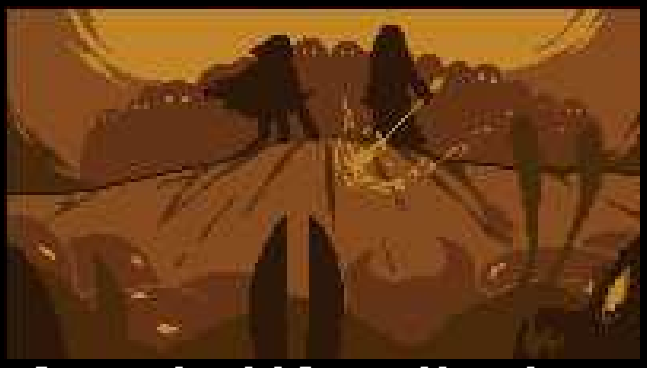


Long ago, two races ruled over Earth:
HUMANS and MONSTERS.



One day, war broke out between the two races.



After a long battle, the humans were victorious.



They sealed the monsters underground with a magic spell.

Many years later...



Mt. Ebott
201X



Legends say that those who climb the mountain never return.











UNDERTALE

By Toby Fox

Jump by PsychoAnon

Greetings, "Jumper".

After being sealed by humanity, monsters made the Underground their Home. Led by their king Asgore, they ventured as far as they could. They traveled through cold, marshes and scorching heat until all of it was inhabited by the magical beings. Life is peaceful in the Underground, but as time goes on more and more issues arise. The monsters are bitter at humanity who sealed them underground and seek to return to the surface one day.

Though this dream sounds impossible, they have one hope - seven human souls. With that power, king Asgore can become a god, shatter the barrier that seals them underground and destroy humanity. Rarely, humans will fall into the Underground. Already six have fallen and had their souls taken. With just one more soul, Asgore can shatter the barrier and free his people. All monsterkind hopes and dreams of freedom.

A seventh human child named Frisk, filled with determination, will soon fall Underground, landing on a bed of golden flowers. Your time here begins as that event occurs. Have fun and stay determined, Jumper!

+1000 LV (love!)

Races

600 - Human

So you're a human, hmm? How unusual. How unfortunate. You can expect many residents of the Underground to hunt you for your powerful soul. Human souls are physically filled with Determination - the will to keep living and the resolve to change fate.
Determination can indeed allow you to change fate, as the most Determined being can travel back in time by "saving" and "loading". Just like in a video game you can make a save and, should you die or choose to load, return back to the time when you made the save. You can also "reset", which will place you back to the start of your current jump. You only have one save "slot" and must save at preset glowing golden "save points". Due to your Determination, you maintain your memory of timelines even if someone or something else causes it to shift or be reset. You have an average amount of Determination for a human. Frisk has an exceptional amount. Therefore, you likely won't control things once they show up. **Fallen Down Scenario unlocked!**

Free/200 - Monster

You are one of the magical denizens of the underground. Monsters are beings of pure magic, with their forms being practically anything you could imagine. There's skeletons, ghosts, humanoid fish, frogs, dogs, living flames, conscious planes and much more. Your form can be basically whatever you wish within reason and the form you pick may even give unique abilities and drawbacks, such as ghost monsters being incorporeal and immune to physical harm, though also unable to interact with the physical world.
Monsters are capable of magic, using it to launch attacks directly at foes' souls and in rare cases heal others. You can design your own "bullet patterns" and develop more with practice, plus you have one special trick related to manipulating souls such as turning a soul blue and thus making it "heavier" and subject to gravity.
Monsters are made of pure magic. As a result, they and their souls are far weaker than humans. A monster takes more damage the more their enemy is willing to hurt them and it would take the souls of every monster in the underground to equal that of one human soul. Their one strength is that monsters can absorb the souls of humans, transforming into a creature of terrible power. While a normal monster likely wouldn't stand a chance against a human, you can pay **200LV** to be a Boss Monster. Boss Monsters are the royalty of the underground, large goat-like humanoid monsters. They're the most powerful kind of monster. A boss monster is strong enough to go toe to toe with a human using their fire magic, they have healing magic and their soul is powerful enough to persist after death for just a bit. Boss monsters do not age past their prime unless they have kids, with their age "flowing into" their children to make them grow.
Hopes and Dreams Scenario unlocked!

