Gaster's Pirate Crew

A **Deltarune** Jump by SpiritualStill
Version 1.1



"Let's get down to business and value, value the fun
Brush those theories off now, our mystery mystery man
All those players never treat me right, they haven't seen
What I truly meant in my old entry seventeen
Aye, we plunder root beer, and of course we plunder ale
We kidnapped all of Deltarune and stolen Undertale
But ho, we changed our targets, our heaven is in sight
We'll seal your home for good and take away your holy light!"

Hello, Jumper, and welcome to a…rather strange version of Deltarune. Are you familiar with Gaster, the Royal Scientist? Many theories have been made on him, and thus far, and perhaps the greatest among them…is that he's a pirate. However true it may be, you will be spending the next ten years in this version of Deltarune as a member of Gaster's crew. Take these for your trip:

+1000 Green Points (GP)

Origin

You start this Jump either in the shelter (where Gaster is located, of course) or on his great ship. You are free to decide your age, gender, and sex, so long as it makes sense.

Crew Roles

You may choose one of the roles of this esteemed crew. For your selected origin, you receive a 50% discount on all related perks. For **100 GP** perks, they are instead Free.

Aqua [Free]
The cyan flower herself. Why is Aqua here? Shouldn't it be obvious? Look at her name! You are kind of just here for the flimsiest of reasons, making this a Drop-In option.

The Friend [Free]
A mystery and nuisance on the mainland, you are indeed a member of Gaster's crew, watching everything and reporting it to Gaster.

The Parrot [Free]
The Butcher of Hometown, as they say. You may or may not literally be a parrot, but you are a valued member of the crew.

The Brother [Free]
Wait, what? I guess you are Gaster's brother, or sibling of some sort. Why? Dunno, I guess your face and weird dialogue voice captivated them in some way.

The Holder [Free]
Nobody knows what exactly you are - well, beyond probably knowing Kris, and on some weird shit in the Weird Route. Still, like the Captain, you are a strange fellow.

First Mate [Free]
The second-in-command, the great enforcer, the recruiter, the one who actually fucking does anything around here.

The Vessel [400 GP]
The one taken from that schmuck, not the ship. You have been given command of some perfect Vessel, granting you something quite special. By default, this makes you a Drop-In.

The Captain [500 GP]
My mistake, captain. It seems that you are now the leader of this whole shindig. Whether you happen to be Gaster, or are now someone different depends on what you desire.

Perks

Undiscounted Perks

Sea Shanties [Free]
Can't sail the seas without them! You now have the complete collection of all songs in both Undertale and Deltarune, both in their standard form and in a pirate-themed style. Additionally, you get your personal song, which may or may not have the Freedom motif.

Aqua Perks

A Member of the Crew [100 GP]
For being entirely unrelated to everything going on, you sure are well-liked. You possess a special sort of charisma that enables you to easily get along with people and join up with any group, even if you technically don't have any sort of connection to them.

The Dancing Flower [200 GP]
A lot of things that you do ultimately boil down to one thing and one thing only: it was fun! From now on, you'll never run out of fun things to do, and so long as you continue to want to experience fun, there will also be a new adventure that is stimulating for you.

Knife Play [400 GP]
This seems extremely dangerous, but what would one of the crew be without the ability to cause extreme violence? You are able to summon magical knives at will, having them attack in whatever specific pattern that you want. These knives scale to your current strength and abilities.

The Theory Falls Apart Without You [600 GP]
I assure you, you are indeed extremely important to all of this. When you join up with a crew, you find yourself to be extremely important to the operation, to the point where things collapse without you being present. You might not literally be the leader, but you are treated as someone of great importance, and fate bends to ensure that you are.

The Friend Perks

Driven to Madness [100 GP]
There is a strong case to be made that FRIEND is responsible for causing Jevil and Spamton's fall to madness. Whether that is the case, it seems that your prey suffer from some strong deleterious effect when around you, causing them to go mad.

Lurking in the Shadows [200 GP]
Damn, you are practically everywhere, aren't you? You are capable of traveling via shadows and darkness, being as discreet or as conspicuous as you desire.

A Vicious Monster [400 GP]
You might be a friend, but that doesn't mean you are their friend! You are actually quite strong and are capable of dealing damage based on some sort of stupid, arbitrary gimmick. Additionally, you can effortlessly track down anyone who is your target, unless they fully disguise themselves.

Endogeny [600 GP]
As of the current time, it is unknown how many FRIENDs there are, but odds are they are some sort of hive mind. You now actually have six bodies, which are capable of operating independently of one another and share sights and senses. The bodies can be destroyed, but the soul itself must be attacked to actually stop you from simply regenerating.

