Undertale Gauntlet

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HELLO, JUMPER.
FEAR NOT.
I DO NOT WISH TO HARM YOU.
I MERELY WISH TO CONDUCT…
AN EXPERIMENT.
PERHAPS YOU ARE INTERESTED IN PARTICIPATING?

YOU KNOW OF THIS WORLD, I'M SURE.
IF YOU DO NOT…
WELL, YOU WILL BE FINDING OUT IN SHORT ORDER.
BUT, UNFORTUNATELY,
I CANNOT SIMPLY GIVE YOU POINTS.
I CANNOT SIMPLY GIVE YOU POWERS.
AND I CANNOT ALLOW YOU TO BRING POWERS IN HERE FROM YOUR TRAVELS.
OUTSIDE OF YOUR BODY MOD, THAT IS.
NO ONE CAN CHOOSE WHO THEY ARE IN THIS WORLD.

+0 VP (Vessel Points)
You are reduced to your Body Mod, as is standard for Gauntlets.

…
AH, DO NOT LOOK UPSET.
FOR WHILE I CANNOT SIMPLY GIVE YOU POINTS…
YOU CAN STILL OBTAIN POINTS.
YOU WILL RECEIVE POINTS…
IF YOU MAKE MY EXPERIMENT…
INTERESTING.

Background:
ORDINARILY, A CHILD FALLS DOWN INTO THE UNDERGROUND.
THEY TRAVEL THROUGH THE UNDERGROUND…
AND EVENTUALLY REACH THE BARRIER.
SETTING FREE ALL THE MONSTERS.
THOUGH, DEPENDING ON THE HUMAN, THAT CAN BE IN ONE OF TWO WAYS.
MERCY OR VIOLENCE? THE FUNDAMENTAL HUMAN QUESTION.

THIS CHILD…

IS NOT YOU.

YOU WILL ENTER A WORLD…
WHERE THE CHILD NEVER LEFT THE RUINS.
THEY WERE UNABLE TO LEAVE THE LOVING EMBRACE OF THEIR ADOPTIVE MOTHER.
IT'S BEEN A LONG TIME SINCE THEY FELL DOWN INTO THE UNDERGROUND.
PERHAPS YOU WILL CONVINCE THEM TO FINISH THEIR JOURNEY.
PERHAPS YOU WILL STRIVE ON ALONE.

THE REST OF THE UNDERGROUND WILL BE MOSTLY UNCHANGED FROM WHAT YOU MAY KNOW OF IT.
THE COMEDIAN.
THE SENTRY IN TRAINING.
THE CAPTAIN OF THE ROYAL GUARD.
THE SCIENTIST.
THE KING.
ONLY THE QUEEN AND THE PREVIOUS HUMAN ARE DIFFERENT.
A COMFORTING FAMILIARITY IN A PECULIAR WORLD.

Age and Gender:
HMM? THE HUMAN BEFORE YOU?
THEY HAVE LIVED IN THE RUINS FOR MANY YEARS.
BY THIS POINT, I BELIEVE THEY ARE IN THEIR LATE TEENS.
AS FOR GENDER, IT HARDLY MATTERED FOR THE HUMANS BEFORE THEM. IT DOESN'T MATTER TO THEM EITHER.
A POINTLESS FORMALITY. CALL THEM HOWEVER YOU WISH.
…
AH.
UNLESS YOU MEANT YOURSELF.
IN WHICH CASE.
YOUR GENDER IS YOUR OWN CHOICE.
YOUR AGE IS…
GENERALLY CHILDISH.
SOMEWHERE AROUND THE RANGE OF 10-14.

NOW.
THERE IS A MATTER OF POINTS. OF POWERS. OF ITEMS.
ALL THAT WHICH YOU SO DESIRE.
THE METHOD IS SIMPLE.
MAKE THINGS MORE DIFFICULT, AND YOU WILL BE REWARDED.

