place.

Let’s start our omnicide.

This is a very simple scenario. You must kill every living sentient being in this world. Every human, monster, soulless flower, spell construct and sentient dark substance in this world must die. There is also a little problem: everyone know that the Genocide Route is the most dificult **and the most fun** route. Killing everyone won’t be an easy task. Both the humankind and the monsterkind will become much more powerful to balance the difficulty of your chosen route. First of all, both the races will stay friendly to each, becoming permanent allies
Now, let's start talking about the monsterkind. Every monster becomes able to generate a small amount of Determination, enough to give to them a considerable power boost, but not enough to turn them into Amalgamates. The Amalgamates recovered their minds and, using their Determination, they’re strong like a human wizard. Undyne will be capable of maintaining her Undying form without any time limit and can temporarily activate her second mode during some minutes. W. D. Gaster recovered his full power in the Void, without needing to drain magic from Sans and Papyrus' souls and can still use his Void powers even in his completely materialized form. **The traitor**, Asriel, is theoretically identical as his canon version, but now, he learned how to put Flowey in control of their body during battles, making him a much more dangerous and cruel opponent.
Like the monsterkind, the humankind also becomes much more powerful. Every human has at least a basic magic affinity and a Soul Trait and the art of magic will be recovered letting every human be able to use basic magic. Seven powerful human wizards are currently members of a modern Wizard Council. The Rutrow Company is now directly helping the HSO and the AMD, giving to them every of their magic-based technologies. Due to some glitches, both Frisk and **that disgusting version of me** are alive at the same time. Fortunately, killing both of them won’t reset or erase the timeline. Betty redeemed herself and decided to give up her creator’s goals. She’ll try to be a good person, which includes trying to stop **us**. Lastly, when you’ll be near finishing with **our** omnicide, when everyone on this planet is hating you, all this hate will accumulate itself in just one being, the original **HATE**, the one that infected Chara and Betty in the canon timeline. **All the HATE of the World** will become absurdly powerful, having the power of every creature from this

world, and definitely wants you dead. If any of the main characters, or other equally powerful creature, is still alive at this point, they'll become the main vessel of **HATE**. If not, it's already strong enough to doesn't need a host at this point.

-Reward: After killing every sentient creature from this world, including **All the HATE of the World**, you became a true abomination, and any creature from other worlds can sense it, but it's time to collect your rewards. Your killing intent became so powerful, at the point of killing normal humans just by releasing it and temporarily paralysing any being weaker than you. ~~**Our**~~ Your Determination, even if you don't have a red soul, is strong enough to block any attempt to alter reality near you, you can regenerate from any damage done to your body, mind and soul and, if you have **The Player** perk, you lose the restrictions of how many Save Points you can maintain at the same time and how many times you can reset a Jump. You unlocked the **FILE 0**, which allows you to manipulate your LV, HP, ATK, DEF at your own will while in this world and allows you to freely manipulate your stats in any type of game-like system in future Jumps. You gained the ability of teleportation to anywhere within the local multiverse, with the only restriction being the places protected by some type of god-like power. Lastly, you can absorb the souls from every of your victims, giving to you a nigh infinite magical reserve and enough power to match an entire timeline.

Thank You.

Now.

Now, there is nothing left here for us.

Let us erase this pointless world, to Continue in the next.

---Drawbacks---

Remember, drawbacks always override perks. There is no drawback limit, take as many do you think you can handle.

The Androgynous Kid (0 CP): Originally, in Undertale, both Frisk and Chara have ambiguous gender, but, due to Camila's choice, they're boys in Glitchtale. You can change it by taking this option if you want, turning their gender ambiguous again or even turning both Chara and Frisk into girls if you prefer. The only restriction is that Chara and Frisk must always have the same gender. This option doesn't affect the timeline much.

