Deltarune

By: PriorPossible834



A World divided between Light and Dark, and a unknowable force of Darkness trying to tear the world of light apart to bathe all of existence in endless Darkness, and the Heroes trying to stop it, this is the World of Deltarune, a world of Magic, Adventure, and thrills. Take these **1000 CP** to design your place in this World, as a Jumper you are a Special Entity and as such your creation will not be discarded like so many others.

Origin

Origins do not determine discounts in this Jump, and you can choose your age and sex as you will, you can even design your own body to an extent to reflect the various Monster Species that live in this world. However such forms cannot provide a substantial benefit over baseline humans. The following selection determines whether you will begin your life in one of the Dark Worlds or the Light World.

Lightner

You are a Lightner, you can be a **Human** or a **Monster** and you possess the innate abilities to create Dark Fountains if you have a strong enough desire. The Darkners instinctively desire to serve you and will be far more receptive to your charisma then normal beings.

Darkner

You are a creature born from a Dark Fountain, Darkners like yourself are universally **Monsters** and only feel truly fulfilled when they are working alongside a Lightner, though you are free from this mental restriction. Your kind is only able to exist in a Dark World with an unsealed fountain.

Race

Human

You are a Human, incapable of using Magic but possessing the Power of Determination which can allow you to push yourself and your allies well beyond their preconceived limits with enough desire. You may lack specific abilities, but if you have time to harden your will there is nothing more powerful than a Human Soul.

Monster

You are a Monster, on paper you are superior to humans possessing more physical abilities and innate access to Magic, however you lack the power of Determination and as such cannot push yourself past your limits or defy death the same way the Humans can.

Perks

You get **two** discounts per Price Tier allowing you to take perks from the 200, 400, or 600 tier for 50% off, 100 point Perks are instead free when discounted.

Magic (Free/Exclusive Monster)

You are capable of using the Magic of this World, though if you're a Lightner you'll find it almost impossible to use this power outside of the Dark Worlds to begin with. Magic can be used for many things however the most intuitive uses seem to be Healing and Combat. What spells you are capable of learning vary based on your personality and can be improved with time and training- you may have less natural talent for healing if you're a more violent person for example.

Determination (Free/Exclusive Human)

Determination is the power to continue and to inspire others to do the same. The Greater your Willpower the more Determination you'll carry within your soul, the more Determination you have the more your allies will defer to you for leadership, the more damage you'll be able to take before finally falling down, and the more power you'll be able to lend your blows. A truly hardened will may even be able to defy death or time allowing someone to Save and Load, however to be capable of such a thing you need to have more Determination than anyone else in the world.

Conversationalist (Free)

You can engage anyone in conversation! It won't *necessarily* stop them from fighting with you if they feel they have a good enough reason, but when you try to get a dialogue going they'll at least be willing to listen to what you have to say and make points of their own back. If you're skilled in debate this can allow you to resolve combat situations relatively peacefully.

ACT (Free)

Socializing is hard isn't it? You're constantly being put on the spot, but wouldn't it be nice if you could have all the time to deliberate that you wanted? With this Perk you can! Now whenever you're in a social situation or other stressful situation where you constantly have to make choices (like combat) you'll find time pausing for you, allowing you to spend as much time as you want coming up with a plan of action. You will be unable to move or affect the world in any way while you are in this state however.

Blessing Of Toby Fox (Free)

Hey there kid you want your own theme song? This Perk gives you a brand new theme that's as good as if it were composed by Toby Fox himself, you can play it at will and you'll find it always perfectly conveys your emotions, power, and personality making it exceptional boss music if somebody pisses you off.

TP Gauge (Free)

Whenever you're close to an enemy's attack you can absorb a portion of its energy, you can then use this Energy to fuel your own abilities like a second Mana Bar, or on top of your own abilities to augment them. The closer you are to the attack in question the more energy you can absorb. This Perk works best on Magical attacks but functions on any form of violence including mundane physical force. You can also gain some TP by choosing to focus and defend yourself mid fight. TP isn't maintained between battles however you will receive a small amount of the local currency after every battle proportional to how much TP you have left.

