UNDERTALE YELLOW V 1.1

"Fixed it, 8chan!" edition

For years, monsters have been sealed away by a powerful spell.
A spell that could only be broken with seven human SOULs.
Their king was peaceful and wished to avoid any more conflict...
But eventually declared that any human who fell...
Would die...

Mt. Ebbott...
Few humans have braved this mountain.
Those who did... were never seen again.

The Barrier stands strong under Mt. Ebbott- an unparalleled enchantment which can only be broken by the power of seven human SOULs, and only crossed by the combination of a human and monster SOUL. Monsterkind languishes in the dark, desperately clinging to dreams of the surface.
Six humans have fallen into the mountain- one lost forever, five SOULs collected by the king of monsters, Asgore.
Two more to go.

You arrive up to 9 years before the fall of Clover, the penultimate SOUL needed to break the Barrier. They've a yellow SOUL of justice and a desire to find the human children who went missing climbing Mt. Ebbott.

Without your intervention, they'll surely die- one more child taken by king Asgore in a bid to free monsterkind.

Surely someone like you could find a way to change things?

You have **1000 CP**, and will call this world your home for the next 10 years.
Make your purchases wisely.

SPECIES

This is a world of humans, monsters, and even a few robots.
Which are you?

HUMAN (Free):

Age: 8+1d8, or pay 50 CP to choose.
Gender: Pick one, or don't. Gender-ambiguous human protagonists are all the rage.
A uniquely powerful species from the surface, with a strange disconnect between their bodies and SOULs. A human in the underground is a tempting target.

MONSTER (Free):

Age: 16+2d8, or pay 50 CP to choose.
Gender: Pick one, or don't.
Monsters come in all shapes in sizes, but all varieties share an inherent grasp of magic and the ability to absorb human SOULs. As an emotionally-attuned race, they're also vulnerable to death by "falling down" from a lack of hope.

ROBOT (Free):

Age: IRRELEVANT
Gender: IRRELEVANT
YOU ARE A FULLY-FLEDGED SAPIENT MACHINE ENGINEERED BY A BRILLIANT MONSTER SCIENTIST. THE BLATANTLY-CORRECT CHOICE.
...SADLY, YOU DO NOT HAVE A SOUL.

BACKGROUNDS

Humans must take the "Fallen Human" background. Others are free to choose. All backgrounds may gain memories and a history or drop-in at your discretion.

FALLEN HUMAN (Free, Human only):

Something's driven you to climb Mt. Ebbott despite the long line of vanished children, and now you're trapped in the kingdom of monsters. What will you do with the power in your SOUL?

EVERYMAN (Free):

Whatever you do, it isn't particularly flashy. Maybe you're a farmer. Maybe you're a miner. Maybe you're woefully unemployed. Your line of work might not be the most glamorous, but the Underground would fall apart without the little people like you (unless you're unemployed, that is...)

MERCHANT (Free):

Most merchants in the Underground produce their wares themselves- cooking, sewing, and smithing the perfect items. You're no exception.

BUSYBODY (Free):

You're somebody who's somebody! Whether you run a human film appreciation club or a small gang, you generally make your business everyone else's business. Your flamboyant lifestyle and magnetic personality make you the talk of the town!

ROYAL GUARD (Free):

When there's not a human running about, the Underground is a peaceful place. This is reflected in the "outstanding quality" of the average Royal Guardsman.
If you're a robot, you're not an official member of the guard or anything, but you were designed for human apprehension and elimination, with the skills and weaponry to match.

SCIENTIST (Free):

You're going to make a difference, even if the ignorant public can't see it just yet. Whether you specialise in keeping the Underground powered, designing defensive robots, or even in the dangerous and ill-understood science of the SOUL, you will make the world a better, safer place for your people.
Tomorrow means the surface.

STARTING LOCATIONS

Roll 1d6 to determine your starting location or pay 50 CP to choose. **Fallen Humans always start in the Ruins.** Robots and Scientists may choose to start in the Steamworks for free.

1. THE RUINS:

The former capital of monsterkind, the ruins are abandoned aside from the shyest of monsters. When a human child falls into the mountain, they fall here.
You awaken on a bed of golden flowers- either in the Ruins proper, or in the even-drearier Dark Ruins.

2. SNOWDIN:

A swift and frigid river bisects this forested, snow-draped region of the underground.
You awaken on a bench in the warm Honeydew Resort, north of the river. Partake in the resort's famous coffee and honey pancakes, enjoy a live musical performance, or take a soak in the hot spring.

3. THE DUNES:

A vast sandy desert on the southeastern edge of the Underground, slightly beyond Hotland. The East Mines can be found here, churning out the kingdom's supply of Swelterstones and stone for construction. Also of note are two settlements- Oasis Valley in its centre, and the Wild East at its eastern edge, bordering the entrance to the Steamworks.
You awaken slumped over at the bar in the Wild East saloon. Best hope you don't have a tab to pay off.

4. THE STEAMWORKS:

A massive complex nestled between Hotland and the Dunes. Depending on when you arrive, it's either abandoned or the bustling hub of the Underground's scientific efforts, home to a factory, power plant, and experimental labs for the development of robots and alternative energy sources.
You awaken in a plastic chair in the employee lounge.

5. HOTLAND:

Hotland is mostly notable for the presence of the Core. Aside from that... It's a tract of land that is hot (from all the lava).
An elevator in the ridiculously-overpriced UG Apartments at the region's edge leads to the capital of New Home, if you'd like a taste of the city life.
You awaken in a back alley behind the UG Apartments, surrounded by garbage bins.

6. Free choice!
Start in any of the above locations, or anywhere else in the Underground (Waterfall, New Home, etc.).

YOUR SOUL (Humans Only):

Human SOULs are unique and powerful, full of DETERMINATION and dominated by certain core virtues. Their strength and longevity are unmatched in this world.

Your SOUL exemplifies a certain core trait in addition to your inherent DETERMINATION. Select one:

PATIENCE (Cyan SOUL):
+Possessed of the will to resist temptation.
-Indecisive.

BRAVERY (Orange SOUL)
+Possessed of the will to stand against even the most terrifying foes.
-Rash and impulsive.

INTEGRITY (Indigo SOUL)
+Possessed of the will to be yourself, no matter the cost.
-An inflexible worldview can be dangerous.

PERSEVERANCE (Magenta SOUL)
+Possessed of the will to persist through even the greatest of hardships.
-Unlikely to ask for help, even when it's needed.

KINDNESS (Green SOUL)
+Possessed of the will to find the best outcome for everyone.
-Self-sacrificing.

JUSTICE (Yellow SOUL)
+Possessed of the will to right all wrongs.
-Vengeance is easily mistaken for justice.

...

What? A **RED SOUL**?

Sorry. Those aren't available right now.

YOUR FORM (Monsters and Robots only):

Monsters and their creations come in a great variety of shapes and sizes- features bought here count as natural features of your body and SOUL rather than perks. By default, you are roughly humanoid in size and shape, with a head, two arms, and two legs. CP gained in this section can only be spent here. Free options in this section are mandatory.

Aesthetics (Free):

From star-people to foxes to vampires to ambulatory cacti... Monsters and their creations are a truly-diverse bunch. The aesthetics of your form are up to you, though with this purchase alone its base ability may not exceed that of an ordinary human being. Additionally, you're able to see without eyes, eat without an apparent mouth, hear without ears, and so-on. It's probably because you're magic.

Hopes and Dreams (Free, Monsters only):

Your body is a projection closely tied to the nature of your SOUL. As such, should your SOUL somehow gain strength, your body will be similarly empowered, gaining increased durability and attack power. Should you perish, your body will be reduced to a fine powder- and unless your SOUL is especially powerful, it'll be destroyed alongside it.
You take increased damage from beings with higher killing intent, but you gain increased vitality from your own hopes and dreams for the future.

Metal and Magic (Free, Robots only):

YOU DO NOT NEED A SOUL TO "LIVE." AS LONG AS YOUR HARD DRIVE REMAINS INTACT, YOU WILL NOT "DIE." IN FACT, ANY SOUL-RELATED MAGIC OR PERKS MAY RUN OFF OF YOUR BATTERY AS THOUGH IT WERE A SOUL. YOU DO NOT AGE. YOU DO NOT GROW SICK OR HUNGRY OR TIRED. YOU DO RUN OUT OF BATTERIES, THOUGH.