300 - Flower?

Very, very interesting…. It appears you are a creation of science, a meager flower injected with Determination. As a result you have all the same abilities a human would in regards to DT, but with less DT than the average human. Despite being a flower, you can move around by burrowing underground and can pop back up even through the toughest surfaces like stone or metal. You can even use magic like a monster. Due to being neither monster nor human, you can absorb both human and monster souls. All this comes at a great cost, however. This is not your original form, as you were once a monster whose dust sprinkled on this very flower. All the emotions you once felt so strongly - love, joy, connections with others - it's all gone. You simply can't feel emotions or bring yourself to care about others, at least not to any significant degree. You will be stuck in this form and unable to feel anything either until the end of the jump or once you complete the "Your Best Friend" scenario, with those conditions being treated like a drawback and thus impossible to circumvent. **Your Best Friend Scenario unlocked!**

9999 DP (dog points) - Annoying Dog

The absolute DOG of this world. Exists everywhere simultaneously, stealing bones from devilishly handsome skeletons and absorbing artifacts. Develops games in spare time. The dog has somehow asserted itself onto this page. Please help.



Perks

Congratulations! You've gained two 50% off discounts for each price tier of perk (100,200,400,600). 100 point perks are absolutely free when discounted! ...and I'm free this weekend ;)

*The narrator has been fired.

100 - Dodging Bullets

Fights in the underground may not be what you're used to. Combat is "turn based", with each side getting one chance to attack (or perform some other action) and then must wait for the other to act and so on. You possess a rare skill that most monsters seem either unwilling or unable to utilize - the ability to dodge. You're incredibly agile, able to duck and dive through even the most complex bullet patterns without breaking a sweat. Keep in mind that if you dodge long enough you're liable to become tired.

100 - "Home" Economics

There's nothing more wonderful than a mother's love. Now, the power of being a mom is yours! Uh... well, not literally. You just have all the attributes and skills needed to be a good homemaker. You have a warm, comforting presence and know how to guide and educate young minds. On top of all that, you bake a MEAN pie.

100 - Funny Bone

Who doesn't love a good joke? Or a bad one? Well, you're a natural at both. You can even think up some classic pranks to mess with your friends. You're a real riot. You could knock a comedy club dead and rib the crowd while you're at it. Your humerus nature is sure to win you lots of friends. And enemies. Frenemies? Ends?

100 - Ever Vigilant

You may not be where you'd like to be in life, but that's okay! You'll just have to work hard to get there! You're incredibly persistent. While you may not have "Determination" in the technical sense of the word, you've got the willpower to always give 110% at everything you do! Whether it's capturing humans or becoming the world's best pasta chef, you'll always remain enthusiastic and hopeful! Fortune! Fame! Friendship! It will all be yours!

100 - Fighting the Ivories

Well well, who knew you were such a musical savant? I mean, I guess you weren't until you bought this. Don't question my monologue, okay, just sit there and look cute. Anywho, you have a not-unparalleled-but-still-very-good talent not just in a musical instrument of your choice (or singing), but a great understanding of music in general. You can read sheet music and appraise what's good or bad in any genre, allowing you to serve not just as an artist but a composer or DJ too!

100 - Flytrap

You're such a sweet and innocent little thing, aren't you, Jumper? At least, that's what all the IDIOTS are gonna think when they see you. You're able to pass yourself off as friendly and harmless to lure in unsuspecting victims, only to destroy them when their guard is down. You're pretty good at lying too. Go show everyone what they get for being so nice!

