XTale Jumpchain

v1

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Welcome to a doomed world. This is a prequel to an AU of UNDERTALE created by artist Jakei, focused on an artist stubbornly trying to create a perfect world. While this may seem to be a kind goal, the truth is more haunting than you can imagine. The people in this world are real, as well as their pain. Whether you decide to save this world or join the winning side with XGaster is your call.

Take **1000 X Points** to fund your adventures.

Starting Location

You may choose to start in any of the timelines. Be warned, however, that unless you have some sort of resistance to reality warping, you may deal with being on the short end of OVERWRITE.

Age and Gender

Age is largely arbitrary in this world since you could be born yesterday due to the powers of XGaster. By default, your gender is whatever you were previously. Or switch it up if you'd like for free.

Origins

Creator
I see… That complicates things. You are a special existence even within the grander multiverse. Like XGaster, you have an inherent gift for creation and maintaining control over your creations. Without the help of a CERTAIN POWER, you won't reach XGaster's heights. Depending on when you arrive, you may have been created alongside the good doctor or by him.

Fallen Child
Oh, you poor thing. Do you know what your future holds? Are you aware of the pain that is set for you? It seems that there was a third child at the beginning of this world. The details of your relationship with your "brothers" and your "father" are up to your discretion, though given XGaster's ego, your way is almost certainly doomed. Stay Determined, and you may survive this.

Doomed Resident
Another group of damned people. You are one of the residents of this place created by XGaster. You aren't under his ruthless gaze as much as the children, but your entire identity can be rewritten and manipulated in an instant. But even one of these doomed people can tip the scales in their favor with some persistence.

Race

Human [Free]
You are a human. Flesh and blood wrapped in a cute face. While you naturally lack the magic talent Monsters hold, you are physically stronger than they are by a considerable amount at base. Don't think that this immediately makes you better, though. Monsters that have hit the gym can and will kick your ass. Though the same goes for if you hit the books to learn magic.

Monster [Free]
You are a monster. Magic makes up your form completely, and it shows. As such, magic comes to you naturally, forming bullets as a simple birthright. In return, however, your strength is lacking. Very lacking. If you decide to train your ass off, you can balance it out like a certain fish lady.

Machine [200 CP]
You are a… Machine? You are fueled by magic and have a body made of metal. You are stronger than even a human by an absurd amount. You can enhance these natural strengths even more by consuming almost anything. I have heard that souls are the best tasting, though. And the most magically dense. I certainly hope you won't… act on this knowledge, right?

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Out Of Context Problems [100 CP]
With the sorts of insane reality warping abilities in this world, you might feel like you want some assurance that you won't get overwritten or reset. You now have a general resistance to any form of reality warping, which allows you not to be affected by OVERWRITE or a reset, though it'll be able to hurt you by creating things to attack you with.

Spell Bound [200 CP | first purchase free for Monster]
Ah, a civilized method of combat. While humans might primarily use weapons at most for their magic, you can do so much more. Firstly, you can summon highly complex patterns of magic bullets that might lack the sheer force of the weapons but make up for it with numbers and natural precision. Secondly, you have a personal type of magic that gives you more of an edge in combat. Examples include the royal family's fire magic, which can empower your bullets, or Sans' teleportation, which allows you to dodge many attacks. Further purchases can either refine your bullets or grant you another special magic.

Magical Armament [200 CP | first purchase free for Human]
A bit more brutish when compared to traditional spells, this branch of magic focuses on being good in close combat. You can summon a singular type of melee weapon using your magic, either in your hands or as a projectile. You can also use magic to enhance your physical body to become harder and stronger as well. For each additional purchase, the strength of your summoned weapons increases along with the raw strength. You start able to cut stone and lift boulders, and the follow-up allows you to cut steel like butter and lift ten buses like they were nothing at all.

X-EVENT [400 CP]
Fascinating. Very, very fascinating. It seems that you have two halves to your soul. XGaster's Soul and DETERMINATION. Your magical and physical abilities have been raised considerably, allowing you to contend beyond your normal limits. The main benefit, however, is that you gain lesser versions of those two soul types. Your magic is better suited to creation, and those constructs come out stronger than they would usually be, making swords and shields that are high-grade easily. This also serves as a CAPSTONE BOOSTER. How you gained this massive boon is up to you. Did XGaster have some spare DETERMINATION lying around? Did he also somehow duplicate his soul? Questions you have to answer when you get there.