A Greater Multiverse (0 CP/ +100 CP): Glitchtale is not the only alternate universe of Undertale: there are many more alternate timelines, like that where the characters' roles are swapped or that where W. D. Gaster manipulated the minds of everyone during his experiment of creating a perfect timeline. By default, these universes aren't a part of the local multiverse, but this changes if you take this option. The various Undertales AUs will become separated universes in that local multiverse, but you won't need to worry about dimensional travelers, mad scientists corrupted and/or shattered through the time and space, alternate versions of known characters and walking glitches. Maybe these dimensional travelers don't want to go to a near-collapse corrupted timeline. For +100 CP, you'll need to worry about these dimensional travelers, but the main problems will just appear after the canon events.

Mea Culpa (+100 CP/ +200 CP): You made a serious mistake in your past. Maybe you killed some human kids that fell into the Underground, tried to harm the relationship between the 2 races, commited a genocide in some past timeline or something yet worse. Regardless of the nature of this mistake, people will stay remembering you from this mistake and your enemies will use it as an argument to consider you a hypocrite for trying to stop them even when you already made something terrible too. The feeling of guilt will accompany you during your ten years here. For an extra +100 CP, totalizing +200 CP, the mistake affected personally some powerful and influential individuals, like the CEO of an important company, the director of AMD or a former wizard of the Wizard Council. If they discover your mistake, and they probably will, they'll start hating you and will try to get revenge on you. It's possible that these people forgive you, but it's very complicated and hard for them to do it.

Grey Heart (+200 CP/ Can't be taken by Monsters): When someone loses their Soul Trait or the motivation that fueled their trait, usually due a traumatic experience, their soul is weakened and becomes a Grey Soul. This is not a permanent state and it's normal for it to happen a couple of times during childhood and this issue becomes less frequent with the passage of time. This can alter their way of thinking and, in extreme cases, their personality is also affected, but the main problem comes

when a wizard suffers from this. A wizard with a soul partially uncolored will have their magic greatly weakened and the ones with a Grey Soul will be unable to use magic at all. Your soul is especially vulnerable to losing its trait(s), losing it easier than a normal person. If your soul becomes a Grey Soul, you won't be able to use any kind of magic-based ability, including the ones from other Jumps.

The Prequel (+200 CP): You'll still arrive in the timeline created by the reset after W. D. Gaster attacked Frisk and Sans, but many years ago. To be more specific, you'll arrive in the 1200s at the medieval ages, in a world that functions with magic, before the Great War. During these times, the Wizard Council is active, the Grey Phantoms are acting and the 7 districts have their 7 leaders, with 5 of them being humans (Roy Goldburn, Shane Goldburn, Mila Rutrow, Kody Fallenfire and Rin Waterway) and 2 of them being monsters (Asgore and W. D. Gaster). You'll still exit from here when you would exit normally, which means that you'll stay centuries here. Thanks to the System's influence, there are four things that will happen, regardless of your actions: the Great War will happen; the monsters will be sealed in the Underground, even if they somehow win the war; a dangerous and powerful being, like Betty, will be born; and, lastly, Frisk will fall in the Underground. Remember, you're at the final timeline created by Frisk's resets, which means that Chara is already infected by the **HATE**.

This Horrible Substance (+200 CP/ Can't be taken with Animosity): You aren't a lucky person. You have a little drop of **HATE** in your soul. While it isn't enough to be sentient and to give any ability to you, it's enough to affect you. **HATE** will try to corrupt you, draining your sanity and turning you more violent. There are just two ways for you to resist it: you can resist its influence with your own willpower or you can use love, the emotion, due to it being the antithesis of **HATE**. You'll never get totally rid of it during this Jump.
If you're taking it due to having the **HATE** perk, you don't have just a drop of it in your soul, but instead, a significant amount of it. The **HATE**'s corruption will be much stronger than would be before, but you can also use magic power to suppress it. Remember, everyone that got infected by this horrible substance before you became omnicidal maniacs.

Broken Connection (+300 CP): Something very wrong happened during your arrival in this world. You have lost access to your Warehouse and every perk and item from outside this Jump. You'll be reduced to your Bodymod, having access just to the things purchased from this Jump. This drawback also affects your companions as well.