Warm Hugs (100)

You are impossibly good at Hugs, it could almost be considered a Magical ability all on its own. In addition to calming your friends and allies who receive your emotional support, your hugs also focus them, allowing them to concentrate better and even use their abilities at a higher level for a time.

Dastardly Monologue (100)

People just seem to let you monologue! Even when they really should know better, people will sit and listen to you talk about your dastardly schemes as long as you want to and they aren't in active danger. This Perk is excellent for showmanship but almost useless in the practical sense.

Hate Is All They'll Ever Know (100)

When you hold a grudge you HOLD it, your negative emotions (when you choose) will remain just as strong years later as the day the slight occurred providing you with endless motivation in pursuing their crushing defeat.

Ad Infinitum (100)

You're an excellent Salesman, more than capable of turning a profit as long as your chosen product wasn't incredibly dangerous or wildly inconvenient, if you live in the Second Dark World this will certainly allow you to earn a room in the Queen's castle, and you won't have to worry about being kicked out like a certain Spam.

Silent Protagonist (100)

You have the strange ability to communicate without actually saying anything. You are able to open up limited empathetic channels with other people that will allow them to understand your emotions and intent without requiring you to speak at all. This also allows you to detect the emotions of the people on the other end of these empathetic connections allowing you to easily discern the truth of their mental state.

Oh, Jumper I Thought… You Weren't Coming Today (100)

You're *scary* Jumper, really scary. And more than that the more you scare someone the more they let you get away with, if you were intimidating enough you could essentially run roughshod over your entire school and never face any consequences… Do you really want this? It can be a lonely life.

Smartest In The Class (100)

You're no once in a lifetime genius, but you are an excellent student with good time management skills and has a great attention span. This allows you to effortlessly excel in a traditional education setting, and you'll find these skills at least *slightly* useful wherever life takes you.

Adorable (100)

You're incredibly cute, both physically and your mannerisms, this will make people less inclined to fight you unless they have a good reason or they're just that kind of evil. This will also make it easier to make friends as people will get the impression you're a kind, innocent soul.

Ease Up A Little (100)

Unlike Ralsei you know when you should push someone and when you should leave well enough alone, this may not seem like much but it will help prevent unnecessary fights and keep you from inadvertently turning allies into enemies. A highly useful skill.

Author (100)

You're an excellent author on a technical level, everything from your prose to your dialogue being worthy of being taught in a classroom. But more importantly than that your writing carries your emotions within it. The more strongly you feel about a topic the greater emotion your audience will feel when they read your work.

There's No Business Like Show Business (100)

You're a Showman, you have a lot of media training, are good at hyping up crowds, witty, and with a knack for coming up with entertaining premises for televised events. If someone gave you a shot you could become an incredible media personality.

Flirting Proficiency (100)

You're good at flirting… like… really good at flirting. Like… it's weird how good you are at flirting. As long as someone has even the faintest capacity to be attracted/emotionally interested in you, you'll be able to make them fall in love with you over the course of a conversation. Sadly this doesn't work if they have a reason to hate you specifically.

Unknown (100)

You're capable of concealing your body under a shroud of shadows, this will leave your body visible as only an outline and prevent anyone from making out your true identity even through supernatural means. These shadows will be dispelled if you ever become exhausted.

Not A Third Wheel (100)

Unlike Roulxs Kaard you're great at managing relationships with a special flair for Polyamory. You're capable of managing these kinds of relationships without becoming a third wheel or making the relationship worse for your presence, and you can leave all your partners feeling happy and cared for.

In A Band (100)

You're a gifted musician, skilled in an instrument of your choice as well as other skills like songwriting and vocals. While this is an impressive amount of talent it isn't quite enough to make you one of the greatest of all time without effort.

I Don't Even Like Fighting! (100)

Now as long as you're not really invested in fighting someone you'll find that they're naturally more open to resolving things peacefully, even trying to talk you down mid-fight if your apathy/regret is significantly pronounced. This is perfect for minions press-ganged into service who may want to avoid a heroic axe to the face.

