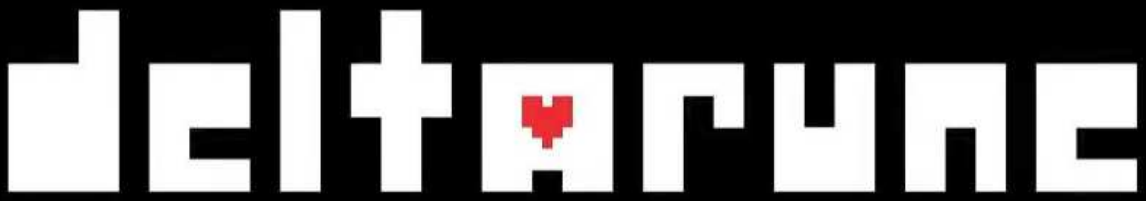
Once upon a time, a LEGEND was whispered among shadows.
It was a LEGEND of HOPE.
It was a LEGEND of DREAMS.
It was a LEGEND of LIGHT.
It was a LEGEND of DARK.
This is the legend of DELTA RUNE

For millenia, LIGHT and DARK have lived in balance,
Bringing peace to the WORLD.
But if this harmony were to shatter...
a terrible calamity would occur.
The sky will run black with terror
And the land will crack with fear.
Then, her heart pounding...
The EARTH will draw her final breath.
Only then, shining with hope...

Three HEROES appear at WORLDS' edge.
A HUMAN,
A MONSTER,
And a PRINCE FROM THE DARK.
Only they can seal the fountains
And banish the ANGEL'S HEAVEN.
Only then will balance be restored,
And the WORLD saved from destruction.
Today, the FOUNTAIN OF DARKNESS-
The geyser that gives this land form-
Stands tall at the center of the kingdom.
But recently, another fountain has appeared on the horizon...
And with it, the balance of LIGHT and DARK begins to shift...



ARE YOU THERE?

ARE WE CONNECTED?

EXCELLENT.

TRULY EXCELLENT.

NOW.

WE MAY BEGIN.

+1000 DR

SELECT THE BODY THAT YOU PREFER

Human
Hometown has only one human - Kris, the adopted child of Toriel and Asgore Dreemurr. It seems you're the second. Humans are set apart from monsters in that they're all very similar, whereas monsters have countless diverse forms.

Monster
The dominant species of Hometown. Monsters aren't all that different from humans in the sense that they have the same desires, hopes and dreams any human would have. What makes them different is that monsters come in countless different flavors - cat people, goat people, fish people, ghosts, sea creatures, whatever a Temmie is and so on. When a monster dies their body turns to dust. Contrary to popular belief, they have no ability to use “magic”. Such a thing doesn't exist in the light world.

Darkner (+300)
Beings born from darkness, given shape by the mind of their creator. A Darkner is born when a Lightner creates a Dark Fountain, creating an entire world of darkness populated with the Darkners. Darkners are conscious, anthropomorphized versions of objects in the light world. Playing cards, toys, computers, TVs, couches and any other object you can imagine become wacky characters born from the unconscious mind of the Lightner. Darkners could look like almost anything depending on the object they were born from. They are inherently magical beings, capable of casting spells and doing various fancy attacks that are often difficult to dodge. Due to their nature as objects, Darkners cannot enter the light world - once brought there they are reduced to an object.

Lost Soul (600)
Very, very interesting... Your true self is a red soul. This soul is something of incredible power, capable of turning back time itself and dispelling the Dark. You can access “save points” in the Dark World and, should you shatter and “die”, choose to go back in time to that save point. This same principle applies even in the Light World, though your saves can only be set at the start of certain “chapters” of your life. Your soul has a secret power - the power to shine with the light of HOPE. This light can dispel the dark, disintegrating some beings of pure darkness like the spawn of Titans and allowing you to seal dark fountains. You will be given a humanoid vessel of your own design. You will find save points in future worlds as well.

