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

One day, war broke out between the two races.
After a long battle, the humans were victorious.
They sealed the monsters underground with a magic spell.
Many years later...
MT. EBOTT, 201X.
Legends say that those who climb the mountain never return.
One human child will try, and forever change the fate of humans and monsters...



Fair warning- This jump contains spoilers for the source material, as do most jumps, and might not necessarily make sense if you're not familiar with the game. I would very much reccomend playing the game before jumping here, but if you don't want to, you don't have to.

Welcome to the Underground, a world populated by monsters, long ago banished from the surface by humans. Here, the monsters make a peaceful existince, making do with what they have. Relax and take a load off- There's no need to worry about fighting anyone here. Just good

food, bad laughs, and nice friends. Your stay here will last the usual 10 years- And it'll start 5 years before the events of the game proper.

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

(hey, buddy, just a tip... this jump's pretty long, so you might want to use ctrl+f to skip to the *BACKGROUNDS, *RACES, *PERKS, *MAGIC, *COMPANIONS, *ITEMS, *DRAWBACKS, and *ENDING to navigate faster. i'm rootin' for ya, kid.)

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

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

2. Snowdin - The icy Snowdin is a winter wonderland, full of snow and forests. Some fuzzy folk who like the cold have made a town here, and some of the town's teenagers like to hang out in the woods causing trouble- But don't worry. If anything serious ever happens, a skeleton will tell a fish lady about it. Thaaat's politics!

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

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

*Backgrounds

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

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

Caretaker (Free): A gentle and kind soul, you take care of your home and your friends. You're not a guard or anything, but you make it your job to patrol your area and keep it maintained.

You listen to people's problems, you take in the hungry, the cold, and the poor, helping them get on their feet and able to fend for themselves again. Some would say it's a thankless job, but people know and recognize you as somebody they can respect and trust, and somebody they can go to when they have a problem.

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

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

Scientist (Free): Technology is something of ever-increasing importance in the underground, and the scientific community is something actively cultivated by the crown. There's even an official position for Royal Scientist! While you may not be the Royal Scientist, you're a scientist all the same, and while most of your work involves reverse-engineering human technology, you still have plenty of time to do your own research... Nerd.

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

Fallen Human (200cp): What's this? You're not a monster at all. No, you're a human child, who fell into the Underground, whether it be by fate, by accident, or by chance, and your presence will inexorably change the fate of Humans and Monsters forever. If you choose to become a Fallen Human, you are locked into human form for the duration of this jump. Fallen Humans always start in The Ruins.

*Races

Monster (Free): The premier race of the underground! Monsters are really quite the diverse bunch, resembling anything from a vegetable to an eye with arms and legs to an anthropomorphic goat! No matter what they look like, though, the rules of how they work are generally the same- They typically have four limbs, either two arms and two legs, or four legs. They have around the same physical capabilites of humans, though monsters can become much physically stronger. Magically, however, monsters are much more capable. In fact, it's literally part of who they are!
Monsters roll 1d8+17 for their age.

Dog (+100 cp): You are a dog monster- In all likelihood of the white and fluffy vareity, but you can choose to resemble any kind of dog you like. You can also choose the exact degree of your anthropomorphism. However, whatever you look like, you're still a dog- and thus easily distracted by thrown sticks and easily placated by well-placed petting. You will not be able to circumvent these weaknesses so long as you remain a dog, and will not be able to avoid them at all for the duration of the jump.
Dogs roll 1d8+4 for their age.

Temmie (+200 cp): h0I!!! Temmies are... A very peculiar species of monster. Small, quadrapedal Cat-dog-things possessed of a poor grasp of the english language, Temmies are very, very strange. They have extendable limbs and detachable faces (In fact, they seem perfectly capable of operating as normal without their faces). However, they're also almost universally childish, unintelligent, unobservant, and forgetful- If you become a Temmie yourself, you're liable to forget simple things (Including how your powers work, even those innate to you as a Temmie) and lose track of what you're doing whenever in Temmie form. Even intelligence perks won't help you- They make tem brains hurt. You'll also be extremely nonthreatening, both physically and verbally. And you'll be named Temmie.
Temmies roll 1dTemmie for their age.