It's Too Braight! (100)

You may choose to make yourself a Creature of Darkness, this will make you stronger the deeper the Darkness you find yourself in, potentially up to 2x greater than your base power level. However this comes with a cost, powerful light sources weaken you and cause you pain potentially knocking you out or killing you with a strong enough burst of light. This state and its drawbacks can be toggled on and off at will.

I'm Old! (100)

And people take your experience into account, now the older you are the more those friendly towards you will consider your advice. Basically the older you are the more weight your allies will give your words.

Strategically Applied Bad Parenting (100)

Emotional abuse has never been this cheap and effective! Now you'll find that the more you put your child down and damage their self esteem the more obedient they'll become, following your rules even when you're not present to enforce them. What's worse is that this won't necessarily make them hate you, in fact more often than not they'll come to view you as strict but fair and even defend you from other people talking badly about you.

Game Proficiency (200)

The first Dark World is modeled after games and the denizens find great enjoyment in them. You're a skilled Gamer able to quickly pick up the rules of unfamiliar games and quickly begin playing with the best of them.

MERCY! (200)

You're a wonderful therapist and negotiator, able to talk people down even mid-fight. This however only works on people without a strong reason to want to kill you, this can be personal enmity or because of a goal they consider very important.

Let Me Tell You A Tale (200)

You're a master of storytelling and general exposition, in non-combat situations you're even able to conjure mental visuals in the form of cutscenes to better illustrate your point. Nobody will ever find this odd if you don't want them to.

Crooked Cheat (200)

You're an expert at cheating at games, if you went up against a veteran card shark in a rigged game you could completely break the bank with the other player being completely unable to prove how you did it.

Son Of The Month (200)

If you're a good boss you know that you need to provide rewards for good work, however nobody said these rewards needed to have *value* to be effective. As an example of what you could get away with you could motivate your (only) son with the prize of being named 'Son of the Month' your minions will find themselves highly motivated by these little no-brainer prizes.

Generosity (200)

When you're down and out you'll always find someone willing to lend a hand. The more desperate the situation the more lopsided the conditions will be in their favor, but if you play your cards right you'll always be able to find allies in your time of need.

You Have A Choice (200)

You have absolute and unbound free will, no force of mental manipulation or control will be capable of forcing you to do anything you would not otherwise choose to. Even if you had a foreign soul in place of your own governing your every action you would still be able to force it out and act as you willed.

Stomach Of Chalk (200)

While certain monstrous Lightners don't require standard fare when it comes to food, your disregard for poisoned substances is genuinely staggering. You now possess a trait seemingly only shared by a certain unfriendly dinosaur: you can eat ANYTHING! As long as you can fit something in your mouth you can eat it without adverse side effects, what's weird is that anything you eat is also considered nutritious. You could live off chalk as well as you could a balanced diet.

You Have A Crush On Me (200)

Wouldn't it suck to go through life absolutely convinced someone was interested in you… only to have it revealed that they only saw you as a friend… at best? Well this is one situation you've been rendered absolutely immune to as you have a constantly self-updating mental index of what everyone you know thinks of you. At the very least you'll be more self aware than a certain Bird Brain.

With Just A Simple Spell (200)

You have a remarkable talent for Magic, even among the naturally gifted Monsters. You have a single 'specialty' which you can choose here and you will be able to quickly develop incredibly powerful abilities based on that theme. If you train diligently and use your powers often you could rise to become one of the most powerful beings in the Dark World, even without the use of Items like the Thorn Ring.

Making Your Own Path (200)

Fate is linear in this world, all things having been foretold long ago in the prophecy of the three heroes. But that seems like a pretty pathetic way to live your life doesn't it? Now you are capable of *ever* so

slightly subverting the force of destiny itself with consistent effort. Every time you try to defy fate you'll find it just a little easier, and eventually the destined future will be broken completely.

Unleash (200)

You are capable of causing your SOUL to glow using TP, this ethereal light damages creatures made from Darkness and can defend you from their attacks. The more you are able to gather your courage the greater you can cause this light to become.

Inner Core (200)

You possess a Core at the center of your body, as long as this Core is not destroyed you'll be able to heal yourself rapidly with a moment of focus and evade death. If someone is able to destroy this core you'll die instantly. This Perk can be toggled on and off where necessary.