Creator

Note Taker [100 CP | Discounted for Creator]
Not just a scientist, but an author. You have an understanding of penmanship and art, that mechanically means you can draw perfect circles and flip a phrase like a coin. This doesn't give you raw creativity, mind you. Just the ability to put it on paper.

Liar Liar [200 CP | Discounted for Creator]
It's surprising how the effective god of this world has deceit as a tool in his kit. A tool you now wield as maliciously as he does in the years to come. You can deceive just about anyone with your words and machinations. You can be without your soul and in constant agony, and lead your biggest enemy to believe you could end their dreams in a moment. With this level of manipulation, you're also a masterful schemer who can set things in motion that could span years and different universes and end as you wish, even if you're barely more than a wraith.

Understanding The Soul [400 CP | Discounted for Creator]
What kind of creator would you be if you didn't have some background in understanding the rules of reality around you? You are a highly accomplished scholar with expertise in most forms of science. From biology, physics, and chemistry to the more metaphysical elements of the world.

The two things you're the best at, though, are the science of the soul and the code of the world. You can create new souls or modify existing ones to enhance their power or change the personality of the owner. With your knowledge of code, you can view the world on a level that allows you to see details of people and things you would struggle to see otherwise. You can also copy and store people and things as code.

OVERWRITE [600 CP | Discounted for Creator]
What you're developing right here could make you a god. Whenever you will it, a square of purple light will appear at your fingertips. This is OVERWRITE, or at least a fledgling version of it. While this isn't really anywhere close to the full version, it's a damn good tool nonetheless. Whenever you press it, you may create almost any material, mind control people, heal or damage anyone, and even manipulate time to a limited degree. With this limited button, the range for this ability is the range of around a small town, and some determined people can resist the effects. People from out of the universe also resist it.
X-EVENT Boosted
Well… your special soul has been empowered. The part that was donated by XGaster has been somehow enhanced by the Determination to the point that your constructs have become far more durable. You can create blades en masse that can outperform anything short of the best weapons in the world. On top of that, your OVERWRITE'S range increases to a city but with room to grow. You may also "simulate" history. If you know how to create souls, you can make a country of people who have centuries of history. This is easier to do if you have templates to work off of, mind you.

Fallen Child

Expert Shit Talker [100 CP | Discounted for Fallen Child]
Who taught you to talk that way? You have a talent for getting under people's skin like a splinter. You know what to say to piss people off, always having a few words that can upset even the ever stoic and the seemingly irreverent. They'll either be blinded by rage or just work hyper hard to kill you.

Perfect Gentleman [200 CP | Discounted for Fallen Child]
Careful what you do with that tongue; the women or men of this world will crawl all over you. You have the charisma to woo just about anyone you would crave. You could catch the heart of a predator like a spider and somehow make them your sweetheart. Your natural charm could do this with anyone you meet (as long as they can feel that sort of romantic love). This also gives another ability to make large groups of friends and allies. A family that will fight for you and die for you.

When There's A Will...[400 CP | Discounted for Fallen Child]
There's a way. Even in this hell, Chara kept on fighting for his freedom. You share his skill in developing the skills needed to reach your goals. If you're trying to make a gift for your father, you'll find a book at the library that gives you the tips for it. If you're trying to kill the sociopathic son of a bitch who controls your life because he's a struggling artist? You'll figure out how to attack him when he's vulnerable. It's not an absolute assist, but it does give you a way to victory.