200 - Mercy
It's easy to be violent. To simply kill those in your way. You know there's a better way. You're extremely empathetic and have an intuitive grasp on what others want, what motivates them deep down. Thanks to this understanding, you can quickly figure out a way to peacefully resolve any fight, should such a way exist. You can make this a world where nobody has to die!

200 - Beloved Ruler
The monsters have always been led by their king Asgore for as long as they can remember. His people love him in spite of his occasional missteps and pushover nature because he's just such a nice guy. You're much the same, in that you're just so likable almost nobody would ever wanna overthrow you as a leader. There's sort of a logical limit to this, like if you drove the whole kingdom to ruin or something, but otherwise you won't have to worry about any coups. Not that you had to worry about that anyways.

200 - Judge
A lot of people think you're just a goofball, but they're only looking skin-deep. The truth is, you're VERY perceptive and a fantastic judge of character. You can figure out a lot about someone just by laying your eyes (or sockets) on 'em, such as their willingness to hurt others (LOVE) and just how much violence they've already inflicted - the amount of lives they've taken (EXP). You can read people like an open book, to an absurd degree. If, say, a time warping superbeing kept getting killed by you and going back to try again, you'd be able to tell exactly how many times they'd died just by the look on their face.

200 - Puzzle Prophet
Puzzle creation has been a monster tradition ever since monsterkind was first banished Underground. Among the creators (and solvers) of puzzles, there may be no greater expert than you! You can design incredibly complex traps that could test even the most seasoned and critical of minds... or make puzzles that are digestible for the children that will likely be solving these things. What's more useful than the puzzles themselves is the skills you've accumulated in the pursuit of their creation. Carpentry, engineering, computer programming - you could do it all, devising traps that could rival Papyrus's own gauntlet of deadly terror! Maybe don't unleash that on kids though?

200 - Superstar
Time for your closeup, darling! Forget about that silly "Determination", you've got something even better - star power! You're the very definition of an entertainer! You can do it all - singing, dancing, acting, advertising, newscasting, cooking, sports, streaming, card games, AND EVEN MORE! With your enormous and magnetic personality, you can do just about anything and have audiences on the edge of their seats! Your fans will not only adore your personality, but find you absolutely irresistible even if you're just a metal box. You could even turn society into a dystopian cult built around worshipping you! You could easily become the biggest star in the Underground - even the world!

200 - Monstrous Strength
YEAH! FEEL THE POWER WELL UP INSIDE YOU! Much like a certain fishy monster, you have incredible physical strength. You could suplex a boulder or leg press several cars over your head just cuz you felt like it! This unfortunately doesn't help much in combat because that's just not how fights work down here. Still pretty damn cool, though!

400 - Never Give Up
I know your type. You're very determined, aren't you? When you have something you want to do, there's practically nothing that can stop you from pursuing it until the end of time. If you want to make a better world for literally everyone, you'll try anything in your power to make that dream a reality and then some. Even if you suffered the pain of death millions of times fighting the same opponent over and over, you STILL wouldn't give up.

400 - Shortcuts
Getting around the Underground can be a bit of a hassle. You either walk or hitch a ride from the riverperson. Well, you've got your own means of transport - teleporting. You can instantly warp from place to place with ease, even from one end of the Underground to the other. Your manipulation of space goes further, as you can manage to somehow be in two places at once and make structures that work the same way. You can even teleport other people against their will. Say, directly into the middle of your attacis? This does have a limit, as you can't teleport beyond the barrier, but that might be more due to the barrier's magical nature. Either way, you've got a pretty handy trick.

400 - Royal Science
While the Underground may seem primitive at first, some parts of it are highly advanced, due to the effort of the royal scientists. You have the same genius and knowledge when it comes to science. You're the best scientist in the Underground since ! You could build a killer robot that morphs into a sexy killer robot, upgrade a brick phone into a modern one that can also turn into a jetpack and gain access to pocket dimension storage - you could even recreate the CORE itself with enough effort. You're the biggest dork around!