Wheely Great (+50 CP, Robots only):

YOU DO NOT WALK. YOU ROLL. ON YOUR SINGLE WHEEL. IT IS EASY TO BALANCE ON DUE TO YOUR SUPERIOR ENGINEERING, BUT "JUMPING" AND "GOING UP THE STAIRS" ARE DIFFICULT FEATS.

Disarmed (+100 CP, cannot be taken with Helping Hands):

Many monsters aren't human-shaped at all. Whether you're a quadruped or something stranger, you lack hands and the benefits they bring.

Fragility (+100 CP, cannot be taken with Durability):
Your HP and DEF are miniscule- a human with even a bit of LV could kill you with a single blow. Avoid conflict if you can.

Micro (+150 CP, cannot be taken with Macro):
Your body is no more than 5 centimetres in height. Your physical durability is similarly scaled down. This doesn't affect your magical ability, but it will take you quite a while to get anywhere, and someone could kill you by stomping you to death. On the upside, you don't need much food or space to survive... If taken with Fragile, then even the slightest bit of hostile magical energy would be enough to kill you.

Helping Hands (-50 CP, can be bought multiple times):
You have an extra pair of arms with hands attached- along with the muscle memory to actually make use of these arms independently. Are you some sort of spider monster?
Should you wish, these extra arms could also manifest as prehensile tentacles or tails.

Brawn (-50 CP):
If monsters were physical fighters, this would be a much more valuable asset. As it is, you're yoked enough to lift and throw a human adult like they don't weigh anything at all. Your strength is an especially valuable asset for manual labour. Strangely, this doesn't actually raise your ATK...

Agility (-100 CP):
You're fast and agile, capable of keeping up with a fleeing human... Or just running, if that isn't your style. You can run at a blistering 45 km/h for hours at a time and leap over obstacles that'd stop a normal monster in their tracks. If taken with Flight, this translates to your aerobatic abilities as well as your movement on the ground.

Durability (-100 CP, Free for Robots, cannot be taken with Fragility):
Monster bodies are almost-holographic in nature- matrices of dust and magic held together by the strength of a SOUL. This quality does not ordinarily lend itself to endurance.
In physical durability alone, you are nigh-peerless among your kind, capable of weathering the blows of even the most LOVE-filled humans. You are still affected by violent intent- but you won't go down without an incredible force of effort.

Flight (-100 CP):
You might live underground, but the cave ceilings are high enough for this to be a useful utility indeed. You're capable of sustained flight- if you're a monster, this is probably because of your wings. If you're a robot, you likely have some sort of rocket-thruster installed.

Macro (-100 CP, cannot be taken with Micro):
You're big. 3-8 metres tall, somewhere in that range. Your strength and durability are correspondingly increased- and this stacks with Brawn and Durability. With Macro and Durability combined, you could lie down in even the most genocidal human's path, and they'd be unable to pass you so long as you didn't initiate an Encounter.

Boss Monster (-300 CP, Monsters only):
You carry the exceedingly-rare Boss Monster gene, granting you a much stronger SOUL in addition to a form of immortality. Because of your SOUL's incredible stability, you will not age past your prime unless you produce offspring- in which case, you will again begin to age until you or your child(ren) perish.
This conditional immortality is heritable: all of your offspring and future jump-granted genetic siblings/parents/etc. may also carry the Boss Monster gene, so long as they satisfy its conditions:
In other bodies, you will continue to carry this gene so long as your form is at least partially-comprised of magic or some similar esoteric energy. This is also true of any genetic relatives of eligible forms.

PERKS
You receive perks of your chosen background at a 50% discount,
and its 100 CP perk is free.
Perks marked [Temporary] will only last for the duration of this jump unless the secondary price is paid.

GENERAL PERKS:

Resonance (Free):
A good deal of the music in this world is actually diegetic- the battle themes for monsters come from the reverberations of their very SOULs.
Now, you too have your own battle music! It's guaranteed to always fit the mood of the fight and only play when you'd like it to.

Inventory (Free [Temporary]/-100 CP):
Every thinking being has access to their own inventory- this dimension's type of hammerspace. Your inventory can hold up to 8 items, each of which may not exceed 1/4 of your current weight and volume. Items stored in your inventory can be manifested and demanifested at will. While in your inventory, objects have no weight and do not suffer the passage of time.
Living things (including SOULs and sapient robots) cannot be stored in your inventory.
You may "equip" one weapon from your inventory- it will not count against your 8 item limit, and may be summoned to your hands at a moment's notice.

Enemy Approaching (Free [Temporary]/-100/-200 CP):
In this world, battles are abstracted into turn-based bullet hell Encounters with no more than 3 participants on each side. Should either party have more than 3 members, they'll have to take turns tagging in and out of combat or else wait to start another Encounter.
Normally, this is a metaphysical feature of this world that would not follow you on your chain, but allowances can be made...
Should you take this perk permanently (100 CP for Monsters and Robots, 200 CP for Humans), the same encounter system will function in battles you participate in elsewhere. Outside of this jump, the perk can be toggled between fights if you'd like to participate in more traditional types of combat...

The Culmination of Your Being (Free, Humans and Monsters only):
In other worlds you've been to, the nature of SOULs may have been different or totally-unclear.
In this world, the SOUL is the heart-shaped culmination of all of your thoughts, memories, and desires- with this optional free perk, it will maintain this form in future worlds.
If you're human or carry the Boss Monster gene, this means that your SOUL will persist in stable form for some time after the destruction of your body. Since "you" are your SOUL rather than your body, your body's destruction will not count as death so long as your SOUL remains intact.

Enemy Retreating (Free, requires The Culmination of Your Being):
LOVE. LV. Level of Violence. The measure of how willing you are to hurt others. The more you kill, the higher your LOVE grows. The higher your LOVE grows, the easier it is to kill. LOVE increases the power of your SOUL, but it distances you from your emotions and empathy. Is a life without those things worth living?
You too may accrue LOVE, though it will take more and more effort to increase

with every level. You'd have to wipe out half of the Underground to reach LV 20, and who knows how many more to reach LV 21...
This perk ensures that your LOVE will follow you into future jumps, steadily growing with every kill. Is the power really worth it?

FALLEN HUMAN PERKS

Body and SOUL (Free and exclusive to Fallen Human):
The divide between your body and SOUL can be a blessing in disguise. When desired (or when in an Encounter with a monster), you can manifest your SOUL outside of your body and move it independently of your corporeal form. Your SOUL is a small and mobile target, and monsters will prioritise it over your body in a fight.
You'll find that any soul-based magic or powers you have are massively-empowered when your SOUL is outside of your body- and that if your SOUL should somehow be taken or destroyed, you'll have a grace period of about a minute before your body perishes.

CHECK (-100 CP):
When you're in a fight, you can take a moment to CHECK your enemy out, learning their name and stats in the process. You might even get a bit of handy flavour text hinting at a way to kill or SPARE them! Mind that the stats learned in a CHECK are those of the target's SOUL- useful for fighting against monsters or when using SOUL-based magics... less useful elsewhere.

A Blip (-200 CP):
As a human in the underground, you won't likely be spending much time with any of its denizens. That won't stop you from making an impression. The friends you make quickly come to feel as though they've known you for a lifetime- why, with a day or two of genuine friendship, you could move a formerly-cowardly monster to stand against King Asgore!
This perk only takes effect once you've actually befriended someone, and it won't work to corrupt decent people.

Fall on Your Feet (-200 CP):
How do all those humans keep surviving the fall from the surface?
This perk might explain it- humans (and you in particular) are really good at falling without getting hurt. As long as you're not falling onto something that's inherently hazardous (e.g. spikes, lava, boiling battery acid), you won't sustain any serious damage from the act!

Hope (-400 CP):
Once per turn (or once every 30 seconds if you're in an ordinary fight), you're capable of Hoping instead of attacking or using magic. When you Hope, you gain a shield that ensures that you will take no damage from the next attack that hits you, no matter how damaging that blow would ordinarily be. The shield is immediately destroyed by any hit and cannot be stacked to prevent multiple hits, but it persists between turns.

Endure (-400 CP):
Is this some kind of human magic? During battles, you may take a turn to Endure instead of attacking or using magic. When you do so, you will regain anywhere between a quarter and half of your maximum vitality, be that HP, bodily integrity, or something more esoteric. This only affects energies which you need to survive, and you need to actually be in a fight for your life to activate Endure. Outside of turn-based combat, this ACT has a cooldown of about 30 seconds.