BUT FIRST…

WHAT IS YOUR PLAN?
DO YOU INTEND TO BE MERCIFUL? BE A PACIFIST?
OR SO YOU INTEND TO BE VIOLENT? USE YOUR FISTS?
MAKE THIS DECISION TO YOURSELF.
AND BE HONEST.
I WILL NOT TAKE KINDLY TO YOU MESSING UP MY RESULTS.

Goals:
Pacifism: You intend to spare everyone you can find.
Neutral: You haven't decided what to do. You may fight, you may not.
Violence: You intend to fight everyone you can find.

NOW, WITH THAT OUT OF THE WAY…
HOW WILL YOU REVIVE?
WHAT IS YOUR RESET METHOD?
DO NOTE THAT ANY ABILITIES MENTIONED WITHIN THIS FOLLOWING SECTION EXIST EXCLUSIVELY WITHIN THE SCOPE OF THIS JUMP. THIS UNIVERSE.
YOU WILL NOT BE BRINGING THEM FORWARDS.

Reset Methods:
+0 VP - You have the standard reset-related abilities of the human in Undertale. You are the being with the most Determination in the world, and thus can reset. This means anytime you would die… you simply don't. You just revive at the last place you saved. This does technically mean it's impossible to "fail" the Gauntlet, but if you've overwhelmed yourself with Drawbacks and can't go on… just call to the void. Scream out into it.
It'll hear you.
+300 VP - Every time you reach a new save point, you receive one… let's call it a "charge." Every time you die, you lose a charge. What happens when you die with no charges? Well… nothing immediately. But at the end of the Jump, your max VP value will be reduced by 100 every time that occurred. This does mean you'll need to refund Perks and/or Items until you can pay it back. If it's any condolence, the save points immediately before a boss will give you *five* charges, so you'll get a bit of leniency in that regard.
…As long as you haven't already gone too far in the red.
+600 VP - As it turns out, you cannot reset, as you are not the being in this world with the most Determination. All things considered, that's probably a flower who's rather confused with this particular turn of events. If you die… that's it. You move on to the next Jump, forfeiting anything you might have received if you'd succeeded.
…Unless… maybe you've made a deal with someone who can reset? I wonder what he asked of you? Better hope he doesn't try and backstab you.

VERY GOOD.
VERY GOOD.

NOW.
I EXPECT YOU WANT POINTS BEFORE KNOWING WHAT YOU CAN GET.
SO.
LET'S ADDRESS WHAT…
COMPLICATIONS YOU WOULD LIKE.

Drawbacks:

Impatience (+100) - A lack of patience is often said to be a childish thing. Strange that you don't have it either, since I assume you're… older than that. But yeah. You have a minor issue with not being one to wait around. Sure, you can for a bit, but the instant something pops into your mind you're off. Which… isn't great, considering a few monsters around here have attacks that hurt an awful lot *unless* you're waiting around doing nothing.

Eighth Human (+100) - Huh. Well, actually, you are just outright replacing the eighth human, aka Frisk. They simply don't exist in this world. That's a shame. I was interested to see what would happen if you were the ninth.

Variety is the Spice of Life (+100, can be purchased multiple times) - There's more types of monsters! And no, that doesn't mean they are old monsters getting recycled into old areas. It's all new monsters! Waterfall might have a monster that disguises itself with lily pads and cattails, while the Core may have steam elementals. This applies to all areas in the Underground, and you will encounter at least one member of each new species during your journey. Every purchase adds, naturally, more species! You will encounter each one, so don't go too overboard…

A Fair Fight (+100) - You are… noble, I'll give you that. There's just one minor problem, which is that… not everyone else is. Basically, you can't ever stand up to dirty tactics in a fight. Err… well, to clarify, you can only really go how you would in the game. Acting with insults or flirts to throw someone off balance, sure, though it'll feel weird to do. Kicking out someone's legs or throwing sand in their eyes? Not happening. Oh, and don't think this will be fine if you're planning to be nice. Your sense of justice demands you let the monsters know you are coming, so you can't be stealthy. You've got to walk out in the open. And… they'll be coming to fight you if they see you.