> Hi, I'm Bob (200 cp, Requires Temmie): You are an especially intelligent Temmie, capable of speaking proper english and having a name that isn't Temmie. With this, you essentially get your prior intelligence level back, and have no issues using your powers.

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

- Mundane Object (Free): You've bonded to a completely normal, mundane object, be it anything from a peice of furniture to a kitchen appliance to a storefront dummy. As a rule of thumb, if you can't find it in a commercial store nowadays, you probably can't choose it as your corporeal body.

- Robot Body (100 cp): You've bonded to a custom-built robot body, made to look vaguely like you would as a human- Though perhaps with a few adjustments, if you want. It runs on a battery supply- which will leave you paralyzed should you neglect to charge it for an extended period of time (usually a week for normal activity, but exerting yourself might cause you to consume energy faster). However, it does come with rocket boosters that let you fly, and is perfectly suited to your chosen background- A Royal

Guard will have an armored robot body with enhanced combat capabilities, a shopkeeper will come with many magical pockets to store products in and a built-in calculator, and an entertainer will have an alluring body suitable for showing off as much as possible.

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

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

Human (Priceless, free for Fallen Human): Humans in this setting are largely like those you'd find anywhere else- Average in all human measures of strength, stamina, and deficient in magic. However, what sets humans apart from monsters is their powerful SOUL- indeed, so powerful that mere killing intent can make even toy weapons lethal against those with weaker SOULs. It would take the SOULs of nearly every monster in the underground to match the power of a single human SOUL. Use this power wisely, young one.
Humans roll 1d6+6 for their age.

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

*Perks

Summon Annoying Dog (Free...?): You don't exactly recall where you picked up the trick, but you know a certain whistle... Whenever you pull it off, a small white pomeranian appears. This dog's got a tendency to sow havoc wherever it goes, often in seemingly innocuous ways. It will do things like absorb important artifacts, mess around with important machine components, and distract people at vital moments through its tomfoolery. It won't discriminate between friend and foe, instead sowing discord wherever it can. On top of that, it always manages to evade the consequences of its actions- But luckily for everyone involved, it only does a few

disruptive things before disappearing.

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

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

Kindness (100 cp, Free Caretaker): Being nice isn't always easy. What one person might see as kindness, another might see as condescension. However, you can tell the difference with ease. You know all the little things you can do to help cheer someone up, and at the same time, you get a gut feeling that tells you whenever you're being overbearing or smothering.

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

Bravery (100 cp, Free Royal Guard): Let's skip the fluff and cut to the chase, here- You've got a great intuition for sniffing out the most direct solution to whatever problem you're currently facing. No nonsense, just problem-solving! Well, that said, you're just avoiding whatever nonsense would otherwise cause the delay of your problem-solving, not solving the nonsense, so you'll have to deal with that afterwards.

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

Integrity (100 cp, Free Entertainer): When people see you, they can tell right away, "This is the genuine article". You've got a strong sense of self, and you'd never sell out or follow trends. Why would you? You're a star, after all! So long as you stay true to yourself and who you are, you have an infectious charisma that makes people want to like you- Even if who you are is blatantly malevolent, though in that case it might be a more "Love to Hate" kind of deal.

DETERMINATION (100 cp, Free Fallen Human) You're too Determined to die without a fight.

While this does not work nearly as well as the Determination that someone like Frisk has, you have the power to endure a fatal blow once per jump and remain barely standing- The proverbial 1 HP. And, in the event you should actually die, you'll be able to hold on long enough to finish whatever it was you were doing- You have an hour left before you die for real and your chain ends. Use this time wisely.

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

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

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

Team Attack (200 cp, Discount Royal Guard): Teamwork is paramount in the Royal Guard. Two heads are better than one, especially when they think together. Choose one of your companions - You two fight extremely well as a team. Your attacks synchronize well, you can cover each other's flanks, your breathing is even sync- Your teamwork is flawless, only paralelled by how deep your friendship runs.