Realer than Real (-600 CP):
In the end, it's the player's mind that counts.
Your mind and memories are disconnected from this plane of existence.
Although you still need your brain for things like motor functions, your higher thought is nestled somewhere that cannot be reached...
What does this mean in practical terms?

Your memories, personality, thought patterns, and emotions cannot be tampered with or surveilled except by your own powers and drawbacks- not even time travel or the work of gods could hope to view, edit, or erase anything. The laws of the universe could be rewritten, and still your memories would remain.

This barrier goes two ways, as well. Should you come upon any knowledge which would be supernaturally dangerous to you- eldritch knowledge, memetic hazards, and the like- you'll find that they don't have any effect.
Such things are mere works of fiction. Your mind is realer than that.

EVERYMAN PERKS

Work Ethic (-100 CP):
So many monsters are content to scrape by doing the bare minimum- not you. You have the motivation to perform even the most mind-numbing of labour, and you'll never be bored by it. This won't make swinging a pickaxe for 8 hours a *fun* task, but it will make things bearable. Time seems to pass in a breeze when you're working, too.

A Face in the Crowd (-200 CP):
You? You're not the main character. You're not even an important NPC.
Whenever something important is happening that you'd rather not be part of, you'll find that you're left out of it unless you do something to make yourself a target. Serial killer on the loose? They'll find more tempting victims. Is there a military draft? You never received a letter.
This won't work in extenuating circumstances- e.g. a person seeking revenge against you in particular, you being the only human in the Underground, etc. Eventually fate runs out of other people to screw over.

An Honest Living (-200 CP):
You'll find that wherever you go, so long as there's people, there'll be someone hiring. The jobs provided by this perk tend to be blue-collar work along the lines of "miner" or "fieldhand," and the application process is as simple as showing up and asking for the job. Moreover, these jobs always pay at least a living wage.
If you get fired too often, you'll find your luck with new work drying up... So try to actually do your job once in a while.

Magical Muscle (-400 CP):
You're a being made of magic and dust, not blood and muscle! Why would you use muscle to work when magic can get the job done so much faster? You'll find that the power of your magical abilities doubles when those abilities are put to an industrial or agrarian non-combat purpose. Furthermore, you gain a fine enough control over your magic that you'll cause no collateral damage when using it for such an end. Harvest crops with bullet patterns! Mine with magic! The best employee gives all they've got, right?

Tradesman (-400 CP):
You're not just dumb muscle, no... You're a skilled labourer in your own right. This perk grants proficiency in all manner of skilled trades- from electrician to plumber to HVAC technician. You won't be inventing anything new with this skillset alone, but you can be counted on to install, update, and

maintain these systems with practised ease. This perk synergizes with previous job-related perks of the Everyman background as well:
Work Ethic's motivation bonus also applies to work that falls within your new skillset.
An Honest Living provides higher-paying, higher-skilled jobs.
Magical Muscle allows you to easily use your magic for the maintenance and installation of these sensitive systems, with no risk of backlash or collateral damage.

Foreman (-600 CP):
One of monsterkind's greatest cultural weaknesses is an absence of work ethic- most lack the motivation and focus to be as productive as human workers, if they have the motivation to work at all. You're the rare type who can fight through this ennui.

This makes you an expert at recruitment and management- it works best for things like mining operations and construction companies, but you could conceivably use it to aid you in all sorts of endeavours. Simply post a hiring ad in a public space, and watch as the talent comes pouring in! As many as a dozen qualified people a day will apply to work for your new company. You'll have to come up with the money to actually pay your employees, but they'll gain copies of all of your purchased Everyman perks (besides this one) while they labour under you.

Your new employees may be motivated, but they're still free people. If you underpay or abuse them, expect your wellspring of potential talent to dry up...

MERCHANT PERKS

Business to the People (-100 CP):
Business licence? Food handler's permit? Liquor licence? Obstacles between the people and your fantastic products! As long as you and your wares are in a public space and aren't blocking anyone's way, you'll find that the authorities let you sell whatever you want, wherever you want, whenever you want- so long as your wares aren't outright illegal, anyway.

Founder's Gift (-200 CP):
It's one thing to supply people with stuff they need. It's another to turn the stuff they need into stuff they WANT. While this doesn't improve the mechanical benefits of the items you create, you'll find that your works are

much more aesthetically-pleasing and ornate, should you wish it. These aesthetic improvements do nothing to impede the durability and function of your wares, and your customers will surely appreciate the presentation. Moreover, you'll find that it takes you no longer to create items with such personalised touches, even if logic would dictate otherwise.

Tailor (-200 CP):

Monsters come in a wide variety of shapes and sizes- scavenging human clothes from the dump isn't going to cut it. Besides, people deserve better than mouldering old rags, don't they? You're an expert at stitching, knitting, sewing, cobbling, and otherwise creating or repairing clothing and footwear in a variety of styles! Craft anything from cowboy hats to tailored kimonos- the possibilities are only limited by the available materials and your imagination.
This also makes you quite proficient at salvaging workable materials from old garments...
It pays to be resourceful.

Monster Cooking (-400 CP):

Monster food: it vanishes in your stomach, never spoils, and heals wounds to body and SOUL alike. It's a miracle! With this perk, you too can prepare your very own monster food by pumping magic into ordinary food (and drink) items. This skill is more effective the more delicious and nutritious the base food is, and it works best if the magic is added during the preparation process. The ratio of magic-to-healing can never quite reach the flexibility of **Green Magic**, but having stored heals on demand can be really handy!
Even inedible objects could be turned into monster food with enough time and magic, but that'd be a total waste of energy.

Metal Wonders (-400 CP):

You're an expert metalworker and blacksmith, capable of refining ores and forging high-end arms and armour. The quality of your work easily equals the likes of Blackjack- you could even manufacture powerful firearms from raw materials, given enough time.
A contract with the Royal Guard isn't out of the question with your talents.

Enchanter (-600 CP):

You're made of magic, you eat magic food, and you cast magic bullet patterns. Of course your goods are magical, too. This boosts many other Merchant perks: Your **Metal Wonders** are keenly attuned to the SOULs of their wielders, increasing the efficacy of any SOUL-based magics in the case of weapons, and providing great defence from killing intent in the case of armours.

Your **Monster Cooking** may be infused with powerful enchantments, temporarily increasing the consumer's speed or providing a boost to killing intent. These enchantments cap around the efficacy of Sea Tea.
Finally, your **Tailored** wares provide more DEF than would otherwise be suggested by simple fabric. This increase to SOUL durability isn't typically as helpful for humans, but for monsters, whose bodies and SOULs are functionally one and the same...

BUSYBODY PERKS

Cowboy Grammar (-100 CP):
What you're doing might appear to the uninitiated as "playing pretend" or "an embarrassment." But you know better! When putting on a show and playing a role- on or off the stage- you can swallow your shame and truly, honestly commit to the kayfabe, not breaking character in even the most ridiculous of situations. Most crowds adore that kind of confidence.

Menace to Society (-200 CP):
Congratulations! You're a professional nuisance! You're great at mildly-inconveniencing strangers in order to increase your own fame and notoriety- setting up illegal road blockades, blasting loud music at dawn, petty thievery... As long as it's all in good fun, you'll find that the authorities will let you off with a warning at most for your obnoxious behaviour, and people will be quick to forgive you as long as you work to set things right. The instant your antics start causing real harm to people and property, this perk ceases to function. You're a loveable scamp, not a bandit!

Consistent Theming (-200 CP):
Committing to a "character" is a popular coping mechanism for the outgoing monster. The most dedicated are even capable of twisting their natural-born magic to better fit their chosen themes- El Bailador's rhythm magic and Starlo's western-themed bullet patterns are great examples of this phenomenon.
Now, you too can twist the aesthetics of your magical abilities to fit whatever theme you're going for. It takes some time to adapt, and your newly-themed powers won't be any stronger than they were originally...
But your audience will be sure to appreciate it, right?

Beacon of Hope (-400 CP):
Monsters need hope to survive- it's as essential for them as food and shelter. It's something that you were born to provide.
You're the kind of person who'll never, ever stop believing in a brighter

future, and your optimistic outlook has a way of rubbing off on the people around you. So long as you keep a smile on your face and pep in your step, your presence alone can stave off depression and existential dread.
Some might say that you're only providing a distraction from the bleakness of reality...
But if that distraction can keep people from falling down, then it's enough.