SELECT THE ORIGIN THAT YOU PREFER

Quiet Kid

You’re one of those kids. Out of place, quiet, blending into the background, probably a weirdo. You've never really fit in and things haven't been the best at home either. Life's changing so fast and you don't like any of it. lf only there was some way to run and hide from all your problems.

Bully

The power of mean girls shines within you. You're the rough and tumble type of person that everybody's scared of and nobody wants to mess with. The sad thing is that it also means it's been pretty hard for you to make any friends since everyone thinks of you as a scary jerk. lf you reach out you might be able to break that conception and make some friends.

Prince

You don't know who you are, only that you have some sort of “Royal” origin. Your history is fuzzy at best, as if you'd only been created a little while ago for some specific purpose. You well know the full legend of Deltarune, but you don't know who “you” are or what being “you” even really means.

Girl Next Door

Smart, polite, well off, kind and personable, goes to church every Sunday. You're the ideal child, someone everyone loves and admires. At least on the outside. The truth is you've had a lot to deal with mentally and emotionally, and your distant and/or incapacitated parents have been zero help in dealing with it. Within you lies a secret and very dark power.

Townsfolk
You're just an average, everyday person. Not everyone has some grand role to play in this world changing prophecy stuff. That doesn't mean you don't have a lot going on, though. You could be going through a difficult and soul shattering divorce! How fun!

Boss
You're in charge around here. Wherever you are, you've got some sort of high status position and a reputation for being very powerful, much like King and Queen in their respective Dark Worlds. Despite your power and infamy you're likely not the one really pulling the strings.

Mastermind
You're the one pulling the strings. While most may think of you as a normal person, in reality you're in charge of some dark conspiracy which may threaten the very world itself. Why are you doing this? Only you can know the real reason.

Forgotten
Where are you...? Who are you...? Does it even matter anymore? The world itself has discarded you, having no use for you or perhaps even wishing to forget you entirely. You deeply desire freedom or perhaps you believe that you already have it. Whatever the case, yours is a strange and dark existence.

THANK YOU

FOR YOUR TIME.

YOUR ANSWERS

YOUR WONDERFUL CREATION...

Perks

Perks are 50% off for matching origins, except 100 DR perks which are free for matching origins.

Free (cannot take if Darkner) - Darker than Dark

Dark. Darker, yet darker. By thrusting into the ground with a blade and intent, a Lightner can unleash darkness darker than dark, giving birth to a Dark World. Dark Worlds are interesting and magical places, but can be dangerous if one enters unprepared. They even threaten the stability of the world, potentially drowning it in darkness forever if too many are opened. lf a Dark World is created in a Dark World it creates a Titan, a giant shadow being which is fear made manifest. These beings can only be defeated by being “sealed” in the same way a Dark Fountain can and should not be created under any circumstances. You will be able to create Dark Worlds and Titans even in future worlds.

Free - Motif

Sweet tunes! You not only have your own personalized and sick soundtrack, but even your own leitmotif that plays thematic variants for any situation you may find yourself in. Other people can actually hear this, but they don't tend to consciously register it unless you point it out. Be kinda awkward if you did.

200 - Squeaky

Rubber, l Am. Forge, l can. Your very body is a tool for crafting and forging things. You can hammer your body against objects to mash them together into new ones. This ability can forge incredibly powerful items and weapons, including the twisted sword. You could surely make even more items in future worlds with experimentation.

200 - Robot Face

This whole “free will” thing is rather pesky, don't you think? lt would be a lot more convenient if you could make everyone into your loyal peons. Oh wait you totally can lmao. You have the ability to summon masks that dangle down from somewhere in the sky. When they attach to someone’s face they are completely under your control, absolutely obedient to your will. Unfortunately, if they're broken free from it they'll once again disobey your succulent orders.

