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

One day, they all dissapeared without a trace.



Welcome to the Underground, a world populated by monsters, long ago banished from the surface by humans. Here, the monsters make a peaceful existince, making do with what they have. Relax and take a load off- There's no need to worry about fighting anyone here. Just good food, bad laughs, and nice friends. Your stay here will last the usual 10 years- And it'll start 5 years before the events of the game proper.

This jump replaces the Undertale jump. If you choose to take this jump, you cannot use the regular Undertale jump- and vice-versa.

To help with your stay, you have **1000 cp** to spend. Spend it wisely, young one... And be good.

(hey, just a tip... now's your last chance to turn back. don't say i didn't warn you.)

Roll 1d4 for your location. If you're unhappy with it, you may pay 50 cp to choose manually.

1. Ruins - The purple-colored ruins of the old monster capital, HOME. Though the Ruins are closed off to the rest of the underground, many monsters still live here, ekeing out a meager existence. They're rather small once you get used to them. Notably, the Ruins

have a room where someone could fall into by accident.

2. Snowdin - The icy Snowdin is a winter wonderland, full of snow and forests. Some fuzzy folk who like the cold have made a town here, and some of the town's teenagers like to hang out in the woods causing trouble.

3. Waterfall - The swamps of Waterfall are temperate and vast. And very wet, if the name Waterfall didn't get that across. It's a strange place full of bioluminescent plants, glowing water, and rock formations. Not many people live here, so this place is like a wildlife reserve crossed with a history museum.

4. Hotland - As the name would imply, Hotland is the hottest place in the underground. A vast lake of magma full of whooshing steam and cogs, Hotland is a hotbed of geothermal activity. In the center is the CORE, the power plant that powers the entire underground- And next to that is MTT resort, the best hotel in the entire underground.

*Backgrounds

Your gender stays the same, or you can pay 50 cp to change it.

Drop-in (Free): You don't really have any sort of history in the Underground. You just kind of... Show up one day, and assert yourself. You have no memories or really any idea of how things work around here, but I'm sure somebody will be glad to show you the ropes.

Caretaker (Free): A gentle and kind soul, you take care of your home and your friends. You're not a guard or anything, but you make it your job to patrol your area and keep it maintained. You listen to people's problems, you take in the hungry, the cold, and the poor, helping them get on their feet and able to fend for themselves again. Some would say it's a thankless job, but people know and recognize you as somebody they can respect and trust, and somebody they can go to when they have a problem.

Shopkeeper (Free): The simplest way to make a living down here is to sell a good or a service. Well, you, uh... do that. You have a store, and you sell stuff! Hey, nobody said these descriptions had to be complicated!

Royal Guard (Free): Of course, one of the biggest dangers to the underground is, what happens if a human falls down into the underground? The Royal Guard captures them, of course! An elite military group trained to fight humans, the Royal Guard's greatest duty is defending monsterkind from humans. Never mind that it's primarly composed of dogs.

Scientist (Free): Technology is something of ever-increasing importance in the underground, and the scientific community is something actively cultivated by the crown. There's even an official position for Royal Scientist! While you may not be the Royal Scientist, you're a scientist

all the same, and while most of your work involves reverse-engineering human technology, you still have plenty of time to do your own research... Nerd.

Entertainer (Free): Nobody's denying that the underground has problems. Overpopulation... Dreariness... But really, there's not much anyone can do about that! So why not take a load off and have fun instead? You help the underground keep its spark alive with your glamourous style! Singing, acting, dancing... Whatever you do, it's in the spotlight, baby!

Fallen Human (200cp): What's this? You're not a monster at all. But you're not a human either, are you? You fell into the Underground, whether it be by fate, by accident, or by chance, and your presence will inexorably change the fate of Humans and Monsters forever. If you choose to become a Fallen Human, you are locked into human form for the duration of this jump. Fallen Humans always start in The Ruins. The Blatantly correct choice.

*Races

Monster (Free): A bunch of weaklings, resembling anything from a vegetable to an eye with arms and legs to an anthropomorphic goat. No matter what they look like, though, the rules of how they work are generally the same- Stab them and they die.
Monsters roll 1d8+17 for their age.

Dog (+100 cp): Not worth it.