Tourist Attraction (-400 CP):
Even underground, money makes the world go 'round. It's fortunate that you've managed to turn your antics into something worth paying for.
You have a knack for playing off of crowds, feeding into their hype, and above all, performing your role with practised, polished certainty. Wallets tend to lighten in your presence, and word of your fabulous exploits will travel quickly. It's almost as though the crowds want to believe in you, even if you might be something of an amateur.
You could use this gift of yours to turn a vacant ghost town into a booming tourist destination, with a little hard work and dedication.

Showdown! (-600 CP):
Dual! ...Or was it pronounced "duel?"
Should you challenge someone, in-person, to a one-on-one duel to the death, they'll always accept your offer, regardless of how black-hearted and underhanded they might normally be. Should they not possess one, the target will be provided with a weapon that could prove a feasible threat to your life. Anything else wouldn't be fair.
Once the duel begins, outside interference of any kind- including that of your companions- becomes totally impossible. So does fleeing.
This doesn't prevent the friends and family of the loser from taking revenge on the winner once the duel is up.

ROYAL GUARD PERKS

Thirteen-Strike System (-100 CP):
Nothing ever gets done in the Underground, and it's probably because of bosses like yours. Wherever you become an employee, you'll find that your boss(es) are oddly lenient in punishing you for tardiness, sleeping on the job, day-long smoke breaks, and so on. As long as you put in even the most minor of token efforts at working, you'll be left to do as you please, so long as your actions aren't active sabotage.
You'll still be held responsible if your slacking causes some sort of disaster. But what are the odds of THAT?

Carpentry (-200 CP):
While it might seem nonsensical, carpentry is a necessary skill for many Royal Guards, especially those stationed in places-that-are-not-Hotland.
Why...?
For the construction of puzzles, of course! They're a monster tradition, and (supposedly) your kind's best bet at capturing any wayward humans. You gain sufficient woodworking and architectural skill to build (relatively) safe wooden houses, gates, furniture, and so on- along with a proficiency in using the necessary tools.
This perk synergizes with the Merchant perk **Founder's Gift**, allowing your ramshackle creations to take on a new, professional-quality shine.

Sentry Duty (-200 CP):
You'll spend most of your time as a royal guard... guarding stuff. And you're great at that! Your mind functions strangely when you're guarding a location: you never seem to grow bored or tired, and you're able to tell on instinct if anyone is trying to pass through your domain. This effect works best when you're guarding a chokepoint- a single road or the entrance to a building, for example.
The fatigue reduction will always function while you're on guard, but if you try to spread yourself too thin, expect trespassers to pass without your notice...

Tactical Retreat (-400 CP):
It's not cowardly if it's in the Royal Guard Handbook!
You're a master of bravely running away, capable of wriggling out of Encounters and other engagements with ease- moreover, you'll find that even the most hard-hearted of opponents would hesitate to shoot you in the back, so long as you aren't posing an immediate threat.
This perk isn't foolproof- a genuinely SOULless or unintelligent enemy will still be willing to strike you in the back.
Its effectiveness also wanes if you're the one who started the fight in the first place.

Apprehension (-400 CP):
The hard part of your job only happens when a human falls into the Underground.
How lucky, then, that you've a special talent for chasing down runaways.
Once you've encountered your target once, you'll be able to track their presence accurately from dozens of kilometres away, your razor-sharp senses penetrating any disguise or hiding place.

Devotion (-600 CP):
There is a bitter truth that most monsters prefer to ignore- that none among you could hope to come close to the power of a human. For all of your hopes and dreams, for all of your magic and brilliance... your kind is weak.
But you. You can be strong for everyone. It doesn't matter if you're fighting for a beloved family member or for the freedom of the monster race. The more you believe that your fighting will save those you cherish, the more powerful your SOUL and magic will become.

If all you're fighting to save is yourself or your possessions, this perk will have no benefit.
A true hero fights on behalf of others.

SCIENTIST PERKS

Research Grants (-100 CP):
You've a strange gift for securing research funding. Governments and private donors are always willing to hear you out at least once- deliver a promising prototype, and they'll be glad to throw money your way.
Beware that this money tends to come with strings attached... If it's making your research possible in the first place, though, who are you to complain?

Mathemagical (-200 CP):
In a world of magic and miracles, mathematics and deduction still have their place.
You're capable of crunching the kind of numbers that'd make the average calculator blush with envy (if they could blush or feel envy). If it's a mundane branch of mathematics- from algebra to vector calculus- then you're a master of it.
(Scientists may forgo their discount on this perk to instead purchase the Royal Guard perk Carpentry at a 100 CP discount.)

Esoteric Botany (-200 CP):
You've gained a gift for using magic to induce genetic magical abilities in ordinary plants and fungi- corn that grows without a need for sunlight or nutrient-rich soil is just the beginning.
Stranger abilities will take more experimentation and effort, but you'll eventually be able to replicate wonders like the echo flowers of Waterfall or the electrical foliage of the Steamworks.
(Scientists may forgo their discount on this perk to instead purchase the Royal Guard perk Carpentry at a 100 CP discount.)

Circuitmancy (-400 CP):
You gain an expert's practical understanding of electrical circuitry- soldering together a purely circuit-based arcade game like Pong is well within your abilities, but this perk wouldn't be 400 CP if it were so mundane.
You're able to flawlessly integrate magic with electrical circuitry, allowing you to convert between electrical and magical charge with ease.
This technology is the basis for the energy-based attacks of the Axis line of security robots, the security lasers of Hotland, and possibly even the internal workings of the Core!
This conversion works best with monster magic, but with time, you may find a way to convert other types of esoteric energy to and from mundane electricity...

Advanced Robotics (-400 CP):
You gain an understanding of A.I. that dwarfs anything known by humans- packing a fully-sapient intelligence onto half a gigabyte of hard drive space is barely an effort for you, and you're able to drive computers to run supercomputer-level calculations on even the oldest, cheapest hardware.

Furthermore, your understanding of mechanical engineering and robotics allows for you to create durable, motile robotic chassis with nothing but scrap metal.
With the addition of **Circuitmancy**, this perk allows for the creation of intelligent security robots of a similar calibre to Axis Model 014. Robots created in this way are fanatically loyal by default, gain the appropriate Robot background freebies, and may be taken as companions should you (and they) wish it.
Robots created without **Circuitmancy** may still be intelligent, but they will lack the essential "spark" of emotion and personhood.

The Secret Frontier (-600 CP):
There is a science so dangerously-taboo that the surface has only barely been scratched, even after generations of confinement behind the Barrier.
The science of the SOUL.
Your understanding of the essential nature of the SOUL is still woefully incomplete, but you're capable of an in-depth analysis of the SOUL- its reverberations, the effects of LV, material extractions- that is only matched by the brightest minds of the monster race.

The creation of something like the DT extractor is within the realm of your abilities. Going any further will take substantial time, effort and resources... But it can be done.

MAGIC

Boss Monsters receive a +500 CP stipend for this section only.
Non-Boss Monsters and Robots receive a +300 CP stipend instead.
Humans may only purchase the special Human Magic Perk from this section.
Unless you're a robot (see Metal and Magic), your magic is empowered by the strength of your SOUL.

Magic Types:

White Magic (Free, Mandatory):

The most basic type of magic, channelled by every type of monster. Although white magic can be used to harm, it's also used as an everyday form of self-expression- it is not inherently dangerous toward monsters as long as there is no killing intent behind it.
Human SOULs, on the other hand, are quite sensitive to this type of magic.

Energy Magic (-100 CP, Free for Robots):

Technically an offshoot of white magic. Energy magic is uniquely capable of blasting through physical matter. It's usually quite taxing to cast, requiring large amounts of SOULpower or electrical charge- but the deadly results speak for themselves.

Fire Magic (-100 CP):

Another offshoot of white magic. In combat, fire magic is indistinguishable from ordinary bullets, incapable of lighting the flesh of the living.
Its true power is in its utility. Fire magic makes the preparation of monster food a cinch, and it can be used as a "set and forget" to keep an unattended fireplace burning safely for months at a time.

Melee Magic (-100 CP):

A strange technique mostly employed by members of the Royal Guard. By coating one's limbs and weapons in fields of white (or even blue and orange!) magic, it's possible to directly strike at the foe's SOUL without the use of any fancy bullet patterns. Useful for any brawny monster.