Analytical (200 cp, Discount Scientist): You're good at looking at stuff. Well, more specifically, you're good at picking stuff apart and figuring out how it works. You can take apart mundane technology, figure out how it works, and put it all back together and it'll still work just as good as before. Heck, you might be able to make it work better! The more advanced the technology is, the more difficult it'll be to understand, but hey, with enough free time anyone can pick even the most obtuse stuff apart. Like the plot of Mew Mew Kissy Cutie 2.

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

ACT (200 cp, Discount Fallen Human): You're very good at talking to people and, in a way, manipulating them. By taking a moment to examine someone, you can get an idea of three or four ways to get a reaction out of them just by talking to them. You can provoke someone just as easily as placate them. Or flirt with them. Whatever floats your boat, buddy.

Really Good Shortcuts (400 cp, Discount Drop-in): You know your way around better than most. In fact, you know a bunch of shortcuts that let you get from place to place really quickly... Well, actually, you just have an ability that lets you teleport. So long as nobody else can see you, you can teleport to any other unseen location that you've already been to that's within a mile. You can also take one other person with you through your shortcuts so long as nobody can see them either, though they probably won't really understand what just happened.

Home (400 cp, Discount Caretaker): Hospitality is everything. You know how to make someone feel comfortable and welcomed- All the little gestures that make them feel at home, without making them feel like they're imposing. If you invite someone over to stay at your place, then they'll always remember the experience fondly- If you wish it, they might never want to leave. While they're under your hospitality, you're also better able to influence them and their values, convincing them to change problematic or destructive behaviors. Particularly problematic subjects might still take some work, but at the very least, your kindness will make them consider your words a bit more.

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

Get Back Here! (400 cp, Discount Royal Guard): As a royal guard, you excel at, well... Guarding. I mean, it's in the name. You guard stuff. Typically royalty- POINT IS, You're good at guarding! Whenever you guard someplace, whether it be a door, a path, or a castle gate, nothing will escape your vigilant gaze! So long as they try to pass through the area you protect, they can't get through without confronting you. Though, they could just go around the area you guard, but even if someone does slip past you, you're also adept at running them down- You run faster than normal when chasing someone who's trying to run away from you.

Dimensional Device (400 cp, Discount Scientist): As useful as it is to upgrade technology, sometimes versatility in a gadget is what you need. But how does one fit a jetpack, two storage boxes, a wireless hotspot, a SOUL resonator, a keychain, and a working cellphone all into one? Why, Magic, of course! You know how to make dimensional spaces that allow technology to fold in on itself at about a 3:1 cubic ratio- You could take an average-sized car and fold it into a large peice of luggage you can wheel behind you, for example. You can also make Dimensional

Boxes for storage that have 5 cubic feet of storage space and fit in your pocket, though you can't put living things in there.

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

MERCY (400 cp, Discount Fallen Human): Sometimes, it can't be helped that you'll get into fights. However, fighting back is not the only option. You're capable of convincing all but the most Determined of foes not to fight you, using only your words and actions. Sparing people isn't always the easiest way, but really, you don't want to hurt anyone, do you? Sometimes, you can even win fights by simply dodging attacks and refusing to fight back until your foe gives in and stops fighting you.

Megalovania (600 cp, Discount Drop-in): Fighting is almost never the answer. In most cases, it only makes things worse, and should be used as a last resort, when all other options are meaningless. When what you're dealing with is a force of evil that must be stopped at any cost... That's when your true power awakens. Your magical attacks are infused with Karmic Retribution, and while it's harmless against innocent people, it's poison to someone with a high Level of Violence. In fact, the higher their LOVE, the worse it hurts. In addition, the initial pain of the attack doesn't go away- It burns away at their soul over time as well, as every sin they've committed comes back in their head to haunt them.