Cowardly (+100) - Being scared in a new situation isn't anything to be ashamed of. Except… to an extent, you let your fear control you. That's a bit of a different issue altogether. Being unable to do anything because you are paralyzed in fear is going to lead to you getting hit on plenty of occasions. If you have any *actual* phobias, you'd better hope you don't run into any monsters inspired by them. You might just end up running for the hills.

Apathetic (+100) - You know, it's a little weird… All of this stuff feels a little boring, rote. Almost as if you've already experienced it too many times. If you want to be nice, monsters will take note of your apparent uncaring nature and may react negatively. If you want to fight, your weapons feel heavy enough to negatively affect your ability to fight.

Waiting Game (+200) - This is a… different problem. You're sometimes too patient for things, expecting everything will turn out okay as long as you wait around a bit longer. Short-term, this may lead you to getting hit by attacks you could have dodged otherwise, whether because you thought they'd move or the attack would end. *Long*-term… well, better

hope you can push through it. It would be bad for Papyrus to capture you, and then for you to still be there when Undyne arrives.

Meaningless Morality (+200) - I feel like the problem with having too little integrity is obvious. No monsters ever really… *trust* you. There's always an underlying suspicion that you're considering backstabbing them, that you're just using them for your own goals. Now, whether or not that's founded… hard to say. It can be overcome with time and effort, but knowing or thinking you're untrustworthy will hurt you regardless of your goals.

Monster Horde (+200, can be purchased multiple times) - There's just *more* monsters in every area, so you'll have more encounters along the way to the end. If you're merciful, it might become tedious to keep running into the same monsters, or even the same individuals eventually. If you're violent, then that means it takes longer to exhaust the area of encounters, and you won't get any more EXP or LV for your efforts than you would normally. Every purchase further increases how many encounters will happen before you reach (or can proceed to) the next area.

Cruel (+200) - Aha… well, you're going to be stepping on some toes. You have a weird tendency to be… nasty in accomplishing your goals. For instance, you can spare Froggit by either flirting or threatening, but your default is almost always threatening. Now, if you want to be merciful the drawbacks are obvious, especially if you have to be especially nice to spare someone. If you want to fight, you almost always waste at least a round or two taunting your opponent before killing them, which gives them the opportunity to return the favor.

Bigger and Brighter (+200, can be purchased multiple times) - The monsters have been busy excavating the Underground since I was last here. There's more regions than there were before! What they are… I haven't looked yet. But they'll have their own monsters based on their environments, and you won't really be able to get around them easily. Every purchase adds a new area to the Underground.

Brickheaded (+300) - This is going to be annoying. For you, I mean. Perseverance is a consistent, continued effort to do something despite potential setbacks. The thing is that… for most people, if they do something wrong, they can learn from it and learn how to avoid it. You have the minor issue that you've *forgotten the learning part* of the equation. You'll end up smashing your head against what you've assumed is the solution for far too long before thinking of another possible way. Of course, the solution that goes against your overall goals will always be much more clear…

Under What? (+300) - This is just your standard "memory removal" Drawback. You've got no idea what to expect of this world, or how it works. Admittedly this is a mostly fine world for that… but if you've taken more points at the Reset Method area, you'll probably get a lot of stupid deaths. Assuming you remember how the reset function works…

Bold and Brash (+300) - There's a saying, about how there's a fine line between bravery and stupidity. I'm afraid you may be straying towards the far side. Getting scared or angry leads you to start acting erratically. Basically, assume that if a monster successfully ticks you off, you'll start wanting to act in a way opposite to your overall goals. Going for a major swing when you shouldn't, insulting them when you could just off them… better hope *they* don't get scared and start bringing out the big guns.

It's You… Right? (+400) - Your problem isn't in having too little Integrity. No… it's in having too much. Your problem is that you are exceptional in staying true to yourself…

Just in the wrong direction.