Motion Magic (-100 CP):

Magics in the colours of blue and orange- blue magic is harmless to those who stand still, while orange magic must be moved through. These types of magic are easily combined with traditional white magic, and are comparatively cheap to cast. It's not uncommon to see monsters cover an entire battlefield in waves of blue and orange in order to control enemy movement!

Green Magic (-200 CP):
An uncommon magic which can heal wounds to SOUL and body alike. Green Magic cannot be used to heal its caster, but its utility on and off the battlefield should be self-evident. Although it is powerful, green magic is of little use when treating those who have fallen down, or in the restoration of lost limbs and organs.

Red Magic (-200 CP):
A rare colour of magic which ordinarily requires a burst of passionate killing intent.
Unlike other types of magic which may be manifested in all sorts of shapes and patterns, red magic manifests in charged beams of pure crimson energy. Contact with it damages foes and saps their maximum vitality- until combat ends, not even the most powerful regenerative factor will be able to repair the damage done.

Diamond Magic (-300 CP):
A mysterious spellcraft incapable of directly changing HP- diamond magic affords its few adherents with powerful utility options in combat. With brief focus, crystalline shields which absorb physical blows and reflect magical attacks may be cast.
A brief shield for point defence is cheap and easy to cast, while a more consistent shield requires an immense investment of magical energy. It can be done... but expect to collapse from exhaustion if you overuse this magic.
Diamond magic may also be used offensively- it's excellent for briefly stunning a mobile target, tripping them up and leaving them open for your deadlier bullet patterns.

Human Magic (-200 CP, Fallen Human only):
Unlike monsters, humans do not naturally produce magical bullet patterns... But they once created the Barrier. With training, or in extenuating circumstances, it is possible for the human SOUL to exhibit its own unique magic.
The SOUL of Justice is capable of firing aimed magical shots which dispel magic and deal physical damage- at high enough LOVE, it can even emit disintegrating beams of pure energy.
Your SOUL has gained a power of similar utility- maybe some other form of offensive ability, maybe a shield... It depends upon the nature of your SOUL.

BULLET PATTERNS

The 300/500 CP stipend from the MAGIC section may also be spent here. Humans may not purchase anything in this section.
These bullet patterns may also be used in conjunction with magic from other worlds, but expect such an endeavour to be draining.

Basic Patterns (Free):

Simplistic bullet patterns, usually consisting of a handful of white bullets moving along a predetermined path. You know a handful of such basic techniques- it's nothing to write home about, but you could hurt an inexperienced opponent.

Encirclement (-50 CP):

A magical technique which usually denotes either high skill or high killing intent. You're capable of quickly and reliably summoning contracting rings of bullets around a target, forcing them to dodge through chokepoints or become overwhelmed. Your rings are quicker to summon and close the fewer bullets you use to create them.

Homing Patterns (-50 CP):

Usually, bullets are fire-and-forget. With this technique, you may manually nudge your magic as it travels, chasing a target even as they dodge. Doing this requires focus- the more bullets you attempt to chase a target with, the slower and less-precise their movement will be.

Explosive Patterns (-100 CP):

Bullets which explode into flashes of magic or masses of other bullets. Explosive patterns are excellent for flooding the battlefield with deadly magic at a short notice, but individual explosive bullets take a bit more time and effort to cast.

Familiars (-100 CP):

Summon short-lived magical "familiars" which then fire bullets. Useful for attacking your foes from many angles at once, leaving them disoriented and error-prone. When combined with Explosive Patterns, you may even set your familiars to detonate!

Multitrack Magic (-200 CP):

You're an expert at flooding the battlefield with masses and masses of bullets of all sorts! This allows you to expertly summon bullet patterns combining different types of magic and patterns- a Bullet Hell.

ITEMS

+300 CP, only to be spent here.
You receive items of your chosen background at a 50% discount, and its 100 CP item is free.
Unless stated otherwise, consumed, damaged, or destroyed items regenerate within a week.
If you already own an item of the same "type" as your purchase (E.G. a backpack or purse for the Dimensional Satchel, a handheld weapon for the Channelling Weapon), you may import that item into your purchase, gaining the purchase's abilities.
One item import per purchase.
All items may be purchased multiple times, but only the first purchase of a given item may be discounted.

GENERAL ITEMS:

MEW MEW LOVE BLASTER! (First purchase free/ 50 CP):

An incredibly loud shoot-em-up arcade cabinet. Your copy doesn't need a power supply to work, and has a seemingly-infinite number of stages. Throw it in a public space and watch the small change come in, or keep it in your warehouse for nonstop heart-pounding love blasting action.

Mo Money (-50 CP):

A fat sack of cash- 500 G, to be precise. These gold coins are the currency of the kingdom of monsters, useful for all manner of purchases. Any spent coins regenerate after a month.

Channeling Weapon (-100 CP):

On the surface, this appears to be an ordinary weapon- something like a staff, sword, or polearm. Its aesthetics are up to you. The important part is that it's an excellent conduit of magical energy- any magics cast through it fatigue you about half as much as they normally would.
Your channeling weapon does not blunt or tarnish, but may be temporarily broken if used to block particularly-powerful attacks.

SOUL Canister (Free for Monsters and Robots/ 200 CP):

It'd ordinarily be impossible to transport a human SOUL without absorbing it. Thankfully, this torso-sized canister is capable of holding a SOUL in perfect stasis. Despite its bulk, it's deceptively-lightweight, capable of fitting into your inventory without even taking up a slot!
You could even preserve a boss monster's SOUL if you got to it in time...

FALLEN HUMAN ITEMS

Missing Poster (-100 CP):
A call to action.
Although it starts out as a missing poster for five human children, you'll find that this tattered paper will adjust itself over time to nudge you toward great injustices that need to be righted- murders, missing people, entire races trapped underground...
You could do a lot of good with this thing leading you.
(Fallen Humans may forgo their discount on this item to instead purchase the Busybody's Nice Hat for free.)

Wild Revolver (-200 CP):
A unique six shooter built by one of monsterkind's finest blacksmiths.
Although it's designed to be nonlethal unless fired over and over again, it has a few unique enchantments that might make it worth your while:
-Any objects that fit inside its six chambers can be used as a self-replenishing supply of viable ammunition.
-The Wild Revolver will never jam or run out of ammunition, and you'll find that different types of ammo may have strange and powerful effects.
-Finally, the Wild Revolver works as an excellent channeler of raw killing intent and SOUL power, every shot empowered by the hate in your heart.
It'd take a lot of LOVE to get this thing on the level of an ordinary firearm, but you can push it far beyond with the right ammo and state of mind.

Dimensional Satchel (-400 CP):
A sturdy leather satchel meant to be worn around your shoulder. Its interior is limitless, capable of holding any nonliving object which you may fit through its aperture. Items stored within are kept in perfect unchanging weightless stasis.
Stored objects may be recovered by summoning them directly into your inventory, though this utility is only available outside of combat.
Alternatively, you could just stick your hand in and root around for a bit.

Glorious Golden Goods (-600 CP):
A collection of items which can change the tide of any battle. The consumables regenerate every 4 hours, so don't hesitate to chow down!
First, the food:
-The Golden Pear renders you totally-immune to the next 2 hits you would take (stacks with Hope, but doesn't stack with itself). Magical bullets? Regular bullets? Nuclear bomb? Doesn't matter! (Although the radiation from that last one might still do you in...)

-The **Golden Coffee** doubles the speed of your body and SOUL for the next 3 turns (or the next minute-and-a-half, if you're out of turn-based combat). This speed increase stacks with any and all speed-related perks you might already possess.
-The **Golden Cactus** damages you for 5 HP (about a quarter of the average human's health, if they're LOVEless) and heals you for 5 HP a turn for the next 3 turns (if out of turn-based combat, that's 5 HP every 30 seconds for the next minute and a half). It's the least impressive of these options, but a regenerating source of SOUL repair can be handy.
Finally, the equipment.
The glorious **Golden Bandana**. This shimmering accessory boasts a whopping +12 DEF- the esoteric defensive stat that improves the durability of your very SOUL. For context, Ceroba Ketsukane, the most powerful monster you're likely to meet down here, has 14 ATK.
Monster attacks will always deal a minimum of 1 damage on contact, but reducing them to that point is a huge boon.

EVERYMAN ITEMS

Promotional Hardhat (-100 CP):
This hardhat doesn't just protect your head from falling boulders (though it does do that), it also screams "Promote me" to any superiors you might have. So long as you show even a basic level of competence at work while wearing this thing, expect your name to come up first when it's time for promotions.
...Curiously, it's also really easy to kick around. Weird.