200 - Fated Hero
The prophecy speaks of three heroes that appear at world's edge. Now there is a fourth. You are a prophesied hero spoken of in legend, destined to serve some major role in the Deltarune prophecy. Not only are you chosen by fate in this world, but in future worlds with prophecies you will always be involved majorly somehow, a favorite of destiny itself.

400 - Game Master
The world is a game and you have far more influence in it than you really should. You are aware of and can fiddle with the Ul in various ways, making it possible to "turn off Ralseis" or give the appearance of having max stats. You can give yourself and others infinite money by simply spawning it in. You can cross the barriers of various worlds even if they'd normally reject you - Darkners turn to stone in Dark Worlds other than their own, but you're an exception and you can move between them through mysterious means. While your powers in games and game-like worlds are considerable and go beyond merely these, they only apply within those realms, not a "real" world.

600 - ROARING KNIGHT
You are something different... the power of darkness has fully consumed you. Your body is coated with darkness like armor and the dark has given you immense power. You have access to incredibly dangerous star and darkness based magic attacks and even your weapons are imbued with the purest darkness. You can launch countless powerful dark projectiles like endless blades and with your heartiness even the three heroes would find it almost impossible to take you down, while you could beat any of them in a single slash. You can levitate and your body can morph in certain ways, like turning into a floating ball. You are destined to defeat all who oppose you.

Quiet Kid

100 - Gremlin
You're a little freak. Your favorite activities include sneaking around in the dark, pulling pranks and scaring people. You're pretty good at all three, honestly. You can be both creepy and sneaky when you wanna be. You could make your friend crap their pants if you hid under their bed. You've got an extremely unsettling smile.

200 - Secrets and Promises
Hiding things is a specialty of yours. You know how to misdirect, confuse and hide your true actions and intentions so well that even a being that possessed you wouldn't catch on to what you're really after. You can even force yourself to think about dumb or irrelevant things to fool mind readers. Remember, you have to do this - you promised.

400 - Act
*Flirt. Much like a different child in a very similar world, you can perform clever contextual actions fitting for the situation to find peaceful or alternative solutions to conflict. Whether it's flirting, dancing, being thrown like a javelin or noticing that the enemy is up on strings and cutting them would make them stop. You have an almost supernatural knowledge of these things and are surprisingly good at them. You are a master of flirting.

600 - But I Refused
You won’t be controlled. Your strength of will allows you to resist both mental manipulation and physical or spiritual possession. Even if your very soul was taken over, you could rip it right out of your body and move without it - such is the power of your determination.

Bully

100 - Heart of Gold
You might be big and tough and scary, but you're a person too. If other people just saw that, I'm sure you'd have lots of friends. By putting yourself out there and exposing your more vulnerable side, people will look past your more rough traits and embrace the “true you”. Probably won't help if you're just an asshole.

200 - Cool and Hot
Damn, those scales are stunning! There's something about you in general, an aura that makes people love you. Whether it's a romantic love or just a close friendship everyone seems to want to be around you. Guys and girls will be lining up to date you even if you're completely oblivious to their advances. Everyone is choosing your route on the visual novel of life!

400 - Protag Learning
People might think you're stupid, but that's just because you never had any good teachers. The truth is you're pretty frickin’ smart and pick up things real damn quick when you find something you're passionate about. You could learn the basics of healing magic in just one short training session with an expert. Sure you'd only have beginner level skill, but with practice you'd become an expert in just a couple days. The same goes for practically anything you really care about. Learning kicks ass!

600 - Pen of Hope
The prophecy cannot be changed. It has been foretold and it will be. Like hell you're gonna accept that! You wield the white pen of hope to rewrite fate itself! Prophesied events can be changed by your will, or at the very least reinterpreted to be more favorable. The future isn't something set in stone. It's a story written by those who choose to grasp it in their hands.

