Undertale Multiverse Jump

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Hi there! I'm ____, welcome to the Undertale Multiverse! Well sort of. You must be so confused, so I'll put it bluntly: You are an Outcode and you aren't really in a Multiverse yet. Now an Outcode is an interesting thing, as what it means is that you are not recognized by the code of any AU as being a natural resident. This could be because like Ink and Error you don't know where you came from, or like Core! Frisk you can't find your home anymore, or even like Fresh in that you never had an AU to begin with. The more important bit is that you're not in any Multiverse yet, you're currently in the Void and you're going to have to decide where you want to go next, so here's 1000 CP to make your choices with. Remember you only have 10 years, so have fun!

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Timeline's and AU's

The first thing that you have to determine is what timeline and what AU you are in, in this case you have three choices you have to make. 1. What the multiverse timeline is. 2. When in the timeline you are. And 3. What AU you are starting out in.

Multiversal Timeline

Choose *one* of the following options

Classic Timeline: This is the classic multiversal timeline: Ink, Blue, and Dream make up the Star Sanses; Nightmare has recruited Killer, Horror, and Dust to his gang to increase negativity across the multiverse; and Error is frankly an insane skeleton who believes every AU that isn't the Classic AU needs to be erased from existence.
Dreamswap Timeline: This multiverse is a little odd, the first thing that caused it to deviate from the classic Multiverse Timeline is that Dream ate 198 of the apples from the Tree of Feelings (there were only 200 Apples on this tree) and decided to wipe out

all evil from the multiverse, including his brother Nightmare who ate the other two apples. While the original members of the Star Sanses still came together, their personalities are *different* to say the least and they go by the Justice Reigns. Furthermore, Nightmare has teamed up with Cross and Error and usually just causes mischief and chaos throughout the multiverse.

Underverse Timeline: While this Timeline closely follows the events of the Classic timeline, things deviate with the introduction of the X-Event, also known as Cross and X-Tale Chara, who decide that they want to rebuild their AU with code from other AU's. To say this causes problems is putting it lightly, but I'm sure you can figure that out yourself. Have fun!

Forced God of Destruction Timeline: A particular cluster of versions of the Multiverse where Error isn't doing what he's doing because of the reasons for the Classic Timeline, but for a different reason: the multiverse is limited. It can only hold so many AU's before the AU's start crashing into one another, inevitably causing the end of the Multiverse as a whole. In most of these, Error is forced into the role of Destroyer by the entity Fate, though this is not always the case. Furthermore in most of these timelines Nightmare and his gang are not completely unreasonable and often act as an ally and/or close friend to Error.

Unlisted: This is for any Multiverse Timelines that aren't mentioned above.

Fanfiction Option: This is here to account for any fanfiction that deals with an Outcode or someone who works directly for/with an Outcode (ex. the Killer, Horror, and Dust who work for Nightmare, or the Blue who works with Dream and Ink) or a fanfiction that changes how the Multiverse as a whole works that is not listed above. Keep in mind that you can use this with the AU version as long as the stories don't clash.

When have you arrived?

The following options are based on events from the Classic/Underverse/FGO Timeline.

After Ink enters the Multiverse: This option would see you arriving to the Multiverse shortly after Ink emerges from the canvas he called home for a time. Will you join him in creating and protecting the AU's? Will you seek to erase what he wants to protect? Or will you just watch from the sidelines?

After Error enters the Multiverse: This would see you appearing soon after Error has destroyed his first AU. I wonder what he's going to think of you? A being from outside the Multiverse?

After the Apple Incident: With this you arrive in the Multiverse shortly after Nightmare (or Dream depending on the Timeline) has left Dreamtale. Will you stop whoever left

before they can expand their influence on the Multiverse? Will you help whoever was left behind? Perhaps you'll just watch the show?

After Nightmare gathers his original Gang: This option would see you arriving after Nightmare has recruited Horror, Dust, and Killer into his Gang. Better prepare yourself because negativity is going to spike throughout the Multiverse, though maybe you want that to happen?

After the Star Sanses come together: If you choose this option then you arrive shortly after Ink has met Dream and Blue and formed the Star Sanses with them. With the three of them together they can perhaps present a decent threat to the Gang, or at least keep them in check.

Timeline Add Ons

This is an optional section which presents some add-ons to the Multiverse, keep in mind that they will be written for the Classic timeline, and similar timelines, and can't be used for the Dreamswap timeline, or similar timelines. They are also written under the assumption that Nightmare's Gang and the Star Sanses have formed as they usually do. You'll just have to switch the names that are in the options as needed.

Family Gang: In the Classic timeline, Nightmare treats his gang as chess pieces at best, disposable but useful minions at the worst. For those who want a better option than that, here it is. The Gang will still seek to sow negativity throughout the Multiverse, but the way they treat one another and how Nightmare treats them is closer to family than what was previously stated. Admittedly, Nightmare might not outright admit it, and they don't advertise it to the rest of the Multiverse, but it is still true. Most of the time Error and Cross end up either joining the gang or being an ally of the gang, though this is not always the case. Similarly Fresh often pops in here and there, but both of those are up to you to decide.

The Council: In most timelines the Star Sasnes consist of Blue, Dream, and Ink with a few others helping here and there. However, in some timelines, the group expands beyond this and ends up becoming something closer to a large organization. In most cases this seems to happen in FGOD timelines, where the Judges of various AU's are gathered together to form a Council which decides how to address issues which could affect the entire Multiverse.

Different Reaper: The god of death known to the Multiverse as Reaper in most timelines is a rather lazy individual, one who dislikes his job but is willing to see it through. This option simply allows you to make him a bit more *interesting* without having

to go to a specific timeline. Give him his personality from the “Christmas Party AU” or any version of him really. Go nuts.

Fresh Isn’t a Parasite!: In most timelines, Fresh is a parasite which jumps from host to host in order to survive. In these timelines he lacks emotions and tends to be very blunt while having a “go with the flow” kind of personality. However in other timelines, Fresh being a parasite is a rumor that the people of his home AU spread due to his Soul being in his eye socket and when Ink heard the rumors he went to “free” Fresh’s host and so Fresh ran, and has been running since. This option would see Fresh as another Sans alternate, though one with odd powers over censorship and a surprisingly good batting arm.

The Balance: In several multiverses there is a balance, or several, that must be kept in order to keep the multiverse in question from collapsing. These balances could be a balance between the creation and destruction of AU’s (in most cases Error and Ink are in charge of keeping it, though Ink is not the best at it), the balance between life and death (Reaper and Reapertale! Toriel is usually in charge of that one), or the balance between positivity and negativity (with Nightmare and Dream often being in charge of it). Choosing this option would impose that need for balance in your multiverse and there would likely be some changes in how the mentioned characters act. You may implement as many balances as you desire. Naturally if these balances are disrupted there are consequences, with the biggest being the balance of creation and destruction. There are two end results there, either the various AU’s collide and destroy one another, or they collide and form into a singularity like Help_Tale where all of the AU counterparts of the same character would be forced into one body. With this add-on, Ink and Error will be proper “gods” of Creation and Destruction respectively.

No Alphatale: Where as the previous timeline addons have not affected your choices in the jump that much, this one will. As the title suggests, choosing this option would erase Alphatale and all of its associated characters from your multiverse (such as Error404, Alpha! Sans, Loading, Omnipotent! Sans, etc.). This means that you wouldn’t be able to choose a timeline that they exist in (should you choose the fanfic option earlier), nor can you take on any drawbacks that would use Alphatale characters that exist in your multiverse such as the Loading drawback. Finally you would not be able to go through the Alphatale scenario.

Winged Multiverse: Well this is interesting, it appears that your Multiverse has roughly half of the AU’s being “winged” AU’s. This means that the monsters of these AU’s have wings which are considered to be “expressions of one's soul and magic”. The color of said wings follows the general color of your own magic, for example classic Sans would

have yellow/blue feathered wings while classic Papyrus would have orange feathered wings. The size of wings are determined by how much magic the monster has, the more magic they have the larger their wings will be. Wings can be hidden for a small amount of magic to be used constantly and they can be used to fly. Wings can change appearance based on the mental state of the monster and soulless beings have no wings, though Ink can make wings out of ink if he wants. Most Outcodes have wings, though Nightmare lost his when he ate the apples. All **Monsters** and **Hybrids** can have wings if they want and you can dictate if your starting AU is a winged one.

What AU do you start in?

No matter what AU you start in you can choose to start in the Underground or on the Surface, though in some cases the Underground may not be an option (ex. DreamTale and OuterTale).

Classic AU:
UnderFell AU:
UnderSwap AU:
UnderSwap:
StoryShift:
SwapFell:
EchoTale:
OuterTale:
MafiaTale:
DreamTale:
HorrorTale:
ReaperTale:
Unlisted: This is for any AU that is not listed, because frankly if we listed all of them it would get ridiculous.
The Fanfiction Option: This is for any fanfictions that involve the characters mostly staying in a singular AU, though non-Outcodes being dragged in from their AU's is an option here (most of these stories using the Machine in Classic San's basement as the reason for them being dragged to one AU). Keep in mind that you can use this with the Multiverse Timeline version as long as the stories don't clash.

Races and Others

These are the options you have as for what kind of being you will be during your stay here, after the ten years is up it will become an alt-form. You have three choices that must be made in this section: 1. What your race is, human or monster. 2. If you want to,

what your base is (are a Sans, a Chara, an Asriel, a random being, etc). And 3. If you want to pick any of the racial add-ons,

Race

Human: A member of the human race, you are known for your strong Souls and physical bodies, though only a small portion of humans throughout the Multiverse can properly utilize their Souls to use magic, not counting AU's like Overtale. In most AU's the humans remain on the Surface while the monsters are forced to the Underground. Your appearance is up to you, though I would recommend taking a look at the "base" section below as most Outcodes are alternate versions of the same monster.

Monster: Supposedly monsters are made of "love, hope, and compassion" whether this is true or false is debatable, given the cruelties and traisties monsters have proven themselves capable of if they convince themselves it's for the right reason. And that's in the AU's where they are kinder. In truth it would be more accurate to say that your body is made of magic and dust while being centered around your Soul. Exactly what kind of monster you are is up to you as it matters little in the wider Multiverse, though the "base" section below might come in handy when deciding.

Hybrid (-100 CP): Well aren't you an anomaly. There are some strange things in the multiverse, being a human/monster hybrid isn't the strangest thing to exist. Keep in mind that some universes won't treat you kindly should they discover what you are. Your appearance can either be pure human, pure monster, a mix, it doesn't really matter. What does matter is how your Soul looks, a hybrid's Soul looks like a human soul (which you can choose later in the jump) but with a smaller monster soul inside the human one. You receive discounts to both human and monster perks.

Base

This is an optional section, what I mean by base is that this is the character your physical appearance is based off of. For example UnderFell Sans has a base of Sans but he's still different, if that makes sense. Obviously if you're a human then your appearance won't be as distinct then if you were a monster, but you will still share a few physical characteristics with your base at the very least. An example of what a human alternate of Gaster would look like is they would have two scars on their face, one going up from the top of their left eye and one going down from the bottom of their right eye. The other two major characteristics they would share is their above average height and circular scars on the front and back of their hand. The physical characteristics could be anything really: height, skin tone, eye color, scars, hair color, etc. So long as you share a few it works.

Sans:
Papyrus:
Gaster:
Asgore:
Toriel:
Mettaton:
Chara:
Frisk:
Asriel:
Flowey:
Undyne:
Alphys:
Other:

Racial Add-Ons

This is an optional section where you can purchase racial add-ons.

God (-200 CP/-50 CP per purchase): With this you have become something more than just a multiverse traveler. You have become a god in your own right, with all the benefits that brings. To start with you can no longer die of old age, hunger, or heahydration. You also become the god of a single domain. This domain could be anything, though keep in mind that you will not be able to do something that would go against your domain (with this purchase, things that go against your domain from other purchases are fine). For example a god of death will obviously have a far easier time in killing others, with even their touch being deadly to mortals, but they would not be able to bring the dead back to life. They would also be able to summon a “fog” of death that would act similarly to their touch. Similarly, a god of fire would be able to summon some of the greatest fires in existence and would find any magic regarding fire greatly enhanced, but they would not be able to create water with their domain. More domains can be purchased for 50 CP per purchase.

Error (free): This option is a purely aesthetic choice which gives you an “error” like appearance, and it comes in three levels. At the lowest level your appearance would have a low error effect, similar to Error 404. At the second level your errors are more noticeable, about as much as Classic Error when he’s calm. At the highest level your errors are closer to Fatal Errors, visible on your clothes and in your eyes. These are just examples, you can decide how your errors appear. The greater your emotions the more errors will appear, for example if you feel angry enough to rip apart whoever’s in your path then error signs would start to fill the air around your body and the “glitchy” effect around your voice would increase.