Temmie (+200 cp): Waste of time.

Ghost (Free): You are a Ghost monster- normally incorporeal beings with the ability to possess and bond to inanimate objects. Normally, Ghosts are invulnerable to non-magical attack due to their inability to physically interact with anything corporeal in a meaningful fashion, but bonding to an inanimate object allows them to assume a corporeal form. While this does mean they can be killed if the object they inhabit is destroyed, the benefits (Being able to interact with things like a regular monster, for example) usually trump the downside for most ghosts, so many ghosts spend most of their lives seeking a corporeal body. Unfortunately, you're bound to one, so this is a waste of time, too.
Ghosts are immortal, and technically ageless, but roll 2d8+50 to see how long you've been a ghost.

- Mundane Object (Free): You've bonded to a completely normal, mundane object, be it anything from a peice of furniture to a kitchen appliance to a storefront dummy. As a rule of thumb, if you can't find it in a commercial store nowadays, you probably can't choose it as your corporeal body.
- Robot Body (100 cp): You've bonded to a custom-built robot body, made to look vaguely like you would as a human- Though perhaps with a few adjustments, if you want. It runs

on a battery supply- which will leave you paralyzed should you neglect to charge it for an extended period of time (usually a week for normal activity, but exerting yourself might cause you to consume energy faster). However, it does come with rocket boosters that let you fly, and is perfectly suited to your chosen background- A Royal Guard will have an armored robot body with enhanced combat capabilities, a shopkeeper will come with many magical pockets to store products in and a built-in calculator, and an entertainer will have an alluring body suitable for showing off as much as possible.

- Imported body (200/300 cp): Not satisfied with either of these options? Want to choose exactly what you're putting yourself into? No problem. For 200 cp, you may import any inanimate object you choose that's between the size of a human child and a human adult to be your body. For 100 cp more, you may import any inanimate object no smaller than a mouse, and no larger than a jet fighter.

Boss Monster (200 cp): Humanoid monsters resembling anthropomorphic goats with white fur and sharp canines, Boss Monsters are the zenith of power that a monster could acheive on their own and the royalty of the monster kingdom. They're far stronger and far tougher than any other kind of monster, with very potent innate fire magic. It may not be an exaggeration that one could go toe-to-toe with an adult human in a battle to the death. Boss Monsters are also potentially ageless, only aging when they have children- As their children age, the parent's life essence flows into the child, imbuing them with the same power as their parents, at the eventual cost of the parent's death of old age. Their SOULs are also powerful enough to persist breifly after their death- The key word being briefly. Still weaker than humans.
Boss Monsters roll 5d20+100 for their age.

Human (Priceless, free for Fallen Human): Humans in this setting are largely like those you'd find anywhere else- Average in all human measures of strength, stamina, and deficient in magic. However, what sets humans apart from monsters is their powerful SOUL- indeed, so powerful that mere killing intent can make even toy weapons lethal against those with weaker SOULs. It would take the SOULs of nearly every monster in the underground to match the power of a single human SOUL. They won't be able to stop you from killing them.
Humans roll 1d6+6 for their age.

If you're unhappy with your age roll for whatever reason, you may pay 50 cp to choose your age yourself.

Perks

Summon Annoying Dog (Free...?): You don't exactly recall where you picked up the trick, but you know a certain whistle... Whenever you pull it off, a small white pomeranian appears. This dog's got a tendency to sow havoc wherever it goes, often in seemingly innocuous ways. It will

do things like absorb important artifacts, mess around with important machine components, and distract people at vital moments through its tomfoolery. It won't discriminate between friend and foe, instead sowing discord wherever it can. On top of that, it always manages to evade the consequences of its actions- But luckily for everyone involved, it only does a few disruptive things before disappearing.

Blessing of Toby Fox (100 cp): You have an original, personal musical leitmotif composed by the one and only Toby Fox in his signature style. Chances are, though, that means you have at least three variations of the same motif for various situations. And your warehouse has music, too, based on your music. And your companions all have music. And you have permutations of their - Look, basically, everything is connected.