There's… some voice in your head, or something. A version of you that *desperately* wants the exact opposite of your goals. If you want to spare everyone, they are bloodthirsty and ruthless. If you are feeling murderous, they will be childish and innocent in a way that makes it *so hard* to say no. A being that follows your morals, but flipped. They aren't unthinking forces, either. They can think, reason, and will try and persuade you to their way of thinking.

It doesn't matter what protections you have, or how you feel about the matter… The point is that they will be fighting you the entire way. They can't *control* you, per say… but don't indulge them to try to get them to shut up. That just makes them stronger.

Hard Mode (+400) - Yes, that's right! The legendary hard mode! It's been completed! What's that mean? Well… it made enemies from the Core (final area) in the Ruins (first area). And then also made it so some healing consumables became much more limited in nature. And… the demo never made it out of the Ruins. I have no idea what's beyond there! That's why I'm so excited to see you do it!

Heartbreak (Can only be taken if you plan to be violent) (+500) - Well… this'll be interesting.You have entirely too much context to everyone's actions. You're very aware that Asgore only proclaimed war on humanity to restore the hope of his people. You know that Toriel is hurting so badly because her two children were stolen from her by humanity. And so on, and so forth. You want to help them out so badly. It's… hard to kill monsters when you see them as *people*, rather than just obstacles.

Judge and Jury (Can only be taken if you plan to be merciful) (+500) - Well… this'll be interesting. You're *extremely* aware that the monsters have already killed six humans and have their Souls. That's the only way they got them. There's *flipping* coffins in the royal castle! So your sense of justice is trying to get you to take justice for those spent lives. But you have to push that back. You have to help them out, even if you so badly want to lash out. It's… hard to be merciful when you can't stop remembering all the bad stuff they've done.

A Horrifying World (+600, can't be taken with the Eighth Human Drawback) - Ahaha… um… This is weird. So, apparently Frisk *did* come through here. The problem is that… they crossed the barrier already. And the human souls Asgore collected are gone. Unfortunately, that's as much information as I have on how the world looks right now. Doubtless there's other changes, because Frisk couldn't have gone on a True Pacifist route… But I doubt the monsters are happy. I'd try to stay away from them, regardless of your goals. Letting them catch you might… leave you worse off.

VERY
VERY
INTERESTING.
I'M GLAD YOU WILL GET TO SHARE IN THIS EXPERIENCE WITH ME.
NOW.
YOU'VE BEEN VERY PATIENT.
LET'S BEGIN DISCUSSING…
WHAT YOU WILL RECEIVE FROM THIS EXPERIMENT.

Perks (one discount per price level, 100 perks that are discounted become free):

Patience (100) - Being able to wait is so hard for some people. But ultimately, it has to happen a lot. You're good at finding ways to fill that downtime. It's not that you don't feel bored, but you are good at finding ways to turn that boredom into something useful, meaning you can be awfully good at waiting for long periods of time. And don't worry. You'll get a little reminder when something important is happening that you need to attend to. Even if you don't go right away, you'll still occasionally get reminders to make sure you haven't entirely forgotten what you were supposed to be doing.

Bravery (100) - Bravery is not being unafraid. It's being afraid, but acting anyway. You are always aware of your fear, but you are able to know whether the fear is rational or not. Irrational fears are much easier to dispel from your mind for a time. Furthermore, if you are scared but push through it, you will receive a temporary power boost relative to how scared you were of what you pushed through. Fear is a weapon, one that you will not let control you.

Integrity (100) - You're doing the right thing. Why? Simply because it is the right thing. Why shouldn't you? Everyone seems to respect you for doing so too. Enemies will generally be less likely to attempt to exploit your honesty or such, simply because striving to stay true to yourself is commendable. Just… stay true to yourself and things will be (or at least feel) a little easier. It may not be by much, but sometimes all you need is help with a single step.