Origins:

AU Resident: Ah you're just a (relatively) normal resident of an AU, or you were at any rate. Something happened to you which forced you out of your AU and into the wider Multiverse, turning you into an Outcode, a being with no true AU to call home. What happened to you? Were you pushed into the Core and survived the experience? Did your Universe collapse and you somehow survived? Were you brought out by another Outcode? Regardless, you are here now. And you must learn to live in this greater world.

Creator: So Ink is not the only one? I imagine that he would be interested in meeting you. A Creator is one who, as the title suggests, creates. Whether it be worlds, people, items, or even just stories. Of course some Creators are less kind than others and are willing to do anything to fulfil their desires. What kind of Creator are you?

Destroyer: There is something about the greater Multiverse that disturbs you, it could be that you believe that only the original, classic, timeline should exist and that all others are glitches. It could be that you've lost everything and everyone you've ever cared about and want to get it back. Regardless, something has driven you to seek to destroy whatever gets in the way of your goals whether it be a group of people or entire AU's it matters not, you will destroy it all.

Guardian: From the beginning you have been a Guardian, a physical representation of emotions, and at one point you might have been content with that. But now? Something has changed. Perhaps you desire more, more power, more minions, more of everything that has ever been denied to you. Or perhaps you wish to protect and spread the emotions you represent to the wider Multiverse. Whatever the case, you are now let loose on the Multiverse. What will you do next?

Soul Trait:

This is where you will choose what trait your Soul has if you are human, if you are a monster you cannot purchase from this section.

Kindness: Most Kindness Souls are specialized in healing and defending others, and that's where the ability of having a Kindness Soul comes in. With this ability you will be able to create a green shield around yourself and others. This could be a simple wall or a sphere for protection from all angles. However, a shield in the form of a sphere will cost more magic than a shield that faces one direction. You are able to make up to

seven shields as large as a large adult human and wide enough for a couple of beings to huddle behind. A shield facing one direction could take a Blaster from Error and not break, though if a shield takes too many hits it will break.

Justice: There are always those who will try to escape Justice, but with this trait you won't have to worry as much about that. This trait gives a passive ability that allows for any ranged attacks you make to have a tracking property which would allow them to turn in midair to follow their target. For example, if the target dodged and the attack(s) ended up behind the target, the attack(s) would turn around and come for the target's back.

Patience: To be Patient is to take your time, and now you can force others to take their time. With this trait you can slow down every being around you, along with any attack that comes near you. Another gift that you possess is the ability to calm the emotions of yourself and others, allowing both them and you the ability to think without your emotions influencing your thoughts or bringing others back from the edge of a berserker rage, or even calming them from a panic attack.

Bravery: The Brave are the ones who charge forward without fear, and this trait gives you a hand with that. With this trait you possess an ability that greatly increases your speed, allowing you to rocket across the battlefield to face your foe head on! This trait also grants you a greater resistance to all fear-based abilities, such as those used by Bete Noir of Glitchtale.

Integrity: Those who possess an Integrity Soul are those who have strong morals and are often very honest and uncompromising in their beliefs. With this trait you are able to enforce a sort of "truth aura" which, as the name suggests, forces those who speak with you to tell the truth. You also gain a greater resistance to mind control, as often those who would use such methods would force you to go against your morals.

Perseverance: To have a Soul of Perseverance means that you are willing to do something, despite the difficulty that may come from completing it. This trait grants you the ability to generate a . Additionally, you gain a great resistance to pain, allowing you to keep moving forward despite it all.

Determination: With this trait you are able to coat your magic bullets and any weapon you have with the red of Determination. This has three effects: 1. With melee weapons you will be able to send a crescent wave of Determination at your enemies, the damage done would be the same as if you had attacked them yourself. These attacks can be delayed to fire several at the same time. 2. So long as you keep your bullets/weapons

coated in Determination each attack will do more damage then the last. Finally, so long as you are in an AU, a Reset cannot occur (though Saves and Loads can).

Hybrid (-50 CP): Well this is interesting, your Soul is a combination of two different Soul traits, granting you the ability of both Souls.

HATE (-50 CP, Add-On): Not a trait that appears from birth, but one that appears over time. Your Hate has built over the years and has grown to the point that it appears as a black outline around your Soul. What this does is multiply your overall physical parameters, for example say you had basic human physical parameters initially before Hate. You would go from that to being able to punch through boulders, outpace a speeding car, being able to go through several walls, etc. Furthermore it increases the strength of your base trait's abilities. Kindness Souls would find their shields to be far stronger than normal, being able to take hits from even the likes of Error 404 and last for a few hits. Determined Souls would find their "waves" being far stronger, Patience Souls would find their "slow effect" increased to the point where it would seem like time has stopped around them, etc.

Inverted Soul Trait (-50 CP): Beyond Glitchtale, the existence of inverted Soul traits is found in several AU's. What this allows you to do is take one of the base traits (except Determination) and invert it, while also inverting the powers provided. For example, the inverse of Bravery is Fear, which mostly works around illusions and taking control of your opponents attacks when you fear for your life. Another example would be the inverse of Kindness, which I will call Cruelty, would likely be some kind of poison mist or other poison-based ability. Largely the effects of this will be left up to you to decide, but please stick to the theme of inverting the abilities of the base six soul traits. Keep in mind that Determination cannot be inverted.

Perks:

General Perks:

AU Hopping (free/50 CP/100 CP/150 CP combined): This is a gift that most beings who travel this Multiverse possess, the ability to move between AU's. This could take the form of creating a puddle of ink that you move through, tearing a portal open in the air that closes behind you, or even just teleporting with no special effects. You decide how it looks, the only condition is that the teleportation itself can't be destructive (ex. Explosions, fire that burns others, etc.). This ability also allows you to make "one-way" windows to other AU's, allowing you to view things in other universes (though it can be

used in your current AU as well). Should you try to interact with something on the other side it would become a two-way portal meaning that others could see and interact with you. The free version of this ability can only be used in this jump, but for 50 CP it can be taken on from this Jump to allow you to travel between dimensions/universes so long as they are not warded against or prevent travel from the outside. For an extra 100 CP (150 CP if the previous 50 CP purchase was made) this ability is upgraded to allow the user to travel to other “Multiverse Timelines” should they exist in that universe. That is, events happened in the timeline that deviated the entire multiverse, this would be something like starting in a classic DC Jump and hopping to a Multiverse Timeline where Darkseid was on the side of good and justice. The only downside is that you can only stay in these Timelines for a year before you are forced back to your original timeline, though you can return to your original timeline at any time. Once you have returned to your original timeline you cannot travel to another multiverse timeline for a year. If you purchase this ability then it will follow you to other Jumps. For a more in Jump example, you could go from the Classic Timeline to the Underverse Timeline, but you would be forced back into the Classic Timeline if you stayed in the Underverse timeline for more than a year. This also allows you to make one-way viewing portals to other multiverse timelines, though it takes more energy then simply viewing other AU’s.

Languages, Fonts, You Know It All (50 CP): This perk gives you the ability to see the words that people are speaking that, much like subtitles, will show you what the other person is really saying. Even if they're speaking in a language that frankly shouldn’t be possible, like Wingdings, you will know what they are really saying. Additionally this gives you the ability to speak, read, and write in Wingdings. If you find a similarly bizar language you find it easier to learn then it would be for most.

Don’t You Just Lv Murder? (50 CP): Lv, or LoVe, stands for Level of Violence and is attained by killing other beings. Gaining Lv can lead to, frankly megalomaniac behavior because the higher one’s Lv is the easier it is to harm others and the harder it is to be harmed. This is often seen in your stats, HP, Attack, and defense, growing with your Lv. Luckily for you, upon purchasing this perk you gain greater control over how your Lv affects you. You can be as friendly as you ever are and still have a monstrous Lv. Furthermore, most AU’s only see Lv go as high as 20, though thanks to you being an Outcode you no longer have that limit. Happy hunting!

Stat Editor (50 CP): One of the most common ways to gauge the strength of others in this Multiverse is through Checks. These show someone’s Lv, EXP, Attack, Defense, and some flavor text. Upon purchasing this perk you are able to edit the appearance of what others will see through a check, such as showing you only have Lv 1 with no EXP but in reality you are Lv 20. However, if an individual is perceptive enough, they may

notice that what your stats say and how you act don't match up. This will mostly be seen amongst some Judges and very powerful Outcodes. Post-Jump this allows you to fool most divination or other information gathering magics.

Power of the Mainframe (200 CP, Capstone Booster): Much like Error 404 you have found a way to gain access to the Mainframe and have taken a portion of its power for yourself. Even a portion has granted you enough power that you could theoretically fight half the Multiverse and have a good chance of winning. The Mainframe's power has boosted the power from some of the perks and items to new levels. Unlike Error 404 you will not have to worry about Loading, the fail safe that endlessly hunts those who truly threaten the balance of the Multiverse, due to you spending CP for this. He will see you as a natural part of the Multiverse.

Racial Perks:

Human:

Echoes of Past Users (100 CP): In almost every world, the Final Fallen has been able to pick up an item or weapon and have a basic idea of how to use it. While they did build a greater mastery of these items over the course of countless Resets, they still had that good start. And now, so do you. When you pick up a weapon, item, or tool that has been used by another in the past you will be able to draw on a fragment of their experience in how to properly use it. Keep in mind that this does not make you a master of whatever you pick up, but it does give a good start on how to actually use it properly.

Scary Face (200 CP): Something about the way you smile, well, it's just creepy you know? Much like the First Fallen when you put the right intent into your smile you can put the fear of god into most who witness it, though it could be anything from an innocent looking smile to something from a horror movie. Even beings that are soulless would be scared from the sight of your smile.

Spells and Incantations (300 CP): Whereas monsters and some humans could instinctively use magic like magic bullets and blue magic with a little training, other human mages were not as lucky. So in several AU's mages began to develop spells, a famous example being the Barrier which keeps the monsters Underground in most AU's. This perk not only gives you a talent for learning all forms of spells, but it also gives you a talent for creating your own as well as finding magical artifacts such as grimories. Should you find an AU which has humans having an established magical system then you would be able to learn that system at a rate that you would be considered a prodigy, this is true for all magic systems and spells that were created by

humans. So long as they don't have a requirement to learn them that you don't meet of course, an example being needing a special bloodline to learn a branch of magic.

You REFUSE (400 CP): In those Determined enough, they have shown that they can REFUSE to die by refusing their broken Soul as their HP reaches zero. Much like those Determined Souls, you can now refuse to die once every ten years or once a jump, whichever is less time.

Core (600 CP): Much like Core!Frisk you have attained a form of omnipresence, essentially you are everywhere yet nowhere at the same time. Allowing you to be aware of nearly everything that happens in the AU's when you use this power, though the actions of powerful Outcodes can be difficult for you to "see" (such as Ink, Error, and all of Alphatale). Similarly, locations like the Anti-Void, the Doodle Sphere, the True Void and other places outside of time are difficult for you to "observe" unless you are there in person. This also allows you to teleport yourself to nearly any location within your local multiverse. However there are some restrictions: first off you can only maintain this power for brief periods of time, though with training you can extend this time. This is primarily because much like Core!Frisk you have difficulty maintaining your physical form for extended periods of time, and if you keep the power going too long you will simply disappear and it would take months if not years for you to pull yourself back together. In this state you cannot attack, but neither can you be harmed. While using this power your body will turn into a monochrome version of itself and your eyes will become voids in their own right.
Capstone Boosted: Upon accessing the power of the Mainframe, your awareness of the multiverse has expanded. No longer can powerful Outcodes hide from your gaze, nor can locations like the Doodle Sphere or the Anti-Void are blank spaces to your vision. You are also able to manifest up to five "copies" of yourself which you can direct through a link similar to that of a hive-mind. The time limit on this power has also been removed. Finally you have gained the ability to form an Omega Timeline of your own, a place in the multiverse where only those who you allow in will be able to enter and it is impossible to find unless you guide them there.

Monster:

Do You Need To Talk? (100 CP): Monsters are made of love and hope, at least that's what the books say. Really it would be more accurate to say that they are made of their Soul and dust. Regardless, Monsters in general usually take the whole, "wearing your heart on your sleeve" thing to a whole new level. Usually being very open with their feelings and willing to be friends (depending on the universe), though they can be as mistrustful as humans should the need arise. In the name of taking care of what friends

you have, you have developed a limited empathy ability. With the purchase of this perk you will be able to tell if someone is in pain, whether it be physical or emotional, no matter how hard they try to hide it. This perk also gives you the knowledge of what to say in order to encourage them to start talking. Depending on how deep the pain runs they may not turn to you on the first attempt, but now that they know you care they may come to you in the future. Just be patient and let them know that you care.