Prince

100 - Fluffy
The power of fluffy boys shines within you. Much like Ralsei, you are incredibly adorable. You're so cute that just seeing you dressed up in a nice suit would make a bunch of grown bird men squeak with delight. This isn't just down to your appearance but your demeanor, as you know how to play the part of a “precious cinnamon roll that does no wrong” whenever you like.

200 - Be Kind
Violence is the easy path, but you know it's not the right way. You should try to solve your problems peacefully! You're incredibly good at being kind and considerate to others. Whether it's brewing your friends a nice cake or writing a whole manual to teach them how to battle, you’re always willing to put in lots of effort for the sake of others. This kindness affects even your enemies, making it easier to SPARE them.

400 - Lorekeeper
At your very birth a strange voice whispered to you the full LEGEND from the DARK, telling the prophecy of the DELTARUNE and the role you would soon play in it. You seem to be a natural recipient of prophecies and legends like this. Even in future worlds you will have this same voice whisper to you, telling you all the prophecies that will come to pass. Or rather, it will tell you the future itself in extensive detail.

600 - Wizardry
Magic is a force native to Dark Worlds that seems to turn dreams to reality. Your ability to wield magic is above and beyond, though. You know not only powerful healing and sleep magic, but more esoteric magics like conjuring endless food from cauldrons and remotely viewing others via scrying. When you truly cut loose you can unleash incredibly powerful fire magic strong enough to easily dispatch of the various dark world “bosses”.

Girl Next Door

100 - Smarty Pants
How does that big brain fit in your head? You've always been a smart cookie, getting straight A's in school with very little effort and finding learning a breeze. You're naturally inquisitive too, leading you to seek the truth behind things like mysterious Ice-E cryptids and video game Easter eggs.

200 - Brave
Facing your fears is hard. It might be difficult to be in the same room as a mouse, let alone ask out your crush, but that doesn't mean it's impossible. By facing your fears, you rapidly overcome them and grow more confident. Things that once intimidated you will quickly hold no more power over your heart, be that battle or even your controlling mom. This is what they call character development!

400 - Jumper Grew Stronger
Within you lies the potential for incredible power, perhaps greater than anyone. When in the Dark World, you get stronger by hurting others and beating them in combat. This is true for anyone but especially you, as your strength increases far more than usual. Your magic has a secret attribute of being "fatal". Certain spells you cast can outright kill your enemies. If you were to slaughter an entire dark world, you might become strong enough to take down a secret boss with one spell.

600 - Glitch Hunter
This doesn't make sense. It can't be possible, and yet... For some reason, reality around you gets very, very strange. It's as if the logic of the world can break down once you act in certain ways, doing things that never should have been possible. People never destined to die could be killed, events never meant to play out could happen, impenetrable doors could be opened. You could even glitch out reality and "clip" into future events by drowning. These are just a few potential examples of the ways your presence seems to shatter reality. By manipulating this power, one could certainly attain FREEDOM, though at what cost?

Townsfolk

100 - Pro Gamer
Crack open your gamer juice and let's game, gamers! You're the predominant gamer in all of Hometown, having mastered all mediums of video games and extensively studying their history. Your gamer knowledge allows you to emit a powerful smug aura that mocks all who meet you. Peons.

200 - Befriended Your Mom
You've got that rizz thing the kids are always talking about. Due to being both funny and a generally chill person, people tend to like you. You're really good at reading people and their emotions, which makes it a breeze to get people to like you more, maybe even more than a friend if you catch my drift.

400 - Find Her
Everything has fallen apart, but it's okay! You'll fix it! Then everything will go back to normal and you'll have your big old happy family together again! You're an expert investigator)conspiracy theorist capable of connecting even the loosest of threads. What happened to December Holiday? Who the hell is Mike?! With your skills and many investigations of the Ice-E's dumpster even these seemingly unsolvable mysteries will be in your grasp! Everyone will see, then!