Outside Context Solution (+300 CP): In normal circumstances, the timeline is reseted after the Barrier is destroyed during a Pacifist Route, but Frisk destroyed the RESET button after Chara's defeat, turning the timeline locked in its current state. Due to it, the System wanted to correct this error and for that, it altered the history

itself to ensure the creation of a being with the single goal of separating the two races, Betê Noire. Similarly to this situation, the System felt your arrival in this setting and considered you an error in the timeline. To resolve it, it created a second powerful creature, with the single goal of eliminating you. It created your nemesis. They'll be at least as strong as Betty in her peak and can become stronger depending on your own strength. Their true nature may vary. Maybe your nemesis is a spell construct like Betty, an experiment of one of the two Royal Scientists or some random human scientist, an alternative version of one of the main characters or even it has a yet weirder origin. Regardless of its origin, it's possible for you to try to negotiate with your nemesis, because their only reason to exist is to eliminate you.

The Blight Upon the World (+400 CP): Something very wrong happened during your arrival here. You stayed in the Void while waiting to fully enter in this setting, but, during this time, you got attacked and infected by **HATE**. Thanks to your Benefactor, it was removed from you and infected Chara as normally would, but something is different now. **HATE**, while infecting you, managed to copy some of your perks and powers. Not all perks, but definitely the most powerful ones. **HATE**'s goal is to totally consume you and take your place as a Jumper, to be able to infect the entire multiverse. It'll infect multiple humans and monsters, but just the main vessel will have your perks.
If you take this drawback, please, don't lose. Don't expose the multiverse to it.

---Ending---

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Glitchtale, ending your chain.

Move On: Go to the next jump and continue your adventure.

---Capstone Boosted Perks---

Animosity: You made a near impossible feat: you tamed a force of evil. Regardless of it being fully controlled by you, **Animosity** is still a force of evil, being vulnerable to goodness, especially love, and abilities that purify evil and similar things. Not anymore. **Animosity** will now count as karmically neutral, neither good nor evil, becoming immune to these vulnerabilities.

Boss Monster: There are monsters, there are these Monsters, the Boss Monsters, and there are you, the apex of your race. You could even be called a Final Boss Monster, because this is the only worthy title for you. Your magical reserves are twice the size of a normal Boss Monster and your magic power is enough to match Gaster's power at his peak. Even your physical capacity is superhuman, being able to lift a ton with little difficulty and your punches are capable of hurting the strongest beings found here. Post-Jump, monsters will always treat you as a superior member of their species or at least an equal, in cases of some high-level monsters.

But It Refused: You're determined and this Determination gives strength to you to continue fighting. While you can still use the absolutely immortal form just once by Jump, you acquired a weaker, passive regeneration, similar to the one used by anyone with a red soul, but, unlike their version, yours isn't tied to your willpower, working fully independent from it. You have a regenerative factor capable of healing entire limbs in minutes. Your power isn't just speeding up your biological regeneration, but works like regressing time instead, reversing any wound to a previous, undamaged state. This regeneration also heals your clothes and equipment, like armor and weapons. Lastly, as long you aren't instantly killed by just one attack, like cutting your head off, you can heal any damage done to you.

Incarnation of the Soul: Apparently, the Bête Noire spell used to create you also granted some extra abilities that I forgot to tell to you before. Your shapeshifting ability has enhanced, you can generate creatures from your body, like the pink creatures created by Betty, and even split a part of your soul to generate a sentient being made of magical energy that has around half of your power, similarly to Akumu. You can summon a magical spear to pierce and extract your target's soul or alternatively, pierce their soul to temporarily or even permanently seal their ability to use magic and other soul-related powers.

Forged by the Void: Your connection with the Void is greater than we previously thought. Instead of just teleporting, you can open portals that connect the two locations, including to the Void, if you want. You can use this to send your enemies to the Void, because no one can hear them in the emptiness of that place (obviously, if they're capable of teleporting through dimensions or have friends capable of doing this, they can go out from the Void, but this is a very hard task). You get access to a

special trait of magic of the Void. You can create copies of every attack in front of you with the same power of the original ones, but you can still be overwhelmed by many attacks. Lastly, while staying in the Void, the dark matter found here will regen any damage done to your body and you'll stay safe here, hidden from any threat.

