Dusttale JumpChain



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Welcome Jumper. This is a dangerous jump, so I do not blame you if you turn back. You will get 1000 CP (Chara Points instead of Choice Points). This is an AU of Undertale where Sans, in order to stop the human from genociding, kills everyone in the Underground in order to get to LV 19, using the weapons and powers he learned and stole from everybody. You begin Jumper, right after he reaches LV 19, and where most of the still alive Monsters are hiding in Waterfall's deepest reaches.

Sans is extremely tired of the human killing everyone, so now its time for him to take it in his own hands. =) 327 genocide routes, and Chara grows stronger with each one...

You can start anywhere in the Underground except the Judgment Hall. If you take the Killer origin, you start at LV 1.

Origins

Hero (Free): You're going to try to save the monsters, aren't you? You get a discount on one item.

Killer (Free): You're going to kill everybody? =) You get a discount on one perk. You start at LV 1 along with obtaining the **Dust Stealer** perk for free.

Powers/Perks Options

Undertale RPG System (Free): You have the RPG system of Undertale as well. XP, level, gold, equipped item and equipped weapon.

Dust Stealer (100 CP): When you kill someone you can take some of their powers and/or an item (depending on how strong they were), and you can make your own variant of the attack/power and use it against your foes. If you buy **Dust Soul,** this empowers your attacks by five times their original amount. By default this gives you 6 attack slots but you can choose more post-jump. You can also use weapon attacks on top of these. You can steal attacks from those you kill.

Human, I Remember your Resets (200 CP): You remember when someone resets or changes the timeline or area in any way...it's useful for calling people out on their bullshit. You also can see through people's true intentions.

Dark KR (200 CP): Normally this would be a form of Karmic Retribution, but this works a little differently...you can use your own hatred to empower these attacks, as well as using this KR in every single one of your attacks, bringing bonus damage.

Dust Soul (400 CP): Sans had a dust soul and so do you. The more you kill or obtain strength, you can place a power into this soul, which will give you more dodges and more power as time goes on. You start with a weaker LV 1 Dust Soul but you can keep leveling up, just like Sans did. *Just try not to kill everyone while you're at it, please.* This by itself is a magic soul that becomes stronger when you feel emotional.

Dust Monster Magic (400 CP): Well, these are the classic Blasters, Bones and weapon summoning magics. You can learn and master these quite quickly, knowing that the massive amount of magic capacity you have in you is just multiplied by 10 (meaning you have ten times the innate power). This gives you the ability to summon blasters, weapons of your choice and bones, and utilize the platforms like in the genocide Sans fight in Undertale. You can manipulate these at will. You can also, if you have collected a soul use it in your attacks. Not only that, but you can choose what soul to make this based off of, meaning that if you have multiple souls, this could be incredibly deadly.

Determination =) (600 CP): Just like the human…you possess the power to have Determination, the strongest soul of this AU. Its time, for you to gain Determination. This allows you to keep coming back from death if you have enough Determination, along with you being able to sense if people have enough determination, and you, when you kill somebody can steal the other persons Determination. You can keep coming back, to finish the job and kill them all. =). Any powers you have are also multiplied.

Unlimited LV (600 CP): You want to destroy…and you will only help yourself further with that. Usually the maximum level is 20 for humans and even monsters, but you want **more.** Thus, your LV increases to 21 after you max out at 20, and you can keep killing and gaining experience…this makes your stats uncapped to a certain point, where you can keep increasing AT and DF and HP…this jumper allows you to gain Unlimited Power. This perk also starts you at level 1, however you can grow and it combines seamlessly with other RPG systems you have.

Dust Versions (600 CP): You can split yourself into Multiple Dust versions, like one for the area you're in, along with having an even stronger **Hyperdust, True Dust, Omegadust,** and any AU you so wish. But by default this gives you a Hyperdust altform as well as True Dust, which multiplies your power by 100 and 1,000 respectively. You also gain 2 more attack slots. You can grow in power using this version, the more people you kill, the stronger you get.

Omega Form (800 CP): Well, here we are. You now have the power to absorb the six souls and undergo a powerful transformation similar to Omega Flowey in normal Undertale. You also are able to use powerful beams of soul power. The omega form is your choice, and as such you may choose its appearance. You have the powers of all six souls, along with their weapons and guidances, this is similar to Seraphim Sans but you need the Determination Soul to really become strong.

Items

Canon Undertale Armory (Main Weapons) (200 CP): This just comes with the seven main weapons (plus the Real Knife) from Undertale, along with the seven armors that you see in canon Undertale. They are able to be replenished at your warehouse, along with coming with the Spear, Trident, Toriel's Flame Hand, Papyrus' Bone, and Sans' Bone. You can buy the **Dusted** variants of these, which are much stronger variants for **400 CP instead of 200.**

Determination Injector (600 CP): For monsters. It injects pure determination into the person's soul that you're using it on. It infuses them with Determination and make them a lot stronger, as well as giving them the effects of the Determination Soul from Undertale.

Companions

Companion Import (50 CP for 1, 300 CP for 8): Want to import a companion you've already got? They get 600 CP to spend on perks and items.

OC Companion (100 CP): Met somebody new here? I suppose you could take them along with you, they get 800 CP to spend on perks and items.

Canon Character (200 CP): Want to take a canon character? You can, given Dust Sans doesn't kill them first. If you want to take Dust Sans as a companion, you must beat the scenario.

Chara (600 CP): I T S M E P A R T N E R . . .
(Chara basically is how they are in Undertale. They're very flashy, extremely angry at monsterkind and they want to kill them all. If you take Redeemed Chara however, its a little different. They want to help people instead. They have the power to RESET and Load and can tell you the stats of the people and monsters that you come across. They also have a Determination soul and refer to you as partner.)

Drawbacks

Dust AU Toggle (+0 CP): You can toggle any AU of Undertale that you go to into an AU of Dust, meaning you can toggle it to where one character goes insane and gains LV.

OOC Powers Locked (+200 CP): Your OOC powers are locked and you can't use them in this AU to survive, only the stuff you got from this jumpdoc. That goes for items as well.

Stole our XP. (+400 CP): Dust Sans will steal all your XP and you will not be able to get stronger, nor faster. You will be stuck at LV 1 and be forced to deal with it. Good luck.

Number One Target (+600 CP): Dust Sans, full powered and LV 20 has picked you as his main number one target. It also appears that he's getting more and more powerful too from what it seems, getting Determination to be able to stop you. Good luck jumper.

Scenario: Rebellion Route



This scenario is a little different from the others, because you will have to rebel against Dust Sans and stop him before he kills everybody in the Underground. You'll be able to do that, I hope. Your previous powers aren't allowed to be used nor anything too overpowered, but you can use items and weapons from past jumps. You have to stop Dust Sans with only your items, either by convincing him that what he is doing is wrong or...oh yeah, and you also have to fight Chara too so good luck. A full powered LV 20 Chara that has the power to reset, so very good luck with that. Hope you can get through this.

Warning Jumper, you will have to fight both of them to yourself.

Your reward:

- You get to take Chara and/or Dust Sans as a companion for free.
- You get **Dust Manipulation,** allowing you to use the dust you've accumulated to go to even greater heights of power.
- You get to get a full powered Determination soul.
- **You get the entire AU of Dust Tale to yourself.**

Ending

Go Home: I wouldn't blame you...hope you had fun.

Stay Here: Alright, have fun.

Continue Jumping: The adventure continues!

Stay Here (scenario completed): You get to live in the Undertale world for the rest of your days, yay!