Gemstone Fever (-200 CP):
A large crate of 30 fist-sized magical glowing gemstones.
-The Swelterstone is a yellow stone which emits intense heat and light, making it a perfect substitute for sunlight in the Underground.
-The Glacialstone is a blue stone which emits a frigid temperature, abundant in cooler areas.
-The Aromaticstone is rare, green, and smells like apples.
-The Pinkstone... is pink.
Your collection may be any combination of 1-4 of these types.
Whenever the crate has fewer than 30 gemstones, it will generate new ones at a type ratio of your choosing (adjustable), at a rate of up to 5 stones a day.

UGPS Signs (-400 CP):
A set of handy signs (with bells attached). When a sign is planted in a safe public place and its bell is rung, the Mail Whale will come along to deliver your mail and receive any outgoing parcels or packages- all for free! The

Mail Whale does not deliver directly to addresses, but can handily deliver to any location where there is a UGPS sign. People who you'd want to receive mail from (or deliver mail to) gain an instinctual understanding of this strange mail system.
Finally, if you're small and light enough, you can ride in the Mail Whale's basket to travel to previously-visited UGPS posts.
The Mail Whale cannot be killed, and is a strict pacifist.

Family Farm (-600 CP):
A little slice of the Underground for you and your kin.
The Family Farm is a property consisting of a charming 2-story, 2-bedroom farmhouse and a few acres of arable land. The farmhouse is furnished according to your tastes (though none of the technology at base-level exceeds what you might expect to find in a late 20th century American household), with electricity and clean running water.
The real magic of this property lies in its land- the soil here is saturated in powerful magic that guarantees the quick and healthy growth of crops without the need for water, fertiliser, or sunlight.
You could grow nothing but corn here for centuries without needing to worry about blight, weeds, pests, or running out of nitrogen- and it'd always be just as healthy and nutritious as corn grown in ideal conditions.
In future worlds, the Family Farm may be inserted into a suitably-rural location of your choosing or remain attached to your Warehouse.

MERCHANT ITEMS

Shady Shades (-100 CP):
BAM! These babies are perfect for any perfectly-legitimate businessman hoping to avoid bureaucratic tedium.
Wearing them makes you really good at tax fraud, and bureaucratic fraud in general. Under-reporting earnings, filing as a nonprofit, whatever. You can lie out the ass and get away with it as long as you do all your paperwork while wearing these bad boys.

Portable Stand (-200 CP):
A humble wooden vendor's stand with a cash register and a bit of space for merchandise.
Don't let its simple looks fool you!
The cash register and any stored merchandise are totally secure from thieves, and you can summon this stand (and its contents) to your location at a moment's notice.

When you're done making your sale, you can dematerialize this stand and its contents to your inventory at will without taking up any inventory space! Perfect for transporting your goods!

Artisanal Goods (-400 CP):

Be your own supplier!
This is a wide variety of magically-conductive utensils, machines, and materials, suitable for all manner of creative (and potentially-profitable) endeavours. All of it fits neatly into your inventory without taking up any space.
-For the **Tailor**, a ~~battered old~~ well-loved sewing machine and a few bolts of fabric, alongside all the buttons, scissors, and thread you could ever need. The designs and materials of the fabrics seem to change as you desire, though you won't gain anything particularly rare or luxurious here. The primary source for monster textiles is still the garbage, after all.
-For the **Monster Chef**, a set of portable cookware, a cooler, and a magical stove... But you'll have to scrounge up the ingredients yourself.
-Finally, for the **Metalworker**, a full blacksmith's kit- from the apron to the tools to the anvil and a (magical, fuelless) forge. Get working on your next masterpiece!

Jumper Resort (-600 CP):

It's not enough to sell a product. You're here to sell an experience.
This inn/ ski lodge/ hotel has enough space and accommodation to comfortably room dozens of people, along with a fully-stocked kitchen, a larder brimming with monster food, and even an attached swimming pool/ hot spring!
Anyone who works at this property will gain a basic proficiency in their role, be they a cook, bellhop, maid, live musician...
Likewise, guests will experience an unparalleled level of relaxation and comfort- it's a true luxury experience!
The aesthetics and particulars of your Jumper Resort are up to you, though it will always take the form of a tourist destination. As it's a fiat-backed property, all utilities, be they heating, power, water, or an undernet connection, are guaranteed to be free, reliable, and of the highest quality.

BUSYBODY ITEMS

Nice Hat (-100 CP):
This is a really nice hat. Doesn't have to be a cowboy hat, though that's obviously the best type.
This baby does everything you'd want a hat to do- keeps bright lights out of your eyes, keeps your head at a comfortable temperature in just about every environment, looks cool as all get out, and stays firmly attached until you actually want it removed.
You can also use this hat to cast a toggleable shadow over your eyes- perfect for looking dark, mysterious, and brooding. Or playing poker.

"Horses" (-200 CP):
Did you know that humans ride a monster called "Horses" into a great ball of fire without burning up? This is because humans and Horses are fireproof.
This purchase nets you a monster horse named Horses. It's probably intelligent, though it looks and sounds like a mundane horse.
Horses is totally fireproof- and if you're riding it, you'll be fireproof too!
It's not one for fighting, but is capable of surpassing obstacles that'd leave an ordinary horse in the dust.
If you already have some sort of trusty steed, you may instead import it so that it gains these abilities. But what's a cowboy without Horses?
(Busybodies may forgo their discount on this item to instead purchase the Fallen Human's Wild Revolver for only 100 CP.)

High-Quality Lasso (-400 CP):
It's a lasso made of real high-quality materials.
That must be why it can wrangle things it shouldn't be able to, interacting with the spiritual and phantasmagorical as though it were physical. Ever wanted to wrangle an enemy's SOUL? Or a ghost? Now you can!
Despite its fantastical abilities, this lasso's only made of leather. A well-placed gunshot or magical bullet could sever it easily.

Tourist Town (-600 CP):
This small, abandoned town (a handful of buildings, really) doesn't seem that remarkable, until you start acting out some sort of bombastic roleplay in it- be that cowboy-related or something else.
The more you and your companions commit to the same roles while ~~playing pretend~~ acting, the longer you keep up the public kayfabe, the more this town will draw attention from near and far.
At first, only people who'd be interested in your roleplay will join in, taking on civilian roles in your "setting."

As you keep going, you'll find that even visitors will adopt your aesthetic as if it were their own culture, joining in your western fantasy with cowboy hats and twangy accents of their own, for example. Day after day, you can build a reputation and compulsion in this place, until it's every bit the stereotypical... well, whatever type of town you'd like it to be. Its residents might even forget that it's all make-believe!
At the end of every jump, a copy of your town will follow you, with the original left behind for its inhabitants to enjoy. Any willing residents (who you permit) may attach themselves to your copy, coming along as followers rather than fully-fledged companions.

ROYAL GUARD ITEMS

Royal Guard Handbook (-100 CP):
If you're going to be enforcing the law, it helps to know what the law is... This handy handbook updates itself to contain the rules and regulations, written and unwritten, of any organization of which you find yourself a member. Moreover, you're able to flip through it to find contingencies and rules suited to whatever situation you're in at only a moment's notice.
It's as though the handbook itself knows exactly what page you need to turn to!

Carpentry Kit (-200 CP):
This humble metal toolbox contains everything you need for the construction of basic-to-intermediate wooden puzzles for human apprehension. Nails and screws of every gauge and description, hand-tools and impact drivers and levels and measuring tapes... And plenty of boards? How do they fit in there? Well, reach your hand inside and rummage around and you'll find what you're looking for, as long as it's for carpentry. It's like a **Dimensional Satchel**!... for working with wood.

Evacuation Point (-400 CP):
Sometimes, stopping a human's rampage just isn't possible. But that doesn't mean you're completely helpless- no, with this custom-made bunker, you could save more than a few people. The Evacuation Point is cramped, with spartan accommodations, but it has everything you need to keep a population of a hundred or so people completely fed and healthy, indefinitely. As long as it's being used to shelter the innocent, you'll find that absolutely nothing can breach its defenses.
You may choose the Evacuation Point's location once per jump- once it's in place, simply tell people to evacuate and they'll know where to go.