Soulless, Shmolless! (200 CP): Normally if a Soul is taken from its owner, that person would die. However this has been disproven several times both in the Original Undertale and in the wider Multiverse. Much like Flowey the Flower or Ink, you can now survive without a Soul even if you are a Monster, a being whose body is normally created and maintained by their Soul. This may have consequences such as not being able to feel naturally while having no Soul. However with the purchase of this perk you will *eventually* find your Soul again, you could even find a near exact replacement if your original Soul was destroyed! Though getting the replacement may be a bit *messy*. So don't give up on HoPe and stay DETERMINED! Post-Jump this allows you to survive having your Soul torn from your body or even if it is destroyed, though you will find yourself weakened until you find your Soul.

Dirty Fighting (300 CP): Inside an encounter you and your opponent will have access to certain options: Fight; Act; Item; and Mercy. Once an option is chosen and carried out, only then can the opponent choose an action. Normally that is the case, however you are a little different. While your opponent is making a decision you can send small attacks at them, forcing them to choose quickly or get hit. Outside of an encounter, this gives you knowledge of how to perform all kinds of tricks that most would call dishonorable: how to properly throw dust into someone's eyes; how to set a small trap while your retreating during a fight with your magic; how to really annoy your opponent to make them act rashly; etc.

Box Manipulation (400 CP): Fights in Undertale are *odd* to say the least, because they seem to come in two forms. Either a proper encounter, or a normal fight. The main difference is that in a proper encounter, both opponents have their soul in the open (unless there is a monster of course). In an encounter your opponent's soul will be trapped in a "Bullet Board" where you can attack their soul directly. Normally this Bullet Board is fixed in the shape of a square or rectangle, however with this perk you can freely manipulate the shape of the box on your turn. You can move it and spin it, forcing your opponent to focus or be hit. You can also make it thin or widen it. Outside of an encounter, this gives you a kind of intuition on where your opponent will dodge even though it is not perfect. Should an opponent be agile enough they would be able to dodge you, but as the saying goes: they can't dodge forever. =)

Seraphim (600 CP): Much like the Sans alternate of the same name, you have achieved something few monsters have done: acquiring and keeping 7 human souls. Part of the rarity of this is due to human souls having a tendency to “rebel” if they don’t like what their host is doing, this could be them attempting to take control of the body or simply working against the original soul. You will find that this is not the case with you, the souls within you will not be able to take control of your shared body nor will they be able to work against you, however they can give you advice if you ask. If you are a Monster then your body would likely go through some drastic changes, and if you are a human then the souls would simply hover behind you like with Epictale! Frisk. On top of that you get seven purchases of Magic Bullets for free (not counting the purchase that everyone gets for free), access to the seven soul powers described above, and three purchases of Color Magic for free. Not to mention the power boost that comes from having the Seven Souls which can magnify a monster like Classic Asriel or Classic Sans to being able to rewrite their AU. Should you pick the Power of the Mainframe perk, you will not receive the power multiplier that comes from the Seraphim perk.
Capstone Boosted: With the power of the Mainframe, the power granted to you by the seven souls has been expanded. First you gain the power of the “7th goner” which allows you to erase any one thing from existence every ten years (or once a jump, whichever is less time), so long as it is smaller than a multiverse. Furthermore you are able to free those who are under the control of another, it matters not if they are under the control of a mortal’s hypnotism, or under a magical contract from a multiversal existence, you can free them. Though keep in mind that you have to deal with the fallout and you cannot use this ability on yourself. Finally you are able to give the Souls you possess physical forms, each of them having access to their Soul trait abilities along with basic magic bullets and one of the items that were used by the Fallen Children in the Classic Undertale (Perseverance would have the Book, Determination would have the Real Knife, Kindness would have the frying pan, etc.). Their individual combat skills would be enough to fight on par with one of the members of Nightmares gang, however keep in mind that keeping them manifested does draw on your magic which can add up quickly though you can summon them individually to lessen the drain.

Origin Perks:

AU Resident:

You Think You're So Punny Don’t You? (100 CP): Well you're certainly a comedian aren't you? With his perk you’ll find that you’ll be able to make a pun out of anything at the drop of a hat, and I do mean *anything*. Not that it will be a good pun but it'll be a pun.

If puns aren't your thing, then you can change this to be some other form of humor, though it has to be something that most people consider to be "bad humor".

Threatening Me With a Good Time (100 CP): It's the people who smile the most who are often the scariest. Much like Classic Sans, you have a talent for delivering *killer* threats when you feel the need, even if the target of your ire doesn't deserve it. Keep in mind that your threats might not be taken seriously, or it might just piss off the recipient.

A Good Memory (200 CP): At the end of the day, at least you know your memory won't betray you. This perk makes it so that you won't lose your memories due to a RESET, similar time-based abilities, or other memory-altering magic. This allows you to remember every timeline, no matter how many times you go through a RESET. Even if someone is erased from existence, you would still remember them.

You Think I'm Just Going To Stand There And Take It? (200 CP): With this perk you get a rather simple ability: you know how to dodge and dodge well at that. With this you gain a great deal of skill with reading your opponent and figuring out how they are going to attack next, and how best to dodge that attack with minimum effort.

Soul Science (300 CP): Have you ever wondered how the CORE that most AU's possess actually works? How it takes geothermal energy and converts it into magical energy? Well now you're on the right path to finding out. With this perk you have a firm understanding in both the science behind the Soul as well as an understanding of the kind of technology that magic can create.

"Save Point's?" What are those? (300 CP): With this perk you will be able to destroy the save points used by those with enough DETERMINATION, preventing them from using the LOAD and SAVE abilities to their fullest. Past this Jump, you will be able to prevent those with time-travel based revival from using their abilities to their fullest, forcing them to go "load" back to an earlier save point.

The Judge (400 CP): This perk grants you two abilities, one is the ability to CHECK a soul outside of an encounter allowing you to see the Lv and the stats of other beings. The second ability is Karmic Retribution, which deals a form of poison damage to those with Lv. The higher their Lv is, the more damage Karmic Retribution will do, though it will never deal the last point of damage needed to kill someone.

Usurpation (400 CP): Much like the one called Dust, you have the ability to take one aspect of the magic of your foes once you have killed them. For example, when Dust killed his Asgore he got his Trident, when he killed his Toriel he got fire magic, etc. The

catch is that you only get one part of their magic, nothing else. In future jumps this would manifest as allowing you to choose what part of your foes' magic you get once you have killed them. If they can use twelve different kinds of magic, you can only get one. If they can use one magic in twelve different ways then you still get the one magic that the person had but you will know how they used it in those different ways.

Void Walker (600 CP): One of the most common stories of an AU resident becoming an Outcode is that they fell into the Void, such as the case of The First Royal Scientist's from countless AU's. They were scattered throughout space and time, trapped in the Void with few ways to escape. Whether you went the same way or simply found your way to the Void you have been touched by it, though unlike the Royal Scientists it appears that the Void does not mind you leaving. This odd relationship with the Void has affected your magic and granted you a few new abilities. First, you are able to freely move through and leave the Void whenever you desire. Second, should you wish you are able to have your attacks "corrupt" the Souls of others. What this means is that the more damage you do to them the greater the hold the Void will have over them. Basic magic bullets would only do small bits of corruption while things like Gaster Blasters would corrupt a soul should they stay still during the attack. Once a Soul is corrupted the target will be unable to move and unless they are fully healed within twenty four hours they and their Soul will be taken to the Void where you can either leave them or deal with them as you wish. Next you are able to summon tendrils made from the void which do a great amount of corruption damage, at first you will only be able to summon up to six but that number can be increased with training.
Capstone Boosted: With the power of the Mainframe your connection to the Void has been greatly enhanced, allowing you access to new abilities. First you are now able to essentially drown an AU with the Void, pulling the entire AU into the Void and sending it into nothingness. Each time you do this will see a moderate increase to your total amount of magic, similarly each time you do this the speed at which corruption from your attacks corrupts their target increases each time you sink an AU. Lastly, the closer you are to the Void the stronger you become. While in an AU it would be a minor increase, but inside the Anti-Void or something like the Doodle Sphere or the Omega Timeline? You would see a moderate increase in your power. And inside the True Void? Your power would be magnified several times over.

Creator:

How Did You Know To Come Here? (100 CP): Wait, what are you doing here? Actually, how did you know you came here? Simply put you seem to have a sixth sense that tells you where to go to that would get you involved in some kind of adventure. While this may seem like a good thing, this could go anywhere from something easy like

helping rebuild a house to something like saving a world from being destroyed. Meaning that there's no guarantee that you'll survive whatever you're getting into. Good luck, you're going to need it.

Hiding Your True Face (100 CP): Much like XGaster was able to hide how he truly was from the people of X-Tale (bar those already in the know) you are able to hide how you really feel from those around you to an astonishing degree. You could truly believe that every single one of them was just a tool for you to use and still convey that you thought of them as a close friend or something similar.

Heartfelt Speech From The Heartless (200 CP): How do you do it? No seriously, how do you do it? Even if you had no soul whatsoever you still have the weirdest ability to make it sound like you *care* about things. And if you actually have a soul? I imagine you could raise an army from people across several AU's with minimal effort. Keep in mind though, the stronger and more cautious your audience is the more you'll actually have to care about what you're talking about to convince them.

Hiding In Plain Sight (200 CP): For years XGaster was able to hide the fact that he gave half of his very Soul away to Ink for safe keeping, yet no one noticed. Not Chara and Frisk who hated his very existence and were often watching him for a sign of weakness, nor any of the other Monsters of X-Tale. For while in some timelines he kept his distance, in others he decided to observe from closer. Like him you are able to hide changes that could affect your very soul and magic from others, so long as you keep any physical change out of sight. To the senses of others you will be as strong as they have always known you, even if the truth is the opposite.

Emotional Bottles (300 CP): Near the beginning of his existence Ink found a way to bottle the paints that grant him emotion, allowing him to decide how he wants to feel at a given moment. With this perk you can do something similar, you can bottle emotions and use them in various ways. Need to feel genuine rage to use a specific spell? That would be the red bottle. Want to spike the drinks with some joy to lighten the mood? The light yellow bottle. Unless someone sees you using the bottle, no one will be able to detect the use of them through any means. Meaning that they wouldn't be able to detect that you spiked the food with rage to get them to fight, or anything else really.

Xecutioners (300 CP): Much like XGaster saved the strongest monsters and humans from his original universe in order to use them as his minions, you can now do something similar. You are able to create up to ten clones of yourself which have all of your abilities, but there is a catch. Each additional clone will make all of them weaker as a result. Meaning only one clone being in existence would be equal to you in power,

while two clones would each have half your power, three clones a third of your power, etc. This means that if your abilities require a certain level of power then these clones may not be able to use them. They are completely loyal to you and while you can assume direct command of them they are able to follow your orders and adapt like you can to new situations.

Plots and Plots (400 CP): Ink has always suffered from his boredom, so sometimes he decides to create a little chaos, only to swoop in and be the hero. Or just watch what happens, but that doesn't matter right now. With this perk you will have a talent for creating plots that can cause chaos on a multiversal level, though that kind of plot would take a few years to set in motion. This does work on smaller levels though any plot that affects something less than a city often gets overly complicated quickly.

Button Physics (400 CP): A button to RESET time. A button to OVERWRITE reality. How do they work? How are they created? With the purchase of this perk you are able to not only understand how these metaphysical buttons work, but also how to make your own. Of course it would take years of research and experimentation to create one, though if you had an example to work off of it would likely go faster, but that kind of power might be worth it in the end. You are not restricted to time or reality either, you could go and make "buttons" for other aspects of reality: A button to induce death on others; a button to bring forth disaster; etc. Naturally the Reset and Overwrite buttons would be easier to create seeing as you have some examples scattered throughout the various Multiverses, the main problem is finding them.