Elemental Form (200)

You're not made from standard matter, maybe like the Princess you're made of Water, or maybe you're some kind of creature of living fire. You're capable of controlling your own body and you have an enhanced affinity for any magic or other powers attuned to your elemental nature. Be advised however that this also makes you vulnerable, a Fire Elemental would need to avoid water for example.

Puzzle Master (400)

Forsooth-eth! You wish to learn the art of the puzzle?!? Thou hast come to the rightest place thou WORM, for I am-eth the Puzzle Master Roulxs Caard! H-hey! Give-th me that microphone!
Sorry about that, I don't know what came over me. This Perk makes you a Master Engineer capable of designing all of the technology used in puzzles in the Dark Worlds. Unlike Roulxs however you also have the skills to make *difficult* puzzles.

FIGHT! (400)

Sometimes talking about your feelings or resolving things peacefully isn't a situation you favor, sometimes you just want to fall back on good old quick and easy violence. This Perk allows you to enhance your attack with all your violent emotions. Rage naturally but also sadness and even joy if they compel you to fight, the more emotions you use the greater this boost becomes.

You Can Do So Much More (400)

It can be truly heartbreaking to see people fail to live up to their potential… squandering it through laziness or villainy, but you are capable of encouraging them to take a better path. With consistent friendship, encouragement, and well meaning advice you can turn even the most slothful blackhearted individual into a proper hero… at least if they have even a tiny scrap of good in them.

Treasonous Lout (400)

Sometimes for the good of your friends you need to act behind their back… or even betray them no matter how much they hate you for it. You're a savant at betrayal, all your skills lending themselves to actions taken against your friends and allies at a much higher level. The more positive feelings your victim has towards you the more effective your knife in the back will become.

The Chaos King (400)

The King of the First Dark World was not its only ruler, he gained the position of sole monarch after usurping power from the other three kings and sealing them away. You're now capable of a similar feat, by betraying your allies you will be allowed to take over their duties without any *legal* repercussions, people may think worse of you. If you use this Perk to gain full control of something like a race of Magic Users you'll find your personal power growing to fit your position allowing you to easily exceed the power level of your subjects.

Neo (400)

All you need to cut your strings is that smooth taste of Freedom, now you find yourself unnaturally receptive to methods of external power granting. These will now always be successful when applied to you and the powers gained will be substantially stronger than the norm.

What A [Big Shot] (400)

You have a rather simple power, one that's fuelled by Determination though you'll find yourself able to use it even without being a Human yourself. You're able to fire blasts of energy directly from your Soul, the power of these attacks scale to your willpower and don't drain from your TP Gauge at all… however they use your very soul as a fuel source, and extreme overuse can cause permanent damage.

Serious Carnage (400)

You have an immense natural talent for combat and murder, if you indulge these impulses you'll find yourself honing these skills quickly, becoming stronger and stronger until you stand on par with the greatest threats to be found in the Dark Worlds.

Play The Game (400)

You are the beneficiary of a sort of game logic, the world itself seems to treat you as a player in a game. Not through anything as basic as a game menu but through a more nebulous form of level progression. You get stronger quickly as you engage in the 'plot' and you'll find that you quickly develop new skills and can master them quickly. All of this growth is fuelled by your narrative involvement, the more you shape the world around you the better this becomes but it will quickly atrophy as long as you remain a hermit.

Follower (400)

You have a highly obedient nature… this makes you a useful tool for those you choose to follow or those who are able to compel your service, in fact you'll find yourself growing stronger the longer and more faithfully you follow someone else allowing you to eventually reach the level of power Noelle gained while following 'Kris'

The Great Smith (400)

Come! We must feel your technique! Like the Dark World Smith Malius you can fix anything, any item no matter how broken, or any person no matter how severe or chronic their injuries. All you need to do is hit them with a hammer a couple times and they'll be fully restored.

Parry (400)

You are capable of deflecting projectiles be they magic or otherwise by straining your body. The more powerful the attack you deflect the more strain you'll incur, with training you'll learn to direct parried attacks back at the originator. Once you've deflected an attack it becomes 'intractable' allowing someone else to parry it back at *you* if they have the skill and their body can handle the strain.