DT Extract (-600 CP):

You shouldn't have this.
A syringe full of the mysterious, shimmering substance known only as "DETERMINATION," or DT. This is the stuff that allows human SOULs to persist after death. In great enough quantities, DT can even be used to overcome time, SAVING and LOADING the world as though in a game.
This isn't enough DT to take control of time, but it is enough to do something else.
When introduced to the body of a healthy monster, DT can induce a powerful mutation, turning an ordinary individual into a tanky human-killing powerhouse with magic to spare!
When introduced to the body of a dying monster (for instance, one who has fallen down)...
Maybe it's best not to say.
You receive a fresh syringe of this stuff once every 10 years, or once every jump, whichever comes first. Guaranteed by fiat not to melt you down into an unkillable blob for whom death would be a mercy.

SCIENTIST ITEMS

Safety Goggles (-100 CP):

Paramount to all Steamworks employees. In addition to boosting your DEF by 9, they protect your eyes from stray projectiles, lousy weather, and the glare of your computer monitor as you slave away in the lab or office...
Much like the Nice Hat, they can show or hide your eyes at your discretion, if you're in the mood to look like a mysterious anime villain. You drama queen.

Vendy (-200 CP):

This sentient vending machine from the Steamworks is stocked with wonderful monster food snacks such as granola, water, and "popato chisps," all made with all-natural ingredient substitutes...
OK, they're not really *wonderful*, but they're tasty and they'll keep you from starving in a pinch.
Vendy restocks every Monday at 8 AM. If you're somewhere where the linear progression of time is somehow impeded or days have lost all meaning, that's once every 168 hours.
(Scientists may forgo their discount on this item to instead purchase the Royal Guard's Carpentry Kit for only 100 CP.)

Chujin's Legacy (-400 CP):
The contents of this syringe represent the pinnacle of SOUL science- a serum which can turn any monster or magic-filled being into a powerful, immortal Boss Monster.
Additionally, it can purge a SOUL of all impurities or corruption, mend all injuries of the SOUL, and even resuscitate a monster who's fallen down.
The syringe regenerates its contents once a year, but it's possible to manufacture more with the right materials. Good luck getting your hands on a human SOUL.

Jumper Estate (-600 CP):
A spacious mansion for you and your family. You do have a family, don't you?
As with the previous properties, you'll never need to worry about utilities.
As an added bonus, there's a fridge stocked with a regenerating supply of nutritious monster food (it's all corn chowder...)
Of course, this is discounted for the Scientist for a reason.
Hidden somewhere under this house is a secret basement- somewhat cramped, true, but so absolutely secret that nobody could hope to find it unless they were to follow you in.

In this basement, you'll find that your scientific endeavours are a little more successful, your thoughts come a little more clearly, your leaps of logic a little more sound...
Nothing dramatic, but coupled with the absolute secrecy you could manage some wonderful work down there.
If you own any other laboratory-type properties (the excess!), you may import them into this basement, turning it from a cramped room into, potentially, a sprawling subterranean complex that's somehow still undetectable. Don't think about it too hard.

COMPANIONS

Because a story with only one character would be terribly boring...
Companions bought here are either as-you-met-them in the timeline, or as Clover would have first met them. Your choice, unless they're dead by the time of Clover's fall or named "Flowey."
All bought companions get their relevant species' freebies, and access to all the magic and bullet patterns they exhibit in-game. They also get permanent versions of the general perks Resonance, Inventory, Enemy Approaching, The Culmination of Your Being (if they have a SOUL), and Enemy Retreating.

Flock Together (-100/-200 CP):

Already gained some companions in past adventures? For 100 CP, you may import one. For 200, you may import up to eight.
Either way, imported companions gain a 600 CP stipend and background with associated freebies, and may make purchases just as you have. They cannot take companions of their own, however, and may only take drawbacks marked as companion-compatible.

Et Cetera (-100 CP):

Want someone who's not on this list? Want to bring along your awesome Undertale OC?
This is your catch-all option. Whoever they are, they get a 600 CP stipend, background and freebies, etc. Basically the same rules as Flock Together, but for a whole new person!

Dalv (-100 CP):

A shy and introverted monster resembling a vampire... albeit a purple one with horns.
If you enter this world early enough, you'll get to meet a substantially-less-traumatized Dalv living in Snowdin and working hard at becoming a children's author.
Come late, and you'll meet him as Clover does- a deeply-reclusive monster terrified of humanity after his encounter with the SOUL of Integrity. A monster so haunted by the ghosts of his past that he's unable to see the present for what it is.
Dalv is relatively-sturdy, for a monster, and possesses potent electrical magic. He's also a so-so illustrator, a decent author, and an incredibly talented organ player.

Martlet (-200 CP):
Mediocre royal guard, passionate carpenter, and absolute bird-brain of a... bird monster.
Is that insensitive to say?
Either way, don't mistake her absentmindedness for weakness- she has access to the entire Royal Guard perk set, alongside a Royal Guard Handbook, Carpentry Kit, and secret syringe of DT Extract.
Her magic is nothing to sneeze at, either- though she's not the strongest monster you'll meet down here, her bullet patterns can be quite deadly when she's properly-motivated.
Although Martlet is the protégé of someone with some incredibly deep-seated anti-human sentiments, her heart really isn't in the whole "war to wipe out humanity" thing. It wouldn't be hard to make her your ally, even as a human.

Starlo (-200 CP):
He mostly goes by "North Star," nowadays. Sheriff North Star.
This dedicated LARPer is obsessed with all things human, convinced that the cowboy movies he's scrounged up from the dump are an accurate account of human life.
Honestly, he's gotten a little too into the whole "wild west" thing, and someone less charitable might call him a bit of a manchild.
Despite his shortcomings, he's got a good heart and the rest of his posse, the Feisty Five, can attest to that.
In addition to some impressive western-themed magic, Starlo wields the entire Busybody perk set, the Tailor perk (someone has to make those sweet cowboy clothes!), plus the Wild Revolver, Nice Hat, and High-Quality Lasso.

AXIS-014 (-200 CP):
The greatest invention of the late Chujin Ketsukane, Axis is a bit of an odd duck- he's a full-fledged sapient combat robot, untethered to the central servers of the Steamworks. Despite being a real person by most metrics, he's just short of having true free will, forced to abide by the quirks of his programming and the last commands of his creator.
That's all to say, he'll stop at nothing to eradicate those his programming deems as "threats"- especially human beings.
AXIS-014 benefits from the perks Work Ethic, Tactical Retreat, Sentry Duty, Apprehension, and Mathemagical. He wields Motion Magic and Energy Magic.
Being a custom-designed human eradication robot, he's also damn hard to destroy via non-magical means.
If you take AXIS-014 as a companion, he comes with a custom-built charging station. He can also use the power of love as an alternative source of energy (don't think about it too hard).

Chujin Ketsukane (-200 CP, discounted with Ceroba Ketsukane):
This vulpine engineer seems to have connections to half of the Underground, thanks to his charitable work and proclivities for the worlds of carpentry and science.
His fantastic reputation disguises a more complicated truth.
Compared to his coworkers in the Steamworks, his intellect and ability are... lacking. Indeed, while he possesses the Research Grants, Mathemagical, Circuitmancy, and Advanced Robotics perks in some fashion, they are... lesser than those available to you.
Thanks to his passions and upbringing, he at least has the Founder's Gift and Carpentry perks in their full glory.
Of course, that's not going into his personal life- his hatred for humanity is a cold, cynical thing, quite unlike the reflexive, thoughtless attitude of most monsters. His hatred and fear will one day lead him to (accidentally) kill a human child using AXIS-014- and his subsequent SOUL research will lead to the steady deterioration of his health, followed by death.
If you enter this world after the time of Chujin's death, then he's resurrected whole and hale, with all of his memories prior to his demise.

Ceroba Ketsukane (-300 CP):
A grieving widow who lost her child. Or so she seems.
In reality, Ceroba is someone who's allowed her devotion to her late husband to overwhelm all judgment and morality, accidentally causing her daughter Kanako to fall down. She'll stay on that path for a while longer yet, eventually endangering the life of the SOUL of Justice.
If you enter this world early enough, you're capable of preventing all that- capable of saving her husband from himself, capable of saving her daughter.
All that tragedy aside, Ceroba has an acerbic sense of humour, a hot temper,and a protective streak a mile wide.
She's also one of the strongest monsters you're likely to encounter down here. In addition to the Monster Cooking and Devotion perks, she has access to all the Bullet Patterns listed in the relevant section, plus Fire Magic, Motion Magic, Red Magic, and Diamond Magic. That Channeling Weapon is nothing to scoff at, either.