Soul of a Creator (600 CP): Creation is such an interesting thing, in some Multiverses only the Creators can make an AU with Ink only helping them along the way, in others Ink can truly create as he desires, and in others still there are others who wield the power of creation for their own use. You are one of those beings, being able to create objects like weapons, tools, food, and similar things with but a flex of your magic. Larger objects such as a large house or similarly sized buildings might take slightly more magic, and creating an entire city block may leave you a bit breathless. However, with a large amount of magic you are able to create an entire AU. Doing so would leave you exhausted for a time, a few hours initially but with a few decades of practice you would be able to recover in minutes. You would be able to design the basics of this world (who is the Judge, who is the King, etc) as you wish, so long as it follows a theme. For example UnderFell follows the motto "Kill or be Killed" and HorrorTale has the theme of "horror". Now go forth young Creator, show us how far you will go.
Capstone Boosted: The power of the Mainframe has expanded your control of creation and granted you access to new gifts. With the amount of magic you now have to command you can create dozens of AU's before becoming exhausted and the more you

practice, the more AU's you will be able to create. Furthermore you have found that the amount of control you have over your creations has been expanded. While before you could only assign a theme to the AU and then let free will do it's thing, you can now dictate how the personalities and histories of your inhabitants will form. You could implant hobbies that they enjoy, beliefs that they have, implant a subconscious loyalty to you, even dictate what their initial magic would be (they can have access to any choices from the Magic section except for Puppet Master and Ink Manipulation). As you study other AU's you would be able to learn how to implement their magic systems into your own AU's over time. The last gift you've discovered is the ability to fix AU's and the multiverse as a whole. For example, say you came across a Glitchtale AU or a hole in the barrier between AU's. You would now be able to fix it without destroying the AU in the process. Or say the multiverse is collapsing on itself, you would be able to find a way to fix the multiverse and keep it from collapsing.

Destroyer:

Knitting, Sewing, Weaving, Oh My! (100 CP): Have you noticed that Error, in almost every Timeline, is skilled at some kind of thread work? Well now you too have a talent for all things involving a needle and threads. Well that's a slight exaggeration, you are talented in anything that involves thread work but you truly shine in *one* form of it. Be it sewing, weaving, or some other form of thread work you have a great talent for it that will only get better with time.

Soul Collector (100 CP): As I'm sure you're aware, if a Soul is detached from the body it will quickly shatter unless precautions are taken and the body of the Soul must die for this to happen. Well you bend those rules, to an extent. What this perk allows you to do is take the Soul of someone who is still living and keep it away from them, even taking it to an entirely different dimension, without the host being harmed. Keep in mind that you cannot do this and then absorb the Soul for yourself, that would simply cause the Soul to shatter and the original host to die. What this does allow you to do is inflict pain, or other physical sensations, on the original host without actually touching their physical body. After all, you are holding the culmination of their being in your hand. Do remember that if you take someone's Soul it is likely that they will become like Flowey to a degree, they can feel emotions but only distantly though they can feel physical sensations just fine.

Fade From View (200 CP): Don't you find it strange that despite his great power and his grand goals, very few know who Error 404 is? Much like him you have a great talent for fading from the notice of the greater Multiverse. The time it takes to fade from view will vary depending on what you've done recently. Stole some chocolate from one of the

many Underfell AU's? Might take a day for them to stop looking if you're still in the AU, less if you leave unless the AU has access to the greater Multiverse and decides to raise a fuss about it. You decide to destroy a few AU's? Might take a few months for the heat to go down, and that's only if their lesser known AU's.

Terror of the End(200 CP): When people look at you, they see the end. When you desire those you call your foes and victims will see you not as a living being, but as more as a force of nature. All but the strongest and the boldest will be more likely to flee from you rather than try to fight you.

Fate Defying (300 CP): In some timelines, there exist entities which embody parts of reality: Chaos, Destiny; and Karma are among their number but there is one who seems to revel in interfering with the Multiverse, Fate. In most FGO timelines it was Fate who took a Geno! Sans and made him into Error the Destroyer, all to act as a counterbalance to Ink. This perk grants you protection against entities like Fate interfering with your life and trying to force you down a path. Essentially it ensures that your free will is secured against any higher power who would try to force you into a role or decision. They can still tempt you, but they can no longer force you. Go forth and rebel against that cruel mistress, show them all the strength of your will!

Button Destruction (300 CP): The Reset button, the Overwrite button, these are just two of the buttons which have been created that can affect the timelines of the Multiverse. Those who can use them are often annoying opponents, however with this perk those buttons are no longer a worry. Upon purchasing this perk you gain the ability to destroy things like the Reset button, preventing them from being used. This will have no negative effect on the timeline, so things like what happened in Glitchtale can't occur here. Post-Jump you have the power the destroy a person's ability to do things that could affect reality on a wide scale (time travel, high level reality warping, etc.), keep in mind that this would have to be done to every individual and object that is capable of time travel if you wanted to get rid of time traveling.

Code Reading (400 CP): Upon purchasing this perk you will be able to see and read the "code" that makes up the multiverse.This would allow you to know the general condition of the multiverse (how stable it is, how many AU's there are, the major players of the Multiverse, etc.) and gain more specific data on individual AU's (if there are human mages, how many Monsters and Humans there are, if it is a genocide timeline or some other timeline, how stable the AU is, etc.). Finally this perk allows you to get the full history of an individual if you look at their code, meaning that you could learn their true name, their place of birth, who their family is, who their friends are, who their enemies are, etc. With time (a few centuries at best) you would be able to manipulate

the code of the AU's around you to fix mistakes in an AU, or simply manipulate the code of it's residents in a multitude of ways. Though keep in mind that this does not allow you to create code from nothing, this only allows you to manipulate that which exists.

Copy and Paste (400 CP): This is a similar ability to Code Reading, in that it allows you to see the code of others, however this perk goes one step further. It allows you to "copy" parts of another being's code, this could be their magic, their general personality, how they look, etc. Using these pieces of code you can make a new being who is loyal to you and only you. Furthermore, you can only copy up to three things from a single being to start with, otherwise the other being gets "deleted". More practice with this ability would improve your ability to "copy" others' code. The final drawback is that it takes time to copy the code of others, usually a few hours for a single bit of code so it is recommended that you either remain unnoticed while following them or keep your target from moving in some way. Give yourself a few centuries of practice and you would be able to copy entire AU's, though it would take a few months to successfully copy a whole AU and that would be with centuries of practice and training. However you will never be able to copy the entire Multiverse at once, at the absolute most you would be able to copy a few AU's at the same time though it would likely take only a little less time then copying each of them separately.

ERASE (600 CP): The AU's, people, even the Multiverse itself can be viewed and manipulated through the "code". Who's to say that you can't delete that code? With this perk you can now erase the code of other beings and AU's. How this works is for people you, or your magic, needs to be touching their souls at which point you can "delete" the code that makes up their existence. The amount of time it takes to "delete" someone's code depends on how strong they are. If they're just an average AU resident? A few seconds at best, but if they are a strong Outcode or a god? It would take anywhere up to a few hours to delete their code, so not the most useful in combat. However the process is slightly different when deleting AU's. For those you essentially put a "virus" into the code of the AU, slowly deleting the code that makes up the AU. This process initially can take several hours to complete, though the more residents of the AU you kill, the faster the AU can be deleted. Similarly the more practice you have with destroying AU's the faster the "virus" can destroy the code of the AU. Some AU's are more resilient than others, causing them to take longer to delete by default, for instance Reapertale is much more resilient than Underfell when it comes to deletion. While a master of ERASE could delete Underfell in a few minutes at the maximum, it would take days to delete Reapertale. To summarize, the more copies of an AU there are, the faster the "virus" will be able to delete them due to the familiarities in the code. But the opposite is true as well, the less common the AU the longer it will take to delete it's code.

Capstone Boosted: The Mainframe has expanded your repertoire of destruction. First you will be granted the ability to destroy things on a conceptual level. This does of course have it's limits, the finer the destruction you want to achieve the more magic it will take to do so. You want to erase an entire AU? Won't take much magic at all really. Might leave you a little winded but you could still fight. But if you wanted to destroy the concept of death for someone, thereby making them immortal? It would be something that could only be done once every ten years. This also makes killing other beings relatively easy, as by touching them you can simply erase their code. Naturally the stronger the being is, the longer it will take to erase their code but even just having a bit of code erased can have severe consequences for the target such as: memory loss; personality changes; changes to their magic; etc.

Guardian:

Empathy (100 CP): The pain that people go through is an awful thing, though many find that having a caring ear that will listen to them helps. Upon purchasing this perk, you will find that you are able to understand the emotions of others better. Why they feel like this, what they need from you (meaning if they need someone to listen/comfort them or not, does not give the ability to know what to say to comfort someone though), leaving little to be misunderstood.

Influencer (100 CP): As a Guardian you likely draw power from the emotions of others, whether they be negative or positive, and the stronger they are the better. Well now you know just how to make those emotions all the stronger, not with magic or powers, but with words. You know just what to say to increase someone's fear, or drive them into a greater rage, or even make them happier. Keep in mind that this perk is for *increasing* other people's emotions and doesn't work if you're trying to decrease their emotions (ie. calming someone down, etc.).

To Bring Despair (200 CP): Over the course of (Classic) Nightmares time as one of the greatest threats of the multiverse, he has made something of an artform out of making plans that generate the negativity he craves. Now you have that same potential to create plans to bring about hopelessness to those around you. Want to bring despair to a group of people? Well they see their mentor as invincible, so why not just break him into your puppet and watch as they have to fight their precious teacher? Want to do the same to an entire city? An entire AU? You have an idea of how to bring their precious peace crumbling to the ground, leaving them in chaos.

To Repair What Has Been Broken (200 CP): In some timelines, Dream and the other Star's have taken to fixing the mess that Nightmare and his gang leave behind. While

they cannot bring back the dead, they can help bring back order to the AU. Upon purchasing this perk, you have a talent for repairing the infrastructure of cities and AU's. Whether it be in how to repair the housing, businesses, and plumbing of the area in a swift and efficient manner or in restoring the leadership and bringing law and order to the chaos.

Your Reign is Here (300 CP): In the timeline referred to as Dreamswap, Dream was able to form and sustain an organization that works on a multiversal level. Upon purchasing this perk, you gain a similar skill in managing large organizations. You will know how to successfully manage your organization, as well as having ideas for successful expansion. This perk does not grant you the knowledge of how to get closer to your subordinates, nor does it guarantee that anyone who joins your organization will be strong (or sane for that matter) only that they will have some level of competency for whatever role they have been hired for. This perk also works for the management and recruiting of smaller organizations, such as large empires. Keep in mind that by smaller I mean at the very least your organization stretches over an entire country.

A Gang of Your Own (300 CP): Just like Nightmare was able to find Dust, Horror, and Killer to form his original gang, now you can find strong individuals who fit your needs. Need a team of killers who will obey your orders? You would get a general idea of where to find them and when to approach them, as well as a general idea of what to say to gain their allegiance. This perk works best for gathering small groups of highly competent people, so while it could be used to find a person to act as a recruiter, it would not work well in gathering large armies. The people who you gather with this perk will be loyal and may come to see you in a familial light depending on how you interact with them, though those who join to spy on your group won't feel this effect unless they are convinced to join you.

Sleep Tight (400 CP): Despite their names, the classic Dream and Nightmare hold little if any power over the domain of dreams. Yet in some timelines that is not the case, and like them you too now hold great power in the realm of dreams. By entering a meditative state you are able to enter a realm that allows you to manipulate the dreams of those in your local multiverse. Obviously the closer they are to you the easier it will be to manipulate their dreams but even if they are in a completely different universe then you it would not save them from your influence. No ward, barrier, or defensive measure can keep you from reaching your target, and even if there were billions of dreamers for you to search through you would always find the one you are looking for (or at least one who fits your criteria). You could torture them in their dreams and drive them to madness, giving them horrible nightmares that may very well lead to them going mad. You could give pleasant dreams, or simply converse with those who are asleep. If you desire you

could wipe all memory of these dreams from the dreamer, and give them back at any time. What will you do, now that even sleep is not an escape from you?

Will of The Tree(400 CP): There are many things throughout the multiverse that will seek to corrupt you, from Hate to the Black Apples of the Tree of Feelings. Upon purchasing this perk you are nearly immune to any force which would seek to twist you into something you're not, whether it be through mind control, forcing you to feel all the negativity of the multiverse, or something similar. It would take the full power of a being which could corrupt the entire multiverse in order to have a chance of succeeding in controlling you, and no matter how subtle they try to be you would notice it.