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

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

Battle with a True Hero (600 cp, Discount Royal Guard): Being a Royal Guard means you serve a higher purpose. You protect the lives of innocent people. You protect their hopes and dreams. In the end, you're not just a fighter- You're a Protector. A Hero. And when you're on the verge of defeat, and everything's on the line... Even if you're a monster, you're just as Determined to win. Once per jump, you can activate a super-mode powered by Determination, but there are two conditions- You must already be on the edge of defeat, and there has to be more than the lives of you and your companions on the line if you fail - The lives of a small nation of innocent people are the bare minimum stakes. However, the super mode itself is extremely powerful- Upon activating it, not only do you instantly heal all of your wounds, but you become much stronger, move much faster, and can take more punishment than ever before. Your magical attacks become much more potent, and you can take hits to your face with a grin. After the fight, though, you'll be crippled- at the very least, you won't fight again for the rest of the jump. But isn't that a fair price to pay for innocent lives?

Here We Are (600 cp, Discount Scientist): There's a lot of sciences that aren't wise for mere mortals to delve into. The SOUL is one of them... But that hasn't stopped you, has it? SOULs are fragile things, particularly monster SOULs, but you know how to work with them. Making a robot with a SOUL is a good example of what you're capable of. You're also knowledgeable about the element of the human soul dubbed DETERMINATION, and can extract it from human SOULs and inject it into other things using a machine that you know how to make. Just... Be careful. Nobody wants to see anyone melt.

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

SAVE the World (600 cp, Discount Fallen Human): Even when it seems everything is lost, you cannot give up hope. You must stay Determined! Your Determination gives you immense resistance to Mind Control, corruption, and despair, as well as anything that would force negative emotions upon you. Additionally, you are exceptionally adept at helping your friends overcome such things- Simply by reaching out to them and reminding them of the bond you share, you can Save them. Ultimately, over time, you can even Save someone from themselves, healing emotional wounds and helping them become a better person.

*Magic

Magic is by and large the forte of Monsters- Humans get no discounts or freebies and must pay

double the listed price.

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

Fire Magic (100 cp, free Boss Monster): Ah, good ol' fire magic. Fire Magic is extremely versatile, capable of heating a household, cooking food, or even being used to fight. While fire magic isn't much different in combat to regular magic, its versatility is what makes it valuable. The user can even control the temperature of the fire presicely so long as they concentrate on it, ranging anywhere from pleasantly warm to hot enough to forge steel. It is to be noted that Fire Magic tends to not affect living beings as it would inanimate objects, so a magical fire attack would not leave burns- Like White Magic, it instead directly attacks the SOUL.

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

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

Minion Magic (100 cp, discount Shopkeeper): Your strength? Relying on people that aren't garbage! You can create small, magical versions of yourself that fire magical attacks on their

own, or can kamikaze-dive your opponent to deal damage. These copies are semi-autonomous and follow your orders without question, but that's not to say they're infallable. They're capable of operating remotely and on their own without much input, but they have a maximum range of around 10 meters.

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

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

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

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

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

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

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

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

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

*Companions

Lesser Monster (100 cp, discount based on Location): Sometimes, all you need in your life is an encouraging space heater. During the first year of your stay, you will run into one particular Random Encounter monster of your choice (Such as Froggit, Snowdrake, Aaron, or Pyrope) or a town NPC and befriend them. If you'd like, you can take them along with you as a companion once your jump is over. You get a discount if you choose a monster who lives in the same location as you.

Jerry. (+100 cp): Sigh... Jerry. He's loud, obnoxious, complains constantly, smells like cheetos and body odor, and is useless in a fight. Well, actually, he does have a use- He makes everyone's attacks take longer. What's more, he counts as a Companion, with all the benefits that entails. He won't stay dead if you kill him (It takes obnoxiously long anyways), and for the duration of this jump, you can't even put him into wherever Companions go whenever they're not accompanying you. And if you ditch him, he always finds a way to come back to haunt you again...

Companion Import (100+ cp): Already have plenty of friends? No worries! For 100 cp, you can import a single companion, giving them a monster form, any background other than Fallen

Human, and the free perk that comes with it. For 50 cp each, you can import an additional companion, or for 300 cp total, you can import 8 companions of your choosing.