400 - KARMA
Do you think that even the worst person can change? That anyone can be a good person if they just try? Probably not. But at least when you meet those people, you'll be able to give them a bad time. Your attacks can use KARMA, which is basically the accumulated sins of the target, their LV and EXP, backfiring on them as it eats away at their very soul like a poison. The more hits you land on them the more KARMA inflicted, ignoring their defenses as their sins weigh down on them and burn them from the inside out. You might not be able to stop them, but you'll make sure they WORK to get past you.

400 - Mastermind
They might think that just because they control the timeline that they're in control. But this is YOUR world. You know it better than anyone and you can still play everyone like a fiddle, including them. You're unrivaled when it comes to manipulating people, as if you've done it for millenia. You can trick people into doing almost anything, understanding everything about them and using that knowledge to figure out how to get the dominos to fall right where you need them to. You could trick the entire Underground and Frisk into performing the exact steps needed for you to become a GOD.

400 - I See You
This world isn't "real". You can tell that. Even though you can't articulate exactly how, you know that this world and even your entire adventure is like some kind of game controlled by a higher power. You can now communicate directly to that higher power though if they'll respond is anyone's guess. Who knows, though? Maybe if you ask nicely they'll bless you.

600 - True Hero
This is it. The end of the line. All hope is lost and the bad guy has won. Is this really it? ...No, you won't accept that! You're fighting for everyone's hopes and dreams, everything they believe in! Once per jump, on the brink of death you'll recover, your soul pulling itself back together as Determination overflows your body. Your power will skyrocket, to the point that a decently strong monster could now easily tear a human to shreds. This Determination can only last so long and if you're a monster this will melt you if you don't find a way to calm down and reduce your Determination. They're gonna have to try a little harder than THAT.

600 - Cheating
Combat in the Underground is odd. It operates on all these rules. But what if you didn't have to follow them? Why do you have to let the enemy go first? Why do you have to end your turn? Screw that. You can break the very laws of reality itself. Attack your enemy first. Hell, attack them ON their turn. Ignore invincibility frames and hit them with the same attack dozens of times a second. Maybe you could shatter one of their buttons while you're at it and make them incapable of using it. You'll run out of these tricks eventually, but they're so powerful it'll make winning against you practically impossible. If you play your cards right then maybe it will be. You can apply this same cheating ability to any other "gamified" systems or worlds where there's "game mechanics" at play.

600 - Soul Science/Timeline Observation
Monsters have been willing to do almost anything to break the barrier and escape the Underground. Among these efforts were experiments regarding Determination. You have the same knowhow as Alphys in building devices and tools that can interact with Determination. You could build a machine like the DT extractor capable of siphoning Determination from human souls directly in liquid form and injecting it into monsters or even other lifeforms like plants. You're well aware of just what happens when a monster or a plant is injected with Determination. Another interesting field of study you've undertaken is creating devices which can directly monitor the movements of timelines. You can see how they flow and any anomalies in them such as randomly jumping around, stopping, starting, looping in on themselves etc.

600 - Demon
What the hell are you? It seems that even in spite of a body, a soul or anything else, your essence still lingers after death. Your being hangs on as a spiritual presence past your demise, capable of clinging onto the soul of another. You'll regain your consciousness and watch those you've clung onto vicariously, only able to give commentary on the things they're seeing and the people they meet. However, should the person you're attached to start becoming violent and detached (or just be that way from the start) your control over their body will grow. After a while you'll be able to make them perform actions like step forward and even attack someone against their will. Once they've become violent enough, concerned only with making "numbers" go higher, you will fully take over. At this point you can bargain with them for their soul and should they agree, you can return from the dead now in full possession of them.

Items

You get two 50% discounts for items of each price tier (100,200,400,600) with 100 point discounted items instead being free.

100 - Stick

The weakest and most basic weapon one could have in the Underground. While it may seem weak, it is irresistible to dogs. Any dog monster could be instantly placated by throwing them the stick and the same applies to nearly any canine you could encounter in the Underground and beyond.