Embodiment (600 CP): As a guardian there are two sides of the spectrum you represent: positive emotions and negative emotions. You must choose *one* side that you will receive the benefits of, and much like Classic Nightmare or Dreamswap Dream you have taken your power over that part of the spectrum and enhanced it with the power of 999 apples from the Tree of Feelings. There are benefits to choosing each side, though there are similarities to the benefits. First off you receive an alt-form which you can turn into whenever you desire: if you choose to embody the positive spectrum your form would look identical to the one you designed above, however it would take on a more angelic appearance and you would receive wings (it could be one pair or more, max of three pairs) which are a brilliant gold color. Should you choose the negative spectrum then your alt-form would be the form you designed earlier only covered in a tar-like substance that is similar to HATE, and you would grow up to six tentacles (though in the alt form you always have four tentacles out). Each side can sense their respective emotional spectrum on a multiversal level, meaning that they can sense the general emotional state of AU's. For example someone who commands the negative spectrum would sense that genocide timelines are filled with despair, wrath, desperation, etc. Meanwhile, someone who chooses the positive spectrum would sense a lot of hope and joy from pacifist timelines. While you can "feed" on the emotions of your spectrum in order to sustain yourself, you do not need to do this seeing as you are using CP. However, feeding off of the emotions of an AU would give you a small, temporary, boost to your power which can quickly add up. The downsides are that you can only "feed" off an AU you are in, so no feeding off an AU from half the multiverse away. Furthermore the boost of power you get is temporary and will fade over time. Lastly while in your alt-form you are highly resistant to all forms of attack, be they physical, magical, or even mental. However attacks made from the spectrem opposite of yours (positive emotions if you chose negative, and vice versa) can pass through your defenses like a hot knife through butter and burn as if you were a normal human standing in a bonfire.
Capstone Boosted: The power of the Mainframe has expanded your control over your chosen spectrum of emotions. No longer do you have to be in an AU in order to feed on

it, you are now able to feed on up to six different AU's at the same time in addition to whatever AU you are currently in, allowing you to keep the power boost going. Furthermore your weakness to the opposite emotional spectrum has been greatly reduced. Whereas before an attack made of the opposite spectrum would greatly harm you and pass through the defenses of your alt-form, now they are like any other attack and no longer pass through your defenses. Though being in the presence of an incredibly large source of positivity (something along the lines of an entire AU's worth of positivity) can still weaken you slightly, as if you were a normal human who was slightly out of breath.

Magic:

Normally Monsters are the only ones who have access to magic on a wide scale, with only a few human mages appearing here and there across the multiverse. However, due to the dangers of the multiverse, both races have access to this section.

Magic Bullets (50 CP per purchase/First Purchase free): Every user of magic has a "Magic Bullet" of some kind. For example most skeletons have bones as their basic bullet, though most have either other bullets or access to other forms of magic like Blue and Orange magic. These will likely be your basic attack in magical combat and can take almost any form, pellets, bones, knives, etc. You can also coat them in other forms of magic such as Green or Orange magic to have different effects. You are also able to freely control how large or small your magic bullet is. The biggest problem with these is that they are relatively fragile and deal damage directly to the soul, meaning that while they can do physical damage they don't deal as much as they should. For example, a cut from a magic bullet knife would still leave marks on clothes and break the skin (if the target is human) but it wouldn't do much more than superficial damage.

Color Magic (50 CP per purchase): Color Magic is magic based around four of the base soul colors: orange; blue; purple; light green, and dark green. Orange magic is a form of motion magic which can be used on Magic bullets that only harms those who stay still, as its nature is to encourage BRAVERY. Blue magic is interesting as it can affect both the Soul's of others and one's Magic Bullets. When used on a Soul, it increases or decreases the gravity around the Soul depending on the user's will. This could be used to make it harder to move or force one to move in another direction. When used on a Magic Bullet, it injures anyone who moves, but does not harm anyone if they stay still and are PATIENT. Purple magic is an odd one which can only affect Souls. What it does is it makes it so that the Soul can only move left and right or up and down, trapping the Soul on "strings". While it does add difficulty, Souls can still

PERSEVERE. Light Green magic is an easy one, it heals others. Whether it be done by coating a Magic Bullet, causing it to heal damage, or applied through physical contact, those who use Green magic often strive to be KIND. Dark Green magic is a rather simple magic, by coating the soul of your opponent in it it forces them to stay still. Naturally they are still able to defend themselves but they cannot dodge and can only turn to face a new direction.

Shortcuts (50 CP): You ever wondered how Sans (or his alternates for that matter) can just walk one way and end up in a place that's in the opposite direction? Technically he teleports but "shortcuts" just sounds nicer, you know? That, and it drives everyone else nuts. Now you too can make a shortcut. What this allows you to do is rapidly teleport to anywhere you can see, or you can teleport to any place that you know the exact coordinates of. Since you're purchasing this with CP you will also automatically know the coordinates of your current location at all times. Finally, you can take other people with you through a shortcut but the more people you take, the more magic it drains.

Man Who Speaks In Hands (50 CP): A magic that is most often seen used by the various alternate versions of one Wingdings Gaster, it is a very *handy* magic which allows the user to conjure extra hands for various uses. In the beginning you will be able to conjure six hands which you will be able to move as you will, though they can go no further than thirty feet from you initially. Both of these limits can be improved over time. These hands could be used to carry things for you (as they have the same strength as your natural hands), attack others using weapons, curl them into fists to attack others, pin others down, etc. If you have magic that requires hand movements of some kind, they can be used through your conjured hands. These hands can be anywhere from the size of your normal hands to the size of an adult human.

Weapon Materialization (50 CP): This magic allows you to summon a weapon, be it a knife, a sword, a glaive, or some other weapon. While similar to Magic Bullets, it is different in that the weapon that you summon is more physical than it is magical. This allows the summoned weapon to deal physical damage in a way that Magic Bullets can't. Like with Magic Bullets, you can coat your summoned weapon with color magic for a variety of effects.

Gaster Blaster Master (50 CP): Or would you prefer Gaster Blaster Master Caster? Regardless, this is a magic that is normally used by the various Sans, Papyrus, and Gaster alternates as a "special attack". Essentially this magic allows you to create what appear to be dragon skulls (you can specify how your's appear, though keep in mind that their eye color will match the color of your magic) which can fire beams of magic at their target. At first you will be able to summon six at the same time, though with time

and practice that limit can be increased. Much like with Magic Bullet you can increase or decrease the size of both the blaster and how large the beam it fires is, the larger the blaster or beam the more magic it takes to use.

Elemental Magic (50 CP per purchase): One of the more common magics in the various AU's, that isn't magic bullets of course, is that of the elemental variety. In most cases fire and lightning are the most common, however other elemental magics exist and you now have access to one of them. Your options are: fire, water, earth, wind, lightning, and ice. Your ability to manipulate your chosen element is basic at first, only able to hurl balls of fire, or create spears of ice. However, with time and training your ability to manipulate your element will grow, exploding balls of fire, pillars of flame, summoning blizzards, creating tornadoes. Naturally the more power you have available to you the greater acts of destruction you will be able to create. You are able to purchase this option multiple times and with training you could learn to mix your elements together, within reason. With a master of earth and fire, for instance, you could create and control magma.

Puppet Master (100 CP, Discount Destroyer): A magic which all beings deemed an "error" seem to share, the magic which allows them to bind and control others. With this magic you will be able to manifest strings attached to your fingers (they could also be visible on your body such as Error's "tears" becoming his strings), and while initially you will be limited to ten strings this number can grow with time and practice. This magic is useful in binding others, using them as a way to move around the area, and even grab both your attacks and the attacks of others. However, possibly it's most powerful feature is its ability to grab the souls of others and allow the user to control them like puppets. The user will be able to instruct them to do virtually anything so long as the strings are not cut. Keep in mind that this feature is useless against soulless beings.

Ink Manipulation (100 CP, Discount Creator): An odd magic that is primarily used by the Outcode Ink, it allows for one to create temporary constructs made of ink. While this may sound weak, the major benefit is its versatility and it's incredibly low cost in magic. You could use this for hours on end and keep going strong: use it to build temporary, yet strong, walls; to bind others in a straightjacket of ink; etc. Now go forth, and show all of existence your artistic glory!

Items:

General Items:

Music Device (free): This can take whatever form you desire, an app on an existing device, an Ipod, ect. So long as it can play music it works. The device (or device that the app is on) will have unlimited battery and will never have problems playing music. What this does is save both the classic OST of your universe (ex. Megolovania, Megelo Strikes Back, etc.) but will also download and categorize all fan-made music based around your current Jump. For example, say you go into a Minecraft Jump? You'll get all music that has been based around, or inspired by, Minecraft in some shape or form. Naturally you can download other music if you desire, so long as you have the internet you can download any song from your current universe.

Mood Glasses (50 CP): Much like the glasses which Fresh wears, the lenses of the glasses are completely tinted making it so that no one can see your eyes. Furthermore, words though only one or two will appear on the lenses to reflect your mood/intent. An example would be if you are extremely angry with someone the words "BAD TIME" might appear.

AU Resident:

Comfy Jacket (100 CP): A favorite jacket, perhaps it's a hoodie, or a leather jacket, or a trench coat, and perhaps it was given to you by someone close to you. Regardless, wearing this jacket gives you a sense of peace, as if you were coming home after a long day of work. Even if everyone you know and love is dying around you and you know that nothing you do will be able to stop it forever, at least you will have that sense of peace. You will also find that no matter the weather, it will never be uncomfortable to wear.

Favorite Drinks (100 CP): This item is fairly simple, it's just an infinite supply of your favorite drink. It could come in the form of a flask which you drink from, or have a fridge that just provides the drink.

The Real ___ (200 CP): The weapon of a true megalomaniac, though it's true form is up to you to decide so long as it is a melee weapon and has a blade as a part of the weapon. What this weapon does is it allows you to focus your desire for death into damage. The greater your desire for the death of your target, the more damage the weapon will deal. You can also import a weapon you already have to receive the benefits of this item.

The Machine (200 CP): A central point of so many AU's, this machine can act as a bridge of sorts between AU's. This would allow you to, say, make a permanent portal between two AU's or make several temporary portals to other AU's in order to drag

individuals over to your AU. The machine can even access places such as the Void and similar locations, though keep in mind that there are risks to opening portals to such places. This item is restricted to your local multiverse until post-spark. Because you are purchasing this here, you do not need to worry about the machine dragging individuals from random AU's to your own.

The CORE (300 CP): The CORE, the source of power for the Underground throughout most AU's. Upon purchasing this item you gain access to a significantly smaller version (about the size of a large house instead of the behemoth that is the normal version) that is able to convert one kind of energy into another with ease. With this you could convert geothermal energy into magical energy or electricity or electricity into magical energy. Regardless of what you convert, the power this produces would allow you to keep an entire civilization powered for millenia, if not longer, before you need to perform maintenance on the CORE.

The Judgement Hall (300 CP): This one is a little odd; first of all the hallway itself will exist outside of the AU's, much like the hallway the Bad Time Trio were trapped in when they first met. Second, you are able to teleport to and from the hallway as you please though you can only exit to the same place you entered the hallway. Third, you are able to bring anyone within five feet of you with you when you teleport. While in the hallway you can engage in "The Judgement", an encounter which can only be escaped by the death of one of the parties partaking in the Judgement. Alternatively you can leave those you bring with you in the hallway, though they will be able to leave after three weeks (should they have the ability to travel between AU's of course).

The God Slayer (400 CP): A weapon similar to the one used by Reaper, this is a weapon which can permanently injure or even kill an immortal being. Keep in mind that while the weapon does allow you to bypass an individual's immortality it doesn't do anything about any revival method that the individual may possess. You can also import a weapon to have it gain the item's effects. This weapon must be some kind of melee weapon (a spear, a scythe, a sword, etc.).

Eyes of Gaster (400 CP): The magical eyes of the one known as Epic! Gaster, they grant a "one-up" where you can revive after being killed once every ten years. Furthermore you gain a resistance to that which killed you, for example if you were killed by fire and had no resistance to fire beforehand you find that you now have a small resistance to fire (this can stack with other resistances). Lastly you gain the ability to train in your dreams against enemies created from your imagination, each time you defeat an enemy a stronger one comes to face you. The effects of this training also

affect you in the real world, allowing you to keep any gains you get. This part of the item can be disabled at will if desired, in order to experience a normal dream.

👌●♋■ **Tale (600 CP):** Upon purchasing this, you will be able to choose any *one* AU and take it and it's inhabitants with you as a pocket dimension of sorts that you can freely enter and leave. Keep in mind that unless you purchase them in the companions section the inhabitants of the AU cannot leave the pocket dimension. You may pick any AU that does *not* involve the Outcodes in some way (cannot take Dreamtale for instance) though alternate versions of the Outcodes being in an AU is acceptable (the Leviathans of Leviathantale for example). The inhabitants of the AU will see you in a positive light, whether that is as a great ruler, a benevolent god, or something else is up for you to decide.
Capstone Boosted: With the Mainframe granting you greater power, you have found ways to channel a portion of that power into your greatest items. You are now able to choose up to ten AU's to take with you, though that is not the only benefit. You are now the one who is in control of the RESET's of your AU's, and even should your AU's not have a RESET feature you would still be able to RESET as you wish with no one remembering unless you desire them to. Finally the inhabitants of your AU's, while they still cannot enter whatever Jump you are in properly, they are able to visit other locations that you own if you allow them to. Including, but not limited to, your warehouse; other dimensions that you control; and houses that you are not using in your current Jump.

Creator:

Infinite Scarf (100 CP): A simple looking scarf, perhaps it's odd because it looks a little large on you? No, it's odd because not only can you write down perfect notes on this scarf, but the scarf itself has no end to the number of notes one can put on it. Furthermore you will always be able to find the general area of the note you're looking for, let's hope you take good notes.