Justice (100 cp, Free Drop-in): You have a knack for getting a read on people. You can generally tell whether or not someone is a good person just by talking to them, and if you take a moment where both you and the subject of your scrutiny are standing still, you can Judge them- letting you know how many Execution Points they've accumulated, and their Level of Violence.

Kindness (100 cp, Free Caretaker): Being nice isn't always easy. What one person might see as kindness, another might see as condescension. However, you can tell the difference with ease. You know all the little things you can do to help cheer someone up, so you can cut them down when they drop their guard.

Patience (100 cp, Free Shopkeeper): You have the patience and care to endure mundane tasks. You will never get bored when performing menial or repetitive tasks, and you can stand in one place practically forever without ever getting restless (Though, you'll still need to take breaks to eat, sleep, et cetera.).

Bravery (100 cp, Free Royal Guard): Let's skip the fluff and cut to the chase, here- You've got a great intuition for sniffing out the most direct solution to whatever problem you're currently facing. No nonsense, just murder.

Perseverance (100 cp, Free Scientist): The scientific process isn't a simple thing- It's long, it's difficult, and you'll end up with a lot of mistakes. However, failure is not the end of invention - It's how science works. Whenever you "fail" at something, whether that be a scientific experiment, the creation of an item, or even just a video game, you can always look objectively at your mistakes and learn *something* from them- even if it's just how to not replicate that particular iteration of failure.

Integrity (100 cp, Free Entertainer): When people see you, they can tell right away, "This is the fallen human". You've got a strong sense of self, and you'd never sell out or follow trends. Why would you? You're a killer, after all. So long as you stay true to yourself and who you are, you have an charisma that makes people want to like you- Even though who you are is blatantly malevolent.

Determination. (100 cp, Free Fallen Human) You're too Determined to die without a fight. While this does not work nearly as well as the Determination that someone like Frisk has, you have the power to endure a fatal blow once per jump and remain barely standing- The proverbial 1 HP. And, in the event you fail miserably, you'll be able to hold on long enough to finish whatever it was you were doing- You have an hour left before you die for real and your chain ends. Use this time to kill everyone you can.

Guessing Games (200 cp, Discount Drop-in): You're good at guessing. Real good. You've very observant, and excellent at reading people - So much so that you can make an accurate guess as to what someone ate for breakfast that day by having an unrelated conversation with them. More importantly, though, this ability allows you to recognize time-travellers.

Spare (200 cp, Discount Caretaker): Sometimes in this world, you must resort to fighting - But that does not mean you must resort to killing. You're very good at holding back with your attacks. You can tell whenever your next attack is going to be the one that kills your opponent, and you have expert control that allows you to make it hit home.

It's Really Good Garbage (200 cp, Discount Shopkeeper): Okay, I know what you're thinking. Looking through garbage? But people constantly throw away perfectly good stuff. So, you've gotten really good at looking through garbage and salvaging things. You're alsocapable at taking stuff people throw away and restoring it to a condition where you could actually sell it. You're even better at searching for something specific- You could find a knife in a haystack pretty quickly if you wanted to.

... (0 cp, Discount Royal Guard): But Nobody Came.

Analytical (200 cp, Discount Scientist): You're good at looking at stuff. Well, more specifically, you're good at picking stuff apart and figuring out how it works. You can take apart mundane technology, figure out how it works, and put it all back together and it'll still work just as good as before. Heck, you might be able to make it work better. The more advanced the technology is, the more difficult it'll be to understand, but hey, with enough free time anyone can pick even the most obtuse stuff apart.

You Pose Dramatically (200 cp, Discount Entertainer): Right when everything looks like it's at its worst, you pose dramatically. The audience eats it up. Not only do you have the poise and grace to pose extravagantly all the time, you're a great crowd-pleaser, even in battle. You know all the best times to boast, the best times to appeal to the crowd, and the best times to kill them all when they least expect it.

FIGHT (200 cp, Discount Fallen Human): Monsters are weak. Just killing intent can make a toy weapon just as lethal as the real thing- And you have plenty of that. If you strike with intent to kill, your blow will be much more powerful than it would otherwise. While this is normally the

case with monsters, its effect is now amplified- And now applies to things other than monsters, too. To unlock this power, you'll need to kill someone who trusts you while their guard is down- Loved ones or Friends are a good place to start.