Perseverance (100) - Sometimes the most important thing in proceeding… is in knowing when to stop. When something is simply impossible. You now have that. Working at something for long enough will lead to one of two things: a revelation that will put you or help you along the path, or the realization that it's impossible in your current world or with the resources you are using. That may be enough for most people, and indeed it will allow you to put it down with much less guilt… but maybe you have something from another world that can help you overcome your problems?

Kindness (100) - The meanest thing in the world isn't always being mean. No, it's assuming the worst in people. Assuming that people are only being nice to you for the sake of getting something in return. Assuming they are going to backstab you, so you refuse to reach out. You help dispel those illusions simply by… being nice. Simple acts seem to reach so much further than you would first assume. Maybe once you've proven that not everyone is dark hearted, they can start really healing.

Justice (100) - You have an odd sense when someone is trying to pull the wool over your eyes. Perhaps it is a sense of when someone is acting dishonest to themselves. Regardless, you have a gut feeling for when people are trying to lie to you, though this doesn't work if they genuinely believe it to be the truth. If you react to their lie, they will be less likely to perceive you negatively for doing so, though they may not reveal the actual truth to you right away. Be the shining beacon of truth you were meant to be.

Blue Stop Signs (200) - You have a strange ability that a few monsters around here have. You can improve the effects of your attacks, which may cause them to deal more damage, have secondary effects more often… it depends on the attack. It merely adds one stipulation: the attack will always miss if the opponent is still. Situational, perhaps, but potentially useful.

If you have Orange Lights, this costs only 100, allowing you to pick up both for the grand total of 300 points.

Orange Lights (200) - You have a strange ability that a few monsters around here have. You can improve the effects of your attacks, which may cause them to deal more damage, have secondary effects more often… it depends on the attack. It merely adds one stipulation: the attack will always miss if the opponent is moving. Situational, perhaps, but potentially useful.

If you have Blue Stop Signs, this costs only 100, allowing you to pick up both for the grand total of 300 points.

Acting (200) - When in combat with someone, you always have an innate sense of how to get a reaction from them. What exactly that means and how depends on the opponent. In this world, for instance, flirting or threatening Froggit will allow you to spare it. In other worlds… Well, who can say? But suffice to say that they could range from making their attack or defense weaker, to allowing you to win without fighting.

If you have Encouragement, this costs only 100, allowing you to pick up both for the grand total of 300 points.

Encouragement (200) - You know how to support your allies, even if you can't really fight on your own at all. It's a similar vein to the Acting perk, but instead it tells you the best way to help your allies. How, exactly, will still depend on the person. Maybe cheering them on will buff their attack, or giving them a quick hug will heal them. Or flirting with them to irritate them and boost their attack, who knows. It should be useful either way.

If you have Acting, this costs only 100, allowing you to pick up both for the grand total of 300 points.

One Hit Left (200) - You cannot be instantly killed by anything. If something tries, you will be left with one hit point remaining. This "one hit point remaining" will activate whenever an extremely strong attack would wipe you out when you are above a certain threshold of health. Say… if an attack does over 75% of your maximum health, it cannot kill you. Of course, toning down attacks and making them hard to dodge isn't difficult, but it's a valuable protection if you're significantly weaker than your opponent.

Controlled Attack (200) - You have extreme control over your attacks. This doesn't just mean being able to make them fly in interesting ways while you attack, though it does give a lesser skill in that. No, this allowed you to bring someone to the brink of death without *actually* killing them. The proverbial "1 HP," as it were. Useful if you want to spare someone… or if you want them to be the ones to beat *you*.

Humorous Narration (300) - It's not really clear where this is coming from. You'd assume it's from you, but then the narration knows stuff that you couldn't *possibly* know. Well… whatever. Examining something tells you something interesting or amusing about the object, and sometimes even gives you more information than you'd expect. You can obviously look closer into the object to get more information, but the narration will only affect a quick look at the object. It even works on enemies, so you might learn a weakness or method of mercy.