Outcode Dictionary (100 CP): As the title says, this item is a book describing every Outcode in the multiverse. Taking the form of a black book which can be comfortably held in one hand, it gives the names, a picture, and the titles associated with every Outcode in existence, with the book updating itself as new Outcodes are born. Post-Jump this has the same effect but extends towards all gods and beings who can exist outside of reality. Best to keep this one close to your chest.

Broomie (200 CP): As you enter the Multiverse which you will spend (at least) the next ten years in, a large paintbrush appears next to you. It's a little larger than your own

body and seems to be constantly covered in ink. Using any powers which utilize creation (such as Ink Manipulation) through Broomie see the end result greatly enhanced. For example, a wall made from Ink Manipulation would have far greater durability than normal and you would be able to make it faster and larger than you normally would.

Vialed Emotions (200 CP): Much like Ink's vials, the "paint" which each vial contains allows the user to feel a specific emotion: joy; sadness; disgust; anger; hope; affection; etc. These would allow for a Soulless being to have the closest thing to true emotions they could have. However just because you drank joy doesn't mean that joy cannot turn into fear or anger. The vials just give the drinker a starting point on how they feel, those emotions can change, either through actions around them or from other vials. Keep in mind that emotions like love would be tricky to replicate with just the vials, though if you experiment long enough it should be possible.

AU Quarantine (300 CP): Sometimes an AU needs to be isolated in order to protect the rest of the Multiverse, it could be that there is a great threat rising inside the AU or perhaps something is wrong with the code of the AU and it needs to be isolated to see what happens. Or perhaps you just don't want anyone else leaving or getting into the AU because that's what this item does, it puts the AU into a quarantine which prevents any others from entering or leaving the AU without your say so. Post Jump can be used on an entire Universe to keep extra-dimensional beings from entering or leaving the Universe without your permission. The item itself comes in the form of twenty sheets of paper, to use then all you need to do is place them on the ground and will them to activate. At which point the AU will go into lockdown and the paper will gain a light purple glow. Only you can disable the lockdown and the paper cannot be destroyed. After the lockdown is lifted the paper will return to you.

Soul Drainer (300 CP +50 CP per additional purchase): These items are very similar to the "**Man Who Speaks In Hands**" magic from earlier, in that it allows you to summon floating hands the same size and appearance as your main hands. The major difference is that you cannot change the size of these hands and they have a spike protruding from the palm of the hand, however they can do something that the magic from earlier cannot do. These hands are able to drain the traits and magic from Souls and then inject it into someone else's Soul. Want to take someone's unique magic for yourself? Just stab their Soul with these nifty hands! Want to give someone else magic or mix soul traits? You know the drill. You start with four of these, though more can be purchased for an additional 50 CP for two more hands.

Soul Paper (400 CP): Have you found an opponent that, while weaker than you, has an interesting ability or is a good fighter? Well with this item you are able to make up to ten beings who you defeat serve you. This takes the form of ten pieces of paper, appearing very similar to the papers described in the **AU Quarantine** item, only they are numbered with roman numerals for the numbers one through ten. Once an opponent is defeated simply place the paper on their body (or where they died if there is no body) and so long as they are weaker then you are, they will rise again as your minion. Said minions can be released from their bonds if you wish to gather new minions.

The Overwrite Button (400 CP): A button, very similar to the infamous RESET button common in many timelines, which allows the user to overwrite the timeline they are currently in to become something else. They could turn a classic timeline into an underswap timeline for example, or they could use this to rewrite AU residents. They could turn the residents of AU's into loyal Almagamates, rewrite their personalities, erase memories, and more. This button works on all beings who are *not* Outcodes, as the button cannot affect those who exist independent of the timelines.

The Doodle Sphere (600 CP): Here it is, your very own Doodle Sphere! Though it's a bit empty at the moment, that can change with time. Appearing as a warehouse attachment, the Doodle Sphere is currently an empty dimension with the exception of one thing. There is a single blank AU within the Doodle Sphere which you will be able to mold. Want an AU where there are no monsters? You got it. No humans? Done. Both and everyone can use magic? Alright. From this AU, at a rate of 1-2 a year at the beginning, other AU's will begin to form based on this one much like branches from a tree. In time even those AU's will have other AU's created using them as a base. So long as that first AU exists, the other AU's will survive though you can delete those you don't like if you wish. Eventually this will become your own little multiverse. Naturally if you have powers over creation and can create your own AU's then you can do so here with no repercussions. Outcodes similar to Dream, Nightmare, and Error do have a chance of coming into existence, though they cannot leave the multiverse the Doodle Sphere is creating. You can design the entrances to the AU's however you want, they could be floating sheets of paper, they could be small floating islands, etc. Similarly you can change the color scheme of the Doodle Sphere however you wish. Post-Spark, any being is able to enter or leave the Doodle Sphere's multiverse with your permission.
Capstone Boosted: The power of the Mainframe has influenced your Doodle Sphere in interesting ways. You are now considered to be the "king" of the multiverse which the Doodle Sphere is creating which comes with a few benefits. Any Outcodes which come into existence within the Doodle Sphere's multiverse must obey any command you give. Furthermore all residents of the AU's within the Doodle Sphere will subconsciously obey you and will see nothing wrong with it, unless you allow them too or they are aware of

the greater multiverse. In addition, you are able to bring copies of any AU you find into your Doodle Sphere and use them as a basis to create more AU's. For example, say you are in a Harry Potter Jump, you would be able to copy that universe into your Doodle Sphere and use it to create more AU's with the magic system of that universe in it. Doing so would create a new "original AU" which would support the existence of a new "branch" of your multiverse.

Destroyer:

Thread and Needle Supplies (100 CP): Are you skilled at croche? Knitting? Weaving? Worried about where you'll get all the supplies you need? Well worry no more! Upon purchasing this item you will receive a series of crates which hold an infinite supply of every kind of thread (sorted by color, thickness, ect) and needle you will ever need, should these crates be destroyed you will find replacements in your warehouse within three days. I hope you have some big projects in mind.

Infinite Chocolate (100 CP): Just what the title says, this item gives you an infinite supply of your favorite chocolate, and it is subject to change. If you find a new favorite chocolate on your travels, you will gain an infinite supply of that chocolate.

Multiverse of Dolls (200 CP): Have you ever wanted a particular doll of someone? Well now you can! Now every time you meet someone, should you desire, you will get a doll that looks exactly like them. As if it was handcrafted by Error himself, these dolls are surprisingly accurate in how they appear similar to their bigger counterparts and should they be destroyed then you will find a replacement within six hours. However they do serve a purpose, when holding one of the dolls in your hand you are able to feel which AU the person the doll is based on is in. This may not be very useful for AU residents but for Outcodes, and other beings who can travel the Multiverse. It could come in handy.

Hack Knife (200 CP): Despite the title this doesn't necessarily have to be a knife (though a weapon that is meant for stabbing would likely be for the best), what it does is allow you to focus your abilities regarding code in order to easily "mind control" anyone you stab. You can import a weapon into this option, should you decide.

A Devastating Weapon (300 CP): A simple looking weapon, however to those with any sense for magic they would know that there is something unnatural about it. The weapon, which can take the form of anything with a blade (an axe, a sword, a knife, etc), is able to bypass any form of magical protection in order to harm the target. It can

cut through wards, shatter enchanted armor, etc. A weapon can be imported into this instead of getting a new weapon.

A Coder's Guide Book For Idiots by Error (300 CP): Much like the title says, this is a book that contains tips and tricks in how to read and manipulate the "code" which makes up existence. This greatly reduces the time it takes to master the various coding perks from the Destroyer perk tree, and it also allows for one to teach others how to code though it takes longer for those without the coding perks to learn how to do things like copy parts of AU's they can learn how to read code fairly easily. Post-Jump this item can be a training booster/learning book for any one subject that the next jump has to offer, appearing as if a new section had been added to the book on top of what was already there. However the more complicated the subject the less effective it will be. For example, if you're trying to learn how to make wine then this book would eventually allow you to make wine that a god would approve of, though it may take a few years. But if you were trying to learn advanced time magic, or magic that would affect reality on a large scale, then it would only be a slight training booster, only making it slightly easier to understand the subject and giving a general feeling of where to go from here.

Magical Concealment (400 CP): An interesting item, though it is more like an enchantment placed on an existing piece of clothing or jewelry that you have on your person, that completely conceals your magical signature. There are several entities who are able to sense when and where a specific individual's magic is used somewhere in the multiverse, this item prevents them from sensing your magic allowing you to more easily hide from pursuers or surprise your opponents. The only way for them to sense your magic is if they were next to you and that would only be when you actually form an attack. Of course, others can sense the effects your magic has on the area around you such as the increase in negativity in the people around you if you're attacking others or the destruction of an AU if you're destroying one. This also does not prevent them from creating a way of tracking you in other ways.

The ERASE Button (400 CP): Very similar to the **ERASE** perk, this button allows for the instant destruction of whatever timeline you are currently in. The main difference between this item and the perk is that while the perk normally takes a few minutes, the item only requires that you press a button. However the button cannot kill Outcodes, though if they are inside the timeline as it's erased it will severely injure them and will take a decent amount of time to heal.

The Anti-Void (600 CP): The Anti-Void, some call it the White Hell, but for you? You are able to call it home. Upon purchasing this item you are able to make a portal to the Anti-Void at any time you desire, and unlike most you are completely immune to the

negative effects of staying too long inside the Anti-Void. You are able to extend this immunity to anyone you desire. There are three primary uses for the Anti-Void: One, once per decade if you are about to die you will be teleported to your portion of the Anti-Void. Second, should you bring someone to the Anti-Void, you would be able to keep them there for as long as you desire. It doesn't matter if they are a god or a lowly mortal, the moment they enter your portion of the Anti-Void they lose their ability to leave without your permission. For this purpose, any ability or item revolving around restraining or imprisoning others will find its power greatly increased when used inside the Anti-Void. Finally, should the multiverse you're in, or even the timeline that you are in for that matter, be destroyed then you would be transported to the Anti-Void to ensure your safety. Though others who enter the Anti-Void on their own would be able to find a way back out by themselves unless you capture them before they could leave.
Capstone Boosted: Much like Error 404, while using the power of the Mainframe you have discovered a hidden portion of the Anti-Void called the Outer Wall. On top of all of the abilities listed above, the Outer Wall provides two other functions. So long as you reside within the Outer wall, no one will be able to find or summon you nor will they be able to enter your portion of the Anti-Void. Finally, so long as you are within the Outer Wall you will be able to peer into any AU or dimension within the Multiverse, nothing will be able to stop your sight though entering the locations in question might be a different story.

Guardian:

Twin Circlets (100 CP): Well now, a two for one deal? Upon purchase, two golden circlets will appear before you. The only difference between the two is the symbols on the fronts of the circlets: one has a golden sun, and the other has a dark crescent moon. When both are worn, the wearers are able to tell the emotional and physical state of the other wearer.

Comfort Clothing (100 CP): As the title suggests this is a set of clothing that is incredibly comfortable, both physically and emotionally as it reminds you of good times in the past.

Concentrated Emotion (200 CP): thirty vials filled with gas, fifteen gold and fifteen black, appear before you. The golden vials contain concentrated positive emotions, and the black vials contain concentrated negative emotions. Should they be broken they will dissipate into the environment, seemingly having no effect on the world around it. However, over the course of several hours sapient beings within a large city's worth of space, roughly the size of New York City, will find that either positive emotions or negative emotions come to them much easier, depending on what kind of vial was

broken. Not only that but they are enhanced, what would have once felt like a mild inconvenience to someone would now cause them a great amount of frustration if a black vial was broken. The effects would only last for a few days, but while the effects are running those who feed on positive or negative emotions would find a feast. Any vial used will be replaced thirty days after it's been used.

Emotional Weapon (200 CP): There are some opponents who have a weakness that can be exploited, in some cases this is silver, or perhaps a rare plant. However this weapon is built to target those who possess a weakness to positive or negative emotions. The wielder is able to channel their own emotions into the weapon, for example they could channel their hatred towards humanity, or their love of life. The weapon can then amplify the potency of these emotions, allowing them to deal damage even to those with no real weakness to the emotional spectrum. This weapon can be any weapon that could reasonably be used by one person, though a weapon can be imported into this item.

A Stonemakers Curse (300 CP): Less of an item and more like a spell which can be used once every twenty five years (or once per a jump, whichever is shorter), this can be used to turn one being into a statue for up to 100 years though it can be lifted by either the caster or by another if they are sufficiently skilled.