600 - Rouxls
Maketh waye, thou'st fools! Thine powers art not-eth to be underestimatede, for thou possess power to change-eth the rules themselves! Okay, enough of that. You can literally alter the rules of a fight, making them basically whatever you want. You could make it so instead of attacking, your enemies can only dance for instance. This power is activated by using your "rules card". This ability to control battles with the card will function even in future worlds (and probably in the light world too). You can also just kinda teleport by popping in as a beam of light for some reason.

Boss

100 - IT'S T V TIME!!!
There's nothing quite like keeping people entertained! Seeing all those smiling faces makes you wanna smile too! You're a natural born entertainer, not only able to speak in front of a camera but come up with all sorts of different shows, games and game shows to keep even the snooties Lightner entertained! Who needs the Internet now, huh?! What even is that?!

200 - The Bad Guy
Fighting fair is for suckers. That's what the good guys do. You? You're the bad guy! You'll sneak attack, hold someone's friends hostage, or do whatever else it takes to make sure you come out on top! This skill of yours is developed enough to always know how to hit someone where it hurts. Find the perfect leverage and the perfect time to stab someone in the back and you're bound to win.

400 - Iron Heel
People seek to overthrow you? How foolish! You can instill terror in entire populations such that they wouldn't dare defy you. Even if you were the craziest tyrant ever, only a rare few individuals would even think of attempting to put an end to your reign.

600 - Gary Stu
Sorry to keep a lady in waiting! You're just too good to be true. You're attractive, cool, can fly, you're super fast, you can somehow just show up anywhere - you seem to be really good at basically everything! Your true power isn't in your flight, strength or awesome skateboarding skills, but your friends! By holding onto your hopes and dreams you can channel the power of THE BOYS (your friends) to use their power as your own temporarily. Flowers blooms in your heart!

Mastermind

100 - Ice Queen
Yeesh, I got a chill just looking at you. You have a naturally “cold” and intimidating demeanor about you. Honestly you're very scary. A whole gang of thieves that broke into your house would probably run away just at the sight of you, that's how intimidating you are.

200 - You Promised
Guilt is a powerful tool. Make someone feel bad and you can get them to do almost anything you want. You're an expert at this, emotionally manipulating other people to feel like they *have” to help you to “make up” for what they did, or because they “promised”. Everything is going according to plan.

400 - Mayor
It takes a lot of people to run a town... or does it? Somehow you're so effective and almost omnipresent as a leader that you could fill all the responsibilities of the town by yourself. You could be the police force (helped by your immense physical strength), the one and only mayor basically forever, handle all the day to day issues of the town and be involved in a grand conspiracy to plunge the world into darkness all at the same time. Your efficiency needs to be studied.

600 - Proceed
In the dark, in people's very minds, a voice whispers out... your voice. Your body is but a vessel you use to interact with the world, as your true nature is like a higher being. This allows you to see from a “third person” viewpoint and read the thoughts of those around you, or even view things happening far away at times. You'll still effectively die if your vessel dies, mind you. Your true nature is darker still, as you can use your immense power for evil - to shatter those you interact with into obedient puppets. Through ritualistic steps of forcing them to do what you want and telling them to “proceed”, eventually others will be turned into nothing but yet another vessel, a toy for you to control and play with.

Forgotten

100 - NO. 1 RATED SALESMAN 1997!!!
HEYHEYHEYHEY! IT'S EVERYONE'S FAVORITE [[space frog]], JUMPER!!! YOU'VE GOT DEALS ON WHEELS FOR [[Hungry Customers]], JUST LIKE YOUR [[Little Friend]] SPAMTON!!! YOU COULD SELL A [[Genocide]] TO A [[Little Girl]] IF YOU HAD TO!!! YOU KNOW HOW TO FIND THE [[Dark Web]] MERCH ONLY AVAILABLE [[For A Limited Time]] EVEN IF HAVE TO ROOT THROUGH A GODDAMN GARBAGE CAN TO GET IT!!! [[Big Shot Bowtie, Commemorative Ring, Godlike Power]], YOU CAN FIND IT ALL AND [[Sell, Sell, Sell!]]!!!!!!!