The Parrot Perks

He ATE Them [100 GP]
Who's up for takoyaki? You are a world-class chef, able to cook up any sort of meal that you can imagine, so long as you have the ingredients. You are capable of making anything into a delicious meal, and I do mean ***everything***.

Voice Mimicry [200 GP]
You are a parrot after all. You possess the ability to mimic the voices of people you hear. You are also capable of saying the final words of your victims.

I AM NORMAL [400 GP]
I completely believe you, of course. Like some sort of perception-altering field, you are capable of causing everyone around you to view your presence as perfectly normal, even when it obviously sticks out like a sore thumb.

He Was a Serial Killer [600 GP]
Who bragged about killing people! When you need to get rid of someone, you find that it is remarkably easy to do so, and you'll be able to get them to an isolated area and attack them at their most vulnerable.

The Brother Perks

The Duke of Puzzles [100 GP]

I assure you, you actually live up to the nickname! You have a remarkable ability to set up puzzles as simple and as complicated as possible. Maybe it's the most painfully simplistic thing ever, or maybe it's so complicated that figuring it out might be a whole game.

Because Three Art Better Than One [200 GP]

Talk about some incredible rizz. By default, this actually makes you very handsome, a solid 10/10 in all fields. What this really does is make your love life unusually really good, being able to charm the pants off of anything and anyone. What's more, if they happen to have a partner already, you can really easily turn it into a throuple.

Definitely Gaster's Brother [400 GP]

Why is this man in the Captain's crew? Well, isn't it obvious? Just look at his marvelous face! Even if there is zero evidence or proof otherwise, you are able to make yourself the relative of anyone in the setting, and they'll become your close ally. Short of absentee figures like vaguely existent gods, this can extend to literally anyone, sans any drawback-influenced antagonist.

I Am the Rules! [600 GP]

Roulx Kaard is, in fact, the Rules Card. This means that he has some absurdly strong Rule Manipulation - the ability to dictate how things work in any given situation. This can even influence beings like Tenna, and there seems to be very little limit on it, save for your own intelligence.

The Holder Perks

That Took a Weird Turn [100 GP]
Eram, Nightmare, or whatever it is, seems to have an uncomfortably in-depth understanding of Kris, suggesting it knows the darkness in their heart. What does that imply? Nobody knows just yet! In any case, you are intuitively aware of the cruelty and possibilities of people around you, being able to detect actions they have taken.

Advanced Teleportation [200 GP]
Eram has a fearsome teleportation ability, able to blink out of existence to some far-away place - possibly to a different world. You are able to bring yourself and your allies between the Dark World and Light World at will. Post-Jump, you can warp to any dimension, so long as it isn't specially warded.

BURNING EYES [400 GP]
The Mantle Holder is able to fight and does so quite well. Much like your predecessor, you have the ability to spew out fire, summon fireballs, ram into people while coated in fire, and even generate literal devastating bombs.

John Mantle [600 GP]
Well, that's sort of the most relevant thing you will have done by this. You are able to generate special "Mantles" that drastically reduce whatever sort of incoming damage that you want. By default, this is the Shadow Mantle. You can give as many mantles as you want to people.

The First Mate Perks

Fountain Maker [100 GP]
Dunno how useful this is gonna be in this situation, but it is relevant to you. You now have the power to generate Dark Fountain, which will create "Dark Worlds", whose wills are shaped by the Darkners that appear there.

Advanced Recruitment Technique [200 GP]
Why do you think Gaster sent you to kidnap Toriel, Undyne, and Asgore? You have a…strange ability to get people you kidnap to join your side, being swayed by your personality, and becoming your buddy.

Hypercompetence [400 GP]
Part of being the first mate is that you have, like, actual important duties that can't just be brushed off out of boredom. Luckily for you, you are actually quite competent. At what, you may ask? The answer is pretty much everything. You find yourself being extremely skilled at anything you get up to (though you may need a bit of time to learn how to do it), and you do things ten times faster than they should.

The Crew's Enforcer [600 GP]
Oh yeah, kind of forgot you guys were actually doing stuff outside of the whole pirate thing. You have the same sort of powers as the Roaring Knight, able to bypass defenses, fly at incredible speeds in both movement and combat, and generally grant you incredible physical and magical attacks.

The Vessel Perks

Fuck the Soul, Specifically [100 GP]
Dunno why, but that Soul fellow is gonna have to work with Kris (who may in fact be working with the crew themself). You, however, actually get a lot of freedom. So long as it doesn't impinge on another, you get to pretty much do whatever you want without any sort of pushback.

The Power of LOVE [200 GP]
I do mean Level of Violence, of course. This isn't *quite* like how it was in the Captain's original world, but you do find that, as you defeat more and more opponents, you grow stronger and stronger, your various stats increasing.