A Village of Your Own (300 CP): That's right it's an entire village, though not a large one it does have a decently sized population who all see you in a good light. This village can be placed anywhere you desire upon entering a Jump, otherwise it exists in it's own pocket dimension.

Abandoned AU (400 CP): Much like Nightmare, you have found a desolate AU which you have essentially become the god of. You are able to use magic to form structures within the AU, whether it be something like a grand gothic castle or just a cabin in the woods. Keep in mind that the larger and more complex the structure, the more magic it will take to create, with the castle mentioned earlier being the limit of what Nightmare could do. You are able to use magic to repair structures, as well as create things that are required for appliances to work such as outlets if need be. Though you will need to acquire the appliances and furniture you desire for yourself, once they are within the structure they can be repaired just like the structure though if they are stolen then they must either be replaced or retrieved. You are also able to "move" the AU itself in order to keep it from being found by those you would consider to be your enemies. You are able to grant access to others, so they can find it no matter where it is.

Council Chambers (400 CP): This item is an interesting one, essentially it is a large meeting room which you can design. However what makes it special is that it exists outside of any AU, essentially being it's own little dimension. To enter you simply have to give permission to someone, and they have to open a door while thinking of the Council Chambers. Furthermore, while inside the chamber, no violence may be committed. Meaning, while the Council is in session, no harm can come to anyone inside its walls. So go on and gather your comrades, your friends from across space and time, and plot. Keep in mind that you are able to make it larger if you add more people then what you originally had planned for.

The Tree of Feelings (600 CP): The Tree of Feelings is a large apple tree, which has two different kinds of apples split perfectly down the middle. On one side lay the golden apples of positivity, while the other side holds the black apples of negativity. The tree resides within a pocket dimension that only you can access, though you can place it elsewhere if you desire. The tree itself provides a few benefits, the first of which is that as long as you are touching it you are able to regulate the emotions of your local multiverse. Want to make an AU a little more prone to negative emotions? You can do that. Want to drown the Multiverse in positivity? You could do that as well. Naturally you can focus this effect on specific individuals if you desire. The second benefit is that you are able to eat either of the two sets of apples freely, though they have a slightly different affect then the normal apples. When eating one of the apples of negativity, you are able to increase your skill in a traditionally "negative" skill or magic. This could be something like torture, espianoge; necromancy; ect. Things that are designed to harm others or pervert the natural order also count for the purpose of the upgrade. Similarly if you eat an apple of positivity you would be able to upgrade an ability of yours that is traditionally "positive" in nature. These are mostly things that are designed to help others, but things that heal the natural world also count. When it comes to skills and magics that can both harm and help others, such as alchemy (the making of potions and poisons), a negative apple would increase your ability to create poisons while a positive apple would increase your ability to create potions. Finally upon purchasing this option you receive one **[Tree Guardian]** for free. As the title suggests a Tree Guardian is supposed to protect the Tree of Feelings, though that doesn't mean they are unable to leave the Tree when they desire to. The Tree Guardian of the Tree of Feelings is powerful, having access to both sides of the powers described in the non-capstone boosted **Embodiment** perk of the Guardian perk tree. Meaning, the Tree Guardian does not have a weakness to either side of the emotional spectrum and they draw power from both negative and positive emotions, however they have no alt-form, instead they have the benefits of the alt-form applied to their base form. They also have 800 additional CP which you can use to customize them with, which allows for a great deal of options. Are they human? Monster? What kind of magic do they have? Furthermore,

what kind of personality do they have? Regardless, they will be loyal to you. A Tree Guardian cannot purchase the **Power of the Mainframe** capstone booster perk. Post-Jump, you are able to import a **Tree Guardian** as a companion.

Capstone Boosted: With the power of the Mainframe you have received two additional trees: the Tree of Magic, and the Tree of Life. Like with the Tree of Feelings, they are placed either in a pocket dimension (the same one as the Tree of Feelings) or they can be placed where you desire with each new Jump. With the Tree of Magic, you are able to freely influence how magic functions within your multiverse so long as you are touching the tree. Do you want to make it so that an AU suddenly has humans who can use magic? Or perhaps give them a more complex, but more powerful, magic system then they have? Make it so no one can use magic? Grant someone a specific magic? (keep in mind that while you are able to grant magic similar to perks seen here you will not be able to perfectly replicate any of the perks listed) Then the Tree of Magic is just what you need. The fruits, which are pears instead of apples, have the ability to increase the magical capabilities of anyone who eats them. Should the eater have some kind of limited magical source, such as mana, they would find that source increased upon eating the pear. The pears can also increase an aspect of any specific spell or magic you have. For instance, say you have a fireball spell with an explosion radius of thirty feet, with the pear you would be able to double that radius. With the Tree of Life you will be able to influence life and death on a multiversal level, so long as you are touching the tree that is. Want to nudge animals to evolve to be more like humans? You can do that. Want to heal fatal injuries or bring back the recently (as in the past 100 years recent) dead? You can do that. Perhaps kill every magic user within an AU? That is also possible. Should one eat one of the apples which hangs from the tree they would gain a sort of pseudo-immortality. They would no longer age, nor would they have to worry about disease or poison, however they would still be able to be killed by decapitation (for example). Finally you get two more **[Tree Guardians]**, one for each tree. Like with the Tree of Feelings, these Guardians are able to leave their trees and travel should they desire and they receive 800 CP to customize them with. However, each of the Tree Guardians have their own version of the **Embodiment** perk. The Guardian of the Tree of Magic's **Embodiment** perk instead draws its power from the number of magic users within the AU it's in (though the power increase it gets is greater than the benefits of the Tree of Feelings variant due to there being less magic users). Similarly, the Guardian of the Tree of Life draws its power from the number of living beings within an AU. Both of these Guardians have the benefits of the **Embodiment** alt-form on their base forms.

Companions:

Old Allies and New Faces (50 CP per purchase): This is the import and creation option, where you can bring in a companion from a previous jump or create a new one. Said companion can be of any origin or race and has 800 CP to work with. If 8 are imported it's discounted to costing 200 CP, all of these companions gain 800 CP to spend.

A Local Face (50/100 CP per purchase): With each purchase, you are able to bring along one character from the Undertale Multiverse with you on your journey. For those who aren't an Outcode and don't have some ability that could affect entire universes (ex: Killer, Classic Sans, Storyshift Chara, etc.) it only costs 50 CP to give them the offer. But for Outcodes and beings whose abilities can affect entire Universes (ex: Those who can RESET or a similar ability, Ink, Error, Nightmare, ect)? It takes 100 CP to give them the offer. Keep in mind that you must convince them to join you, and they don't strictly have to be from the Multiverse which you created earlier in this Jump should you have the ability to travel to other Multiverses.

Swap (100 CP): As you take your first step into a wider multiverse the first being you find is... you? Well not exactly you, somehow you have discovered an alternate version of yourself. They possess the opposite of the powers that you have gained in this jump, so say you are a deity with a domain of Death then they would be a deity with a domain of Life. In what way they are different to you is left to your discretion, are they more violent than you? More of a pacifist? For that matter, are they a different gender? A different race? You decide what their appearance is and what their beliefs are, but keep in mind that they will bear some similarities to you in some manner and their powers will be your opposite. In terms of perks, if you choose Destroyer as your origin, then they would have the Creator origin. Let's say you choose to take both the 100 CP perks, one of the 200 CP perks, one of the 300 CP perks, and the 600 CP perk from the Destroyer perk tree. The Swap would receive both the 100 CP perks, one of the 200 CP perks, one of the 300 CP perks and the 600 CP perk of the Creator perk tree. The same is true if you choose the AU Resident Origin, they would get the Guardian origin. Items work the same way, though they would have the same selections from the magic section as you. Should you pick a perk from what they would have as an origin then they would get a perk of the same value from your origin. From this point onward, they will gain opposing powers to what you have each time you both enter a new jump.

Scenarios:

Unless otherwise stated you can pick any of the scenarios listed here so long as you think you can do them all in the time you have.

Forced God Of Destruction: With this scenario you will be forced into the role of a God of Destruction. This scenario will last for half of your time in this Jump (5 years normally, but more if you take Extended Stay), throughout this time you must destroy at least one AU every other day in your multiverse (though it may be more if you have the Balance modifier discussed earlier) with only Nightmare and whoever joins his gang as your allies (not counting any companions you create/import). Your win condition is that you must not be stopped by Ink or his allies, either by permanent imprisonment or death. Should you succeed then your reward will be two fold. First, an ability that until now has been unique to Error 404, which he refers to as “God Ray”. This ability fires a beam from your fingers (allowing you to fire up to ten at a time) which can delete what it hits from existence. Your second reward is the ability to reverse any destruction you inflict. Say you destroy an AU but later on you want to bring it back, well now you can! Enjoy having even fewer consequences for mass destruction.

Alphatale (Cannot do if the “No Alphatale” timeline add-on is chosen): If you pick this scenario then your start time will be sent back to Alphatale, the first AU after the Original Undertale. The events of this AU take place thousands of years before even Ink and Error appear and as such your time here will extend to last for thousands of years, with the last ten years starting when Ink appears in the Multiverse shortly before Error does. Similarly, all enemy-based drawbacks barring the 800 CP drawbacks won’t go off until Ink appears, with the 800 CP drawbacks coming into play the moment you leave Alphatale, and you will know when Ink does appear.

The scenario itself has you appear in Alphatale instead of whatever AU you decided on earlier, a few months before Infected invades and ends up destroying Alphatale. During this time you will have the option to interact with the children of the one known as the Astral Mother with two skeletons in particular, William (who will later become known as Error 404) and Adam (who will later become Alpha! Sans). When Infected invades you will have two options: fight with William and Adam against Infected; or fight with Infected against the brothers. Regardless of your choices Alphatale will be destroyed and it’s inhabitants cast out. Should you fight with William and Adam, Error 404 (William) would consider you to be one of his closest companions and would be willing to listen to your advice in regards to his plan to revive Alphatale. Similarly Alpha! Sans (Adam), while he is a ghost of sorts, will often visit and tell you about the state of the Multiverse. Should

you help Infected, once he is revived, he will see you as his sole companion in the Multiverse and will often invite you to slaughter countless AU's.

The real scenario starts after Alphatales destruction and the mission and rewards depend on who you helped in the beginning. If you helped William and Adam, then your mission is three-fold: First, you must work towards the restoration of Alphatale which in itself will take thousands of years of experimentation to do just right; Second, is to make sure that Error 404 doesn't descend into complete madness, which is slightly easier, be there for him and remind him what you are working towards. Finally, you must reunite Alpha! Sans and Error 404 as both believe the other to be dead. You would think this wouldn't be hard but the only ones who can see Alpha! Sans are you, Ink, and Classic Sans. The rewards for completing your objectives are similarly three-fold: first Alphatale will follow you as an importable location into the Multiverse of any upcoming jumps, though it's inhapabents cannot leave unless you import them as companions, all of the inhabitants will see you as a hero and a worthy leader. Second, is an immunity to any attempts to manipulate your "code" post-Jump; this would be reality warping that would affect you. Finally, Alpha! Sans and Error 4040 will become your companions.

Should you help Infected, then once he is revived (which will take a few hundred years) you will have two objectives to complete this scenario. The first is to kill Error 404 and put a permanent end to Alpha! Sans, second is to drive and keep the Multiverse in a total state of chaos for the duration of your Jump. Not allowing a single AU to have a "happy ending" or anything similar. Should you complete these objectives your rewards will be two-fold: first Infected will join you as a companion, and will be willing to follow your lead so long as someone dies in the process. Second is that you will gain abilities similar to that of Infecteds, gaining the ability to create "Wisps" like he does, along with being able to gain physical characteristics of those you devour and summon the shades of those who you have slain.

Your failure conditions for the first path offered are the following: If Alphatale is not restored by the end of your Jump; if Error 404 truly falls to the madness which he fell to in other Multiverses through isolation; and if Alpha! Sans and Error 404 are not properly reunited and believe that the other is truly alive. The first failure condition for the second path is that either, or both, Error 404 and Alpha! Sans are alive by the end of your Jump. The second is that any AU still has some semblance of order or peace to it. The only punishment should you fail is that you will not receive any of the rewards.