DETERMINATION [600 CP | Discounted for Fallen Child]
Your soul is a marvel compared to even human souls. This red heart in your chest is the only thing that can even challenge XGaster's control of this world. DETERMINATION. You can shrug off most damage that would obliterate royal guards. Whenever you do something that you are hell bent on, your abilities skyrocket to meet the tasks. With some training and backup, you could face XGaster with home-field advantage and lay him low before he can save himself. Just try not to cock it up at the finish line, yeah?
X-EVENT BOOSTED
The crown jewel of your soul is now available to you. The purple part of your soul seems to have unlocked the ability to SAVE, RESET, and TRUE RESET. SAVE will allow you to make small "checkpoints" that only you can see, which you may save the current place you are and return to it. With RESET, you may rewind time to the point you arrived in this jump. While you lose any items or power-ups you gained during the jump, your knowledge will remain. The main drawback of this, however, is that others with sufficiently powerful souls, tools to analyze timelines, and people attuned to time will be aware of what happened. A TRUE RESET will be absolute, completely rewinding everything without fail. This will, unfortunately, remove all your knowledge besides the fact that you pushed the button.

Doomed Resident

Punny Motherfucker [100 CP | Discounted for Doomed Resident]
Some people love puns. Normal people don't, though. You have a talent when it comes to jokes and puns that makes many short comedians in the multiverse tip their hats to you. While you won't incite vitriolic anger with them, you can lower tension in a conversation. Either they laugh, or they're no longer focused on the trouble.

To Protect Another [200 CP | Discounted for Doomed Resident]
The Royal Guard is made up of some of the strongest monsters in the underground who were brought together and trained for the purpose of protecting the human son of the royal family. While they might not be as active in the timeline you arrive in, you have the needed skills to form such a group. You know where to find talent and how to train it into a squad that can protect someone from any sort of assassination attempt. You can set them to different tasks, of course. Perhaps the most crucial aspect is that everyone in these groups has true loyalty to not just the cause, but to each other. Even OVERWRITE couldn't destroy the bond.

Jumper Of Justice [400 CP | Discounted for Doomed Resident]
Can you really expect a member of The Royal Guard to have anything less? Even among your ranks, you stand as the peak of what a combatant can do in this world, capable of handling crowds of rioters or even your fellow guard if need be. With just this perk and nothing else, you'd probably be somewhere around Undyne and Mettaton in skill and strength, though if you take any other perk that increases your abilities or adds magical skill, this will improve as well.

BAD TIME [600 CP | Discounted for Doomed Resident]
Hm. How concerning. This brand of magic is the strongest offensive magic around. At will, you can summon dragon skull-like constructs that fire massive blasts of pure energy. These blasts are not only powerful enough to seriously damage the top tiers of the Royal Guard, but they can be spammed to the point where you could rain them from the heavens like Papyrus. That, however, would drain a lot of magic. Even without spamming, you're second only to…
X-EVENT BOOSTED
Asriel. In his normal form, he's fairly strong. XGaster wasn't satisfied and modified him into a weapon. At will, you can grow and shift into a massive flower (or something similar, as long as it fits the general idea). Your strength and durability skyrocket to the point where nothing native to this world besides XGaster and Asriel can really stop you. Your blaster ability also changes into an even bigger blast from your new mouth, which… honestly, there are no words to describe its destructive power.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

General [Undiscounted]

Book of Forbidden Spells [Free]
Oh boy. The doc ain't gonna like this. You have a book filled with swears and curses from across the multiverse. If someone were to hear these, they would be deeply offended and angry and start to mob you, even if they don't understand the word. You might be able to earn some brownie points with XGaster if you destroy this for him… it doesn't fit his world.

Plim Plom Seeds[100]
Ah, a delicacy in this world. These seedlings will develop into plim ploms in about a day flat, a purple fruit that tastes like pumpkin. This bag will refill daily, and the seeds will grow in just about any climate.

Creator

Choco Milk [100 CP | Discounted for Creator]
You look like a kid right now. This wine glass, made out of a glass that has a purple tint, has a property that makes it slowly fill with the finest grade chocolate milk around. It can also be filled with hot chocolate or a more archaic form of a chocolate drink if you want to try to hide your inner child. It can have an optional effect that causes it to have similar effects to a low ABV alcohol. Don't worry, you can't taste the spirits.

XHands [200 CP | Discounted for Creator]
Even scientists need weapons. This set of two hands is controlled through your will and can be used as either an extra set of hands or a potent battle ender. When you will it, spikes will protrude from the palms and impale unaware enemies right in their souls. At that point, you can drain their soul traits or give them your own. The effectiveness of these hands drops dramatically if you don't catch them off guard. You're not a warrior.