Green Pellets (300) - You have a strange ability that a few monsters around here have. You can cause your attacks to, instead of dealing damage, heal. This causes the normal side effects of the attack, though some of them will also heal rather than cause damage. Healing yourself is possible with area of effect attacks or attacks that deal "recoil" damage, but healing yourself costs much more energy and is much less efficient than healing someone else. Still, this will probably be useful to someone of your caliber.

Helpful Intent (300) - You are… remarkably good at making friends with people. Even people who are or were enemies with you can be convinced to… well, if not friends immediately, at least not be aggressive towards you. To be clear, this isn't a solve-all. For instance, Undyne would refuse to be your friend on account of you killing monsters, and she still might not unless Papyrus introduces you. But to be fair… any little bit helps.

If you have Harmful Intent, this costs an extra 100, resulting in you needing 700 points to get both.

Harmful Intent (300) - In this world, monsters are weaker to anything that wants to hurt them. Basically, if you aim to hurt a monster, if you want to, the more you can distance yourself from them, the more they are actually hurt. It's on account of them being made of magic and emotions, or something similar. With this Perk, you can bring this Perk forwards, increasing your damage when your intent is to hurt or kill. It is toggleable, in case that's a concern.

If you have Helpful Intent, this costs an extra 100, resulting in you needing 700 points to get both.

Secret Keeper (400) - Something about you just… makes you seem trustworthy. Being friends with someone, or just friendly with them, will often result in them revealing things to you. Things they haven't told anyone else, because they're scared of the consequences or otherwise. Once there… Well, it's up to you what to do with them. Will you help them overcome it, or will you exploit it to hurt them more?

A Dodgy Menace (400) - You are really good at just… avoiding attacks. It's almost like you've got a slight foresight, alerting you when you're about to be hit and how to dodge the attack. It's not perfect, of course, and it can be overwhelmed or exhausted. But being able to dodge attacks will help no matter your walk of life.

One More Step (400) - Everyone has a goal. Whether it's mercy or fighting, it doesn't matter. Now you'll always have a good idea of how to accomplish your goal. If it's a case where you want to fight stuff, you'll know how long until you'll have to move on. If you want to make friends, you'll have an idea of how to befriend someone who's normally aggressive to you.

Puzzling Solutions (400) - You have a strange… luck when it comes to puzzles. An awful lot of them just… fail to exist or be challenging. Now, to be clear, there are some puzzles you'll actually need to solve. But a lot of them are simple to solve or just solve themselves. Gates where the bars are pretty far apart, tile puzzles that become a straight line… It's a useful thing in some worlds.

AH, BUT OF COURSE…
THAT'S NOT ALL YOU WANT.
ITEMS ARE IMPORTANT TOO.
THERE MAY NOT BE AS MANY OF THEM…
BUT THAT SHOULDN'T BE MUCH OF A PROBLEM.
NO DISCOUNTS HERE.

Items:

Basic Equipment (Free) - This is a simple starter pack that consists of a normal set of clothing in order to wear. You also have an *extremely* basic and weak weapon and armor. You can choose what exactly they are, but the point is that there will be better stuff.

Monster Candy (50, can be purchased multiple times) - A few pieces of healing candy. They are small enough to be able to easily pop them into your mouth during a battle. While they don't heal much, they are perfect if you just have a little bit of damage that you need to top off. Oh, and these cost 50 in case there's some sort of strangeness that happens with your discounts. This way you don't waste points, but you still get a minor starting boost.

Echo Flower Seeds (100) - Echo Flowers are one of the prizes of the Underground. They, as the name implies, echo whatever they hear. You also get a booklet on how to specify what exactly they hear and how to make them repeat it, in case you don't want them hearing and repeating everything. You've got enough seeds to start a little garden of them, and they will replenish when they get low.

Spider Pastries (100) - Some Spider Donuts, some Spider Cider… a few niceties. These are marginally better than Monster Candy. Of note is that these are favored by spiders, naturally. They could probably be used to get a favor out of them. Perhaps that would be useful, if you are scared of them ordinarily.