Balance Bringer (Cannot do unless "The Balance" timeline add-on is chosen): Why is it, that in the various Multiverses which has a "balance" which must be kept, that Error rarely succeeded in convincing Ink fo the need for a balance between Creation

and Destruction? Sometimes it is because of the deity known as “Fate”, other times it is because Ink refuses to believe him, or forgets shortly after being convinced. The point is that it is not common for an agreement over Creation and Destruction to last long, and that is the objective of this scenario. For the duration of your Jump you must enforce the balance between Creation and Destruction, and to convince both Ink and Error (if the latter doesn’t already know of course) that the balance is real. This of course would require you to not only provide proof but also convince Ink that his creation must have limits, then of course you have to find a way to keep him from forgetting or going back on his agreement. The failure conditions are: that either the Balance between Creation and Destruction falls (causing either the AU’s to collapse into one another destroy each other or cause them to merge together into something like Help_Tale); and that Ink and Error do not have some kind of agreement that is upheld for at least the last year of your Jump. There are a few rewards for completing this scenario. The first is that not only will Ink and Error join you as companions but they will both receive an upgrade. First, Ink will gain a Soul of his own, allowing him to feel feelings without his paints, will no longer suffer from memory loss and will gain one of each level of the perks from the Creator perk tree (100cp, 200cp, etc) including the capstone perk. Second, Error will no longer suffer from his haphephobia, will no longer have to “crash” and “reboot” if he grows too emotional, and will gain one of each level of the perks from the Destroyer perk tree (100cp, 200cp, etc) including the capstone perk. Besides that each of them are, through the Balance add-on, a god of Creation and Destruction respectively on a multi-universal level. The second reward, though a slight smaller in comparison, is the ability to truly convince someone that something is true if they refuse to believe it. Do you have someone who truly believes that the sky is red when it is actually blue? If you tell them the sky is blue, they will realize that you are telling the truth and believe you. Have someone in denial that they are related to someone, but they are actually related to them? Well now you can convince them and even ease them into the idea. No longer will you suffer from others ignoring the facts, enjoy!

Drawbacks:

Extended Stay (50 CP, can be chosen up to 3 times to get CP though can be taken more): Like the title says, this drawback has you staying in this jump for an extra 10 years with each purchase. This can be taken as many times as you want but you will only gain CP for the first 3 purchases.

Fresh Language (100 CP): Well this is odd, apparently you have Fresh’s odd ability to censor language but it only affects you. I hope you don’t curse a lot in your speeches, it might break the mood you were going for unless you get creative.

Prove Yourself (100 CP): You have this need, a desire, to test yourself. To see how far you can go. To fulfill this you will find yourself trying to spar, not necessarily to kill, with some of the strongest beings in the Multiverse.

THOSE DAMN PUNS!! (100 CP): Putting it bluntly, you hate puns. No, it would be better to say you *loathe* puns. Even if you are good at making them, you won't as you see them as the lowest form of humor. For the duration of this Jump you will find yourself growing irritated with every pun you hear. And unfortunately for you, most Sans' are punsters and so are a good deal of those who can wander the Multiverse.

Could You Give Us A Hand? (200 CP): You've found that, depending on where you stand in the Multiverse's various factions, you will have various people coming to ask you for favors. For instance if you lean more towards the darker side of the factions then Nightmare will likely come to ask you to help him sow some negativity in the Multiverse, or Error might want your help erasing some dirty glitches. If you lean more towards the light then Ink might come to ask your help protecting the various AU's, or Dream might ask you to help increase positivity. And if you are largely neutral, then not only will both sides try to get you to help them but Core Frisk will likely try to get you to help them with the Omega Timeline. The biggest problem is that if you lean more towards the darker side of the Multiverse then you will find it very difficult to refuse these requests from Nightmare or Error, and vice versa with the lighter fractions and Core Frisk.

An Annoying Ghost (200 CP): Simply put, you get a ghostly companion much like the Final Fallen of the various AU's. Yours however, is your total opposite. Do you like to help others? Your ghost will actively try to tempt you to commit genocide and will try to posses your body to do it themself if they get the chance. You like to kill people? Then your ghost is more of a pacifics and will try to convince you to not kill others and will try to possess you to save the lives of your targets. One thing they all have in common? They will narrate *everything* you do. Really the only times they will stop talking is when you are sleeping, when you actually need help desperately, or if you do something to truly shock them, otherwise? They will narrate all of your actions. Post-Jump you can make them into a physical companion, if you want to. They would actually be pretty grateful if you did. They could be a Frisk, a Chara, really any of the cast from Undertale. You decide their physical appearance.

Need For Destruction (200 CP): You have an urge, it may be more accurate to call it an addiction, to spread destruction and negativity throughout the Multiverse. If you do it fairly often then killing a few inhabitants of an AU every now and then will do the trick.

But if you try to suppress this urge? You will find yourself wiping out an entire AU with your own hands.

The Hunger (300 CP): A cruel curse has been placed on you through magic from the Void. A false sense of hunger now follows you, and you must satisfy it. This would require you to eat a decent sized meal at least four times a day to keep it at bay. Should you ignore this urge too often you will lose control and become nothing more than a feral beast who will eat anything, or anyone, that it can get its hands on.

Reaper's Annoyance (300/400 CP): By taking this drawback you have become a target of the god of death, Reaper. For 300 CP he will simply try to kill you if he sees you and will be unlikely to pursue you heavily if you try to flee. For an extra 100 CP, he will actively try to hunt you down when he has the time and will pursue you until he loses track of you. Lucky for you his touch doesn't work on you, doesn't mean he won't try to use his scythe or other magic to try to finish the job.

Soulless (300/400 CP): As the title implies, for the duration of this Jump you will lose your Soul. This will not cause you to lose any of the Soul trait powers that you may have purchased, but will instead cause you to become more similar to Ink's blank state. Uncaring and viciously selfish, you don't care how your actions may affect your friends and allies (should you have any) only seeking to satisfy your own curiosity and desires. For an extra 100 CP, you will lose access to any Soul trait powers for the duration of this Jump.

A Fresh New Host (400 CP): Wiggity wiggity my mad bros! Your body looks like it would be the perfect next host for the freshest skeleton in the Multiverse. I hope you're ready to run because Fresh is gunning for you to be his next host. While initially he will attack you fairly often, if you fight him off enough he'll pull back and wait for a good opportunity to take your body. Should you be on good terms with Fresh, or Fresh is not a parasite in your Multiverse, it will be Fresh from another Multiverse.

The Star Sans' (400 CP): The Star Sans' (that being Blue, Ink, and Dream) have deemed you a threat to the Multiverse which must be contained, if not killed. Ink and Dream are both powerful in their own rights, with Blue being a match for any of the Murder Time Trio (Killer, Dust, and Horror) and will be more then willing to inform their various allies of you and turn most AU's who are aware of the Multiverse against you in the process. While Blue could be convinced of your innocence given time, the best you will get from the other two is them not actively trying to hunt you down whenever possible.

Nightmare's Gang (400 CP): Well this isn't good, it looks like your entering this Jump has caught the eye of Nightmare and his gang which is not a good thing (in this case). For the duration of your Jump you will be pursued by Nightmare and his gang who wish to recruit you, one way or another. Problem is they usually want to break your will in the process, making you a puppet for Nightmare. Even going to different Multiverse Timelines will alert the Nightmare equivalent of that timeline (Dream for Dreamswap) of your existence. Should your original Nightmare (and his gang) be on good terms with you then a different (and much more violent) Nightmare, along with his traditional gang, will come to your Multiverse to fulfill their desire.

The Past Stays In The Past (600 CP): Normally you would likely have a good amount of perks and items from previous jumps to assist you, by taking this you will not have access to anything from your previous jumps for the duration of this jump. Have fun!

Underverse Coming To You (600 CP): Well this is bad, it appears that X-Gaster has determined that your code is necessary to complete his "perfect universe" and will stop at nothing to kill you and take your code. Armed with the Overwrite Button, as described earlier, he is able to turn almost any AU into an army of loyal minions should he desire. Not to mention he is joined by ten of the "main characters" of X-Tale (Asgore, Toriel, Asriel, Chara, Frisk, Mettaton, Muffet, Papyrus, Alphys, and Undyne) who act as extensions of himself. Finally Ink will help him, if only to see where this story ends. If you didn't choose for the events of the Underverse don't occur in your Multiverse, then this will be the X-Gaster and Ink of another Multiverse who have crossed to your own.

Error 404 (600/800 CP): Well Congratulations, you've caught the attention of Error 404 one of the most powerful beings in the Multiverse. He has decided that your code would be useful in the recreation of Alphatale and seeks your death. Now with the 600 CP version of this drawback, he will make an attempt to kill you every few years and will only come by himself and will retreat if he can't kill you within a few hours or if sufficiently injured. But with the 800 CP version? He will come after you once every five years (only once if you don't take the Extended Stay drawback), but he will come to you with everything he has to offer. Not only will he only retreat if he is on the cusp of death, but he will bring all of his minions to assist him. This includes Error, X-Gaster, and Seraphim Sans, who will both utilize their power to assist their leader. Should you somehow get on his goodside, then it will be an Error 4040 from another Multiverse. Good luck.

The Villain Sans Squad (800 CP): If you thought Nightmare's Gang was bad, then this is much worse. The Villain Sans Squad not only consists of the classic Nightmare gang (Nightmare, Dust, Horror, and Killer) but also consists of Bill!Sans (Bill Cypher

possessed Sans), Alastor!Sans (Alastor from Hazbin Hotel), Shattered!Dream (Dream who ate a black apple), Homicide!Sans, Scoundrel!Sans, Insanity!Sans, Error Sans, and Error404 Sans. And they have entered the Multiverse with the sole purpose of killing you. Best hope you can kill them first, as they will eagerly pursue you through multiple multiverses. Good luck. (keep in mind that the Squad is not made of those from your Multiverse, but from outside your Multiverse)

Infected Hunter (800 CP): Well this is bad, you've managed to get the attention of Infected, the first Destroyer. He is the one who destroyed Alphatale, the first AU of the Multiverse. Normally he haunts the darkest corners of the Multiverse, only attacking here and there to sate his desire for destruction and chaos. However you have gotten his attention by entering the Multiverse and he will hunt you down, torture you, and then kill you. While his fighting style is similar to Horror's, he is physically stronger than him. On top of possessing the standard bones and Blasters which most Sans counterparts have, he has the ability to make the souls of his slain foes into "Wisps" which are able to explode with the power to take out anything from a city block to a mountain depending on how strong those openets were. Additionally, he can gain the abilities of anything he devours, though the result is random. He can unleash an unholy scream to summon characters from genocide routes to help him in combat. Finally, should he die, he will turn into a stone statue, and will remain as such until his soul is fully repaired which may take up to a year to happen. Should you somehow be on good terms with the Infected of your Multiverse, the Infected of this scenario will come from outside your AU.

Loading… (800 CP) (Cannot pick if the "No Alphatale" timeline add-on is chosen): Normally Loading would only go after those considered to be a true threat to the balance of the Multiverse. Unfortunately for you, you are now considered to be one. Loading not only matches Error 404 in power, but simply cannot be killed unless you destroy the Mainframe which would also destroy the Multiverse. If you destroy his physical body then he will simply reappear in roughly three seconds and continue to pursue you. If you try to hide in an AU he will force you out using his access to the Code, and he has the ability to fire a beam that rapidly depletes you of your stats. Should you kill him enough he will back off temporarily but so long as you are in the Multiverse he will pursue you, even if he just watches you, he will be there. Waiting for you to let your guard down.

Choices:

You've spent your time here and fulfilled your desires, now what will you do from here?

Go Home
Stay

Move On

&Notes:

1. A shout out to Mgqlover234 for pitching ideas for all sections of this Jump and helping me get over some roadblocks throughout the way, it would have taken so much longer to do this if not for you.
2. Should you purchase the Embodiment perk from the Guardian perk tree, the alt form it gives will simply affect whatever your current form is. For example, say you decide to become a Sans alternate in this jump but in a later jump you have a human appearance. If you decided to use the powers of the Embodiment perk then your human form would be covered in the tar of negativity or take on the angelic appearance of positivity. I hope that makes sense.
3. The picture in the beginning was found at HSeeker16 on Deviantart
4. Depending on what perks and items you buy, there will always be a void or anti-void in future jumps.
5. To be honest, the **Winged Multiverse** idea came from WrittenKinzy18's stories on AO3, I just really liked the idea and ran with it.
6. Shout out to GameGuru99 for being a huge help on the drawbacks section, for helping clarify a few perks, and for helping me iron out the Jump as a whole.
7. After talking to GameGuru99, I realize that the **Hybrid**, **Inverted Soul**, and **HATE** options in the Soul Trait section might be a bit confusing so I'll clarify. **Hybrid** allows you to pick two of the seven base Soul Traits instead of just one, and **Inverted Soul** can be used with **Hybrid** should you desire. **HATE** is an Add-on which is technically it's own trait, meaning you can have a max of three as in two others plus **HATE**. Hope that answers any questions that may come from that

Changelog:

V: 0.1

- Not Jumpable

V: 0.5

- First draft of perks finished
- Intro finished
- First draft of Multiversal creation finished

V: 0.75

- First draft of Items finished
- First draft of Drawbacks finished
- First draft of Scenarios finished

V: 1.0

- Table of Contents added