Really Good Shortcuts (400 cp, Discount Drop-in): You know your way around better than most. In fact, you know a bunch of shortcuts that let you get from place to place really quickly... Well, actually, you just have an ability that lets you teleport. So long as nobody else can see you, you can teleport to any other unseen location that you've already been to that's within a mile.

Home (400 cp, Discount Caretaker): Hospitality is everything. You know how to make someone feel comfortable and welcomed- All the little gestures that make them feel at home, without making them feel like they're imposing. If you invite someone over to stay at your place, then they'll always remember the experience fondly- If you wish it, they'll never leave.

Monster Chef (400 cp, Discount Shopkeeper): Monster food isn't the same thing as Human food. In fact, most monsters have never even tasted human food- And that's because Monster food is so much more efficient. Being made of magic, Monster food digests instantly to energize the consumer, and creates no waste. Monster food can also be created with just about anything edible, though the better it tastes, the more energy it gives to the consumer. Creating it takes a bit more energy, but it's definitely worth the work.

Get Back Here (400 cp, Discount Royal Guard): As a royal guard, you excel at guarding. You're good at guarding something. Whenever you guard someplace, whether it be a door, a path, or a castle gate, nobody will escape you. So long as they try to pass through the area you protect, they can't get through without confronting you. Though, they could just go around the area you guard, but even if someone does slip past you, you're also adept at hunting them down- You run faster than normal when chasing someone who's trying to run away from you.

Dimensional Device (400 cp, Discount Scientist): As useful as it is to upgrade technology, sometimes versatility in a gadget is what you need. But how does one fit a jetpack, two storage boxes, a wireless hotspot, a SOUL resonator, a keychain, and a working cellphone all into one? Why, Magic, of course. You know how to make dimensional spaces that allow technology to fold in on itself at about a 3:1 cubic ratio- You could take an average-sized car and fold it into a large peice of luggage you can wheel behind you, for example. You can also make Dimensional Boxes for storage that have 5 cubic feet of storage space and fit in your pocket, though you can't put living things in there.

It's Showtime (400 cp, Discount Entertainer): A good entertainer is always prepared. Or, if not prepared, at least really good at improvising. Even with limited time and materials, you can make magic happen, Darling! No matter how tight the timeframe, you can set up a TV Set or a Stage mere minutes in advance and have it look just as good as if you'd set it up days in advance.

LOVE (400 cp, Discount Fallen Human): Killing gets easier the more of it you do. This especially rings true for you- The more harm you inflict on others, the easier it is to distance yourself. The harder it is for others to hurt you. Every time you kill someone, your stats go up. ATK. DEF. HP. This has no limit- For every life you end personally (no cheating with weapons of mass destruction- you have to be there to witness it), your power will increase. However, to unlock this unlimited potential, you must kill every monster in the underground. That's not too difficult, is it?

megalovania (600 cp, discount drop-in): fighting is the only answer to stopping you. in most cases, it only makes things worse, and should only be used as a last resort, when all other options are meaningless. but when what you're dealing with is a force of evil like you that must be stopped at any cost... that's when i can't afford not to care anymore. really, don't bother taking this, you hypocrite. it'd be a shame if you hurt yourself.

Heartache (600 cp, Discount Caretaker): Some people fight for a cause. Some fight to prove a point, or for their ideals- But not you. When someone fights you, you may pointedly refuse to fight them, and simply continously dodge or endure their attacks - but you must still remain in their path. You make your point not by fighting, but by doing the opposite. By refusing to fight in this manner, you can move all but the most black-hearted opponents to tears and convince them to stop fighting so you can stab them while their guard's down.

Shop (600 cp, Discount Shopkeeper): A store is a place of capitalism, not violence. Where an exchange of two people's hard work occurs, and honest people get their honest wage. This sacred arrangement cannot be disturbed. Therefore, whenever you're running your store, fighting you is impossible. In an environment where you're selling and they're buying, violence simply isn't an option. It doesn't work. You can't be robbed or attacked so long as you're running your store- But at the same time, you can't fight anyone, either, and you can't refuse them service. Your store should also be a stationary thing. You can have a cart or a food truck, but once you pack it up and start moving, then it stops being a store- and the moment your store stops being a store, the protection is gone. But that ought to suit you just fine.