Artificial Determination [400 CP | Discounted for Creator]
Now, how did you get this? From some sort of dark science, you've figured out how to make magic steroid crack. This syringe holds a single dose of a red solution made out of Determination that will enhance whoever consumes it immensely. An average monster could contend with a human killer and even win as long as they aren't using out-of-context powers like save points. This dose also won't turn a monster into a puddle of goo. You have the recipe to make this with moderate money costs, but it'll lack the potency of the base dose.

Alternate Universe [600 CP | Discounted for Creator]
A blank canvas just for you. This verse bears an empty landscape except for flora in colors you choose upon purchasing. This may seem lacking, but the main benefit of this world is that any creation-based magic or science seems to be amped by several orders of magnitude. Simple swords made of magic can quickly cut through mountains, and anything focused on general scale creation would make you akin to an actual god. The only limitations are that changing things that aren't made out of thin air, or the landscape can't be changed. Only the things you make can be affected by the large amp to the power.

Fallen Child

Choco Bars [100 CP | Discounted for Fallen Child]
Baking chocolate, gourmet chocolate, cheap chocolate, name your poison, and this foiled bar will form that chocolate. While this lacks the alcohol effect of the milk, you'd be hard-pressed to find someone who doesn't appreciate a bar of their choosing. And for those who have an allergy, it won't cause any issues.

Heart Locket [200 CP | Discounted for Fallen Child]
When you are at the mercy of a cruel god who ruins your family and friends' souls, you might feel like there's no point in making any form of bond. There's a way, though. Whenever you make a strong bond with someone, you can give them this gold heart locket, which will preserve your bond with them through hell or high water. They will still lose their memories and die, but if you ever meet them again through time shenanigans, they'll feel a connection towards you as strong as the original. Never forget.

Real Weapon [400 CP | Discounted for Fallen Child]
A weapon for either a killer or a hero seeking justice. Unlike the magical weapons common here, this one is real, physical metal, but with all the benefits of magical weapons. You can summon and dismiss it at will, and its damage is equal to triple the physical power of your purchases of Magical Armament above. If broken, it reforms in seconds using a pittance of magic.

Your Family [600 CP | Discounted for Fallen Child]
One can't stand alone and change the world. That's why you brought your friends for support. These ten people are some of the most competent people around and have taken an oath to protect and serve you. During this jump, they are all equal to the X-Event's guardians, being able to contend with them blow for blow to a standstill. After this jump, though, they will automatically import into any future jump with a similar group of people in future jumps, such as the Akatsuki or Organization XIII, and become their equal.

Doomed Resident

Choco Taco [100 CP | Discounted for Doomed Resident]
I thought these were discontinued! What you have right here is a replenishing supply of chocolate tacos. While this may seem minor, they have the pleasant effect of always being a full, satisfying meal. You can also find them in any pocket you put your hands in. Somehow.

Creepy Crawlie [200 CP | Discounted for Doomed Resident]
A girl's best friend and an arachnophobe's worst nightmare. This creature is a perfect accessory to your own personal abilities, always being the best backup you could need. If your kit consisted of webs, for example, it could assist by producing silk alongside you and firing it off like a grenade launcher. While it's impressive, this thing can't really fight on a high level without you, as it's significantly weaker without you. You may change it from a spider if it displeases you. It'll love you the same.

Silly Armor [400 CP | Discounted for Doomed Resident]
Well, maybe not that silly. This set of armor, in any style you choose, is a masterwork, capable of withstanding attacks from the toughest people around and keeping you in one piece. Its real strength, though, is the fact that it grows with you and changes to help you best. If you prioritize aggression and speed, you'll find a slight increase in damage and movement. If you are trying to find yourself exploring, it'll suit long-distance travel, on top of being the right texture to help you relax. The effects are minor, but appreciated.

Backup Soul [600 CP | Discounted for Doomed Resident]
For rainy days when you're missing that oh so crucial part of yourself. In this small glass vial is a soul that will function as well as any other if the need arises once every ten years. Say you just had your soul ripped out and taken far away by some edgy string guy and you're on the verge of dying. Crack the vial open and this soul would slam into your chest and work as well as the original without fail. Don't worry about any identity issues either. You'll still be you in all the ways that count.