- Boss Monster Companion (100 cp each): For 100 cp a pop, you can upgrade one of your companions into a big, fuzzy, tough boss monster! They'll enjoy all the benefits of being a boss monster, including innate fire magic and longevity.
- CP Gift (50+ cp): If you'd like, you can give your companions cp to spend. Spending 50 cp will give you 100 cp to distribute among your companions as you see fit. Spending 100 cp will give you 200 cp to give out, and so on. Companions cannot purchase companions, cannot take drawbacks, and get no cp from taking Dog or Temmie.
- Human companion (300 cp each): Whoa! You want one of your companions to be a human? Well... It'll cost you, buddy, but you can do it. Just make sure they use that SOUL wisely, okay?

Greater Monster (200 cp, discount based on Location): During the first year of your stay, you will hit it off well with a Special Monster - one that the Fallen Child will run into once in their adventures, such as Napstablook or the Royal Guards - or a Shopkeeper. At the end of your ten years, if they feel inclined by your friendship, you may take them along as a Companion. You receive a discount if the Special Monster chosen lives in the same Location you rolled.

Toriel (300 cp): The caretaker and guardian of the Ruins. A Boss Monster possessed of intelligence, conviction, and an honest love of bad jokes, Toriel is a kind and motherly figure who is nonetheless powerful in both personality and combat. She makes a habit of trying to take care of humans who fall into the underground, and makes an mean butterscotch-cinnamon pie.

Sans (300 cp): A short and stocky skeletal prankster who's supposedly a sentry in Snowdin, but is always slacking off (usually by doing another job instead). Very lazy and laid-back, Sans is a good friend to have, if only for the bad laughs and good food. He's not very good at fighting... Supposedly. In reali- **hey, you want to make me your companion? that's pretty cool, but you could have just asked to be my friend, buddo. and i make a mean 'dog. yeah. apostrophe-dog. it's short for hot dog.**

Papyrus (300 cp): AH, JUMPER, YOU WISH TO BECOME FRIENDS WITH THE GREAT PAPYRUS? WORRY NOT! I, THE GREAT PAPYRUS, AM THE BEST FRIEND ONE COULD EVER ASK FOR! FOR YOU SEE, NOT ONLY AM I A VERY FAMOUS ROYAL GUARDSMAN, BUT ALSO AN UNPARALELLED SPAGGETORE! I AM SO GREAT, THAT I EXCEL IN ANYTHING I DO- HEY, GIVE THAT BACK- Ahem.
Not only is he not yet a very famous royal guardsman, Papyrus is merely... Very enthusiastic about everything he does. Which includes beleiving in himself. Not to say he's incompetent at any of the things he claims greatness at, he's just... exaggerating. However, he is also very

pure-hearted and kind despite his seeming narcissism, and is indeed a wonderful friend to have around. He makes a... barely edible plate of spaghetti.

Undyne (300 cp): The Captain of the Royal Guard and the Hero of the Monsters, Undyne is a fish-lady who's very, very passionate about everything she does. No matter what she is, she does it at full throttle, holding nothing back! Heroic and Brave, Undyne never backs down from a challenge, and is very determined- In fact, Undyne is a rare example of a monster with innate DETERMINATION, giving her the ability keep living breifly after her own death. She's also an enthusiastic Piano player, a *very* enthusiastic scholar of "human history", and makes a very, ***very*** enthusiastic... well, usually it turns out to be burnt sludge.

Alphys (300 cp): The reclusive Royal Scientist, Alphys is a monster of many disciplines. She's worked with and excelled in Robotics, Electronics, Programming, Hacking, Practical Magic, "Human History", and the science of the SOUL- Even if she doesn't think she's that great. She seems to think poorly of herself for unknown reasons, and rarely leaves her laboratory except to go to the garbage dump to hunt for anime. Makes a mean bowl of instant ramen.