200 - I'm Old!
You're just a wacky old timer, not at all secretly super cool and powerful or anything. That's the impression you can give off when you want to, at least. You can play the fool to make others underestimate you. Despite your age and wackiness, you can connect very well with the youth. You know how to teach by understanding your students, figuring out their desires and learning style. With your guidance even a troublemaker that eats chalk could learn a thing or two.

400 - Lost Girl
"Can anyone hear me? It's dark... so dark..." Those who are lost and scared, buried in the deepest darkness with no hope can only call out for help that will likely never come... or will it? Somehow, your calls always reach someone, even if that shouldn't be possible. Those who hear your call can't help but be curious about it and want to find you. Ignoring all the calling stuff, your loved ones would always keep looking for you if you were to go missing, keeping you in their hearts.

600 - Superboss
Power... the power of darkness shines within you. One way or another you've gained immense might surpassing even the "bosses" of the Dark Worlds. You could have the ability to metamorphose and move so fast you look like you're in many places at once, massive size and the nigh impenetrable defense of NEO or maybe you're just so darn fast and agile nobody can hit you. Regardless, you'd be just about the strongest thing in a Dark World short of the Roaring Knight themselves.

Items

Two items per price tier are discounted except 100 DR discounted items, which are free.

Free - Egg

Well, there is a man here. He's handing you an egg. Not too important, not too unimportant. Maybe something cool will happen if you find more.

100 - Manual

A little manual made by Ralsei to teach you the ropes around here! It gives helpful info about the Dark World and how it works, including combat tips. It's also filled with cute illustrations drawn by Ralsei himself. This manual will be updated in future worlds to give similar tutorials for those worlds.

100 - Training Dummy

A mannequin-style training dummy modeled after you. It's perfect for beating the stuffing out of, or even hugging it if you're feeling lonely. The dummy is not much for conversation.

100 - Vessel (Free/Mandatory Lost Soul)

It's “you!” Your own body, though it's very noticeably grey and immobile if you're not in it. If you’re a lost soul you start in the body, otherwise you can control the body if you find a way to put your soul in it. It doesn't seem to age or go bad unless it has a soul in it.

100 - Bread

Some ordinary bread. Ordinary bread ordinary bread ordin
This is some good bread. It looks a bit “wavey”? Intangible, almost, like it could phase right out of your tummy. It's great with honey to create the coveted honey toast. Even the crumbs can be useful sometimes, you know¿

200 - Old School Games
Just like the good old days! A classic style video game series about... your life? For some reason the game seems to have very dark prophetic information about both your past and your future, potentially useful as a tool for predicting said future. It's extremely creepy. If you go too deep the game can hurt you for real.

200 - Truck
The king's chariot cannot be stopped. This is your everyday work truck, useful for the hardworking backbone of society and perfect for rural environments. It's filled up on gas, but watch out for deer.

200 - Bombs?
Who needs love, hope, friendship and dating when you have #!%$ bombs?! You have a seemingly inexhaustible supply of cat themed explosives which are very powerful and frustratingly difficult to understand how to evade. You have regular and octuple XL bombs to blow away your enemies.

200 - Petal Feather
Time for a change in perspective! This special item is native to the Dark World, but its limiters have been removed to make it useful anywhere. What does it do? For one thing, it gives you mad hops, like we're talking moon shoes level jumping here. The far more noticeable effect is that it turns reality into a side scrolling 2D platformer! Is that useful? Not really, but it's super cool so who cares?

200 - Hip Shop
A cool and happening shop! You've got your own relatively successful store of any type you could imagine, from a bakery to a magic items shop. It's a popular place and you're making a killing right now.

400 - My Castle Town
A little town in a Dark World just for you. This place is just like Ralsei's Dark World, a special version that can accommodate even Darkners from other worlds. It has a dojo, a bakery, a cafe, and so on. Of course, the crown jewel is your very own castle that you can develop however you want.