(NOTE: If both Chujin and Ceroba are recruited, recruit their daughter, Kanako Ketsukane, as well! Seriously, take her, or you'll be leaving behind an orphan.

Clover (-300):

The yellow SOUL of Justice, the second-to-last human needed to break the Barrier...
Is a quiet kid with a penchant for cowboys.
Were you expecting some big damn hero just because they wear a cowboy hat? They're just a kid.
Without any intervention, Clover would be content to live out their days as the adopted child of Toriel, hidden away in the Ruins.
Flowey's quite the interventionist, though, isn't he? Through hundreds of resets, through painstaking trial-and-error, he's found a path that carries Clover forward and keeps them alive- through the Dark Ruins, then Snowdin, the Wild East, the Steamworks...
Clover benefits from all Fallen Human perks EXCEPT for Realer than Real, and is capable of accessing their SOUL's unique energy-firing magic in dire situations.
They wield a toy gun- later the Wild Revolver, and carry a Missing Poster, Dimensional Satchel, and Nice Hat.

Flowey (Free):

Seriously? All of these wacky, colourful characters, and you want to run with the psychopathic weed?
This is Flowey as he was after a few hundred of Clover's runs through the Underground- jaded, conniving, violent, and mostly-devoid of empathy.
You might think that his ability to SAVE and LOAD are worth it. You might think you'll be able to control or even redeem him.
But he's a true killer, someone who's slaughtered his original parents hundreds if not thousands of times just to feel something.
If the shadow of Asriel Dreemurr is somewhere inside him, then it's a pale shadow indeed.

DRAWBACKS

Drawbacks in YELLOW may be taken by companions.

Have some FUN (+100):

FUN, or the Fluctuating Universal Number, is the invisible engine ensuring that no two timelines are *quite* the same. Thanks to FUN, your time in the Underground will be just the slightest bit off.

While major story events will probably play out the same, things like minor character locations, cave layouts, and even the locations of entire buildings may shuffle. The worst part? Whenever someone pulls a RESET, you can expect FUN to change, reshuffling everything once again!

Even without a way to remember RESETs, you'll be plagued by disorientation when these shifts happen. Think of it as reverse déjà-vu.

Anger Mismanagement (+100):

When something really pisses you off, you externalize that rage, even when it might not be very smart to do so. These aren't "tantrums," per se, but your outbursts can still be loud, destructive, and embarrassing. Let's hope that nobody IMPORTANT gets on your bad side... and that you're not within range of any nice furniture when you inevitably lose your cool.

Coward (+100):

When the chips are down, when your people start dying... you flee. You flee until you can't anymore. You might come up with excuses about giving your enemies "second chances," but the truth is that you're a wuss.

Let's hope that your surviving allies can find it in the hearts to forgive you.

Surface Purge A (+100):

With a few exceptions, nobody down here has seen the sun.

Isn't it unfair that you get to keep those precious memories of the surface? With this drawback, you won't forget anything life-defining- your memories are more or less as you left them!

You just can't recall certain specifics anymore. The sight of a sunset. The feeling of a cool breeze on your skin. The smell of fresh-cut grass. All gone.

You'll still remember the surface "in theory," but it'll be nothing but trivia, devoid of sensory detail. As though you experienced it all through an encyclopedia.

Surface Purge B (+200, requires Surface Purge A):

Scratch that bit about the encyclopedia. Although your important memories are still there, they've been warped so as to obscure all but the most cursory knowledge of the surface.
There's a "sun" up there, but you couldn't say what it's made of or how it doesn't burn people to death. An "ocean"- that's a big lake, right?
And humans...? You don't really know what humans look like! Or act like. Or... eat.
Let's hope you don't end up in charge of a human child.
If you ARE a human, this is going to cause some serious confusion.

Canon Purge A (+200):

Hey, no spoilers! Your memories are purged of all memories of Undertale Yellow beyond the knowledge that it is an Undertale fangame. No knowledge of its plot, puzzles, or characters will remain. Any companions, followers, writings, digital media, etc. will likewise be purged of critical plot information.
Let's hope that you hadn't been planning on messing with the story.

Canon Purge B (+300, requires Canon Purge A)

Undertale Yellow is a prequel...
Which means that knowledge of regular old Undertale would also be spoilers!
You have no knowledge of Undertale beyond its name. As with Canon Purge A, memories of it are purged from companions, followers, etc.
Let's hope that you don't end up befriending a certain talking flower...

Devotion (+300):

Having something to believe in is great, but isn't this a bit much?
You have a dream- a grand dream that could reshape life for the entire Underground if realised. A dream that, if attainable, is so difficult as to be very nearly beyond your reach.
This dream... has utterly consumed you. You will neglect your own health and safety, you will neglect the needs and desires of others, and you may even kill, if you feel that it is necessary.
All in that dream's pursuit.

Retribution (+300):

This one's simple, but can have far-reaching consequences:
If you're a monster or robot, you utterly-despise humanity for keeping your kind underground, a zealous loathing matched only by the likes of Undyne the Undying.
If you're a human...?
You view monsters as lower than dirt. A race fit for slaughter.
Humans cannot buy or import nonhuman companions.
Monsters and robots cannot buy or import human companions.

AFTERLIFE (+600, cannot take Flowey as a companion):

No matter when you enter this world, it seems that Flowey will already be hundreds if not thousands of resets deep into his madness.
Worse, he'll notice your arrival.
And he'll be so very interested by you.
There's nothing you can do to wrest control of the timeline from him... And it's not as though you can kill or capture him in a way that'll stick. Not when he can LOAD and RESET.
On the upside, your deaths will only "count" if he saves over them, thus ending your chain.
Lucky you.

AN HONEST DAY'S WORK

Whether you died somewhere along the way or lasted for 10 long years,
it seems as though your mandatory stay in this world
has reached an end.
What will you do now?

A PLACE TO REST

Is that what this world has become to you?
If you truly wish it... you can stay.
The effects of your drawbacks will be lifted, and any lost memories returned.
Time will resume in all of your previous jumps...
And your friends and family, left behind in your original home...
Will never know what became of you.

CALL TO ACTION

The expected outcome.
Regardless of any trials and traumas endured, you press on, with all you have gained. Drawbacks will be lifted and lost memories will be returned to their rightful owners.
There's still so many worlds to see.
Good luck out there.

ADJOURNED

Whether you died or were merely shaken by your time here, "JUMPCHAIN" has reached its end.
You will be returned, whole and healthy and with all of your things, to your world of origin. Companions may come along should they so choose. Drawbacks will be lifted, lost memories will be returned...
And you'll finally get to see your home again.

ADDITIONAL NOTES

ON SOUL ABSORPTION:
By all accounts, SOUL can only be absorbed by living things with wills of their own- FLOWEY is the only known SOULless thing that can absorb SOULs.
SOULs "share custody" of the body they inhabit, and absorption seems irreversible(?) unless one is a perfect soulless vessel (see, again: FLOWEY) or the timeline is LOADed/RESET.
Unless you want to permanently share your body with someone else, I'd advise against absorbing any SOULs.

ON SAVE/LOAD/RESET:
A phenomenon that's likely inextricably tied to the Underground- FLOWEY lost control of SAVE/LOAD/RESET once THE FINAL HUMAN entered the Underground, even though they were in all likelihood more determined than him while they lived on the surface, as well!
That's all to say, while FLOWEY is an incalculably useful ally in this world, do not expect his godlike control over time to hold true in future jumps.
Probably. Fanwank responsibly.

ON THE PROGRESSION OF TIME:
Are your 10 years up when you've perceived it? Do RESETs reset your jump timer?
...Whichever is more narratively satisfying.
By all means, if you'd like to spend 10 years locked in a hellish timeloop with a flower, be my guest.

ON AMALGAMATION:
If you or your unlucky companion(s) should become (part of) Amalgamate(s), you (and they) will be restored to full working order at the end of the jump, regardless of outcome.
That being said, being an Amalgamate sucks, so try to avoid that fate.
Alright?

CHANGELOG:

V 1.0: First release! And it only took almost 2 years...! (I was busy, alright?!)

V 1.1: Added an option/rule(?)/strongly-worded-suggestion for taking Kanako along if both Ceroba and Chujin are recruited. It'd be really rude to make her an orphan, after all.

V1.1: Adjusted magic stipend wording to make allotments clearer for boss monsters vs. non-boss monsters.