Battle with a True Hero (0 cp, Discount Royal Guard): You're not a hero. But there's someone out there. Someone who will never give up trying to do the right thing, no matter what. There's no prophecy or legend or about anything like that. It's just something that's true. That someone like that will strike you down.

Here We Are (600 cp, Discount Scientist): There's a lot of sciences that aren't wise for mere mortals to delve into. The SOUL is one of them... But that hasn't stopped you, has it? SOULs are fragile things, particularily monster SOULs, but you know how to work with them. Making a robot with a SOUL is a good example of what you're capable of. You're also knowledgeable about the element of the human soul dubbed DETERMINATION, and can extract it from human SOULs and inject it into other things using a machine that you know how to make. Just make

sure you have plenty of disposable test subjects.

Death By Glamour (600 cp, Discount Entertainer): To someone like you, power is everything- And you're at your best when you're presenting! You're so good at putting on a show that when you're performing, you don't suffer from the likes of pain or fatigue- Physical or mental. So long as you keep going with style, flourish, and panache then you could keep going for days on end. As an added bonus, your magical power receives a solid boost whenever you're performing, making you a deadly combatant even while you're showing off to the crowd.

LOAD STATE 1 (600 cp, Discount Fallen Human): This is why you're here, isn't it? Unlimted power. The power of DETERMINATION. You can SAVE and LOAD any number of states, an unlimited amount of times. Even if you're about to die, you can just LOAD at the beginning of the battle. you could even abuse your LOAD and SAVE powers just to get in extra hits on people. You're invincible. You can do anything you want. You are above consequences...

All except one.

For this power, there is a price. The ultimate price.

You must kill everyone in this world. Humans. Monsters. Your companions. And everyone in every world after this one.

You will become a force of destruction. Your arrival is a sign of the end. When you're done with a world, it is destroyed.

Now, get to work.

*Magic

Waste of time.

Bullet Patterns (50 cp, free for all Monsters): Magic is part of being a monster- It's literally a part of you! As such, all monsters have at least a rudimentary understanding of White Magic- That is to say, they can use magic to attack. Like almost all magic, this magic directly attacks the SOUL of an opponent and does not actually physically harm them- They might show bruises, cuts, or other superfical signs of damage, but otherwise the pain is all felt on a spiritual level. Since magic is so tied to their being, a monster's innate magic is invariably representative of their personality or appearance- A froglike monster might use flies to attack, a skeleton might use bones, or a dog might use... dog-shaped attacks. This innate magic is typically rudimentary and easy to avoid, but many monsters prefer to use their bullet patterns as a way of expressing themselves rather than use them as actual attacks.

Fire Magic (100 cp, free Boss Monster): Ah, good ol' fire magic. Fire Magic is extremely versatile, capable of heating a household, cooking food, or even being used to fight. While fire magic isn't much different in combat to regular magic, its versatility is what makes it valuable. The user can even control the temperature of the fire presicely so long as they concentrate on it, ranging anywhere from pleasantly warm to hot enough to forge steel. It is to be noted that Fire Magic tends to no affect living beings as it would inanimate objects, so a magical fire attack would not leave burns- Like White Magic, it instead directly attacks the SOUL.

Electric Magic (100 cp, discount Scientist): Another discipline of magic that's less effective in battle than it is in practical use, Electric Magic has been adopted for use by those who work in electronics and robotics. The user can create electrical currents and signals with their magic, able to presicely modify the amperage or voltage as they please, up to the output of a car battery. The most useful technique, however, is the ability to run this magic through a circuit and be able to sense any errors or faulty wiring in the circuit. Like Fire Magic, Electric magic does not affect living beings like actual electricity would- You cannot actually electrocute someone with this magic.

Weapon Magic (100+ cp, discount Royal Guard): While a Monster can learn how to weild a weapon just like a human can, Monsters can take their mastery one step further, and apply their skill at arms to their magic! With a single purchase of Weapon Magic, you can make copies of the weapon you're currently weilding and use them as projectiles, or manipulate them remotely like you would the real weapon- But they'll be magical copies, and not physical objects, so while contact will hurt your foe like a magic attack would, it's not as if you actually slashed them with a sword. With a second purchase, you can freely manifest a weapon of your choice (such as a sword, an axe, or a spear) out of magical energy, and use it like your weapon-copies. It will be just as real as an actual weapon- with the caveat of being temporary, and they'll stop existing once you stop concentrating on them.