Commander of the Monsters: Monsters are mainly made of just 2 things: magic and a very weak soul. How a perfect commander for your race, you learned a unique trick: you can use your magic to artificially create monsters. You can even give souls to your creations and they'll be fully sentient and absolutely loyals to you. Your created monsters' power is directly proportional to the amount of magical energy that you use in their creation, with no upper limit. It's up to you to decide the appearance and the theme of their powers during their creation. Alternatively, you can instead create irrational, unstable monsters, known as Amalgamates. They aren't smart like a regular monster, but they're very hard to kill due to their molted body.

Royal Scientist: You aren't just one of the smartest beings in the world, but instead one of the smartest beings in the entire multiverse. You're on par with XGaster, being able to replicate his incredible feats. You can modify souls, create artificial souls, safely invert Soul Traits, replicate spells and create artificial Determination using your technology and magic. With enough resources and time, you could even create conceptual tools that manipulate reality, like game-like systems, the RESET and the OVERWRITE, and devices capable of damaging or even destroying concepts. Obviously, you can use these tools to work as a replacement for any destroyed concept, but they may don't work as well as the original.

Determination of a True Hero: You're now in a perfect between your monster nature and the Determination inside you. You don't run the risk of melting and becoming an Amalgamate, even if you don't have a **Physical Body**. You maintain your super-mode by an indefinite amount of time, turning this your base form if you want. Lastly, the restriction of the second super-mode being usable just once by Jump is lifted and you can maintain the mode as long do you still have enough energy, but it's still very taxing to your body, consumes a lot of magic and any action after the first attack will drain yet more your power, exponentially. Maybe someday you learn how to resolve this "little" problem. Optionally, you can change the colour of your eyes and/or hair to red, reflecting the Determination within you.

Commander of the Humans: Humankind is powerful in this world due to its magic power and its soul's power, but life is unfair and isn't every human that is born with magic affinity or even with a Soul Trait. This is where you come. How a perfect commander for your race, to strengthen the humankind, you can awaken magic affinity in humans and even the most compatible Soul Trait for each subject, including the possibility of giving back the trait for the ones that lost it and the possibility of enhancing someone's magic affinity. Every awakened human will have potential to become stronger than the average military wizard and some exceptional

individuals can even reach power that match with the wizards of the Council. Post-jump, this awakening can work in any being with at least something similar to a soul, in the case of the Soul Trait, and that isn't absolutely unable to handle magic, in the case of the magic affinity. Anyone you use this ability tends to be loyal to you and, unless they have already been hostile towards you, at worst, they will maintain a neutral position towards you. Alternatively, this can be done with the entire setting at the start of each Jump (without the loyalty boost), to make things more fun.

Modern Wizard: You could be described as a fusion between a scientist and wizard. Your creations defy the line that separates magic and technology. As a magical scientist, you can replicate the effect of any spell that you can use using your technology. As a modern wizard, you can replicate the effect of any technology that you have access to using your magic. The most advanced the spell/machine is, the harder it's to replicate it.

Worthy of the Council: Even considering you worthy of matching the wizards who were part of the Wizard Council is underestimating you. You're an absurdly powerful wizard, with the only compared to you being W. D. Gaster himself at his peak, before having his magic divided between his two sons. You can easily defeat a being on par with Betty and can destroy an entire city with some effort, using just your magical abilities. Your magic affinity is great enough to manipulate even hostile spells, like absorbing a fireball, nullifying runes or redirecting a magic beam (still following the same rule that you can't affect magic stronger than you), and also enables you fuse your different energy reserves, like mana, ki, nen, chakra and probably many others, into just a single form of energy.