A GIANT SWORD (200) - This is an impractically big sword. Like… to the point where a human child basically wouldn't be able to use it. Monsters probably could if they trained enough, or you if you trained or had the appropriate Perks. If you could use it, it could probably be a remarkably good weapon.

Mad Dummy (200) - This is a ghost that lives inside a DUMMY. Their words, not mine. They seem to think that getting angry enough in a fight will allow them to bond to the dummy. Don't worry, you can't hurt them. Seriously, they can take any kind of punishment from you, no matter how crazy your attacks may be. If anything, taking out your anger on them will probably make them happy. Something about your anger flowing from you to them, or something.

A Safe Place (300) - This is nice. This isn't just a house; it's a home. A cozy place where you can stay when you aren't out adventuring. It has all the various things a house that a Jumper should have. A kitchen, two bedrooms, a living room… the water and electricity never seem to run out… the strange lab down in the basement. Of course, you will need to get out of the Underground eventually… so don't spend too much time here for now.

Tem Shop (300) - This may seem annoying, but don't worry, it's far from the case. As long as the Tem Shop is in a world, it will steadily accumulate resources from the Jump to sell to you. And naturally, as their main customer, you are going to get rather sizable discounts compared to everyone else. They don't really care about your personal actions either, selling you stuff all the same. They will collect stuff from past worlds too, though at a significantly slower rate… and thus making them more expensive. If you want to let other people buy from them, they won't see anything strange about the Temmies… outside of their verbal tics, which will be commented on without other judgment.

Special Equipment (400) - A strange pair of a single weapon and equipment. In and of themselves they are definitely the strongest thing you can use in the underground, stats wise. But… you can make them stronger. If these two things mean more to you, they can become more powerful. *Much* more powerful. Multiplying their power and defense multiple times over. After this jump you can import this property into another weapon of yours. Perhaps you already have a weapon and armor you are fond of?

PERHAPS YOU'LL WANT TO BRING SOMEONE YOU MEET WITH YOU.
LET'S MAKE ACCOMMODATIONS FOR THEM.

Companions:

Small Mercy (50) - These are the small Monsters of the world. Stuff like Froggits, Vulkins, Temmies, Ice Caps, and so on and so forth. Every purchase lets you choose one non-unique individual to come with you.

A New Friend (100) - This is how you get named Monsters that aren't story characters. People like So Sorry, Muffet, Dogamy and Dogaressa (you actually get those two with one purchase, since it'd be cruel to separate them), Shyren, and similar other characters.

A Close Friend (200) - This category encompasses any named story characters. If you want a list, that can be Toriel, Sans, Papyrus, Undyne, Alphys, Asgore, or Flowey. You get any of them with one purchase.

I SUPPOSE THAT IS EVERYTHING, ISN'T IT?
…
PERHAPS I CAN…
INTEREST YOU FURTHER.

ORDINARILY, YOUR JUMP WILL END ONCE YOU REACH THE BARRIER.
DEFEAT THE KING, IN COMBAT OR OTHERWISE.
WITH THE SOUL OF A MONSTER AND A HUMAN…
CROSS THE BARRIER.
THEN YOU CAN PROCEED TO OTHER WORLDS.

NOW.
WHAT WE'RE DOING HERE…
IS CHANGING IT SLIGHTLY.
ORDINARILY, YOUR ENDING WOULD ALWAYS BE ASGORE.
NO LONGER.
NOW WE ARE MOVING THE GOALPOSTS.
NOT WITHOUT REWARDS, OF COURSE.

Paths:

None: Ah, not interested? Very well. In that case, just beat Asgore, as mentioned. No rewards… but maybe you just want in and out.

Neutral: This path is simple. Go through the Underground, doing… Well, it doesn't actually matter what. Spare, fight, naughty, nice, it's all a bit meaningless. All that matters here is that you get to the end and beat Asgore. Then you can just… cross the Barrier, right?

Right?

Haha… nah. It's not that easy.

