HOLD IT!!!

Just a moment there Jumper. This is your benefactor speaking. Now before you continue, I just want to make this clear if you go down this path, you can never, NEVER, Go to the normal Undertale Jump without suffering some serious consequences. For starters the monsters will have some memory of what you did and if you take the frisk drawback so will the human. Making it harder for you to befriend them. Expect to do some serious action to make amends So choose wisely…But why would you care you want power and chances are you are never coming back.

OR…..

What if I can give an alternative? Clearly you either a) want this or b) you want to free chara but don't know how in the normal Undertale Jump. WELL Good thing good old Jump chan is here to help. But I better be quick Chara might hear me plus I don't have much time. Go through the entire genocide route but make sure you take the last two drawbacks. Beat Sans and then refuse to erase by sparing Flowey…from there you are going to fight Chara. Hold out long enough for Gaster and Frisk to make it on to the scene. Also if you are planning on convincing them I would recommend taking the Save the world Perk from the Normal Undertale Jump. From there it is a case of beating chara how you do so will determine the effect…Oh she's getting suspicious LATER!!