100 - Pie

You've gained a limitless supply of your favorite food. Whether it's butterscotch-cinnamon pie just like goat-mom used to make, spaghetti, chocolate, or even just bottles of ketchup because you're a freak. It tastes just like a happy memory.

100 - Flower Garden

The Underground has a surprising amount of flowers for being underneath a mountain, partially because the king loves gardening. You've gained your own garden which contains golden flowers, buttercups, echo flowers and various other types of flowers found in the Underground. I'm sure they'll brighten up people's day!

100 - Human History Collection

You've really hit the jackpot with this! You have a massive collection of human history books and movies which are 100% accurate. These scholarly tomes and documentaries show off many of the more interesting aspects of human history, such as their giant swords, flowery swordsmen, giant alien fighting robots and supernatural princesses. Includes classics such as Mew Mew Kissy Cutie 1 and 2.

100 - Cool Dude Shirt

An astounding low-cut shirt that says "cool dude" on it. Makes you seem 300% cooler and is perfect for sports. Will win the hearts and minds of millions! It didn't originally say "cool" on it, but someone manually improved it. Expert tip: all clothing articles can be improved this way.

200 - Monster Phone
Just because they're sealed Underground doesn't mean monsters are savages. Just look at this phone! The phone has really good reception as it can send and receive calls even from outside the Underground! It looks like an old school brick phone, but it's actually been upgraded with texting and internet access, as well as a jetpack, special soul mode and dimensional storage.

200 - Fashionable Armor
Did you get all dressed up just for me? I'm so touched! You have multiple pieces of equipment which serve the primary purpose of boosting your defense. There's a faded ribbon, an old tutu, cloudy glasses, a stained apron and a cowboy hat. Some of them have special effects, like the glasses increasing invincibility after getting hit and the apron healing you every other turn. Alternatively you can have similar armor to the kind some royal guard members use. Maybe you're a member?

200 - Puzzle Construction Set
It's every puzzle maker's dream! You've got all the tools needed to make just about any puzzle your heart desires! There's deadly spikes, switches, invisible electricity mazes, deadly spikes, lasers, heat vents, complex tile puzzles, deadly spikes and vastly more! It even comes with a copy of advanced puzzle construction for critical minds! What a find!

200 - Sentry Station
Monsters must remain constantly alert in the hunt for humans. That's not what you're doing, though. Instead you're selling hot dogs. This is basically a hot dog stand with all the various hot dog-related amenities one would expect. The special thing about this stand is that you can set it up in multiple places simultaneously. Somehow, this hot dog stand defies the laws of reality and exists in as many places at once as possible. You can set up the stand very quickly in a new area once you get there and man all of them at once since they're all still the same stand. Don't ask how that works. It just does. Can also sell "nice cream" in partnership with that nice cream guy.

200/400 - Robot Body
Have you ever looked at that dashing rectangle Mettaton (live on air 12:00 AM to 11:59 PM monday - sunday only on the MTT network) and wished that you could possess that same angular beauty? Better yet, are you unhappy with your current state and wish you could have a body that's just right for you? Look no further! Assuming you're a ghost monster or something similarly intangible, you can possess and fuse with this robot body, specifically designed to cater to all your needs and aesthetic sensibilities. Whether you want to look like a pop star or an anime character come to life, now you can! If bought for 400, it comes with several customizable forms and one mega-powered up form that makes you the ultimate human-killing machine (defense quite low)!

400 - Home
A lovely house to call your very own. It could be a cozy place like Toriel's or a nice cottage like Sans and Papyrus's place. Maybe even an oddly fish shaped house like Undyne's. The house will fit your needs and aesthetic sensibilities. Housing is not cheap in the Underground, what with the rampant overpopulation, so you're very lucky.