Minion Magic (100 cp, discount Shopkeeper): Your strength? Relying on people that aren't garbage! You can create small, magical versions of yourself that fire magical attacks on their own, or can kamikaze-dive your opponent to deal damage. These copies are semi-autonomous and follow your orders without question, but that's not to say they're infallable. They're capable of operating remotely and on their own without much input, but they have a maximum range of around 10 meters.

Motion Magic (100 cp, discount Drop-in): You've figured out how to make Kinetic Energy affect your attacks. When you purchase this, choose either Blue or Orange magic. When you use these attacks, you can make them much more wide and powerful than you would otherwise be able to- In fact, you could easily make it an unavoidable attack. However, there's a caveat- Blue attacks will fail to harm anyone who simply stands in one place and doesn't move, while Orange attacks will fail to harm anyone who moves through them. With a second purchase, you can freely alternate between the two, potentially confusing or tripping up your enemies.

Healing Magic (100 cp, Discount Caretaker): You've learned how to use magic to heal instead of harm- You can use Green magic. With Green magic, your attacks will instead restore the target's energy and vitality. This can also be used outside of battle to heal another's wounds- The only caveat being that you cannot use it on yourself.

You're Blue Now (200 cp): That's my Attack! You have the ability to control an opponent's personal gravity. With a single purchase, you can force a floating or flying opponent down to the ground, removing their ability to fly (but not their ability to jump). However, your magical attacks must now accomodate this, becoming patterned to force them through an obstable course they must jump over to avoid your attacks. You can only use this on one foe at a time, but you can switch between targets freely.

It's Not Easy Being Green (200 cp): When you're Green, you can't run away! Unless your opponents learn to face danger head-on, they won't last a second against you! You have the ability to root an opponent in place. They won't be able to move an inch from where they stand- But they will also gain an impenetrable magic shield that covers 90 degrees in front of them, and they can rotate freely. The answer to this limitation, of course, is to attack from all sides! While your opponent is in this state, you can rapid-fire attacks from all sides, and even attacks that circle around to the opposite side they appear to be coming from! The only caveat is that the attack must be able to be blocked- You can't actually attack from multiple sides at once. You can only affect one foe at a time with this technique.

Purple Suits You (200 cp): You have the ability to trap your foes in a strange purple web. Like Blue or Green attacks, this is a technique that limits your foe's range of movement. You can create a msyterious purple web in the air or on the ground in a 10 m radius, and the moment someone touches it, they're bound to it. Once bound, your foe can move freely along the strings, but attempting to move off of one string will instead jump them to the next one, and they will find leaving the arena much more difficult than they should. If your foe is capable of flight, then your web will appear midar- Otherwise, it will appear on the ground. Unlike previous techniques, you may trap multiple foes with your web.

Magnifying Magic (300 cp): Your magic is exceptionally potent- Even compared to other monsters. All of your magic abilities purchased in this jump are amplified by this perk twofold, to the point where even your basic White Magic attacks are complex and capable of causing potent damage to a potential foe. Even magic purchased outside of this jump is slightly amplified by this ability, if only in raw power. In addition, movement-restricting magic becomes much more potent.

With You're Blue Now, you can manipulate your opponent's gravity based on your perspective- You can force them to the ground, send them flying up in the air, or careening to the left or right. While this technique is potent, it does have a maximum range of around 10 meters, at which point your opponent just lands on the air as if it were a solid surface. It's also very draining and can exhaust the user quickly if overused.

With It's Not Easy Being Green, your opponent gains two independent shields they must manipulate- And your ability to output attacks doubles. You may now attack from two directions at once, forcing your opponent to concentrate on two avenues of attack instead of just one.

With Purple Suits You, your opponent's movement is further restriced to the intersections and vertecies of your web- Attempting to move along the web instead zips them to the next intersection. Use this to your advantage and set up traps for them.

Companions

But nobody came.