DETERMINATION: I think that you may have noticed the lack of an important function that is used by Frisk in the description of **The Player** perk: **LV** and **EXP**. The lack of LV and EXP is due to just that perk isn't enough to achieve the same tier of the original Player, but now you managed to get the last missing thing to gain full access to these benefits: a Determination soul. EXP is an acronym to Execution Points, which can be gained by killing/hurting living beings, that can be used to increase someone's LV. LV or LOVE is, too, an acronym and means Level of Violence, that can be described like "a way of measuring someone's capacity to hurt". The higher someone's LV, the more powerful this someone becomes, with LV 20 being enough to destroy an entire timeline during this jump or a Earth-like planet post-Jump, but to reach this level that someone would need to kill an entire race with their own hands. EXP is different from the other similar systems, because it isn't just connected to the act of killing, but also linked to cruelty and how personal the kill was. Killing an already dying person to end their suffering will just decrease your LV, because this can be seen as a type of mercy. Another example is killing an entire race by destroying their planet with an extremely powerful attack. This will give you a big amount of EXP, but you could gain much more if you destroyed the race by

killing every member of them, one by one, with your own hands. There is no upper limit of how higher your LV can get.

Inverted Trait (500 CP Version): On the same way that you inverted your Soul Trait, you can also invert your other abilities. For example, if you have an ability of creating a shield of fire, you can invert it to become able to create a shield of ice or water. Your inverted powers are around 50% stronger than the original versions, but, while activated, they cause strain in your body, being, initially, able to stay activated during some minutes. With training or other out-of-jump perks, you can maintain these abilities permanently, without any side effects. You don't lose access to the original versions while inverting your powers.

The Rainbow Soul: You're now in a perfect balance between your monster nature and the 7 Soul Traits inside you. This balance turned your soul into a true Determination soul, even if this isn't normally possible. Your soul now has any ability of a red soul and is each bit powerful like one. You can also use the same magic, including the Chaos Saber and the Hyper Goner, used by Asriel in his God of Hyperdeath form, but without the god-like reality manipulation. It's up to you to decide if your soul becomes permanently red or maintain the same color-changing pattern.

The Gaster Style: Learned to replicate? You could say that you perfected the fighting style of the Gaster family. You can summon and maintain your 7 floating hands and your 5 Gaster Blasters with no cost and can even summon more blasters, but these extra blasters will consume energy normally. You can summon the giant versions of the hands and blasters, that yet consume energy but not how much as normally, without needing to fuse the smaller versions. Imagine the face of horror that will appear on your enemies when they see your 7 floating hands, your 2 giant floating hands, a giant Gaster Blaster and an army of smaller blasters, all ready to attack them.

---Notes---

1. The most important thing to comment about this setting: Souls

First of all, fusing with seven human souls won't give you godlike power (Asriel's godlike power is probably due to him using his souls to directly power Flowey's reality manipulation). There is also a difference between fusing with a soul (like Flowey did) and using them as a power source (like Betty did). The former lets you use the full power of a soul, but there the risk of any remnant of consciousness inside it rebels against you, while the latter just drains its energy, a less powerful way of utilizing a soul but without that risk.

Trying to explain the power difference of each method: Chara (at his peak) is at the same level of Asriel after fusing with the seven human souls while Betty becomes similarly powerful as Chara after draining the energy of around thirty human souls;

2. Any being, including machines and soulless beings, with Determination, even if is the artificial variation of it, can refuse to die, regenerating their wounds and being able to survive even after suffering fatal wounds, while they still have enough willpower to continue living;
3. Determination soul, Rainbow soul or Perseverance soul+Infinite willpower= Extremely powerful, capable of defeating anyone in this setting and being near-unkillable, but this won't give infinite power to you;
4. The **Physical Body** perk just works to turn monsters immune to the side effects of having Determination within them and to turn the **Determination of a True Hero** perk stronger. There are no other uses beyond these;
5. If you got infected by **HATE** in-Jump, you'll receive the mandatory version of **This Horrible Substance** drawback for no points and it'll be removed from you post-jump. Don't try to trick me. If you want this power, you'll need to purchase the perk;
6. If Frisk (or Chara) dies, in normal conditions, the timeline is reseted, but this changed due to the glitches that corrupted it. If Frisk (or Chara) dies, the timeline may be erased instead. This will just happen if the System is still active;
7. If you're a monster and absorb Determination without having a physical body, you'll transform into an Amalgamate, an irrational, molten abnormality. This won't count as a Chain fail, but staying in this state is worse than death;
8. There is a special soul located in the CORE. There are some theories that this soul is a previous Determination soul, that refused to shatter but didn't had enough willpower to go back to its host;
9. Copper Lightvale is considered the strongest Determination wizard, due to be a trained adult, while Frisk is considered the weakest Determination wizard;