400 - Resort/Bar
Forget a house, how about a whole resort of your very own? It's the most top class hotel in the Underground with all the amenities one could need - massively oversized beds, food made of sequins and glue, a built-in 5 star restaurant and a fountain of yourself that's constantly spewing water on the carpet. It's all staffed by loyal employees who love you (except this one guy who sells the food). You'll constantly have new customers pouring in out of sheer brand loyalty! Alternatively, you have an equally successful bar.

400 - Ferry
Tra la la~ You have your own personal taxi service in the form of the riverperson. Their weird dog fairy can gracefully run across the water and probably on land, taking you wherever you need to go in an abnormally short amount of time. They'll even sing cryptic hints and warnings to you, as they seem to know almost everything somehow. They won't elaborate on the information, though. They're just too space-y.

400 - Shop
A humble shop with an infinitely restocking supply of items. There's snacks like cinnamon bunnies and sea tea, food, various clothing items and "tem flakes" (whatever those are). The true strength of this shop is a secret of the Underground - so long as you're manning the station, violence against you is utterly impossible. Knowledge like this could keep you alive even with a crazy mass murdering human on the loose.

400 - Blasters
Magical weapons created by the previous royal scientist. These laser blasters look like goat skulls and float around in accordance with your will, shooting out powerful beams of magical energy that can shred through even the most murderous humans' HP bar. They're really, really cool and make you feel like an anime character.

600 - Locket and Knife
You opened two presents - inside one was a heart-shaped locket that said “best friends forever” and made you feel very nostalgic. In the other was a worn dagger made for cutting plants and vines. While an effective piece of armor and weapon respectively, their true strength is only revealed as you kill. The higher your LOVE, the more EXP you accumulate, the more willing you are to hurt others and the more detached you become emotionally, the more powerful they become. A genocidal maniac would find these items powerful enough to make them nigh invincible and one-shot any monster in the underground, and they’d only grow more effective the more and more you killed, even when wielded against non-monsters.

600 - The Core
Possibly the greatest marvel of engineering monsterkind has ever seen, designed by the original royal scientist. This energy generator can power the entire Underground all on its own and shift its internal structure day by day to serve as a confusing maze. What’s more concerning about the Core is what happened to its creator. It’s rumored that one day he fell into the core and was scattered across time and space. What does this mean? Is this even true? Maybe with some experimentation, you could find out. I’m sure it will be very, very interesting.

600 - True Lab
You’ve acquired your own well hidden and deeply secure lab filled with all the equipment needed for experiments involving Determination. There are various computers on the walls that you can use to log your findings, vending machines, a room filled with golden flowers, a video room with a VHS player and more! Oh, also the giant machine made to extract Determination from human souls and a supply of liquid Determination, which can turn monsters into immortal melted abominations when injected into them. That was probably important to mention too.

Companions

100 - Companion Import/Creation
Wanna bring your friends along with you into this wacky world or maybe make some new ones? Well, you can! For every 100 points spent here you can import/create two companions who gain the same discounts as you as well as 600 points each to spend on whatever they'd like. Alternatively, you can import/create just one companion per 100 points who gains 1000 points but otherwise the same benefits.

Free - Good Friends
The Underground is a magical place. It's got good food, bad laughs and most importantly some good friends. If you'd like to take any of the unique characters down here with you on your further adventures, all you have to do is ask. If they say yes then congrats, you can take them along.

+100 - Jerry
Ugh, THIS guy. Jerry is the most annoying guy you could possibly imagine and for the rest of your time here he's gonna keep barging in on your life and making it just that much worse. There's no way to stop Jerry. You'll just have to deal. You poor, poor soul.

Free - Narrator
If your adventures weren't interesting enough, why not spice them up with this weird disembodied voice that follows you around everywhere? This "narrator" is a very charming soul constantly making witty remarks, jokes and puns. They also occasionally show a childlike immaturity and a bit of a biased point of view. You'd think they'd be some omniscient force, but it's almost as if they have a history with this world... Whatever the case, their razor wit will accompany you and you can even respond to them if you want. Maybe you'll become friends!