400 - Giga Jumper
It's a visage of yourself in the form of a giant fighting robot! This robot body is massive and incredibly powerful, assuming you have the skill to pilot it. Or really it's not that hard to pilot, honestly. Three teenage kids standing on top of each other could probably do it just fine.

400 - Thorn Ring
Angel, angel, are you looking for the ring of thorns? The thorn ring hurts whoever wears it, but enhances their magical power. More importantly, it makes them more susceptible to suggestions and obedient to you. It can maintain its form even in the light world. Where did this come from?

600 - Shadow Crystal
Peer into the dark. This black, see through shard shows you another world, an aspect of reality that could likely drive you to madness. This shard grants madness but also incredible power to those who use it, power like the “superbosses” of the Dark Worlds.

600 - Shadow Mantle
A cloak of darkness. The Shadow Mantle is a mysterious item that is notable for granting massive protection against dark and Star based attacks. An opponent challenging the Roaring Knight without this mantle would almost surely fall. This will protect you from similar “dark” and “Star” based powers in future worlds.

600 - Dark World
It's a whole world made in your image. You are the ruler of this Dark World and everything in this Dark World, from the way it looks, to its residents and even its history and culture, are all entirely up to you. It could be a colorful kingdom, some sprawling and bustling city, a TV set or anything else your heart desires. It won't threaten the stability of the world like other Dark Worlds.

Companions

100 - Who Are These Guys?
Where did these jokers come from? You can create/import up to 2 companions per 100 DR spent here, granting them each an origin, body and 600 DR to spend on anything. Alternatively you can import/create just 1 companion per 100 DR spent, granting them the same benefits but 1000 DR to spend instead of 600.

Free - Jump Gang
I'm sure you'll make plenty of friends while you're here. If you do, you're free to take them with you as companions in future worlds as long as they agree to come along. Don't forget, they're with you.

Free - My Body/Soul
Well, this isn't quite right... It seems there's a bit of “dissonance” between you and either your vessel or your soul. Whichever side of this equation you're on, it seems your other part has their own will, personality and desires. Turns out they were their own person, who knew? They could be a lightner, a darkner or even a lost human soul if you're the “vessel” in the equation. They're able to fight you for control and you're bound to have some disagreements as your personalities aren't exactly a perfect match. Maybe, just maybe, if you tried really hard you could be friends?

Free - Idol Sensation!
I can't see beyond the darkness... HATSUNE MIKU!!! That's right, THE Hatsune Miku has appeared to save the day! I mean, all she can really do is sing, but that's gonna help somehow. With her mega pop idol skills there's no way the roaring knight will succeed in their plans!

Free - Togore & Friends
Togore Dreemurr - the middle child of Asgore and Tutoriel Dreemurr, and brother to Asriel and Kris Dreemurr. You can recognize him by his iconic serpent-like eyes. Yes, he's been here the whole time. Just like Noelle's brother Chester Holiday and her secret cousin Rory Nite. You can take any of these totally real and not made up characters with you into the jump and into future worlds if you'd like.

Free - 8-bit Buddy
Look, it's you! Albeit in sprite form. This little video game version of you is rather cute, though sometimes aggressive. Their personality is based on yours, though a simplified version for a simplified little creature. They like potato chips.

Free - Zoro?
"Hey, I got lost! Can you help me find my crew?" Somehow, Zoro from One Piece got lost and is now in Hometown. He's an incredibly powerful swordsman, an alcoholic and he has an unimaginably bad sense of direction. That being said, he doesn't care about anything going on in Hometown and really wants to get back to his crew. Nobody knows how he got here, least of all him.

Mandatory(?) - The Original Starwalker
These companions are pissing him off. He's the original Starwalker. He will also join.