As a side note, you could use this on another person who's lacking one. You'll lose it, but the benefits will be the same.

Companions

Companions can purchase more companions.

Companion Import [50-200]
How many times have you seen this option? For 50 points each, you can import a companion with an origin and stipend of 600 points. If you want to bundle eight or more, you may pay 200 for the lot of them. I doubt XGaster isn't going to notice this.

Canon Companion [100]
Maybe you can save Chara from this hell he's stuck in? Or maybe you want to save one of the other tragic folk here a way out? Whatever the case may be, you may fiat back any person here to be able to leave this jump with no strings attached once your time here is up.

YGaster? [200]
I… guess XGaster got drunk and decided to make a copy of himself. Or this was an attempt to make a proper caretaker for Frisk and Chara. Either way, the doctor is a copy in looks and in temperament to XGaster before he was exposed to the multiverse, and without the soul that allowed his magnum opus to be made. Unlike him, though, he wouldn't fall into ego if exposed to it. He is a gentle soul who earnestly puts the kids before himself any day, and you're included. He is a genius who wants very badly to be as good a father as Asgore, creating wonders for you. Just try to encourage him. He gets mopey easily when he hits a block. He is an intellectual equal to XGaster, but lacks OVERWRITE.

Hero Of Another World [200/400]
Another human? How strange. This human isn't native to this verse, but XGaster took them in regardless. They've grown into a fine warrior just like their siblings, but seem to lack their brothers' social graces, mumbling constantly and always carrying a knife. They're a good kid underneath all that, though.

They can contend with the skills of Frisk and Chara, but their real expertise is trickery. Annoyances, feints, anything really to get an edge. You can call them a cheater, but if it works and all that. They also have an odd talent to resist mind control and possession. When asked how they clam up immediately.

For 200 more, their secret starts to be revealed. The trick to their resistance is the fact that they have absorbed a monster soul and somehow have gained a perfect symbiosis. Whenever this brutish girl wants to make her voice heard, Kris's body gains purple scales and borrows the body. Her raw power and their skill make for a duo that can lay low almost anything in this world.

Dark Prince [200/400]
Oh, hello there, stranger. It seems that XGaster was somehow exposed to a world outside the standard timeline setup and made this little prince. Wearing a purple cloak and wizard's hat, this dark, fur-covered thing is not quite a Monster, though it seems close enough.

He goes by XRalsei, though he will accept any name you give him. He has latched onto you and sees you almost like a God, willing to die for you on a dime. You might want to avoid sending him to die needlessly, though, as he is a master mage, able to turn large areas of land and structures to ash or freeze just as much. Healing magic is exclusively for you, fretting over every scratch.

For another 200, this humble prince becomes even more dangerous. Something latched onto his soul and improved it significantly, and added a dash of white to his eyes. He also gains the power of precognition, seeing the events to come clearly. For some reason, however, he refuses to tell you exactly what will come. Does he dread it, or is it something that he wants to be a surprise? Who can tell? Sometimes, when he thinks you're not listening, he mutters about a man who speaks in hands who doesn't exist.

A Lost, Lost Girl [200/500]
Another interloper?! This one seemed to be brought in by XGaster's friend. Dressed in a white robe, this deer monster seems quiet at first. Once you get to know her, though, it becomes clear how much of a weird geek she is. She loves creepy stuff and will fit right into even the darkest of places. She finds you the scariest of all, though.

While she lacks the prince's large array of raw magic, she is much more than capable in the role of general healer. Due to her fixation on RPGs she's learned the best ways to proceed in not just battle, but also general tactics. It'll take some prodding for her to build the confidence, though. She is also proficient in ice magic, but she refuses to use it. Being around snow makes her anxious, fidgeting with an odd ring on her finger.

Spending extra makes it clear why she keeps the ring on. Whenever she takes off the thorn ring, she encases herself in black glass and forgoes healing in return for raw, tremendous power. Instead of ice, she can unleash black glass that cuts through even the Royal Guards like butter. She fights close range with a sword made out of the stuff with less skill and more feral grace. Her obsessions grow stronger, too, especially with you.

Scenarios

To Change Fate

This world isn't the greatest place to be. You know that. What if you had a chance to change it?