*Items

tem flakes (3 cp, discount temmie): Waste of cp.

Food Museum (100 cp): This Food Museum may look like a perfectly ordinary refridgerator, but it is, in fact, oh so much more! In reality, it is filled from top to bottom with endless plates of spaghetti, with a variety of sauces and toppings! Bolgonese, Alfredo, Meatballs, you name it! And they're all at the perfect temperature for serving! Never again will you be found wanting for Spaghetti!

Echo Flower Seeds (100 cp): This packet of seeds is for the magical echo flower- Normally only growing in the swamps of the Underground, the Echo flower is a peculiar, bioluminescent blossom that constantly repeats the last thing it heard. This packet contains enough to start a small field of Echo flowers (Not that such a thing is reccomended, since they'll babble back and forth to each other and it'll be super freaky).

Spooktunes (200 cp, Discount Drop-in): This unassuming headset comes with several spooktune settings, perfectly suited for zoning out. So long as you lay down on the floor and feel like garbage with these on, you'll enter a meditative trance that feels like floating in space. You can do this to meditate, think things over, or just to pass the time.

Story-Book Shelf (200 cp, Discount Caretaker): It always helps to have reading material. This ordinary bookshelf is full of history books and folktales related to the world you're in- Spanning the reach from educational textbooks to epics of heroism to soothing bedtime stories.

Portable Shop (200 cp, Discount Shopkeeper): When oppertunity strikes, you always know how to capitalize on it. Literally! You have a small stand, not unlike a sentry station or a lemonade

stand, that can appear when you will it. It's the same stand every time, and while it doesn't come with any stock, it does have a small amount of storage for whatever you're selling as well as a cash register. It disappears when you're finished using it.

Advanced Puzzle Construction For Critical Minds (200 cp, Discount Royal Guard): This instructional tome is an advanced manual to assist in puzzle construction. With this helpful guide, you can construct complex puzzles to waste people's time.

Camera System (200 cp, Discount Scientist): When you need surveillance, accept no substitutes! You have a large array of cameras connected to a single monitor. These wireless cameras can be remotely operated and even have their own power sources. They're also waterproof, fireproof, coldproof... Because of this resilience, They can easily be hidden in various places. They can also be programmed to recognize a single target, and track that target exclusively.

MTT-Brand Anime Powder™ (200 cp, Discount Entertainer): Waste of money.

Golden Flower Seeds (200 cp, Discount Fallen Human) This packet of seeds is for the Golden Flower- A species of flower with bright yellow petals and short stalks that grow in thick, carpetlike flowerbeds. Their seeds are sticky and tend to cling to passerby, but their primary trait is how soft they are. Anyone who falls and lands on a bed of Golden Flowers will land unharmed, no matter how rough the fall should've been (unless the fall was going to be lethal, in which case you're probably at least going to get severely injured). They're also good for making tea.

Gaster Blaster (**nope** cp, Discount Drop-in): **you don't seriously think i'd let you have one of these, would you?**

Butterscotch-Cinnamon Pie Recipe (400 cp, discount Caretaker): This is a recipe for home-made pie- Quite possibly the best pie ever made. If made using monster cooking techniques, a single slice of this is delicious enough to fully restore the consumer's vitality. However, the ingredients are rather specific, and to bring out its true potential, the pie must be home-cooked with fire magic. But the results... You simply can't argue.

MTT-Brand Always-Convenient Human SOUL Substitute™ (400 cp, discount Shopkeeper): You already have the real thing.

Giant Sword (400 cp, discount Royal Guard): Historically, humans weilded swords up to 10x their size. Well, with this blade, you've harnessed this ancient human fighting style! This 10-meter broadsword is a perfect fusion of Human and Monster engineering! Not only is it surprisingly well-made, not buckling under its own weight like it ought to, but it's very light for its size and can actually be used as, you know, a sword. Instead of an oversized slab of metal. More importantly, it's perfectly capable of conducting magic for use in combat!

Core Blueprints (400 cp, discount Scientist): Written in strange handwriting by an unknown author, these blueprints reveal a method to generate massive amounts of magical electricity using geothermal energy. Given a place with sufficient geothermal activity, you have the plans to constuct a Power Plant potent enough to power an entire nation on its own. It is, however, a massive building that cannot be made smaller with dimensional technology, and will take no small amount of time to complete. It'd be a wonder if you could manage it even in 10 years... But the power output is unmatched.