Mettaton (300 cp): **OHH YES!** You've made the right choice, beautiful, to befriend Mettaton, the greatest star of Monsterkind! Never mind that he's the only star monsterkind has, but still! Mettaton is a robot with the SOUL of a monster, created by Dr. Alphys, and he has many functions; Most of them being amazingly attractive, but he can also cook, be a news anchor, sing, and pose glamourously. Very glamourously.

Asgore (300 cp): King of the monsters, caretaker of the garden in his castle, and a symbol of hope for all Monsters. A Boss Monster possessed of charisma, compassion, and a poor knack for naming things, Asgore is a kind and fatherly figure who is nonetheless powerful in both combat and personality. He frequently walks around to the Underground, just talking to his subjects, and makes a mean cup of golden flower tea.

Frisk (500 cp): The androgynous wonder themself, an enigma of a human child who falls into the Underground one fateful day and proceeds to change the lives of every monster almost overnight. Frisk is fairly quiet and stoic, rarely showing emotion- but at the same time, they're supremely kind, patient, compassionate, and completely pacifistic- But nonetheless capable of defending themself if they have no other option. Frisk also possesses the full power of DETERMINATION, and though once their journey through the underground is complete some of that power fades, Frisk nonetheless remains Determined- Simply put, they're impossible to put down when they've got their mind set on something, and will keep going until they do what they need to do. Loves dogs, and can be a shameless flirt at times.

*Items

tem flakes (3 cp, discount temmie): food of tem.... VERY FAMUS!!!

College Fund (50 cp): 1000 gold coins, freshly minted. Just enough money to put a temmie through college! Or get Mettaton to sign your butt. Really, it's enough to to quite a few things, and if you spend it wisely, you'll get a lot of mileage out of it.

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

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

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

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

Portable Shop (200 cp, Discount Shopkeeper): When oppertunity strikes, you always know how to capitalize on it. Literally! You have a small stand, not unlike a sentry station or a lemonade stand, that can appear when you will it. It's the same stand every time, and while it doesn't come with any stock, it does have a small amount of storage for whatever you're selling as well as a cash register. It disappears when you're finished using it.

Advanced Puzzle Construction For Critical Minds (200 cp, Discount Royal Guard): This instructional tome is an advanced manual to assist in puzzle construction. With this helpful guide, you can construct complex puzzles to bamboozle and challenge your enemies! All those who would invade your territory will find themselves thoroughly japed by your puzzles!

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

MTT-Brand Anime Powder™ (200 cp, Discount Entertainer): How fabulous! How charming! A single dab of this behind your ears, and you'll be sparkling like a bishonen in no time! When applied, this powder will enhance your attractiveness- your eyes become wide and bright, your skin becomes smooth and flawless, and your hair gains an unreal sheen to it. You'll always look good no matter what you're doing! While this free sample isn't unlimited, it does come with a convenient order form to purchase more! [MTT-Brand Anime Powder is a trademark of MTT enterprises. Unauthorized production, reproduction, reverse-engineering, forward-engineering, re-selling, un-selling, refunding, buying, or regifting will be met with legal action.]

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

Gaster Blaster (400 cp, Discount Drop-in): This device, run on the user's own magical power, is a semi-autonomous magical weapon. Resembling a floating goat's skull with glowing eyes, the Gaster Blaster is an extremely powerful magic device capable of shooting very powerful magical lasers of variable width. While it's very draining to use and are only effective at close range, being unable to operate beyond 10 meters of the user, the versatility and maneuverability of this weapon is unmatched in the Underground.

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

MTT-Brand Always-Convenient Human SOUL Substitute™ (400 cp, discount Shopkeeper): This can of MTT-Brand Always-Convenient Human SOUL Substitute™ contains one (1) artifical human SOUL. Don't ask how we made it or where it came from (Seriously, don't), but it carries the potent energies of a Human SOUL all the same! Use it for avenging your loved ones, raining devastation upon your enemies, or as wonderful flavoring in a cake! And just to top it off, a week after you use it, you'll receive a new artifical SOUL in the same can in one of seven wonderful flavors! [NOTICE: MTT Enterprises is not responsible for misuse of Always-Convenient SOUL Substitute. SOUL Substitute is not as powerful as Human SOUL, and should not be used for the purposes of: crossing/breaking The Barrier, becoming an Absolute God of Hyperdeath, or harnessing the powers of DETERMINATION. Always-Convenient SOUL Substitutes expires one hour after opening. Only for use by Monsters. Not for use by Humans, Flowers, Children, or pregnant women.]