10. Something special happens when a human wizard is capable of manipulating both gravity and time (probably is teleportation);
11. Unless you use universal drawbacks, there is no way of purchasing the **Temmie Armor**;
12. The power level in the description of the boosted version of **DETERMINATION** and **Temmie Armor** is the power that a normal human gains using them. A city-buster Jumper with LV 20 could destroy an entire planetary system and a planet-buster Jumper using that armor could endure even an attack capable of destroying an entire universe;
13. The power level of the strongest characters in this setting switches between those capable of destroying an entire city using their raw destructive power, like Betty (after absorbing around thirty souls and fusing with **HATE**), Gaster (at his peak), Chara (during the end of season 1) and Asriel (in his God of Hyperdeath form), and those capable of destroying an entire timeline using their reality manipulation, like Chara (using the ERASE button), Omega Flowey (after fusing with the six human souls) and Asriel (in his God of Hyperdeath form);
14. It's possible to invert your Soul Trait(s) in-jump, but you'll have 5% of chance of surviving the process and you'll be trading your sanity for power;
15. The planet where humans and monsters live is around half the size of Earth with a denser composition/minerals so that it has the same gravitational pull as the earth, and contains 3 continents around the world;
16. The main continent is divided between 7 known territories, each called "districts". They are Justeco (Justice), Integreco (Integrity), Presisteco (Perseverance), Pacienco (Patience), Amikeko (Kindness), Kurago (Bravery), and Determino (Determination);
17. Anime exists in this world;
18. One **Rudalite Heart** has enough metal to create a two-handed sword;
19. One **Arcinite Ingot** has the same amount of material;
20. A Reset and a True Reset are essentially the same thing, but a True Reset makes the characters forget anything they would otherwise remember from a normal reset. This includes the protagonist themselves as well;
21. You don't need to worry about a True Reset happening during your stay here;
22. If you have **The Player** perk, you can't activate the Hard Mode of this jump. Frisk already did it;
23. The knowledge about the workings of the reality given by the reward of the **Hollow Prison** scenario is more advanced and complex than the knowledge given by the **Royal Scientist** and **Modern Wizard** perks;

24. If you take both the **Outside Context Solution** and the **Blight Upon the World** drawbacks, it's certain than your nemesis will eventually become the **HATE**'s main vessel;
25. About the power boost of each perks and rewards of this jump;

Omnicide Route scenario's reward > **Animosity** (The strongest perk, considering the near absolute immortality and the full control over the **HATE**) > Final Boss Monster > **HATE** > Dual-Traited Inverted Soul > Worthy of the Council (capstone boosted) > Incarnation of the Soul (capstone boosted) > Worthy of the Council = Incarnation of the Soul > Rainbow soul (capstone boosted) = Forged by the Void (capstone boosted) = Determination soul > Rainbow soul > Boss Monster > Forged by the Void > Dual-Traited Soul = Inverted Soul Trait > Chaos is My Reality = Chroma > Magic Training = Magic is My Nature > Noble Blood (This perks doesn't directly increases your raw power, just your magical reserves)

26. About the above list of power tiers: this just shows the power boost of each perk separately, without any combination. For example:

Animosity + Determination soul or Dual-Traited Inverted Soul + Incarnation of the Soul + Chroma + Chaos is My Reality + The Player + Noble Blood + Worthy of the Council = probably equal, if not stronger, than the power boost given as the Omnicide Route scenario's reward, costing around 3400/3600 CP;

27. About other combinations: Fanwank it;
28. About the **Omnicide Route** scenario: Please, don't follow this path. There is just pain, death and sadness in this path;
29. You can't take the **Omnicide Route** if you decided to reform Chara in the Murdertale jump.

---History---

V 0.1: Released