There's a little flower who's interfering with that particular notion. Beating Asgore left the other six human Souls open, you see. And now this little… *psychopath* wants to play with you. Better hope that your ability to reset isn't dependent on him. He might be liable to rage quit on you.

Reward: Your Little Nightmare - In killing that which bordered on divinity, you have gained the ability to copy his faux-godhood. Obtaining tremendous amounts of power will allow you to attain ever greater forms and powers based on the power you obtained. These forms will remain for as long as you still have whatever gives you so much power. Unlike Flowey, though, you don't need… *that* much. Putting into his perspective, you could still get a new form and power from a single Human Soul. Much weaker than if you had six, of course, but every little bit will push you towards greatness.

True Pacifist: Similar to a Neutral route, but different where it matters. You need to spare… *everyone*. Even the most annoying people. Looking at you, Jerry. Furthermore, you need to hangout with Papyrus, Undyne, and Alphys. And… Well, Alphys has a secret she's keeping. She's been keeping it for a long time, and it's eating her from the inside out. Perhaps after you hang out… she'll feel confident enough to seek your help.

And of course a few things will happen after that, but let's not spoil the surprise.

Reward: Save the World - It's impressive to see someone able to take down a god, let alone one with such overwhelming power. Well, let alone one with the power set they have. Simply put, this gives you three abilities. First, you are essentially immune to any sort of mind control, mind affecting abilities, brainwashing, or anything of that sort. Second, you are exceptional at removing those sorts of things from your friends, just by talking to them and reminding them of all the good things you did. Third is that you are very good at making or finding more friends to protect, stacking with Helpful Intent should you have it. Finally, once per Jump or every ten years, you can activate this power in any battle. In it, you simply will refuse to die. You can start dying again once the battle is over, but this is perfect if you've really got to make sure you win.

Genocide: This path requires nothing. Nothing except mental strength. You don't need to think about what makes someone happy or what will pacify them, because you simply don't care. The only thing that matters is death. You are the dark angel for monsterkind, and you will free them from this mortal coil. They will struggle of course. You can't expect it to be easy, or even fun. But that isn't what you're here for, is it? If you want power… well, there's no better way to get it. Oh, and this will lock you out of getting the True Pacifist reward if you don't already have it. You will be forced into the Soulless Pacifist reward if you try to get it.

Reward: End of the World - Your powers have expanded to make you… *significantly* better at killing things in the future. First is that nothing can be immune to your attacks. Ghost, shielded robots, eldritch abominations, you can hit all of them with any of your attacks. It might hurt *more* because they can't be hurt normally. Second, the more you want to hurt something, the more you do hurt it, and yes this does stack with Harmful Intent. Third and finally… imagine your Soul. You have the ability to freeze it over, or perhaps petrify it. You feel nothing, and thus there is nothing stopping you from giving it your all.

Soulless Pacifist: What a strange thing to want. After killing everyone… you carry on regardless? You reset the world to save them, despite being the reason for their demise? Well… I suppose there is nothing stopping you. Simply complete the Genocide route before doing a True Pacifist route. If… you can stand to look in the faces of the people who believe in you.

Reward: A Hollow Shell - You have become an *exceptional* liar, able to pull the wool over the eyes of practically everyone. You've had to. You have become very good at making yourself seem like someone you aren't, like someone much stronger or weaker than you actually are. You've had to. You have become capable of pushing through many things to reach your end goal, no matter how taxing it is on your mental state or body. You've had to. Now a small voice in your head (or maybe a ghost) seems to be interested in your adventure, and will travel with you, giving you advice or guidance should you ask. You didn't have a choice in the matter.

AH.
YES.
THANK YOU.
THANK YOU FOR HELPING ME WITH THIS EXPERIMENT.
HERE.
TAKE AN EXTRA 400 VP FROM ME.
SO YOU CAN GO BACK AND MAKE A FEW MORE PURCHASES.

AND NOW…
WE MUST BID EACH OTHER ADIEU.
MAY YOUR TRAVELS SERVE YOU WELL.