Giant Sword (400 cp, discount Royal Guard): Historically, humans weilded swords up to 10x their size. Well, with this blade, you've harnessed this ancient human fighting style! This 10-meter broadsword is a perfect fusion of Human and Monster engineering! Not only is it

surprisingly well-made, not buckling under its own weight like it ought to, but it's very light for its size and can actually be used as, you know, a sword. Instead of an oversized slab of metal. More importantly, it's perfectly capable of conducting magic for use in combat!

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

My Brand (400 cp, discount Entertainer): One word, darling- Merchandising! Not only do you have exclusive merchandising rights to your image, In this jump and every jump afterwards a factory matching the tech level of the world will appear. This factory will be capable of producing all kind of commercial merchandise- Buttons (With your face), Stickers (With your face), CDs (With your face), Posters (With your face), T-shirts (With your face), Underwear (With your face)...

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

Temmie Armor (9999 cp, discount Temmie): The best possible protective armor, in the history of anything. Not only is its defensive power unmatched, it gives the wearer a brief period of invincibility after being hit, it gives them potent health regeneration and boosts their attacking power. It might even make fights *too* easy. Of course, there's no way to afford this, so there's an additional discount! Every time you die, the price lowers by 100 cp... Oh. Wait.

*Drawbacks

You can take two drawbacks, worth up to a maximum total of 600 cp.

Anime is Real (+0): Anime actually *is* historical documentation. Giant swords, magical princesses, giant robots fighting monsters... Stuff is gonna get weird once you get to the surface.

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

I suggest packing earplugs.

Anime's real, right?! (+50 cp, cannot take with Anime is Real): You seem to be under the delusion that Anime is actual historical documentation about Human History. You're gonna seem weird once you get to the surface (or maybe you'll just seem weird in general).

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

Absolutely No Moving! (+100 cp): You have a rare eye condition that makes it impossible for you to see things that aren't moving. This can be problematic, to say the least, but hey, you're really good at detecting movement now!

Lost Souls (+200 cp): When you were placed in this world, things didn't really go as well as you'd hope- You're fine, don't worry! But the 8 companions you were going to bring with you, well, the transition didn't exactly work out for them. They've all been strewn around the Underground and given memories related to this world (if they didn't have them already). And, what's worse, all their memories of you are gone- Their personalities are the same, but they'll have all the conceits and flaws they would have as if they'd never met you. To get them to remember you, you'll have to find them, befriend them, and help them get through their problems.

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

Welcome to my Special Hell (+300 cp): Something went wrong- Horribly, horribly wrong. You died before the jump even started, but the good news is, Your body was injected with Determination. In fact, the same thing happened to *all* of your companions! The bad news is, you all melted together, and now you and all your companions share the same body- which has become a horrifying, amorphous almagamation. Your thoughts are a confused, jumbled mess and you have to fight with all your other parts just to focus on one thing... And your social skills are probably going to take a dip, too, now that your words are just as comprehensible as your physical form.

I'm Not Ready to Let Go (+300 cp): Frisk hides a terrible secret- They're not truly in control of their actions. Some entity beyond this world starts controlling them the moment they enter the underground, and stops the moment Frisk leaves. The good news is, they appear benevolent, because they guide Frisk towards pacifism and friendship... But the moment Monsters see daylight, they'll reset everything. Everyone's memories, erased... Including yours. The same

story will repeat again and again, because this entity can't let go of their friends- And somehow, you'll have to convince them to give all of this up so everyone can move on. Including you.