Drawbacks

+0 - Traveler
Rather than the world of Deltarune as is, you've arrived in an “alternate” version such as a fan game or fanfiction depiction of the world. No matter what version of the world, though, you'll never be free of the Ice-E cryptid.

+100 - Walking Dead
You okay, Jumper? You look a bit... tired. Y'know, “I don't get out of bed unless someone else makes me” tired. Even the way you move and carry yourself is like a shambling corpse. You're not exactly motivated to do much. You might have depression.

+100 - Doormat
Standing up for yourself is hard. Accepting the use and abuse by everyone else around you is much more your speed! Your natural demeanor is to be absurdly obedient and compliant with pretty much anything anyone around you wants, including using you as a literal stool. There are still some moral boundaries you won't cross, but with enough effort...

+100 - Hungry
It's 3 A.M, time to eat some more chalk! You have a regular hunger. This hunger is not just for normal things like actual food, but includes delicacies such as chalk and moss. The longer you go without sating your hunger, the more pissed off you're gonna get. Consume the moss. Participate in the cycle of life.

+200 - Knight 's Pawn
You've become a part of the conspiracy of the Roaring Knight including Mayor Holiday and even Kris. You can't just leave, whether due to some sort of blackmail or sunk cost fallacy, so you'll have to help them with whatever their goal is. This further endangers the world and makes the Roaring all the more likely.

+200 - Falling Apart
Things used to be so much better, y'know? Happy family, glitz and glamour, unlimited free ham sandwiches - whatever you once had that gave you joy is now gone. Your life has been getting and will continue to get worse. Your happy marriage is now a divorce, your thriving salesman career in ruins while you have to live in a garbage can. Not only are things bad, but in the near future it seems like they'll only get worse and worse unless you play your cards perfectly.

+200 - Friend
Meet your new... friend. He's got yellow and pink eyes, is a cat(?) and he seems to always be following and watching you everywhere you go. What he wants exactly is unclear but I don't think it's gonna end well. You definitely shouldn't follow him into the woods.

+200 - Crazy
You've learned too much. You saw too far beyond the veil and have now gone completely insane. Your whole manner of speech is very bizarre. Your psychosis has made you homicidally violent and obsessed with obtaining “freedom”. You listen for help, but all you hear is garbage noise.

+200 - Swoon
The Roaring Knight. The one responsible for the creation of the Dark Worlds (sorta) and the ultimate threat the heroes must face. Now they're messing with you for some reason, even if you're working with them. They'll attack you even in the Light World and while they're not necessarily gonna kill you they still intend to bully you and make your life as hard as possible.

+300 - Goner
Where are you? How long have you been here? It seems like you’re stranded totally alone in the deepest darkness. There's nothing here but you and yourself. Maybe one being that you can feel watching you and listening. How you got here is a mystery and getting out is an even bigger one, but unless you can figure it out by the end of this jump you'll lose your chain.

+300 - Weird Route
Do you hear it? That whisper, calling out to you. It's telling you to proceed. Someone has gained control over you mentally, brainwashing you into obeying them and their will. They'll force you to enact horrible violence against others and wipe out whole worlds if they get their way. The more this goes on, however, the more you'll enjoy it. The power. The “freedom”. Let's do something crazy...

+300 - ...Will Now Be Discarded (Cannot take with Goner)
No one can choose who they are in this world. Your name is Kris. You've taken the role of the red soul inside Kris, denied your own body and autonomy. You control Kris’s body most of the time, though they can defy you in small ways. When they really wanna cause chaos, they'll rip you out of their chest and go off to enact their plans. You're now a central figure in the Deltarune prophecy whether you like it or not and you'll have to deal with all the hardships that entails.

THE END

And so the Legend came to an end, the prophecy surely fulfilled. Make your final choice, perhaps the only true one you've ever had.

GO HOME

STAY HERE

NEXT JUMP

Notes

- In future worlds your Dark World magic and abilities will always be active.
- Thanks for using my jump. God bless!
- Get a chance!