Scenarios

Fallen Down

A human has fallen to the Underground. It's you. You've taken the place of Frisk and are now the sole human in the Underground, now as trapped as the monsters. To get out, you'll have to trek all the way out through the ruins, Snowdin, Waterfall, Hotland, the Core and New Home, all the way being attacked by monsters who want to kill you and take your SOUL. Of course, you control the timeline so as long as you stay Determined it's only a matter of time until you make your escape. But is escaping your true goal?

You don't just want to get out of the Underground, you want to save all the friends you made along the way and free monsterkind. The way you'll do this is by sparing absolutely everyone and befriending people too. Once you've become good enough friends with everyone, all that's left will be to face Asgore himself. Toriel along with the rest of the monsters will come to your aid and promise to let you stay in the Underground peacefully. That is, until Flowey shows up and captures all your friends in one fell swoop. He'll absorb the human souls along with the soul of every monster in the Underground. He'll then regain his true form, Asriel Dreemurr, the prince of the monsters. Now facing an invincible god in control of the timeline, victory seems impossible. But by reaching out to the souls of your friends you can save them and once they've all been saved you can save Asriel himself, who attempts to finish you off but fails as your Determination keeps you alive. Asriel will then accept his defeat as he tells you he just missed having emotions and didn't want to say goodbye to his best friend. He'll then set free the souls inside him and shatter the barrier, freeing all monsterkind and leaving him to return to his state as a flower.

Your reward for achieving this peaceful ending is the ultimate Determination. In climatic battles such as the one against Asriel, you will gain Determination so powerful you'll be completely incapable of death, your soul "re-fusing" back together each time you'd perish. Even your dreams for a better future will become tangible objects capable of fully healing you. Alternatively, you could forgo this reward and in exchange Asriel will be allowed to stay in his original monster form. You can even bring him along as a companion.

Hopes and Dreams/Your Best Friend

Seven human souls. That's the power needed to become a GOD. Your objective as a monster is quite simple, but incredibly difficult - kill the human, take their soul and become the GOD in order to free all monsterkind. This is easier said than done given their control of the timeline, but even the most determined of humans will give up eventually. Just ask Asgore.

Once you've acquired the human's soul, Asgore will relinquish the other souls freely, glad for it to not be his job to do what needs to be done. You'll then acquire this power and have to shatter the barrier. More likely than not a war will break out between humans and monsters yet again and it will fall to you to wipe out humanity altogether.

As a flower, things are far more interesting. It seems Asriel's soul is at peace and instead you are the golden flower Alphys accidentally brought to life. You still have some of Asriel's memories, however. His dust was sprinkled onto you. You remember what it was to love and to be loved. The feeling of your mother hugging you and your happiest times spent playing with your best friend, Chara. But now that you don't feel anything, all you want deep down is to get that back.

To achieve this, you'll have to manipulate everyone in the Underground including Frisk, getting them to organize a seemingly perfect ending only to snatch it all away at the last second. It's then you'll absorb all the human souls along with every monster in the underground to regain your original form and become the GOD OF HYPERDEATH! It's then that you'll have your final battle with Frisk, who is more determined than ever to stop you. Ultimately you'll have to take them out for good so that you can reset the timeline and do everything over again, playing with your best friend forever.

The reward for both these scenarios is the same - the ultimate power of a god. You have infinite attack and defense along with complete control of the timeline. Your raw Determination renders you entirely immortal and unable to die and the countless souls let you make quick saves which you can then load as you please. You can play around with this world all you like and then once you finally get bored of you, you can move on with your chain.

*Chara - no, Jumper. Please don't toy with these people. Let Frisk win. Let them have their happy ending. Everything will be fine. Everyone will be happy. You are the only one with the power to stop that. Take it from me- power doesn't matter in a world without love. I'm sorry, you've probably heard this a hundred times, haven't you? Well. That's all... See you later, Jumper.