I FELT IT THERE, SHINING [400 GP]
It is said in this world that no one may change their fate. Well, obviously, they haven't met you. You are capable of overturning the fate of the world and defying opponents who should, in fact, be unbeatable by you and your group. It'll take plenty of determination, but you are able to do it. The Captain believes in you.

SAVE and LOAD [600 GP]
This is quite possibly one of the strongest abilities present, making you quite a valued member of the Crew. You see, you are capable of setting "points" whenever a significant chapter in your life occurs. Should you shatter and "die", you are actually fully capable of going back to your save point.

The Captain Perks

The Mystery Man [100 GP]
You are so mysterious, there is a case to be made that what you look like is up in the air. You are able to "blackbox" every single thing about yourself, leaving only cryptic clues that link you to absolutely everything, even in cases where it doesn't make sense.

GASTER IS WATCHING [200 GP]
It's rude to talk about someone who's listening. You are something of a cognitive hazard, as you are instinctively aware of anyone who is observing you or otherwise trying to learn of your identity. Should they do something you are opposed to, you can interfere with them, such as scaring them, crashing their data, giving them nosebleeds, and similar phenomena. This even works with allegedly transcendental beings.

The Captain's Charisma [400 GP]
What good is a captain that can't rouse his people? You are extremely charismatic, able to sway the masses through your speeches. Simply learning about your existence captivates and entrances people who want to learn about you and admire you. Whenever you aren't present, they'll ask, "Hey, where's Jumper?"

The Royal Scientist [600 GP]
They say you walked the plank of your own ship and were scattered across the seven seas, or some such business. You now exist in multiple different dimensions simultaneously, giving you something akin to omnipresence, though this is nowhere near as strong as that. Given enough time, you can even create your own worlds.

Items

Of Course We Plunder Ale! [Free]
What? You think pirates don't have the drink of pirates? You've got an assortment of sufficiently pirate-related foods and drinks stored away, which refill as soon as you take one out.

Your Old Entry 17 [100 GP]
I wonder what you meant by this? You are able to give cryptic messages to people that you want. These messages might as well be gobbledygook for most, but for those you want to understand, they'll get a good feeling about what you are talking about.

Take Away Your Holy Light [200 GP]
This is a box, and as Thanatos knows, they can be troublesome. This is a special container that is capable of sealing/imprisoning any and all beings. Granted, you need to actually be able to stick it inside. But once it is, it is impossible for it to get out without your permission.

Pirate Treasure [400 GP]
There is no evidence of this whatsoever, but any pirates without gold aren't worth their salt. You now have a hoard of treasure clocking in at a value of $66,666,666,666, which can be converted into any and all currencies in whatever setting you travel to.

Pirate Ship & Hideaway [600 GP]
I certainly hope you were intending to bring her with you! Post-Jump, you are able to bring along the pirate ship and the Shelter. Though the ship looks like a stereotypical wooden ship, due to its connection to Gaster, it's actually capable of travelling in the sea, on land, in the sky, in space, and possibly through time. The shelter, similarly, exists anywhere and everywhere, and you can create a door to it that travels to the location.

Companions

Import/Create Companion [50/200 GP]
For every **50 GP**, you may either create or bring along any companion you want, with them getting **+600 GP**.

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

The Crew [100 GP]
If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 GP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 GP]
You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Prolonged Stay [+100 GP]
Stay a while longer, why don't you? For an extra **+100 GP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

The Silent Treatment [+100 GP]
Perhaps the Captain has a sense of humor. You are able to convey your thoughts and feelings non-verbally, but you are entirely incapable of vocalizing.

Boring! [+100 GP]
Much like Aqua, your attention span is cooked, and you will generally do whatever you feel is the most entertaining thing at any given moment.

Friend Inside Me [+200 GP]
Terrible idea, really, but you do you. This makes it so you are a rather depressed individual, and if someone isn't there to stop you, you will feel the urge to kill yourself.

Part of the Crew [+200 GP]
And as you might have guessed, most of these people are enigmatic weirdos. Until the plot reaches its climax, you are pretty much relegated to just being a weird guy who might as well be an easter egg.

Your Eggs-Husband! [+400 GP]
Holy cringe. You are, for one reason or another, hung up on some old relationship, and it has caused you to let yourself go. You can be cool sometimes, but mostly you'll make a fool of yourself and be kind of a bumbling idiot.

You are You [+400 GP]
I can't imagine this is a good idea, but alright then. You are effectively locked into being who you are as a person fundamentally for the rest of this Jump. You can develop a little to be sure, but you aren't going to be really changing whatsoever.

Perk Lockout [+600 GP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 GP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 GP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Final Choice

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

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

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

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

Notes

Yes, this is based on the *Gaster is a pirate* meme theory. Specifically, I've based it on this animation by AK07. Related is also this video, originally sung by @DrakeTheroux on Twitter.