Dirty Brother Killer (+400 cp, cannot buy Papyrus or Sans): Once you take this drawbac-
hey, wait a second.
do you really need cp that bad? don't take this. if you do, you really won't like what happens next.

...
still here? you want this drawback so badly? fine. my brother is dead thanks to you.
and now i know just what you are, jumper.
and the risk you pose to everything in this world.
see ya.

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

*Ending

Well, this is it. Your long journey is finally at its close.

Now that your ten years are over, you have a choice to make.

- The Long Battle Finally Over: Maybe all the time you spent here reminded you of how much you miss your own family. Your own friends. Either way... Nobody can blame you for wanting to go home. You'll keep all your powers, your items, and companions. And wherever you are... Don't give up, okay?
- I Want to Stay With You: There are worse places you could choose to stay. Here you have friends, a place to stay... And if you want, you could even have a family.
- I Have Places to Be: ... But we all know what choice you're really going to make. You're not one to throw in the towel now. You're too Determined. Well, kid, wherever you

go... Know that your friends will be cheering you on, even if it's beyond space and time.

Whatever your choice is, you will receive a commemorative photo of you and all of your friends, nicely framed. It'll never fade. Keep it as a momento.

Good luck out there, kid. Don't kill, and don't be killed... That's the best you can strive for.

Notes:

- Get Back Here!'s ability to unfailingly guard an area is generally limited to the area of a single entrance or pathway. You cannot guard an entire forest or an entire city.
- Injecting DETERMINATION into yourself in an effort to gain Frisk's ability to SAVE and LOAD is a good way of getting yourself to melt. Just for the record.
- Don't fall in the Core. Just don't. You won't like what happens next.
- My Brand can only make mundane, commercial merchanise (with your face). Don't go trying to sell people vibranium chainswords (with your face).
- Temmie armor is a joke item. You're not supposed to be able to get it. Just in case you get any clever ideas.
- If you take Anime is Real, Right?! with the Story-Book shelf, all of your history books will be anime and manga for the duration of this jump. They'll still be labeled "History".
- Though the jump will naturally progress towards the Pacifist Ending without your interference, if you kill even one monster, then the Pacifist Neutral Ending is going to be the best you could possibly get (Unless that monster was taken as a companion). This includes monsters who are killed as part of a drawback, so taking a drawback that kills someone also locks you out of the Pacifist Ending.
- Don't worry too hard if you can't find all the companions afflicted by Lost Souls before your 10 years are up- You won't lose them or their memories forever or anything like that. Though, they might be a bit mad at you for leaving them in the lurch like that...
- Taking Lost Souls and Welcome to My Special Hell will erase the need for you to find them, since you'll all be an amalgamate together, but they'll still forget who you are. But hey, you'll have plenty of time to talk to them. You. Yourselves?
- To clarify- Once you take Dirty Brother Killer, Papyrus will be dead and Sans will gain an understanding of all your powers and weaknesses, and will do his absolute utmost to kill you. You cannot reason with him or spare him. Try it anyway, and you'll be dunked on.
- SOULs other than your own and those of your companions cannot be taken outside of the Undertale jump. No ifs, ands, or buts. Absorbing a companion's SOUL means that

the two of you will become the same being - effectively sacrificing them *forever*.

*...

*What? There's nothing else left here.

*Don't you have anything better to do?

*... Unless, there's one more person left to SAVE.

*Someone who was left out of the companion list.

*You know who I'm talking about, don't you?

ASRIEL DREEMURR (??? cp): ...

*Let's face it. You can't save him.

*... Not alone, you can't.

*But ten thousand hearts all beating as one... Ten thousand people with the same wish...

*They can't be wrong, can they?

*You'll have to befriend everyone in the underground. Absolutely everyone...

*Even the first human, who's long since perished, but now haunts the SOUL of another.

*If you can manage that, then maybe, just maybe...

*You can convince them to give up what's left of their SOUL, so that ASRIEL can remain himself.

*So that you can give him a second chance.

*So that you can make him one of your Companions.

*Prove you're worthy of his friendship.