My Brand (400 cp, discount Entertainer): One word, darling- Merchandising! Not only do you have exclusive merchandising rights to your image, In this jump and every jump afterwards a factory matching the tech level of the world will appear. This factory will be capable of producing all kind of commercial merchandise. Useful for raking in money, if nothing else.

Heart Locket (400 cp, discount Fallen Human): Right where it belongs. This simple, red, heart-shaped locket is still beating, and it's an extremely useful peice of protection. Not only does this locket boost your defenses against magic of all kinds, it strengthens the defenses of your SOUL. Not only will magic that directly attacks your SOUL prove less effective, but attempts to remove your SOUL or corrupt it will prove much, much more difficult so long as you wear the locket. This effect is amplified the stronger your SOUL is.

*Drawbacks

You can take however many drawbacks you want, but you shouldn't need to.

What's a midi file? (+50 cp): All of the background music of the game plays as ambient music, and cannot be turned off or drowned out. Also, it's all been converted into terrible piano midis. I suggest packing earplugs.

Anime's real, right?! (+50 cp, cannot take with Anime is Real): You seem to be under the delusion that Anime is actual historical documentation about Human History.

The Taste is Indescribable (+100 cp): You suck at cooking. Like, you don't just suck, you're probably the worst? Anything you try to cook ends up a burnt pile of only-technically-edible sludge that's more likely to poison whoever tries to eat it than sate them. The worst part is, you're entirely unaware of this complete lack of talent, too. Good thing you can just steal food from whoever you kill.

Absolutely No Moving! (+100 cp): You have a rare eye condition that makes it impossible for you to see things that aren't moving. This can be problematic, but it can make hunting people down a little easier in certain situations.

Lost Souls (+0 cp): But nobody came.

Harder Monsters (+200 cp): For some reason or another, life just seems... harder. Things just go wrong more often, people just aren't as nice as they used to be, your luck is worse, and most of all, all the monsters down here are a lot tougher than normal. At the very least, the Fallen Human's journey is going to be hell on earth...

Welcome to my Special Hell (+0 cp): But nobody came.

Dirty Brother Killer (+0 cp): You should be doing this anyway.

Frisk (+600 cp): You should know that Frisk was never truly in control of their actions- They were controlled by something else the moment they entered the underground. The Player. They've arrived early... And they're Determined to stop you. No matter how many times you kill them, no matter how insurmountable a challenge you are, Frisk is Determined to put an end to you- You, who killed their friends they fought so hard to make. You, who are the enemy of everyone's hopes and dreams. They'll never give up fighting to wrest the timeline back from you, so they can bring back their friends... And unless you find some way to break their unbreakable spirit, their endless DETERMINATION... They'll strike you down.

👎✌☼😐🗗 👎✌☼😐👈☼🗗 ✡👈❄ 👎✌☼😐👈☼ (+600 cp): Now you've gone and done it. There's someone, something out there that knows one thing above all else- That you do not belong. Slowly, over the course of your stay, reality will tear at the seams- and only for you. At first small things will happen, like walking into a room only to find you're somewhere else entirely, or falling through a chair you were about to sit on... But soon, your entire life will become like a shoddily-programmed video game, and you'll be the only one who notices. If you don't find whoever's doing this and stop them before the end of your stay, then you'll wind up written out of existence- Forever doomed to be trapped in this world, strewn across it like fragmented code. The only problem is, your foe doesn't truly exist, either...

*Ending

Greetings.

I am Chara.

Thank you.

Your power awakened me from death.

My "human soul."
My "determination."

They were not mine, but YOURS.

At first, I was confused.

Why was I brought back to life?

...

You.

With your guidance.

I realized the purpose of my reincarnation.

Power.

Together, we eradicated the enemy and became strong.

Every time a number increases, that feeling...

That's me.

"Chara"

Now.

Now, we have reached the absolute.

There is nothing left here for us.

Let us erase this pointless world, and move on to the next.

- Erase: Excellent. You are a great partner. We'll be together forever, won't we?