Proceed (400)

You are capable of very gradually dominating the minds of others with nothing but your own willpower. This begins incredibly weak, requiring linguistic persuasion to be used alongside it to have any effect. However each time you are able to compel someone to act through this power the easier it will become to compel them in the future. As you dominate their mind more and more you'll find yourself able to hear their thoughts as well.

Titan (400)

Like the Great Titans you are a being born of Darkness and possessed of immense size and durability, in fact you grow larger and become more difficult to damage the Darker it becomes making you an increasingly difficult opponent to put down for good. If taken with **It's Too Braight** that Perks limits on power growth are removed allowing you to become stronger endlessly as long as the Darkness continues to grow. If taken with **Inner Core** you'll find that your body regenerates so fast around your core that someone would need to attack you internally to have any hope of damaging it. If taken with **Unknown** you'll find your shroud of shadows growing progressively greater the longer you spend in any area, feeding into the power of all your Perks fueled by Darkness.

LOVE (600)

The more you hurt others the easier it becomes to hurt, as you kill or injure other people your attacks will begin to do more and more damage with no discernible cause, meanwhile you will receive less and less damage from others your body will become no stronger or more durable, the sheer weight of your violent intent is what lends you your power.

Player (600)

You are not a Darkner or a Lightner, you are an Independent Living Soul like the one that holds control over Kris most of the time. You are capable of grafting yourself to any host you wish and granting them all the benefits of a Human Soul such as Determination based enhancements and the ability to defy death. You're in control of this shared body, however your host will be able to force you out with enough Willpower, though they'll need to return you to their body quickly in order to retain the benefits.

Pacify (600)

You are capable of casting Prince Ralsei's signature spell even if you happen to be a Human and normally incapable of Magic, this allows you to expend TP (or in future Jumps other forms of energy) to force people to sleep, this only works if they're tired or damaged but it's an easy way of ending fights non-lethally. Once a pacified enemy wakes up they'll be slightly more vulnerable to your conversation skills, allowing you to get more benefits from 'ACTing'

Innocent Boy (600)

You aren't actually a Bad Guy and people can tell, those of your moral alignment will know you're on their side and treat you with kindness as long as you don't go too far when acting against them for whatever reasons you may have. In fact you can expect your crimes to be quickly and easily forgiven as long as they didn't affect your newfound allies personally. This only applies to people you actually intend to join in good faith, no manipulations here.

The Killer Queen (600)

The Queen of the Second Dark World planned to take control of the entire world through Mind Control, you are now capable of the same able to infect people with your will through great effort. Those without a very strong will are completely dominated becoming mere extensions of yourself controlled through a hivemind, those who are stronger but still unable to completely resist will instead have complete loyalty to you grafted into their very beings.

What A Spam (600)

You hold a ability similar to Spamton's when it comes to altering your environment, over time you can pour your power into the world around you changing it to better match your aesthetic tastes as it officially becomes 'yours' You are far more powerful in your domain and the more land under your control the more benefits you get.

Roar At The Heavens (600)

You're capable of creating Dark Fountains, even in future Jumps where the Metaphysics aren't compatible. The residents of your Dark Worlds will always be aligned with you and wish to serve you as their creator, although there are no known in-universe ways to allow them to exist outside of the Dark World. Be warned however that too many Dark Fountains existing at any one time will begin to cause the Dark to overwhelm the Light, potentially destroying the native reality of the setting.

VS Jumper (600)

All power in this world comes from the Soul, so naturally you get stronger when you're true to yourself. As you continue to live up to your own wants and desires you'll find your powers growing at an incredible rate. This will allow you to become *very* powerful very quickly but you should be warned that failing to live true to yourself will result in this power boost declining and eventually disappearing entirely.

I Won't Let You Hurt My Friends (600)

When your friends are in danger you can always squeeze out just a little more energy, in essence your stamina is inexhaustible as long as the people you care about are at risk. You'll keep going until you can't move anymore before you let anyone lay one finger on them. The greater the danger and the deeper the feelings you have for the people at risk the more damage you'll be able to endure even withstanding dozens of what should be killing blows if needed.