You're now locked in this cage of a universe with everyone else. No ability at your disposal will get you out of here, and you have to choose whether you're going to off XGaster or not. Depending on what drawbacks you've taken, this can be exceptionally harder since XGaster will be targeting you specifically. Your relationship with the humans would make this easier, but drawbacks might screw that up as well.

If you purchased **YGaster**, then there's a new addition to this scenario. YGaster has a personal desire to take over this world and make it the paradise it was supposed to be for the children. As such, he is putting his everything into this. He can help predict what the original will do with good accuracy. His only request is that he claims XGaster's soul.

Reward

If you've managed to survive and triumph over XGaster, you gain ownership of this universe in whatever timeline you prefer, people and all. Everyone in the world knows the favor you've done for them and has become incredibly loyal. Chara and Frisk might be a bit hesitant, though. Scars run deep.

If you give ownership and OVERWRITE to **YGaster**, though, he turns the land into a paradise. You are more or less still the owner, but YGaster runs it wisely. Everyone is happy, and there's no drama like when the other guy ran it, though. The kids still fear him, though. Something he lives with every day.

Sweepstakes

This… is something that wasn't expected by anybody, really. Some odd permutation of this timeline has led to a streaming service that seems to be outside of XGaster's influence to take to the air. Unfortunately, you're a contestant. These shows are relatively low stress compared to the drama going on outside, game shows, cooking shows, and singing competitions. All run by a host who's both charismatic and very, very unhinged. The goal is to ace every single competition the host throws you into.

Reward

Well, you're a superstar now. So much so that you've been handed the keys to the show. You also have a brand new companion who is your right-hand man, **SpamTenna**. A machine that seems to be two people at once, constantly on the verge of a messy breakup. The body itself seems to be made of better specs than even Mettaton somehow.

The service itself will always be one of, if not the most profitable, companies in future jumps, making money off advertisements and merch. Don't worry, though, advertisers won't be picky about what you show. Do whatever you like.

Ever Darker (Requires Hero of Another Story, Dark Prince, or Lost, Lost Girl)

Hey, doesn't your new friend seem a tad off to you? Like they don't really belong in this world? This may nag on your mind during your time here, and until your tenure is up, that's how it'll stay. Once your time is about up, though, you'll find out how they got here in the first place. Seemingly beyond the good doctor's eyes, there's a single hallway that is completely normal. Only by entering and exiting it repeatedly will something… interesting happen. Instead of the hallway, you'll find yourself in a forest of purple trees. Travel through them and you'll find yourself in a town that seems similar to the world you come from, but different in many ways.

You can call this world XRune. Instead of an entire planet, this universe is focused on just this one little town. Don't mistake it for shallow, though. If you dig deeper and deeper, you'll find something in the dark. Something far, far more dangerous than anything from XTale

Someone is pulling strings in this world. They seem to be very similar to XGaster, but don't seem to reside physically here. Instead, they have agents that fulfill their will and have a far more subtle control. Some of your companions might even have a personal relationship with him. And now, you're caught in his web too.

Your mission here is simple. You are to play along with this narrative, helping to close odd fountains that warp reality, with the companion you purchased being your main confidant. Don't worry about appearing out of place, though. The controller has made you a background just for you to blend in. As long as you play along, you'll be fine. Try to stray too far from the narrative through strong-arming the story, though, and he will end your jump without delay.

For higher rewards, you may choose to temporarily restrain your powers and only use the powers purchased in the doc as a form of enforced method acting.

Reward

For playing along with the story of this world, you have been given plenty of rewards. Turns out the puppetmaster is quite generous.

Firstly, all of the companions that come from this world are free to come with you, and any CP spent on their higher ranks will be refunded. The higher levels of their power will be unlocked during their time with you, maybe even during the scenario itself.

Secondly, you gain the ability to open Dark Fountains, wells of energy that warp the world around them to your image. In essence, this will create pocket dimensions that are influenced by items in the area and your personal relationships with them. If you opened a Dark World in a room with a computer you've used your whole life, it'd be loyal to a fault and incredibly strong. This is more of an art than a science, so it can take some training to master how the Dark Worlds manifest. If you have any access to any pocket dimension abilities or something similar, they will be enhanced by this as well.