Drawbacks

+0 - It's Raining Somewhere Else

Um, is this the right place? It seems like rather than the main world you've ended up in some alternate continuity, an "AU" if you will. I hear these places get pretty darn crazy and basically all of them have some wacky version of Sans.

+100 - Annoying Dog

That darn dog. He's everywhere. The annoying dog has decided to plague your life, inconveniencing you at every turn. He'll steal your prized possessions, snatch away ancient mystical artifacts RIGHT when you were about to get them, interrupt your battles and generally be a non stop nuisance. There's no stopping him. There's no getting rid of him. You can only cower in the face of the inevitable.

+100 - Lazy

If everyone in the Underground is always going on about Determination, you're basically the opposite of that. You're super lazy. Most days it's a hassle just to get outta bed. Forget about fighting. It'd have to be the end of the world before you'd choose to get into a fight. ***Hey, don't make it sound so incriminating. Being lazy is pretty hard work. Imagine an image of my face winking when I said that.**

+100 - Personality Flaw

Nobody's perfect. Especially not you. You've got some glaring issue with your personality that's sure to get on people's nerves and get you into hot water. Maybe you've got anger issues so severe you'll just start hucking knives at people or maybe you're such an egomaniac that you try to turn society into a cult built around you. Y'know, small things.

+100 - World's Worst Chef

Your cooking skills are out of this world, Jumper! As in, only an alien could comprehend how you think this is what cooking is. Most people don't have the heart to tell you, but the dishes you create are beyond inedible. You bravely persevere despite that, vainly hoping you can one day be a master chef! Instead you just keep burning your house down. Seriously, you burning down your place of residence is now a monthly occurrence.

+200 - Impaired

Some monsters were just built wrong. Case in point - you. Even if you aren't a monster you've got some major impairment, like an inability to see things that aren't moving or a complete lack of arms. While this doesn't make life in the Underground impossible it's sure gonna be a hassle.

+200 - Pollyanna
You're optimistic to a fault. Like, a really bad fault. Like, "a genocidal psychopath is about to tear you apart and you just stand there and take it because you believe in them" fault. You automatically believe the best in literally anyone regardless of evidence to the contrary. You better hope you don't encounter any truly nefarious characters.

+200 - Pacifist
Violence was never an option. You refuse to harm others no matter what. You simply can't bring yourself to hurt somebody else no matter how bad they deserve it. You might attack someone if you absolutely have to on the threat of certain death otherwise, but even then you'll make sure not to kill them. Life is probably gonna be a real uphill battle.

+200 - Fight!
I don't know what it is, but something about you seems extremely murderable. Practically every person you meet will try to kill you on first meeting them, even if they're the nicest person imaginable otherwise. You'll be getting into random encounter style fights everywhere you go. It's a major inconvenience.

+300 - Easiest Enemy
You REALLY aren't much of a fighter. You are the weakest thing in the entire Underground. One atk one hp and one def. Your stats are literally as bad as they could possibly be! Any abilities from outside this jump that would at all help you in a fight are now disabled too, meaning you're stuck with these measly stats and whatever you can cobble together from this Jump. But I mean, how strong can you get with stats like that?

+300 - Amalgamate
You used to be normal once. Now you're an abomination. After an experiment involving Determination, you've melted into a goopy monstrosity. Your memory is hazy, you're constantly in pain and you tend to violently lash out in confusion and sorrow when you see someone. These mental symptoms can be somewhat reduced by spending time with your loved ones, but otherwise this is an incredibly terrible existence. Unlike the other amalgams, you don't have immortality and can still die.

+300 - Soulless
What on Earth have you done? You sold your soul to a demon and it's not going to give it back. This being now has total control over your body, taking over whenever it suits their fancy. They're dedicated to wiping this world out entirely and there's honestly very little you can do to stop them. After all, since when were you the one in control?

It's the End.
Make one final decision and select your fate.

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Notes

- Thanks for using my Jump!
- If you think something's missing, try scanning the darkness.