SNOWGRAVE (600)

Snowgrave is a true Final Technique, an Ultimate Spell capable of taking down even the strongest beings in this world. However, achieving it costs Noelle everything, if you're willing to make sacrifices of your

own sense of self in the name of power this Perk will provide. By devoting yourself obsessively to the pursuit of power you'll be able to unlock your own Ultimate Technique, an expression of your powers so incredible that only those far stronger than you could hope to survive.

Items

You may discount 2 items per price tier (100, 200, 400, 600) discounted 100 CP Perks are instead free.

Pie (100)

You have a whole butterscotch-cinnamon pie! Eating it without sharing would make Toriel very disappointed but she's a very forgiving Goat Mom (or GOAT Mom) so you'll get a new pie at 7pm every single night.

The Basics (100)

The Dark Worlds are dangerous places and you'll undoubtedly need something to even the odds. This is a set of basic equipment, this is far from the best available but it will scale with you, remaining a poor but not unworkable set of gear for a person of your level.

Secret Salsa (100)

This Secret Salsa can be found anywhere across all of time and space, whenever you look into any kind of nook or cranny hoping to find Salsa… there it will be. You'll never be able to find out what's in the salsa, but at least it tastes pretty good?

The Prophecy Tablets (100)

Not those ones sadly… These stained glass tablets are essentially a stylistic way to store any meta/future knowledge you have about any settings you visit (whether from consuming that media or prophetic abilities) they'll generate a prophetic poem that anyone reading it will realize is true. Perfect for sharing your knowledge in the least practical way possible!

School (200)

You're the proud owner of your own school! By default this school teaches mundane curriculum however if you choose to take an active hand you'll find this school can teach any subject you yourself know. Even bending the local metaphysics to allow for the teaching of various magic systems (though it won't allow you to teach unique abilities only the general power system)

Friend Tea Set (200)

You are now the owner of one of the most confusing things in this world. When granted permission by a person you are capable of creating a special tea called Friend Tea, this Tea heals people who drink it proportionally to their bond with the person who the Tea is made from.

Place In The (Dark) World (200)

This is a home of your very own, everything from its aesthetics to its appliances tailored to be the most comfortable and homey residence possible for you specifically. You'll be able to find this place in any Dark World you choose to visit and if you're a powerful enough being you'll be able to expand it into a Dark World of its own.

Hammer Of Justice (200)

This Hammer (or other weapon of your choosing) is yours, but when you want to you can choose to make it *not* yours? It's a little confusing but essentially you're able to voluntarily relinquish ownership of this weapon at which point it will become guarded by a being you couldn't possibly defeat at your level of power. After enduring intense training and trials (possibly even mid-fight) you'll be able to win back ownership of your item which will then scale to match your new level of power. The item has no special powers, the strength it grants is won from your own efforts.

Ring Of Thorns (400)

The price of power is so often pain… this ring formed of twisted thorns will cause you intense physical agony, but will increase your magical power immensely allowing you to achieve a level of power unimaginable to your previous self.

Neo Body (400)

This is an empty vessel designed to contain your soul, even if you lack such abilities normally you will always be able to transfer your spirit to this device which will grant a massive power boost. It also has a unique quirk of durability where only the strongest attacks of a given individual's power set are capable of harming it, and even then it has durability at least twice your own.

A Discarded Vessel (600)

A fragment of creation itself, this is a fully customizable being, while it drains your power to grant the unique abilities any mundane traits are effortless to add. Comes with a guarantee that this vessel won't be discarded.

The Black Shard (600)

A piece broken off of the sword of the Roaring Knight himself, this shard has been formed into an extremely powerful blade in its own right, scaling to your own power level and doing increased damage to creatures of Darkness such as Darkners, and more specifically Titans.

Companions

Old Friends (Free)

You may import any of your companions for free, they'll be given 600 points to spend on Perks and Items of their own, they'll also receive 1 discount per price tier for both.

New Friends (Free)

Anyone who agrees to travel with you in this world may be taken as a Companion for free.