If you went for the higher difficulty, the creator will reward you with upgrades to the capstones you purchased here. He's very generous with those who play along, it seems.

For OVERWRITE, your soul swells with new strength to create and modify. Your ability with Dark Fountains has improved. Whenever you create a Dark Fountain, you can more directly choose how things manifest in the Dark World, making them stronger or more in line with your aesthetic standards. They can also exist outside of the Dark World and independent of any item they embody.

For **DETERMINATION**, your True Resets don't wipe your memory. You'll remember exactly what led up to the use of the button and will be better able to plan around them. You may also choose when you use True Reset to change how you begin the jump. Different area, different background (but keep origins and what you spent your points on). If you stay at it, you can overcome almost anything.

For BAD TIME, you gain a brand new form, taking on an almost crystal-like shape. Your physical stats have increased dramatically several times over. What might've been a hopeless battle could be turned into a curbstomp in your favor. Any magical powers also increase, though not as extreme. The last benefit is that this transformation can be stacked upon any transformation you have. The details of how it looks are up to your preference.

Drawbacks

Extended Stay [+100 CP]

For each purchase of this drawback, your time here is extended 10 years. Pretty simple way to have to deal with XGaster more than you should.

Grander Story [+0]

This world is but one of many what-ifs of another world. If you wish, you can add one of those world's ideas to this one, sorta mixing it. This won't change the scale of this world, but Sans might be more goofy like Underswap, or Frisk might be closer to the original compared to how he is here.

I Can Stop Anytime[+100]

You have an addiction to chocolate. The problem is that, for some reason, chocolate has an almost alcoholic effect on you. A full chocolate bar would make you tipsy, while a glass of hot chocolate might make you black out drunk. You can manage this, but the cravings get worse when you're stressed.

Long Lost Friends [+200]

Well, my condolences. Your companions aren't dead, but their memories of you are. Not only have they been separated from you, but their memories of the Jumpchain have been removed. Especially you. Their memories will be restored at the end of the Jump, but you can still find them now and rekindle a friendship.

Cross [+400]

That's not good. That's not good at all. Your soul is missing, likely ripped out on your way here. Good news is that you aren't immediately dead. Bad news is that you are incredibly weak as a result. Magic and physical stats have nosedived, and you're left with barely any real offensive options. This can be remedied if you grab someone else's soul, but this would be difficult to do, and even if successful, you'd be only at fifty percent capability.

Your soul is somewhere here, but it's probably in the hands of someone less than likely to give it up.

Ambitions and Delusions [+400]

You've somehow irked the royal family. Some crime, be it your fault or not, has been laid at your feet, and now the Underground Kingdom has placed a bounty on your head. Depending on the timeline you're in, this could be harder to escape from. While proving

your innocence isn't impossible, you'd need to build your case from scratch and somehow present it without being killed immediately.

Relight [+600]

Well… shit. You've pissed off god. XGaster's opinion has switched from interest at best to complete disdain. This isn't a technical dislike. This is actual personal hate. While he won't try to OVERWRITE you directly, he will make your time here miserable. Friends will die suddenly, enemies will suddenly get much stronger, and any personal confrontation will end with him throwing everything he has at you. You can make allies, but you'd need to prepare something perfect to take him down. Good luck.

Inkling Mistake [+600]

How did you piss this guy off? Did you destroy an AU when you landed? Ink Sans now wants you gone, out of this world, destroyed. He may not have the ability to destroy reality, but he can wear you down by throwing inhabitants from other AUs at you, often working together with the promise of a reward to the one who takes your head. Luckily, Ink isn't nearly as dangerous on its own compared to some other options.

OVERWRITE [+600]

Every Jump has one of these. It appears that XGaster didn't like the idea of you having your out-of-Jump abilities and decided that he'd prefer you didn't have any of that. As such, you've been stripped of perks, items, and your warehouse for your time here. Unfortunate, but you're crafty, right?

Decisions
Your time here is up. Choose what you desire to do now.

Go to next Jump
No one would blame you for wanting to get the hell out of this place.

Stay
Grown attached to this place? Gone on ahead. I'm sure you could make this into a paradise.

Go back
Head on home. You've done well.

Change Log
V1.0 Jump Release