(Seemingly) Invincible Human (Free)

This is a Lightner you'll find in the Dark World, she'd really like to know where she is only muttering something about a 'tower' when questioned about her past. She wields some kind of spear capable of firing bullets like a gun and is so skilled in battle she's never harmed. She's also intensely modest- almost shy even, always evading any compliments you throw her way, she also seems to relish in the fact you don't know who she is, is she some kind of cereal mascot or something?

Drawbacks

Silent Protagonist (100)
Unlike Kris who does occasionally deign to open their mouth and share their thoughts you can't talk, that is all. This will surely cause conversation to become a challenge.

Why Are You All So Mean (100)
The enemies you would face do not truly want to kill you... for the most part that's different now every single enemy you encounter will want to fight you and if you plan to pacify them you will have to fight first.

A More Dangerous Prince Of Spades (200)
Lancer is now a credible threat who is genuinely dedicated to his father's plan, this will make the early stages of the Hero's Journey far more Dangerous.

Follow The Roulxs (200)
You will be followed by Roulxs Kaard for the duration of your stay in this world and will have to solve 24 of his puzzles every day, don't worry he'll never learn to make them difficult.

A Special Deal (300)
Like Spamton G Spamton himself you are a puppet on a string, an exceptionally powerful foreign will has control over you, and while it isn't self-destructive it doesn't have your interests at heart. While it is possible for you to regain control you won't be able to do so without substantial outside assistance.

The Numbers Game (400)
For the first time in many years the Jester known as Jevil has left his prison and he has one goal, your death. He is behaving in a remarkably sane fashion and he is guaranteed to find you at least twice, good luck. He's an incredibly strong Monster capable of matching the entire heroes party in combat at once (though it exhausted him to keep it up) with just the resources of this world it will be an incredible challenge.

BadJumper (400)
All of your powers from this Jump and all your previous ones have been bound to your TP Gauge, in addition to this they have been made *ruinously* expensive to invoke and had their power reduced to the point of near uselessness. However all is not lost, each time you use one of your powers it will improve *ever so slightly,* becoming cheaper and regaining more of its old strength until you eventually regain your full power, at least if you're willing to invest the effort.

Discarded (600)
You are a failed vessel cast into the void, doomed to watch as an imposter lives your life, there is no escape save the passing of 10 years, you can only watch.

The Man Behind The Tree (600)

You know the Prophecy of the Deltarune in full… and unfortunately you don't believe that it can be changed, this has left you cynical and depressed as you numbly follow through on the motions leading to an inevitable tragedy. Hopefully someone can snap you out of it…

Your Choices Don't Matter (600)

You're the Vessel for the Red Soul that would normally occupy the body of Kris Dreemur, this means that Kris is free to live their life without a soul parasite controlling their body, unfortunately however said soul parasite is in complete control of YOU. With extreme willpower you can force them out of the driver's seat briefly, however you need them to live so you'll need to leave them in control for at least 90% of every day.

Weird Route (600)

By default going into this jump you'd be living in a normal timeline where the Red Soul is relatively benign, with this Drawback you're instead placed in the Weird Route… and the Soul has taken an interest in you the same way it would have Noelle. In order to make this Drawback worth the points you'll be operating under some conditions. The Soul will be able to hear your thoughts and you will be unable to harm it or its host in any way, in addition through extreme effort it will be able to compel your actions. This power begins very weak… but each time you fail to resist its influence will only grow.

Cleaved Red By Blade (600)

The Prophecy states that the lord of screens was to be dealt a fatal blow by the knight, and so it came to pass. You too, have your death written out in the prophecy. At some point during the events of the prophecy, you will meet your end. But much how tenna was able to be saved by the girl, it is possible for you to survive. But it will require a concentrated effort by others to prevent this tragedy from occurring.

Notes

2.0

Added Perks, Items, and Drawbacks and changed to a Originless style, opened Doc for suggestions

Companions are to be based on deceased characters in a similar style to Gerson's own reincarnation within the Dark World, these 'reincarnated companions' don't have the abilities they had in life and only jumbled memories though they can recover them in time.

Current Reincarnated Companions:

- Pyrrha Nikos

Stay

Go Home

Move On